**Cook’s Guild**

Ah, so you want to know more about our allies? I’m surprised you don’t already. Granted, they move in high circles, preparing banquets for those with fuller purses than you or I, but we’ve had entrusted to the Cook’s Guild for longer than anyone can rightly remember. Theirs isn’t a new Guild, lad, not by any stretch of the imagination.

I’ve known Wellington for wars, ever since the war. He’s an unforgetting bastard with a spiteful tongue, I won’t argue that – but if you known him as I do, you’d see that’s just his way of things. He’s a good man, devoted to his people. A crew like his is as much a tight knit family as we had once, before... well, like we used to have.

Why their sudden interest in the game? Well, it’s true the Cook’s Guild doesn’t usually much care to field a team, but the Master Chef has taken to the pitch at my urging. The Cook’s Guild doesn’t usually much care to field a team, but the Master Chef has taken to the pitch at my urging. Why their sudden interest in the game? Well, it’s true the Cook’s Guild doesn’t usually much care to field a team, but the Master Chef has taken to the pitch at my urging.

—Ox, Butcher’s Guild

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**Butcher Players**

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

**Shank**

**Tenderiser**

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**Wellington**

**Wellington**

**Character Traits**

**Chef’s Special**

While within 4" of target friendly model, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.

**Singed Out**

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

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**Pepper**

**Character Traits**

**Guild Rule: Intimidation**

During an attack from this model enemy models suffer –1 DEF.

**Feral**

Once per turn during its activation, this model may declare an attack without spending influence.

**Vicious**

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

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**Cinnamon**

**Character Traits**

**Guild Rule: Intimidation**

During an attack from this model enemy models suffer –1 DEF.

**Anatomical Precision**

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

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**Figeon, Human, Male, Defensive Midfielder, Squaddie**

**Character Traits**

- **Guild Rule: Intimidation**
- During an attack from this model enemy models suffer -1 DEF.

- **Big Belly**
  - When an enemy model damages this model with one or more playbook damage results, after the attack is resolved the enemy model suffers a 1" push directly away from this model.

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

**Character Plays**

- **Get it While it's Hot**
  - While within 2" of target friendly model, friendly models spend 1 less Influence to charge.

- **Turn Up the Heat**
  - 1/6 S
  - 3" pulse. Enemy models within the pulse suffer the burning condition.

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**Valentian, Human, Female, Striker, Squaddie**

**Character Traits**

- **Guild Rule: Intimidation**
- During an attack from this model enemy models suffer -1 DEF.

- **Icing on the Cake**
  - This model gains +2/+2 KICK when making a snap shot.

- **Sturdy**
  - While within 3" of target friendly model, friendly models gain +1 DMG to character plays that cause damage and to playbook damage results.

**Character Plays**

- **Intensify**
  - 2/6 S
  - 3" pulse. Enemy models that are suffering conditions and are within the pulse suffer 2 DMG.

- **Turn Up the Heat**
  - 1/6 S
  - 3" pulse. Enemy models within the pulse suffer the burning condition.

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

**Character Traits**

- **Assist**
  - [Pepper]
  - While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

- **Berserk**
  - During its activation, when 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.

**Character Plays**

- **Intensify**
  - 2/6 S
  - 3" pulse. Enemy models that are suffering conditions and are within the pulse suffer 2 DMG.

- **Turn Up the Heat**
  - 1/6 S
  - 3" pulse. Enemy models within the pulse suffer the burning condition.

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**Chef's Special**

- Position an ongoing effect AOE within range.
- Models hit suffer 4 DMG and the burning condition. Models entering or ending their activation in this ongoing effect AOE suffer the burning condition.

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