



GRANGE

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	6	3/6"	3+	0	5/6



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Constitution 1 4" - ✓ ✓

Target friendly Guild model gains **Tough Hide**. (Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.)

Honest Labour 1/☉ S - ✓ ✓

When an other friendly Guild model makes an **Attack** that targets an enemy model that is within this model's melee zone, the friendly Guild model gains [+1] TAC and [+1] DMG to Playbook damage results for the duration of the **Attack**.



GRANGE

CHARACTER TRAITS

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



Size 30mm



THRESHER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	7	3/8"	4+	0	3/5



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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They Ain't Tough! 1/☉ 6" - ✓ ✗

Target enemy model suffers [-1] ARM.

Don't Fear The... 0 4" - ✗ ✓

Remove target friendly **harvest-marker** from the Pitch. If a friendly **harvest-marker** is removed, all models within this model's melee zone suffer [3] DMG.



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 **harvest-marker**, 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



Size 30mm



PECK

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	2	2/4"	5+	0	1/2



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Cocky 1/ 4" - ✓ ✓

Target friendly model ignores the next condition placed upon it, other than the **taken-out** condition.



PECK

CHARACTER TRAITS

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

Raed, Animal,
Mascot, Planter



Size 30mm



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
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Carrot & Stick 0 4" - x ✓

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



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



Size 40mm





BUSHEL

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	4	3/8"	5+	0	1/4

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

I'm Open 2 6" - x ✓
Target friendly model immediately makes a **Pass**, which targets this model, without spending Influence.

Ball's Gone! P - x x
Target enemy model loses possession of the **ball-marker** and the **ball-marker** is placed in possession of this model. This model may immediately make a **Pass** without spending Influence.






BUSHEL

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 **harvest-marker** 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



Size 30mm





JACKSTRAW

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
2"/4"	3	2/8"	5+	0	3/3

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

Crop Dusting 2 8" AOE 3" x ✓
All models hit suffer [2] DMG. This model's Controlling Player may **place** [2] friendly 30mm **harvest-markers** within the AOE.

If I Only Had a Brain 1 4" - x ✓
Place this model in base contact with a target friendly **harvest-marker**.





JACKSTRAW


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**.

Reanimate
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



Size 30mm



HARROW

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	2/6"	3+	0	2/3



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Tooled Up 1 4" - ✓ ✓
Target friendly Guild model gains [+1] DMG to Character Plays that cause damage and Playbook damage results.

Sow the Seeds S - x x
The Controlling Player may place a friendly 30mm harvest-marker within [2"] of this model.



HARROW

CHARACTER TRAITS

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

Melee Zone 1"

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



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Get Out! 1 S - ✓ ✓
During an Advance made by this model, any friendly model whose base is touched by this model's base suffers a [2"] Push directly away from this model. A model can only be affected by this Character Play once per turn.

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



MILLSTONE

CHARACTER TRAITS

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.

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

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
3"/5"	5	2/6"	2+	0	0/2



CHARACTER PLAY

Snack Break 1/☉ S - ✓ ✓

This model recovers [4] HP. The next time this model inflicts the **taken-out** condition, the friendly team gains an additional [1] VP.



TATER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/6"	4+	0	1/4



CHARACTER PLAY

Cropping 0 4" - ✗ ✓

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

Mow Down ☉ P - ✗ ✗

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



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 **harvest-marker** 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 **knocked-down** 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



Size 40mm



TATER

CHARACTER TRAITS

Charmed [Female]

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

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.)

Make It Rain

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.

Piert, Human, Male,
Attacking Midfielder, Reaper



Size 30mm



GRACE

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	4	2/8"	4+	0	1/3



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Healing Light 2 4" 3" AOE x ✓
 Friendly models within the AOE recover [2] HP.

Quick Foot 2 4" - ✓ x
 Target friendly model gains [+2"/+2"] MOV.



GRACE

CHARACTER TRAITS

Blessed

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

Purity

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



BENEDICTION

Melee Zone 2"

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



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Braced 1/☉ S - ✓ ✓
 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 **knocked-down** 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



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.