**Farmer’s Guild**

**GUILD RULE**

**Harvest Markers.** Harvest markers have a 3m base. A player may have up to five friendly harvest markers on the pitch at once. When a model moves into base contact with a harvest marker during a sprint or charge, the harvest marker is removed from the pitch. During the Maintenance Phase, before influence is allocated, a player may remove any number of friendly harvest markers from the pitch and add +1 influence to the friendly team’s influence pool for that turn for each harvest marker removed.

**Subsistence.** Once per turn during this model’s activation, it may recover +1 HP.

**Poised.** Once per turn this model may declare a ‘S’ to model the levee zone is 3m.

Still, best of luck to them, and the First Lady too.

—Mallet, Mason’s Guild

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**Farmer’s Guild**

**Grange**

**Melee Zone 2m**

**Character Traits**

For the Family [4” Aura]

While within this aura, friendly guild models gain +1/+2 KICK.

- **Planting Master**
  - Once per turn during this model’s activation, it may place up to two friendly harvest markers within 4m.

**Legendary Play**

Huge Tracts of Land [6” Aura]

This model may immediately place up to two friendly harvest markers within this aura. While within this aura, friendly guild models gain Sturdy.

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

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**Grange**

**Melee Zone 2m**

**Character Plays**

- **STRIKE**

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

- **Close Ranks:** When this model causes an enemy model to suffer the crowding out penalty, the enemy model suffers an additional –1 dice pool.

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**Grange**

**Melee Zone 2m**

**Character Traits**

**Line Dancing [6” Pulse]**

Choose an edge of the pitch. Friendly models within this pulse suffer a 3” push directly towards the chosen edge.

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**Grange**

**Melee Zone 2m**

**Character Plays**

- **STRIKE**

**Life Drinker:** When it damages one or more enemy models with a playbook damage result, this model may recover 1 HP.

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**Farmer’s Guild**

**Thresher**

**Melee Zone 2m**

**Character Traits**

- Crow Scarer

While this model is within 2m of a friendly harvest marker, it gains Poised.

- **Don’t Fear The...**

Once per turn during this model’s activation, it may choose a friendly harvest marker within 2m and remove it from the pitch. If it does, models within its melee zone suffer 3 DMG.

**Legendary Play**

- **Against the Grain [6” Pulse]**

Once during this model’s activation, it may use a character play without spending influence. Friendly models within this pulse gain Life Drinker.

- **Our Tools Are Sharp**

14++

Target friendly model’s playbook damage results inflict condition damage.

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**Farmer’s Guild**

**Thresher**

**Melee Zone 2m**

**Character Traits**

**Crow Scarer**

While this model is within 2” of a friendly harvest marker, it gains Poised.

- **Don’t Fear The...**

Once per turn during this model’s activation, it may choose a friendly harvest marker within 2” and remove it from the pitch. If it does, models within its melee zone suffer 3 DMG.

**Legendary Play**

- **Against the Grain [6” Pulse]**

Once during this model’s activation, it may use a character play without spending influence. Friendly models within this pulse gain Life Drinker.

- **Our Tools Are Sharp**

14++

Target friendly model’s playbook damage results inflict condition damage.
**Peck**

**Melee Zone**: 1

**Character Traits**

- **Fertiliser**
  When this model suffers the taken out condition during the Activation Phase, it may place a friendly harvest marker within 2.

- **Pain Response**
  When this model suffers damage from an enemy attack or character play, except while making an advance, it may make a 1” dodge.

**Heroic Play**

- **When the Cock Crows** - [4” Pulse]
  Friendly models within this pulse may remove all conditions they’re suffering.

**Character Plays**

- **Cocksure**
  Target friendly model may ignore the next condition that it suffers except the taken out condition.

**Mascot, Planter**

- **Left Boot**
  Once per turn, this model may place a friendly harvest marker within 2” and remove it from the pitch. If it does, this model gains +1/2 TAC and may make a kick during its activation without spending influence.

**One of Our Own** - [6” Aura]

- The first time each turn a friendly non-Mascot model suffers the taken out condition within this aura, this model gains +2 TAC for the remainder of the turn.

**Mald, Human, Female**

- **Attacking Midfielder**
  Reaper, Squaddie

**Bushel**

**Melee Zone**: 1

**Character Traits**

- **Cabbage Punt**
  Once per turn during this model’s activation, it may choose a friendly harvest marker within 2” and remove it from the pitch. If it does, it may immediately make an additional jog.

