**Butcher’s Guild**

Who are they? They’re a real heavy set. Killers, every one of them. Yeah, those lads only play Guild Ball one way. Pounding down the pitch on a headlong charge and leaving a mess behind ‘em that makes most shipwrecks look more salvageable.

Thing that scares everyone though, is that they’ve got themselves a heavy rep over the years for forgetting the rules on occasion. Against any team you can get wanted, but these boys are much heavier handed. The Butcher’s Guild has had to hold its team out more than once for the odd ‘incident’ where someone’s gone to the butcher for another reason, if you follow my meaning.

Don’t mess with those lads, young blood. You can run around them as you want, staying just out of reach of a brute like the Ox, but you’d best pray that they don’t catch you. I’m too old and wise to have made friends in this game, but if I had, I’d have seen plenty of them go home in boxes after games against those maniacs.

You’re just meat to them. Weak, tender, soft meat. And they’re the Butchers.

—Greyscales, Fisherman’s Guild Vice Captain

**Ox**

Melee Zone 1

**Character Traits**

*The Owner (6° Aura)*

While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.

**Legendary Play**

*Get ‘Em Lads!* (6° Aura)

While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results. While within this aura, enemy models suffer -1 ARM.

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**Fillet**

Melee Zone 1

**Character Traits**

*Haemophilia (6° Aura)*

In the End Phase, before conditions are resolved, this model may deal 1 HP for each enemy model within this aura suffering the bleed condition.

**Injuries**

Blood Rain

Target enemy model suffering the bleed condition, this model gains +4/6° MOV for the duration of the charge. When it attacks an enemy model suffering the bleed condition, this model gains +1 DMG to playbook damage results.

**Legendary Play**

*Exsanguinate (6° Pulse)*

Enemy models within this pulse suffering the bleed condition suffer 3 condition DMG.

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**Boar**

Melee Zone 2

**Character Traits**

*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.

**Blood Lust (6° Aura)**

Once per turn when another friendly model starts its activation within this aura, the friendly model may spend 1 influence to gain Berserk for the remainder of the turn.

**Furious**

When this model makes a charge during its activation, it may deal without spending influence.

**Legendary Play**

*Chop Chop! (6° Aura)*

While within this aura, other friendly models gain Furious.

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**Cinnamon Roast**

**Cook Players**

The following Cook models may play for the Butcher’s Guild.

**Quick Foot**

Models entering or ending their activations Models hit suffer /one.tnum DMG and the bleed condition.

**Position an ongoing effect AOE within range.**
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.

Vicious
This model gains +2 TAC and +1 DMG to playbook damage results when making a parting blow.

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.

Anatomical Precision
During an attack from this model enemy models suffer −1 ARM.

Assist (Princess)
When a friendly model charges target enemy model, the friendly model gains +1 TAC and +1 DMG to playbook damage results.

Sturdy
This model may ignore the first knocked down condition placed upon it each turn.

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

Vindictive
When this model charges during its activation, it may spend 1 less influence to do so.
**BRISKET**

**Melee Zone 1**

**Character Traits**

**Above and Beyond**

Each time this model scores a goal, it gains +1/+0 INF for the remainder of the game.

**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.

**Super Shot**

This model gains +1/-2 KICK.

**Dirty Knives**

Target enemy model suffers -1 DEF, 1 DMG, and the poison condition.

**TARGET ENEMY MODEL.**

**This model may make a jog directly towards**

**C /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**

**GUTTER**

**Melee Zone 2**

**Character Traits**

**Anatomical Precision**

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

**Fan Favourite**

When this model inflicts the taken out condition on an enemy model, the friendly team gains +1 additional MP.

**Sweeping Charge**

When this model makes a charge during its activation, in addition to one or more playbook damage results, models within this model’s melee zone suffer 3 DMG.

**TARGET ENEMY MODEL.**

**This model may immediately make a 2” dodge.**

**ROUTE ONE**

This model may make a jog directly towards target enemy model.

**C /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**

**LAYNE**

**Melee Zone 1**

**Character Traits**

**Bleed the Clots**

Each time this model inflicts damage on an enemy model, this model gains +1/+0 KICK for the remainder of the turn.

**Close Control**

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

**Get On With It, Boy! (On)***

If this model begins its activation within 6” of the named friendly model, this model may immediately use a character play without spending influence or remove all conditions it is currently suffering.

**Magic Touch**

When this model makes a successful attack, it may add an additional playbook result.

**ACROBATIC**

This model may immediately make a 2” dodge.

**TARGET ENEMY MODEL.**

**This model may immediately make a 2” dodge.**

**C /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**

**SQUADDIE**

**Striker,**

**Veteran, Squaddie**

**Valentian, Human, Female,**

**Squaddie**

**Veteran, Squaddie**

**Central Midfielder,**

**Striker,**

**Veteran, Squaddie**

**Squaddie**

**Veteran, Squaddie**

**Striker,**

**Veteran, Squaddie**

**Striker,**

**Veteran, Squaddie**

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**Size 30 mm**
**Meathook**

**Melee Zone** 3

**Character Traits**

*Hooked*
Enemy models damaged by this model suffer the bleed and snared conditions.

**Heroic Play**

*Scything Blow*
Models within this model’s melee zone suffer 3 DMG.

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

**Ground Pound**
Models within this model’s melee zone suffer a 4” push directly towards this model.

*Thousand Cuts*
Target enemy model suffers -2 DEF and 1 DMG. This model may make a 4” dodge.

Erskiri, Human, Female, Attacking Midfielder, Squaddie

**Ox**

**Melee Zone** 2

**Character Traits**

*Lash Out*
When this model ends activation, enemy models within its melee zone suffer 1 DMG.

*Rowdy*
This model doesn’t suffer crowding out penalties.

*The Old Ways*
Once per turn, when this model infllicts the taken out condition on an enemy model, it gains +1 DMG to character plays that cause damage and to playbook damage results.

**Celebration**
While this model is within 6” of a friendly goalpost, when an enemy model scores a goal this model’s controlling player may choose to have the enemy model suffer 1 DMG.

*Outfield Defence*
Enemy models suffer +1 TN to Shots while this model is within 6” of a friendly goalpost.

Erskiri, Human, Male, Attacking Midfielder, Squaddie

**Shank**

**Melee Zone** 2

**Character Traits**

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

*Thousand Cuts*
Target enemy model suffers -2 DEF and 1 DMG.

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

Erskiri, Human, Male, Winger, Squaddie

**Tenderiser**

**Melee Zone** 2

**Character Traits**

*Celebrate THIS!*
While this model is within 6” of a friendly goalpost, when an enemy model scores a goal this model’s controlling player may choose to have the enemy model suffer 1 DMG.

*Outfield Defence*
Enemy models suffer +1 TN to Shots while this model is within 6” of a friendly goalpost.

Castellyian, Human, Male, Goalkeeper, Squaddie

**Size**: 30 mm