**Ratcatcher’s Guild**

The Ratcatchers? Tiny Guild, three or four old men lurking it over a handful of cities, that's all, lad. They pay contracts rather than keep their own trappers - but it's who they're in bed with that really rumbles.

Wouldn't be to guess whether it was the Ratcatcher's Guild who took the first step into the depths, or whether it was the who came to them first. I don't suppose it really matters. There are some people you don't want to empower, and the demis of the underhordes are definitely among them. Most have retired as petty thieves, whores, or pickpockets, and they would be considered the most respectable of their breed. Go further down and those shadows hide murderers and outlaws, men and women with past bloody enough to make a Butcher blush.

And now: Thanks to the sponsorship of the Mortician’s Guild billboards have spilled into the light of the sun, and now? Thanks to the sponsorship of the Mortician’s Guild with a past bloody enough to make a Butcher blush. As for the scum who came to them first. I don't suppose it really matters. Wouldn't like to guess whether it was the Ratcatcher's Guild who they're in bed with that really rumbles.

Vermin, that's all they are. Filthy, disgusting rodents, more akin to their quarry than to men like you or I.

—Mallet, Mason's Guild

**Mortician Players**

The following Mortician models may play for the Ratcatcher's Guild:

**Bonesaw**

**Veteran Graves**

**Guild Rule**

Disease [1]

- When a model suffering the disease condition ends an activation, models within 2" suffer the disease condition. An additional +1 MP must be spent when a model suffering the disease condition uses Rest or is targeted by Encourage.

Melee Zone [2]"

- Target other friendly model may make a sprint attack to hit this model for +1 TAC.

**Erupting Sores**

- Choose an enemy model within 4". The chosen model suffers a 2" pulse. The opposing player chooses one of the following:
  - Enemy models within this pulse suffer 2 DMG and the disease condition.
  - Enemy models within this pulse suffer 2 DMG and the poison condition.

**Tag Along**

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

**Haunting Melody**

- Once per turn during this model's activation, this model may choose an enemy model within 8". The opposing player chooses one of the following:
  - This model makes a jog towards the chosen model.
  - The chosen model makes a jog towards this model and is a friendly model for the duration of this action.

**Squeak**

**Character Traits**

- Predatory Instinct: When this model makes an attack, if it has more current HP than the target model, the attack gains +1 net hit.

**Legendary Play**

- The Rat King: Choose a free ball within 8" of this model and remove it from the pitch. This model's controlling player resolves a goal kick.

**Tactical Play**

- Dreadful Shriek: 1/0 2" ×

Target enemy model makes a jog. The target model is a friendly model during this action.

**Miasma**

**Character Traits**

- Carrier: This model starts the game suffering the disease condition. During the End Phase, before conditions are resolved, this model suffers the disease condition.

**Salve (6" Aura)**

- When a friendly model suffering the disease condition starts its activation within this aura, it may remove one condition it’s suffering.

**Virulent Strain (6" Aura)**

- While within this aura, enemy models suffering the disease condition suffer -1 TAC.

**Piper**

**Character Traits**

- Haunting Melody: Once per turn during this model's activation, this model may choose an enemy model within 8". The opposing player chooses one of the following:
  - This model makes a jog towards the chosen model.
  - The chosen model makes a jog towards this model and is a friendly model for the duration of this action.

**Erupting Sores**

- Choose either the friendly or the enemy goalpost. Models within this pulse suffer a 3" push directly towards the chosen goalpost.
Pelage

**Character Traits**

- **Cloud of Rats (2" Pulse)**
  - At the end of this model's activation, the opposing player chooses one of the following:
    - Enemy models within this pulse suffer the snared condition.
    - Enemy models within this pulse suffer 3 DMG.

- **Empathy**
  - While attacking this model, playbook damage results don't generate MP.

- **Grim Caress**
  - When an enemy model ends an activation engaging this model, the enemy model suffers 3 DMG.

- **Killer (Male)**
  - This model gains +1 DMG to playbook damage results while attacking models of the named type.

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**Singled Out**

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

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Erskirri, Human, Female, Central Midfielder, Squaddie

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Figeon, Human, Male, Goalkeeper, Squaddie

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Skulk

**Character Traits**

- **Follow Up**
  - When an enemy model ends an advance that caused it to leave this model's melee zone, this model may immediately make a jog directly towards the enemy model.

- **Lightning Refl ects (6" Aura)**
  - Once per turn when an enemy model ends a dodge within this aura, this model may immediately make a jog directly towards the enemy model.

- **Poised**
  - Once per turn this model may declare a Counter-Attack without spending MP.

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Figeon, Human, Male, Goalkeeper, Squaddie

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Mald, Human, Male, Centre Back, Squaddie

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Scourge

**Character Traits**

- **Carrier**
  - This model starts the game suffering the disease condition. During the End Phase, before conditions are resolved, this model suffers the disease condition.

- **Good Feet, for a Big Man**
  - This model may make passes without spending influence. Friendly models may make passes to this model without spending influence.

- **Plague Ridden**
  - While suffering the disease condition, this model gains +1 DMG to playbook damage results.

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

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Mald, Human, Male, Centre Back, Squaddie