Pass & Move or make a Snap Shot.
guild models may spend /one.tnum less MP to use /four.tnum aura. While within this aura, other friendly models may take its activation if able to do so.

Linked [Harmony]
When this model’s activation ends, the named friendly model may immediately take its activation if able to do so.

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

Topping Out! [6° Pulse]
Choose one effect:
• Friendly models within this pulse gain +1 ARM
• Friendly models within this pulse are allocated 1 influence

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

Counter-Attack
This model may immediately take its activation if able to do so.

Playing the Game
Choose a free ball within 6° of this model. This model immediately gains possession of the free ball.

Loving Embrace
This model gains +1 TAC for the remainder of the turn.
**WRECKER**

**Melee Zone 1**

**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.

- **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.

**Character Plays**

- **Hold the Ball!**
  - Target friendly model gains Close Control.
  - (Close Control: This model may ignore the first target friendly model gains Close Control.)

- **Put Me Back In, Coach!**
  - Once per turn when this model suffers the taken out condition, this model may immediately remove the taken out condition and return to the pitch as if it were the Maintenance Phase.

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

- **Stamina**
  - Once per turn at the start of this model's activation, this model may make a jog.

**Eva**, Attacking Midfielder, Squaddie

- **Size**: 10 mm

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**WRECKER**

**Character Traits**

**Battering Ram**

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

- **Stamina**
  - Once per turn at the start of this model's activation, this model may make a jog.

**Eva**, Attacking Midfielder, Squaddie

- **Size**: 10 mm

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**BRICK**

**Melee Zone 1**

**Character Traits**

**Gravity Well**

When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 1" push directly towards this model.

- **Knockback**
  - When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

**Character Plays**

- **Concussion**
  - Target enemy model loses 1 influence.

- **Fulcrum**
  - 6" aura. While within this aura, friendly models gain Poised.
  - (Poised: Once per turn this model may declare a Counter-Attack without spending MP)

**Figeon**, Animal, Mascot

- **Size**: 40 mm

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**BRICK**

**Character Traits**

**Gravity Well**

When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 1" push directly towards this model.

- **Knockback**
  - When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

**Character Plays**

- **Concussion**
  - Target enemy model loses 1 influence.

**Figeon**, Animal, Mascot

- **Size**: 40 mm

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**CHAMP**

**Melee Zone 1**

**Character Traits**

**Put Me Back In, Coach!**

Once per turn when this model suffers the taken out condition, this model may immediately remove the taken out condition and return to the pitch as if it were the Maintenance Phase.

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

- **Stamina**
  - Once per turn at the start of this model's activation, this model may make a jog.

**Champion**, Attacking Midfielder, Squaddie

- **Size**: 10 mm

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**CHAMP**

**Character Traits**

**Put Me Back In, Coach!**

Once per turn when this model suffers the taken out condition, this model may immediately remove the taken out condition and return to the pitch as if it were the Maintenance Phase.

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

- **Stamina**
  - Once per turn at the start of this model's activation, this model may make a jog.

**Champion**, Attacking Midfielder, Squaddie

- **Size**: 10 mm

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**CHISEL**

**Melee Zone 2**

**Character Traits**

**Rumbling**

Once per turn when this model suffers the taken out condition on an enemy model, this model gains +2 ARM for the remainder of the turn.

- **Heroic Play**
  - Intensity
    - Once during its activation, this model may use a character play without spending influence.

**Valentian**, Human, Female, Attacking Midfielder, Squaddie

- **Size**: 10 mm

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**CHISEL**

**Character Traits**

**Rumbling**

Once per turn when this model suffers the taken out condition on an enemy model, this model gains +2 ARM for the remainder of the turn.

- **Heroic Play**
  - Intensity
    - Once during its activation, this model may use a character play without spending influence.

