

CAPTAIN VICTORIA HALEY
CYGNAR WARCASTER

HALEY							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	6	5	16	14	8	

HAND CANNON				
RNG	ROF	AOE	POW	
12	1	-	12	

VORTEX SPEAR				
POW	P+S			
6	11			



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WJ	FA
+5	C

CAPTAIN VICTORIA HALEY

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT Magical bolts of energy streak toward the target model.	2	12	-	11	NO	YES
ARCANE SHIELD Target friendly model/unit gains +3 ARM.	2	6	-	-	YES	NO
CHAIN LIGHTNING A model hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that model to d6 additional models ignoring this model. The lightning then arcs and strikes the nearest model within 4" of the last model struck, but it cannot strike the same model more than once. Each model struck suffers a POW 10 electrical damage roll.	3	10	-	10	NO	YES
DEADEYE Target friendly model/unit rolls an additional die on each model's first ranged attack roll this turn.	2	6	-	-	NO	NO
SCRAMBLE Target enemy warjack immediately makes a full advance in a random direction determined by the deviation template. During this movement, it moves through smaller-based models if it has enough movement to move completely past them. Any smaller-based models it contacts are knocked down. The warjack is knocked down if it contacts an obstacle, an obstruction, or an equal- or larger-based model. A warjack can be affected by Scramble only once per turn.	3	10	-	-	NO	YES
TEMPORAL BARRIER While in this model's control area, enemy models suffer -2 DEF. Enemy models beginning their activation in this model's control area cannot run or charge. Temporal Barrier lasts for one round.	3	SELF	CTRL	-	NO	NO

MAJOR VICTORIA HALEY
CYGNAR EPIC WARCASTER

HALEY							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	5	16	14	8	

HAND CANNON				
RNG	ROF	AOE	POW	
12	1	-	12	

ECHO				
POW	P+S			
7	13			



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WJ	FA
+5	C

MAJOR VICTORIA HALEY

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT Magical bolts of energy streak toward the target model.	2	12	-	11	NO	YES
DEADEYE Target friendly model/unit rolls an additional die on each model's first ranged attack roll this turn.	2	6	-	-	NO	NO
DECELERATION While in this model's control area, friendly models gain +2 DEF and ARM against ranged attacks.	3	SELF	CTRL	-	YES	NO
DOMINATION Take control of target enemy non-character warjack. You can make one full advance with the warjack and can then make one normal attack, then Domination expires. Domination can be cast only once per turn.	3	8	-	-	NO	YES
TELEKINESIS Place target model completely within 2" of its current location. When Telekinesis targets an enemy model, it is an offensive spell and requires a magic attack roll. A model can be affected by Telekinesis only once per turn.	2	8	-	-	NO	*
TEMPORAL ACCELERATION During its activation this turn, target friendly Faction model/unit gains +2" movement and can make one additional attack regardless of a weapon's ROF. Temporal Acceleration can be cast only once per turn.	4	6	-	-	NO	NO
TIME BOMB A model hit by Time Bomb suffers -2 SPD and DEF for one round.	4	10	4	14	NO	YES

CAPTAIN VICTORIA HALEY

VORTEX SPEAR

ARCANE VORTEX – This model can negate any spell that targets it or a model within 3" of it by spending 1 focus point before the RNG of the spell is measured. The negated spell does not take effect, but its COST is still spent.

SET DEFENSE – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

CAPTAIN VICTORIA HALEY

FEAT: BLITZ

XXX

While in Haley's control area, friendly Faction models can make one additional attack this turn regardless of a weapon's ROF.

MAJOR VICTORIA HALEY

HALEY

WARJACK BOND – One non-character warjack in Haley's battlegroup can begin the game bonded to her. If this warjack begins its activation in Haley's control area, it gains +2 SPD.

ECHO

REPLICATION – When an enemy model in this model's control area spends focus points to cast an offensive spell, this model can cast that spell on your next turn as if it were one of this model's spells. This model can upkeep replicated spells.

SET DEFENSE – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

MAJOR VICTORIA HALEY

FEAT: TEMPORAL SHIFT

XXX

During your opponent's next Activation Phase, enemy models/units activating while in Haley's control area forfeit either their movement or their action during their activation, as their controller chooses. You determine the order affected models/units activate. Temporal Shift lasts for one round.

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COMMANDER COLEMAN STRYKER
CYGNAR WARCASTER

STRYKER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	6	16	15	9	

DISRUPTOR PISTOL				
RNG	ROF	AOE	POW	
10	1	-	10	

QUICKSILVER		
POW	P+S	
7	13	



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COMMANDER COLEMAN STRYKER

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BLAST A magical energy blast radiates from a single point to strike all models in the AOE.	3	10	3	13	NO	YES
ARCANE BOLT Magical bolts of energy streak toward the target model.	2	12	-	11	NO	YES
ARCANE SHIELD Target friendly model/unit gains +3 ARM.	2	6	-	-	YES	NO
BLUR Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.	2	6	-	-	YES	NO
EARTHQUAKE Models hit by this spell are knocked down.	3	10	5	-	NO	YES
SNIPE Target friendly model's/unit's ranged weapons gain +4 RNG.	2	6	-	-	YES	NO

LORD COMMANDER STRYKER
CYGNAR EPIC WARCASTER

STRYKER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	7	6	16	16	10	

MAGNUM				
RNG	ROF	AOE	POW	
10	2	-	12	

QUICKSILVER MKII		
POW	P+S	
8	15	



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LORD COMMANDER STRYKER

SPELLS	COST	RNG	AOE	POW	UP	OFF
DEFLECTION While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls for one round.	2	SELF	CTRL	-	NO	NO
LIGHTNING STORM Lightning Storm causes electrical damage. All models in the AOE suffer a POW 10 damage roll. The AOE remains in play for one round. Models entering or ending their activation in the AOE suffer a POW 10 electrical damage roll.	3	8	3	10	NO	YES
POSITIVE CHARGE Target friendly Faction warjack gains +2 on melee attack and melee damage rolls. While within 3" of the affected warjack, friendly Faction models gain +2 on melee attack and melee damage rolls. Positive Charge lasts for one turn.	2	6	-	-	NO	NO
STORM WRACKED Target enemy model/unit suffers -2 CMD and cannot give or receive orders.	2	8	-	-	YES	YES
VELOCITY This model can spend up to 3 focus points to advance immediately up to 2" for each focus point spent. Velocity can be cast only once per turn.	*	SELF	-	-	NO	NO

COMMANDER COLEMAN STRYKER

DISRUPTOR PISTOL

DISRUPTION – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

QUICKSILVER

DISRUPTION – See above.

