The Union

The Union? Dead and gone now, thankfully. And good riddance to them too, the bloodthirsty bastards. Men ruined the game for all of us, back in the day. The Tyrant had his people everywhere, lurking in the shadows like the craven mutts they were. Forced their way into our teams and ran roughshod over the sport. Didn’t matter if you won or lost, you were just happy to see the back of them. And that was before the Usurper took charge.

I never thought I’d hear myself saying this, but I almost found myself missing the Prize Kings before too long. Rage was none too subtle with his brand of violence, a wounded animal looking out at anything that dared to draw close. Whored his team with the same abandon too. Before too long, any of the clever manipulation we saw from Blackheart was gone, replaced by a lust for cold, hard money.

Believe me, I’ve seldom seen people so happy as they were when the Union were broken. The only thing we worry about now is that someone new will come along, and a third dynasty will dawn upon us...

—Mallet, Mason’s Guild

The Union

ORDER PLAYERS

The following Order models may play for the Union:

- Benedict
- Grace
- Harry ‘the Hat’
- Mist

Blackheart

Character Traits

- Shadow LIKE
  At the start of this model’s activation, it may make a 2” dodge.
- LEGENDARY PLAY
  Strike from the Shadows (6” Pulse)
  Choose one effect:
  - Friendly models within this pulse gain +1 DEF.
  - Friendly models within this pulse make a 2” dodge.

Blackheart

Character Plays

- Butchery
  Friendly models gain +1 DMG to playbook damage results while attacking target enemy model.
- Misdirection
  Target enemy model with at least 1 influence loses 1 influence. Allocate 1 influence to another friendly guild model within 4” of this model.
- On My Mark
  Target other friendly model may make a pass without spending influence.

Rage

Character Traits

- Furious
  When this model charges during its activation, it may do so without spending influence.

Rage

Character Plays

- Concussion
  Target enemy model loses 1 influence.
- Quick Time
  Target friendly model may make a 2” dodge.
- Red Fury
  Target friendly model may declare an attack without spending influence.

Greede

Character Traits

- Do the Thing!
  Once per turn, a friendly model may take a second activation.

Greede

Character Plays

- Forward, Minions!
  2”6” pulse. Friendly models within the pulse gain +2”/+2” MOV.
- Persuasion
  Target other model suffers a 2” push. Each model may only be affected by this character play once per turn.

Rage

Melee Zone 1”

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

Character Plays

- CST RNG SUS OPT

Greede

Melee Zone 2”

MOV TAC KICK DEF ARM INF
4/7 5 3/6 3+ 2 5/5

Character Plays

- CST RNG SUS OPT

Blackheart

Melee Zone 2”

MOV TAC KICK DEF ARM INF
4/7 6 5/5 3+ 2 5/5

Character Plays

- CST RNG SUS OPT

Rage

Melee Zone 1”

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

Character Plays

- CST RNG SUS OPT

Greede

Melee Zone 2”

MOV TAC KICK DEF ARM INF
4/7 5 3/6 3+ 2 5/5

Character Plays

- CST RNG SUS OPT

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**Coin**

**Character Traits**

- **Bag of Coffers**
  Once per turn during this model’s activation, choose a friendly non-Captain model within 4. The chosen model is allocated 1 influence and may use Bonus Time once during its activation without spending MP.

- **Follow Up**
  When an enemy model reds an advance that caused it to leave this model’s melee zone, this model may make a jog directly towards that model.

**Target** enemy model suffers –4/–4 MOV.

**Strongbox**

**Character Traits**

- **Shelling Out**
  (4 Aura)
  Friendly models within this aura inflict the taken out condition on an enemy model, the friendly team gains an additional 1 MP.

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

**Avarisse**

**Character Traits**

- **Contract**
  (Greede)
  While the named friendly model is on the pitch, a single team activation can be used to activate both models simultaneously.

- **Drop Off**
  (Greede)
  Once per turn during this model’s activation, if the named friendly model isn’t on the pitch and isn’t suffering the taken out condition, it may be placed on the pitch in base contact with this model.

- **Thuggery**
  (Greede)
  While this model is within 1 of the named friendly model, this model gains +1 DMG to playbook damage results and may add a +3 playbook result to each successful attack it makes.