**Valentian**, Human, Female, Attacking Midfielder, Squaddie

- **Size**: 10 mm
**CHISEL**  
**Character Traits**  
- **Adaptive Strategy [6’ Pulse]**  
  Once per turn when this model’s activation, choose another friendly model within this pulse. Remove any amount of influence from a friendly model within this pulse and allocate it to the chosen model.
- **Take One for the Team [6’ Aura]**  
  Once per turn when a friendly guild model within this model gains +1 TAC and +1 DMG to playbook damage results.

**Character Plays**  
- Squad Tactics
  - 1 6
  - Target other friendly guild model gains Assist (Chisel).
- Assist (Chisel)
  - While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

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

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**GRANITE**  
**Character Traits**  
- **Between a Rock [4’ Aura]**  
  Once per turn when another friendly model within this aura suffers damage from an enemy attack or play, except while the friendly model is making an advance, this model may make a jog.
- **Close Ranks**  
  When this model causes an enemy model to suffer the crowding out penalty, the enemy model suffers an additional –1 dice pool.

**Character Plays**  
- Gut & String
  - Target enemy model suffers –2/-2 MOV and –1 DEF.
- Broken Earth
  - 4’ aura. Enemy models treat this aura as rough terrain.

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**HARMONY**  
**Character Traits**  
- **Back to the Shadows**  
  At the end of this model’s activation, if it caused damage during the activation, it may make a 4’ dodge.
- **Family [Honour]**  
  If this model starts an activation within 8” of the named friendly model, this model may replace its TAC and KICK with the named model’s unmodified TAC and KICK values for the remainder of the turn.

**Character Plays**  
- **Acrobatic**
  - 1 S
  - This model may make a 2” dodge.
- **Sturdy**  
  - Target enemy model suffers –1 ARM.
**Harmony**

**Melee Zone 1**

**Character Traits**

**Animosity (Honour)**
This model ignores character traits from the named friendly model.

**Field Medic [Aura]**
During this model’s activation, when it damages an enemy model, this model may choose a friendly model within this aura and remove all conditions the chosen model is suffering.

**Team Player [Aura]**
While within this aura, when a friendly model suffers damage, this model may suffer the damage instead. When this model suffers damage using Team Player, any damage in excess of this model’s HP is applied to the original model.

**Sleight of Hand**
Friendly models gain +2 TAC while attacking target enemy model.

**Football Legend [Aura]**
While within this aura, friendly models gain +1/+1 KICK.

**Football Kick**
Target enemy model suffers a 2” push directly away from this model and 2 DMG.

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**Mallet**

**Melee Zone 2**

**Character Traits**

**Extended Reach**
During its activation this model’s melee zone is 3”.

**Football Legend [Aura]**
While within this aura, friendly models gain +1/+1 KICK.

**Forceful Blow**
When this model makes a successful attack during a charge, after resolving playbook results, the target enemy model suffers a 2” push directly away from this model and 2 DMG.

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**Tower**

**Melee Zone 1**

**Character Traits**

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

**Knockback**
When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1” push directly away from this model. This model may then make a 1” dodge directly towards the enemy model.

**Heroic Play**

**Protect Those Close [Aura]**
While within this aura, friendly models gain Sturdy.

**Knockdown**
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.

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**Lucky**

**Melee Zone 1**

**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.

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**Marked Target**
When a friendly model charges target enemy model, the friendly model gains +0/+2 MOV for the duration of the charge.

**Melee Zone**
This model ignores character traits from the named friendly model.

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

**Smashed Shins**
Target enemy model suffers –4/-4 KICK.

**Knockdown**
Target enemy model suffers a 2” push directly away from this model.

**Squadle**
Size: 30 mm

**Squadle**
Size: 30 mm

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**Field Medic**
During this model’s activation, when it damages an enemy model, this model may choose a friendly model within this aura and remove all conditions the chosen model is suffering.

**Team Player**
While within this aura, when a friendly model suffers damage, this model may suffer the damage instead. When this model suffers damage using Team Player, any damage in excess of this model’s HP is applied to the original model.

**Football Kick**
Target enemy model suffers a 2” push directly away from this model and 2 DMG.

**Knockdown**
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.