COMMANDER COLEMAN STRYKER

FEAT: INVINCIBILITY

XXX

While in Stryker's control area, friendly Faction models gain +5 ARM for one round.

LORD COMMANDER STRYKER

STRYKER

ELITE CADRE (STORMBLADES) – Before the start of the game, after both players have deployed, friendly Stormblade Infantry models can make a full advance.

OVERLOAD – Once per activation, you can roll one to three dice. This model gains a STR bonus equal to the total rolled this activation. Then roll the same dice again. This model suffers damage equal to the total rolled.

WARJACK BOND – One non-character warjack in Stryker's battlegroup can begin the game bonded to him. The warjack gains an additional die on its first melee attack roll during its activation each turn.

MAGNUM

DISRUPTION – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

QUICKSILVER MK II

DISRUPTION – See above.

LORD COMMANDER STRYKER

FEAT: ROLLING THUNDER

XXX

After all friendly models have completed their activations this turn, friendly Faction models/units currently in Stryker's control area can advance up to 3" and then can make one normal melee attack. Affected models can spend focus points to boost attack and damage rolls when resolving these attacks.

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COMMANDER ADEPT NEMO
CYGNAR WARCASTER

NEMO							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	5	5	14	14	8	

BALL LIGHTNING				
RNG	ROF	AOE	POW	
10	1	3	14	

LIGHTNING ROD			
POW	P+S		
7	11		



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DAMAGE												

WJ	FA
+6	C

COMMANDER ADEPT NEMO

SPELLS	COST	RNG	AOE	POW	UP	OFF
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CHAIN LIGHTNING	3	10	-	10	NO	YES
A model hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that model to d6 additional models ignoring this model. The lightning then arcs and strikes the nearest model within 4" of the last model struck, but it cannot strike the same model more than once. Each model struck suffers a POW 10 electrical damage roll.						
DEFLECTION	2	SELF	CTRL	-	NO	NO
While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls for one round.						
DISRUPTION FIELD	2	6	-	-	YES	NO
Target friendly warjack gains +2 STR, and its melee weapons gain Disruption.						
ELECTRIFY	2	6	-	-	YES	NO
When target friendly model is hit by a melee attack, after the attack is resolved the attacker is pushed d3" directly away from the affected model and suffers an unboostable POW 14 electrical damage roll, then Electrify expires.						
LOCOMOTION	1	6	-	-	NO	NO
Target warjack in this model's battlegroup immediately advances up to 1".						
VOLTAIC SNARE	4	8	*	-	NO	YES
Target warjack cannot advance and suffers -4 DEF. While within 3" of the model hit, warjacks cannot run or charge and can advance only directly toward it. Voltaic Snare lasts for one round.						

GENERAL ADEPT NEMO
CYGNAR EPIC WARCASTER

NEMO							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	5	5	14	16	9	

GALVANIC BOLT				
RNG	ROF	AOE	POW	
10	1	-	13	

FULGER			
POW	P+S		
7	11		



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DAMAGE												

WJ	FA
+6	C

GENERAL ADEPT NEMO

SPELLS	COST	RNG	AOE	POW	UP	OFF
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ELECTRICAL BLAST	3	8	3	13	NO	YES
Electrical Blast causes electrical damage. Warjacks damaged by Electrical Blast suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)						
ENERGIZER	*	SELF	CTRL	-	NO	NO
This model spends up to 3 focus points to cast Energizer. Models in its battlegroup currently in its control area can immediately advance up to 1" for each focus point spent. Energizer can be cast only once per turn.						
FAIL SAFE	3	6	-	-	YES	NO
Target friendly warjack gains +2 ARM and does not suffer the effects of crippled systems.						
FORCE FIELD	3	SELF	CTRL	-	YES	NO
This model does not suffer blast or collateral damage and cannot be knocked down. When an enemy AOE ranged attack deviates from a point in this model's control area, after the deviation distance is rolled you choose the deviation direction.						
LIGHTNING SHROUD	2	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 STR and its melee weapons gain Electro Leap. (When a model is hit by a weapon with Electro Leap, lightning arcs from that model and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.)						
POLARITY SHIELD	2	6	-	-	YES	NO
Target friendly model/unit cannot be targeted by a charge made by a model in its front arc.						

COMMANDER ADEPT NEMO

NEMO
ARCANE ACCUMULATOR – When another model casts a spell in this model's control area, this model gains one power token, up to a maximum of three. During your Control Phase, replace each power token with 1 focus point.
OVERPOWER – During your Control Phase, this model can increase its control area for one round by spending 1 focus point for each 1" increase.
SUPERCHARGE – During your Control Phase, this model can allocate up to 5 focus points to one warjack in its battlegroup in its control area.
BALL LIGHTNING
DISRUPTION – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.
LIGHTNING ROD
DISRUPTION – See above.

COMMANDER ADEPT NEMO

FEAT: ELECTRICAL STORM
XXX

Enemy warjacks and warbeasts currently in Nemo's control area suffer a POW 14 electrical damage roll. Warjacks damaged by Electrical Storm suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

GENERAL ADEPT NEMO

NEMO
ELITE CADRE (STORMSMITH STORMCALLERS) – Friendly Stormsmith Stormcallers have Stormcall [9] and gain +2 on Stormcall damage rolls.
FOCUS MATRIX – This model can allocate focus points during its activation. Once per turn during its activation, you can remove focus points from warjacks in this model's battlegroup in its control area and place them on this model. This model cannot have more focus points than its current FOC as a result of Focus Matrix.
GALVANIC BOLT
TRACTOR FIELD – When a warjack is hit by this attack it cannot advance and suffers -4 DEF. While within 3" of the model hit, warjacks cannot run or charge and can advance only directly toward it. Tractor Field lasts for one round.
FULGER
POWERFUL ATTACK – When attacking with this weapon, this model may spend 1 focus point to boost all attack and damage rolls for the attack.

GENERAL ADEPT NEMO

FEAT: HIGH VOLTAGE
XXX

Give each friendly faction warjack that is currently in Nemo's control area up to 3 focus points. A warjack cannot exceed its normal focus allocation limit as a result of High Voltage.