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

**Character Plays**

- **Ball’s Gone!**
  Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

- **I’m Open!**
  Target friendly model may make a pass targeting this model without spending influence.

**Mascot, Reaper**

- **Raed, Human, Female**
  Striker, Squaddie

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**Buckwheat**

**Melee Zone**: 1

**Character Traits**

- **Ass Kicking**
  Once per turn when this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 4” push directly away from this model.

- **Carrot & Stick**
  Once per turn during this model’s activation, it may choose a friendly harvest marker within 2” and remove it from the pitch. If it does, it may immediately make an additional jog.

**Character Plays**

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

**Mascot, Reaper**

- **Piert, Animal**
  Mascot, Reaper

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**Amber**

**Melee Zone**: 2

**Character Traits**

- **Left Boot**
  Once per turn during this model’s activation, it may choose a friendly harvest marker within 2” and remove it from the pitch. If it does, this model gains +1/2 TAC and may make a kick during its activation without spending influence.

**Character Plays**

- **Swerve Shot**
  This model ignores intervening models when making a kick.

**Mald, Human, Female**

- **Attacking Midfielder**
  Reaper, Squaddie

**Bushel**

**Melee Zone**: 1

**Character Traits**

- **Cabbage Punt**
  Once per turn during this model’s activation, it may choose a friendly harvest marker within 2” and remove it from the pitch. If it does, this model may then use a character play once during its activation without spending influence.

**Character Plays**

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

**Mascot, Reaper**

- **Raed, Human, Female**
  Striker, Squaddie
**FALLOW**

**Melee Zone 1**

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
</tr>
</thead>
<tbody>
<tr>
<td>7/8</td>
<td>3</td>
<td>3/6</td>
<td>4+</td>
<td>0</td>
<td>0/4</td>
</tr>
</tbody>
</table>

**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.

- **Making Hay**
  At the start of this model’s activation, it may remove any number of friendly harvest markers from the pitch that are within 4”. This model is allocated 2 influence for each friendly harvest marker removed in this way.

- **Protective Instinct**
  While engaging this model, an enemy model can’t declare an attack against any other friendly model.

- **With Age Comes Wisdom**
  At the start of each other friendly model’s activation, this model gains +1 TAC for the remainder of the turn.

**Character Plays**

- Get Stuck In!
  This model gains Rowdy.
  *(Rowdy: This model doesn’t suffer crowding out penalties.)*

**Jury Rigging**

- CST
- RNG
- SUS
- OPT

**Card Art**

*Indar, Human, Female, Attacking Midfielder, Reaper, Squaddie*

Size: 30 mm

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**HARROW**

**Melee Zone 2**

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
</tr>
</thead>
<tbody>
<tr>
<td>7/8</td>
<td>3</td>
<td>3/6</td>
<td>4+</td>
<td>0</td>
<td>0/2</td>
</tr>
</tbody>
</table>

**Character Traits**

- **Planting Season**
  Once per turn during this model’s activation, it may place a friendly harvest marker within 2”.

- **Rapid Growth [6” Aura]**
  During the End Phase, before conditions are resolved, friendly models within this aura may recover 2 HP.

**Character Plays**

- CST
- RNG
- SUS
- OPT

**Card Art**

*Piert, Human, Male, Defensive Midfielder, Planter, Squaddie*

Size: 30 mm

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**HONOUR**

**Melee Zone 1**

<table>
<thead>
<tr>
<th>MOV</th>
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<th>DEF</th>
<th>ARM</th>
<th>INF</th>
</tr>
</thead>
<tbody>
<tr>
<td>7/8</td>
<td>4</td>
<td>3/6</td>
<td>5+</td>
<td>1</td>
<td>2/8</td>
</tr>
</tbody>
</table>

**Character Traits**

- **Faithful Protector**
  Enemy models suffer -1 TAC while attacking this model.

- **Fields of Wheat [4” Pulse]**
  Once per turn during this model’s activation, it may choose one friendly harvest marker within this pulse, remove it from the pitch, and place one friendly harvest marker anywhere within this pulse.

- **Planting Season**
  Once per turn during this model’s activation, it may place a friendly harvest marker within 2”.

