

Eiryss, Mage Hunter of Ios

Mercenary Character Solo

Eiryss's Damage: ■■■■■

EIRYSS

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

FA: C

Point Cost: 3

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar, Khador, the Protectorate, and the Retribution.

EIRYSS

Advance Deployment

Fearless

Pathfinder

Stealth

Attack Type - Each time this model makes a normal ranged attack, choose one of the following abilities:

•**Death Bolt** - 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 model hit with the Focus Manipulation special rule 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 ignores LOS when making ranged attacks. This model ignores concealment and cover when resolving ranged attacks.

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.

WEAPONS [EIRYSS]

Crossbow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Bayonet [1x] (None) POW: 2 P+S: 6

Saber [1x] (None) POW: 3 P+S: 7

Eiryss, Angel of Retribution

Mercenary Epic Mage Hunter Character Solo

Eiryss's Damage: ■■■■■

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EIRYSS

Advance Deployment

Fearless

Pathfinder

Stealth

Arcane Interference - When this model hits another model with an attack, upkeep spells and animi on the model hit 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, 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. AOE magic attacks that miss are centered on the attacking model. This model is the point of origin for all these attacks.

WEAPONS [EIRYSS]

Crossbow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Saber [1x] (None) POW: 3P+S: 7

Bayonet [1x] (None) POW: 2 P+S: 6

Kommander Sorscha

Khador Warcaster

Sorscha's Damage: 

SORSCHA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	6	6	5	16	14	9	6

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 17

Feat: Icy Gaze

Enemy models without Immunity: Cold ICON currently in Sorscha's control area and LOS become stationary for one round.

SORSCHA

Immunity: Cold

WEAPONS [SORSCHA]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Frost Fang [1x] (None) POW: 7P+S: 13

Magical Weapon

Reach

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Boundless Charge During its activation, target friendly model can charge without spending focus or being forced and gains +2" movement and Pathfinder ICON when it charges. Boundless Charge lasts for one turn.	2	6	-	-	No	No
Fog of War Models gain concealment while in this model's control area.	3	Self	Ctrl	-	Yes	No
Freezing Grip Target model/unit becomes stationary for one round unless it has Immunity: Cold ICON.	4	8	-	-	No	Yes
Razor Wind A blade of wind slices through the target model.	2	10	-	12	No	Yes
Tempest Models hit by Tempest are knocked down and suffer a POW 12 damage roll.	4	8	4	12	No	Yes
Wind Rush This model can immediately make a full advance and gains +2 DEF for one round. Wind Rush can be cast only once per turn.	2	Self	-	-	No	No

Forward Kommander Sorscha

Khador Epic Warcaster

Sorscha's Damage: 

SORSCHA

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 17

Feat: Winter's Chill

Damage to enemy models without Immunity: Cold ICON currently in Sorscha's control area that exceeds ARM is doubled this turn.

SORSCHA

Immunity: Cold

Desperate Pace [Winter Guard] (★Action) - RNG CMD. Target Friendly Winter Guard unit. If the Winter Guard unit is in range, it gains +2" movement during its activation this turn.

Elite Cadre [Winter Guard] - Friendly Winter Guard models gain Combined Arms. (When a model with Combined Arms misses an attack roll when making a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms.)

Warjack Bond (Epic Sorscha) - One non-character warjack in Sorscha's battlegroup begins the game bonded to her. The warjack gains Immunity: Cold ICON. When an enemy model ends its activation within 2" of the bonded warjack, the enemy model becomes stationary for one round unless that model has Immunity: Cold.

WEAPONS [SORSCHA]

Quad-Iron [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Multi-Fire (★Attack) - Make an attack with this weapon. 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 four attacks during its activation as a result of Multi-Fire.

