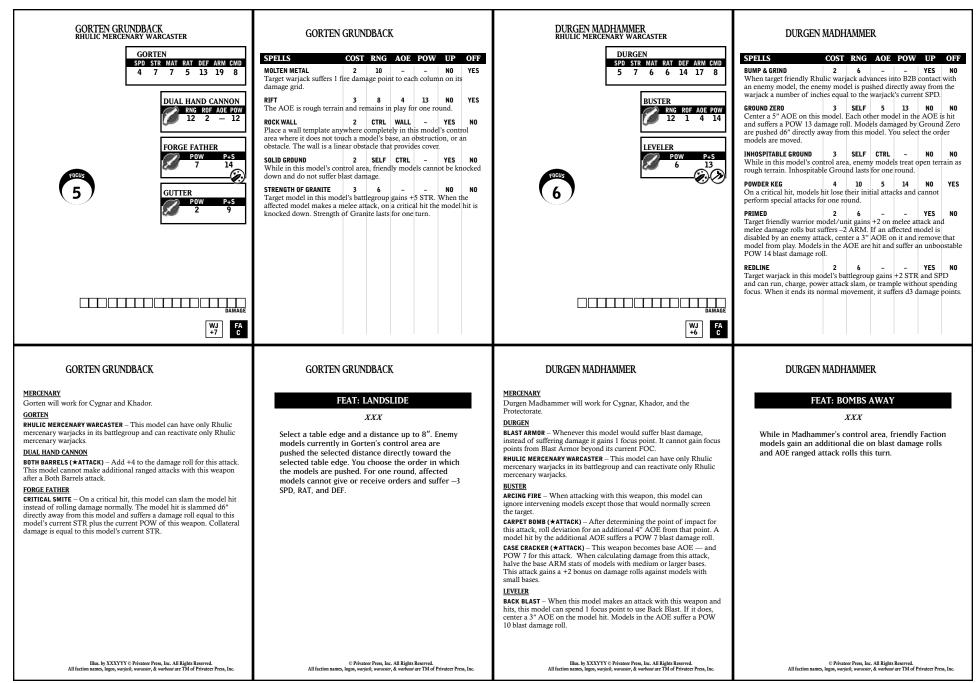


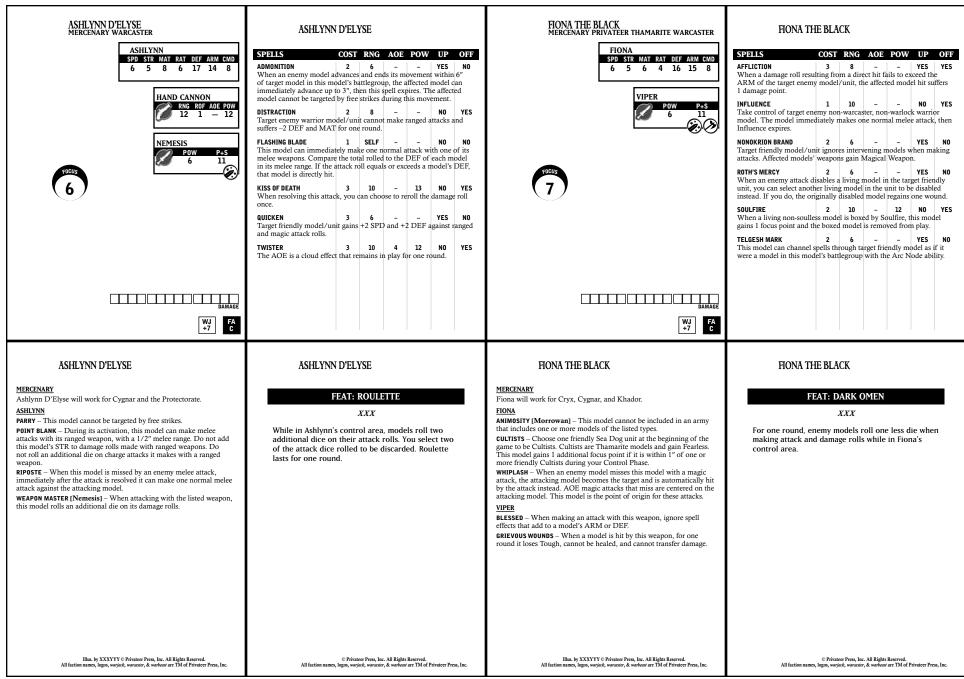
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