

**MAGNUS THE TRAITOR**  
MERCENARY WARCASTER

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

SCATTERGUN			
RNG	ROF	AOE	POW
SP	1	-	12

FOECLEAVER		
POW	P+S	
7	13	

MECHANIKAL ARM		
POW	P+S	
5	11	



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DAMAGE  
WJ +7 FA C

**MAGNUS THE TRAITOR**

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>ARCANE BOLT</b> Magical bolts of energy streak toward the target model.	2	12	-	11	NO	YES
<b>BLUR</b> Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.	2	6	-	-	YES	NO
<b>IRON AGGRESSION</b> Target friendly warjack gains +2 to melee attack rolls and can charge or perform power attacks without spending focus.	2	6	-	-	YES	NO
<b>OBLITERATION</b> The earth itself is blasted apart by the force of this attack.	4	10	4	15	NO	YES
<b>TEMPER METAL</b> Target friendly warjack gains +2 ARM and is immune to continuous effects.	2	6	-	-	YES	NO

**MAGNUS THE WARLORD**  
MERCENARY EPIC WARCASTER

MAGNUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	14	17	8	

SCATTERGUN			
RNG	ROF	AOE	POW
SP	1	-	12

FOECLEAVER X		
POW	P+S	
7	13	

MECHANIKAL ARM		
POW	P+S	
5	11	



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DAMAGE  
WJ +6 FA C

**MAGNUS THE WARLORD**

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>BULLET DODGER</b> Target friendly model gains +2 DEF against ranged attack rolls and Dodge. When a model with Dodge is missed by an enemy attack, immediately after the attack is resolved it can advance up to 2" unless it was missed while advancing. This model cannot be targeted by free strikes during this movement.	2	6	-	-	YES	NO
<b>CALAMITY</b> Friendly models gain +2 to their attack and damage rolls against target enemy model/unit.	3	8	-	-	YES	YES
<b>CONVECTION</b> When this spell destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup in its control area.	2	10	-	12	NO	YES
<b>MOBILITY</b> Models in this model's battlegroup currently in its control area gain +2 SPD and Pathfinder for one turn.	2	SELF	CTRL	-	NO	NO
<b>OBLITERATION</b> The earth itself is blasted apart by the force of this attack.	4	10	4	15	NO	YES

**MAGNUS THE TRAITOR**

**MERCENARY**  
Magnus the Traitor will work for Cryx, Khador, and the Protectorate.

**MAGNUS**  
**BACKSTAB** – This model rolls an additional die on its back strike damage rolls.  
**FEIGN DEATH** – This model cannot be targeted by ranged or magic attacks while knocked down.  
**FOECLEAVER**  
**POWERFUL ATTACK** – When attacking with this weapon, this model may spend 1 focus point to boost all attack and damage rolls for the attack.  
**MECHANIKAL ARM**  
**KNOCKDOWN** – When a model is hit by this attack, it is knocked down.

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**MAGNUS THE TRAITOR**

**FEAT: HIT AND RUN**  
XXX  
Models in Magnus' battlegroup currently in his control area can make a full advance or run after all friendly models have completed their activations this turn. During this movement models cannot be targeted by free strikes.

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**MAGNUS THE WARLORD**

**MERCENARY**  
Magnus the Warlord will work for Cryx, Khador, and the Protectorate.

**MAGNUS**  
**BACKSTAB** – This model rolls an additional die on its back strike damage rolls.  
**SKORNE MINION WARCASTER** – If you can have two or more warlocks in your army, Magnus and warjacks in his battlegroup can take the place of a Skorne warlock. Magnus counts toward the maximum number of warlocks allowed in an army and counts as a warlock for field allowances.  
**WARJACK BOND** – One non-character warjack in Magnus' battlegroup can begin the game bonded to him. The warjack gains +2 to melee attack rolls and rolls an additional die on its back strike damage rolls.  
**FOECLEAVER X**  
**ARMOR PIERCING (★ATTACK)** – When calculating damage from this attack, halve the base ARM stats of targets with medium or larger bases. This attack gains a +2 bonus on damage rolls against models with small bases.  
**POWERFUL ATTACK** – When attacking with this weapon, this model may spend 1 focus point to boost all attack and damage rolls for the attack.  
**MECHANIKAL ARM**  
**KNOCKDOWN** – When a model is hit by this attack, it is knocked down.

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**MAGNUS THE WARLORD**

**FEAT: KILL BOX**  
XXX  
Select two table edges. Enemy models currently in Magnus' control area cannot advance toward those table edges for one round.

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**GORTEN GRUNDBACK**  
RHULIC MERCENARY WARCASTER

GORTEN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	7	7	5	13	19	8	

DUAL HAND CANNON				
RNG	ROF	AOE	POW	
12	2	-	12	

FORGE FATHER			
POW	P+S		
7	14		

GUTTER			
POW	P+S		
2	9		



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DAMAGE																			

WJ	FA
+7	C

**GORTEN GRUNDBACK**

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>MOLTEN METAL</b> Target warjack suffers 1 fire damage point to each column on its damage grid.	2	10	-	-	NO	YES
<b>RIFT</b> The AOE is rough terrain and remains in play for one round.	3	8	4	13	NO	YES
<b>ROCK WALL</b> Place a wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. The wall is a linear obstacle that provides cover.	2	CTRL	WALL	-	YES	NO
<b>SOLID GROUND</b> While in this model's control area, friendly models cannot be knocked down and do not suffer blast damage.	2	SELF	CTRL	-	YES	NO
<b>STRENGTH OF GRANITE</b> Target model in this model's battlegroup gains +5 STR. When the affected model makes a melee attack, on a critical hit the model hit is knocked down. Strength of Granite lasts for one turn.	3	6	-	-	NO	NO

**DURGEN MADHAMMER**  
RHULIC MERCENARY WARCASTER

DURGEN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	6	14	17	8	

BUSTER				
RNG	ROF	AOE	POW	
12	1	4	14	

LEVELER			
POW	P+S		
6	13		



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DAMAGE																			

WJ	FA
+6	C

**DURGEN MADHAMMER**

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>BUMP &amp; GRIND</b> When target friendly Rhulic warjack advances into B2B contact with an enemy model, the enemy model is pushed directly away from the warjack a number of inches equal to the warjack's current SPD.	2	6	-	-	YES	NO
<b>GROUND ZERO</b> Center a 5" AOE on this model. Each other model in the AOE is hit and suffers a POW 13 damage roll. Models damaged by Ground Zero are pushed d6" directly away from this model. You select the order models are moved.	3	SELF	5	13	NO	NO
<b>INHOSPITABLE GROUND</b> While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.	3	SELF	CTRL	-	NO	NO
<b>POWDER KEG</b> On a critical hit, models hit lose their initial attacks and cannot perform special attacks for one round.	4	10	5	14	NO	YES
<b>PRIMED</b> Target friendly warrior model/unit gains +2 on melee attack and melee damage rolls but suffers -2 ARM. If an affected model is disabled by an enemy attack, center a 3" AOE on it and remove that model from play. Models in the AOE are hit and suffer an unboostable POW 14 blast damage roll.	2	6	-	-	YES	NO
<b>REDLINE</b> Target warjack in this model's battlegroup gains +2 STR and SPD and can run, charge, power attack slam, or trample without spending focus. When it ends its normal movement, it suffers d3 damage points.	2	6	-	-	YES	NO

**GORTEN GRUNDBACK**

**MERCENARY**  
Gorten will work for Cygnar and Khador.

**GORTEN**  
**RHULIC MERCENARY WARCASTER** – This model can have only Rhulic mercenary warjacks in its battlegroup and can reactivate only Rhulic mercenary warjacks.