Frostfang [1x] (None) POW: 7P+S: 13

Magical Weapon

Reach

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Boundless Charge	2	6	-	-	No	No
During its activation, target friendly model can charge without spending focus or being forced and gains +2" movement and Pathfinder ICON when it charges. Boundless Charge lasts for one turn.						
Cyclone	2	Self	-	-	No	No
This model immediately makes a full advance. It cannot be targeted by free strikes during this movement. At the end of this movement, this model can make one melee attack against each model in its LOS that is in its melee range. Cyclone can be cast only once per turn.						
Freezing Grip	4	8	-	-	No	Yes
Target model/unit becomes stationary for one round unless it has Immunity: Cold ICON.						
Iron Flesh	2	6	-	-	Yes	No
Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD.						
Razor Wind	2	10	-	12	No	Yes
A blade of wind slices through the target model.						
Shatter Storm	2	6	-	-	Yes	No
When target friendly Faction model/unit directly hits and boxes an enemy model with a ranged or melee attack, center a 3" AOE on the boxed model, then remove that model from play. Models in the AOE are hit and suffer an unboostable POW 8 blast damage roll.						

Orsus Zoktavir, The Butcher of Khardov

Khardor Warcaster

Butcher's Damage: 

BUTCHER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	8	9	5	14	18	7	6

FA: C

Warjack Points: +6

Base Size: Medium Base

Damage: 20

Feat: **Blood Frenzy**

While in the Butcher's control area, friendly Faction models gain an additional die on attack damage rolls this turn.

BUTCHER

Terror

WEAPONS [BUTCHER]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Lola [1x] (None) POW: 8 P+S: 16

Magical Weapon

Reach

Weapon Master

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Fury	2	6	-	-	Yes	No
Target friendly model/unit gains +3 to melee damage rolls but suffers -1 DEF.						
Iron Flesh	2	6	-	-	Yes	No
Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD.						
Full Throttle	3	Self	Ctrl	-	No	No
Warjacks in this model's battlegroup beginning their activations in its control area can run, charge, or make slam or trample power attacks without spending focus that activation. While in this model's control area, models in its battlegroup gain boosted melee attack rolls. Full Throttle lasts for one turn.						
Obliteration	4	10	4	15	No	Yes
The force of this attack blasts apart the earth itself.						

Kommander Orsus Zoktavir

Khador Epic Warcaster

ZOKTAVIR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	8	9	5	14	18	7	*

Zoktavir's Damage: 

FA: C

Warjack Points: +6

Base Size: Medium Base

Damage: 20

Feat: Feel the Hate

Zoktavir gains one rage token each time an enemy model is destroyed in his control area. After all friendly models have completed their activations, no more tokens can be gained and Zoktavir can give up to three rage tokens to any friendly non-warcaster Faction model in his control area. Then remove any rage tokens remaining on Zoktavir. A model can spend one rage token once to make a full advance followed by one normal melee attack. Rage tokens can also be spent to make normal melee attacks or to boost melee attack or melee damage rolls at one token per attack or boost. Remove unspent rage tokens from play at the end of the turn.

ZOKTAVIR

Terror

Arcane Dementia - For each round, Zoktavir's base FOCUS is d6+1, rolled at the beginning of the game and at the beginning each of your Control Phases before this model replenishes its focus. If he destroyed three or more enemy models with melee attacks since the beginning of your previous turn, do not roll to determine his base FOCUS; it is automatically 7. Zoktavir's control area is always 12".

Circular Vision - This model's front arc extends to 360°.

Conferred Rage - Warjacks in this model's battlegroup beginning their activations in its control area can charge or make power attacks without spending focus. When this model destroys one or more enemy models during its activation, warjacks in its battlegroup beginning their activations in its control area gain +2 SPD and MAT for one turn.

Homicidal Maniac - When this model makes a normal melee attack during its activation, it makes one melee attack against each model in its LOS and melee range. If there are no enemy models in this model's melee range after resolving a normal melee attack in which it destroyed one or more, it can advance up to 1".

WEAPONS [ZOKTAVIR]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Lola [1x] (None) POW: 8 P+S: 16

Magical Weapon

Reach

Weapon Master

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Boundless Charge

During its activation, target friendly model can charge without spending focus or being forced and gains +2" movement and Pathfinder ICON when it charges. Boundless Charge lasts for one turn.

Eliminator

Immediately after this attack is resolved, this model can advance up to 2" for each enemy model destroyed by the attack.

Fury


Target friendly model/unit gains +3 to melee damage rolls but suffers -1 DEF.

