**Tapper**

**Character Traits**

**Barroom Brawl**
When a friendly model declares a charge against an enemy model within this model's melee zone, the friendly model spends 1 less influence on the charge.

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

**Heroic Play**

- Old Jake's
  Allocate 2 influence between other friendly guild models within 8'.
**Spigot**

**CHARACTER TRAITS**

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

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

**HEROIC PLAY**

*Time's Called (4 Aura)*
When a friendly guild model starts an advance within this aura, it gains +2/+2 MOV.

**Spigot**

**Character Traits**

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

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

**Heroic Play**

*Time's Called (4 Aura)*
When a friendly guild model starts an advance within this aura, it gains +2/+2 MOV.

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**Honour**

**CHARACTER TRAITS**

**Assist (Marbles)**
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.

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

**Legendary Play**

*Topping Out! (6 Pulse)*
Choose one effect:
- Friendly models within this pulse gain +1 ARM
- Friendly models within this pulse are allocated 1 influence

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**Stave**

**CHARACTER TRAITS**

**Battering Ram**
During an advance made by this model, any model whose base is touched by this model’s base suffers a 2’ push directly away from this model. This model can only push each model once per turn with Battering Ram.

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

**Heroic Play**

*Explosive Brew*
During its activation, this model may use Lob Barrel without spending influence.

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**Marbles**

**CHARACTER TRAITS**

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

This model may make a 4" dodge.

**Acrobatic**

This model may make a 2" dodge.

**Weak Point**

Target enemy model suffers -1 ARM.

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**Close Control**

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

**Extended Reach**

During its activation this model’s melee zone is 3".

**Football Legend [4" Aura]**

While within this aura, friendly models gain +1/-1 KICK.

**Forceful Blow**

When this model makes a successful attack during a charge, after resolving playbook results, the target enemy model suffers a 2" push directly away from this model and 2 DMG.