

**PRINCE LETO RAEATHORNE, 594 AR**  
CYGNAR CHARACTER SOLO

| LETO |     |     |     |     | CMD 10 |         | VALIANCE |     |  |
|------|-----|-----|-----|-----|--------|---------|----------|-----|--|
| SPD  | STR | MAT | BAT | DEF | ARM    | SPECIAL | POW      | P+S |  |
| 6    | 6   | 7   | 5   | 15  | 15     | Lentor  | 6        | 12  |  |

LETO'S DAMAGE

**LETO**

- Armor of Salvation
- Commander
- Fearless
- Flying Steel
- Inspire
- Safeguard

**VALIANCE**

- Lentor

FIELD ALLOWANCE **C** POINT COST **-**

VICTORY POINTS **5**

**PRINCE LETO RAEATHORNE, 594 AR**  
**LETO**

**ARMOR OF SALVATION** - During his activation Leto may remove d3 damage points from himself.

**COMMANDER** - Leto has a command range equal to his CMD in inches. Friendly models/units in his command range may use Leto's CMD when making a command check. Leto may rally and give orders to friendly models in his command range.

**FEARLESS** - Leto never flees.

**FLYING STEEL** - Leto may make d3 attacks with Valiance each activation.

**INSPIRE** - After Leto makes a charge attack, friendly warrior models/units currently within 6" of him gain +2 to melee attack rolls this turn.

**SAFEGUARD** - Leto may forfeit his action to gain +5 DEF for this round.

**VALIANCE**

**LENTOR** - Models damaged by Valiance suffer -2 DEF for one round. This penalty is not cumulative.

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**ROYAL GUARD STRYKER, 594 AR**  
CYGNAR CHARACTER SOLO

| STRYKER |     |     |     |     | CMD 6 |     | PISTOL |     |     |
|---------|-----|-----|-----|-----|-------|-----|--------|-----|-----|
| SPD     | STR | MAT | BAT | DEF | ARM   | RNG | ROF    | AOE | POW |
| 6       | 5   | 5   | 4   | 14  | 12    | 10  | 1      | -   | 10  |

| SWORD   |     |     |
|---------|-----|-----|
| SPECIAL | POW | P+S |
| -       | 3   | 8   |

STRYKER'S DAMAGE

**STRYKER**

- Fearless

**MAGIC ABILITY**

- Arcane Bolt

FIELD ALLOWANCE **C** POINT COST **-**

VICTORY POINTS **1**

**ROYAL GUARD STRYKER, 594 AR**  
**STRYKER**

**FEARLESS** - Stryker never flees.

**MAGIC ABILITY**

Stryker may cast Arcane Bolt as a special attack. To resolve the magic attack, roll 2d6 and add Stryker's Magic Ability score of 5. If the roll equals or exceeds the target's DEF, the attack hits. Arcane Bolt is a spell.

**ARCANE BOLT (★ATTACK)** - Arcane Bolt is a RNG 12, POW 11 magic attack.

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