

EDITOR

Size 30mm
Melee Zone 2"

MOV TAC KICK DEF ARM INF
6"/8" 7 2/6" 4+ 1 4/5

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CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Rough Cut

GB P - -

All enemy models within this model's melee zone suffer a [2"] Push directly away, [2] DMG and the **bleed** condition.

Precision Play

3 6" - -

Target model immediately makes a **jog** without spending influence. If the target model is an enemy model, it counts as a friendly model during this action. This Play can only be used once per turn.

6 1 2 10

EDITOR

CHARACTER TRAITS

Shove the Boot In

This model gains [+1] DMG to Playbook damage results against models suffering the knocked-down condition.

Friend of the Show

Target model within 4" immediately makes an **Attack** at [+2] TAC without spending influence. If the target model is an enemy model, it counts as a friendly model during this action.

Mald, Human, Male
Captain, Attacking Midfielder

3

SNAILMAIL

Size 40mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
4"/6" 6 3/6" 3+ 2 5/6

GB KD 2 T
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CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Marked Target

1/GB 8" - Yes

Friendly models who make a **charge** against the affected model gain [+0"/+2"] MOV. This Character Play can only be used once per turn.

Commanding Aura

2/GBGB S Aura 4" Yes

An **Attack** made against an enemy model within this aura gains [+1] TAC and [+1] DMG.

Slow and Methodical

I S - -

This model may forfeit its Advance to make a [4"] Dodge.

6 1 2 10

SNAILMAIL

CHARACTER TRAITS

Class Control

Once per turn this model may ignore the first Playbook **Tackle** result against it.

Sturdy

Once per turn this model may ignore the first **knocked-down** condition placed on it.

Not My Thing

When **Attacking** this model is not affected by its own Plays.

Spoilers

Once per turn choose a model within 6" and one of the following effects:

Errata Buff: Target friendly model gains [+2] TAC, [+1"/+1] KICK, or [+1] ARM.

Errata Nerf: Target enemy model suffers [-2] TAC, [-2"/-2] KICK, or [-1] ARM.

Major Spoilers

This model may use Spoilers 3 times without spending Momentum.

Ethrynnian, Human, Male
Captain, Central Midfielder

3

FLIGHTY

Size 40mm
Melee Zone 2"

MOV TAC KICK DEF ARM INF
4"/7" 5 3/6" 2+ 1 1/3

I T 3
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CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Harpoon

2/GB 6" - -

Target enemy model suffers a [6"] Push directly towards this model.

6 1 2 10

FLIGHTY

CHARACTER TRAITS

Tough Hide

Enemy Plays that cause damage to, or Playback damage results that hit this model are reduced by [-1] DMG.

Tactical Advice [Editor]

During the Maintenance Phase, if the named model is within 4" of this model, this model gains [+1/+1] INF.

Play the Cannon Card

Once per turn, if this player makes an **Attack** that achieves [0] hits, gain 1 MP.

You're Just Fucking Wrong! [4" Pulse]

All friendly models within the pulse immediately suffer [5] DMG. Choose an enemy model within 6". Target model suffers [-2] TAC, and any Character Plays that cause damage, or any Playbook damage results caused by the target model suffer [-1] DMG.

Mald, Human, Male
Centre Back

3

HERALD

Size 30mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
6"/7" 5 2/8" 4+ 0 3/4

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CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Tucked

I 8" - Yes

If the target enemy model has not been activated this turn, it must be the next model the enemy team activates. This Character Play can only be used once per turn per team.

Unexpected Arrival

GBGB S Pulse 3" -

Enemy models within the pulse suffer a [4"] Push directly away from this model.

6 1 2 10

HERALD

CHARACTER TRAITS

Dark Doubts

If this model suffers the taken-out condition as a result of an enemy **Attack** or **Play**, the enemy suffers [-4] MP after resolving the **Attack** or **Play**.

Out Takes

This model may reroll all dice for it's last **Attack** or **Character Play**.

Racd, Human, Male
Defensive Midfielder

3

BROADCAST

Size 30mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
5"/7" 5 3/6" 4+ 1 2/4



CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Swift Stance 2 4" - Yes
Target model gains [+1] DEF.

Singled Out GB P - yes
Friendly models gain [+2] TAC against target model.



BROADCAST

CHARACTER TRAITS

Attack Support [Semaphore]
While within [4"] of the named model, this model gains [+2] TAC.

Thanks for Watching
Once per turn, target friendly other non-[Captain] guild model within [8"] is allocated [1] INF.



Raed, Human, Male
Central Midfielder 3

SEMAPHORE

Size 30mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
7"/9" 4 3/8" 5+ 0 2/4



CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Super Shot 1 8 - Yes
This model gains [+1/+2"] KICK.

Thousand Cuts 3/GBGB 6" - Yes
Target model suffers [-2] DEF and [1] DMG.



SEMAPHORE

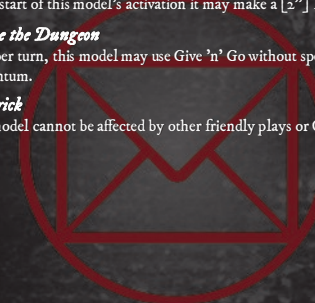
CHARACTER TRAITS

Protected [Broadcast]
While within [4"] of the named model, this model gains [+1] ARM.

Shadowlike
At the start of this model's activation it may make a [2"] Dodge.

Escape the Dungeon
Once per turn, this model may use Give 'n' Go without spending momentum.

