**Tapper**

**Character Traits**

**Barroom Brawl**
When a friendly model declares a charge against an enemy model within this model's melee zone, the friendly model spends 1 less influence on the charge.

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

**Heroic Play**

**Commanding Aura**
2\* S ✓ ✓ ✓
4" aura. While within this aura, friendly guild models gain +1 TAC and +1 DMG to playbook damage results.

**Marked Target**
1\* 10" ✓ ✓ ✓
When a friendly model charges target enemy model, the friendly model gains +0/+2 MOV for the duration of the charge.

**Character Plays**

**CST** 2 
**RNG** 1
**SUS** 1
**OPT** 1

**Corker**

**Character Traits**

**Spit and Sawdust**
While this model is on the pitch, friendly guild models still engage enemy models while suffering the knocked down condition.

**Legless Drunk**
The first time each turn this model suffers damage, except while making an advance, it suffers a push D6" in a direction chosen by its controlling player.

**Iron Fist**
This model gains +1 DMG to playbook damage results.

**Tough Skin**
Target friendly model gains +1 ARM.

**Whisky Chaser**
The next time target friendly guild model makes a successful attack, the friendly model may add an additional 65 points to its playbook result.

**Heroic Play**

**Free Bar (4" Pulse)**
Friendly non-mascot guild models within this pulse gain a beer token.

**Character Plays**

**CST** 2 
**RNG** 1
**SUS** 1
**OPT** 1

**Scum**

**Character Traits**

**Feral**
Once per turn during its activation, this model may declare an attack without spending influence.

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

**Unpredictable Movement**
Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

**Character Plays**

**CST** 2 
**RNG** 1
**SUS** 1
**OPT** 1

**Esters**

**Character Traits**

**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.

**Aria (6" Aura)**
While within this aura, other friendly guild models may use heroic plays without spending MP.

**Heroic Play**

**Soothing Voice**
Friendly models within this pulse remove all conditions they're suffering.

**Character Plays**

**CST** 2 
**RNG** 1
**SUS** 1
**OPT** 1
**QUAFF**

**Character Traits**

- **Pick Me Up**
  Once per turn during this model's activation, target friendly non-Captain model within 4" gains +1 TAC for the remainder of the turn.

- **Loved Creature**
  The first time each turn this model suffers damage from an enemy attack or play, other friendly models gain +1 TAC for the remainder of the turn.

**Heroic Play**

- **Get Over Here**
  Target friendly Mascot model may declare an attack without spending influence.

- **Go Get It!**
  Target friendly guild model may declare an activation, it may make a 4" dodge. The next time this model's activation, it may make a 4" dodge directly towards the target of the attack.

**Character Plays**

- **Second Wind**
  1 4" ✓ ✓

**Size**: 40 mm

---

**DECIMATE**

**Character Traits**

- **Anatomical Precision**
  During an attack from this model enemy models suffer –1 ARM.

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

- **Heroic Play**
  **Duellist's Lunge**
  When this model makes a successful attack, it may then make a 1" dodge directly towards the target of the attack.

**Character Plays**

- **Acrobatic**
  1 S X ✓

- **Stagger**
  Target enemy model suffers –1 DEF.

**Size**: 30 mm

---

**FLEA**

**Character Traits**

- **Assist [Scum, Quaff]**
  While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

- **Get Over Here [Scum, Quaff]**
  Once per turn 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.

**Heroic Play**

- **Animal Treat [Scum, Quaff]**
  Target named friendly model within 4" gains +2 TAC.

**Size**: 30 mm

---

**FRIDAY**

**Character Traits**

- **Defence Support [Spigot]**
  While within 4" of the named friendly model, this model gains +1 TAC.

- **Get Over Here [Scum]**
  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.

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

**Heroic Play**

- **I Shoot Better After a Beer...**
  This model gains +1/2" KICK. During a parting blow that targets it, this model gains +1 DEF.