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MAJOR MARKUS 'SIEGE' BRISBANE
CYGNAR WARCASTER

SIEGE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	6	14	17	9	

ROCKET CANNON				
RNG	ROF	AOE	POW	
14	1	-	14	

HAVOC			
POW	P+S		
7	14		



DAMAGE																			

WJ	FA
+6	C

MAJOR MARKUS 'SIEGE' BRISBANE

SPELLS	COST	RNG	AOE	POW	UP	OFF
EXPLOSIVO When target friendly model makes a normal attack with a ranged weapon, the weapon causes magical damage and becomes AOE 3 if it was AOE -, then Explosivo expires. An affected model cannot participate in a combined ranged attack. Models in the AOE other than the model that was directly hit suffer blast damage but do not suffer any other effects of the attack. Explosivo lasts for one turn.	1	6	-	-	NO	NO
FOX HOLE Place a 5" AOE anywhere completely in this model's control area. Models completely in the AOE have cover and do not suffer blast damage. When drawing LOS to a model not completely within the AOE, ignore intervening models completely within the AOE.	2	CTRL	5	-	YES	NO
MAGE SIGHT Place a 5" AOE completely in this model's control area. While a model is within the AOE, models in this model's battlegroup ignore forests and cloud effects when drawing LOS to it and ignore Stealth when attacking it. Mage Sight can be cast only once per turn and lasts for one turn.	2	CTRL	5	-	NO	NO
RIFT The AOE is rough terrain and remains in play for one round.	3	8	4	13	NO	YES
SHOCKWAVE When Shockwave hits a model, it pushes that model d6" directly away from the spell's point of origin. If that model contacts another model, the other model is also pushed the same distance directly away from the spell's point of origin and suffers a POW 10 damage roll. A model can be affected by Shockwave only once per casting.	3	8	-	10	NO	YES

CAPTAIN JEREMIAH KRAYE
CYGNAR CAVALRY WARCASTER

KRAYE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8	6	6	6	14	17	8	

RADCLIFFE CARBINE				
RNG	ROF	AOE	POW	
13	2	-	11	

BITTER END			
POW	P+S		
7	13		

MOUNT	
POW	
10	



DAMAGE																			

WJ	FA
+5	C

CAPTAIN JEREMIAH KRAYE

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BLAST A magical energy blast radiates from a single point to strike all models in the AOE.	3	10	3	13	NO	YES
EASY RIDER Friendly Faction models/units currently in this model's control area gain Pathfinder for one turn.	3	SELF	CTRL	-	NO	NO
FULL TILT Target warjack in this model's battlegroup doubles its base SPD during its normal movement and cannot make ranged attacks.	2	6	-	-	YES	NO
GUIDED FIRE While in this model's control area, this model and warjacks in its battlegroup gain boosted ranged attack rolls for one turn.	3	SELF	CTRL	-	NO	NO
MAGE SIGHT Place a 5" AOE completely in this model's control area. While a model is within the AOE, models in this model's battlegroup ignore forests and cloud effects when drawing LOS to it and ignore Stealth when attacking it. Mage Sight can be cast only once per turn and lasts for one turn.	2	CTRL	5	-	NO	NO
PURSUIT If target enemy model/unit advanced during your opponent's last turn, during your Maintenance Phase one model in this model's battlegroup in its control area can make a full advance.	2	8	-	-	YES	YES

MAJOR MARKUS 'SIEGE' BRISBANE

ROCKET CANNON

GROUND POUNDER (★ATTACK) – Place a 3" AOE completely within 14" of this model, with its center point in this model's front arc. This model then makes one ranged attack roll with this weapon. Compare the attack roll to the DEF of each model in the AOE. If the attack roll equals or exceeds a model's DEF, that model is directly hit. When making a Ground Pounder attack, this model ignores concealment, elevation, screening, and Stealth. This model cannot receive the aiming bonus to the Ground Pounder attack roll. Models hit suffer a POW 12 ranged attack damage roll.

HAVOC

CRITICAL SMITE – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll equal to this model's current STR plus the current POW of this weapon. Collateral damage is equal to this model's current STR.

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MAJOR MARKUS 'SIEGE' BRISBANE

FEAT: BREACH

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The next time each enemy model suffers a damage roll while in Siege's control area, its base ARM is halved when calculating damage from the next damage roll. Breach lasts for one turn.

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CAPTAIN JEREMIAH KRAYE

KRAYE

IRON HORSE – Warjacks in this model's battlegroup gain Cavalry model rules. Light warjacks in this model's battlegroup also gain Light Cavalry model rules and can run without spending focus. When a heavy warjack makes an impact attack, use the model's current STR for the base POW of the attack. The melee range of impact attacks is 1/2".

PARRY – This model cannot be targeted by free strikes.

STEADY – This model cannot be knocked down.

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CAPTAIN JEREMIAH KRAYE

FEAT: HORSEPOWER

XXX

Friendly knocked down Faction warjacks currently in Kraye's control area immediately stand up. Friendly Faction warjacks currently in his control area can immediately turn to face any direction. Affected warjacks can charge without spending focus. Affected charging models gain +2" movement. Melee attack rolls made by affected warjacks are boosted. Horsepower lasts for one turn.

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CAPTAIN E. DOMINIC DARIUS
CYGNAR WARCASTER

DARIUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	6	5	13	18	8	

STEAM CANNON				
RNG	ROF	AOE	POW	
12	1	4	13	

QUAKE HAMMER		
POW	P+S	
7	15	

WRENCH		
POW	P+S	
3	11	



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WJ	FA
+5	C

CAPTAIN E. DOMINIC DARIUS

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANTRIK BOLT	2	10	-	12	NO	YES
A warjack damaged by this attack becomes stationary for one round.						
FORTIFY	2	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 ARM. The affected model and any friendly model B2B with it cannot be knocked down.						
FULL THROTTLE	3	SELF	CTRL	-	NO	NO
Models in this model's battlegroup currently in its control area gain +2 SPD and can run, charge, or power attack trample or slam without spending focus.						
JACK HAMMER	1	6	-	-	NO	NO
Target model in this model's battlegroup immediately makes one normal melee attack.						
JUMP START	1	SELF	CTRL	-	NO	NO
Models in this model's battlegroup currently in its control area can immediately turn to face any direction. Affected models that are stationary or knocked down are no longer stationary and stand up.						

HALFJACK
CYGNAR SOLO

HALFJACK							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	2	3	1	14	14	-	



CHARGER
CYGNAR LIGHT WARJACK

CHARGER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	8	6	6	13	16	-	

DUAL CANNON				
RNG	ROF	AOE	POW	
12	2	-	12	

BATTLE HAMMER		
POW	P+S	
4	12	

DAMAGE					
1	2	3	4	5	6
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SYSTEM STATUS	L	R	M	C
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PC	FA
4	U

CAPTAIN E. DOMINIC DARIUS

DARIUS
ACTIVATE HALFJACK – During your Control Phase, you can place one Halfjack into play within 1" of this model if there are fewer than three Halfjacks in play in Darius' battlegroup.
CRANE (★ACTION) – Knocked down friendly models within 2" of this model immediately stand up and can activate normally this turn. Additionally, you can select one friendly model within 2" of this model and place that model anywhere within 1" of its current location.
DETONATE – During your Maintenance Phase, you can detonate one or more friendly Halfjack mine markers anywhere on the table. If you do, center a 4" AOE template on the mine and remove the mine marker from the table. Models in the AOE are hit and suffer an unboostable POW 14 blast damage roll.
QUAKE HAMMER
CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.
TREMOR (★ATTACK) – Tremor affects every model within 2" of this model. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. Tremor does not require a target.

