Time was the Blacksmith's Guild made a fortune in outfitting the armies of the Century Wars. But then, that was years past, and they were hit hard in the aftermath. A lot came out of the unification of the Empire of the Free Cities, but one of the sanctions which doesn't get talked about? A law limiting the sale of weaponry by the Blacksmith's Guild to an exclusive contract.

And who can they sell weapons to under this law? That's it, you guessed it. The other Guilds, and not a soul else.

Sounds unfair, doesn't it? It should! Came directly from the Smithy's owner too. Must be hard to figure out a game plan that's for sure. Clever way of keeping your opponents chosen behind the scenes. Makes for a varied playstyle, play for the Guild. The actual captain for each game is instead, they invite Masters from all over to come and were getting.

— Tapper, Brewer's Guild Team Captain

**Blacksmith's Guild**

**Guild Rules**

Forge Master
Immediately before setting up, choose one friendly Master model to be the Captain. The Captain loses the Squaddie model type and gains +6/-2 INF and the Captain model type for the duration of the game.

Apprentice
When picking a Blacksmith team, exactly half the models must have the Master model type, and the other half must have the Apprentice model type.

**Burntish**

**Character Traits**

Reduction
Once per turn during this model's activation, position an AOE within 2” of this model. Friendly models within this AOE remove all conditions they're suffering.

Reinforced Plating [1st Aura]
Once per turn when a friendly model within this aura is hit by an enemy character play, the model but may ignore all damage and effects of the character play.

**Battledown The Hatches [6” Pulse]**
Friendly models within this pulse may remove any conditions they're currently suffering.

If this model has the Captain model type, friendly models within this pulse may recover 1 HP.

**Legenday Play**

Eye Spy
Friendly models gain +2 TAC while attacking target enemy model.

Get In the Goal!
Target friendly model gains Goal Defence. (Goal Defence: Enemy models suffer +1 TN to Shots while this model is within 4” of a friendly goalpost.)

**Culverin**

**Character Traits**

Querch [5” Aura]
When a friendly model within this aura suffers damage from an enemy character play, after the character play is resolved, the friendly model may recover 1 HP.

**Legendary Play**

Batten Down The Hatches [6” Pulse]
Friendly models within this pulse may remove any conditions they're currently suffering.

If this model has the Captain model type, friendly models within this pulse may recover 3 HP.

**Burntish**

**Melee Zone 1”**

**Character Plays**

Flame Belch
Position an ongoing effect AOE within range. Models hit suffer 4 DMG and the burning condition. Models entering or ending their activations within this AOE suffer the burning condition.

Kill the Ball
Remove target free ball from the pitch. This model's controlling player resolves a goal kick.

**Burntish**

**Melee Zone 1”**

**Character Plays**

CST RNG SUS OPT

Singled Out
Friendly models gain +2 TAC while attacking target enemy model.

While the Iron is Hot
6” pulse. Choose either the friendly or the enemy goalpost. Friendly models within this pulse may make a 2” dodge directly toward the chosen goalpost.

**Culverin**

**Melee Zone 1”**

**Character Plays**

CST RNG SUS OPT

Eye Spy
Friendly models gain +2 TAC while attacking target enemy model.

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**Legendary Play**

Batten Down The Hatches [6” Pulse]
Friendly models within this pulse may remove any conditions they're currently suffering.

If this model has the Captain model type, friendly models within this pulse may recover 3 HP.
**FARRIS**

**Melee Zone: 3"**

**Character Traits**

**Give It a Whack**
When a free ball is within this model’s melee zone during its activation, it may make a kick as if it were in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.

**Sentinel (1st Aura)**
While within this aura, friendly Apprentice models gain +1 ARM.

**Instruction**
Target friendly model may make a dodge up to its base-move and while within this aura other friendly models’ melee zones are 2".

**Melee Zone**

**FERRITE**

**Melee Zone: 1"**

**Character Traits**

**Get Over Here (Iron)**
Once during this model’s activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its base-move towards this model.

**Legendary Play**

**Tong in Cheek (6" Pulse)**
This model gains +2"/2" MOV.

**Melee Zone**

**FURNACE**

**Melee Zone: 2"**

**Character Traits**

**Searing Strike**
Enemy models damaged by this model suffer -1 ARM for the remainder of the turn and the burning condition.

**Sentinel (1st Aura)**
While within this aura, friendly Apprentice models gain +1 ARM.

**March Experience (4" Aura)**
When a friendly model within this aura uses Pass & Move, both the receiving and the kicking models may make a 4" dodge instead of only one being able to do so.

