**Mortician’s Guild**

Real old Guild, the Mortician’s. Guess if there’s one certainty in this life, it’s death. Oh, I don’t think that they suffered none in the Century Wars, when we did. When your business is death, a war is a good news, I suppose.

Everyone hates playing them. Not one team out there that can’t find something to not like about them. Players come and go, but whoever they are they’re always there to fill you up, black your plays, and gang on you. They used to be less hassle mind, but since the Ferryman took over, that’s when they got to be tough. The Spooks might look like a circus of freaks, but each one of them has nails. Can’t take you where off of any of them. You’re going to find you have to deal with them a lot differently to any other team, real blood.

Odds are even a Meathead is going to leave you alone if he takes you out, but the Spooks? Well, best not let yourself find out whether you’re going to get lucky, or be their next customer, if you catch my drift.

—Greyscales, Fisherman’s Guild Vice Captain

**Scalpel**

**Character Traits**

- **Anatomical Precision:** During an attack from this model, enemy models suffer -1 ARM.
- **Voodoo Strings (6th Aura):** During this model’s activation, when it damages an enemy model with one or more playbook damage results, choose a model within this aura to suffer a 2 push. Each model can be pushed by Voodoo Strings only once per turn.

**Heroic Play**

- **Unnatural Stamina:** Once during its activation, this model may use Second Wind without spending Influence.

**Pelage**

**Skulk**

**Character Plays**

- **Second Wind:** The next turn, target friendly model may make a +2 dodge.
- **Control Strings:** Position an AOE within range. Enemy models hit suffer 2 DMG and a 2 push.

**Obulus**

**Character Traits**

- **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.

**Legend Play**

- **Rigor Mortis:** The enemy team loses all current MP, and the friendly team gains MP equal to the amount lost by the enemy team.

**Obulus**

**Melee Zone 2”**

- **MOV TAC KICK DEF ARM INF**

**Character Plays**

- **Confidence:** Target friendly model may reroll any number of dice during its next attack or character play during its activation.
- **Misdirection:** Target enemy model with at least 1 influence. Allocate 1 influence to another friendly guild model within 4” of this model.
- **Puppet Master:** Target model may make a dodge, make a pass, or declare an attack without spending Influence. The target model is a friendly model during this action.

**Mourn**

**Character Traits**

- **Control Strings:** At the start of each friendly model’s activation, this model may make a +2 dodge.
- **Grave Candle (6th Aura):** When a friendly model within this aura is reduced to 0 HP, before suffering the taken out condition, the friendly model may recover health up to its recovery level. If it does, the enemy team gains 2 VP.

**Legendary Play**

- **Haunting Gaze (6th Aura):** Enemy models that begin an advance within this aura may only move towards this model during that advance.

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**Scalpel**

**Melee Zone 3”**

- **MOV TAC KICK DEF ARM INF**

**Character Plays**

- **Second Wind:** The next turn, target friendly model may make a +2 dodge.

**Pelage**

**Skulk**

**Character Plays**

- **Second Wind:** The next turn, target friendly model may make a +2 dodge.
- **Control Strings:** Position an AOE within range. Enemy models hit suffer 2 DMG and a 2 push.

**Obulus**

**Melee Zone 2”**

- **MOV TAC KICK DEF ARM INF**

**Character Plays**

- **Confidence:** Target friendly model may reroll any number of dice during its next attack or character play during its activation.
- **Misdirection:** Target enemy model with at least 1 influence. Allocate 1 influence to another friendly guild model within 4” of this model.
- **Puppet Master:** Target model may make a dodge, make a pass, or declare an attack without spending Influence. The target model is a friendly model during this action.

**Mourn**

**Character Traits**

- **Control Strings:** At the start of each friendly model’s activation, this model may make a +2 dodge.
- **Grave Candle (6th Aura):** When a friendly model within this aura is reduced to 0 HP, before suffering the taken out condition, the friendly model may recover health up to its recovery level. If it does, the enemy team gains 2 VP.

**Legendary Play**

- **Haunting Gaze (6th Aura):** Enemy models that begin an advance within this aura may only move towards this model during that advance.
DIRGE

Melee Zone 1

MOV TAC KICK DEF ARM INF
8/7/7 3 1/4 5+ 0 1/7

CHARACTER TRAITS

Dark Doubles
When this model suffers the taken out condition as a result of an enemy attack or play, after resolving the attack or play the enemy team suffers -2 MP.

Flying
When this model moves, it ignores terrain and other models’ bases. It can’t end its movement overlapping another base, an obstruction, or an barrier.

Tag Along
Once per turn after a friendly model ends an advance that caused it to leave this model’s melee zone, this model may immediately make a jog directly towards that model.

CHARACTER PLAYS

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

Unexpected Arrival
during its next kick.
This model may any reroll any number of dice /one.tnum S Meditation /h.smcp/a.smcp/r.smcp/a.smcp/c.smcp/t.smcp/e.smcp/r.smcp P/l.smcp/a.smcp/y.smcp/s.smcp

Skaldic, Animal, Mascot

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SIZE S/four.tnum

VILESWARM

Melee Zone 1

MOV TAC KICK DEF ARM INF
5/7/7 3 1/4 4+ 0 1/2

CHARACTER TRAITS

Furious
When this model charges during its activation, it may do so without spending influence.

Noxious 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.

CHARACTER PLAYS

Scatter
Place this model within 1" of its current location.

I’m Open!
Target friendly model may make a pass targeting this model without spending influence.

Target named friendly model may make a kick targeting this model without spending influence.

Target named friendly model may either declare an attack without spending influence or make a 2" dodge.