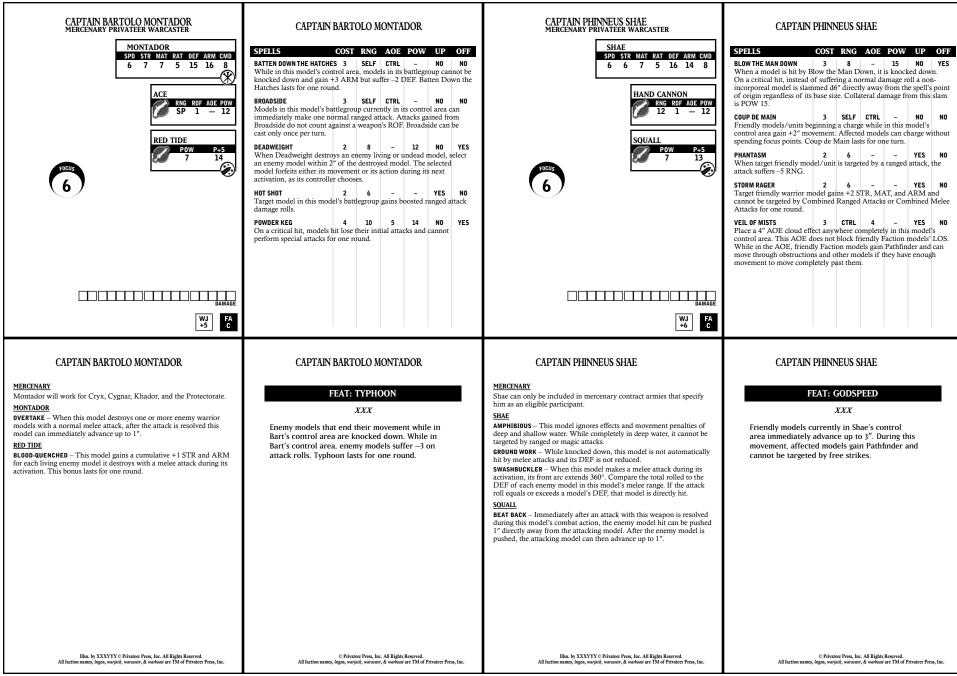
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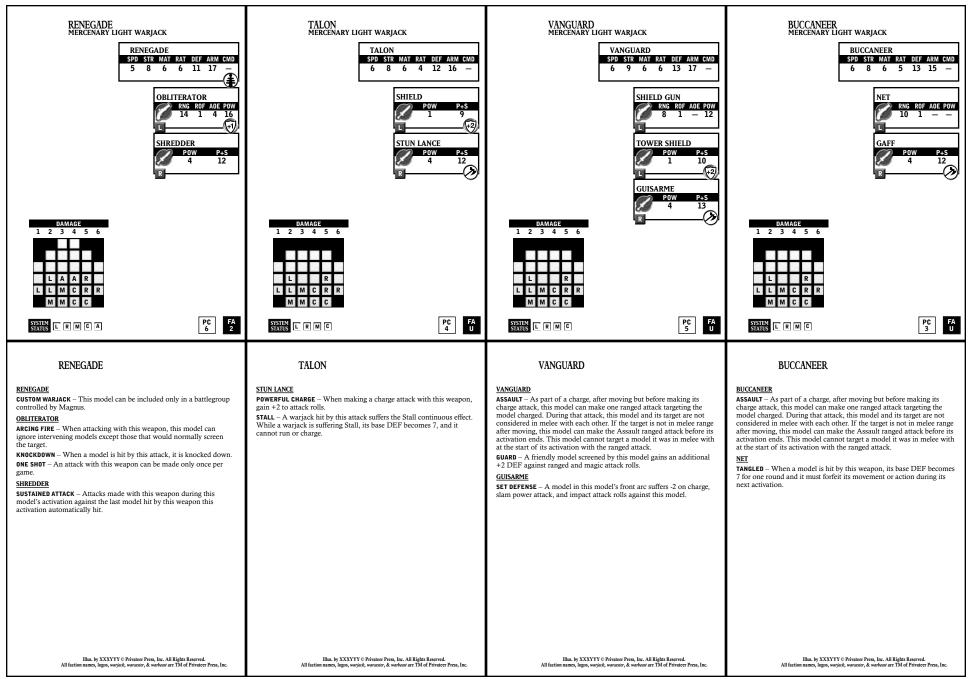






