Mortician’s Guild

Real old Guild, the Mortician’s. Guess if there’s one certainty in this life, it’s death, eh? I don’t think that they suffered none in the Century Wars when everyone else did. When your lethality is death, a war is good news I suppose.

Everyone hates playing them. Not one team out there that didn’t find something to not like about ‘em. Playinh come and go, but wherever they are they’re always there to trip you up, block your plays, and gang up on you. They used to be less subtle, mind, but since the Ferrymen took over, that’s when they got to be tough. The Spooks might look like a circus of freaks, but each one of them is made. Can’t take your eyes off of any of them. You’re going to find you have to deal with them a bit differently to any other team, young blood.

Odds are even a Meathead is going to leave you alone if he takes you out, but the Spooks? Well, best not let yourself find out whether you’re going to get lucky, or if their next customer is you... catch my drift.

—Greyscales, Fisherman’s Guild Vice Captain

Scalpel

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

Voodoo Strings (6° Aura)
During this model’s activation, when it damages an enemy model with one or more playbook damage results, choose a model within this aura to suffer a 2 push. Each model can be pushed by Voodoo Strings only once per turn.

Character Traits
Control Strings
When a friendly model within this aura is reduced to 0HP, before suffering the taken out condition the friendly model may recover health up to its recovery level. If it does, the enemy team gains 2 VP.

Creeping Dread
At the start of this model’s activation, the friendly team gains +2 MP.

Legendary Play
Haunting Gaze (6° Aura)
Enemy models that begin an advance within this aura may only move towards this model during that advance.

Mourn

Malice
Target friendly model gains +2 TAC.

Hallowed
Target friendly model gains Empathy. (Empathy: While attacking this model, playbook damage results don’t generate MP.)

Quick Time
Target friendly model may make a 2° dodge.

Character Traits
Control Strings
At the start of each friendly model’s activation, this model may make a 2° dodge.

Grave Candle (6° Aura)
When a friendly model within this aura is reduced to 0HP, the enemy team gains 2 VP.

Creeping Dread
At the start of this model’s activation, the friendly team gains +2 MP.

Legendary Play
Haunting Gaze (6° Aura)
Enemy models that begin an advance within this aura may only move towards this model during that advance.

Pelage

Confidence
1 4°
Target friendly model may reroll any number of dice during its next attack or character play during its activation.

Misdirection
Target enemy model with at least 1 influence loses 1 influence. Allocate 1 influence to another friendly guild model within 4° of this model.

Puppet Master
4 8°
Target model may make a jog, make a pass, or declare an attack without spending influence. The target model is a friendly model during this action.

Character Traits
Unnatural Stamina
Target friendly model gains Empathy.

Quick Time
1 4°
Target friendly model may make a 2° dodge.

character traits
Unnatural Stamina
Target friendly model gains +1 TAC.

Skyshroud
Target model may make a 1° dodge.

Misdirection
Target enemy model with at least 1 influence loses 1 influence. Allocate 1 influence to another friendly guild model within 4° of this model.

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Puppet Master
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Target model may make a jog, make a pass, or declare an attack without spending influence. The target model is a friendly model during this action.

Character Traits

Unnatural Stamina
Target friendly model gains Empathy.

Quick Time
1 4°
Target friendly model may make a 2° dodge.
**DIRGE**

**Character Traits**

**Dark Doubts**
- When this model suffers the taken out condition as a result of an enemy attack or play, after resolving the attack or play, the enemy team suffers +2 MP.

**Flying**
- When this model moves, it ignores terrain and other models' bases. It can't end its movement overlapping another base, an obstruction, or an barrier.

**Tag Along**
- Once per turn after a friendly model ends an advance that caused it to leave this model's melee zone, the model may immediately make a jog directly towards that model.

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

**Unexpected Arrival**
- During its next kick.

**Meditation**
- This model may reroll any number of dice.

**Swift Wind**
- When this model moves by advancing or dodging, it may make an additional jog.

**Melee Zone**
- Place this model within 1" of its current location.

**Scatter**
- Place this model within 1" of its current location.

**Blind Rush**
- Move and target one named friendly model.

**I'm Open!**
- Target friendly model may make a kick without spending influence.

**Noxious Death**
- When this model suffers the taken out condition, enemy models within this pulse suffer +3 DMG and the poison condition.

**< | >**
- Target friendly model may make a kick targeting that model.

**Size**
- 50 mm

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**BONESAW**

**Character Traits**

**Slippery**
- This model gains +1 DEF against parrying blows that target it.

**Meditation**
- This model may any reroll any number of dice during its next kick.

**Unexpected Arrival**
- 3" pulse. Enemy models within this pulse suffer a 4" push directly away from this model.

**Stamina**
- At the start of this model's activation, it may make an additional jog.

**Swift Wind**
- When this model moves by advancing or dodging, it may pass over other models' bases. It can't end its movement overlapping another model's base.

