MINER'S GUILD

Blasted dangerous profession, one look at most of 'em will prove that. Their crew looks beaten up before they hit the pitch, let alone afterwards. That's nothing new though. You've got to have stones made of iron to go down in the depths day after day. Or be half mad. Preferably both, if you ask me.

Rumour is, old Ballista set up shop with 'em months ago. I'll bet that suits the dour bastard right down to the ground, spending all his days in the dark, tinkering with the bloody monstrosities he's been making. I thought I'd seen it all with the Engineers, but the mining engines are something else. You'd think they'd be against the rules, until you remember the rules were written when people couldn't even imagine a damn drilling machine, let alone make them illegal.

I'll wager the Lord Artificer is the reason they're here in the Big Leagues, too. He might not be in his Guild's best graces, but don't think Ballista doesn't still have friends in high places. Mark my words, it's a power play—he's seen the First Lady's success story and he's looking to write one of his own...

-Lucky, Free Agent







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CHARACTER TRAITS

@ Guild Rule: Secret Tunnel

At the start of this model's activation, it may be placed within 2" of its current location.

Tough Hide

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

LEGENDARY PLAY

We're Going Underground [6" pulse]

Friendly models within this pulse may be placed within 2" of their current location.

Indar, Human, Male, Defensive Midfielder, Captain



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This model may be placed within 2" of its current location.

DIGGER DIGGER

CHARACTER TRAITS

@ Guild Rule: Secret Tunnel

At the start of this model's activation, it may be placed within 2" of its current location.

Close Control

Once per turn this model may ignore the first tackle playbook result against it.

Stop, Drop, and Mole

Once per turn during this model's activation, target friendly model within 4" may remove all conditions it's suffering.

Skaldic, Animal, Mascot



(6)

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base immediately suffer the knocked down condition. Each enemy model may only suffer the knocked down condition once per turn from Grinding Tracks.

Sinkhole

2/6 S X V 3" pulse. Enemy models within this pulse suffer a 3" push directly towards this model. This model may then be placed within 2" of its current location.





CHARACTER TRAITS

@ Guild Rule: Secret Tunnel

At the start of this model's activation, it may be placed within 2" of its current location.

You're Coming With Me

Once per turn during this model's activation, before this model is placed, choose a friendly model in base contact with this model. After this model is placed, place the chosen model in base contact with this model.

LEGENDARY PLAY

Tremor Mine

Choose a free ball within 8" of this model and remove it from the pitch. This model's controlling player resolves a goal kick.

Numasai, Mechanica, Human, Female, Centre Back. Squaddie



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CHARACTER TRAITS

Guild Rule: Secret Tunnel

At the start of this model's activation, it may be placed within 2" of its current location.

Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

Tough Hide

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

Figeon, Mechanica, Central Midfielder, Squaddie



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