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

- **Salvo**
- **Colossus**
Blasted dangerous profession, one look at most of ‘em will prove that. Their crew looks beaten up before they hit the pitch, let alone afterwards. 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 suits the dour bastard right down to 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, let alone make them illegal.

I’ll wager the Lord Artificer 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 the First Lady’s success story and he’s looking to write one of his own...

—Lucky, Free Agent
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 [6" pulse]**
  Friendly models within this pulse may be placed within 2" of their current location.

Indar, Human, Male, Defensive Midfielder, Captain

Size 30 mm
SHAFT
Melee Zone 2"

<table>
<thead>
<tr>
<th>MOV</th>
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<tr>
<td>4&quot;/6&quot;</td>
<td>6</td>
<td>3/8&quot;</td>
<td>3+</td>
<td>1</td>
<td>4/6</td>
</tr>
</tbody>
</table>

Choose one:
• Other models within 4" of target enemy model suffer a 2" push directly towards target enemy model.
• Other models within 4" of target enemy model suffer a 2" push directly away from target enemy model.

Weak Point
Target enemy model suffers –1 ARM.

Lodestone
Choose one:

- Other models within 4" of target enemy model suffer a 2" push directly towards target enemy model.
- Other models within 4" of target enemy model suffer a 2" push directly away from target enemy model.

CSTRGSUS OPT

KD

CST | RNG | SUS | OPT

2/8" 8"  X  V
**Digger**

**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.

Skaldic, Animal, Mascot

Size 30 mm

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Digger
Melee Zone 1"

<table>
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<td>3/4&quot;</td>
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<td>1/3</td>
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Character Plays

Diggy Hole
This model may be placed within 2" of its current location.

CST | RNG | SUS | OPT
--- | --- | --- | ---
1 | S | ✗ | ✓
**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.

Numasai, Mechanica, Human, Female, Centre Back, Squaddie

Size 50 mm

TM & © Steamforged Games LTD 2019
**Fissure**

Melee Zone 1"

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<td>3</td>
<td>2/4</td>
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**Character Plays**

**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. This model may then be placed within 2” of its current location.
Characer 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.

---

Skaldic, Human, Male,
Attacking Midfielder,
Squaddie

Size 30 mm
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.
Mule

Character Traits

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

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.

Figeon, Mechanica,
Central Midfielder,
Squaddie

Size 50 mm
**Mule**

Melee Zone 1"

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**Character Plays**

**Lockdown**
Target enemy model suffers –4"/–4" MOV and –1 TAC.

**Throw**
Target enemy model is placed within 1" of its current location.
Numasai, Human, Female, Striker, Squaddie

**Characte 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.
**Spade**

Melee Zone 2"

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**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.