**Melee Zone**
- Place this model within 1" of its current location.

**Scatter**
- Place this model within 1" of its current location.

**Blind Rush**
- Move and target one named friendly model.

**I'm Open!**
- Target friendly model may make a kick without spending influence.

**Noxious Death**
- When this model suffers the taken out condition, enemy models within this pulse suffer +3 DMG and the poison condition.

**< | >**
- Target friendly model may make a kick targeting that model.

**Size**
- 40 mm

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**VILES WARM**

**Character Traits**

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

**Noxious Death**
- When this model suffers the taken out condition, enemy models within this pulse suffer +3 DMG and the poison condition.

**< | >**
- Target friendly model may make a kick targeting that model.

**Size**
- 40 mm

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**BRAINPAN**

**Character Traits**

**One, Two! [Memory]**
- When this model makes a pass that targets the named friendly model, this model gains +2/+2 TAC, for the duration of the pass. When the named friendly model receives a successful pass from this model, it may spend 1 less MP to use Pass & Move or to make a Snap Shot.

**Thought [Memory]**
- At the start of this model's activation, if the named friendly model is suffering the taken out condition, remove the taken out condition from it and place it within 2" of this model with full HP.

**< | >**
- Target friendly model may make a kick targeting that model.

**Size**
- 50 mm
Target enemy model suffers –/two.tnum DMG and –/six.tnum MOV during this action. This model may make a 2 TAC dodge. At the start of each friendly model’s activation, this model may make a 2 TAC dodge. Inanimate Object This model doesn’t activate. This model doesn’t generate VP when it suffers the taken out condition. This model doesn’t return to play during the Maintenance Phase if it’s suffering the taken out condition. When an enemy model declares a charge against a friendly model within this AOE, the enemy model suffers –/two.tnum TAC for the duration of the charge. This model can’t be selected for a team but is selected for a team. This model doesn’t count towards your maximum team size allowance. This model doesn’t activate. This model doesn’t generate VP when it suffers the taken out condition. This model doesn’t return to play during the Maintenance Phase if it’s suffering the taken out condition. 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. This model suffers –1 DMG from enemy plays and playbook damage results. This model doesn’t activate. This model doesn’t generate VP when it suffers the taken out condition. This model doesn’t return to play during the Maintenance Phase if it’s suffering the taken out condition. Once per turn during this model’s activation, choose a friendly model within 6”. The chosen friendly model gains +6 TAC for the remainder of the turn. 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. This model doesn’t activate. This model doesn’t generate VP when it suffers the taken out condition. This model doesn’t return to play during the Maintenance Phase if it’s suffering the taken out condition.
**GHAST**

**Melee Zone**

MOV TAC KICK DEF ARM INF

4/7 6 1/6 3+ 1 2/3

**Character Traits**

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

**Rising Anger**
The first time this model is damaged by an enemy model each turn, the friendly team gains 2 MP.

**Character Plays**

- **The Unmasking**
  - 3" pulse. Other models within this pulse suffer a 4" push directly away from this model and 3 DMG.

**CST RNG SUS OPT**

**S**

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**GRAVES**

**Melee Zone**

MOV TAC KICK DEF ARM INF

5/7 6 3/6 4+ 1 2/4

**Character Traits**

**Crucial Artery**

Enemy models damaged by this model suffer the bleed condition.

**Damaged Target**

When this model declares a charge against a damaged enemy model, it gains +0/7/2" MOV for the duration of the charge.

**Character Plays**

- **Sctything Blow**
  - Models within this model’s melee zone suffer 3 DMG.

- **Tooled Up**
  - 1 4" 

**Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.**

**CST RNG SUS OPT**

**S**

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**Hemlocke**

**Melee Zone**

MOV TAC KICK DEF ARM INF

9/8 5 2/6 5+ 0 2/3

**Character Traits**

**Dark Doubles**

When this model suffers the taken out condition as a result of an enemy attack or play, after resolving the attack or play, the enemy team suffers -2 MP.

**Soul Steer**

Once per turn, during this model’s activation, if it suff ered the taken out condition, it may spare +1 MP to use a character play.

**Legendary Play**

**The Power of Voodoo**

**Target friendly model within 6" may immediately make a jog.**

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**Valentian, Human, Male, Centre Back, Squaddie**

- Size: 40 mm

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**Rae’d, Human, Male, Winger, Squaddie**

- Size: 30 mm

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**Raed, Human, Male, Defensive Midfielder, Veteran, Squaddie**

- Size: 30 mm

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**Eisnoran, Human, Female, Defensive Midfielder, Veteran, Squaddie**

- Size: 30 mm
KICK Support
[Dirge]
While within 4" of the named friendly model, this model gains +1+1 KICK.

Tenacity
When this model uses a character play, it may change the CST of the character play to 1 or 2.

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