**Shepherd’s Guild**

Shepherd life has always been solitary. Weeks, if not months out tending a flock, with little contact with the rest of the world. There are even stories of aged figures spending so long away from civilisation, they’ve forgotten how to speak. I’m pleased to see that lonely existence changing at last - all it took was a new Lord Chamberlain with some vision. Now, the Shepherds work in teams, supporting each other like families. Wholesome, like.

Of course, that meant a Guild Ball team too; one I’ve been particularly proud to foster since the Gallows were founded, the first of many such sides, and I’m proud that we can help them along their way.

—Honour, Farmer’s Guild

**CST RNG SUS OPT**

**Veteran Honour**

**Guild Rule**

**Harvest Markers**

Harvest markers have a 30mm base. A player may have up to five friendly harvest markers on the pitch at once. When a model moves into base contact with a harvest marker during a sprint or charge, the harvest marker is removed from the pitch. During the Maintenance Phase, before influence is allocated, a player may remove any number of friendly harvest markers from the pitch and add +1 influence to the friendly team’s influence pool for that turn for each harvest marker removed.

**Sheep Become the Shepherds**

Once per turn during this model’s activation, it may choose a friendly harvest marker within 2” and remove it from the pitch. If it does, friendly models within the pulse gain Close Control for the remainder of the turn. (Close Control. This model may ignore the first tackle playbook result that it suffers each turn.)

**Best Up!**

Choose another friendly model within 4”. The friendly model suffers the taken out condition. The enemy team does not gain VP from this take out.

**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.

**Pack Mentality [6” Aura]**

When another friendly model within this aura that isn’t suffering the knocked down condition suffers damage from an enemy attack or play, it may make a 1” dodge directly towards this model.

**Baa Ram Ewe**

Target enemy model suffers a 2” push.

**Droppings**

This model may place a friendly harvest marker within 2”.

**Babe Character Traits**

**Heartless Brutal**

When an enemy model inflicts the taken out condition on this model, the enemy model suffers Singled Out for the remainder of the turn. (Singled Out. Friendly models gain +2 TAC while attacking target enemy model.)

**Matched Pair [Hook]**

This model and Hook are treated as a single Squaddie during team selection. While the named friendly model is on the pitch, this model activates simultaneously with it. When this model suffers the taken out condition, the enemy team gains 1 VP instead of 2 VP.
**Hook**

**Character Traits**

- **Herding**
  Once per turn during this model’s activation, it may choose a friendly harvest marker within 4” and remove it from the pitch. If it does, choose an enemy model within 4”. The chosen enemy model suffers a 3” push.

- **Littermates**
  If this model suffers the taken out condition the friendly Crook gains Furious and +4 TAC for the remainder of the turn.

  (Furious: When this model makes a charge during its activation, it may do so without spending influence.)

- **Matched Pair** (Crook)
  This model and Crook are treated as a single Squaddie during team selection. While the named friendly model is on the pitch, this model activates simultaneously with it. When this model suffers the taken out condition, the enemy team gains 1 VP instead of 2 VP.

**Character Plays**

- Come Bye
  This model may make a 4” dodge away from the friendly Crook.

- Howl
  If target enemy model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on that model.

- Ball’s Gone
  Target enemy model loses possession of the ball.

- Have You Any Wool?
  If this model suffers the taken out condition friendly models gain +2 ARM for the remainder of the turn.

- Flock [4” Pulse]
  When this model ends an advance, one other friendly model within this pulse may make a 2” dodge.

**Target Friendly Model**

- Sow the Seeds
  This model may place a friendly harvest marker within 24”.

- Workhorse
  If this model suffers the taken out condition it may place up to two friendly harvest markers anywhere on the pitch.

**Mald, Animal, Reaper, Winger, Squaddie**

- Size: 30 mm

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**Lamb**

**Character Traits**

- **Planting Master**
  Once per turn during this model’s activation, it may place up to two friendly harvest markers within 4”.

- **Workhorse**
  If this model suffers the taken out condition it may place up to 5 friendly harvest markers anywhere on the pitch.

**Character Plays**

- Warming Oven
  1/4 4”
  Target friendly model recovers 4 HP.

- Sow the Seeds
  This model may place a friendly harvest marker within 24”.

- Weak Point
  Target enemy model suffers -1 ARM.

**Eisnoran, Human, Male, Planter, Squaddie**

- Size: 30 mm

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**Ram**

**Character Traits**

- **Baa-Tering Ram**
  During this model’s advances, models whose bases are touched by its base immediately suffer a 4” push directly away from it. This model can only push each model once per turn with Baa-Tering Ram.

- **Flock [4” Pulse]**
  When this model ends an advance, one other friendly model within this pulse may make a 2” dodge.

- **Have You Any Wool?**
  If this model suffers the taken out condition friendly models gain +2 ARM for the remainder of the turn.

- **Impetus**
  This model gains +2”/+2” MOV.

- **Guard the Flock**
  Target friendly model gains Protective Instinct. (While engaging this model, an enemy model can’t declare an attack against any other friendly model.)

**Character Plays**

- Planting Season
  Once per turn during this model’s activation, it may place a friendly harvest marker within 24”.

**Piert, Human, Animal, Female, Planter, Centre Back, Squaddie**

- Size: 40 mm

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**Shearer**

**Character Traits**

- **All About The Game**
  If this model suffers the taken out condition friendly models gain +1/+1 KICK for the remainder of the turn.

- **Football Legend [4” Aura]**
  Friendly models within this aura gain +1/+1 KICK.

- **Shearing**
  Once per turn during this model’s activation, it may choose a friendly harvest marker within 24” and remove it from the pitch. If it does, this model may make a 4” dodge.

**Raed, Human, Male, Striker, Reaper, Squaddie**

- Size: 30 mm