Maverick
This model cannot be affected by other friendly plays or Character Traits.



Valentian, Human, Male
Striker 3

ADVOCATE

Size 30mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
6"/8" 4 4/6" 4+ 0 1/4



CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Heavy Burden 1/GB 6" - Yes
Target enemy model suffers [-4"/-4"] MOV and [-2] to their dice-pool on Character Plays. This Character Play may only be used once per turn.

Shut Out 1 8" - Yes
If the target enemy model has not activated this turn, it must be the last model the enemy team activates. This Character Play may only be used once per turn per team.

Smashed Shins GB P - Yes
Target enemy model suffers [-4/-4"] KICK.

Chain Grab 1/GBGB 4" - Yes
Target enemy model suffers a [4"] push directly towards this model.



ADVOCATE

CHARACTER TRAITS

Fear
Enemy models must spend an additional [1] Influence on the first Attack or Character Play targeting this model each turn.

Damage Support [Snailmail]
While within [4"] of the named model this model gains [+1] DMG to Character Plays that cause damage and Playbook damage results.



Pigeon, Human, Male
Attacking Midfielder 3

POSTAL

Size 40mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
5"/7" 6 2/6" 3+ 0 1/3



CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

Concussion GBGB P - -
Target model loses [1] INF.



POSTAL

CHARACTER TRAITS

Crucial Artery
When damaged by this model, enemy models suffer the bleed condition.

Detach [Hack]
During the Maintenance Phase, before influence is generated, the named model may be placed on the pitch in base contact with this model. If this model is in possession of the ball, it may move the Ball-Marker to the named model.

Rising Anger
The first time this model is damaged by an enemy model each turn, the friendly team gains [2] Momentum.

Hatred [Avarise]
This model cannot be included in the tame team as the named model.

Ahoi-Hoi! [Hack]
Once per turn per team, while the named model is not on the pitch and has not been taken out, or is within [4"] of this model, this model and the named model can recover [2] HP and remove all conditions currently on them.

Erskiri, Human, Male
Centre Back 3

HACK

Size 30mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
4"/5" 4 2/4" 4+ 1 1/2

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CHARACTER PLAYS

Character Plays	COST	RNG	ZONE	SUSTAIN
<i>Where'd They Go!</i>	1/GB	S	-	-
<i>Dirty Knives</i>	2/GB	6"	-	Yes

Where'd They Go!
This model may make a [4"] Dodge. This Character Play may only be used once per turn.

Dirty Knives
Target model suffers [-1] DEF, [1] DMG and the poison condition.

6 0 0 0 0 6

HACK

CHARACTER TRAITS

Furious
This model may Charge without spending Influence.

Crazy
Once per activation, this model may suffer [3] DMG to gain [+3] TAC for the remainder of the activation.

Anatomical Precision
During an Attack from this model, enemy models suffer [-1] ARM.

Benched
This model does not start on the pitch and does not count towards your maximum team size allowance.

Attach [Postal]
During the Maintenance Phase, before influence is generated, if this model is in base contact with the named model, it may remove all damage and remove itself from the pitch. If this model is in possession of the ball, move the Ball-Token to the named model.

Aboi-Hoi! [Postal]
Once per turn per team, while the named model is not on the pitch and has not been taken out, or is within [4"] of this model, this model and the named model can recover [2] HP and remove all conditions currently on them.

Erskirii, Animal, Winger

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HOT-FOOT

Size 30mm
Melee Zone 2"

MOV TAC KICK DEF ARM INF
5"/8" 6 2/6" 4+ 0 1/4

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CHARACTER PLAYS

Character Plays	COST	RNG	ZONE	SUSTAIN
<i>Scything Blow</i>	GB	P	-	-
<i>Flame Jet</i>	3	6"	-	-
<i>Too Hot to Handle</i>	1	S	-	Yes

Scything Blow
All models in this model's tackle zone suffer [3] DMG.

Flame Jet
Target enemy model suffers [3] DMG and the burning condition.

Too Hot to Handle
This model may immediately make a [4"] dodge. For the remainder of the activation, any model damaged by this model suffers the burning condition. At the end of it's activation, this model suffers [2] DMG and the Burning condition.

6 0 0 0 1 0 0 0 0 2 0 0 0 10

HOT-FOOT

CHARACTER TRAITS

Charmed [Male]
This model gains [+1] DEF against every Attack and Character Play made by the named Character type.



Castellan, Human, Male Winger

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DATATABLE

Size 40mm
Melee Zone 1"

MOV TAC KICK DEF ARM INF
5"/7" 3 1/4" 3+ 1 1/2

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CHARACTER PLAYS

Character Plays	COST	RNG	ZONE	SUSTAIN
<i>Rankings Analysis</i>	2	4"	-	Yes
<i>Intensify</i>	1/GB	S	Pulse 3"	-

Rankings Analysis
Other friendly models gain [+2] TAC and [+1] DMG to Playbook damage results against the target non-[Captain] enemy model. This Character Play may be used once per turn.

Intensify
Enemy models that are suffering conditions and are within the pulse, suffer [2] DMG.

6 0 0 0 0 0 0 0

DATATABLE

CHARACTER TRAITS

Gluttonous Mass
The first time each turn this model is hit by an enemy Attack or Character Play that targets this model, except while advancing, the Attack or Character Play is ignored.

Noxious Death [3" Pulse]
When this model suffers the taken out condition during the Activation Phase, all other models within the pulse suffer [3] DMG and the poison condition.

Raed, Mechanical, Mascot

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