**Engineer's Guild**

Although nowhere near as new as some of the fledgling Guilds that have come into being since the end of the Century Wars, the Engineer's Guild is certainly not much older, barely more recognizable than our own enterprise. They were originally formed just prior to the conflict, as siege engines and their components began to be constructed. All rather pedestrian to an Alchemist of course. Their science, a trite and obvious one, advancement is far too slow, and their attitude often boorish and condescending, especially amongst the older Magisters and Aristocrats.

I divin the intriguing division that is very apparent to me in their houses, the tired old science sitting uncomfortably alongside their new discoveries. They have the most deviating percentage of all of the other guilds, but their own innate humility and stubborn pride stops them from achieving greatness.

But to be fair and pay them their due, not all are that way. The keenest amongst them have lent their hands to the construction of clockwork instruments and devices of far more interest to our enlightened minds.

In these, I see the path to immortality.

—Midas, Alchemist's Guild Team Captain

**Pin Vice**

**Character Traits**

Close Control

This model may ignore the first tackle playbook result that it suffers each turn.

- 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.

- Well Oiled Machine
  
  Once per turn, when a friendly model receives a successful pass, the friendly model may immediately make a pass without spending influence instead of using Pass & Move or making a Snag Shot.

**Character Plays**

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<tr>
<th>Controller</th>
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**Pin Vice**

**Character Plays**

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**rivet**

**Character Traits**

Follow My Lead

While this model is on the pitch, friendly Squaddie models gain +1 TAC.

- Tow

  At the end of an advance made by this model during its activation, friendly models that this model moved within 2" of during the advance may make a jog directly towards this model.

**Character Plays**

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**rivet**

**Character Plays**

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**Mainspring**

**Melee Zone 1**

**Character Traits**

- **Launch Control**
  Once per turn during its activation, this model may use Long Bomb and make a pass without spending influence.

- **Overheat**
  When this model suffers a taken out condition during the Activation Phase, enemy models within this pulse suffer 5 DMG and the burning condition.

**Character Plays**

- **Long Bomb**
  +

**CST RNG SUS OPT**

- **Burrow**
  +

**Character Size**

- **10 mm**

---

**Mother**

**Melee Zone 1**

**Character Traits**

- **Spider Nests**
  Once per turn during its activation, this model may place a friendly nest marker within 4" of a friendly nest marker on the pitch.

**Character Plays**

- **Burrow**
  +

**CST RNG SUS OPT**

- **Disarm**
  +

**Character Size**

- **40 mm**

---

**Squaddie**

**Central Midfielder**

- **Raed**, Mechanica, Human, Male, Veteran, Squaddie

- **Size**: 50 mm

---

**Spiderlings**

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

- **Tough Hide**
  This model suffers 2 DMG from enemy plays and playbook damage results.

**Character Plays**

- **Shot**
  +

**CST RNG SUS OPT**

- **Inspiring Hat**
  +

**Character Size**

- **3 mm**

---

**Harriet "the Hat"**

**Melee Zone 1**

**Character Traits**

- **If You Can Dodge a Wrench**
  When this model gains damage to an enemy model in possession of the ball, the enemy model loses possession of the ball.

- **Learn From The Best**
  When in its activation within 4" of a friendly model of the named type, this model may use a character play once, during the activation without spending influence.

**Character Plays**

- **Inspiring Hat**
  +

**CST RNG SUS OPT**

- **Disarm**
  +

**Character Size**

- **50 mm**
**Hoist**

**Melee Zone 1**

**Character Traits**

- **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.

- **Sturdy**
  This model may ignore the first knockdown condition placed upon it each turn.

- **True Replication**
  Once per turn during this model's activation, choose a character play of a friendly non-Captain guild model within 6". This model gains the chosen character play for the remainder of the turn.

**Character Plays**

- **Reanimate**
- **Sturdy**
- **True Replication**

**Startronics**

**CST RNG SUS OPT**

**MOV TAC KICK DEF ARM INF**

1 1 1 1 1

**Nomad**

**Melee Zone 1**

**Character Traits**

- **Goal of the Month**
  When this model makes a successful shot, it scores a Screamer if any double is rolled.

- **Roulette**
  At the start of this model’s activation, choose one effect. The chosen effect lasts until the end of this model’s activation.
  * This model gains +1/+1 MOV.
  * This model gains +1 TAC.
  * This model gains +0/+2 KICK.

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

**Legendary Play**

- **Wherever I May Roam**
  Choose a terrain piece within 4'. This model is immediately placed in base contact with the chosen terrain piece.

**Character Plays**

- **Goal of the Month**
- **Roulette**
- **Unpredictable Movement**
- **Wherever I May Roam**

**Startronics**

**CST RNG SUS OPT**

**MOV TAC KICK DEF ARM INF**

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- **Roulette**
- **Unpredictable Movement**
- **Wherever I May Roam**

**Startronics**

**CST RNG SUS OPT**

**MOV TAC KICK DEF ARM INF**

1 1 1 1 1

**Ratchet**

**Melee Zone 1**

**Character Traits**

- **Fixer**
  Once per turn during this model’s activation, target friendly model within 4' of this model may remove all conditions it’s suffering.

- **Heroic Play**
  **Overclocked**
  Choose a friendly Mechanica model within 4'. During its next activation, the chosen model may sprint or charge without spending influence.

**Character Plays**

- **Fixer**
- **Heroic Play**

**Startronics**

**CST RNG SUS OPT**

**MOV TAC KICK DEF ARM INF**

1 1 1 1 1

**Ratchet**

**Melee Zone 1**

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**Character Plays**

- **Fixer**
- **Heroic Play**

**Startronics**

**CST RNG SUS OPT**

**MOV TAC KICK DEF ARM INF**

1 1 1 1 1
Salvo
Character Traits
Swift Strikes
During this model's activation, when it damages one or more enemy models it may make a 2" dodge.

Heroic Play
Locked & Loaded
Once during its activation, this model may use a character play without spending influence.

Character Plays

Stun

Resist

Influence

CST

RNG

SUS

OPT

Arrow to the Knee
2
8
This target enemy model suffers -2/-2 KICK and 2 DMG.

Floored Bolt
2
8
This target enemy model suffers the knocked down condition and 2 DMG.

Tether Ball
2
6
This model gains possession of target free ball.

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

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.

Character Plays

Stun

Resist

Influence

CST

RNG

SUS

OPT

Acrobatic
1
S
This model may make a 2" dodge.

Nimble
1
S
This model gains +1 DEF.

Rush Keeper
While this model is within 4" of a friendly goalpost, once per turn when an enemy model ends an advance within 6" of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

Character Plays

Stun

Resist

Influence

CST

RNG

SUS

OPT

Horrific Odour
1
S
6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.

Compound
Character Traits
Nemesis Death [3 Pulse]
When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

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.

Character Plays

Stun

Resist

Influence

CST

RNG

SUS

OPT

Horrific Odour
1
S
6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.

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