FISHERMEN'S GUILD

The Fish have been around for years, but just never seemed to have a great game, you know? Then one day, they had a real revival in fortunes. Couldn't tell you what it was. All I know is that suddenly they have Guild houses springing up in every city that doesn't already have one.

And then the team got better. A lot better. Like crazy better, beating the Butchers, the Morticians, the Alchemists, and the Messengers, all the big boys. Had to get better, once the Guild got bigger, or it wouldn't sit right. Whole bunch of new players, new sponsorship, new gear, new playbook. Suddenly, they're a name on the street, with a big following.

But you know what the old timers all say about the poster boys and girls? That team could probably achieve even more greatness if they could just wise up. They all run around waving to the damned crowd, showboating with the ball, all touchy feely with each other whenever one of 'em gets knocked on their arse. Never known another team like it.

But that said, damn, those lads can play Guild Ball.

-Flint, Mason's Guild Team Vice Captain



The following Navigator models may play for the Fisherman's Guild:



FATHOM



Horizon



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Once per turn when an enemy model suffers the taken

out condition while within this aura, the friendly team

This model may ignore the first knocked down

This model suffers -1 DMG from enemy plays and





CHARACTER TRAITS

When this model makes an advance it ignores the MOV penalty for rough terrain.

LEGENDARY PLAY

Caught in a Net [6" Pulse]

Enemy models within this pulse suffer -4"/-4" MOV.

Eisnoran, Human, Male, Captain



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2/6 6" X X Target enemy model suffers a 6" push directly towards this model.

Rough Seas to this model.

Target enemy model loses possession of the ball

Hook, Line, and Sinker [6" Pulse] Enemy models within this pulse suffer a 6" push directly towards this model.

condition placed upon it each turn.

CORSAIR

Coup de Grâce [6" Aura]

playbook damage results.

LEGENDARY PLAY

gains +3 MP.

CHARACTER TRAITS

Indar, Human, Male, Defensive Midfielder, Captain



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YUKAI

CHARACTER TRAITS

Last Cast Catches the Most

While this model is on the pitch, when a friendly model scores a goal, if it does not use Run the Length, the activation does not immediately end.

Beating Wings Over Water

Once per turn during this model's activation, choose another friendly model within 8". The chosen model gains Flying. (Flying: When this model moves, it ignores terrain and other models' bases. It can't end its movement overlapping another base, an obstruction, or a barrier.)

LEGENDARY PLAY

Cormorant's Calling

Choose another unengaged friendly model within 10" of this model. Place the chosen model within 10" of this model.

Numasai, Human, Captain



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CHARACTER TRAITS

Fear

The first time each turn an enemy model spends influence on an attack, charge, or character play that targets this model, the enemy model must spend 1 additional influence.

Shadow Like

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

Talisman

Once per turn during this model's activation, it may use a character play without spending influence.

LEGENDARY PLAY

Call of the Sea [4" Pulse]

This model suffers 1 DMG for each other model within this pulse. Enemy models within this pulse suffer a 2" push. Other friendly models within this pulse may make a 2" dodge.

Numasai, Human, Female, Central Midfielder, Squaddie



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CHARACTER TRAITS

Batterina Ram

During this model's advances, models whose bases are touched by its base immediately suffer a 2" push directly away from it. This model can only push each model once per turn with Battering Ram.

Resolute

When this model targets an enemy model with a Counter-Attack, this model gains +2 TAC for the duration of the Counter-Attack.

HEROIC PLAY

Trident Tested [3" Pulse]

Models within this pulse suffer a 2" push directly away from this model.

Skaldic, Human, Male, Defensive Midfielder, Squaddie



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Backfield Presence

While attacking a model that is in possession of the ball, this model gains +2 TAC.

Close Ranks

When this model causes an enemy model to suffer the crowding out penalty, the enemy model suffers an additional –1 dice pool.

● Lightning Reflexes [6" Aura]

Once per turn when an enemy model ends a dodge within this aura, this model may immediately make a jog directly towards the enemy model.

Resilience

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.

Numasai, Human, Male, Defensive Midfielder, Squaddie







KRAKEN

CHARACTER TRAITS

Gravity Well

When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 2" push directly towards this model.

Protective Instinct

While engaging this model, an enemy model can't declare an attack against any other friendly model.

Tough Hide

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

Skaldic, Human, Male, Defensive Midfielder, Squaddie



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CHARACTER TRAITS

Anatomical Precision

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

Bag of Coffers

Once per turn during this model's activation, choose a friendly non-Captain model within 4". The chosen model is allocated 1 influence and may use Bonus Time once during its activation without spending MP.

Numasai, Human, Male, Attacking Midfielder, Veteran, Squaddie



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SIREN

CHARACTER TRAITS

Beautiful

Enemy character plays targeting this model suffer -5" RNG.

Protected [Kraken]

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





CHARACTER TRAITS

• Escaping Fate

Once per turn when this model is reduced to 0 HP, except while making an advance, before suffering the taken out condition it may recover 1 HP, remove all conditions on it, and make a 2" dodge.

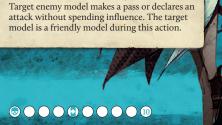
Shadow Like

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

Unknown, Human, Female, Attacking Midfielder, Veteran, Squaddie



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towards this model. The target model is a

friendly model during this action.

Seduced

Unknown, Human, Female, Winger, Squaddie



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