**Hunter’s Guild**

The Hunter’s Guild is one of the oldest Guilds out there, being playing their trade for hundreds of years. They just don’t hunt Guild bosses like anyone else, nor trade their services in the cities. And until now, they’ve never had a Guild Ball team either.

Your average hunter is a real strange individual. They believe in the old gods, the Moon Goddess and Sun Father. The whole Guild is built around their worship. The Moon Goddess is the mistress of the hunt, the one they all offer their praises to for their work. She blesses them to steal from the Sun Father, who nurtures the world.

They’re dangerous, young blood. Every single one of them bears respecting. Each has lived a life of tracking, pursuing, and killing beasts far more feral and dangerous than your or I have ever seen. They bring a different set of skills to the game, something we’ve never seen before. I won’t say the many of us who fight in their direction and dreading this day, because we weren’t.

But believe me; we should have remembered them and their respect. Each has lived a life of tracking, pursuing, and killing beasts far more feral and dangerous than your or I have ever seen. They bring a different set of skills to the game, something we’ve never seen before. I won’t say the many of us who fight in their direction and dreading this day, because we weren’t. But believe me; we should have remembered them and their respect.

—Greyscales, Fisherman’s Guild Vice Captain

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**Hunter’s Guild**

**Falconer Players**

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

- **Minerva**
- **Mataagi**

**Minerva**

**Guild Rule**

**Trap Markers**

Trap markers have a 30 mm base. A player may have up to five friendly trap markers on the pitch at once. When an enemy model moves within 1” of a friendly trap marker, the trap marker is removed from the pitch and the enemy model suffers the snared condition and 1 DMG.

**Mataagi**

**Character Play**

**Nature’s Chill**

At the start of this model’s activation, it may position an AOE within 8” and not in contact with terrain. The AOE is forest terrain and is removed in the End Phase.

**Arrow to the Knee**

Target enemy model suffers –2” KICK and 2 DMG.

**Light Footed**

This model may immediately remove any number of friendly trap markers within 1” from the pitch.

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**Theron**

**Character Traits**

**Hunter’s Pray**

Enemy models damaged by this model suffer the snared condition.

**Nature’s Growth**

At the start of this model’s activation, it may position an AOE within 8” and not in contact with terrain. The AOE is forest terrain and is removed in the End Phase.

**Heroic Play**

**Blessing of the Sun Father**

Once during its activation, target friendly model within 6” may use a character play without spending influence.

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**Skatha**

**Character Traits**

**Light Footed**

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

**Nature’s Chill**

At the start of this model’s activation, it may position an AOE within 8” and not in base contact with terrain. The AOE is forest terrain and is removed in the End Phase.

**Legendary Play**

**Winter’s Night [6” AOE]**

When a friendly model within this aura makes a successful attack, the friendly model may add an additional playbook result.

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**Steeljaw**

**Character Traits**

**Bring Them Down**

While this model is on the pitch, friendly human models gain Big Game Traps.

- **Nature’s Chill**

Position an AOE within range. Models hit suffer 2 DMG and the snared condition.

- **Snowball**

Place an additional ball in this model’s possession. When this ball is used to score a goal, the friendly team gains 1 VP instead of 4 VP. At the end of this model’s activation, remove this ball from the pitch.

---

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**Heroic Play**

**Blessing of the Sun Father**

Once during its activation, target friendly model within 6” may use a character play without spending influence.
**CHARACTER TRAITS**

**Furious**
When this model charges during its activation, it may do so without spending influence.

**Isolated Target**
This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the snared condition.

**Linked [Zarola]**
When this model's activation ends, the named friendly model may immediately take its activation if able to do so.

**Ferual Instincts**
Target friendly model gains Anatomical Precision.
(Anatomical Precision: During an attack from this model enemy models suffer -1 ARM.)

**Big Game Traps**
Once per turn during this model's activation, it may place a friendly trap marker within 2".

**Mud Concealer**
While within rough terrain, this model gains +1 DEF.

**Boom Box**
Target enemy model suffers a 4" push directly away from this model and 4 DMG.

**Tough Skin**
Target friendly model gains +1 ARM.

**Furious**
When this model charges during its activation, it may do so without spending influence.

**Isolated Target**
This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the snared condition.

**Linked [Zarola]**
When this model's activation ends, the named friendly model may immediately take its activation if able to do so.

**Ferual Instincts**
Target friendly model gains Anatomical Precision.
(Anatomical Precision: During an attack from this model enemy models suffer -1 ARM.)

**Light Footed**
This model gains +1 DEF.

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

**Unorthodox**
When this model makes a successful attack against an enemy model suffering the snared condition, it may make a "dodge" directly towards this model.

**Mirage**
Once per turn during this model’s activation, if this model is within a piece of rough ground, fast ground, or a forest, this model may be placed anywhere within that piece of terrain.

