MINER'S GUILD

Blasted dangerous profession, one look at most of 'em will prove that. Their crew looks beaten up before they hit the pitch, let alone afterward. That’s nothing new though. You’ve got to have stones made of iron to go down in the depths day after day. Or be half mad. Preferably both, if you ask me.

Rumour is, old Ballista set up shop with 'em months ago. I’ll bet that was the low bailiff right down in the ground, spending all his days in the dark, tinkering with the bloody monstrosities he’s been making. I thought I’d seen it all with the Engineers, but the mining engines are something else. You’d think they’d be against the rules until you remember the rules were written when people couldn’t even imagine a damn drilling machine, he alone made those illegal.

I’ll wager the Long Arrow is the reason they’re here in the Big Leagues, too. He might not be in his Guild’s best graces, but don’t think Ballista doesn’t still have friends in high places. Mark my words, it’s a power play—he’s seen it all with the Engineers, but the mining engines are the bloody monstrosities he’s been making. I thought I’d seen it all, but the mining engines are something else. You’d think they’d be against the rules until you remember the rules were written when people couldn’t even imagine a damn drilling machine, he alone made those illegal.

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—Lucky, Free Agent

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ENGINEER PLAYERS

The following Engineer models may play for the Miner’s Guild:

**Salvo**

**Colossus**

**Shaft**

Melee Zone 2°

**Character Traits**

- **Guild Rule: Secret Tunnel**
  - At the start of this model’s activation, it may be placed within 2° of its current location.
  - **Close Control**
    - Once per turn this model may ignore the first tackle playbook result against it.
  - **Stop, Drop, and Mole**
    - Once per turn during this model’s activation, target friendly model within 4° may remove all conditions it’s suffering.

**Character Plays**

- **CST RNG SUS OPT**

**Units**

1. **Diggy Hole**
   - This model may be placed within 2° of its current location.

**Shaft**

Character Traits

- **Guild Rule: Secret Tunnel**
  - At the start of this model’s activation, it may be placed within 2° of its current location.
  - **Tough Hide**
    - This model suffers -1 DMG from enemy plays and playbook damage results.

**Legendary Play**

- **We’re Going Underground**
  - Friendly models within this pulse may be placed within 2° of their current location.

**Digger**

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**Units**

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   - This model may be placed within 2° of its current location.

**Fissure**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  - At the start of this model’s activation, it may be placed within 2° of its current location.
  - **You're Coming With Me**
    - Once per turn during this model’s activation, before this model is placed, it may choose a friendly model within its melee zone. After this model is placed, the chosen model is placed within this model’s melee zone.

**Legendary Play**

- **Tremor Mine**
  - Choose a free ball within 8° of this model and remove it from the pitch. This model’s controlling player resolves a goal kick.

**Units**

1. **Grinding Tracks**
   - During this model’s advances, enemy models whose bases are touched by its base immediately suffer the knocked down condition. Each enemy model may only suffer the knocked down condition once per turn from Grinding Tracks.
   - **Sinkhole**
     - 3° pulse. Enemy models within this pulse suffer a 3° push directly towards this model.

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**FUSE**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

- **Remote Detonation**
  Once per turn during this model’s activation, if there is a free ball within 6” of this model, this model may make a kick as if it was in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.

- **Sapper’s Instincts**
  This model gains +2 DEF against enemy character plays.

**Character Plays**

- **Clear!**
  Position an AOE within range. Enemy models hit are placed within 1” of their current location.

- **Under the Lines**
  Choose an enemy model within 3”. Place this model in base contact with the chosen enemy model.

- **Reanimate**
  Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it’s suffering.

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

**Character Plays**

- **Lockdown**
  Target enemy model suffers −4” MOV and −1 TAC.

- **Throw**
  Target enemy model is placed within 1” of its current location.

**Spade**

**Character Traits**

- **Guild Rule: Secret Tunnel**
  At the start of this model’s activation, it may be placed within 2” of its current location.

- **Close Control**
  Once per turn this model may ignore the first tackle playbook result against it.

**Character Plays**

- **Diggy Hole**
  This model may be placed within 2” of its current location.

- **Controlled Explosion**
  Choose an enemy model within 6”. The chosen model suffers a 2” push.

**Character Plays**

- **Move to Target**
  Target enemy model is placed within 1” of its current location.

- **Lockdown**
  Target enemy model suffers −4” MOV and −1 TAC.

- **Reanimate**
  Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it’s suffering.

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