**Fishermen’s Guild**

The Fish have been around for years, but just never seemed to have a great game, you know? Then one day, they had a real revival in fortunes. Couldn’t tell you what it was. All I know is that suddenly they have Guild houses springing up in every city that doesn’t already have one.

And then the team got better: A lot better. Like crazy better, beating the Butchers, the Morticians, the Alchemists, and the Messengers, all the big boys. Had to get better, once the Guild got bigger, or it wouldn’t sit right. Whole bunch of new players, new sponsorship, new gear, new playbook. Suddenly, they’re a name on the street, with a big following.

But you know what the old timers all say about the poster boys and girls? That team could probably achieve even more greatness if they could just wise up. They all run around waving to the damned crowd, showboating even more greatness if they could just wise up. They all

But that said, damn, those lads can play Guild Ball.

—Flint, Mason’s Guild Team Vice Captain

**Corsair**

**Character Traits**

*Coup de Grace (6" Aura)*

Once per turn when an enemy model suffers the taken out condition while within this aura, the friendly team gains +3 MP.

**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.

**Legendary Play**

*Hook, Line, and Sinker (6" Pulse)*

Enemy models within this pulse suffer a 6" push directly towards this model.

**Fathom**

**Horizon**

**Shark**

**Melee Zone 2**

**Character Traits**

*Light Footed*

When this model makes an advance it ignores the MOV penalty for rough terrain.

**Legendary Play**

*Cought in a Net (6" Pulse)*

Enemy models within this pulse suffer -4"/-4" MOV.

**Yukai**

**Melee Zone 2**

**Character Traits**

*Last Cast Catches the Most*

While this model is on the pitch, when a friendly model scores a goal, if it does not use Run the Length, the activation does not immediately end.

*Beating Wings Over Water*

Once per turn during this model’s activation, choose another unengaged friendly model within 6". The chosen model gains Flying. (Flying: When this model moves, it ignores terrain and other models’ bases. It can’t end its movement overlapping another base, an obstruction, or a barrier.)

**Legendary Play**

*Cormorant’s Calling*

Choose another unengaged friendly model within 10" of this model. Place the chosen model within 10" of this model.
CLOSE CONTROL

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

TAG ALONG

Once per turn after a friendly model ends an advance that caused it to leave this model’s melee zone, this model may immediately make a jog directly towards that model.

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.

Get Over Here (Salt, Wander)

Once during this model’s activation, if the named friendly model is within 10” of this model, the named friendly model may make a dodge up to its base-move towards this model.

Light Footed

When this model makes an advance it ignores the MOV penalty for rough terrain.

Where’d They Go?

This model may make a 4” dodge.

Get Over Here (Salt, Wander)

Once during this model’s activation, if the named friendly model is within 10” of this model, the named friendly model may make a dodge up to its base-move towards this model.

Light Footed

When this model makes an advance it ignores the MOV penalty for rough terrain.

Where’d They Go?

This model may make a 4” dodge.

Get Over Here (Salt, Wander)

Once during this model’s activation, if the named friendly model is within 10” of this model, the named friendly model may make a dodge up to its base-move towards this model.

Light Footed

When this model makes an advance it ignores the MOV penalty for rough terrain.

Where’d They Go?

This model may make a 4” dodge.
Hag

**Melee Zone 2**

**Character Traits**

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**Fear**
The first time each turn an enemy model spends influence on an attack, charge, or character play that targets this model, the enemy model must spend 1 additional influence.

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

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**Talisman**
Once per turn during this model's activation, it may use a character play without spending influence.

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**Legendary Play**
Call of the Sea (4" Pulse)
This model suffers 1 DMG for each other model within this pulse. Enemy models within this pulse suffer a 2" push. Other friendly models within this pulse may make a 2" dodge.

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**Goad**
When this model targets an enemy model with a Close Ranks attack, the enemy model immediately suffers a 2" push directly away from it. This model can only move directly towards this model during an advance.

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**Protective Instinct**
While engaging this model, an enemy model can't declare an attack against any other friendly model.

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

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**Character Play**

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**Talos, Human, Male, Defensive Midfielder, Squaddie**

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Size: 30 mm

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Call of the Sea

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Size: 40 mm

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Knuckles

**Melee Zone 2**

**Character Traits**

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**Backward Presence**
While attacking a model that is in possession of the ball, this model gains +2 TAC.

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**Close Ranks**
When this model causes an enemy model to suffer the crowding out penalty, the enemy model suffers an additional -1 die pool.

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**Lightning Reflexes** (6" aura)
Once per turn when an enemy model ends a dodge within this aura, this model may immediately make a jog directly towards the enemy model.

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**Resilience**
The first time each turn this model is hit by an enemy model, this model immediately suffers a 2" push directly away from it. This model can only move directly towards this model.

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**Character Play**

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**Talos, Human, Male, Defensive Midfielder, Squaddie**

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Size: 30 mm

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Kraken

**Melee Zone 2**

**Character Traits**

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**Gravity Well**
When an enemy model ends an advance engaging this model, the enemy model automatically suffers a 2" push directly towards this model.

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**Protective Instinct**
While engaging this model, an enemy model can't declare an attack against any other friendly model.

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

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**Character Play**

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**Talos, Human, Male, Defensive Midfielder, Squaddie**

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Size: 40 mm

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**Sakana**

**Melee Zone**

**Character Traits**

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

**Cover of Darkness**
When this model starts an advance while benefiting from cover, it gains +1/2 MOV for the duration of the advance.

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

**Character Plays**

- **Smoke Bomb**
  - Position an ongoing effect AOE within range.
  - While within this AOE, models gain cover.

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

**Sirens**

**Melee Zone**

**Character Traits**

**Beautiful**
Enemy character plays targeting this model suffer -5 RNG.

**Protected**
While within 4" of the named friendly model, this model gains +1 ARM.

**Character Plays**

- **Lure**
  - Target enemy model makes a jog directly towards this model. The target model is a friendly model during this action.

- **Seduced**
  - Target enemy model makes a pass or declares an attack without spending influence. The target model is a friendly model during this action.

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**Numasai**

**Gender:** Male
**Race:** Human
**Class:** Striker

**Attacking Midfielder**

**Size:** 30 mm

**Squaddie**

**Gender:** Female
**Race:** Human
**Class:** Squaddie

**Unknown**

**Gender:** Female
**Race:** Human
**Class:** Winger

**Attacking Midfielder**

**Size:** 30 mm

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**Squaddie**

**Gender:** Male
**Race:** Human

**Known as:** Numasai, Attacking Midfielder, Veteran, Squaddie

**Attacking Midfielder**

**Size:** 30 mm