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

**Greede**

**Character Traits**

- **Bench**
  (Avarisse)
  This model can be selected for a team but is automatically added when the named friendly model is selected for a team. This model doesn’t count towards your maximum team size allowance.

- **Contract**
  (Avarisse)
  While the named friendly model is on the pitch, a single team activation can be used to activate both models simultaneously.

- **Pick Up**
  Once per turn during this model’s activation, if this model isn’t in possession of the ball and is in base contact with the friendly Avarisse, this model may remove all conditions it’s suffering and remove itself from the pitch.

- **Ready to Go**
  This model may be allocated influence while not on the pitch.

**Sultanish, Animal, Mascot**

- Size: 30 mm

**Sultarish, Animal, Mascot**

- Size: 30 mm

**Raed, Human, Male, Squaddie**

- Size: 40 mm

**Raed, Human, Male, Central Midfielder, Squaddie**

- Size: 30 mm
**Decimate**

**MELEE ZONE**

**CHARACTER TRAITS**

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

**Chain Grab**
Target enemy model suffers a 6" push directly towards this model.

**Character Plays**

- Second Wind: 1 4" ✓ ✓
  - The next time target friendly guild model ends an activation, it may make a 4" dodge.
- Thousand Cuts: 3 6" ✓ ✓
  - Target enemy model suffers -2 DEF and 4 DMG.
- Scything Blow
  - Models within this model's melee zone suffer 3 DMG.

**Smelling Salts**
Position an ongoing effect AOE within range. Friendly models enter or end their activations within this AOE suffer the poison condition.

**Heroic Play**

- Fangtooth Unleashed: This model suffers 4 DMG and gains +1/2" MOV and +1 DMG to character plays that cause damage to playbook damage results.

**Gutter**

**MELEE ZONE**

**CHARACTER TRAITS**

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

**Chain Grab**
Target enemy model suffers a 6" push directly towards this model.

**Character Plays**

- Blind: 1 6" ✓ ✓
  - Target enemy model suffers -2 TAC, -2/-2 KICK, and -2'/-2" MOV.
- Noxious Blast: 2/2 6" ✓ ✓
  - Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the poison condition. Models entering or ending their activations within this AOE suffer the poison condition.
- Smelling Salts: 2 2" ✓ ✓
  - Position an AOE within range. Friendly models entering or ending their activations within this AOE remove any conditions they are currently suffering.

**Heroic Play**

- Fangtooth Unleashed: This model suffers 4 DMG and gains +1/2" MOV and +1 DMG to character plays that cause damage to playbook damage results.

**Hemlocke**

**MELEE ZONE**

**CHARACTER TRAITS**

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

**Slippery**
This model gains +1 DEF against parting blows that target it.

**Heroic Play**

- Fangtooth Unleashed: This model suffers 4 DMG and gains +1/2" MOV and +1 DMG to character plays that cause damage to playbook damage results.
**Minx**

**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.

**Damaged Target.**
When this model declares a charge against a damaged enemy model, it gains +0°/+2° MOV for the duration of the charge.

**Hunter's Prey.**
Enemy models damaged by this model suffer the snared condition.

**Character Plays**

- **Axe Throw.**
  Target enemy model suffers 3 DMG.

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

**Sultarish, Human, Female,**
Winger, Squaddie

**Minx**

**Character Traits**

- **Crucial Artery.**
  Enemy models damaged by this model suffer the bleed condition.

- **Furious.**
  When this model charges during its activation, it may do so without spending influence.

**Character Plays**

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

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

**Snakeskin**

**Character Traits**

- **Beautiful.**
  Enemy character plays targeting this model suffer -5° RNG.

- **Venomous Strike.**
  Enemy models damaged by this model suffer the poison condition.

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

**Where'd They Go?**
This model may make a 4‘ dodge.

**Castellyian, Human, Male,**
Attacking Midfielder, Squaddie

**Rage**

**Character Traits**

- **Berserk.**
  During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

- **Crucial Artery.**
  Enemy models damaged by this model suffer the bleed condition.

- **Furious.**
  When this model charges during its activation, it may do so without spending influence.

**Heroic Play**

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