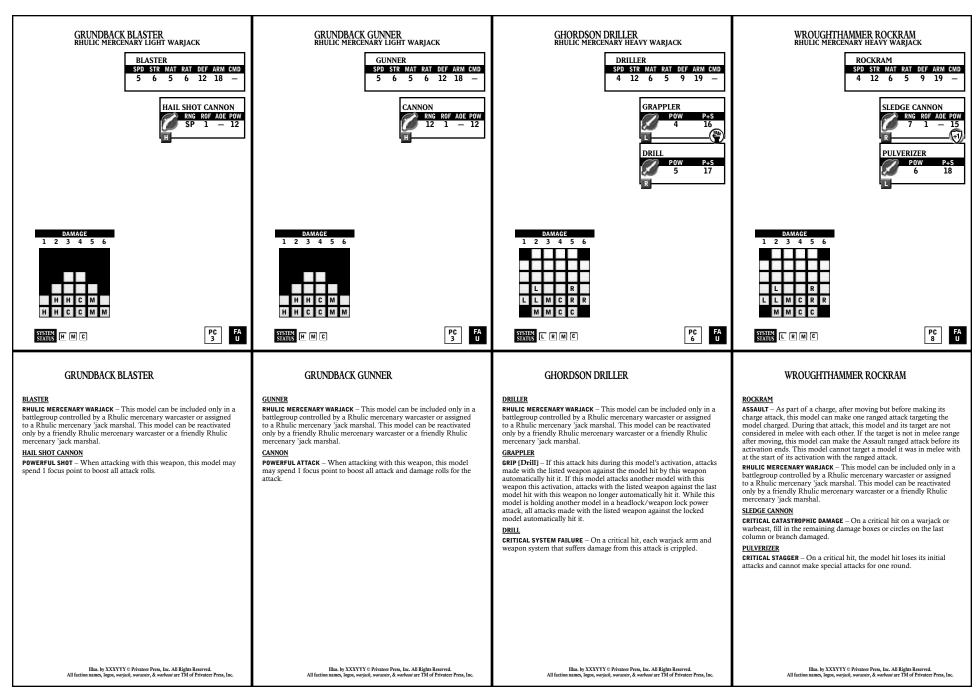
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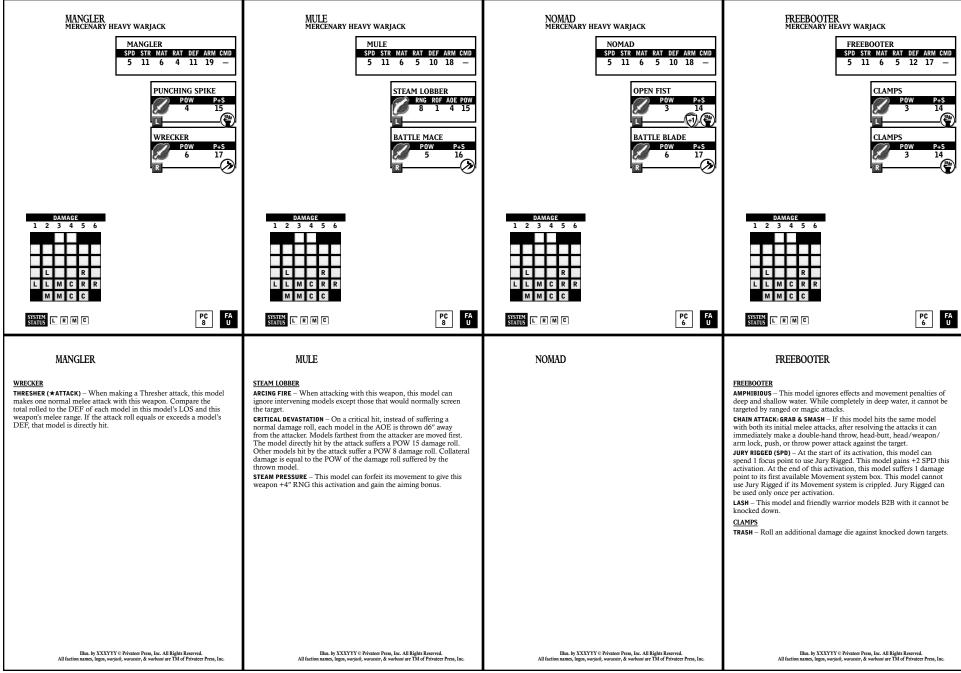
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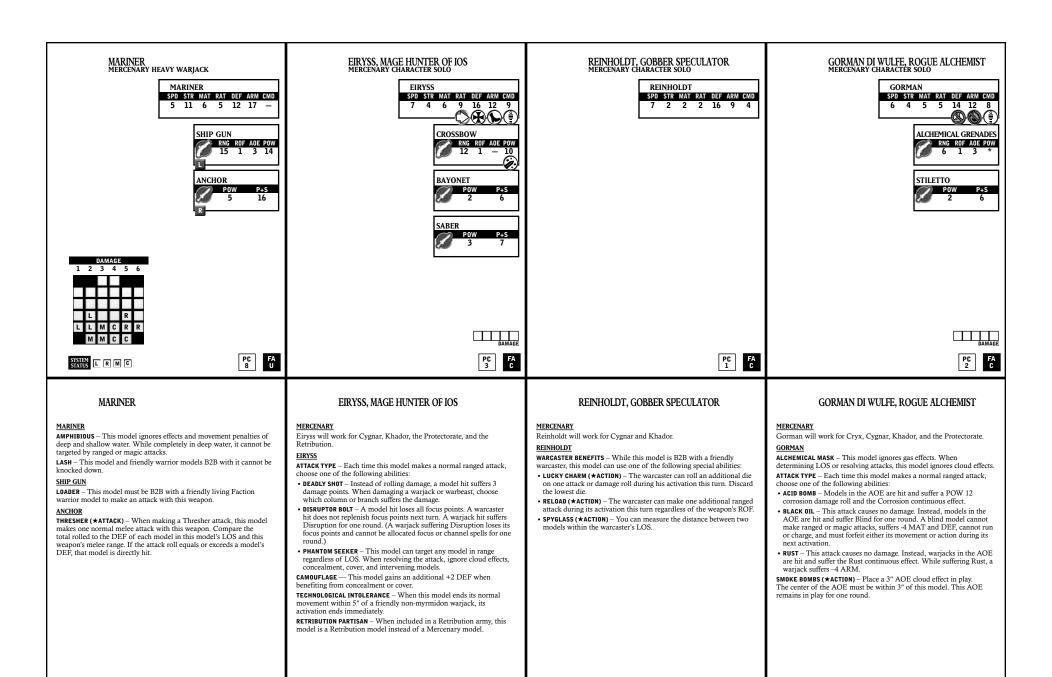






