

Who are they? They're a real heavy set. Killers, every one of them.

Yeah, those lads only play Guild Ball one way. Pounding down the pitch in a headlong charge and leaving a mess behind 'em that makes most shipwrecks look more salvageable.

Thing that scares everyone though, is that they've got themselves a heavy rep over the years for forgetting the rules on occasion. Against any team you can get wasted, but these boys are much heavier handed. The Butcher's Guild has had to bail its team out more than once for the odd 'accident' where someone goes home a memory, if you follow my meaning.

Don't mess with those lads, young blood. You can run around them all you want, staying just out of reach of a brute like the Ox, but you'd best pray that they don't catch you. I'm too old and wise to have made friends in this game, but if I had, I'd have seen plenty of them go home in boxes after games against those maniacs.

You're just meat to them. Weak, tender, soft meat. And they're the Butchers.

-Greyscales, Fisherman's Guild Vice Captain









# CHARACTER TRAITS

# The Owner [6" Aura]

While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.

# LEGENDARY PLAY

#### Get 'Em Lads! [6" Aura]

While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results. While within this aura, enemy models suffer -1 ARM.

Skaldic, Human, Male, Attacking Midfielder,



& © Steamforged Games LTD 2018



PXX Blood Rain Target enemy model suffers 2 DMG. Enemy

models within 3" of the target model suffer the bleed condition.

Pain Circle 2 6" 🗶 ✓ Position an ongoing effect AOE within range. Models hit suffer 1 DMG and the bleed condition. Models entering or ending their activations within this AOE suffer the bleed condition.

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



# FILLET

# CHARACTER TRAITS

## Haemophilia [6" Aura]

In the End Phase, before conditions are resolved, this model may heal 1 HP for each enemy model within this aura suffering the bleed condition.

When it charges an enemy model suffering the bleed condition, this model gains +0"/+2" MOV for the duration of the charge. When it attacks an enemy model suffering the bleed condition, this model gains +1 DMG to playbook damage results.

# LEGENDARY PLAY

### Exsanguinate [6" Pulse]

Enemy models within this pulse suffering the bleed condition suffer 3 condition DMG.

Valentian, Human, Female, Captain



™ & © Steamforged Games LTD 2018



# BOAR

# CHARACTER TRAITS

# Berserk

During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

#### Blood Lust [6" Aura]

Once per turn when another friendly model starts its activation within this aura, the friendly model may spend 1 influence to gain Berserk for the remainder of the turn.

When this model makes a charge during its activation, it may do so without spending influence.

# LEGENDARY PLAY

### Chop Chop! [6" Aura]

While within this aura, other friendly models gain Furious.

Skaldic, Human, Male, Attacking Midfielder, Veteran, Captain



™ & © Steamforged Games LTD 2019















# CHARACTER TRAITS

During this model's activation, when it damages an enemy model, choose a friendly model within this aura and remove all conditions the chosen model is suffering.

#### Support from the Wing

While within 8" of the edge of the pitch, this model may spend 1 less influence to charge.

### Unpredictable Movement

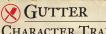
Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

Valentian, Human, Female,



™ & © Steamforged Games LTD 2018





# CHARACTER TRAITS

# Anatomical Precision

During an attack from this model enemy models suffer -1 ARM.

# Fan Favourite

When this model inflicts the taken out condition on an enemy model, the friendly team gains +1 additional MP.

## Sweeping Charge

When this model makes a charge during its activation, in addition to one or more playbook damage results, models within this model's melee zone suffer 3 DMG.

Erskirii, Human, Female, Central Midfielder. Veteran, Squaddie





# **LAYNE**

# CHARACTER TRAITS

### Bleed the Cleats

Each time this model inflicts damage on an enemy model, this model gains +1/+0" KICK for the remainder of the turn.

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

## • Get On With It, Boy! [Ox]

If this model begins its activation within 6" of the named friendly model, this model may immediately use a character play without spending influence or remove all conditions it is currently suffering.

When this model makes a successful attack, it may add an additional (T) playbook result.

Ethraynnian, Human, Male, Squaddie



™ & © Steamforged Games LTD 2019