**Size**: 30 mm

---
**Hooper**

**Character Traits**

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

**Shove the Boot In**
This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the knocked down condition.

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**True Grit**
Remove all conditions from this model. This model gains +2 TAC.

**Ball's Gone!**
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Hooper**

**Character Traits**

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

**Shove the Boot In**
This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the knocked down condition.

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**True Grit**
Remove all conditions from this model. This model gains +2 TAC.

**Ball's Gone!**
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Mash**

**Character Traits**

**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.

**Save the Ball**
This model loses possession of the ball to this model, which may then make a pass without spending influence.

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**Ball's Gone!**
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Pintpot**

**Character Traits**

**Rowdy**
This model doesn't suffer crowding out penalties.

**Six Pack**
This model begins the game with six beer tokens. This model can have up to six beer tokens at any time.

**Taunt**
When this model ends an advance, choose an enemy model within 2" of this model. The enemy model suffers a 1" push directly towards this model.

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**Ball's Gone!**
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Spigot**

**Character Traits**

**Floored**
While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

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

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Pintpot**

**Character Traits**

**Rowdy**
This model doesn't suffer crowding out penalties.

**Six Pack**
This model begins the game with six beer tokens. This model can have up to six beer tokens at any time.

**Taunt**
When this model ends an advance, choose an enemy model within 2" of this model. The enemy model suffers a 1" push directly towards this model.

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**Ball's Gone!**
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Spigot**

**Character Traits**

**Floored**
While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

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

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Pintpot**

**Character Traits**

**Rowdy**
This model doesn't suffer crowding out penalties.

**Six Pack**
This model begins the game with six beer tokens. This model can have up to six beer tokens at any time.

**Taunt**
When this model ends an advance, choose an enemy model within 2" of this model. The enemy model suffers a 1" push directly towards this model.

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**Ball's Gone!**
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P

**Spigot**

**Character Traits**

**Floored**
While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

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

**Heavenly Play**
Remove all conditions from this model. This model gains +2 TAC.

**Central Midfielder,**
**Mald,** Human, Male,
**Attacking Midfielder,**
Squadra

**Character Plays**

- **Concussion**
  - 1
  - 
  - P
  - 
  - X

- **Taunt**
  - 2
  - S
  - X

- **Smashed Shins**
  - 2
  - 
  - P
Siegfried

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

**Heroic Play**
- **Football Legend (+ Aura)**
  - While within this aura, friendly models gain +1/+1 KICK.

Molotov

**Character Plays**
- **CST RNG SUS OPT**
  - **Goad**
    - While this model is on the pitch, target enemy model may only move directly towards this model while advancing.
    - **Ball's Gone!**
    - Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

Squaddie

**Character Traits**
- **Defensive Midfielder**

**Melee Zone**

**Character Plays**
- **CST RNG SUS OPT**
  - **Sneak**
    - Position an ongoing effect AOE within range. Models hit suffer the burning condition.
  - **Flick**
    - Models entering or ending their activations suffer the burning condition.
  - **Smoke**
    - Models hit suffer the burning condition.
  - **Wind**
    - Target friendly model may remove any conditions it is currently suffering.

French Ball of Fire

**Character Traits**
- **Human Ball of Fire**

**Heroic Play**
- **Tough Hide**
  - This model suffers -1 DMG from enemy plays and playbook damage results.

Sleight of Hand

**Character Plays**
- **CST RNG SUS OPT**
  - **Sleight of Hand**
    - Target friendly model may remove any conditions it is currently suffering.

Goad

**Character Plays**
- **CST RNG SUS OPT**
  - **Goad**
    - While this model is on the pitch, target enemy model may only move directly towards this model while advancing.
    - **Ball's Gone!**
    - Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

Eisnoran, Human, Male, Striker, Veteran, Squaddie

**Character Traits**
- **Football Legend (+ Aura)**

**Heroic Play**
- **Back to His Best**
  - This model gains +2/+2 MOV. Once per turn during its activation, this model may make a kick without spending influence.