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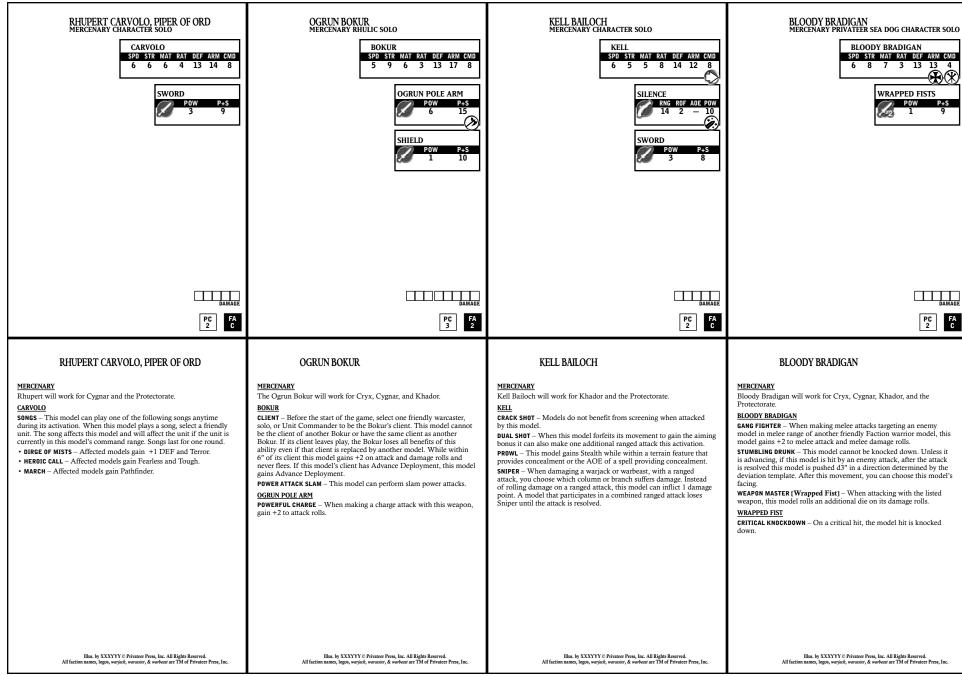
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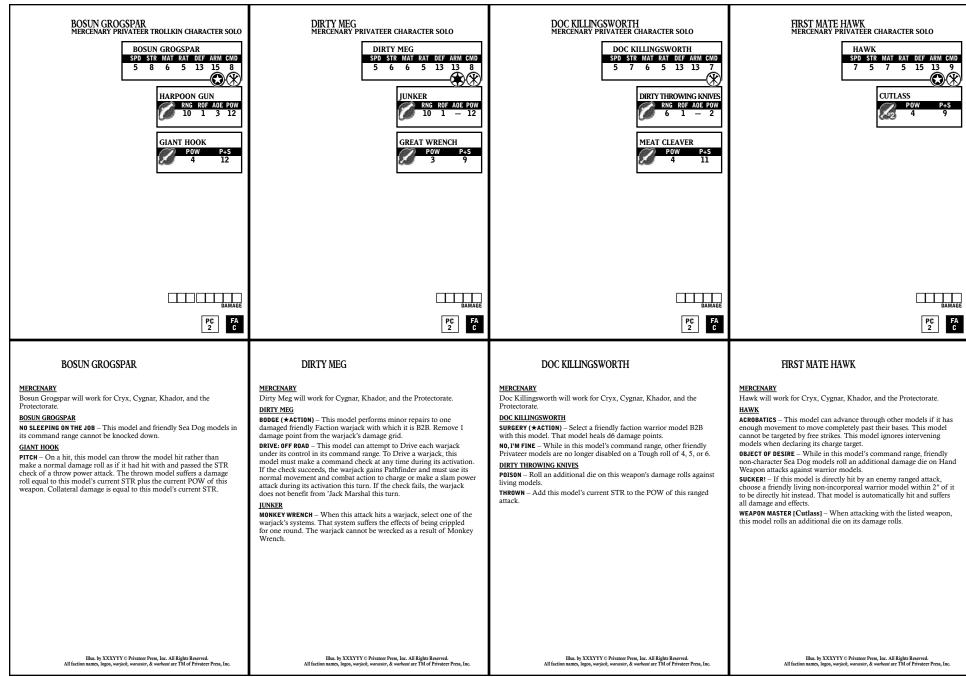
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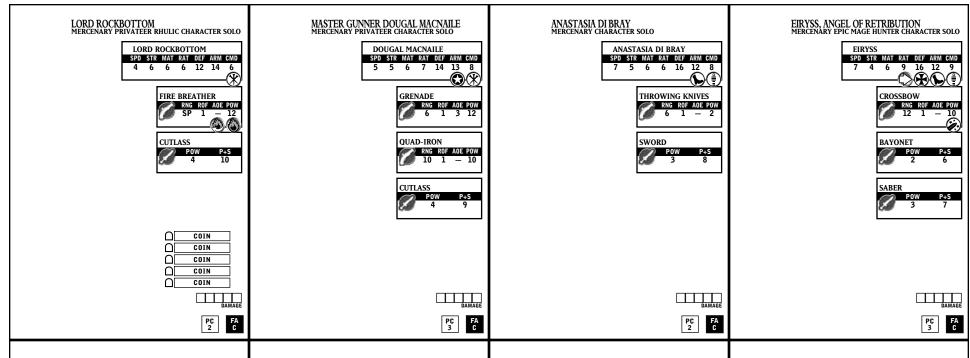
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## LORD ROCKBOTTOM