**Sturdy**
This model may ignore the first knocked down condition placed upon it each turn.

**Melee Zone**

**HEARTH**

**Melee Zone: 2"**

**Character Traits**

**Armoury (6" Aura)**
This model’s melee zone is 3".

**Steedly**
This model may gain +1 TAC and Searing Strike.

**Melee Zone**

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**Sultanish, Human, Female, Attacking Midfielder, Master, Squaddie**

**Pier, Human, Male, Central Midfielder, Master, Squaddie**

**Rael, Human, Female, Striker, Master, Squaddie**

**Skald, Human, Female, Centre Back, Master, Squaddie**
**Alloy**

**Character Traits**

- **Back to the Shadows**
  At the end of this model's activation, if it caused damage during the activation, it may make a 4° dodge.

- **Arenal (Hearth)**
  If this model starts its activation within 6° of the named friendly model, this model gains a benefit for the remainder of the turn. Choose one of the following benefits:
  - +1/6° KICK
  - Anatomical Precision
    (Anatomical Precision: During an attack from this model, enemy models suffer -3 ARM.)

**Character Plays**

- **Aerobic**
  This model may make a 2° dodge.
- **Dirty Knives**
  Target enemy model suffers -1 DEF, 1 DMG, and the poison condition.

**Cast**

**Character Traits**

- **Burning Passion**
  This model gains +1 DMG to playbook damage results while attacking an enemy model suffering the burning condition.

- **Bright Shields**
  An enemy model that declares a Counter Attack against this model suffers -1 TAC for the duration of the Counter Attack.

- **Swift Strikes**
  During this model's activation, when it damages one or more enemy models it may make a 2° dodge.

**Character Plays**

- **Shield Glare**
  Target enemy model suffers -1 TAC and -1 DEF.
- **Shield Throw**
  Target enemy model suffers 2 DMG. If the target model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on the target model.

**Bolt**

**Character Traits**

- **Stamina**
  Once per turn at the start of this model's activation, this model may make a jog.

- **Tutelage (Faris)**
  If it starts its activation within 6° of the named friendly model, this model may use a character play once during its activation without spending influence.

**Character Plays**

- **I'm Open!**
  Target friendly model may make a pass targeting this model without spending influence.
- **Shoemerang**
  Target other model suffers 2 DMG. Choose an enemy model within 4° of the target model to suffer the knocked down condition.

**Cinder**

**Character Traits**

- **Far Strike**
  Once per turn during this model's activation, if an enemy model is within 6° of this model and in its line of sight, this model may declare an attack against the enemy model as if engaging it.

- **Kindled (Furnace)**
  If it starts its activation within 6° of the named friendly model, this model may make an attack once during its activation without spending influence.

- **Searing Strike**
  Enemy models damaged by this model suffer -1 ARM for the remainder of the turn and the burning condition.
**Cinder**

**Character Traits**

- **Grim Vengeance**
  Once per turn during this model’s activation, when it inflicts the taken out condition on an enemy model, this model may make a 2” dodge, a kick, or an attack as its next action without spending influence.

- **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.

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**Character Plays**

- **Impetus**
  Target enemy model suffers 1 ARM for the remainder of the turn and the burning condition.

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**Character Plays**

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**Cutlass**

**Character Traits**

- **Quick Off the Line**
  When an enemy model declares a Shot, before the Shot is resolved, this model may make a 2” dodge.

- **Tutelage [Culverin]**
  If it starts its activation within 6” of the named friendly model, this model may use a character play once during its activation without spending influence.

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**Character Plays**

- **Broadside**
  This play’s range is measured from the friendly Culverin. Position two ongoing effect AOEs within range. Models hit suffer 2 DMG. This AOE is rough terrain.

- **Chain Shot**
  This play’s range is measured from the friendly Culverin. Target enemy model suffers 3 DMG and the knocked down condition.

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**Cutlass**

**Character Traits**

- **Quick Off the Line**
  When an enemy model declares a Shot, before the Shot is resolved, this model may make a 2” dodge.

- **Tutelage [Anvil]**
  If it starts its activation within 6” of the named friendly model, this model may use a character play once during its activation without spending influence.

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**Character Plays**

- **Long Bomb**
  When this model makes a pass, it gains +0/+4” KICK for the duration of the action. This pass can’t be intercepted.

- **Piledriver**
  This model’s next attack gains +3 net hits.

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**Iron**

**Character Traits**

- **Battering 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.

- **Close Control**
  This model may ignore the first tackle playbook result that it suffers each turn.

- **Strong Hide**
  This model suffers –1 DMG from enemy plays and playbook damage results.

- **Tryhard**
  When this model makes a Shot while within 2” of the enemy goalpost, the TN is reduced by 1.

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**Character Plays**

- **Impetus**
  This model gains +2”/2” MOV.

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