**Tapper**

**Character Traits**

**Barroom Brawl**
When a friendly model declares a charge against an enemy model within this model’s melee zone, the friendly model spends 1 less influence on the charge.

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

**Heroic Play**

<table>
<thead>
<tr>
<th>Character Plays</th>
<th>CST</th>
<th>RNG</th>
<th>SUS</th>
<th>OPT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron Fist</td>
<td>1 S</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>This model gains +1 DMG to playbook damage results.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tough Skin</td>
<td>1 4&quot;</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Target friendly model gains +1 ARM.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Whisky Chaser</td>
<td>1 4&quot;</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>The next time target friendly guild model makes a successful attack, the friendly model may add an additional 50 playbook result.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Esters**

**Character Traits**

**Resilience**
The first time each turn this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

**Aria (4th Aura)**
While within this aura, other friendly guild models may use heroic plays without spending MP.

**Heroic Play**

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</tr>
</thead>
<tbody>
<tr>
<td>Tooled Up</td>
<td>1  4&quot;</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Quick Foot</td>
<td>2  4&quot;</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Target friendly model gains +2/2 MOV.</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

**Corker**

**Character Traits**

**Spit and Sawdust**
While this model is on the pitch, friendly guild models still engage enemy models while suffering the knocked down condition.

**Legless Drunk**
The first time each turn this model suffers damage, except while making an advance, it suffers a push D/6 in a direction chosen by its controlling player.

**Heroic Play**

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<td>✓</td>
<td>✓</td>
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<td>This model gains +1 DMG to playbook damage results.</td>
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<td>Whisky Chaser</td>
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<tr>
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</table>

**Scum**

**Character Traits**

**Feral**
Once per turn during its activation, this model may declare an attack without spending influence.

**Shadow Like**
At the start of this model's activation, it may make a 2" dodge.

**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.
**QUAFF**

**Character Traits**

- **Pick Me Up**
  Once per turn during this model's activation, target friendly non-Captain model within 4" gains +1 TAC for the remainder of the turn.

- **Loved Creature**
  The first time each turn this model suffers damage from an enemy attack or play, other friendly models gain +1 TAC for the remainder of the turn.

**Character Plays**

- Second Wind
  The next time target friendly guild model ends an activation, it may make a 4" dodge.

**Quaff**

**Mald, Animal, Mascot**

- S4

**FLEA**

**Character Traits**

- **Get Over Here [Scum, Quaff]**
  Once per turn 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.

**Character Plays**

- Go Get It!
  Target friendly Mascot model may declare an attack without spending influence.

**Flea**

**Indar, Human, Male, Defensive Midfielder Squaddie**

- Size: 30 mm

**DECIMATE**

**Character Traits**

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

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

**Character Plays**

- Acrobatic
  This model may make a 2" dodge.

**Decimate**

**Erskiri, Human, Female, Attacking Midfielder, Veteran, Squaddie**

- Size: 30 mm

**FRIDAY**

**Character Traits**

- **Defence Support [Spigot]**
  While within 4" of the named friendly model, this model gains +1 DEF.

- **Get Over Here [Scum]**
  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.

**Character Plays**

- Dirty Knives
  Target enemy model suffers –1 DEF, 1 DMG, and the poison condition.

**Friday**

**Mald, Human, Female, Striker, Squaddie**

- Size: 30 mm
**Hooper**

**Melee Zone 2**

**Character Traits**

- **Tough Skin**
  - This model gains +2 TAC.
- **Smashed Shins**
  - Target enemy model suffers 4" KICK.

**Heroic Play**

- **Come On, Then!**
  - The next time this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

---

**Mash**

**Melee Zone 2**

**Character Traits**

- **Resilience**
  - The first time each turn this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.
- **Tough Hide**
  - This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the knocked down condition.

**Heroic Play**

- **Batter Up**
  - Once during this model’s activation this model may make a pass without spending influence. The pass gains +1/-2" KICK.

---

**Pintpot**

**Melee Zone 1**

**Character Traits**

- **Bovely**
  - This model doesn’t suffer crowding out penalties.

**Heroic Play**

- **Six Pack**
  - This model begins the game with six beer tokens.

---

**Spigot**

**Melee Zone 1**

**Character Traits**

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

**Heroic Play**

- **Time’s Called [4" Aura]**
  - When a friendly guild model starts an advance within this aura, it gains +2/+2" MOV.
Spigot

**Character Traits**

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

- **Football Legend (1' Aura)**
  - While within this aura, friendly models gain +1/+1 KICK.

**Heroic Play**

- **Back to His Best**
  - This model gains +2/+2 MOV. Once per turn during its activation, this model may make a kick without spending influence.

- **Lob Barrel**
  - Position an AOE within range. Models hit suffer a 3" push directly away from the centre of this AOE and the knocked down condition.

---

Stave

**Character Traits**

- **Battering Ram**
  - During an advance made by this model, any model whose base is touched by this model’s base suffers a 2' push directly away from this model. This model can only push each model once per turn with Battering Ram.

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

**Heroic Play**

- **Explosive Brew**
  - During its activation, this model may use Lob Barrel without spending influence.

---

Einsoran

**Character Traits**

- **Magical Brew**
  - At the start of this model’s activation, remove all conditions it’s suffering. This model recovers 2 HP.

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

**Heroic Play**

- **Human Ball of Fire**
  - This model gains +1"/+1" MOV. During this model’s advances, models whose bases are touched by its base suffer the burning condition.

---

Valentian

**Character Traits**

- **Raise the Stakes**
  - Once per turn during this model’s activation, it may make a 4" dodge. After this dodge is resolved, the opposing player may choose one of their models to make a 4" dodge.

- **Stack the Deck**
  - Once per turn at the start of this model’s activation, if the opposing team has the initiative, this model is allocated 1 influence.