



For the Family [6" Aura]

While within this aura, when a friendly Guild model makes a **Pass**, the friendly Guild model gains [+1/+2"] KICK for the duration of the **Pass**.

#### Lend a Hand

When this model causes an enemy model to suffer the Crowding Out penalty, the enemy model suffers an additional [-1] dice-pool.

#### Planting Season

Once per turn during this model's activation, the Controlling Player may place a friendly 30mm harvest-marker within [2"] of this model.

## LEGENDARY PLAY

Huge Tracts of Land [ 6" Aura ]

The Controlling Player may place up to [2] friendly 30mm harvest-markers within [6"] of this model. While within this aura, friendly Guild models gain Sturdy. (Once per turn this model may ignore the first knocked-down condition placed upon it.)

Piert, Human, Male, Defensive Midfielder, Planter, Captain





# THRESHER

# CHARACTER TRAITS

Scything March

When this model inflicts the knocked-down condition on one or more enemy models, this model may immediately make a [1"] Dodge.

#### **Extended Reach**

During its activation this model's melee zone is [3"].

#### Crow Scarer

While this model is within [4"] of a friendly harvestmarker, this model gains *Poised*. (Once per turn, this model may make a Counter Attack without spending MP).

# LEGENDARY PLAY

Against the Grain [6" Pulse]

Friendly Guild models within this pulse gain [+2] TAC and Life Drinker. (When this model damages one or more enemy models with a Playbook damage result, it may recover [1] HP.)

Mald, Human, Male, Attacking Midfielder, Reaper, Captain







#### Fertiliser

When this model suffers the taken-out condition during the Activation Phase, this model's Controlling Player may place a friendly 30mm harvest-marker within [2"] of this model.

### Pain Response

When this model suffers damage from an enemy Attack or Character Play, it may make a [1"] Dodge.

# HEROIC PLAY

#### When the Cock Crows ... [ 4" Pulse ]

Friendly models within this pulse remove the knockeddown condition. Friendly models within this pulse that remove the knocked-down condition may immediately make a [1"] Dodge.

Raed, Animal, Mascot, Planter





# **BUCKWHEAT** Melee Zone 1

MOV	TAC	KICK	DEF	ARM	INF
4"/8"	4	2/8"	4+	0	0/2



CHARACTER PLAY | CST | RNG | ZON | SUS | OPT 0 4" -

Carrot & Stick Remove target friendly harvest-marker from the Pitch. If a friendly harvest-marker is removed, this model may immediately make a Jog.

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# BUCKWHEAT

# CHARACTER TRAITS

#### Ass Kicking

Once per turn, in addition to any successful Attack or Character Play, the target enemy model suffers a [4"] Push directly away from this model.

#### **Territorial**

Once per turn during its activation, while this model is within [2"] of a friendly harvest-marker, this model may make an Attack without spending Influence.

#### Stoic

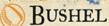
Once per turn this model may ignore the first Push that it suffers.

Piert, Animal, Mascot, Reaper





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## CHARACTER TRAITS

#### Protected [Harrow]

While within [4"] of the named friendly model this model gains [+1] ARM.

#### Cabbage Punt

Once per turn during this model's activation, the Controlling Player may choose a friendly harvestmarker within [2"] of this model and remove it from the Pitch. If a friendly harvest-marker is removed, this model may reroll failed Kicks for the remainder of the turn.

Raed, Human, Female, Striker, Reaper





# TACKSTRAW

# CHARACTER TRAITS

### At Your Post

Once per turn during its activation, this model may choose a friendly harvest-marker or friendly goal-post within [4"] of this model. Place this model in base contact with the harvest-marker or goal-post.

#### The Last Straw

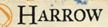
At the end of its activation, this model may choose a friendly harvest-marker within [4"] of this model. Place this model in base contact with the harvest-marker.

Once per turn when this model is reduced to [0] HP, before suffering the taken-out condition, recover [3] HP and remove all conditions.

Piert, Mechanica, Winger, Planter







#### Charmed [Animal]

This model gains [+1] DEF against each Attack or Character Play made against it by the named model type.

#### Rapid Growth [6" Aura]

At the start of the Maintenance Phase, before conditions are resolved, friendly models within this aura may recover [2] HP.

#### Look Busy! [Captain]

At the start of this model's activation, if it is within [4"] of a friendly model of the named type, this model may immediately use Sow the Seeds.

Piert, Human, Male, Defensive Midfielder, Planter





# MILLSTONE

# CHARACTER TRAITS

#### Planting Season

Once per turn during this model's activation, the Controlling Player may place a friendly 30mm harvestmarker within [2"] of this model.

### Take One for the Team [6" Aura]

When a friendly Guild model within this aura suffers a condition that this model is not already suffering, other than the taken-out condition, this model may suffer that condition instead of the friendly Guild model.

Mald, Human, Female, Centre Back, Planter





# WINDLE

### 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.

#### Big Breakfast

Once per turn during this model's activation, the Controlling Player may choose a friendly harvestmarker within [2"] of this model and remove it from the Pitch. If a friendly harvest-marker is removed, this model gains [1] Influence and [+2] TAC for the remainder of the turn.

#### Stop Slacking! [ 4" Aura ]

When an other friendly model ends an Advance within this aura, if this model is not suffering the knockeddown condition, this model may make a [1"] Dodge.

#### Hale & Hearty [15]

If this model is below the specified HP, Playbook results that include damage that hit this model do not generate MP.

Raed, Human, Male, Centre Back, Reaper

Charmed [Female]

TATER

CHARACTER TRAITS







# Fork Off!

While within [4"] of a friendly harvest-marker, this model gains Counter Charge. (Once per turn when an enemy model ends an Advance within [6"] of this model, if this model is not engaged, this model may immediately make a Charge targeting the enemy model.)

This model gains [+1] DEF against each Attack or

Character Play made against it by the named model type.

This model may select Play Icon Playbook results when making a Parting Blow.

#### Sweeping Charge

During a Charge, in addition to one or more Playbook damage results, all models within this model's melee zone suffer [3] DMG.

### CHARACTER PLAY | CST | RNG | ZON | SUS | OPT

4" -

Remove target friendly harvest-marker from the Pitch. If a friendly harvest-marker is removed, this model may recover [3] HP.

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Target enemy model suffers the knocked-down condition. All other models within this model's melee zone suffer the knocked-down condition.



Piert, Human, Male, Attacking Midfielder, Reaper







#### Blessed

At the start of this model's activation, this model gains [2] Influence.

Once per turn during its activation, this model's Controlling Player may choose an ongoing-effect AOE within [4"] of this model and remove it from the Pitch.

#### Impart Faith [6" Aura]

When this model makes a Character Play, a friendly model within this aura may be the origin model instead of this model.

Piert, Human, Female, Solthecian, Winger





Size 30mm



# CHARACTER PLAY | CST | RNG | ZON | SUS | OPT

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This model gains [+2] ARM against the next enemy Attack.

Stand Firm

1 4" - / /

Target friendly model gains Sturdy. (Once per turn this model may ignore the first knockeddown condition placed upon it.)



# BENEDICTION

## CHARACTER TRAITS

#### Regenerate

At the start of the Maintenance Phase, before conditions are resolved, this model may recover [2] HP.

#### Impart Wisdom [6" Aura]

While within this aura, when a friendly model makes a Character Play that targets a friendly model, this model may be the origin model instead of the model making the Character Play.

#### Poised

Once per turn, this model may make a Counter Attack without spending MP.

Piert, Human, Male, Solthecian, Defensive Midfielder





Size 40mm

# HARVEST-MARKERS:

A Player may only have up to [5] 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.