### The Union

**The Union? Dead and gone now, thankfully. And good riddance to them too, the blithedullity, boredom. Near ruined the game for all of us, back in the day. The Tyrant had his people everywhere lurking in the shadows like the craven mutts they were. Forced their way into our teams and ran roughshod over the sport. Didn’t matter if you won or lost, you were just happy to see the back of them. And that was before the Usurper took charge.**

I never thought I’d hear myself saying this, but I almost found myself missing the Pirate King before too long. Rage was none too subtle with his brand of violence, a wounded animal lashing out at anything that dared to draw close. Whoed his team with the same abandon too. Before too long, any of the clever manipulation we saw from Blackheart was gone, replaced by a lust for cold, hard money.

Believe me, I’ve seldom seen people so happy as they were when the Union were broken. The only thing we worry about now is that someone new will come along, and a third dynasty will dawn upon us…

—Mallet, Mason’s Guild

---

### RAGE

**RAGE**

**Melee Zone 1**

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
</tr>
</thead>
<tbody>
<tr>
<td>3/7</td>
<td>4/5</td>
<td>1/4</td>
<td>3</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

**Character Traits**

**Furious**

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

**Rising Anger**

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

**Concussion**

Target enemy model loses 1 influence.

**Quick Time**

Target friendly model may make a 2nd dodge.

**Red Fury**

Target friendly model may declare an attack without spending influence.

---

### BLACKHEART

**Blackheart**

**Melee Zone 2**

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
</tr>
</thead>
<tbody>
<tr>
<td>7/7</td>
<td>5/6</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>7</td>
</tr>
</tbody>
</table>

**Character Traits**

- **Shadow Like**
  - At the start of this model’s activation, it may make a 2’’ dodge.

**Legendary Play**

**Strike from the Shadows [6’’ Pulse]**

Choose one effect:
- Friendly models within this pulse gain +1 DEF.
- Friendly models within this pulse make a 2’’ dodge.

---

### GREEDY

**GREED**

**Melee Zone 2**

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
</tr>
</thead>
<tbody>
<tr>
<td>4/7</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>5/7</td>
</tr>
</tbody>
</table>

**Character Traits**

- **Do the Thing!**
  - Once per turn a friendly model may take a second activation.
  - **Lance**
    - When this model makes a charge, this model gains an additional +2 TAC and +1 DMG to playbook damage results for the duration of the charge.
  - **Shelling Out [4’’ Aura]**
    - Friendly models within this aura gain +1 TAC. When a friendly model within this aura suffers the taken out condition on an enemy model, the friendly team gains an additional 1 MP.
  - **Trusty Steed**
    - This model fills the roles of both Captain and Mascot in your team. This model generates 2 VPs when it suffers the taken out condition. Average may only be selected for your team if this model is your captain.

---

### THE UNION

**ORDER PLAYERS**

**The following Order models may play for the Union:**

1. **Benediction**
2. **Grace**
3. **Harry the Hat**
4. **Mist**

**Character Traits**

- **Forward, Minions!**
  - When this model makes a charge, this model gains an additional +2 TAC and +1 DMG to playbook damage results while attacking target enemy model.

**Legendary Play**

- **Shelling Out [4’’ Aura]**
  - Friendly models within this aura gain +1 TAC. When a friendly model within this aura suffers the taken out condition on an enemy model, the friendly team gains an additional 1 MP.

---

### BLACKHEART

**Character Traits**

**Shadow Like**

- At the start of this model’s activation, it may make a 2’’ dodge.

**Legendary Play**

**Strike from the Shadows [6’’ Pulse]**

Choose one effect:
- Friendly models within this pulse gain +1 DEF.
- Friendly models within this pulse make a 2’’ dodge.

---

### GREEDY

**Character Traits**

- **Do the Thing!**
  - Once per turn a friendly model may take a second activation.
  - **Lance**
    - When this model makes a charge, this model gains an additional +2 TAC and +1 DMG to playbook damage results for the duration of the charge.
  - **Shelling Out [4’’ Aura]**
    - Friendly models within this aura gain +1 TAC. When a friendly model within this aura suffers the taken out condition on an enemy model, the friendly team gains an additional 1 MP.
  - **Trusty Steed**
    - This model fills the roles of both Captain and Mascot in your team. This model generates 2 VPs when it suffers the taken out condition. Average may only be selected for your team if this model is your captain.