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CAPTAIN E. DOMINIC DARIUS

FEAT: PIT STOP
XXX
Darius and the Halfjacks in his battlegroup currently in his control area can each completely repair one friendly Faction warjack with which they are B2B. Remove all damage from those warjacks.

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HALFJACK

HALFJACK
BODGE (★ACTION) – This model performs minor repairs to one damaged friendly Faction warjack with which it is B2B. Remove 1 damage point from the warjack's damage grid.
COMPANION (DARIUS) – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.
PRIME MINE (★ACTION) – Replace this model with a Halfjack mine marker. You can have up to three Halfjack mines in play at a time.

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CHARGER

DUAL CANNON
POWERFUL ATTACK – When attacking with this weapon, this model may spend 1 focus point to boost all attack and damage rolls for the attack.

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LANCER
CYGNAR LIGHT WARJACK

LANCER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	6	13	16	—

SHOCK SHIELD		
POW	P+S	
1	9	+2

WAR SPEAR		
POW	P+S	
4	12	

DAMAGE					
1	2	3	4	5	6
L	A	A	R		
L	L	M	C	R	R
M	M	C	C		

SYSTEM STATUS **L** **R** **M** **C** **A** **PC** **6** **FA** **U**

SENTINEL
CYGNAR LIGHT WARJACK

SENTINEL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	6	13	16	—

CHAIN GUN			
RNG	ROF	AOE	POW
10	1	—	10

ASSAULT SHIELD			
POW	P+S		
2	10		+2

DAMAGE					
1	2	3	4	5	6
	L				R
L	L	M	C	R	R
M	M	C	C		

SYSTEM STATUS **L** **R** **M** **C** **PC** **4** **FA** **U**

HUNTER
CYGNAR LIGHT WARJACK

HUNTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	7	14	15	—

LONG ARM			
RNG	ROF	AOE	POW
14	1	—	6

BATTLE AXE			
POW	P+S		
4	11		

DAMAGE					
1	2	3	4	5	6
	L				R
L	L	M	C	R	R
M	M	C	C		

SYSTEM STATUS **L** **R** **M** **C** **PC** **6** **FA** **U**

GRENADIER
CYGNAR LIGHT WARJACK

GRENADIER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	6	14	15	—

GRENADE LAUNCHER			
RNG	ROF	AOE	POW
10	1	3	12

MATTOCK			
POW	P+S		
5	12		

DAMAGE					
1	2	3	4	5	6
	L				R
L	L	M	C	R	R
M	M	C	C		

SYSTEM STATUS **L** **R** **M** **C** **PC** **5** **FA** **U**

LANCER

SHOCK SHIELD
SHOCK FIELD – When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box. If a warjack in this model's front arc hits it with a melee attack, immediately after the attack is resolved the attacker suffers 1 damage point to its first available Cortex system box.

WAR SPEAR
SET DEFENSE – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

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SENTINEL

CHAIN GUN
STRAFE (d6) (★ATTACK) – Make d6 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Ignore screening when making Strafe attacks. Strafe counts as one attack for ROF.

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HUNTER

HUNTER
EXTENDED CONTROL RANGE – When checking to see if this model is in its controlling warcaster's control area for the purpose of allocating focus, double the area.

LONG ARM
ARMOR PIERCING – When calculating damage from this weapon, halve the base ARM stats of targets with medium or larger bases. This weapon gains a +2 bonus on damage rolls against models with small bases.

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GRENADIER

GRENADE LAUNCHER
ARCING FIRE – When attacking with this weapon, this model can ignore intervening models except those that would normally screen the target.

MANUAL RELOAD – This model can make one additional Grenade Launcher ranged attack for each Trencher model B2B with it, up to a maximum of two additional attacks. These additional attacks do not count against the Grenade Launcher's ROF.

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THORN
CYGNAR CHARACTER LIGHT WARJACK

THORN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	6	13	16	—

SHOCK SHIELD		
POW	P+S	
1	9	+2

DISRUPTION SPEAR		
POW	P+S	
5	13	

DAMAGE					
1	2	3	4	5	6
	L	A	A	R	
L	L	M	C	R	R
	M	M	C	C	

SYSTEM STATUS L R M C A

PC 8 FA C

DEFENDER
CYGNAR HEAVY WARJACK

DEFENDER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	6	12	18	—

HEAVY BARREL			
RNG	ROF	AOE	POW
16	1	—	15

SHOCK HAMMER		
POW	P+S	
5	16	

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

SYSTEM STATUS L R M C

PC 9 FA U

IRONCLAD
CYGNAR HEAVY WARJACK

IRONCLAD						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	6	12	18	—

QUAKE HAMMER		
POW	P+S	
7	18	

OPEN FIST		
POW	P+S	
3	14	SH

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

SYSTEM STATUS L R M C

PC 7 FA U

CENTURION
CYGNAR HEAVY WARJACK

CENTURION						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	11	19	—

MAGNO SHIELD		
POW	P+S	
1	13	+2

PISTON SPEAR		
POW	P+S	
6	18	

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

SYSTEM STATUS L R M C

PC 9 FA U

THORN

THORN

AFFINITY (HALEY) – While Thorn is engaged and its arc node system is not disabled, Haley can channel spells through it.

IMPRINT: DISENGAGE – During its activation, this model can spend 1 focus point to use Disengage. For one round, anytime other than when it is advancing that this model is missed by an enemy melee attack, this model can move up to 2". During this movement, this model cannot be targeted by free strikes.

REACTION DRIVE – Once per turn, immediately after this model's controlling warcaster casts a spell channeled through this model, this model can make a full advance.

SHOCK SHIELD

SHOCK FIELD – When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box. If a warjack in this model's front arc hits it with a melee attack, immediately after the attack is resolved the attacker suffers 1 damage point to its first available Cortex system box.

DISRUPTION SPEAR

DISRUPTION – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

SET DEFENSE – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

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DEFENDER

SHOCK HAMMER

CORTEX DAMAGE – A warjack hit by this weapon suffers 1 damage point to its first available Cortex system box. Mark this damage before making the damage roll.

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IRONCLAD

QUAKE HAMMER

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

TREMOR (★ATTACK) – Tremor affects every model within 2" of this model. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. Tremor does not require a target.

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CENTURION

CENTURION

POLARITY FIELD (★ACTION) – This model cannot be charged by a model that began the charge in this model's front arc for one round.

