Pass & Move or make a Snap Shot.

Guild models may spend one less MP to use "aura. While within this aura, other friendly models may make a dodge.

This model may make a dodge.

Acrobatics

Choose one effect:
• Friendly models within this pulse gain +1 ARM
• Friendly models within this pulse are allocated 1 influence

Topping Out! [6 Pulse]
Choose one effect:
• Friendly models within this pulse gain +1 ARM
• Friendly models within this pulse are allocated 1 influence

This model gains +2 MOV.

This model gains +1 DMG to playbook damage results.

This model gains +2 DMG to playbook damage results.

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

When this model on the pitch, once per activation when a friendly guild model declares a pass, before choosing a target, another friendly guild model may make a dodge. Each friendly model can only dodge once per turn as a result of this trait.

Playing the Game

Choose a free ball within 6 of this model. This model immediately gains possession of the free ball.

While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

Linked [Harmony]
When this model's activation ends, the named friendly model may immediately take its activation if able to do so.

Poised
Once per turn this model may declare a Counter-Attack without spending MP.

Impetus
This model gains +2/2 MOV.

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

This model gains +1 TAC for the remainder of the turn.

Making Space
While on the pitch, each friendly model can only dodge once per turn as a result of this trait.

Whether this model makes a successful attack, after resolving playbook results, the target enemy model suffers a push directly away from this model. This model may then make a dodge directly towards the enemy model.

Poised
This model may ignore the first push that it suffers each turn.

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

Counter-Charge
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.

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.

Knockback
When this model makes a successful attack, this model suffers a push directly away from this model.

When a friendly guild model ends an advance within 6 of this model, this model may immediately take its activation if able to do so.

Counter-Charge
When another friendly guild model starts its activation within this aura, the friendly model may choose one of the following benefits:
• +2/2 MOV
• +1 DMG to playbook damage results

Pass & Move or make a Snap Shot.

This model may immediately take its activation if able to do so.

This model may only move directly towards this model while advancing.

Target friendly model gains an additional activation.

This model gains +1 TAC for the remainder of the turn.

Knockback
When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a push directly away from this model. This model may then make a dodge directly towards the enemy model.

This model may ignore the first push that it suffers each turn.

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

Counter-Charge
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.

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.

This model gains +1 TAC for the remainder of the turn.
**WRECKER**
**Melee Zone 1**

**WRECKER 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.

- **Follow Up**
  When an enemy model ends an advance that caused it to leave this model's melee zone, this model may immediately make a jog directly towards the enemy model.

**Character Plays**
- **Hold the Ball!**
  Target friendly model gains Close Control. (Close Control: This model may ignore the first tackle playbook result that it suffers each turn.)

**Character Traits**
- **Iron Fist**
  Target enemy model loses 1 influence.

**Character Plays**
- **Concussion**
  Target enemy model loses 1 influence.

**Character Traits**
- **Fulcrum**
  6" aura. While within this aura, friendly models gain Poised.
  - **Poised**
    Once per turn this model may declare a Counter-Attack without spending MP.

**Character Traits**
- **Counter-Attack**
  Once per turn at the start of this model's activation, this model may declare a Counter-Attack without spending MP.

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

**Figeon, Animal, Mascot**

**Size:** 40 mm

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**BRICK**
**Melee Zone 1**

**BRICK CHARACTER TRAITS**

**Gravity Well**
When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 2" push directly towards this model.

**Knockback**
When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

**Character Traits**
- **Revelling**
  This model suffers -1 DMG from enemy plays and playbook damage results.

**Skaldie, Human, Male, Centre Back, Squaddie**

**Size:** 40 mm

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**CHAMP**
**Melee Zone 1**

**CHAMP CHARACTER TRAITS**

**Put Me Back In, Coach!**
Once per turn when this model suffers the taken out condition, this model may immediately remove the taken out condition and return to the pitch as if it were the Maintenance Phase.

- **Poised**
  Once per turn this model may declare a Counter-Attack without spending MP.

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

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

**Castellyian, Human, Female, Attacking Midfielder, Squaddie**

**Size:** 40 mm

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**CHISEL**
**Melee Zone 2**

**CHISEL CHARACTER TRAITS**

**Revolting**
Once per turn when this model suffers the taken out condition on an enemy model, this model gains +2 ARM for the remainder of the turn.

**HEROIC PLAY**

- **Intensity**
  Once during its activation, this model may use a character play without spending influence.

**Valentian, Human, Female, Attacking Midfielder, Squaddie**

**Size:** 30 mm
**CHISEL**

**CHARACTER TRAITS**

- **Adaptive Strategy** [6* Pulse]
  Once per turn during this model’s activation, choose another friendly model within this pulse. Remove any amount of influence from a friendly model within this pulse and allocate it to the chosen model.

- **Take One for the Team [6* Aura]**
  Once per turn when a friendly guild model within this aura suffers any condition except the taken out condition that this model isn’t already suffering, this model may suffer that condition instead of the friendly model.

**CHARACTER PLAYS**

- **Squad Tactics**
  Target other friendly guild model gains Assist [Chisel].

**Size**: 30 mm

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**FLINT**

**CHARACTER TRAITS**

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

**CHARACTER PLAYS**

- **Where’d They Go?**
  This model may make a 4* dodge.

**Size**: 30 mm

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**GRANITE**

**CHARACTER TRAITS**

- **Between a Rock [4* Aura]**
  Once per turn when another friendly model within this aura suffers damage from an enemy attack or play, except while the friendly model is making an advance, this model may make a 3* dodge.

  - **Close Ranks**
    When this model causes an enemy model to suffer the crowding out penalty, the enemy model suffers an additional –1 TAC and –1 MOV.

**CHARACTER PLAYS**

- **Squad Tactics**
  Target other friendly guild model gains Assist [Granite].

**Size**: 40 mm

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**HARMONY**

**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.

- **Family [Honour]**
  If this model starts an activation within 8* of the named friendly model, this model may replace its TAC and KICK with the named model’s unmodified TAC and KICK values for the remainder of the turn.

- **Protected [Brick]**
  While within 4* of the named friendly model, this model gains +1 ARM.

**CHARACTER PLAYS**

- **Squad Tactics**
  Target other friendly guild model gains Assist [Harmony].

**Size**: 40 mm
**Harmony**

**Melee Zone 1**

**Character Plays**

Marked Target 1/1 10°

When a friendly model charges a target enemy model, the friendly model gains +0/+2 MOV for the duration of the charge.

**Character Traits**

Fury

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

Knockback

When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

Heroic Play

Protect Those Close (4th Aura)

While within this aura, friendly models gain Sturdy.

(Sturdy: Once per turn this model may ignore the first knocked down condition placed upon it.)

**Tower**

**Melee Zone 1**

**Character Plays**

Tooled Up 1/0°

Target friendly model gains +1 DMG to character plays that cause damage and to playbook damage results.

**Character Traits**

Flared

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

Knockback

When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

**Lucky**

**Melee Zone 1**

**Character Plays**

Sléight of Hand 1/0°

Target friendly model gains +1 influence (Unlimited).

**Character Traits**

Rain the Stakes

Once per turn during this model’s activation, it may make a 4" dodge. If this dodge is successful, the opposing player may choose one of their models to make a 4" dodge.

Stack the Deck

Once per turn at the start of this model’s activation, if the opposing team has the initiative, this model is allocated 1 influence.