# MERCENARY

Lord Rockbottom will work for Cryx, Cygnar, Khador, and the Protectorate

# LORD ROCKBOTTOM

BOUGHT LOYALTY – When a friendly Faction model/unit fails a CMD check in this model's command range, you can mark one of the five coin boxes on this model's card to cause the model/unit to pass the failed check.

**COIN** – This model gains +1 CMD for each unmarked coin box on its card.

PAY MASTER – During this model's activation, you can mark one or more coin boxes on its card. For each coin box you mark, select one friendly Sea Dog unit. If the selected unit is not in this model's command range, nothing happens. If the selected unit is in this model's command range, it is affected by one of the following incentives. Choose which Incentive affects the unit. A Sea Dog unit can be affected by an incentive only once per turn. When all five boxes have been marked, this model losses this ability for the rest of the game.

- MONEY SHOT Affected models gain +2 to ranged attack and damage rolls for one round.
- PAY DAY Affected models gain boosted melee attack rolls. When an affected model destroys an enemy model with a normal melee attack, immediately after the attack is resolved the affected model can advance up to 1". Pay Day lasts for one turn.
- WALK IT OFF Affected models gain Tough for one round.

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## MASTER GUNNER DOUGAL MACNAILE

## MERCENARY

Dougal MacNaile will work for Cryx, Cygnar, Khador, and the Protectorate

# DOUGAL MACNAILE

ARTILLERIST (\*ACTION) – Choose a friendly Faction model. While in this model's command range, the chosen model gains +2 on AOE ranged attack rolls. When the chosen model's AOE ranged attacks deviate, it can reroll the direction and/or distance of deviation. Artillerist lasts for one turn.

DOUBLE POWDER RATION – Once per game during its activation, this model can use Double Powder Ration. Ranged attacks made by friendly Faction warjacks while in this model's command range gain +2 RNG and +2 on ranged attack damage rolls for one turn.

FIELD OFFICER – If this model is included in an army, you can include one additional Sea Dog Deck Gun Crew unit over their FA.

HIT THE DECK! – This model cannot be hit by AOE attacks. If it would be hit, it is instead knocked down. While this model is knocked down, ranged attacks targeting it automatically miss.

### GRENADE

**CUMBERSOME** – If this model attacks with this weapon during its activation, it cannot attack with another weapon this activation.

### QUAD-IRON

MULTI-FIRE (★ATTACK) — On a hit, after resolving the attack this model can immediately make one additional attack with this weapon targeting the last model hit or another model within 2" of the last model hit, ignoring ROF. This model can make up to three Multi-Fire attacks during its activation.

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## ANASTASIA DI BRAY

## MERCENARY

Anastasia di Bray will work for Cygnar and the Protectorate.

### ANASTASIA DI BRAY

AMBUSH – You can put this model/unit into play during any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place the models in formation within 3" of the chosen table edge. They gain a +2 bonus to attack rolls the turn they are put into play but cannot gain the aiming bonus.

ESPIONAGE (\*ACTION) – Select an enemy warcaster/warlock. If it is not within 5" of this model, nothing happens. If it is within 5", friendly models/units in this model's command range can immediately make a full advance and a normal attack.

**INTELLIGENCE** – You gain a +1 bonus on the starting roll to determine the order of deployment and play.

PARRY - This model cannot be targeted by free strikes.

