Falconer’s Guild

Damn mysterious lot, the Falconers. You ask a common man in the marketplace about them, I’ll wager you see a blank face and little else. I also know what little I do by keeping my ear to the streets, like. Word is they were formed from a bunch of mercenaries, old street from the armies marching in the Century Wars.

One thing’s for sure though – they’ve made real money hiring themselves out to the nobility. Their great birds are a popular accompaniment in bloodsport hunting, and fiercely fashionable amongst the aristocracy. That was their first foot on the ladder, but they soon banded together to form a team. Don’t blame them. Fair to say that life on the pitch has to be a lot better than living at the whim of some inbred lordling.

No one really knows what the connection is between the Falconers and Hunters, but rumour down the pub is that Devana and Theron have been seen huddled together, talking until the early hours, like. If you asked me to put Devana and Theron have been seen huddled together, talking until the early hours, like. If you asked me to put

—Lucky, Free Agent

Falconer’s Guild

Hunter Players

The following Hunter models may play for the Falconer’s Guild

Egret

Veteran Hearne

Guild Rule

Birds of a Feather.

If Devana is the captain of your team, friendly models may spend 1 less influence to use Harrier.

Devana

Character Traits

Assist [Frelsi]

While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG from playbook damage results.

Death from Above

During its activation, if an enemy model is within 6” of this model on the pitch, this model may declare an attack against the enemy model as if engaging it. This attack gains +1 TAC. After this attack is resolved, remove this Death from Above effect.

Legendary Play

Daughter of Falcons (6” Pulse)

Enemy models within this pulse suffer +1 DMG and the snared condition.

Frelsi

Melee Zone 1

Character Traits

Flying

When this model moves, it ignores terrain and other model’s bases. It can’t end its movement overlapping another base, an obstruction, or a barrier.

Hunter’s Prey

Enemy models damaged by this model suffer the snared condition.

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.

Ikarios

Melee Zone 1

Character Traits

Feathered Friends

While within a friendly Harrier AOE, this model gains +1 TAC and cover.

Iupraf

Once per turn when it advances through a Harrier AOE from the pitch, this model may gain +2”/+2” MOV for the duration of the advance.
**Numasai, Human, Male, Winger, Squaddie**

**Character Traits**

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

- **Far Strike**
  - Once per turn during this model’s activation, if an enemy model is within 6” of this model and in its line of sight, this model may declare an attack against the enemy model as if engaging it.

- **Light Footed**
  - When this model makes an advance it ignores the MOV penalty for rough terrain.

**Character Plays**

- **Harrier**
  - Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

- **Snap Fire**
  - Target enemy model suffers 1 DMG.

**Size**: 30 mm

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**Indar, Human, Male, Attacking Midfielder, Squaddie**

**Character Traits**

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

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

**Character Plays**

- **Dirty Knives**
  - Target enemy model suffers –1 DEF, –1 DMG, and the poison condition.

- **Harrier**
  - Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

**Size**: 30 mm

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

**Character Traits**

- **Easy Pickings**
  - While attacking an enemy model with lower current HP than its recovery level, this model gains +1 DMG to playbook damage results.

- **Nocturnal Hunting (6” Aura)**
  - When an enemy model suffers the taken out condition while within this aura, after current actions are resolved this model may use Encourage without spending MP.

**Character Plays**

- **Eye Spy**
  - Friendly models gain +2 TAC while attacking target enemy model.

- **Harrier**
  - Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

**Size**: 30 mm

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**Mataagi, Human, Male, Winger, Squaddie**

**Character Traits**

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

- **Far Strike**
  - Once per turn during this model’s activation, if an enemy model is within 6” of this model and in its line of sight, this model may declare an attack against the enemy model as if engaging it.

- **Light Footed**
  - When this model makes an advance it ignores the MOV penalty for rough terrain.

**Character Plays**

- **Harrier**
  - Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

**Size**: 30 mm

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**Minerva, Human, Male, Winger, Squaddie**

**Character Traits**

- **Easy Pickings**
  - While attacking an enemy model with lower current HP than its recovery level, this model gains +1 DMG to playbook damage results.

- **Nocturnal Hunting (6” Aura)**
  - When an enemy model suffers the taken out condition while within this aura, after current actions are resolved this model may use Encourage without spending MP.

**Character Plays**

- **Eye Spy**
  - Friendly models gain +2 TAC while attacking target enemy model.

- **Harrier**
  - Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

**Size**: 30 mm

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**Rundaas, Human, Male, Winger, Squaddie**

**Character Traits**

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

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

**Character Plays**

- **Dirty Knives**
  - Target enemy model suffers –1 DEF, –1 DMG, and the poison condition.

- **Harrier**
  - Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

**Size**: 30 mm