**DUAL HAND CANNON**  
**BOTH BARRELS (★ATTACK)** – Add +4 to the damage roll for this attack. This model cannot make additional ranged attacks with this weapon after a Both Barrels attack.

**FORGE FATHER**  
**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.

**GORTEN GRUNDBACK**

**FEAT: LANDSLIDE**

XXX

Select a table edge and a distance up to 8". Enemy models currently in Gorten's control area are pushed the selected distance directly toward the selected table edge. You choose the order in which the models are pushed. For one round, affected models cannot give or receive orders and suffer -3 SPD, RAT, and DEF.

**DURGEN MADHAMMER**

**MERCENARY**  
Durgen Madhammer will work for Cygnar, Khador, and the Protectorate.

**DURGEN**  
**BLAST ARMOR** – Whenever this model would suffer blast damage, instead of suffering damage it gains 1 focus point. It cannot gain focus points from Blast Armor beyond its current FOC.  
**RHULIC MERCENARY WARCASTER** – This model can have only Rhulic mercenary warjacks in its battlegroup and can reactivate only Rhulic mercenary warjacks.

**BUSTER**  
**ARCING FIRE** – When attacking with this weapon, this model can ignore intervening models except those that would normally screen the target.  
**CARPET BOMB (★ATTACK)** – After determining the point of impact for this attack, roll deviation for an additional 4" AOE from that point. A model hit by the additional AOE suffers a POW 7 blast damage roll.  
**CASE CRACKER (★ATTACK)** – This weapon becomes base AOE — and POW 7 for this attack. When calculating damage from this attack, halve the base ARM stats of models with medium or larger bases. This attack gains a +2 bonus on damage rolls against models with small bases.

**LEVELER**  
**BACK BLAST** – When this model makes an attack with this weapon and hits, this model can spend 1 focus point to use Back Blast. If it does, center a 3" AOE on the model hit. Models in the AOE suffer a POW 10 blast damage roll.

**DURGEN MADHAMMER**

**FEAT: BOMBS AWAY**

XXX

While in Madhammer's control area, friendly Faction models gain an additional die on blast damage rolls and AOE ranged attack rolls this turn.

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**ASHLYNN D'ELYSE**  
MERCENARY WARCASTER

ASHLYNN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	8	6	17	14	8	

HAND CANNON			
RNG	ROF	AOE	POW
12	1	-	12

NEMESIS			
POW	P+S		
6	11		



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DAMAGE



**ASHLYNN D'ELYSE**

SPELLS	COST	RNG	AOE	POW	UP	OFF
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**ADMONITION** 2 6 - - YES NO  
When an enemy model advances and ends its movement within 6" of target model in this model's battleground, the affected model can immediately advance up to 3", then this spell expires. The affected model cannot be targeted by free strikes during this movement.

**DISTRACTION** 2 8 - - NO YES  
Target enemy warrior model/unit cannot make ranged attacks and suffers -2 DEF and MAT for one round.

**FLASHING BLADE** 1 SELF - - NO NO  
This model can immediately make one normal attack with one of its melee weapons. Compare the total rolled to the DEF of each model in its melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

**KISS OF DEATH** 3 10 - 13 NO YES  
When resolving this attack, you can choose to reroll the damage roll once.

**QUICKEN** 3 6 - - YES NO  
Target friendly model/unit gains +2 SPD and +2 DEF against ranged and magic attack rolls.

**TWISTER** 3 10 4 12 NO YES  
The AOE is a cloud effect that remains in play for one round.

**FIONA THE BLACK**  
MERCENARY PRIVATEER THAMARITE WARCASTER

FIONA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	6	4	16	15	8	

VIPER			
POW	P+S		
6	11		



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DAMAGE



**FIONA THE BLACK**

SPELLS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

**AFFLICTION** 3 8 - - YES YES  
When a damage roll resulting from a direct hit fails to exceed the ARM of the target enemy model/unit, the affected model hit suffers 1 damage point.

**INFLUENCE** 1 10 - - NO YES  
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.

**NONOKRION BRAND** 2 6 - - YES NO  
Target friendly model/unit ignores intervening models when making attacks. Affected models' weapons gain Magical Weapon.

**ROTH'S MERCY** 2 6 - - YES NO  
When an enemy attack disables a living model in the target friendly unit, you can select another living model in the unit to be disabled instead. If you do, the originally disabled model regains one wound.

**SOULFIRE** 2 10 - 12 NO YES  
When a living non-soulless model is boxed by Soulfire, this model gains 1 focus point and the boxed model is removed from play.

**TELGESH MARK** 2 6 - - YES NO  
This model can channel spells through target friendly model as if it were a model in this model's battleground with the Arc Node ability.

**ASHLYNN D'ELYSE**

**MERCENARY**

Ashlynn D'Elyse will work for Cygnar and the Protectorate.

**ASHLYNN**

**PARRY** - This model cannot be targeted by free strikes.

**POINT BLANK** - During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Do not roll an additional die on charge attacks it makes with a ranged weapon.

**RIPOSTE** - When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.

**WEAPON MASTER [Nemesis]** - When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

**ASHLYNN D'ELYSE**

**FEAT: ROULETTE**

XXX

While in Ashlynn's control area, models roll two additional dice on their attack rolls. You select two of the attack dice rolled to be discarded. Roulette lasts for one round.

**FIONA THE BLACK**

**MERCENARY**

Fiona will work for Cryx, Cygnar, and Khador.

**FIONA**

**ANIMOSITY [Morrowan]** - This model cannot be included in an army that includes one or more models of the listed types.

**CULTISTS** - Choose one friendly Sea Dog unit at the beginning of the game to be Cultists. Cultists are Thamarite models and gain Fearless. This model gains 1 additional focus point if it is within 1" of one or more friendly Cultists during your Control Phase.

**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.

**VIPER**

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

**GRIEVOUS WOUNDS** - When a model is hit by this weapon, for one round it loses Tough, cannot be healed, and cannot transfer damage.

**FIONA THE BLACK**

**FEAT: DARK OMEN**

XXX

For one round, enemy models roll one less die when making attack and damage rolls while in Fiona's control area.

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**CAPTAIN BARTOLO MONTADOR**  
MERCENARY PRIVATEER WARCASTER

MONTADOR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	7	5	15	16	8	

ACE				
RNG	ROF	AOE	POW	
SP	1	-	12	

RED TIDE			
POW	P+S		
7	14		



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DAMAGE																			

WJ	FA
+5	C

**CAPTAIN BARTOLO MONTADOR**

**SPELLS COST RNG AOE POW UP OFF**

**BATTEN DOWN THE HATCHES** 3 SELF CTRL - NO NO  
While in this model's control area, models in its battlegroup cannot be knocked down and gain +3 ARM but suffer -2 DEF. Batten Down the Hatches lasts for one round.

**BROADSIDE** 3 SELF CTRL - NO NO  
Models in this model's battlegroup currently in its control area can immediately make one normal ranged attack. Attacks gained from Broadside do not count against a weapon's ROF. Broadside can be cast only once per turn.

**DEADWEIGHT** 2 8 - 12 NO YES  
When Deadweight destroys an enemy living or undead model, select an enemy model within 2" of the destroyed model. The selected model forfeits either its movement or its action during its next activation, as its controller chooses.