PISTON SPEAR

CRITICAL SUSTAINED ATTACK – On a critical hit during this model's activation, attacks made with this weapon against the model critically hit by this weapon automatically hit it. If this model attacks another model with this weapon this activation, attacks against the last model critically hit with this weapon no longer automatically hit it.

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JOURNEYMAN WARCASTER
CYGNAR SOLO

JOURNEYMAN WARCASTER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	14	14	7	

HAND CANNON				
RNG	ROF	AOE	POW	
12	1	-	12	

MECHANIKA BLADE		
POW	P+S	
5	10	

FOCUS
3

DAMAGE

PC 3 FA 1

GUN MAGE CAPTAIN ADEPT
CYGNAR ARCANIC TEMPEST SOLO

CAPTAIN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	5	8	15	12	9	

MAGELOCK PISTOL				
RNG	ROF	AOE	POW	
12	1	-	10	

SWORD		
POW	P+S	
3	7	

DAMAGE

PC 3 FA 2

STORMSMITH STORMCALLER
CYGNAR SOLO

STORMSMITH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	5	4	13	11	7	

STORM ROD		
POW	P+S	
3	7	

DAMAGE

PC 1 FA 3

CAPTAIN MAXWELL FINN
CYGNAR TRENCHER CHARACTER SOLO

FINN								
SPD	STR	MAT	RAT	DEF	ARM	CMD		
6	6	8	7	14	14	9		

MINI-SLUGGER				
RNG	ROF	AOE	POW	
10	1	-	11	

TRENCH KNIFE		
POW	P+S	
3	9	

DAMAGE

PC 3 FA C

JOURNEYMAN WARCASTER

JOURNEYMAN WARCASTER

BATTLEGROUP COMMANDER – This model is a battlegroup commander.

FOCUS MANIPULATION – This model has the Focus Manipulation ability.

POWER FIELD – This model possesses a Power Field.

SPELLCASTER – This model is a spellcaster.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	-	11	NO	YES
Magical bolts of energy streak toward the target model.						
ARCANE SHIELD	2	6	-	-	YES	NO
Target friendly model/unit gains +3 ARM.						

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GUN MAGE CAPTAIN ADEPT

CAPTAIN

ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:

- BRUTAL SHOT** – Roll an additional die on the damage roll against a model directly hit.
- LONG SHOT** – This attack gains +4" RNG.
- PHANTOM SEEKER** – This model can target any model in range regardless of LOS. When resolving the attack, ignore cloud effects, concealment, cover, and intervening models.

TRUE SIGHT – This model ignores concealment, Camouflage, and Stealth.

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STORMSMITH STORMCALLER

STORMSMITH

STORMCALL (8) – This model can make one of the following Stormcalls. Warjacks affected by a Stormcall suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

- SINGLE STRIKE (★ACTION)** – With a successful skill check, select a model. If it is not within 10" of this model, nothing happens. If it is within 10", the model selected suffers a POW 10 electrical damage roll.
- SURGE (★ACTION)** – This model can make a Surge special action if there is another friendly Stormsmith Stormcaller within 20" of it. This model can select up to two models whose bases intersect any line drawn between the bases of the two Stormsmith Stormcallers. Make a skill check for each model. On a successful check, the model suffers a POW 10 electrical damage roll. Models can be targeted only once per Surge special action.
- TRIANGULATION (★ACTION)** – This model can make a Triangulation special action if it and two other friendly Stormsmith Stormcallers are within 20" of each other. This model can target up to three models whose bases are within the triangular area between the three Stormsmith Stormcallers. Make a skill check for each model. On a successful check, the model suffers a POW 10 electrical damage roll. Models can be targeted only once per Triangulation special action.

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CAPTAIN MAXWELL FINN

FINN

ANATOMICAL PRECISION – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

DIG IN (★ACTION) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

SMOKE BOMBS (★ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

VETERAN TRENCHER LEADER – Friendly Trencher troopers gain +2 to attack rolls while this model is in their LOS.

MINI-SLUGGER




STRAFE [d3] (★ATTACK) – Make d3 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Ignore screening when making Strafe attacks. Strafe counts as one attack for ROF.

TRENCH KNIFE

THRESHER (★ATTACK) – When making a Thresher attack, this model makes one normal melee attack with this weapon. Compare the total rolled to the DEF of each model in this model's LOS and this weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

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MAJOR KATHERINE LADDERMORE
CYGNAR STORM KNIGHT CHARACTER DRAGOON SOLO

LADDERMORE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8/6	6	8	6	13	17/14	9	  

VOLTAIC ACCELERATOR			
RNG	ROF	AOE	POW
8	1	—	12

VOLTAIC LANCE			
POW	P+S		
8	14		


MOUNT	
POW	
10	

MOUNTED DAMAGE

DISMOUNTED DAMAGE

PC 5 FA C

SQUIRE
CYGNAR SOLO



SQUIRE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	2	3	1	14	14	—	

ACCUMULATOR CIRCLE
 ACCUMULATOR CIRCLE
 ACCUMULATOR CIRCLE

DAMAGE

PC 2 FA 1

CAPTAIN ARLAN STRANGEWAYES
CYGNAR CHARACTER SOLO

STRANGEWAYES							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	5	5	12	16	8	 

VOLTAIC GAUNTLET			
RNG	ROF	AOE	POW
SP	1	—	10

FIXER			
POW	P+S		
5	12		

DAMAGE

PC 2 FA C

ARCANE TEMPEST GUN MAGES
CYGNAR UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	5	7	15	11	8	

MAGELOCK PISTOL			
RNG	ROF	AOE	POW
12	1	—	10

SWORD			
POW	P+S		
3	7		

PC Leader and 5 Grunts 7 FA 2

MAJOR KATHERINE LADDERMORE

LADDERMORE

ASSAULT – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged. During that attack, this model and its target are not considered in melee with each other. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends. This model cannot target a model it was in melee with at the start of its activation with the ranged attack.

DRAGOON – While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, has base ARM 14, and loses Assault, Electro Charger, and Power Up.

ELECTRO CHARGER – While within 5" of this model, friendly Storm Lance models gain +2 on their ranged attack and ranged damage rolls.

VOLTAIC ACCELERATOR

ELECTRO LEAP – After hitting a model with this weapon, lightning arcs and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.

POWER UP – This model gains +2 to damage rolls with this weapon during activations it ends its normal movement at least 1" from where it began its activation.

VOLTAIC LANCE

BRUTAL CHARGE – This model gains +2 to this weapon's charge attack damage rolls.

ELECTRO LEAP – See above.

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SQUIRE

SQUIRE

ARCANE REALIGNMENT – While within 5" of this model, its warcaster can reroll one failed magic attack roll each turn.

