**Blacksmith's Guild**

**Guild Rules**

Forge Master

Immediately before setting up, choose one friendly Master model to be the Captain. The Captain loses the Squaddie model type and gains +1/3 INF and the Captain model type for the duration of the game.

Apprenticeship

When picking a Blacksmith team, exactly half the models must have the Master model type, and the other half must have the Apprentice model type.

---

**Burnish**

**Character Traits**

● **Reduction**

Once per turn during this model's activation, position an AOE within 2” of this model. Friendly models within this AOE remove all conditions they're suffering and then suffer the burning condition.

● **Reinforced Plating** (1” Aura)

Once per turn when a friendly model within this aura is hit by an enemy character play, the model hit may ignore all damage and effects of the character play.

**Legendary Play**

Covering Fire

This model may use a character play once during its activation without spending influence.

If this model has the Captain model type, its Reinforced Plating becomes a 6” aura and may be used twice instead of only once.

---

**Anvil**

**Character Traits**

Sentinel (1” Aura)

While within this aura, friendly Apprentice models gain +1 ARM.

Tough Hide

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

**Legendary Play**

Tested Mettle (6” Aura)

This model gains Stoic.

If this model has the Captain model type, while within this aura other friendly Master models gain Stoic and friendly Apprentice models gain Tough Hide.

(Stoic: This model may ignore the first push that it suffers each turn.)

---

**Culverin**

**Character Traits**

Queen (1” Aura)

When a friendly model within this aura suffers damage from an enemy character play, after the character play is resolved, the friendly model may recover 1 HP.

**Legendary Play**

Batten Down The Hatches (6” Pulse)

Friendly models within this pulse may remove any conditions they're currently suffering.

If this model has the Captain model type, friendly models within this pulse may recover 3 HP.

---

**Models entering or ending their activations\[2\]**

Models hit suffer 2 DMG and the burning condition.

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**Flame Belch**

Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition.

Models entering or ending their activations within this AOE suffer the burning condition.

**Kill the Ball**

Remove target free ball from the pitch. This model's controlling player resolves a goal kick.

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**Defensive Midfielder, Numasai, Human, Male, Master, Squaddie**

**Defensive Midfielder, Numasai, Human, Male, Master, Squaddie**

**Size 40 mm**
**Farris**

*Melee Zone: 2"*

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>Kick</th>
<th>DEF</th>
<th>Arm</th>
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<tr>
<td>5/7</td>
<td>6</td>
<td>2/6</td>
<td>3</td>
<td>3</td>
<td>3/3</td>
</tr>
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**Character Traits**

*Give It a Whack*
When a free ball is within this model's melee zone during its activation, it may make a kick as if it were in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.

**Sentinel [1" Aura]**
While within this aura, friendly Apprentice models gain +1 ARM.

**Weak Point**
This model gains +1 ARM.

**Legendary Play**

- *Stagger*
  Target enemy model suffers –1 DEF.

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

**Character Plays**

- To stagger enemy, spend +1 influ.
- To make a kick, spend +1 influ.

---

**Ferrite**

*Melee Zone: 1"*

<table>
<thead>
<tr>
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<tr>
<td>5/7</td>
<td>5</td>
<td>4/8</td>
<td>3+</td>
<td>2</td>
<td>3/3</td>
</tr>
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**Character Traits**

*Get Over Here [Iron]*
Once during this model's activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its base-move towards this model.

**Tempered Steel [6" Aura]**
This model gains +1 ARM.

**Legendary Play**

- *Acrobatic*
  This model may make a 2" dodge.

- *Disarm*
  Target enemy model suffers –2 TAC.

- *Weak Point*
  Target enemy model suffers –1 ARM.

**Character Plays**

- To make a kick, spend +1 influ.

---

**Furnace**

*Melee Zone: 2"*

<table>
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**Character Traits**

*Searing Strike*
Enemy models damaged by this model suffer –1 ARM for the remainder of the turn and the burning condition.

**Sentinel [1" Aura]**
While within this aura, friendly Apprentice models gain +1 ARM.

**Tempered Steel [6" Aura]**
This model gains +1 TAC.

**Legendary Play**

- *Instruction*
  Target friendly Apprentice model's next attack gains +2 net hits.

**Character Plays**

- To instruct, spend +1 influ.