**HOT SHOT** 2 6 - - YES NO  
Target model in this model's battlegroup gains boosted ranged attack damage rolls.

**POWDER KEG** 4 10 5 14 NO YES  
On a critical hit, models hit lose their initial attacks and cannot perform special attacks for one round.

**CAPTAIN PHINNEUS SHAE**  
MERCENARY PRIVATEER WARCASTER

SHAE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	5	16	14	8	

HAND CANNON				
RNG	ROF	AOE	POW	
12	1	-	12	

SQUALL			
POW	P+S		
7	13		



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DAMAGE																			

WJ	FA
+6	C

**CAPTAIN PHINNEUS SHAE**

**SPELLS COST RNG AOE POW UP OFF**

**BLOW THE MAN DOWN** 3 8 - 15 NO YES  
When a model is hit by Blow the Man Down, it is knocked down. On a critical hit, instead of suffering a normal damage roll a non-incorporeal model is slammed d6" directly away from the spell's point of origin regardless of its base size. Collateral damage from this slam is POW 15.

**COUP DE MAIN** 3 SELF CTRL - NO NO  
Friendly models/units beginning a charge while in this model's control area gain +2" movement. Affected models can charge without spending focus points. Coup de Main lasts for one turn.

**PHANTASM** 2 6 - - YES NO  
When target friendly model/unit is targeted by a ranged attack, the attack suffers -5 RNG.

**STORM RAGER** 2 6 - - YES NO  
Target friendly warrior model gains +2 STR, MAT, and ARM and cannot be targeted by Combined Ranged Attacks or Combined Melee Attacks for one round.

**VEIL OF MISTS** 3 CTRL 4 - YES NO  
Place a 4" AOE cloud effect anywhere completely in this model's control area. This AOE does not block friendly Faction models' LOS. While in the AOE, friendly Faction models gain Pathfinder and can move through obstructions and other models if they have enough movement to move completely past them.

**CAPTAIN BARTOLO MONTADOR**

**MERCENARY**

Montador will work for Cryx, Cygnar, Khador, and the Protectorate.

**MONTADOR**

**OVERTAKE** - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

**RED TIDE**

**BLOOD-QUENCHED** - This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

**CAPTAIN BARTOLO MONTADOR**

**FEAT: TYPHOON**

XXX

Enemy models that end their movement while in Bart's control area are knocked down. While in Bart's control area, enemy models suffer -3 on attack rolls. Typhoon lasts for one round.

**CAPTAIN PHINNEUS SHAE**

**MERCENARY**

Shae can only be included in mercenary contract armies that specify him as an eligible participant.

**SHAE**

**AMPHIBIOUS** - This model ignores effects and movement penalties of deep and shallow water. While completely in deep water, it cannot be targeted by ranged or magic attacks.

**GROUND WORK** - While knocked down, this model is not automatically hit by melee attacks and its DEF is not reduced.

**SWASHBUCKLER** - When this model makes a melee attack during its activation, its front arc extends 360°. Compare the total rolled to the DEF of each enemy model in this model's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

**SQUALL**

**BEAT BACK** - Immediately after an attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can then advance up to 1".

**CAPTAIN PHINNEUS SHAE**

**FEAT: GODSPEED**

XXX

Friendly models currently in Shae's control area immediately advance up to 3". During this movement, affected models gain Pathfinder and cannot be targeted by free strikes.



**RENEGADE**  
MERCENARY LIGHT WARJACK

RENEGADE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	6	11	17	—

OBLITERATOR				
RNG	ROF	AOE	POW	
14	1	4	16	

SHREDDER		
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 2

**TALON**  
MERCENARY LIGHT WARJACK

TALON						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	4	12	16	—

SHIELD		
POW	P+S	
1	9	

STUN LANCE		
POW	P+S	
4	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 4 FA U

**VANGUARD**  
MERCENARY LIGHT WARJACK

VANGUARD						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	6	13	17	—

SHIELD GUN				
RNG	ROF	AOE	POW	
8	1	—	12	

TOWER SHIELD		
POW	P+S	
1	10	

GUISARME		
POW	P+S	
4	13	

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

**BUCCANEER**  
MERCENARY LIGHT WARJACK

BUCCANEER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	5	13	15	—

NET				
RNG	ROF	AOE	POW	
10	1	—	—	

GAFF		
POW	P+S	
4	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 3 FA U

**RENEGADE**

**RENEGADE**

**CUSTOM WARJACK** – This model can be included only in a battlegroup controlled by Magnus.

**OBLITERATOR**

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

**KNOCKDOWN** – When a model is hit by this attack, it is knocked down.

**ONE SHOT** – An attack with this weapon can be made only once per game.

**SHREDDER**

**SUSTAINED ATTACK** – Attacks made with this weapon during this model's activation against the last model hit by this weapon this activation automatically hit.

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**TALON**

**STUN LANCE**

**POWERFUL CHARGE** – When making a charge attack with this weapon, gain +2 to attack rolls.

**STALL** – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7, and it cannot run or charge.

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**VANGUARD**

**VANGUARD**

**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.

**GUARD** – A friendly model screened by this model gains an additional +2 DEF against ranged and magic attack rolls.

**GUISARME**

**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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**BUCCANEER**

**BUCCANEER**

**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.

**NET**

**TANGLED** – When a model is hit by this weapon, its base DEF becomes 7 for one round and it must forfeit its movement or action during its next activation.

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**GRUNDBACK BLASTER**  
RHULIC MERCENARY LIGHT WARJACK

BLASTER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	5	6	12	18	—	

HAIL SHOT CANNON				
RNG	ROF	AOE	POW	
SP	1	—	12	

**DAMAGE**

1	2	3	4	5	6
H	H	C	M		
H	H	C	C	M	M

SYSTEM STATUS: **H** **M** **C** **PC 3** **FA U**

**GRUNDBACK GUNNER**  
RHULIC MERCENARY LIGHT WARJACK

GUNNER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	5	6	12	18	—	

CANNON				
RNG	ROF	AOE	POW	
12	1	—	12	

**DAMAGE**

1	2	3	4	5	6
H	H	C	M		
H	H	C	C	M	M

SYSTEM STATUS: **H** **M** **C** **PC 3** **FA U**

**GHORDSON DRILLER**  
RHULIC MERCENARY HEAVY WARJACK

DRILLER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	12	6	5	9	19	—	

GRAPPLER				
POW	P+S			
4	16			

DRILL				
POW	P+S			
5	17			

**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**

**WROUGHTHAMMER ROCKRAM**  
RHULIC MERCENARY HEAVY WARJACK

ROCKRAM							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	12	6	5	9	19	—	

SLEDGE CANNON				
RNG	ROF	AOE	POW	
7	1	—	15	

PULVERIZER				
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 8** **FA U**

**GRUNDBACK BLASTER**

**BLASTER**  
RHULIC MERCENARY WARJACK – This model can be included only in a battlegroup controlled by a Rhulic mercenary warcaster or assigned to a Rhulic mercenary 'jack marshal. This model can be reactivated only by a friendly Rhulic mercenary warcaster or a friendly Rhulic mercenary 'jack marshal.

**HAIL SHOT CANNON**  
POWERFUL SHOT – When attacking with this weapon, this model may spend 1 focus point to boost all attack rolls.

