

still engage enemy models while suffering the knocked down condition.

#### Legless Drunk

The first time each turn this model suffers damage, except while making an advance, it suffers a push D6" in a direction chosen by its controlling player.

### HEROIC PLAY

Mald, Human, Male,

Attacking Midfielder,

Captain

CHARACTER PLAYS

This model gains +1 DMG to playbook damage

Target friendly model gains +1 ARM.

The next time target friendly guild model makes a successful attack, the friendly model may add an additional (D) playbook result.

Iron Fist

results.

**Tough Skin** 

Whisky Chaser

CST RNG SUS OPT

1 S V V

1 4" V X

1 4"

Free Bar [4" Pulse] Friendly non-mascot guild models within this pulse gain a beer token.

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T`

CHARACTER PLAYS CST RNG SUS OPT declare an attack without spending influence.

#### Shadow Like

At the start of this model's activation, it may make a 2" dodge.

#### Unpredictable Movement

Ethraynnian, Animal.

Mascot

Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

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(S4) (S3)

Size 30 mm



Size 30 mm

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Squaddie

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Squaddie

Size 30 mm



### Six Pack

CHARACTER PLAYS

Target enemy model loses 1 influence.

2 DMG and the bleed condition

Models within this model's melee zone suffer

Concussion

**Smashing Face** 

CST RNG SUS OPT

P X X

2 5 × 1

This model begins the game with six beer tokens. This model can have up to six beer tokens at any time.

#### • Taunt

When this model ends an advance, choose an enemy model within 2" of this model. The enemy model suffers a 1" push directly towards this model.

# HEROIC PLAY

Come On, Then! The next time this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

Mald, Human, Male, Central Midfielder, Squaddie

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(4.3)

Size 40 mm

### CHARACTER TRAITS Resilience

MASH

The first time each turn this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

#### Tough Hide

This model suffers –1 DMG from enemy plays and playbook damage results.

### HEROIC PLAY

Batter Up

Once during this model's activation this model may make a pass without spending influence. The pass gains +0/+4" KICK.

Eisnoran, Human, Male, Attacking Midfielder, Squaddie ™ & © Steamforged Games LTD 2018

#### F 4 SPIGOT CHARACTER TRAITS Floored While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

CST RNG SUS OPT

P X X

CHARACTER PLAYS

without spending influence.

Target enemy model loses possession of the

ball to this model, which may then make a pass

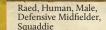
Ball's Gone!

knocked down condition, this model gains +2 TAC.

Tough Hide This model suffers -1 DMG from enemy plays and playbook damage results.

## HEROIC PLAY

*Time's Called* [4" Aura] When a friendly guild model starts an advance within this aura, it gains +2"/+2" MOV.





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This model gains +1 DMG to playbook damage results while attacking an enemy model suffering the burning condition.

Maaical Brew At the start of this model's activation, remove all conditions it's suffering. This model recovers 2 HP.

Searing Strike Enemy models damaged by this model suffer -1 ARM for

the remainder of the turn and the burning condition.

## HEROIC PLAY

5"/7" 5 3/6" 3+ 2

Т

Position an ongoing effect AOE within range.

Models entering or ending their activations

within this AOE suffer the burning condition.

Models hit suffer the burning condition.

Target enemy model suffers the burning

CHARACTER PLAYS

condition and 3 DMG.

1

Molotov

Flame Jet

2/4

CST RNG SUS OPT

1 4" X V

2 6" 🗶 🗸

Human Ball of Fire This model gains +1"/+1" MOV. During this model's advances, models whose bases are touched by its base suffer the burning condition.

Eisnoran, Human, Male, Defensive Midfielder. Squaddie

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4.2 6

Size 30 mm

2/4

CST RNG SUS OPT

Sleight of Hand 1 4" 🗶 Target friendly model may remove any conditions it is currently suffering.

4+

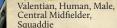
5"/8" 5 3/6"

CHARACTER PLAYS

Once per turn during this model's activation, it may make a 4" dodge. After this dodge is resolved, the opposing player may choose one of their models to make a 4" dodge.

### Stack the Deck

Once per turn at the start of this model's activation, if the opposing team has the initiative, this model is allocated 1 influence.





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