---

### THE UNION

**ORDER PLAYERS**

**The following Order models may play for the Union:**

1. **Benediction**
2. **Grace**
3. **Harry the Hat**
4. **Mist**

**Character Traits**

- **Forward, Minions!**
  - When this model makes a charge, this model gains an additional +2 TAC and +1 DMG to playbook damage results while attacking target enemy model.

**Legendary Play**

- **Shelling Out [4’’ Aura]**
  - Friendly models within this aura gain +1 TAC. When a friendly model within this aura suffers the taken out condition on an enemy model, the friendly team gains an additional 1 MP.

---

### GREEDY

**Character Traits**

- **Do the Thing!**
  - Once per turn a friendly model may take a second activation.
  - **Lance**
    - When this model makes a charge, this model gains an additional +2 TAC and +1 DMG to playbook damage results for the duration of the charge.
  - **Shelling Out [4’’ Aura]**
    - Friendly models within this aura gain +1 TAC. When a friendly model within this aura suffers the taken out condition on an enemy model, the friendly team gains an additional 1 MP.
  - **Trusty Steed**
    - This model fills the roles of both Captain and Mascot in your team. This model generates 2 VPs when it suffers the taken out condition. Average may only be selected for your team if this model is your captain.
**Coin**

**Character Traits**
- **Bag of Coers**
  Once per turn during this model’s activation, choose a friendly non-Captain model within 4”. The chosen model is allocated 1 influence and may use Bonus Time once during its activation without spending MP.
- **Follow Up**
  When an enemy model makes an advance that caused it to leave this model’s melee zone, this model may make a jog directly towards that model.

**Character Plays**
- **Constrict**
  Target enemy model suffers -4”/-4” MOV.

**Strongbox**

**Character Traits**
- **Singled Out**
  Friendly models gain +2 TAC while attacking target enemy model.
- **Contract (Greede)**
  While the named friendly model is on the pitch, this model activates simultaneously with it.
- **Thuggery (Greede)**
  While this model is within 1” of the named friendly model, this model gains +1 DMG to playbook damage results and may add a 2d6 playbook result to each successful attack it makes.
- **Tough Hide**
  This model suffers -1 DMG from enemy plays and playbook damage results.

**Character Plays**
- **KICK DEF ARM INF**
- **CONFIDENCE**
  Target friendly model may reroll any number of dice during its next attack or character play during its activation.

**Strongbox**

**Character Traits**
- **Follow Up**
  When an enemy model makes an advance that caused it to leave this model’s melee zone, this model may make a jog directly towards that model.
- **Tough Hide**
  This model suffers -1 DMG from enemy plays and playbook damage results.

**Character Plays**
- **KICK DEF ARM INF**

**Avarisse**

**Character Traits**
- **Contract (Greed)**
  While the named friendly model is on the pitch, this model activates simultaneously with it.
- **Drop Off (Greed)**
  Once per turn during this model’s activation, if the named friendly model isn’t on the pitch and isn’t suffering the taken out condition, it may be placed on the pitch in base contact with this model.
- **Pick Up**
  Once per turn during this model’s activation, if this model isn’t in possession of the ball and is in base contact with the friendly Avarisse, this model may remove all conditions it’s suffering and remove itself from the pitch.

**Look at**

- **Singled Out**
  Friendly models gain +2 TAC while attacking target enemy model.
- **Contract (Avarisse)**
  While the named friendly model is on the pitch, this model activates simultaneously with it.
- **Ready to Go**
  This model may be allocated influence while not on the pitch.

**Character Plays**
- **KICK DEF ARM INF**

**Greede**

**Character Traits**
- **Bag of Coers**
  Once per turn during this model’s activation, choose a friendly non-Captain model within 4”. The chosen model is allocated 1 influence and may use Bonus Time once during its activation without spending MP.
- **Follow Up**
  When an enemy model makes an advance that caused it to leave this model’s melee zone, this model may make a jog directly towards that model.

**Character Plays**
- **Constrict**
  Target enemy model suffers -4”/-4” MOV.

**Strongbox**

**Character Traits**
- **Singled Out**
  Friendly models gain +2 TAC while attacking target enemy model.
- **Contract (Avarisse)**
  While the named friendly model is on the pitch, this model activates simultaneously with it.
- **Ready to Go**
  This model may be allocated influence while not on the pitch.

**Character Plays**
- **KICK DEF ARM INF**

**Avarisse**

**Character Traits**
- **Contract (Greede)**
  While the named friendly model is on the pitch, this model activates simultaneously with it.
- **Drop Off (Greede)**
  Once per turn during this model’s activation, if the named friendly model isn’t on the pitch and isn’t suffering the taken out condition, it may be placed on the pitch in base contact with this model.
- **Pick Up**
  Once per turn during this model’s activation, if this model isn’t in possession of the ball and is in base contact with the friendly Avarisse, this model may remove all conditions it’s suffering and remove itself from the pitch.