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**GRUNDBACK GUNNER**

**GUNNER**  
RHULIC MERCENARY WARJACK – This model can be included only in a battlegroup controlled by a Rhulic mercenary warcaster or assigned to a Rhulic mercenary 'jack marshal. This model can be reactivated only by a friendly Rhulic mercenary warcaster or a friendly Rhulic mercenary 'jack marshal.

**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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**GHORDSON DRILLER**

**DRILLER**  
RHULIC MERCENARY WARJACK – This model can be included only in a battlegroup controlled by a Rhulic mercenary warcaster or assigned to a Rhulic mercenary 'jack marshal. This model can be reactivated only by a friendly Rhulic mercenary warcaster or a friendly Rhulic mercenary 'jack marshal.

**GRAPPLER**  
GRIP (Drill) – If this attack hits during this model's activation, attacks made with the listed weapon against the model hit by this weapon automatically hit it. If this model attacks another model with this weapon this activation, attacks with the listed weapon against the last model hit with this weapon no longer automatically hit it. While this model is holding another model in a headlock/weapon lock power attack, all attacks made with the listed weapon against the locked model automatically hit it.

**DRILL**  
CRITICAL SYSTEM FAILURE – On a critical hit, each warjack arm and weapon system that suffers damage from this attack is crippled.

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**WROUGHTHAMMER ROCKRAM**

**ROCKRAM**  
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.

**RHULIC MERCENARY WARJACK** – This model can be included only in a battlegroup controlled by a Rhulic mercenary warcaster or assigned to a Rhulic mercenary 'jack marshal. This model can be reactivated only by a friendly Rhulic mercenary warcaster or a friendly Rhulic mercenary 'jack marshal.

**SLEDGE CANNON**  
CRITICAL CATASTROPHIC DAMAGE – On a critical hit on a warjack or warbeast, fill in the remaining damage boxes or circles on the last column or branch damaged.

**PULVERIZER**  
CRITICAL STAGGER – On a critical hit, the model hit loses its initial attacks and cannot make special attacks for one round.

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**MANGLER**  
MERCENARY HEAVY WARJACK

MANGLER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	6	4	11	19	—	

PUNCHING SPIKE		
POW	P+S	
4	15	

WRECKER		
POW	P+S	
6	17	

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 8 FA U

**MULE**  
MERCENARY HEAVY WARJACK

MULE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	6	5	10	18	—	

STEAM LOBBER				
RNG	ROF	AOE	POW	
8	1	4	15	

BATTLE MACE		
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 8 FA U

**NOMAD**  
MERCENARY HEAVY WARJACK

NOMAD							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	6	5	10	18	—	

OPEN FIST		
POW	P+S	
3	14	

BATTLE BLADE		
POW	P+S	
6	17	

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

**FREEBOOTER**  
MERCENARY HEAVY WARJACK

FREEBOOTER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	6	5	12	17	—	

CLAMPS		
POW	P+S	
3	14	

CLAMPS		
POW	P+S	
3	14	

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

**MANGLER**

**WRECKER**

**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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**MULE**

**STEAM LOBBER**

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

**CRITICAL DEVASTATION** – On a critical hit, instead of suffering a normal damage roll, each model in the AOE is thrown d6" away from the attacker. Models farthest from the attacker are moved first. The model directly hit by the attack suffers a POW 15 damage roll. Other models hit by the attack suffer a POW 8 damage roll. Collateral damage is equal to the POW of the damage roll suffered by the thrown model.

**STEAM PRESSURE** – This model can forfeit its movement to give this weapon +4" RNG this activation and gain the aiming bonus.

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**NOMAD**

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**FREEBOOTER**

**FREEBOOTER**

**AMPHIBIOUS** – This model ignores effects and movement penalties of deep and shallow water. While completely in deep water, it cannot be targeted by ranged or magic attacks.

**CHAIN ATTACK: GRAB & SMASH** – If this model hits the same model with both its initial melee attacks, after resolving the attacks it can immediately make a double-hand throw, head-butt, head/weapon/arm lock, push, or throw power attack against the target.

**JURY RIGGED (SPD)** – At the start of its activation, this model can spend 1 focus point to use Jury Rugged. This model gains +2 SPD this activation. At the end of this activation, this model suffers 1 damage point to its first available Movement system box. This model cannot use Jury Rugged if its Movement system is crippled. Jury Rugged can be used only once per activation.

**LASH** – This model and friendly warrior models B2B with it cannot be knocked down.

**CLAMPS**

**TRASH** – Roll an additional damage die against knocked down targets.

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**MARINER**  
MERCENARY HEAVY WARJACK

MARINER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	6	5	12	17	-	

SHIP GUN				
RNG	ROF	AOE	POW	
15	1	3	14	

ANCHOR		
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 8 FA U

**EIRYSS, MAGE HUNTER OF IOS**  
MERCENARY CHARACTER SOLO

EIRYSS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	4	6	9	16	12	9	

CROSSBOW				
RNG	ROF	AOE	POW	
12	1	-	10	

BAYONET		
POW	P+S	
2	6	

SABER		
POW	P+S	
3	7	

DAMAGE				
1	2	3	4	5

PC 3 FA C

**REINHOLDT, GOBBER SPECULATOR**  
MERCENARY CHARACTER SOLO

REINHOLDT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	2	2	2	16	9	4	

DAMAGE				
1	2	3	4	5

PC 1 FA C

**GORMAN DI WULFE, ROGUE ALCHEMIST**  
MERCENARY CHARACTER SOLO

GORMAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	5	5	14	12	8	

ALCHEMICAL GRENADES				
RNG	ROF	AOE	POW	
6	1	3	*	

STILETTO		
POW	P+S	
2	6	

DAMAGE				
1	2	3	4	5

PC 2 FA C

**MARINER**

**MARINER**

**AMPHIBIOUS** – This model ignores effects and movement penalties of deep and shallow water. While completely in deep water, it cannot be targeted by ranged or magic attacks.

**LASH** – This model and friendly warrior models B2B with it cannot be knocked down.

**SHIP GUN**

**LOADER** – This model must be B2B with a friendly living Faction warrior model to make an attack with this weapon.

**ANCHOR**

**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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**EIRYSS, MAGE HUNTER OF IOS**

**MERCENARY**

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

**EIRYSS**

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

- DEADLY SHOT** – Instead of rolling damage, a model hit suffers 3 damage points. When damaging a warjack or warbeast, choose which column or branch suffers the damage.
- DISRUPTOR BOLT** – A model hit loses all focus points. A warcaster hit does not replenish focus points next turn. A warjack hit suffers Disruption for one round. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)
- 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.

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

**TECHNOLOGICAL INTOLERANCE** – When this model ends its normal movement within 5" of a friendly non-myrmidon warjack, its activation ends immediately.

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

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**REINHOLDT, GOBBER SPECULATOR**

**MERCENARY**

Reinholdt will work for Cygnar and Khador.

**REINHOLDT**

**WARCASTER BENEFITS** – While this model is B2B with a friendly warcaster, this model can use one of the following special abilities:

- LUCKY CHARM (★ACTION)** – The warcaster can roll an additional die on one attack or damage roll during his activation this turn. Discard the lowest die.
- RELOAD (★ACTION)** – The warcaster can make one additional ranged attack during its activation this turn regardless of the weapon's ROF.
- SPYGLASS (★ACTION)** – You can measure the distance between two models within the warcaster's LOS.

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**GORMAN DI WULFE, ROGUE ALCHEMIST**

**MERCENARY**

Gorman will work for Cryx, Cygnar, Khador, and the Protectorate.