Ravager

Target model in this model's battlegroup gains Berserk for one turn. While affected by Ravager, a model cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)

Vladimir Tzepesci, The Dark Prince

Khador Warcaster

Vlad's Damage: 

VLADIMIR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	6	7	5	15	16	9	7

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 18

Feat: Forced March

Warjacks in Vladimir's battlegroup beginning their activations in his control area double their base SPD and can run or charge without spending focus. Forced March lasts for one turn.

VLADIMIR

Parry - This model cannot be targeted by free strikes.

WEAPONS [VLADIMIR]

Skirmisher [1x] (None) **POW: 7 P+S: 13**

Magical Weapon

Blood Boon - Once per activation, immediately after resolving an attack in which it destroyed a living enemy model with this weapon, this model can cast a spell with COST 3 or less without spending focus.

Ruin [1x] (None) **POW: 4** **P+S: 10**

Magical Weapon

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Blood of Kings	4	Self	-	-	No	No

Vladimir gains +3 SPD, STR, MAT, DEF, and ARM for one round.

Boundless Charge	2	6	-	-	No	No
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During its activation, target friendly model can charge without spending focus or being forced and gains +2" movement and Pathfinder ICON when it charges. Boundless Charge lasts for one turn.

Razor Wind	2	10	-	12	No	Yes
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A blade of wind slices through the target model.

Signs & Portents	4	Self	Ctrl	-	No	No
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While in this model's control area, friendly Faction models gain an additional die on attack and damage rolls. Discard the lowest die in each roll. Signs & Portents lasts for one turn.

Wind Wall	3	Self	-	-	No	No
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This model cannot make ranged attacks, and non-magical ranged attacks targeting it automatically miss. While completely within 3" of this model, models cannot make ranged attacks and non-magical ranged attacks targeting them automatically miss. Wind Wall lasts for one round.

Vladimir Tzepesci, The Dark Champion

Khador Epic Warcaster

Vladimir's Damage: 

VLADIMIR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	6	7	5	15	16	9	7

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 18

Feat: Blood Legacy

Choose d3 + 3 friendly Faction non-character warrior models currently in Vladimir's control area. Those models gain +3 SPD, STR, MAT, RAT, DEF, ARM, and CMD for one round.

VLADIMIR

Blood Trials - When this model suffers 1 or more damage points from an enemy attack, it gains one blood token. During your next Control Phase, after this model replenishes its focus but before it allocates focus, replace each blood token with 1 focus point.

Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

Might of Kings - When Vladimir is first damaged, he gains +1 SPD, STR, DEF, and CMD for the rest of the game. If he is reduced to 10 or fewer unmarked damage boxes, this bonus increases to +2 for the rest of the game. If he is reduced to 5 or fewer, this bonus increases to +3 for the rest of the game. These benefits remain even if Vladimir heals. If a friendly model damages him with an attack, Vladimir loses Might of Kings for the rest of the game.

WEAPONS [VLADIMIR]

Dominion [1x] (None)

POW: 8P+S: 14

Magical Weapon

Reach

Balefire - Gain an additional damage die on this weapon's damage rolls against undead models.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Assail Target friendly Faction warjack can charge or make slam or trample power attacks without spending focus. The warjack gains +2" movement when it charges or makes a slam or trample power attack. Models slammed by the warjack are moved +2".	3	6	-	-	Yes	No
Hand of Fate Target friendly Faction model/unit gains an additional die on attack and damage rolls. Discard the low die in each roll.	2	6	-	-	Yes	No
Martial Paragon This model gains an additional die on melee attack rolls and cannot be targeted by free strikes.	2	Self	-	-	Yes	No
Razor Wind A blade of wind slices through the target model.	2	10	-	12	No	Yes
Transference While in this model's control area, friendly Faction non-warcaster warrior models can spend 1 focus point on this model to boost a melee attack or melee damage roll.	2	Self	Ctrl	-	Yes	No
Wind Blast Place a 5" AOE anywhere completely in this model's control area. Cloud effects overlapping the AOE expire. Models suffer -3 RAT while within the AOE. The AOE remains in play for one round.	2	Ctrl	5	-	No	No

Kommandant Irusk

Khador Warcaster

Irusk's Damage: 

IRUSK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	6	7	6	15	15	10	7

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 17

Feat: Undying Loyalty

While in Irusk's control area, friendly Faction warrior models/units gain Fearless ICON, Tough ICON, and +2 to melee and ranged attack rolls and cannot be knocked down. When a friendly Faction warrior model makes a Tough roll of 4, 5, or 6 while in Irusk's control area, that model heals 1 damage point. Undying Loyalty lasts for one round

IRUSK

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 unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Quick Work - When this model destroys one or more enemy models with a melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.