**Look at**

- **Singled Out**
  Friendly models gain +2 TAC while attacking target enemy model.
- **Contract (Avarisse)**
  While the named friendly model is on the pitch, this model activates simultaneously with it.
- **Ready to Go**
  This model may be allocated influence while not on the pitch.

**Character Plays**
- **KICK DEF ARM INF**
**Decimate**

**Melee Zone**: 1

**Character Traits**

**Anatomical Precision**

During an attack from this model, enemy models suffer -1 ARM.

**Chain Grab**

Target enemy model suffers a 6" push directly away from this model.

**Scything Blow**

Models within this model's melee zone suffer 3 DMG.

**Target enemy model suffers -1 ARM.**

**Gutter**

**Melee Zone**: 2

**Character Traits**

**Anatomical Precision**

During an attack from this model, enemy models suffer -1 ARM.

**Life Drinker**

When it damages an enemy model with one or more playbook damage results, this model may recover 1 HP.

**Chain Grab**

Target enemy model suffers a 6" push directly towards this model.

**Squaddie**, Human, Female, Winger, Squaddie

**Size**: 30 mm

**Hemlocke**

**Melee Zone**: 1

**Character Traits**

**Blind**

Target enemy model suffers -2 TAC, -2/-2" KICK, and -2/-2" MOV.

**Noxious Blast**

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

**Smelling Salts**

Position an AOE within range. Friendly models entering or ending their activations within this AOE recover 1 HP.

**Eisnoran**, Human, Male, Centre Back, Squaddie

**Size**: 30 mm

**Fangtooth**

**Melee Zone**: 1

**Character Traits**

**Foul Odour**

Enemy models treat this aura as rough terrain.

**Resilience**

The first time each turn this model is hit by an enemy attack, character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

**Heroic Play**

**Fangtooth Unleashed**

This model suffers 4 DMG and gains +2/+2 MOV and +1 DMG to character plays that cause damage and to playbook damage results.

**Eisnoran**, Human, Male, Centre Back, Squaddie

**Size**: 40 mm

**Decimate**

**Melee Zone**: 1

**Character Traits**

**Second Wind**

The next time target friendly guild model ends an activation, it may make a 4" dodge.

**Thousand Cuts**

Target enemy model suffers -2 DEF and 4 DMG.

**Squaddie**, Human, Female, Winger, Squaddie

**Size**: 30 mm

**Gutter**

**Melee Zone**: 2

**Character Traits**

**Anatomical Precision**

During an attack from this model, enemy models suffer -1 ARM.

**Chain Grab**

Target enemy model suffers a 6" push directly towards this model.

**Squaddie**, Human, Female, Central Midfielder, Squaddie

**Size**: 30 mm

**Hemlocke**

**Character Traits**

**Magical Brew**

At the start of this model's activation, remove all conditions it's suffering. This model recovers 2 HP.

**Slippers**

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

**Erskiri**, Human, Female, Defensive Midfielder, Squaddie

**Size**: 30 mm

---

**Erskiri**, Human, Female, Winger, Squaddie

**Size**: 30 mm

**Gutter**, Human, Female, Winger, Squaddie

**Size**: 30 mm

---

**Eisnoran**, Human, Male, Centre Back, Squaddie

**Size**: 40 mm

---

**Erskiri**, Human, Female, Central Midfielder, Squaddie

**Size**: 30 mm

**Eisnoran**, Human, Female, Defensive Midfielder, Squaddie

**Size**: 30 mm
**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.

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

**Hunter’s Prey**
Enemy models damaged by this model suffer the snared condition.

**Beautiful**
Enemy character plays targeting this model suffer –/5” RNG.

**Venomous Strike**
Enemy models damaged by this model suffer the poisoned condition.

**Nimble**
This model gains +1 DEF.

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

**Concussion**
Target enemy model loses 1 influence.

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

**Took the Plunge**
This model gains +1 DEF.

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

**Crucial Artery**
Enemy models damaged by this model suffer the bleed condition.

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

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

**Berserk**
During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

**Crucial Artery**
Enemy models damaged by this model suffer the bleed condition.

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

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

**Concussion**
Target enemy model loses 1 influence.

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

**Nimble**
This model gains +1 DEF.

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