**GORMAN**

**ALCHEMICAL MASK** – This model ignores gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

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

- ACID BOMB** – Models in the AOE are hit and suffer a POW 12 corrosion damage roll and the Corrosion continuous effect.
- BLACK OIL** – This attack causes no damage. Instead, models in the AOE are hit and suffer Blind for one round. A blind model cannot make ranged or magic attacks, suffers -4 MAT and DEF, cannot run or charge, and must forfeit either its movement or action during its next activation.
- RUST** – This attack causes no damage. Instead, warjacks in the AOE are hit and suffer the Rust continuous effect. While suffering Rust, a warjack suffers -4 ARM.

**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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**RHUPERT CARVOLO, PIPER OF ORD**  
MERCENARY CHARACTER SOLO

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

SWORD		
POW	P+S	
3	9	

DAMAGE				

PC	FA
2	C

**OGRUN BOKUR**  
MERCENARY RHULIC SOLO

BOKUR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	9	6	3	13	17	8	

OGRUN POLE ARM		
POW	P+S	
6	15	

SHIELD		
POW	P+S	
1	10	

DAMAGE				

PC	FA
3	2

**KELL BAILOCH**  
MERCENARY CHARACTER SOLO

KELL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	8	14	12	8	

SILENCE				
RNG	ROF	AOE	POW	
14	2	-	10	

SWORD		
POW	P+S	
3	8	

DAMAGE				

PC	FA
2	C

**BLOODY BRADIGAN**  
MERCENARY PRIVATEER SEA DOG CHARACTER SOLO

BLOODY BRADIGAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	8	7	3	13	13	4	

WRAPPED FISTS		
POW	P+S	
1	9	

DAMAGE				

PC	FA
2	C

**RHUPERT CARVOLO, PIPER OF ORD**

**MERCENARY**  
Rhupert will work for Cygnar and the Protectorate.

**CARVOLO**  
**SONGS** – This model can play one of the following songs anytime during its activation. When this model plays a song, select a friendly unit. The song affects this model and will affect the unit if the unit is currently in this model's command range. Songs last for one round.

- **DIRGE OF MISTS** – Affected models gain +1 DEF and Terror.
- **HEROIC CALL** – Affected models gain Fearless and Tough.
- **MARCH** – Affected models gain Pathfinder.

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**OGRUN BOKUR**

**MERCENARY**  
The Ogrun Bokur will work for Cryx, Cygnar, and Khador.

**BOKUR**  
**CLIENT** – Before the start of the game, select one friendly warcaster, solo, or Unit Commander to be the Bokur's client. This model cannot be the client of another Bokur or have the same client as another Bokur. If its client leaves play, the Bokur loses all benefits of this ability even if that client is replaced by another model. While within 6" of its client this model gains +2 on attack and damage rolls and never flees. If this model's client has Advance Deployment, this model gains Advance Deployment.

**POWER ATTACK SLAM** – This model can perform slam power attacks.

**OGRUN POLE ARM**  
**POWERFUL CHARGE** – When making a charge attack with this weapon, gain +2 to attack rolls.

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**KELL BAILOCH**

**MERCENARY**  
Kell Bailloch will work for Khador and the Protectorate.

**KELL**  
**CRACK SHOT** – Models do not benefit from screening when attacked by this model.

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

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

**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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**BLOODY BRADIGAN**

**MERCENARY**  
Bloody Bradigan will work for Cryx, Cygnar, Khador, and the Protectorate.

**BLOODY BRADIGAN**  
**GANG FIGHTER** – When making melee attacks targeting an enemy model in melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

**STUMBLING DRUNK** – This model cannot be knocked down. Unless it is advancing, if this model is hit by an enemy attack, after the attack is resolved this model is pushed d3" in a direction determined by the deviation template. After this movement, you can choose this model's facing.

**WEAPON MASTER (Wrapped Fist)** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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

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**BOSUN GROGSPAR**  
MERCENARY PRIVATEER TROLLKIN CHARACTER SOLO

BOSUN GROGSPAR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	6	5	13	15	8	

HARPOON GUN				
RNG	ROF	AOE	POW	
10	1	3	12	

GIANT HOOK		
POW	P+S	
4	12	

□ □ □ □ □ □ DAMAGE

PC 2 FA C

**DIRTY MEG**  
MERCENARY PRIVATEER CHARACTER SOLO

DIRTY MEG							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	6	5	13	13	8	

JUNKER				
RNG	ROF	AOE	POW	
10	1	-	12	

GREAT WRENCH		
POW	P+S	
3	9	

□ □ □ □ □ □ DAMAGE

PC 2 FA C

**DOC KILLINGSWORTH**  
MERCENARY PRIVATEER CHARACTER SOLO

DOC KILLINGSWORTH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	5	13	13	7	

DIRTY THROWING KNIVES				
RNG	ROF	AOE	POW	
6	1	-	2	

MEAT CLEAVER		
POW	P+S	
4	11	

□ □ □ □ □ □ DAMAGE

PC 2 FA C

**FIRST MATE HAWK**  
MERCENARY PRIVATEER CHARACTER SOLO

HAWK							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	7	5	15	13	9	

CUTLASS		
POW	P+S	
4	9	

□ □ □ □ □ □ DAMAGE

PC 2 FA C

**BOSUN GROGSPAR**

**MERCENARY**  
Bosun Grogsparr will work for Cryx, Cygnar, Khador, and the Protectorate.

**BOSUN GROGSPAR**  
**NO SLEEPING ON THE JOB** – This model and friendly Sea Dog models in its command range cannot be knocked down.

**GIANT HOOK**  
**PITCH** – On a hit, this model can throw the model hit rather than make a normal damage roll as if it had hit with and passed the STR check of a throw power attack. The thrown model 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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**DIRTY MEG**

**MERCENARY**  
Dirty Meg will work for Cygnar, Khador, and the Protectorate.

**DIRTY MEG**  
**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.

**DRIVE: OFF ROAD** – 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 gains Pathfinder and must use its normal movement and combat action to charge or make a slam power attack during its activation this turn. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

**JUNKER**  
**MONKEY WRENCH** – When this attack hits a warjack, select one of the warjack's systems. That system suffers the effects of being crippled for one round. The warjack cannot be wrecked as a result of Monkey Wrench.

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**DOC KILLINGSWORTH**

**MERCENARY**  
Doc Killingsworth will work for Cryx, Cygnar, Khador, and the Protectorate.

**DOC KILLINGSWORTH**  
**SURGERY (★ACTION)** – Select a friendly faction warrior model B2B with this model. That model heals d6 damage points.

**NO, I'M FINE** – While in this model's command range, other friendly Privateer models are no longer disabled on a Tough roll of 4, 5, or 6.

**DIRTY THROWING KNIVES**  
**POISON** – Roll an additional die on this weapon's damage rolls against living models.

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

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**FIRST MATE HAWK**

**MERCENARY**  
Hawk will work for Cryx, Cygnar, Khador, and the Protectorate.

**HAWK**  
**ACROBATICS** – This model can advance through other models if it has enough movement to move completely past their bases. This model cannot be targeted by free strikes. This model ignores intervening models when declaring its charge target.

**OBJECT OF DESIRE** – While in this model's command range, friendly non-character Sea Dog models roll an additional damage die on Hand Weapon attacks against warrior models.

**SUCKER!** – If this model is directly hit by an enemy ranged attack, choose a friendly living non-incorporeal warrior model within 2" of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.

