

model, the friendly model gains +0"/+2" MOV

for the duration of the charge.



CHARACTER TRAITS

When a friendly model declares a charge against an enemy model within this model's melee zone, the friendly model spends 1 less influence on the charge.

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

HEROIC PLAY

Old Jake's

Allocate 2 influence between other friendly guild models within 8".

Mald, Human, Male, Central Midfielder, Captain



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Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.

Ouick Foot

2 4" 🗸 🗶 Target friendly model gains +2"/+2" MOV.

2 S X V Voice of Command 4" pulse. Friendly models within this pulse suffer a 3" push directly away from this model.



CHARACTER TRAITS

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.

Aria [6" Aura]

While within this aura, other friendly guild models may use heroic plays without spending MP.

HEROIC PLAY

Soothing Voice [4" Pulse]

Friendly models within this pulse remove all conditions they're suffering.

Eisnoran, Human, Female, Central Midfielder, Captain



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makes a successful attack, the friendly model may add an additional (D) playbook result.

CORKER

CHARACTER TRAITS

Spit and Sawdust

While this model is on the pitch, friendly guild models 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

Free Bar [4" Pulse]

Friendly non-mascot guild models within this pulse gain a beer token.

Mald, Human, Male, Attacking Midfielder, Captain



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CHARACTER TRAITS

Once per turn during its activation, this model may declare an attack without spending influence.

Shadow Like

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

Unpredictable Movement

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

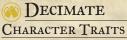
Ethraynnian, Animal. Mascot











Anatomical Precision

During an attack from this model enemy models suffer

Tough Hide

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

HEROIC PLAY

Duellist's Lunge

When this model makes a successful attack, it may then make a 1" dodge directly towards the target of the attack.

Erskirii, Human, Female, Attacking Midfielder, Veteran, Squaddie



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Like We Practised [Scum, Quaff] 1 6" X \ Target named friendly model may make a kick

without spending influence.



CHARACTER TRAITS

• Get Over Here [Scum, Quaff]

Once per turn during this model's activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its basemove towards this model.

Who's a Good Boy

Once during its activation, this model may use a character play without spending influence.

HEROIC PLAY

Animal Treat [Scum, Quaff]

Target named friendly model within 4" gains +2 TAC.

Indar, Human, Male, Defensive Midfielder Squaddie



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FRIDAY

CHARACTER TRAITS

Defence Support [Spigot]

While within 4" of the named friendly model, this model gains +1 DEF.

• Get Over Here [Scum]

Once during this model's activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its base-move towards this model.

Shadow Like

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

HEROIC PLAY

I Shoot Better After a Beer...

This model gains +1/+2" KICK. During a parting blow that targets it, this model gains +1 DEF.

Mald, Human, Female, Squaddie









CHARACTER TRAITS

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



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CHARACTER TRAITS

This model doesn't suffer crowding out penalties.

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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SPIGOT

CHARACTER TRAITS

While attacking an enemy model that is suffering the 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.

Raed, Human, Male, Defensive Midfielder. Squaddie









CHARACTER TRAITS

Close Control

This model may ignore the first tackle playbook result that it suffers each turn.

Football Legend [4" Aura]

While within this aura, friendly models gain +1/+1" KICK.

HEROIC PLAY

Back to His Best

This model gains +2"/+2" MOV. Once per turn during its activation, this model may make a kick without spending influence.

Raed, Human, Male, Striker, Veteran, Squaddie



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CHARACTER TRAITS

Battering Ram

During an advance made by this model, any model whose base is touched by this model's base suffers a 2" push directly away from this model. This model can only push each model once per turn with Battering Ram.

Tough Hide

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

HEROIC PLAY

Explosive Brew

During its activation, this model may use Lob Barrel without spending influence.

Mald, Human, Male, Centre Back, Squaddie



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condition and 3 DMG.

STOKER

CHARACTER TRAITS

Burning Passion

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

Magical 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

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







Lucky

CHARACTER TRAITS

Stack the Decl

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

Tough Hide

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

HEROIC PLAY

Raise the Stakes

This model may make a 4" dodge. After this dodge is resolved, the opposing player may choose another enemy squaddie model to suffer a 2" push.

Valentian, Human, Male, Central Midfielder, Squaddie