ARCANE REPEATER – While this model's warcaster is within 5" of it, that warcaster's control area is extended by 2".

ATTACHED – Before the start of the game, attach this model to a friendly faction warcaster for the rest of the game. Each warcaster can have only one model assigned to it.

RESERVE ACCUMULATOR – During your Control Phase, if this model is within 5" of its controlling warcaster, you can mark one unmarked accumulator circle on this model's card to give 1 focus point to its warcaster.

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CAPTAIN ARLAN STRANGEWAYES

STRANGEWAYES

EVASIVE ACTION (★ACTION) – Select a friendly Faction warjack. If it is not within 5" of this model, nothing happens. If it is within 5", the model selected gains Evasive for one round. (A model with Evasive cannot be targeted by free strikes. When an enemy model misses it with a ranged attack, immediately after the attack is resolved it can advance up to 2".)

POWER BOOSTER (★ACTION) – Select a friendly Faction warjack. If it is not within 5" of this model, nothing happens. If it is within 5" and has no focus points, the warjack selected gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

REPAIR [10] (★ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

VOLTAIC GAUNTLET

DISRUPTION – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

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ARCANE TEMPEST GUN MAGES

LEADER & GRUNTS

ARCANE INFERNO (ORDER) – Models who received this order can participate in a Combined Range Attack. The unit commander must participate in this attack and is the primary attacker. This attack has RNG 12, AOE 3", and POW 10. Do not choose an Attack Type for this attack. A unit can make only one Arcane Inferno attack per activation.



ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:

- CRITICAL BRUTAL SHOT** – On a critical hit, roll one additional die on the damage roll against the model directly hit.
- LONG SHOT** – This attack gains +4" RNG.
- THUNDERBOLT** – Enemy models hit are pushed d3" directly away from the attacking model. On a critical hit, the enemy model is also knocked down after being pushed.

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ARCANE TEMPEST GUN MAGE OFFICER
CYGNAR UNIT ATTACHMENT

OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	6	8	15	11	9	 


MAGELOCK PISTOL			
RNG	ROF	AOE	POW
12	1	-	10

SWORD		
POW	P+S	
3	7	

 DAMAGE

PC 2 FA 1

LONG GUNNER INFANTRY
CYGNAR UNIT



LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	4	5	13	12	8	

REPEATING LONG GUN			
RNG	ROF	AOE	POW
14	2	-	10

SWORD		
POW	P+S	
3	7	


PC Leader and 5 Grunts 6 FA 2
Leader and 9 Grunts 10

LONG GUNNER INFANTRY OFFICER & STANDARD
CYGNAR UNIT ATTACHMENT


OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	5	6	13	12	9	 

REPEATING LONG GUN			
RNG	ROF	AOE	POW
14	2	-	10

SWORD		
POW	P+S	
3	7	



STANDARD BEARER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	4	5	13	12	8	

SWORD		
POW	P+S	
3	7	

 OFFICER'S DAMAGE


PC 2 FA 1

FIELD MECHANIKS
CYGNAR UNIT

CREW CHIEF							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	3	4	12	11	7	 

RIVET GUN			
RNG	ROF	AOE	POW
4	1	-	10

MONKEY WRENCH		
POW	P+S	
2	6	

GOBBER GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	2	2	14	9	4	

MONKEY WRENCH		
POW	P+S	
2	6	

PC Leader and 2 Grunts 1 FA 2
Leader and 5 Grunts 2 3

ARCANE TEMPEST GUN MAGE OFFICER

ARCANE TEMPEST GUN MAGE OFFICER

ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:

- CRITICAL BRUTAL SHOT** – On a critical hit, roll one additional die on the damage roll against the model directly hit.
- LONG SHOT** – This attack gains +4" RNG.
- THUNDERBOLT** – Enemy models hit are pushed d3" directly away from the attacking model. On a critical hit, the enemy model is also knocked down after being pushed.

RUNE SHOT – When a warjack controlled by this model makes a normal ranged attack during its activation, you can choose one Attack Type available to this unit to apply to the attack.

TACTICS: TRUE SIGHT – Models in this unit gain True Sight. (A model with True Sight ignores concealment, Camouflage, and Stealth.)

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LONG GUNNER INFANTRY

LEADER & GRUNTS

DUAL SHOT – When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

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LONG GUNNER INFANTRY OFFICER & STANDARD

OFFICER

DUAL SHOT – When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

SUPPRESSING FIRE (ORDER) – Each model in this unit in formation must forfeit its action. Place an AOE completely within 14" of the Unit Commander with its center point in the Unit Commander's LOS. Ignore intervening models when drawing this LOS. The size of the AOE is based on the number of models that received the order within 14" of the AOE, not counting the Standard Bearer. If 2-4 models participate, place a 3" AOE. If 5-7 models participate, place a 4" AOE. If 8 or more models participate, place a 5" AOE. The Unit Commander cannot participate in a Suppressing Fire order by itself. When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participating models have been destroyed or removed from play.

TACTICS: RANKED ATTACK – Models in this unit gain Ranked Attack. (Models with Ranked Attack can ignore intervening models in its unit when drawing LOS.)

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FIELD MECHANIKS

CREW CHIEF

REPAIR [7] (★ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.



GOBBER GRUNTS


BODGE (★ACTION) – This model performs minor repairs to one damaged friendly Faction warjack with which it is B2B. Remove 1 damage point from the warjack's damage grid.


ASSIST REPAIR (★ACTION) – This model can make this special action only when B2B with a Friendly faction warjack. When this model uses this ability, select another model in its unit with the Repair ability also B2B with that warjack. The selected model gains a cumulative +1 to its Repair skill on its next Repair skill check to repair that warjack this activation. If the Repair check is successful, remove 1 additional damage point from the warjack for each model that made an Assist Repair special action.