**WEAPON MASTER [Cutlass]** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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**LORD ROCKBOTTOM**  
MERCENARY PRIVATEER RHULIC CHARACTER SOLO

LORD ROCKBOTTOM						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	6	12	14	6

FIRE BREATHER				
RNG	ROF	AOE	POW	
SP	1	-	12	

CUTLASS		
POW	P+S	
4	10	

COIN  
 COIN  
 COIN  
 COIN  
 COIN

DAMAGE

PC 2 FA C

**MASTER GUNNER DOUGAL MACNAILE**  
MERCENARY PRIVATEER CHARACTER SOLO

DOUGAL MACNAILE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	6	7	14	13	8

GRENADE				
RNG	ROF	AOE	POW	
6	1	3	12	

QUAD-IRON				
RNG	ROF	AOE	POW	
10	1	-	10	

CUTLASS		
POW	P+S	
4	9	

DAMAGE

PC 3 FA C

**ANASTASIA DI BRAY**  
MERCENARY CHARACTER SOLO

ANASTASIA DI BRAY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	6	16	12	8

THROWING KNIVES				
RNG	ROF	AOE	POW	
6	1	-	2	

SWORD		
POW	P+S	
3	8	

DAMAGE

PC 2 FA C

**EIRYSS, ANGEL OF RETRIBUTION**  
MERCENARY EPIC MAGE HUNTER CHARACTER SOLO

EIRYSS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	6	9	16	12	9

CROSSBOW				
RNG	ROF	AOE	POW	
12	1	-	10	

BAYONET		
POW	P+S	
2	6	

SABER		
POW	P+S	
3	7	

DAMAGE

PC 3 FA C

**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 loses 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 attack.

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**EIRYSS, ANGEL OF RETRIBUTION**

**MERCENARY**

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

**EIRYSS**

**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 1 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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**ORIN MIDWINTER, ROGUE INQUISITOR**  
MERCENARY MINION CHARACTER SOLO

MIDWINTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	6	4	14	12	8

VOID STAFF		
	POW	P+S
	5	9

DAMAGE				

PC 2 FA C

**STANNIS BROCKER**  
MERCENARY STEELHEAD CAVALRY CHARACTER SOLO

STANNIS BROCKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	5	13	17	9

HAND CANNON				
	RNG	ROF	AOE	POW
	12	1	-	12

THRASHER		
	POW	P+S
	6	12

MOUNT	
	POW
	10

DAMAGE								

PC 3 FA C

**THOR STEINHAMMER**  
MERCENARY RHULIC CHARACTER SOLO

STEINHAMMER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	5	12	14	9

BLOWTORCH				
	RNG	ROF	AOE	POW
	4	1	-	12

TORCH		
	POW	P+S
	12	12

WRENCH		
	POW	P+S
	2	8

DAMAGE				

PC 2 FA C

**GREYGORE BOOMHOWLER & CO.**  
MERCENARY MINION TROLLKIN CHARACTER UNIT

BOOMHOWLER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	12	16	8

BLUNDERBUSS				
	RNG	ROF	AOE	POW
	8	1	-	12

GREAT AXE		
	POW	P+S
	5	12

GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	12	16	8

BOOMHOWLER'S DAMAGE							

BLUNDERBUSS				
	RNG	ROF	AOE	POW
	8	1	-	12

GREAT AXE		
	POW	P+S
	5	12

PC Boomhowler and 5 Grunts 6 FA  
Boomhowler and 9 Grunts 9 C

**ORIN MIDWINTER, ROGUE INQUISITOR**

**MERCENARY**

Orin Midwinter will work for Cryx, Khador, and the Protectorate.

**MINION**

Orin Midwinter will work for the Skorne.

**MIDWINTER**

**MAGIC ABILITY [7]**

• **ARC LIGHTNING (★ATTACK)** – Arc Lightning is a RNG 10 magic attack. A model hit by this spell suffers a POW 10 electrical damage roll, and lightning arcs from that model to d3 additional models, ignoring this model. The lightning then arcs to 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.

• **NULL MAGIC (★ACTION)** – Models cannot cast spells while within 12" of this model for one round.

• **STEALTH (★ACTION)** – This model gains Stealth for one round.

**VOID STAFF**

**ENERGY VACUUM** – When an enemy model casts a spell within 12" of this model, this model gains one power token. This model can spend power tokens for additional attacks or to boost attack or damage rolls during its activation. It can have up to three power tokens at any time.

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**STANNIS BROCKER**

**MERCENARY**

Stannis Brocker will work for Cryx, Cygnar, Khador, and the Protectorate.

**STANNIS BROCKER**

**DEFENSIVE STRIKE** – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can make one normal melee attack against it.

**STEELHEAD TACTICIAN** – While in this model's command range, friendly Steelhead models ignore other friendly Steelhead models when drawing LOS. Friendly Steelhead models can advance through other friendly Steelhead models in this model's command range without effect if they have enough movement to move completely past the models' bases.

**THRASHER**

**BACK SWING (★ATTACK)** – Make two attacks with this weapon.

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

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**THOR STEINHAMMER**

**MERCENARY**

Thor Steinhammer will work for Cygnar and Khador.

**STEINHAMMER**

**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.

**REPAIR [9] (★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.

**TUNE UP (★ACTION)** – Select a friendly Rhulic warjack. If it is not within 5" of this model, nothing happens. If it is within 5", the warjack selected gains boosted attack or damage rolls this turn.

**TORCH**

**INDEPENDENT ATTACK** – Do not add this model's STR to this weapon's damage rolls.

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**GREYGORE BOOMHOWLER & CO.**

**MERCENARY**

Greygore Boomhowler will work for Cryx, Cygnar, and Khador

**MINION**

Greygore Boomhowler will work for the Trollbloods.

**BOOMHOWLER**

**FELL HOWL** – This model can make one of the following Fell Calls at anytime during its unit's activation. A friendly Faction model/unit can be affected by only one Fell Call each turn.

• **CALL TO ACTION** – Knocked down models in this unit in formation immediately stand up.

• **CALL OF DEFIANCE** – On a Tough roll of 4, 5 or 6, models in this unit in formation regain one wound for one round.

• **RAGE HOWLER** – Enemy models/units currently within 8" of this model must pass a command check or flee. Warjacks and warbeasts currently within 8" of this model suffer -2 MAT and RAT for one round.

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**HERNE & JONNE**  
RHULIC MERCENARY CHARACTER UNIT

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

PISTOL			
RNG	ROF	AOE	POW
8	1	-	10

AXE	
POW	P+S
3	9

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

HERNE'S DAMAGE:

JONNE'S DAMAGE:

BARRAGE ARQUEBUSS			
RNG	ROF	AOE	POW
12	1	3	14

GREAT AXE	
POW	P+S
5	13

PC 3 FA C

**CAPTAIN SAM MACHORNE & THE DEVIL DOGS**  
MERCENARY CHARACTER UNIT

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

HAND CANNON			
RNG	ROF	AOE	POW
12	1	-	12

STUN SWORD	
POW	P+S
4	10

SAM'S DAMAGE:

PC Sam and 5 Grunts 5 FA C  
Sam and 9 Grunts 7

**CAPTAIN SAM MACHORNE & THE DEVIL DOGS**  
MERCENARY CHARACTER UNIT

GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	13	13	8	

SLUG GUN			
RNG	ROF	AOE	POW
4	1	-	14

CHAIN NET	
POW	P+S
-	-

PICK AXE	
POW	P+S
4	10

PC 3 FA C

**CROE'S CUTTHROATS**  
MERCENARY CHARACTER UNIT

CROE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	7	6	13	11	8	

HISS			
RNG	ROF	AOE	POW
10	1	-	10

TWO-HANDED SWORD	
POW	P+S
4	10

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

CROSSBOW			
RNG	ROF	AOE	POW
10	1	-	10

MURDER WEAPONS	
POW	P+S
3	8

CROE'S DAMAGE:

PC Croe and 5 Grunts 7 FA C  
Croe and 9 Grunts 10

**HERNE & JONNE**

**MERCENARY**  
Herne & Jonne will work for Cygnar, Khador, and the Protectorate.

**BARRAGE ARQUEBUSS**  
**RANGE FINDER** – While B2B with Herne, Jonne gains +2 to attack rolls with this weapon.  
**SCATTER SHOT (★ATTACK)** – To make a Scatter Shot special attack, Herne and Jonne must be B2B. Make a normal attack with this weapon. After determining point of impact for that attack, roll deviation for two additional 3" AOE's centered on that point. A model hit by one of the additional AOE's suffers a POW 7 blast damage roll.