Mald, Human, Male, Centre Back, Squaddie

**Character Traits**
- **Defensive Midfielder**

**Melee Zone**

**Character Plays**
- **CST RNG SUS OPT**
  - **Sneak**
    - Position an ongoing effect AOE within range. Models hit suffer the burning condition.
  - **Flick**
    - Models entering or ending their activations suffer the burning condition.
  - **Smoke**
    - Models hit suffer the burning condition.
  - **Wind**
    - Target friendly model may remove any conditions it is currently suffering.

Battering Ram

**Character Traits**
- **Battering Ram**

**Heroic Play**
- **Explosive Brew**
  - During its activation, this model may use Lob Barrel without spending influence.

Back to His Best

**Character Plays**
- **CST RNG SUS OPT**
  - **Back to His Best**
    - This model gains +2/+2 MOV. Once per turn during its activation, this model may make a kick without spending influence.

Football Legend (+ Aura)

**Character Plays**
- **CST RNG SUS OPT**
  - **Football Legend (+ Aura)**
    - While within this aura, friendly models gain +1/+1 KICK.

Eissnoran, Human, Male, Defensive Midfielder, Squaddie

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

Magical Brew

**Character Plays**
- **CST RNG SUS OPT**
  - **Magical Brew**
    - At the start of this model’s activation, remove all conditions it’s suffering. This model recovers 2 HP.

Searing Strike

**Character Plays**
- **CST RNG SUS OPT**
  - **Searing Strike**
    - Enemy models damaged by this model suffer -1 ARM for the remainder of the turn and the burning condition.

Eissnoran, Human, Male, Defender, Veteran, Squaddie

**Character Traits**
- **Squaddie**

**Melee Zone**

**Character Plays**
- **CST RNG SUS OPT**
  - **Sneak**
    - Position an ongoing effect AOE within range. Models hit suffer the burning condition.
  - **Flick**
    - Models entering or ending their activations suffer the burning condition.
  - **Smoke**
    - Models hit suffer the burning condition.
  - **Wind**
    - Target friendly model may remove any conditions it is currently suffering.

Raid, Human, Male, Defender, Veteran, Squaddie

**Character Traits**
- **Defensive Midfielder**

**Melee Zone**

**Character Plays**
- **CST RNG SUS OPT**
  - **Sneak**
    - Position an ongoing effect AOE within range. Models hit suffer the burning condition.
  - **Flick**
    - Models entering or ending their activations suffer the burning condition.
  - **Smoke**
    - Models hit suffer the burning condition.
  - **Wind**
    - Target friendly model may remove any conditions it is currently suffering.

Magical Brew

**Character Plays**
- **CST RNG SUS OPT**
  - **Magical Brew**
    - At the start of this model’s activation, remove all conditions it’s suffering. This model recovers 2 HP.

Searing Strike

**Character Plays**
- **CST RNG SUS OPT**
  - **Searing Strike**
    - Enemy models damaged by this model suffer -1 ARM for the remainder of the turn and the burning condition.

Eissnoran, Human, Male, Defender, Veteran, Squaddie

**Character Traits**
- **Squaddie**

**Melee Zone**

**Character Plays**
- **CST RNG SUS OPT**
  - **Sneak**
    - Position an ongoing effect AOE within range. Models hit suffer the burning condition.
  - **Flick**
    - Models entering or ending their activations suffer the burning condition.
  - **Smoke**
    - Models hit suffer the burning condition.
  - **Wind**
    - Target friendly model may remove any conditions it is currently suffering.

Raid, Human, Male, Defender, Veteran, Squaddie

**Character Traits**
- **Defensive Midfielder**

**Melee Zone**

**Character Plays**
- **CST RNG SUS OPT**
  - **Sneak**
    - Position an ongoing effect AOE within range. Models hit suffer the burning condition.
  - **Flick**
    - Models entering or ending their activations suffer the burning condition.
  - **Smoke**
    - Models hit suffer the burning condition.
  - **Wind**
    - Target friendly model may remove any conditions it is currently suffering.