**Legendary Play**

- **Crate Dusting**
  Any number of friendly harvest markers within the AOE.

- **Surprising Strategy**
  Target friendly non-Captain model within 4” may immediately make a jog.

**Character Plays**

- CST
- RNG
- SUS
- OPT

**Card Art**

*Castellyian, Human, Female, Coach, Planter, Veteran, Squaddie*

Size: 40 mm

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**JACKSTRAW**

**Melee Zone 2**

<table>
<thead>
<tr>
<th>MOV</th>
<th>TAC</th>
<th>KICK</th>
<th>DEF</th>
<th>ARM</th>
<th>INF</th>
</tr>
</thead>
<tbody>
<tr>
<td>2/4</td>
<td>3</td>
<td>2/6</td>
<td>4+</td>
<td>0</td>
<td>2/7</td>
</tr>
</tbody>
</table>

**Character Traits**

- **If I Only Had a Brain**
  Once per turn during its activation, this model may choose a friendly harvest marker or friendly goalpost within 4”. Place this model in base contact with the chosen harvest marker or goalpost.

- **The Last Straw**
  At the end of its activation, this model may choose a friendly harvest marker within 4”. Place this model in base contact with the chosen harvest marker.

- **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.

**Character Plays**

- CST
- RNG
- SUS
- OPT

**Card Art**

*Piert, Mechanica, Winger, Planter, Squaddie*

Size: 30 mm
**Millstone**

**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.

- **Planting Season**
  - Once per turn during this model's activation, it may place a friendly harvest marker within 2".

- **Take One for the Team (6" Aura)**
  - Once per turn when a friendly guild model within this aura suffers any condition except the taken out condition that this model isn't already suffering, this model may suffer that condition instead of the friendly model.

**Character Plays**

- Get in the Goal! 1 4
  - Target friendly model gains Goal Defence. (Goal Defence: Enemy models suffer +1 TN to Shots while this model is within 4" of a friendly goalpost.)

**Reaper, Squaddie**

- Attacking Midfielder, Planter, Squaddie

**Plooughman**

**Melee Zone 2**

**Character Traits**

- **Fertile Soil (4" Aura)**
  - Once per turn when a friendly model places one or more friendly harvest markers within this aura, place one additional friendly harvest marker within this aura.

- **Planting Season**
  - Once per turn during this model's activation, it may place a friendly harvest marker within 2".

- **True Path (6" Aura)**
  - While within this aura friendly models may use Gliding without spending MP.

**Character Plays**

- Broken Earth 1/2 4 6
  - 4" aura. Enemy models treat this aura as rough terrain.

**Character Plays**

- Fertile Soil 1/0 4 6
  - 4" aura. Ground models within this aura suffer +3 TN to Shots.

- Planting Season 1/0 4 6
  - 4" aura. Ground models within this aura gain an additional attack.

**Snack Break**

This model recovers 6 HP.

**Character Plays**

- Snack Break 1/0 5
  - 4" aura. Friendly models within this aura place a friendly harvest marker within 2".

- Make It Rain
  - This model may select play icon playbook results when making a parrying blow.

- 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 SMMG.

**Snack Break**

- 4" aura. Ground models within this aura suffer +3 TN to Shots.

- Fertile Soil 1/0 2 6
  - 4" aura. Ground models within this aura place a friendly harvest marker within 2".

**Character Plays**

- Broken Earth
  - 4" aura. Enemy models treat this aura as rough terrain.

**Character Plays**

- True Path
  - 4" aura. Friendly models may use Gliding without spending MP.

**Windle**

**Melee Zone 2**

**Character Traits**

- **Fork Off**
  - Once per turn when an enemy model ends an advance within 6" of this model, if this model isn't engaged it may immediately remove a friendly harvest marker within 2" to declare a charge targeting the enemy model without spending influence.

- **Make It Rain**
  - This model may select play icon playbook results when making a parrying blow.

- **Big Breakfast**
  - Once per turn at the start of this model's activation, this model must allocate 1 influence and gains +1/2/4 MOV for the remainder of the turn.

- **Snack Break**
  - This model recovers 6 HP.

**Character Plays**

- Snack Break
  - 4" aura. Friendly models within this aura place a friendly harvest marker within 2".

**Character Plays**

- Make It Rain
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**Character Plays**

- 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 SMMG.

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**Character Plays**

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