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**CAPTAIN SAM MACHORNE & THE DEVIL DOGS**

**MERCENARY**  
The Devil Dogs will work for Cygnar and the Protectorate.

**SAM**  
**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.  
**IRON WALL** – This model gains +2 ARM for each warjack it controls B2B with it. When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those warjacks become the target and automatically be hit by the attack instead.  
**STUN SWORD**  
**STALL** – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7, and it cannot run or charge.

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**CAPTAIN SAM MACHORNE & THE DEVIL DOGS**

**CHAIN NET**  
**CUMBERSOME** – If this model attacks with this weapon during its activation, it cannot attack with another weapon this activation.  
**ENTANGLE** – When a warjack or warbeast is hit by this weapon it is knocked down.  
**PICK AXE**  
**TRASH** – Roll an additional damage die against knocked down targets.

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**CROE'S CUTTHROATS**



**MERCENARY**  
Croe's Cutthroats will work for Cryx, Khador, and the Protectorate.

**CROE**  
**BACKSTAB** – This model rolls an additional die on its back strike damage rolls.  
**BUSHWHACK** – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation. If this ability is on a unit and any models in the unit use it, all models in the unit must use it.  
**NINE LIVES** – When Croe is destroyed or removed from play, select another model in his unit and replace it with Croe. When this happens, Croe regains one wound. Remove the replaced model from play.  
**HISS**  
**SILENCER** – A model directly hit by this weapon cannot cast spells for one round.  
**TWO-HANDED SWORD**  
**POISON** – Roll an additional die on this weapon's damage rolls against living models.  
**GRUNTS**  
**BACKSTAB** – See above.  
**BUSHWHACK** – See above.  
**CROSSBOW**  
**POISON** – See above.  
**MURDER WEAPONS**  
**POISON** – See above.

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**CYLENA RAEFYLL & NYSS HUNTERS**  
MERCENARY MINION NYSS CHARACTER UNIT

CYLENA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	7	7	15	11	9	 

NYSS BOW			
RNG	ROF	AOE	POW
12	1	-	10

NYSS CLAYMORE		
POW	P+S	
4	9	

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

 CYLENA'S DAMAGE


NYSS BOW			
RNG	ROF	AOE	POW
12	1	-	10

NYSS CLAYMORE		
POW	P+S	
4	9	

PC Cylena and 5 Grunts 6  
Cylena and 9 Grunts 10

FA C

**HAMMERFALL HIGH SHIELD GUN CORPS**  
RHULIC MERCENARY UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	5	5	11	15	9	

CARBINE			
RNG	ROF	AOE	POW
10	1	-	10


AXE		
POW	P+S	
3	9	

PC Leader and 5 Grunts 5  
Leader and 9 Grunts 8

FA 2

**HORGENHOLD FORGE GUARD**  
RHULIC MERCENARY UNIT


LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	7	4	10	16	9	


MECHANIKAL WARHAMMER			
POW	P+S		
5	11		

PC Leader and 5 Grunts 5  
Leader and 9 Grunts 8

FA 2

**STEELHEAD HALBERDIERS**  
MERCENARY UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	5	4	13	13	8	

HALBERD		
POW	P+S	
5	11	

PC Leader and 5 Grunts 4  
Leader and 9 Grunts 6

FA 3

**CYLENA RAEFYLL & NYSS HUNTERS**

**MERCENARY**  
Cylena Raefyll & the Nyss Hunters will work for Cryx, Cygnar, Khador, and the Retribution.

**MINION**  
Cylena Raefyll & the Nyss Hunters will work for the Circle and the Trollbloods.

**CYLENA**  
**GRANTED: COMBINED RANGED ATTACK** – While this model is in play, models in this unit gain Combined Ranged Attack.

**HUNTER** – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

**WEAPON MASTER [Nyss Claymore]** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

**GRUNTS**  
**HUNTER** – See above.  
**WEAPON MASTER [Nyss Claymore]** – See above.

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**HAMMERFALL HIGH SHIELD GUN CORPS**

**MERCENARY**  
The Hammerfall High Shield Gun Corps will work for Cygnar and Khador.

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

**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.

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**HORGENHOLD FORGE GUARD**

**MERCENARY**  
The Horgenhold Forge Guard will work for Cygnar and the Protectorate.

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

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

**WEAPON MASTER [Mechanikal Warhammer]** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

**MECHANIKAL WARHAMMER**  
**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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**STEELHEAD HALBERDIERS**

**MERCENARY**  
Steelhead Halberdiers will work for Cryx, Cygnar, Khador, and the Protectorate.

**HALBERD**  
**POWERFUL CHARGE** – When making a charge attack with this weapon, gain +2 to attack rolls.  
**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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**ALEXIA CIANNOR & THE RISEN**  
MERCENARY CHARACTER UNIT

ALEXIA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	5	4	15	14	9	

PISTOL				
RNG	ROF	AOE	POW	
8	1	-	10	

WITCHFIRE				
P/W	P+S			
8	12			

RISEN GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	3	3	10	11	3	

ALEXIA'S DAMAGE

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CLAWS				
P/W	P+S			
2	6			

PC Alexia and 6 Risen Grunts 5 FA C

**THRALL WARRIOR**  
MERCENARY SOLO

THRALL WARRIOR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	6	3	11	14	7	

GREAT SWORD				
P/W	P+S			
4	10			

**THE COMMODORE CANNON & CREW**  
MERCENARY PRIVATEER SEA DOG CHARACTER UNIT

CREWMEN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	13	12	7	

PISTOL				
RNG	ROF	AOE	POW	
8	1	-	10	

HAND WEAPON				
P/W	P+S			
3	8			

PC Commodore and 3 Crewmen 4 FA C

**THE COMMODORE CANNON & CREW**  
MERCENARY PRIVATEER SEA DOG CHARACTER UNIT

COMMODORE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
0	0	-	-	5	18	-	

CANNON				
RNG	ROF	AOE	POW	
*	1	*	*	

COMMODORE'S DAMAGE

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**ALEXIA CIANNOR & THE RISEN**

**MERCENARY**

Alexia Ciannor & the Risen will work for Cygnar and Khador.