WEAPONS [IRUSK]

Sword Cannon [1x] (None) **RNG:** 10 **ROF:** 2 **AOE:** - **POW:** 13

Onslaught [1x] (None) **POW:** 6 **P+S:** 12

Magical Weapon

SPELLS

Airburst

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
3	Ctrl	3	8	No	Yes

Target any model in this model's control area, ignoring LOS. When resolving Airburst, ignore cover, concealment, elevation, and Stealth. Models hit suffer a POW 8 blast damage roll.

Battle Lust

3	6	-	-	No	No
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Target friendly Faction warrior model/unit gains Fearless ICON and gains an additional die on melee damage rolls for one round.

Grind

3	10	-	14	No	Yes
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When a warjack is hit by Grind, it suffers 1 damage point to its first available Movement system box.

Inhospitable Ground

3	Self	Ctrl	-	No	No
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While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.

Iron Flesh

2	6	-	-	Yes	No
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Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD.


Superiority

3	6	-	-	Yes	No
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Target friendly Faction warjack gains +2 SPD, MAT, and DEF and cannot be knocked down.

Supreme Kommandant Irusk

Khador Epic Warcaster

Irusk's Damage: 

IRUSK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	6	7	6	15	15	10	7

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 17

Feat: Desperate Ground

Friendly Faction models currently in Irusk's control area ignore cloud effects and forests when determining LOS and gain Pathfinder. Affected models currently knocked down immediately stand up. Enemy models/units beginning their activations in Irusk's control area suffer -2 SPD and cannot give or receive orders. Desperate Ground lasts for one round.

IRUSK

Martial Discipline - Friendly living Faction warrior models with small or medium bases can ignore friendly Faction warrior models in this model's command range when determining LOS and can advance through friendly Faction warrior models in this model's command range if they have enough movement to move completely past them.

Total Obedience - While in this model's command range, friendly living non-warcaster Faction warrior models gain Tough ICON.

Warjack Bond (Epic Irusk) - One non-character warjack in Irusk's battlegroup begins the game bonded to him. The warjack gains +2 DEF and cannot be knocked down.

WEAPONS [IRUSK]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Endgame [1x] (None) POW: 7P+S: 13

Magical Weapon

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Airburst	3	Ctrl	3	8	No	Yes
Artifice of Deviation	3	Ctrl	5	-	No	No
Battle Lust	3	6	-	-	No	No
Energizer	*	Self	Ctrl	-	No	No
Fire For Effect	3	6	-	-	Yes	No
Tactical Supremacy	2	6	-	-	Yes	No

Airburst
Target any model in this model's control area, ignoring LOS. When resolving Airburst, ignore cover, concealment, elevation, and Stealth. Models hit suffer a POW 8 blast damage roll.

Artifice of Deviation
Place a 5" AOE anywhere completely in this model's control area. While in the AOE, friendly models gain Pathfinder ICON and can advance through obstructions and other models if they have enough movement to move completely past them. Enemy models treat the AOE as rough terrain. Artifice of Deviation lasts for one round.

Battle Lust
Target friendly Faction warrior model/unit gains Fearless ICON and gains an additional die on melee damage rolls for one round.

Energizer
This model spends up to 3 focus points to cast Energizer. Models in its battlegroup that are currently in its control area can immediately advance up to 1" for each focus point spent. Energizer can be cast only once per turn.

Fire For Effect
Boost the attack and damage rolls of target friendly Faction model's first ranged attack each activation.

Tactical Supremacy
Target friendly model/unit can advance up to 3" after all models have ended their activations on your turn.

