Although nowhere near as new as some of the fledgling Guilds that have come into being since the end of the Century Wars, the Engineer’s Guild is certainly not much older, barely more long-standing than our own enterprise. They were originally formed just prior to the conflict, as some engineers and artisans began to be constructed. All rather pedestrian to an Alchemist of course. Their science of a trite and serious one. Advancement is far too slow, and their attitude often boorish and condescending, especially amongst the older Magisters and Aristocrats.

I discern an intriguing division that is very apparent to me in their houses, the tired old science sitting uncomfortably alongside their new discoveries. They have the most devasting potential of all at their fingertips, but their own innate animosity and stubborn pride stops them from achieving greatness.

But to be fair and pay them their due, not all are that way. The keenest amongst them have lent their hands to the construction of clockwork instruments and devices of far more interest to our enlightened minds.

In these, I see the path to immortality.

—Midas, Alchemist’s Guild Team Captain
Mainspring

Character Traits

Launch Control
Once per turn during its activation, this model may use Long Bomb and make a pass without spending influence.

Overheat [3" Pulse]
When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 5 DMG and the burning condition.

Character Plays

MOV TAC KICK DEF ARM INF
5/7 3 4/6 4+ 1 1/3

Mother

Character Traits

Spider Nests
Once per turn during its activation, this model may place a friendly 30mm nest marker within 4". A player may have up to three friendly nest markers on the pitch at once. When a model moves into balls contact with a nest marker during a sprint or charge, the nest marker is removed from the pitch.

Character Plays

MOV TAC KICK DEF ARM INF
5/7 3 4/6 3+ 1 1/3

Colossus

Character Traits

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

Light Footed
When this model makes an advance it ignores the MOV penalty for rough terrain.

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

Tough Hide
This model suffers –3 DMG from enemy plays and playbook damage results.

Character Plays

MOV TAC KICK DEF ARM INF
5/7 3 4/6 4+ 1 1/3

Harriet 'The Hat'

Character Traits

If You Can Dodge a Wrench...
When this model causes damage to an enemy model in possession of the ball, the enemy model loses possession of the ball. Perform a circular scatter with the template centred on the target enemy model.

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

Learn From The Best [Captain]
When in its activation within 4" of a friendly model of the named type, this model may use a character play once, during the activation without spending influence.
Target enemy model suffers /two.tnum DMG and -/one.tnum ARM.

Spark

MOV TAC KICK DEF ARM INF
5/7 5 4/6 5+ 0 1/2/4

True Replication
Once per turn during this model’s activation, choose a character play or a friendly Non-Capitain guild model within 6”. This model gains the chosen character play for the remainder of the turn.

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

CST RNG SUS OPT

MOV TAC KICK DEF ARM INF
5/7 5 4/6 5+ 0 1/2/4

Tough Hide
Once per turn when this model is reduced to /zero.tnum HP, before suffering the taken out condition, it may recover /three.tnum HP and remove all conditions it’s suffering.

• This model suff ers –/one.tnum DMG from enemy plays and

• This model gains +/one.tnum TAC.

• This model gains +/three.tnum INF.

• Target enemy model suffers 2 DMG and a 2” push.

• Target free ball. This model may make a kick without spending influence 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.

• Target friendly guild model gains +/one.tnum DMG and a /two.tnum” push.

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

• This model gains +/zero.tnum/+/two.tnum” KICK.

• Remote Control
Target free ball. This model may make a kick without spending influence 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.

• Blast Earth
Position an ongoing effect AOE within range. Models hit suffer 2 DMG. This AOE is rough terrain.

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

• Destructive Impulse
2 8”
Target enemy model suffers 2 DMG and a 2” push.

• Reanimate
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.

• Overclocked
Choose a friendly Mechanica model within 4”. During its next activation, the chosen model may sprint or charge without spending influence.

• Unpredictable Movement
Once per turn when an enemy model ends an advance engaging this model, the enemy model immediately suffers a 2” push directly towards this model.

• Reanimate
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.

• Overclocked
Choose a friendly Mechanica model within 4”. During its next activation, the chosen model may sprint or charge without spending influence.

Ratchet

MOV TAC KICK DEF ARM INF
5/7 5 4/6 5+ 0 1/2/4

Fixer
Once per turn during this model’s activation, target friendly model within 4” of this model may remove all conditions it’s suffering.

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

CST RNG SUS OPT

MOV TAC KICK DEF ARM INF
5/7 5 4/6 5+ 0 1/2/4

Remote Control
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**Salvo**

**Melee Zone 1**

MOV TAC KICK DEF ARM INF
5/7 3 1/3 5+ 1 2/4

**Character Plays**

1 < 2

**Character Traits**

Swift Strikes
During this model’s activation, when it damages one or more enemy models it may make a 2” dodge.

**Heroic Play**

Locked & Loaded
Once during its activation, this model may use a character play without spending influence.

**Arrow to the Knee**
2 8’
Target enemy model suffers -2/-2” KICK and 2 DMG.

**Floored Bolt**
2 8’
Target enemy model suffers the knocked down condition and -2/-2” DMG.

**Tether Ball**
2 6’
This model gains possession of target free ball.

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**Velocity**

**Melee Zone 1**

MOV TAC KICK DEF ARM INF
5/7 4 3/3 5+ 1 2/4

**Character Plays**

1 <

**Character Traits**

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

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

**Nimble**
1 S
This model gains +1 DEF.

---

**Velocity**

**Melee Zone 1**

MOV TAC KICK DEF ARM INF
5/7 4 3/3 5+ 1 2/4

**Character Plays**

1 <

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**Tether Ball**
2 6’
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---

**Compound**

**Melee Zone 2**

MOV TAC KICK DEF ARM INF
5/7 5 3/4 3+ 3 2/4

**Character Plays**

1 <

**Character Traits**

Nominal Death [3 Pulse]
When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

**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.

**Rush Keeper**
While this model is within 4” of a friendly goalpost, once per turn when an enemy model ends an advance within 6” of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

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**Salvo**

**Melee Zone 1**

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

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1 << 2

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---

**Velocity**

**Melee Zone 1**

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

**Character Plays**

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