**ALEXIA**

**DEATH MAGIC** – This model can remove any number of friendly Risen in its command range from play to prevent damage to itself, to make an additional attack, or to boost an attack or damage roll for each Risen model removed. This model prevents 1 damage point to itself 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 play.
- **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 corpse 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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**THRALL WARRIOR**

**THRALL WARRIOR**

**CREATED** – This model does not begin the game in play.

**WEAPON MASTER [Great Sword]** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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**THE COMMODORE CANNON & CREW**

**MERCENARY**

The Commodore Cannon & Crew can only be included in armies that include Shae.

**CREWMEN**

**CROSS TRAINED** – A Sea Dog Crew grunt ending its normal movement within 3" of the Commodore can join this unit if it has fewer than three Crewmen. Replace the grunt with the Crewman model. Effects 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 and all modifiers are based on the Commodore.

**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.

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**THE COMMODORE CANNON & CREW**

**COMMODORE**

**COMMODORE** – This model is not a living model and is not a warrior model. It does not activate but can advance up to 1" for each Crewman B2B with it at the beginning of this unit's activation. If this model is moved during its unit's activation, Crewmen in the unit cannot make a Fire! special attack that activation. This model is automatically hit by melee attacks. This model cannot be knocked 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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**LADY AIYANNA & MASTER HOLT**  
MERCENARY PRIVATEER CHARACTER UNIT

LADY AIYANNA							
SPD	STR	MAT	RAT	DEF	ARM	COM	
6	4	4	4	15	12	9	

MASTER HOLT							
SPD	STR	MAT	RAT	DEF	ARM	COM	
6	5	5	8	15	12	8	

HAND CANNON			
RNG	ROF	AOE	POW
12	1	-	12

GUN BLADES		
POW	P+S	
3	8	

PC	Lady Aiyanna and Master Holt	4	FA	C
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**PRESS GANGERS**  
MERCENARY PRIVATEER SEA DOG UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	5	4	13	12	8	

HAND WEAPON		
POW	P+S	
3	9	

PC	Leader and 5 Grunts Leader and 9 Grunts	4 6	FA	2
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**SEA DOG CREW**  
MERCENARY PRIVATEER UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	13	12	7	

PISTOL				
RNG	ROF	AOE	POW	
8	1	-	10	

HAND WEAPON		
POW	P+S	
3	8	

PC	Leader and 5 Grunts Leader and 9 Grunts	5 8	FA	U
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**MR. WALLS, SEA DOG CREW QUARTERMASTER**  
MERCENARY PRIVATEER CHARACTER UNIT ATTACHMENT

MR. WALLS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	13	12	8	

HEAVY PISTOLS				
RNG	ROF	AOE	POW	
8	1	-	12	

PC	2	FA	C
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**LADY AIYANNA & MASTER HOLT**

**MERCENARY**  
Lady Aiyanna & Master Holt will work for Cygnar, Khador, the Protectorate, and the Retribution.

**LADY AIYANNA**

**MAGIC ABILITY (8)**

- AYISLA'S VEIL (★ACTION)** – This model gains Stealth. While Holt is BZB with her, he also gains Stealth. Ayisla's Veil lasts for one round.
- KISS OF LVLISS (★ATTACK)** – This is a RNG 10 magic attack. For one round, when a model hit by this spell suffers a damage roll add +2 to the roll.
- LURYSAR'S TOUCH (★ACTION)** – Select a model/unit. If it is not in this model's command range, nothing happens. If it is in this model's command range, that model's/unit's weapons gain Magical Weapon.

**MASTER HOLT**

**CRACK SHOT** – Models do not benefit from screening when attacked by this model.

**QUICK DRAW** – Once during your opponent's turn, when Holt or Aiyanna is targeted by a ranged attack by an enemy model within 12" of Holt and in his LOS, Holt can make a ranged attack against that model before the enemy makes the attack roll. If Holt's ranged attack hits, the enemy model suffers no damage but its attack automatically misses.

**VIRTUOSO** – This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

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**PRESS GANGERS**

**MERCENARY**  
Press Gangers will work for Cryx, Cygnar, Khador, and the Protectorate.

**LEADER & GRUNTS**

**GANG** – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

**SHANGHAI** – When a living enemy warrior model in the melee range of two or more models in this unit is boxed by a melee attack made by this model, it is removed from play. You can add one grunt to a friendly Sea Dog Crew unit within 8" of the attacking model. The grunt added must be placed in formation.

**WAYLAY** – When this model hits a warrior model with a back strike, the warrior model is knocked down.

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**SEA DOG CREW**

**MERCENARY**  
The Sea Dog Crew will work for Cryx, Cygnar, Khador, and the Protectorate.

**LEADER & GRUNTS**

**GANG** – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

**POINT BLANK** – During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Do not roll an additional die on charge attacks it makes with a ranged weapon.

**WAYLAY** – When this model hits a warrior model with a back strike, the warrior model is knocked down.

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**MR. WALLS THE QUARTERMASTER**

**MR. WALLS**

**GANG** – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

**MONKEY BITE** – Living enemy models suffer -2 to melee attack rolls while in melee with this model.

**NO QUARTER** – Once per game during its unit's activation, this model can use No Quarter. Models in this unit gain Fearless, Pathfinder, and Terror. A model in this unit that charges gains +2" movement. No Quarter lasts for one round.

**POINT BLANK** – During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Do not roll an additional die on charge attacks it makes with a ranged weapon.

**TACTICS: ADVANCE DEPLOYMENT** – Models in this unit gain Advance Deployment.

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**SEA DOG CREW RIFLEMAN**  
MERCENARY PRIVATEER WEAPON ATTACHMENT

RIFLEMAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	13	12	7	

LONG RIFLE			
RNG	ROF	AOE	POW
14	1	-	10

HAND WEAPON	
POW	P+S
3	8

PC	Rifleman	1	FA
	Up to 2 additional Riflemen	1 ea	U

**SEA DOG DECK GUN**  
MERCENARY PRIVATEER WEAPON CREW UNIT

LEADER & GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	5	5	4	13	12	7	

DECK GUN			
RNG	ROF	AOE	POW
14	1	3	13

HAND WEAPON	
POW	P+S
3	8

PC	Leader and Grunt	2	FA
			2

**STEELHEAD HEAVY CAVALRY**  
MERCENARY UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8	6	5	5	13	16	8	

BLUNDERBUSS			
RNG	ROF	AOE	POW
8	1	-	12

CAVALRY AXE	
POW	P+S
5	11

MOUNT	
POW	
10	

MODEL A'S DAMAGE
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MODEL B'S DAMAGE
------------------

MODEL C'S DAMAGE
------------------

MODEL D'S DAMAGE
------------------

MODEL E'S DAMAGE
------------------

PC	Leader and 2 Grunts	6	FA
	Leader and 4 Grunts	10	1

**SEA DOG RIFLEMAN**

**RIFLEMAN**

**GANG** – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

**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.

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**SEA DOG DECK GUN**

**MERCENARY**

The Sea Dog Deck Gun will work for Cryx, Cygnar, Khador, and the Protectorate.

**LEADER & GRUNTS**

**GANG** – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

**NON-STANDARDIZED WEAPONS** – The leader is armed with a Deck Gun and Hand Weapon. The grunt is armed with a Hand Weapon.

**DECK GUN**

**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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**STEELHEAD HEAVY CAVALRY**

**MERCENARY**

The Steelhead Heavy Cavalry will work for Cryx, Cygnar, Khador, and the Protectorate.

**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.

**FLANK (Steelhead Halberdier)** – 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.

**CAVALRY AXE**

**BACK SWING (\*ATTACK)** – Make two attacks with this weapon.

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

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