## THROWING KNIVES

THROWN – Add this model's current STR to the POW of this ranged

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## EIRYSS. ANGEL OF RETRIBUTION

## MERCENARY

Eiryss will work for Cygnar, Khador, the Protectorate, and the Retribution

### FIRYSS

ARCANE INTERFERENCE – When this model hits another model with an attack, upkeep spells and animi on that model expire and it loses the focus points on it. When this model hits a warjack with an attack, that warjack suffers Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

**CAMOUFLAGE** — This model gains an additional +2 DEF when benefiting from concealment or cover.

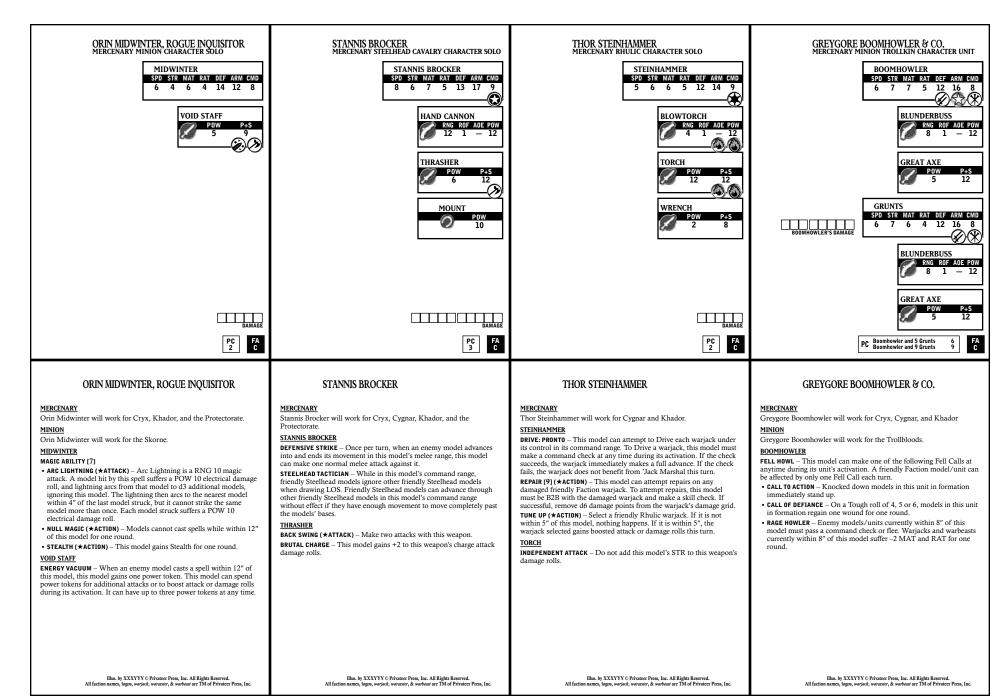
**RETRIBUTION PARTISAN** – When included in a Retribution army, this model is a Retribution model instead of a Mercenary model.

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 I damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

**TECHNOLOGICAL INTERFERENCE** – While within 5" of this model, non-myrmidon warjacks cannot channel spells or be allocated focus.

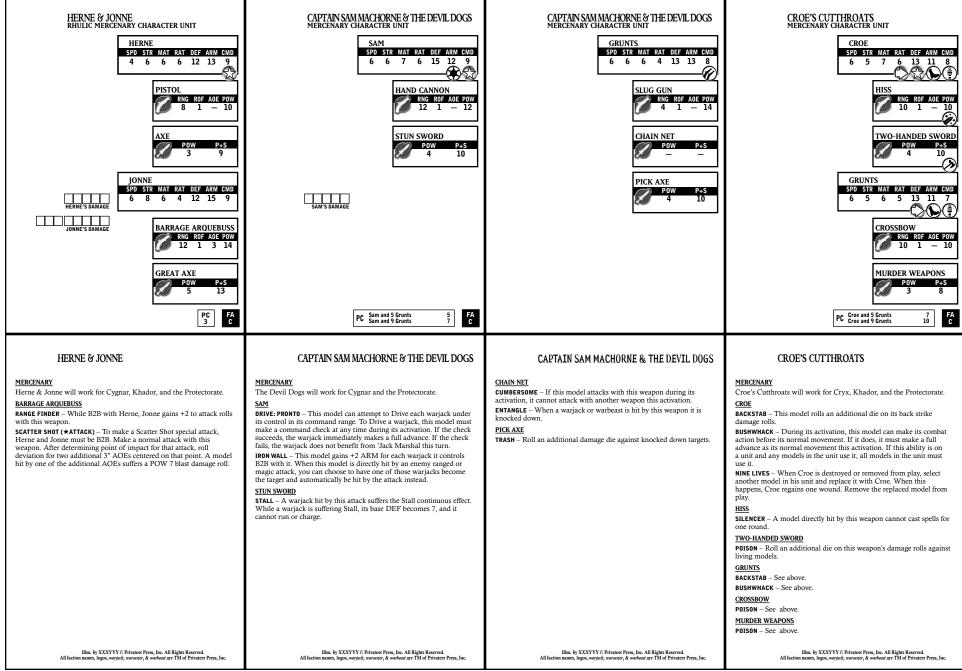
WHIPLASH – When an enemy model misses this model with a magic attack, the attacking model becomes the target and is automatically hit by the attack instead. AOE magic attacks that miss are centered on the attacking model. This model is the point of origin for these attacks.





