The Order

The Supreme Order of Solthius? Pfft, those lads have some gall floating around a lofty name like that. To watch them stut around the pitch with all their airs, I think they believe it too. What a crock of shit. I'll call them what they are – damned mercenaries and outcasts to a man, that's what. No matter how good they play, they'll never be able to hide that truth from exteriors like me.

I don't think anyone on the pitch is blind to what the church is doing, buying up faces that people in the stands recognise. With no history behind them, they couldn't very well drop a team into the big leagues and expect a following overnight, after all. Still, it hasn't made them any friends, believe me. There's a reason most of their number were able to jump ship from their old teams, and it's not secret most were pushed.

Bad combination, that. An institution universally hated by the Guilds – and their team full of men and women most would rather stick with a knife than shake their hand. That might sound hard, lad, but go ask any of the Butchers about Brisket, you'll see what I mean in a hurry.

— Corsair, Fisherman’s Guild

Pride

Character Traits

Rush Keeper
While this model is within 4" of a friendly goalpost, once per turn when an enemy model ends an advance within 4" of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

Character Plays

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

Predatory Gaze
While this model is within 10" of a friendly goalpost, enemy models must spend 1 additional influence to make a Shot.

Benediction

Character Traits

Playmaker [6" Aura]
Once per turn when a friendly model within this aura makes a pass, it may make that pass without spending influence.

Potted
Once per turn this model may make a counter-attack without spending MP.

Rapid Growth [6" Aura]
In the End Phase, before conditions are resolved, friendly models within this aura may recover 2 HP.

Brisket

Melee Zone

Character Traits

Scores for Fun
When this model makes a Shot during its activation, the TN is reduced by 1.

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.

Legendary Play

Worthy Sacrifice [6" Aura]
Place this model in base contact with another friendly model within 6". The other friendly model may then make a 6" dodge.

Valentin, Human, Female, Striker, Captain, Seasoned

Benediction

Melee Zone

Character Plays

Braced
This model gains +2 ARM against the next enemy attack that targets it.

Stand Firm
Target friendly model gains Sturdy. (Sturdy: This model may ignore the first knocked down condition that it suffers each turn.)

Piert, Human, Male, Defensive Midfielder, Squaddie

Brisket

Melee Zone

Character Plays

I'm Open
Target friendly model may make a pass targeting this model without spending influence.

Route One
This model may make a jog directly towards target enemy model.

With Aplomb
The next time this model scores a goal, the friendly team gains +1 VP.

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**Fangtooth**

**Character Traits**
- **Flagellant**
  Once per turn during this model’s activation, this model may choose a friendly model within 4”. The chosen model removes all conditions on it and this model suffers 4 DMG.

- **Potbellied Pass**
  Once per turn when this model receives a successful pass, instead of using Pass & Move or making a Snap Shot, it may spend 1 MP to make a pass without spending influence.

**Ground Pound**
Models within this model’s melee zone suffer a 2” push directly away from this model, 2 DMG, and the knocked down condition.

**Mist**

**Character Traits**
- **Cover of Darkness**
  When this model starts an advance while benefitting from cover, it gains +2 TAC for the duration of the advance.

- **Skilled within Shadow**
  While attacking an enemy model that’s benefitting from cover, this model gains +2 TAC for the duration of the attack.

**Acrobatic**
This model may make a 2” dodge.

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

**Spigot**

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

- **Floored**
  While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

**Heroic Play**
Reading the Game
Target friendly model within 6’ may immediately make a pass without spending influence.

**Reading the Game**
This model may spend 1 less MP to use Pass & Move or make a Snap Shot.

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

**Seasoned, Squaddie**
Attacking Midfielder, Veteran, Squaddie

**Unkown, Human, Male, Attacking Midfielder, Squaddie**

**Potbellied Pass**
Molotov
Position an ongoing effect AOE within range. Models hit suffer the burning condition. Models entering or ending their activations within this AOE suffer the burning condition.

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

**Inspiring Hat [4” Aura]**
While within this aura, other friendly models may spend 1 less MP to use Pass & Move or make a Snap Shot.

**Flagellant**
Once per turn during this model’s activation, this model may choose a friendly model within 4”. The chosen model removes all conditions on it and this model suffers 4 DMG.

While attacking an enemy model that is suffering the burning condition, this model gains +2 TAC.

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

**Floored**
While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

**Heroic Play**
Reading the Game
Target friendly model within 6’ may immediately make a pass without spending influence.

**Unkown, Human, Male, Attacking Midfielder, Squaddie**

**Unkown, Human, Male, Attacking Midfielder, Squaddie**
**Grace**

**Melee Zone 1"**

**MOV TAC KICK DEF ARM INF**

6/8 4 3/8 4+ 1 2/4

**Character Plays**

*Healing Light*
Position an AOE within range. Friendly models within this AOE recover 3 HP.

*Quick Foot*
Target friendly model gains +2" MOV.

**Character Traits**

**Impart Faith [6" Aura]**
When this model makes a character play, the range of the play may be measured from a friendly model within this aura instead of this model.

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

**Legendary Play**

**Reclamation**
If Ball of Light is in effect for the friendly team, this model gains possession of the friendly Ball of Light.