

## EDITOR

Size 30mm  
Melee Zone 2\*

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

1 2 KD 3  
< > T 2 GB 3 4

### 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** 2 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.

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## EDITOR

### CHARACTER TRAITS

**Unpredictable Movement**  
Once per turn, when an enemy model ends an **Advance** in this model's melee zone, this model may immediately make a [2\*] **Dodge**.

**Shove the Boot In**  
This Character gains [+1] DMG to Playbook damage results against models suffering the **knocked-down** condition.

### LEGENDARY PLAY

**Friend of the Show [6" Aura]**  
While within this aura, friendly models gain [+0/+2] MOV and [+1] DMG to Playbook damage results and **Close Control**.

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 5/7

GB 1 KD T  
> >> >< <<< 3 3 >>

### 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** 1 S - -  
The model may forfeit its **Advance** to make a [4\*] **Dodge**.

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## SNAILMAIL

### CHARACTER TRAITS

**Close 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.

### HEROIC PLAY

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

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

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

### LEGENDARY PLAY

**Major Spoilers**  
This model may use Spoilers 3 times without spending Momentum.

Ethraynnian, 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

1 T 3 4  
>> KD > GB 3 >>

### CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

**Harpoon** 2/GB 6" - -  
Target enemy model suffers a [6\*] **Push** directly towards this model

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## FLIGHTY

### CHARACTER TRAITS

**Tough Hide**  
Enemy Plays that cause damage to, or Playback damage results that his 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**  
When this model makes an **Attack** that does not achieve any hits, gain [1] MP.

### HEROIC PLAY

**You're Just Fucking Wrong!**  
Once per turn, 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

T 1 2  
< << <<< >> 3

### CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

**Tucked** 1 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 [3\*] **Push** directly away from this model.

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## 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.

### HEROIC PLAY

**Out Takes**  
Once per turn you may reroll any one **Attack** or Character Play. You must reroll all dice.

Raed, 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

1 2 T  
GB >> KD 3 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.

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## 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 non-[Captain] guild model within [8"] is allocated [1] INF.



Raed, Human, Male  
Central Midfielder

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## SEMAPHORE

Size 30mm  
Melee Zone 2\*

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

1 2  
T < >> ⊕

### CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

**Super Shot** 1 5 - Yes  
This model gains [+1/+2] KICK.

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

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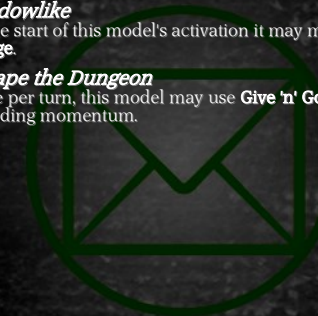
## SEMAPHORE

### 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.



Valentian, Human, Male  
Striker

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## ADVOCATE

Size 30mm  
Melee Zone 1\*

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

1 2 T  
GB > >< 3

### CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

**Blind** 1 6" AOE 3\* Yes  
Enemy models hit suffer [-4] TAC and [-4"/-4"] MOV. 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.

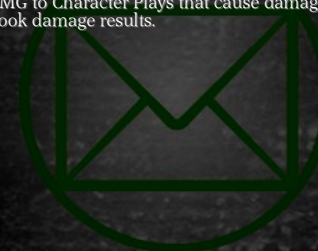
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## ADVOCATE

### 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.



Figeon, Human, Male  
Attacking Midfielder

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## POSTAL

Size 40mm  
Melee Zone 1\*

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

KD 2 ⊕  
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### CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

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

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○ ○ ○ ○ ○ ○ ○ ○ ⊕

## 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-Token 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.

### HEROIC PLAY

**Ahoi-Hoii [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.

Erskirii, Human, Male  
Centre Back

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# HACK

Size 30mm  
Melee Zone 1\*

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

3 KD 4  
1 2 >< GB 3 3 T

## CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

**Where'd They Go?** 1/GB S - -  
This model may make a [4"] Dodge. This Character Play may only be used once per turn.

**Dirty Knives** 2/GB 6" - Yes  
Target model suffers [-1] DEF1, [1] DMG and the **poison** condition.

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# 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 mod

### HEROIC PLAY

**Ahot-Holl [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

⊗ 3

# 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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< 2 >> 3 GB 3 >>

## CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

**Where'd They Go?** 1/GB S - -  
This model may make a [4"] Dodge. This Character Play may only be used once per turn.

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

**Flame Jet** 3 6" - -  
Target enemy model suffers [3] DMG and the **burning** condition.

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# HOT-FOOT

## CHARACTER TRAITS

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

**Too Hot to Handle**  
When damaged by this model, enemy models suffer the **burning** condition.



Castellan, Human, Male Winger

⊗ 3

# DATATABLE

Size 40mm  
Melee Zone 1\*

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

1 2 T  
> >< GB

## CHARACTER PLAYS

Character Plays COST RNG ZONE SUSTAIN

**Rankings Analysis** 2 4" - Yes  
Other friendly models gain [+1] 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** 1/GB S Pulse 3" -  
Enemy models that are suffering conditions and are within the pulse, suffer [2] DMG.

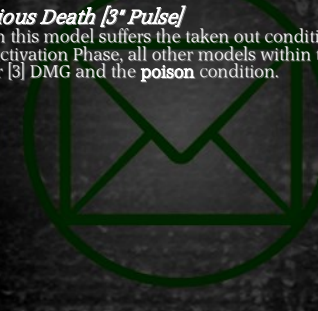
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# DATATABLE

## 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, Mechanica, Mascot

⊗ 3