---

**Hearth**

*Melee Zone: 2"*

<table>
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<td>3/6</td>
<td>2+</td>
<td>2</td>
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**Character Traits**

*Match Experience [4" Aura]*
When a friendly model within this aura uses Pass & Move, both the receiving and the kicking models may make a 4" dodge instead of only one being able to do so.

**Sturdy**
This model may ignore the first knocked down condition placed upon it each turn.

**Legends of Play**

- *Armoury [6" Aura]*
  This model's melee zone is 3".

**Character Plays**

- To make a dodge, spend +1 influ.

---

**Furtress**

*Melee Zone: 1"*

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**Character Traits**

*Make the Most of It*
When a free ball is within this model's melee zone, friendly models ignore the crowding out penalty.

**Wield the Lance**
Friendly models ignore the crowding out penalty.

**Legendary Play**

- *Tooned Up [one.tnum /four.tnum]"
  Friendly models ignore the crowding out penalty.

**Character Plays**

- To make a dodge, spend +1 influ.

---

**Furr**

*Melee Zone: 2"*

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**Character Traits**

*Three's a Crowd*
While within this aura, friendly Apprentice models gain +1 TAC and may make a dodge up to its base-move without spending influence.

**Weak Point**
This model gains +1 ARM.

**Legendary Play**

- *Instruction*
  Target friendly Apprentice model's next attack gains +2 net hits.

**Character Plays**

- To make a kick, spend +1 influ.

---

**Suffragem**

*Melee Zone: 2"*

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**Character Traits**

*Match Experience [4" Aura]*
When a friendly model within this aura uses Pass & Move, both the receiving and the kicking models may make a 4" dodge instead of only one being able to do so.

**Sturdy**
This model may ignore the first knocked down condition placed upon it each turn.

**Legends of Play**

- *Armoury [6" Aura]*
  This model's melee zone is 3".

**Character Plays**

- To make a dodge, spend +1 influ.

---

**Barron**

*Melee Zone: 2"*

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**Character Traits**

*Let the Skalldance Begin*
Friendly models ignore the crowding out penalty.

**Tempered Steel**
This model gains +1 ARM.

**Legendary Play**

- *Acrobatic*
  This model may make a 2" dodge.

- *Disarm*
  Target enemy model suffers –2 TAC.

**Character Plays**

- To make a dodge, spend +1 influ.

---

**Skald**

*Melee Zone: 2"*

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**Character Traits**

*Match Experience [4" Aura]*
When a friendly model within this aura uses Pass & Move, both the receiving and the kicking models may make a 4" dodge instead of only one being able to do so.

**Sturdy**
This model may ignore the first knocked down condition placed upon it each turn.

**Legends of Play**

- *Armoury [6" Aura]*
  This model's melee zone is 3".

**Character Plays**

- To make a dodge, spend +1 influ.

---

**Skald**

*Melee Zone: 2"*

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**Character Traits**

*Tempered Steel*
This model gains +1 ARM.

**Legendary Play**

- *Instruction*
  Target friendly Apprentice model's next attack gains +2 net hits.

**Character Plays**

- To make a dodge, spend +1 influ.
**Alloy**

**Melee Zone 1**

- **MOV**: 7/7/9
- **TAC**: 5
- **Kick**: 3/8/6
- **DEF**: 4+
- **ARM**: 1
- **INF**: 1/4

**Character Plays**

1 2 3 4

**Traits**

- **Acrobatic**: This model may make a 2" dodge.
- **Dirty Knives**: Target enemy model suffers -1 DEF, 1 DMG, and the poison condition.

**Skald, Human, Male**

**Striker**

**Apprentice, Squaddie**

Size: 30 mm

**Alloy**

**Melee Zone 1**

- **MOV**: 4/6/6
- **TAC**: 5
- **Kick**: 4/6/6
- **DEF**: 4+
- **ARM**: 1
- **INF**: 1/3

**Character Plays**

1 2 3 4

**Traits**

- **Arsenal (Hearth)**: If this model starts its activation within 6" of the named friendly model, this model gains a benefit for the remainder of the turn. Choose one of the following benefits:
  - +1/6" KICK
  - Anatomical Precision (Anatomical Precision: During an attack from this model enemy models suffer -1 ARM)

**Piert, Human, Female**

**Winger**

**Attacking Midfielder, Apprentice, Squaddie**

Size: 30 mm

**Cast**

**Melee Zone 1**

- **MOV**: 7/7/9
- **TAC**: 5
- **Kick**: 4/6/6
- **DEF**: 4+
- **ARM**: 1
- **INF**: 1/4

**Character Plays**

1 2 3 4

**Traits**

- **Shield Clarity**: 6" ✓ ✗
  Target enemy model suffers -1 TAC and -1 DEF.
- **Shield Throw**: Target enemy model suffers 2 DMG. If the target model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on the target model.