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STORMBLADE INFANTRY
CYGNAR STORM KNIGHT UNIT


LEADER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	12	15	9	 

STORM ROD BLAST				
RNG	ROF	AOE	POW	
6	1	-	14	

STORM ROD		
POW	P+S	
9	15	





GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	12	15	9	 


STORM GLAIVE BLAST				
RNG	ROF	AOE	POW	
4	1	-	12	


STORM GLAIVE		
POW	P+S	
7	13	



PC Leader and 5 Grunts 5
Leader and 9 Grunts 8 FA 2


STORMBLADE INFANTRY OFFICER & STANDARD
CYGNAR STORM KNIGHT UNIT ATTACHMENT


OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	8	6	12	15	10	   

STORM GLAIVE BLAST				
RNG	ROF	AOE	POW	
4	1	-	12	

STORM GLAIVE		
POW	P+S	
7	13	

STANDARD BEARER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	12	15	9	 



STORM GLAIVE BLAST				
RNG	ROF	AOE	POW	
4	1	-	12	


STORM GLAIVE		
POW	P+S	
7	13	


OFFICER'S DAMAGE

PC 3 FA 1

TRENCHER INFANTRY
CYGNAR UNIT





LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	5	13	13	9	 


MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	-	11	


BAYONET		
POW	P+S	
3	9	



PC Leader and 5 Grunts 7
Leader and 9 Grunts 11 FA 2


TRENCHER INFANTRY OFFICER & SNIPER
CYGNAR UNIT ATTACHMENT


OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	6	13	13	9	   

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	-	11	

BAYONET		
POW	P+S	
3	9	

SNIPER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	7	13	13	9	 

SCOPED RIFLE				
RNG	ROF	AOE	POW	
14	1	-	11	

BAYONET		
POW	P+S	
3	9	

OFFICER'S DAMAGE

PC 3 FA 1

STORMBLADE INFANTRY

STORM ROD (LEADER ONLY)
ELECTRICAL ARC – Other models in this unit within 5" of this model gain +2 RNG on ranged attacks and +2 on melee and ranged damage rolls.

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STORMBLADE INFANTRY OFFICER & STANDARD

OFFICER
ASSAULT (ORDER) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model must, if possible, make one ranged attack targeting the model charged. When resolving these ranged attacks, those models are not considered in melee with each other. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends. An affected model cannot target a model that it was in melee at the start of its activation with the ranged attack.

STANDARD BEARER
STORM'S EYE – While this model is in formation, the ranged weapons of models in this unit become AOE 3".

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TRENCHER INFANTRY

LEADER & GRUNTS
ASSAULT (ORDER) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model must, if possible, make one ranged attack targeting the model charged. When resolving these ranged attacks, those models are not considered in melee with each other. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends. An affected model cannot target a model that it was in melee at the start of its activation with the ranged attack.

DIG IN (*ACTION) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

SMOKE BOMBS (*ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

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TRENCHER INFANTRY OFFICER & SNIPER

OFFICER
CAUTIOUS ADVANCE (ORDER) – Each model in the unit that received this order must make a full advance as its normal movement, perform the Dig In special action, and then perform a combat action as its action.

DIG IN (*ACTION) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

SMOKE BOMBS (*ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

SNIPER
DIG IN (*ACTION) – See above.
SMOKE BOMBS (*ACTION) – See above.
SNIPER – When damaging a warjack or warbeast, with a ranged attack, you choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

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TRENCHER INFANTRY GRENADIER
CYGNAR WEAPON ATTACHMENT

TRENCHER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	5	13	13	9	

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	-	11	

BAYONET		
POW	P+S	
3	9	

PC 1 Trencher
Up to 2 additional Trenchers 1 ea

FA 2

TRENCHER CHAINGUN CREW
CYGNAR CREW UNIT

LEADER & GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	5	13	13	9	

CHAIN GUN				
RNG	ROF	AOE	POW	
10	1	-	10	

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	-	11	

TRENCH KNIFE		
POW	P+S	
3	9	

PC Leader and Grunt 2

FA 2

TRENCHER CANNON CREW
CYGNAR WEAPON CREW UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	5	13	13	9	

CANNON				
RNG	ROF	AOE	POW	
15	1	3	13	

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	-	11	

TRENCH KNIFE		
POW	P+S	
3	9	

PC Leader and 2 Grunts 3

FA 2

SWORD KNIGHTS
CYGNAR UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	13	14	9	

BATTLE BLADE		
POW	P+S	
4	10	

PC Leader and 5 Grunts
Leader and 9 Grunts 4 6

FA 2

TRENCHER INFANTRY GRENADIER

TRENCHER

DIG IN (★ACTION) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

SMOKE BOMBS (★ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

TAKE UP – If this model is destroyed or removed from play, a grunt in its unit within 1" of this model can take its place. Remove the grunt from the table instead of this model. Effects on this model expire. Effects on the removed grunt are applied to this model.

MILITARY RIFLE

RIFLE GRENADE (★ATTACK) – Make a ranged attack with this weapon with AOE 3. When making a Rifle Grenade attack, this model cannot participate in a combined ranged attack.

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TRENCHER CHAINGUN CREW

LEADER & GRUNT

AMMO FEEDER – If B2B with the leader, the grunt can forfeit its action to use Ammo Feeder. This activation, if the leader makes a Strafe special attack, it makes +3 attacks.

DIG IN (★ACTION) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

NON-STANDARDIZED WEAPONS – The leader is armed with a Chain Gun, Military Rifle, and Trench Knife. The grunt is armed with a Military Rifle and Trench Knife.

CHAIN GUN

COVERING FIRE (★ACTION) – Place a 3" AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in this model's LOS. Ignore intervening models when drawing LOS. A model entering or ending its activation in the AOE suffers a damage roll equal to the POW of this weapon. The AOE remains in play for one round or until this model is destroyed or removed from play.

LIGHT ARTILLERY – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

STRAFE [d3] (★ATTACK) – Make d3 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Ignore screening when making Strafe attacks. Strafe counts as one attack for ROF.

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TRENCHER CANNON CREW

LEADER & GRUNTS

DIG IN (★ACTION) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

NON-STANDARDIZED WEAPONS – The leader is armed with a Cannon, Military Rifle, and Trench Knife. The grunts are armed with a Military Rifle and Trench Knife.

CANNON

LIGHT ARTILLERY – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

RANGE FINDER – While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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SWORD KNIGHTS

LEADER & GRUNTS

DEFENSIVE LINE – While this model is B2B with one or more models in this unit, it gains +2 ARM.

FLANK (CYGNAR WARJACK) – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the listed type, this model gains +2 to attack rolls and rolls an additional damage die.

PRECISION STRIKE – When this model damages a warjack or warbeast with a melee attack, you choose which column or branch suffers the damage.

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SWORD KNIGHT OFFICER & STANDARD
CYGNAR UNIT ATTACHMENT

OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	4	13	14	9	

BATTLE BLADE			
POW	P+S		
4	10		

STANDARD BEARER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	13	14	9	

OFFICER'S DAMAGE

PC 2 FA 1

RANGERS
CYGNAR UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	6	6	14	11	8	

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	-	11	

KNIFE			
POW	P+S		
2	7		

PC Leader and 5 Grunts 6 FA 2

STORMGUARD
CYGNAR STORM KNIGHT UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	12	15	9	

VOLTAIC HALBERD			
POW	P+S		
6	12		

PC Leader and 5 Grunts 6 FA 2
Leader and 9 Grunts 10

STORM LANCES
CYGNAR STORM KNIGHT CAVALRY UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8	6	7	5	13	17	9	

ELECTRICAL BOLT				
RNG	ROF	AOE	POW	
8	1	-	12	

ELECTRO LANCE			
POW	P+S		
7	13		

MOUNT	
POW	
10	

MODEL A'S DAMAGE

MODEL B'S DAMAGE

MODEL C'S DAMAGE

MODEL D'S DAMAGE

MODEL E'S DAMAGE

PC Leader and 2 Grunts 7 FA 1
Leader and 4 Grunts 11

SWORD KNIGHT OFFICER & STANDARD

OFFICER
DEFENSIVE LINE – While this model is B2B with one or more models in this unit, it gains +2 ARM.