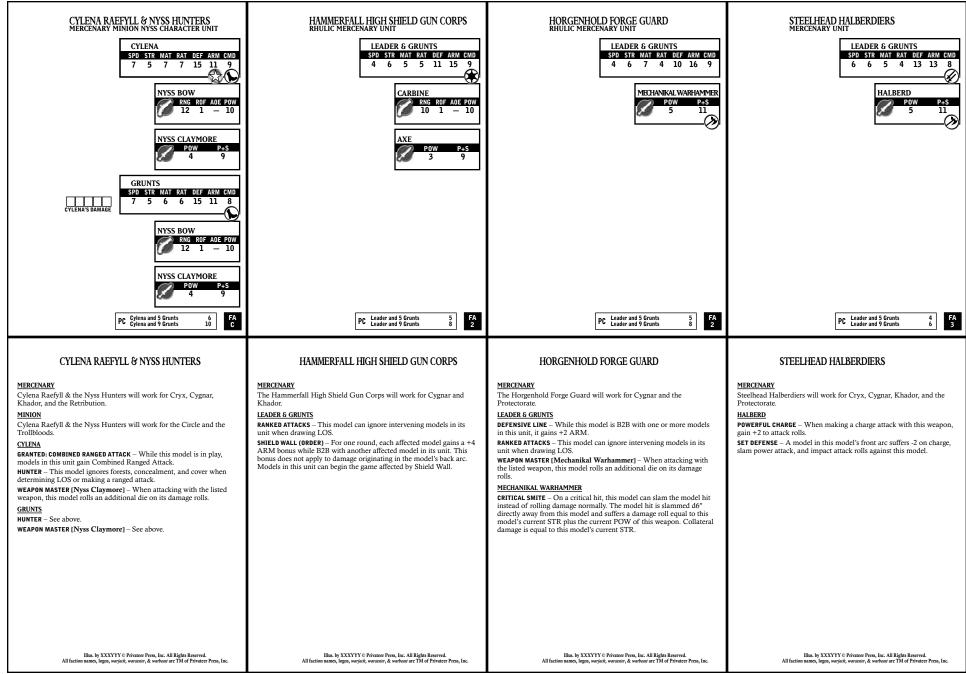
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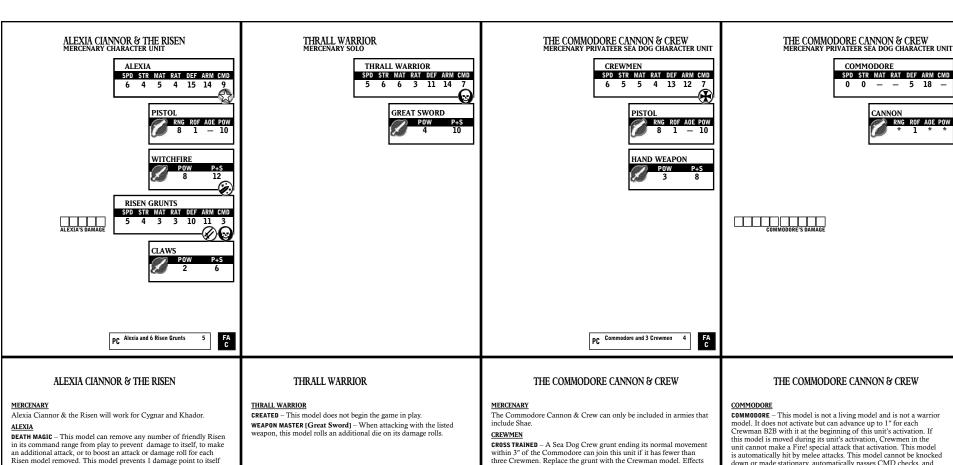












for each Risen model removed.

GRANTED: SPELL WARD - While this model is in play, models in its unit gain Spell Ward. (A model with Spell Ward cannot be targeted by spells.)

# MAGIC ABILITY [8]

- CRAFT THRALL RUNE (\*ACTION) Select a Risen in this unit and replace it with a Thrall Warrior. The Risen model is removed from
- PARALYTIC FEAR (★ATTACK) Paralytic Fear is a RNG 10, POW 12 magic attack. When a living model/unit is hit by Paralytic Fear it makes a command check. If it fails, affected models must forfeit their movement during their next activation
- STRENGTH OF DEATH (★ACTION) Risen models in this unit gain boosted attack and damage rolls this turn.

RAISE DEAD - When a living model within 12" of it is destroyed, this model gains one corpse token. During your next Control Phase, remove all cornse tokens from this model and add one Risen model to this unit for each corpse token removed. Risen models must be placed in formation completely in this model's command range. This unit cannot have more than 20 Risen models in play at a time.

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on the replaced grunt are applied to the new Crewman, except for upkeep spells on the grunt's unit. Sea Dog Crew grunts replaced in this way do not count toward Massive Casualties in their original unit. FIRE! (\*ATTACK) - This model must be B2B with the Commodore and not engaged to make a Fire! special action. Only one model in this unit can make a Fire! special action each activation. This model makes a ranged attack with the Commodore. Both models must have LOS to the target, but this model ignores the Commodore when determining this LOS. This model cannot gain the aiming bonus, and the RNG

GUNNERY (★ACTION) - This model must be within 2" of the Commodore to make the Gunnery special action. A model attacking with the Commodore this activation gains a cumulative +2 on its attack roll

and all modifiers are based on the Commodore

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down or made stationary, automatically passes CMD checks, and never flees.