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

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**CST RNG SUS OPT**

**MOV** TAC KICK DEF ARM INF

**Melee Zone**

**S**

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**Eisnoran, Animal, Mascot**

**Eusnoran, Animal, Mascot**

**Erskriti, Animal, Mascot**

**Mald, Human, Male, Defensive Midfielder, Squaddie**

**Erskirii, Human, Female, Winger, Squaddie**

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**FAHAD**

**SNOW**

**EDGE**

---

**CHARACTER TRAITS**

**Nimble**
This model gains +1 DEF.

**Furious**
When this model charges during its activation, it may do so without spending influence.

**Isolated Target**
This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the snared condition.

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**Unorthodox**
When this model makes a successful attack against an enemy model suffering the snared condition, it may make a "dodge" directly towards this model.

**Mirage**
Once per turn during this model’s activation, if this model is within a piece of rough ground, fast ground, or a forest, this model may be placed anywhere within that piece of terrain.

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

**Back to the Shadows**
At the end of this model’s activation, if it caused damage during the activation, it may make a 4” dodge.

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

**Swift Strikes**
During this model’s activation, when it damages one or more enemy models it may make a 2” dodge.

**Venomous Strike**
Enemy models damaged by this model suffer the poison condition.

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

**Skewered**
Target enemy model suffers 3 DMG and the snared condition.

**Character Plays**

<table>
<thead>
<tr>
<th>Skill</th>
<th>CST</th>
<th>RNG</th>
<th>SUS</th>
<th>OPT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flurry</td>
<td>2</td>
<td>8”</td>
<td>×</td>
<td>✗</td>
</tr>
<tr>
<td>Snap Fire</td>
<td>1</td>
<td>6”</td>
<td>×</td>
<td>×</td>
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**MOV TAC KICK DEF ARM INF**

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
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</thead>
<tbody>
<tr>
<td>5/1</td>
<td>3/4</td>
<td>4/1</td>
<td>1/2</td>
<td>4/3</td>
<td></td>
</tr>
</tbody>
</table>

TARGET ENEMY MODEL SUFFERS /THREE.TNUM DMG AND THE /TWO.TNUM SNARED CONDITION.

TARGET ENEMY MODEL SUFFERS /SIX.TNUM DMG.

TARGET ENEMY MODEL SUFFERS /ONE.TNUM DMG.

**Character Traits**

**Last Light**
Once per turn during this model’s activation, choose a friendly model within 6”. The chosen model may spend MP instead of influence to pay the CST of its next character play.

**Lunar Eclipse**
Each time this model damages an enemy model after the action is resolved this model may be placed within 1” of the enemy model.

**Winter’s Blessing**
When this model makes an advance, it ignores the MOV penalty for rough terrain. When this model moves within one or more pieces of rough terrain during an advance, it gains +2/2” MOV for the remainder of the advance.

**Character Plays**

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<tr>
<td>Skewered</td>
<td>2/6”</td>
<td>×</td>
<td>✓</td>
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**MOV TAC KICK DEF ARM INF**

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<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
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<tbody>
<tr>
<td>7/0</td>
<td>5/6</td>
<td>5/7</td>
<td>5/6</td>
<td>3/5</td>
<td>1/7</td>
</tr>
</tbody>
</table>

TARGET ENEMY MODEL SUFFERS –/ONE.TNUM DEF.

TARGET ENEMY MODEL SUFFERS –/TWO.TNUM MOV AND –/TWO.TNUM DEF.

**Character Traits**

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

**Nature’s Blessing**
Once per turn during its activation, this model may choose a piece of forest terrain within 4”. This model may be placed anywhere within the chosen forest terrain.

**Big Game Traps**
Once during its activation, this model may choose a piece of forest terrain within 6” and place a friendly trap marker within 2”.

**Light Footed**
This model ignores the MOV penalty when moving through rough terrain.

**Character Plays**

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<tr>
<td>Gut &amp; String</td>
<td>2/6”</td>
<td>×</td>
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<td>5/4</td>
<td>7/0</td>
<td>1/6</td>
<td>0/2</td>
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TARGET ENEMY MODEL SUFFERS –ONE.TNUM ARM.

TARGET ENEMY MODEL SUFFERS –ONE.TNUM MOV.

**Character Traits**

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

**Back to the Shadows**
At the end of this model’s activation, if it caused damage during the activation, it may make a 4” dodge.

**Big Game Traps**
Once per turn during this model’s activation, it may place a friendly trap marker within 2”.

**Light Footed**
This model ignores the MOV penalty when moving through rough terrain.

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TARGET ENEMY MODEL SUFFERS –ONE.TNUM ARM.

TARGET ENEMY MODEL SUFFERS –ONE.TNUM MOV.

**Character Traits**

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

**Back to the Shadows**
At the end of this model’s activation, if it caused damage during the activation, it may make a 4” dodge.

**Big Game Traps**
Once per turn during this model’s activation, it may place a friendly trap maker within 2”.

**Light Footed**
This model ignores the MOV penalty when moving through rough terrain.