

KNIGHT OF THE PROPHET, 594 AR
CYGNAR SOLO

KNIGHT					CMD 9		SACRED BLADE		
SPD	STR	MAT	RAT	DEF	ARM	SPECIAL	POW	P+S	
6	6	7	4	13	16	Critical	5	11	

KNIGHT'S DAMAGE

KNIGHT	SACRED BLADE
<ul style="list-style-type: none"> • Fearless • Katrena's Strength • Swordmaster • Warding of the Prophet (★Action) 	<ul style="list-style-type: none"> • Critical Brutal Damage

FIELD ALLOWANCE POINT COST

VICTORY POINTS 1

KNIGHT OF THE PROPHET, 594 AR

KNIGHT
FEARLESS - A Knight of the Prophet never flees.
KATRENA'S STRENGTH - A Knight of the Prophet may forfeit his movement to gain an additional die to his attack rolls.
SWORDMASTER - A Knight of the Prophet may make one additional melee attack during his activation.
WARDING OF THE PROPHET (★ACTION) - All friendly models within 3" gain +2 DEF.

SACRED BLADE
CRITICAL BRUTAL DAMAGE - On a critical hit, add an additional die to the damage roll.

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BATTLE CHAPLAIN OF MORROW, 594 AR
CYGNAR SOLO

BATTLE CHAPLAIN					CMD 9		SACRED MACE		
SPD	STR	MAT	RAT	DEF	ARM	SPECIAL	POW	P+S	
6	6	6	4	13	15	Critical	5	11	

BATTLE CHAPLAIN'S DAMAGE

BATTLE CHAPLAIN	SACRED MACE
<ul style="list-style-type: none"> • Fearless 	<ul style="list-style-type: none"> • Strength of Light (★Action) • Wrath of the Prophet (★Action)
BLESSINGS	SACRED MACE
<ul style="list-style-type: none"> • Protection of the Prophet (★Action) 	<ul style="list-style-type: none"> • Critical Stagger

FIELD ALLOWANCE POINT COST

VICTORY POINTS 1

BATTLE CHAPLAIN OF MORROW, 594 AR

BATTLE CHAPLAIN
FEARLESS - A Battle Chaplain of Morrow never flees.

BLESSINGS
As a special action, the Battle Chaplain may use one of the following blessings, affecting a target model/unit within 3". All blessings last for one round. A model/unit cannot be affected by the same blessing two turns in a row.
PROTECTION OF THE PROPHET (★ACTION) - When a model affected by Protection of the Prophet suffers sufficient damage to be destroyed, its controller rolls a d6. On a 4-6, the model remains in play but is reduced to one wound.
STRENGTH OF LIGHT (★ACTION) - Target warrior model gains +3 STR and may make one additional melee attack during its activation this round.
WRATH OF THE PROPHET (★ACTION) - Enemy models ending their activation within the melee range of target model, suffer a POW 12 damage roll.

SACRED MACE
CRITICAL STAGGER - On a critical hit, target model loses its initial attacks this round.

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CLERIC OF MORROW, 594 AR
CYGNAR SOLO

CLERIC					CMD 8		HEAVY MACE		
SPD	STR	MAT	RAT	DEF	ARM	SPECIAL	POW	P+S	
6	5	5	4	14	14	—	4	9	

CLERIC'S DAMAGE

CLERIC	PRAYERS
<ul style="list-style-type: none"> • Fearless 	<ul style="list-style-type: none"> • Blinding Radiance (★Attack) • Smite the Wicked (★Attack) • Solovin's Light (★Action)

FIELD ALLOWANCE POINT COST

VICTORY POINTS 1

CLERIC OF MORROW, 594 AR

CLERIC
FEARLESS - A Cleric of Morrow never flees.

PRAYERS
A Cleric of Morrow may use one of the following prayers as a special action or special attack. To resolve a prayer attack, roll 2d6 and add the Cleric's Prayer score of 6. If the roll equals or exceeds the target's DEF, the attack hits. A model cannot be targeted by the same prayer two turns in a row.
BLINDING RADIANCE (★ATTACK) - Blinding Radiance is a RNG 8, AOE 3 magic attack. Models in the AOE suffer blindness for one round. Blind models cannot make ranged or magic attacks, suffer -4 MAT and DEF, cannot charge, run, or slam, and must forfeit either movement or action during their next activation.
SMITE THE WICKED (★ATTACK) - Smite the Wicked is a RNG 12, POW 10 magic attack.
SOLOVIN'S LIGHT (★ACTION) - Target warrior model within 8" of the Cleric may remove d3 damage points.

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