**Miner’s Guild**

Blended dangerous profession, one look at most of ’em will prove that. Their crew looks beaten up before they hit the pitch, let alone afterwards. That’s nothing new though. You’ve got to have stones made of iron to go down in the depths day after day. Or be half mad. Preferably both, if you ask me...

Rumour is, old Ballista set up shop with ’em months ago. I’ll bet that was the low-ball trick right down in the ground, spending all his days in the dark, tinkering with the bloody monstrosities he’s been making. I thought I’d seen it all with the Engineers, but hellblowing engines are something else. You’d think they’d know against the rules until you remember the rules were written when people couldn’t even imagine a damn drilling machine, he alone make them illegal.

I’ll wager the Long Artificer is the reason they’re here in the Big Leagues, too. He’s seen it all with the Engineers, but the mining engines are the bloody monstrosities he’s been making. I thought I’d see him, grinding away—half mad, though. You’ve got to have stones made of iron to go down in the depths day after day. Or be half mad. Preferably both, if you ask me...

—Lucky, Free Agent

**Engineer Models**

The following Engineer models may play for the Miner’s Guild:

- **Salvo**
- **Colossus**

**Shaft**

**Shaft Models**

- **Shaft Models**
  - **Shaft Characters**
    - **Shaft Character Traits**
      - **Shaft Rule: Secret Tunnel**
        - At the start of this model’s activation, it may be placed within 2” of its current location.
        - **Tough Hide**
          - This model suffers –1 DMG from enemy plays and playbook damage results.
        - **Legendary Play**
          - **We’re Going Underground**
            - Friendly models within this pulse may be placed within 2” of their current location.

**Digger**

**Digger Models**

- **Digger Models**
  - **Digger Model**
    - **Digger Model: Close Control**
      - Once per turn during this model’s activation, before target enemy model.
    - **Digger Model: Step, Drop, and Mole**
      - Once per turn during this model’s activation, target friendly model within 4” may remove all conditions it’s suffering.
    - **Digger Model: Digg Hole**
      - This model may be placed within 2” of its current location.

**Fissure**

**Fissure Models**

- **Fissure Models**
  - **Fissure Model: Grinding Tracks**
    - During this model’s advances, enemy models whose bases are touched by its base immediately suffer the knocked down condition. Each enemy model may only suffer the knocked down condition once per turn from Grinding Tracks.
  - **Fissure Model: Sinkhole**
    - 3” pulse. Enemy models within this pulse suffer a 3” push directly towards this model. This model may then be placed within 2” of its current location.
**Skaldic, Human, Male, Attacking Midfielder, Squaddie**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

- **Remote Detonation**
  Once per turn during this model’s activation, if there is a free ball within 6” of this model, this model may make a kick as if it was in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.

- **Sapper’s Instincts**
  This model gains +2 DEF against enemy character plays.

**Character Plays**

- **Clear!**
  Position an AOE within range. Enemy models hit are placed within 1” of their current location.

- **Under the Lines**
  Choose an enemy model within 3”. Place this model in base contact with the chosen enemy model.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 7/7 3/5 4/7 3+ 1 1/2/4

**Size:** 30 mm

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**Fuse, Human, Male, Attacking Midfielder, Squaddie**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

**Character Plays**

- **Diggy Hole**
  This model may be placed within 2” of its current location.

- **Controlled Explosion**
  Choose an enemy model within 6”. The chosen model suffers a 2” push.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 7/7 3/5 4/7 3+ 1 1/2/4

**Size:** 30 mm

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**Mule, Mechanica, Central Midfielder, Squaddie**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

- **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.

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

**Character Plays**

- **Lockdown**
  Target enemy model suffers –4” MOV.

- **Throw**
  Target enemy model is placed within 1” of its current location.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 3/5 5 4/6 3+ 2 1/2/4

**Size:** 30 mm

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**Spade, Mechanica, Central Midfielder, Squaddie**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

- **Close Control**
  Once per turn this model may ignore the first tackle playbook result against it.

**Character Plays**

- **Lockdown**
  Target enemy model suffers –4” MOV.

- **Throw**
  Target enemy model is placed within 1” of its current location.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 3/5 5 4/6 3+ 2 1/2/4

**Size:** 30 mm

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**Numasai, Human, Female, Striker, Squaddie**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

**Character Plays**

- **Diggy Hole**
  This model may be placed within 2” of its current location.

- **Controlled Explosion**
  Choose an enemy model within 6”. The chosen model suffers a 2” push.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 7/7 3/5 4/7 3+ 1 1/2/4

**Size:** 30 mm

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**Pigeon, Mechanica, Central Midfielder, Squaddie**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

- **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.

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

**Character Plays**

- **Lockdown**
  Target enemy model suffers –4” MOV.

- **Throw**
  Target enemy model is placed within 1” of its current location.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 3/5 5 4/6 3+ 2 1/2/4

**Size:** 30 mm

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**Clear!**

Position an AOE within range. Enemy models hit are placed within 1” of their current location.

**Under the Lines**

Choose an enemy model within 3”. Place this model in base contact with the chosen enemy model.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 7/7 3/5 4/7 3+ 1 1/2/4

**Size:** 30 mm

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**Lockdown**

Target enemy model suffers –4” MOV.

**Throw**

Target enemy model is placed within 1” of its current location.

**Stats:**
- MOV TAC KICK DEF ARM INF
- 3/5 5 4/6 3+ 2 1/2/4

**Size:** 30 mm