Pulling the Strings [Memory]
Target named friendly model may make a kick targeting this model without spending influence.

Raed, Animal, Mascot

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SIZE S/four.tnum

BONESAW

Melee Zone 1

MOV TAC KICK DEF ARM INF
7/5/5 3 1/4 5+ 0 1/2

CHARACTER TRAITS

Slippery
This model gains +1 DEF against parrying blows that target it.

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

Swift Wind
When this model moves by advancing or dodging, it may pass over other models’ bases. It can’t end its movement overlapping another model’s base.

CHARACTER PLAYS

Meditation
This model may any reroll any number of dice during its next kick.

3" pulse. Enemy models within this pulse suffer a 4" push directly away from this model.

Skaldic, Animal, Mascot

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BRAINPAN

Melee Zone 1

MOV TAC KICK DEF ARM INF
5/7/7 3 1/4 4+ 0 1/2

CHARACTER TRAITS

One, Two! [Memory]
When this model makes a pass that targets the named friendly model, this model gains +2/+2 KICK for the duration of the pass. When the named friendly model receives a successful pass from this model, it may spend 1 less MP to use Pass & Move or to make a Snap Shot.

Thought [Memory]
At the start of this model’s activation, if the named friendly model is suffering the taken out condition, remove the taken out condition from it and place it within 2" of this model with full HP.

CHARACTER PLAYS

I’m Open!
Target friendly model may make a pass targeting this model without spending influence.

Target named friendly model may make a kick targeting this model without spending influence.

Target named friendly model may make a kick targeting this model without spending influence.

Unknown, Human, Male, Defensive Midfielder, Squaddie

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SIZE S/four.tnum
**Target enemy model suffers –1 DEF and –1 DMG.**

Screeching Banshee friendly model during this action.

**Melee Zone**

C /o.smcp/s.smcp/s.smcp/e.smcp/t.smcp

**Squaddie**

Winger, Valentian, Human, Female, named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

While attacking an enemy model engaged by the named friendly model, this model gains +2 TAC and +1 DMG to playbook damage results.

**Ghostly Visage**

Position an ongoing effect AOE within range. When an enemy model declares a charge against a friendly model within this AOE, the enemy model suffers –1/-4 MOV and –2 TAC for the duration of the charge.

**Heavy Burden**

Target enemy model suffers –1/-4 MOV and –2 to its dice pool when making character plays.

**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.

**Furious**

When this model charges during its activation, it may do so without spending influence.

**Lure**

Target enemy model makes a jog directly towards this model. The target model is a friendly model during this action.

Screeching Banshee

Target enemy model suffers –1 DEF and 2 DMG.

**Casket Time**

The next time this model initiates the taken out condition on an enemy Human model, the friendly team scores an additional 2 VP. In addition, the taken out model may not return to the pitch during the next Maintenance Phase.

**Foul Odour**

[3” Aura]

Enemy models treat this aura as rough terrain.

**Reanimat**

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.

**Legend Play**

Casket Time

The next time this model initiates the taken out condition on an enemy Human model, the friendly team scores an additional 2 VP. In addition, the taken out model may not return to the pitch during the next Maintenance Phase.

**Gaffer**

Once per turn during this model’s activation, choose a friendly model within 6”. The chosen friendly model gains +0/-2 KICK for the remainder of the turn.

**The Knowledge**

Remove any number of whisper tokens from enemy models on the pitch. For each whisper token removed, place a whisper token on an enemy model on the pitch.

**Handy Listener, Such As You Are**

Place a whisper token on target enemy model.
**They Ain’t Tough!**

- Spend +1 MP to declare a Counter-Attack. While within this aura, enemy models suffer –2 ARM.

**Rising Anger**

- The first time this model is damaged by an enemy model, the friendly team gains 2 MP.

**The Unmasking**

- Models within this model’s melee zone suffer 3 DMG.

**Scything Blow**

- Models within this model’s melee zone suffer 3 DMG.

**Tooled Up**

- Target friendly guild model gains +2 MOV for the duration of the charge.

**Smelling Salts**

- Target named friendly model within 4” may immediately make a jog.

**Soul Seer**

- Once per turn, during this model's activation, it may suffer 3 DMG to spend 1 less influence to use a character play.

**The Power of Voodoo**

- Target friendly model within 6” may immediately make a jog.

**Veteran, Squaddie**

- That it suffers each turn. This model may ignore the first tackle playbook result of an enemy attack or play, after resolving the attack or play the enemy team suffers –2 MP.

**Defensive Midfielder, Valerstan**

- Once per turn during this model’s activation, it may suffer 1 DMG to spend 1 less influence to use a character play.

**Dark Doubts**

- When this model suffers the taken out condition as a result of an enemy attack or play, after resolving the attack or play the enemy team suffers –2 MP.

**Defensive Midfielder, Ræd**

- When this model declares a charge against a damaged enemy model, it gains +0/+2 MOV for the duration of the charge.
**Silence**

**Melee Zone**

MOV: 3
TAC: 3
KICK: 1
DEF: 6
ARM: 5
INF: 0

**Character Traits**

**Kick Support**

While within 4" of the named friendly model, this model gains +1/1 KICK.

**Tenacity**

When this model uses a character play, it may change the CST of the character play to 1 or 2.

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**Fire Blast**

Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition. Models entering or ending their activations in this ongoing effect AOE suffer the burning condition.

**Shutout**

If target enemy model hasn’t activated this turn, it must be the last model the enemy team activates.

**Tucked**

If target enemy model hasn’t activated this turn, it must be the next model the enemy team activates.

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Indar, Human, Male, Central Midfielder, Squaddie

Size: 30 mm

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