DRIVE: PRONTO – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from Jack Marshal this turn.

FLANK [CYGNAR WARJACK] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the listed type, this model gains +2 to attack rolls and rolls an additional damage die.

GRANTED: PRACTICED MANEUVERS – While this model is in play, models in this unit gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when drawing LOS and can advance through other models in its unit if it has enough movement to move completely past their bases.)

PRECISION STRIKE – When this model damages a warjack or warbeast with a melee attack, you choose which column or branch suffers the damage.

STANDARD BEARER
DEFENSIVE LINE – See above.

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RANGERS

LEADER & GRUNTS
CAMOUFLAGE – This model gains an additional +2 DEF when benefiting from concealment or cover.

MARK TARGET – Other friendly Faction models gain +2 on ranged attack rolls against enemy models within 5" of this model.

PROWL – This model gains Stealth while within a terrain feature that provides concealment or the AOE of a spell providing concealment.

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STORMGUARD

LEADER & GRUNTS
ELECTRIC DISCHARGE – After all models in this unit have completed their actions, its leader can make one ranged attack if not in melee. The attack has base RNG 10, AOE 3, and POW 6. Add +1 POW for each model in this unit that hit an enemy model with a melee attack this activation. Damage from this attack is electrical.

RANKED ATTACKS – This model can ignore intervening models in its unit when drawing LOS.

VOLTAIC HALBERD
ELECTRO LEAP – After hitting a model with this weapon, lightning arcs and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.

SET DEFENSE – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

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STORM LANCES

LEADER & GRUNTS
ASSAULT (ORDER) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model must, if possible, make one ranged attack targeting the model charged. When resolving these ranged attacks, those models are not considered in melee with each other. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends. An affected model cannot target a model that it was in melee at the start of its activation with the ranged attack.

ELECTRICAL BOLT
ELECTRO LEAP – After hitting a model with this weapon, lightning arcs and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.

ELECTRICAL LANCE
BRUTAL CHARGE – This model gains +2 to this weapon's charge attack damage rolls.

ELECTRO LEAP – See above.

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BLACK 13TH GUN MAGE STRIKE TEAM
CYGNAR ARCANE TEMPEST CHARACTER UNIT

LYNCH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	12	9

MAGELOCK PISTOL			
RNG	ROF	AOE	POW
12	1	-	10

LYNCH'S DAMAGE

PC	Lynch, Ryan and Watts	5	FA C
----	-----------------------	---	---------

BLACK 13TH GUN MAGE STRIKE TEAM
CYGNAR ARCANE TEMPEST CHARACTER UNIT

RYAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	12	9

MAGELOCK PISTOL			
RNG	ROF	AOE	POW
12	1	-	10

RYAN'S DAMAGE

WATTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	12	9

WATTS' DAMAGE

MAGELOCK PISTOL			
RNG	ROF	AOE	POW
12	1	-	10

PC	Lynch, Ryan and Watts	5	FA C
----	-----------------------	---	---------

PRECURSOR KNIGHTS
CYGNAR MORROWAN ALLY UNIT

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	14	9

BLESSED MACE		
POW	P+S	
6	12	

PC Leader and 5 Grunts
Leader and 9 Grunts

5	8	FA 2
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PRECURSOR KNIGHT OFFICER & STANDARD
CYGNAR MORROWAN ALLY UNIT ATTACHMENT

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	13	14	9

BLESSED MACE		
POW	P+S	
6	12	

OFFICER'S DAMAGE

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	14	9

PC	2	FA 1
----	---	---------

BLACK 13TH GUN MAGE STRIKE TEAM

LYNCH

ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:

- BLACK PENNY** – This attack ignores concealment, screening, and the firing into melee penalty.
- BRUTAL SHOT** – Roll an additional die on the damage roll against a model directly hit.
- FIRE BEACON** – This attack becomes AOE 5, POW -. While a model is within the AOE, it loses Camouflage and Stealth, and models can ignore cloud effects when drawing LOS to it. The AOE lasts for one turn.
- LONG SHOT** – This attack gains +4" RNG.

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BLACK 13TH GUN MAGE STRIKE TEAM

RYAN

ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:

- BLACK PENNY** – This attack ignores concealment, screening, and the firing into melee penalty.
- BRUTAL SHOT** – Roll an additional die on the damage roll against a model directly hit.
- LONG SHOT** – This attack gains +4" RNG.

CHAIN ATTACK: MAGE STORM – If this model hits the same model with both initial ranged attacks, after resolving the attacks it can immediately make an additional ranged attack against that model regardless of ROF. Do not choose an Attack Type for this attack. If the attack hits, instead of dealing damage normally, center a 4" AOE cloud effect on the model hit. Models in the AOE when it is placed, entering it, or ending their activation in it suffer a POW 12 magical damage roll. This model does not suffer damage from Mage Storm. The cloud effect remains in play for one round.

WATTS

ATTACK TYPE – See above.

- BLACK PENNY** – See above.
- BRUTAL SHOT** – See above.
- LONG SHOT** – See above.

GRANTED: PROWL – While this model is in play, models in its unit gain Prowl. (While within a terrain feature that provides concealment, the AOE of a spell providing concealment, or the AOE of a cloud effect, a model with Prowl gains Stealth.)

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PRECURSOR KNIGHTS

ANIMOSITY [Thamarite] – This unit cannot be included in an army that includes one or more models of the listed types.

LEADER & GRUNTS

SHIELD WALL (ORDER) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

BLESSED MACE

BLESSED – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

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PRECURSOR KNIGHT OFFICER & STANDARD

OFFICER

MORROW'S NAME – Once per game during this unit's activation, this model can use Morrow's Name. Models in this unit in formation roll an additional die on melee damage rolls this activation.

TACTICS: KNEEL – Models in this unit gain Kneel. (Friendly Faction models can ignore this model when determining LOS).

BLESSED MACE

BLESSED – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

STANDARD BEARER

HEAL (*ACTION) – Select a friendly living model B2B with this model. That model heals d3 damage points.

PURITY – While this model is in formation, models in this unit cannot be targeted by enemy spells.

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