FOCAL POINT - This model's unit has no Unit Commander. Models in this model's unit within 8" of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must move toward this model. When an out-of-formation model in this model's unit advances outside of its normal movement, it must advance toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

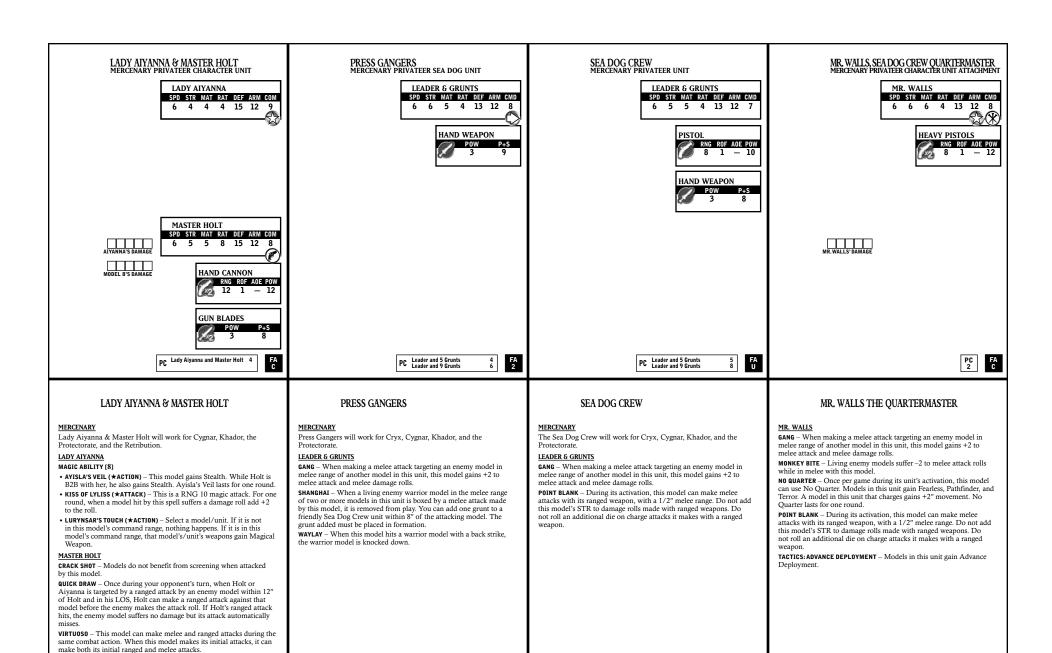
AMMO TYPE - Each time this weapon is used to make an attack, choose one of the following abilities:

- CANISTER SHOT This weapon's base stats become RNG SP, AOE -, and POW 20. When resolving this attack, the firing model gains +2 to attack rolls
- CANNON BALL This weapon's base stats become RNG 20, AOE -, and POW 16. Regardless of its base size, a model directly hit is slammed d6" directly away from the Commodore. Collateral damage is equal to the Commodore's POW. If the model directly hit cannot be slammed, it suffers a ranged damage roll equal to the Commodore's POW.
- INCENDIARY SHOT This weapon's base stats become RNG 16. AOE 4, and POW 12. This attack causes fire damage. Models hit suffer the Fire continuous effect.

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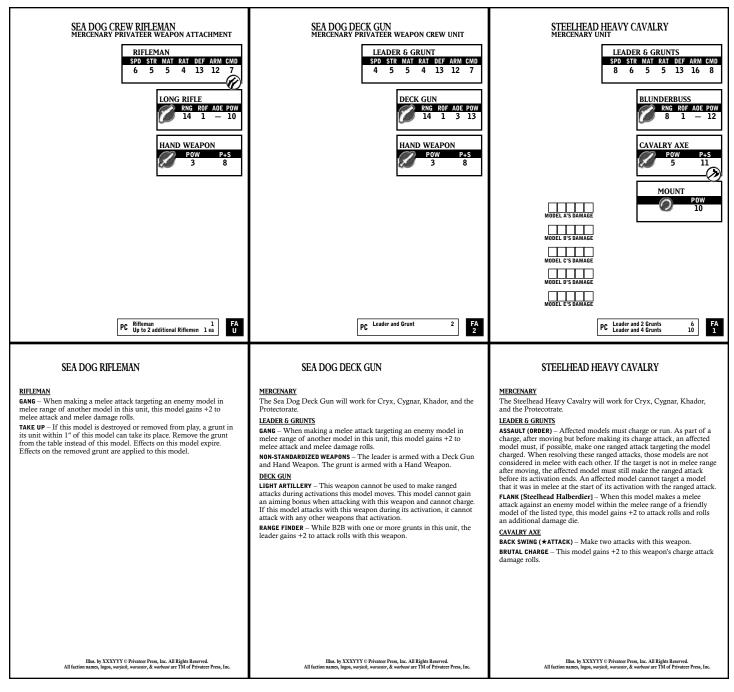
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