**Sultaris, Human, Female**

**Winger**

**Apprentice, Squaddie**

Size: 30 mm

**Cinder**

**Melee Zone 1**

- **MOV**: 9/8/8
- **TAC**: 5
- **Kick**: 3/8/6
- **DEF**: 3+
- **ARM**: 1
- **INF**: 1/4

**Character Plays**

1 2 3 4

**Traits**

- **Kindled (Furnace)**: If this model starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.
  - **Far Strike**: If this model starts its activation within 6" of the named friendly model, this model starts its activation within 6" of the named friendly model, this model may make an additional jog.
  - **Unpredictable Movement**: Once per turn during this model’s activation, if an enemy model within 6" of this model makes an attack targeting this model, this model may make a 2" dodge.

**Sultarish, Human, Male**

**Attacking Midfielder, Apprentice, Squaddie**

Size: 30 mm

**Bolt**

**Melee Zone 1**

- **MOV**: 4/6/6
- **TAC**: 5
- **Kick**: 4/6/6
- **DEF**: 4+
- **ARM**: 1
- **INF**: 1/3

**Character Plays**

1 2 3 4

**Traits**

- **Stamina**: At the start of this model’s activation, it may make an additional jog.
  - **Tutelage (Farris)**: If it starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.

**Piert, Human, Female**

**Winger, Apprentice, Squaddie**

Size: 30 mm
**CINDER**

**Character Traits**

- *Grim Vengeance*
  
  Once per turn during this model's activation, when it inflicts the taken out condition on an enemy model, this model may make a 2" dodge, a kick, or an attack as its next action without spending influence.

- *Searing Strike*
  
  Enemy models damaged by this model suffer -1 ARM for the remainder of the turn and the burning condition.

- *Sweeping Charge*
  
  When this model makes a charge during its activation, in addition to one or more playbook damage results, models within this model's melee zone suffer 3 DMG.

- *Impale*
  
  Target enemy model suffers 3 DMG.

**Character Plays**

- **Impale**: 2/6
- **Impetus**: 1 S

**TARGETS**

- CST
- RNG
- SUS
- OPT

---

**IRON**

**Character Traits**

- *Battering Ram*
  
  During this model's advances, models whose bases are touched by its base immediately suffer a 2" push directly away from it. This model can only push each model once per turn with Battering Ram.

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

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

- *Tryhard*
  
  When this model makes a Shot while within 2" of the enemy goalpost, the TN is reduced by 1.

**Character Plays**

- **Impetus**: 1 S

---

**CUTLASS**

**Character Traits**

- *Quick Off the Line*
  
  When an enemy model declares a Shot, before the Shot is resolved, this model may make a 2" dodge.

- *Tutelage (Culverin)*
  
  If it starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.

- *Sweeping Charge*
  
  When this model makes a charge during its activation, in addition to one or more playbook damage results, models within this model's melee zone suffer 3 DMG.

- *Impale*
  
  Target enemy model suffers 3 DMG.

**Character Plays**

- **Impale**: 2/6

**TARGETS**

- CST
- RNG
- SUS
- OPT

---

**SLEDGE**

**Character Traits**

- *Powerful Charge*
  
  During a charge, in addition to one or more playbook damage results, the targeted enemy model suffers the knocked down condition.

- *Tutelage (Anvil)*
  
  If it starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.

- *Tryhard*
  
  When this model makes a Shot while within 2" of the enemy goalpost, the TN is reduced by 1.

- *Piledriver*
  
  This model's next attack gains +3 net hits.

**Character Plays**

- **Piledriver**: 1/9

**TARGETS**

- CST
- RNG
- SUS
- OPT

---

**TARGETS**

- Size: 30 mm

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