Karchev the Terrible

Khador Warcaster

KARCHEV

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
4	12	7	5	12	19	8	5

	1	2	3	4	5	6
	L			R		
L	L	M	B	R	R	
	M	M	B	B		

FA: C

Warjack Points: +5

Base Size: Large Base

Hull: Grid (34)

Feat: Total War

Models in Karchev's battlegroup currently in his control area gain Pathfinder ICON and can charge or make power attacks without spending focus. At the start of their activations, affected models can turn to face any direction before their normal movement. Total War lasts for one turn.

KARCHEV

Arcantrik Turbine - At the start of this model's activation, it gains either +2" movement and Pathfinder for one turn or 1 focus point.

Man in the Machine - Karchev is a living model, but he is neither a warjack nor a warrior model. He has a damage grid and suffers damage like a warjack. Karchev can make slam, trample, throw, headlock/weapon lock, and push power attacks without spending focus. Karchev cannot make throws or headlock/weapon locks while his Open Fist is crippled. Effects modifying the amount of damage to or the manner in which damage is applied to a warjack also apply to him. The B boxes of Karchev's damage grid represent his Body system. Friendly Faction models with the Repair skill can attempt to repair Karchev like a warjack but cannot repair his Body system. When Karchev spends focus points to heal damage, he can heal damage only to his Body system. If another model heals Karchev through a means other than repair, damage can be removed only from his Body system. While his Body system is crippled, he cannot allocate focus. Karchev is affected by deep water like a warrior model. Apply damage he suffers from deep water only to his Body system.

WEAPONS [KARCHEV]

Fissure [1x] (Right) RNG: SP 10 ROF: 1 AOE: - POW: 12

Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

Open Fist [1x] (Left) POW: 3 P+S: 15

Open Fist

Sunder [1x] (Right) POW: 7 P+S: 19

Magical Weapon

Reach

SPELLS

Eruption

Cost	RNG	AOE	POW	UP	OFF
3	8	3	14	No	Yes

Models hit suffer a POW 14 fire damage roll ICON. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer an unboostable POW 14 fire damage roll ICON.

Ground Zero

3	Self	5	13	No	No
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Center a 5" AOE on this model. Each other model in the AOE is hit and suffers a POW 13 damage roll. Each model damaged by Ground Zero is pushed d6" directly away from this model in the order you choose.

Sidearms

2	Self	Ctrl	-	Yes	No
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While in this model's control area and B2B with one or more models in this model's battlegroup, models in this model's battlegroup cannot be knocked down and gain +1 DEF for each other model in the battlegroup with which they are B2B.

Tow

2	Self	-	-	Yes	No
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If during its normal movement this model advances within 2" of a friendly warjack, at the end of that movement you can place the warjack B2B with it, completely within its back arc. Up to three warjacks can be placed by Tow each time this model ends its normal movement.


Unearthly Rage

3	Self	Ctrl	-	No	No
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While in this model's control area, this model and warjacks in its battlegroup gain boosted melee attack and melee damage rolls, and their melee weapons gain Magical Weapon ICON. Unearthly Rage lasts for one turn.

Zevanna Agha, The Old Witch of Khador

Khador Warcaster

Old Witch's Damage: 

OLD WITCH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	7	6	3	15	14	8	7

FA: C

Warjack Points: +3

Base Size: Small Base

Damage: 16

Feat: Field of Talons

While in the Old Witch's control area, enemy models cannot run, charge, or make special attacks. Enemy models that advance and end their movement in the Old Witch's control area immediately suffer an unboostable POW 14 damage roll. Field of Talons lasts for one round.

OLD WITCH

Pathfinder

Terror

Augury - This model and warjacks in its battlegroup ignore cloud effects and forests when determining LOS.

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Great Power - During your Control Phase, this model can upkeep one spell without spending focus or fury.

Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

WEAPONS [OLD WITCH]

Iron Claws [2x] (None) POW: 6P+S: 13

Magical Weapon

SPELLS

Avatar of Slaughter

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	6	-	-	Yes	No

Target this model or Scrapjack. The affected model gains +2 to melee attack rolls. When it destroys an enemy warrior model with a melee attack during its activation, after the attack is resolved the affected model can advance up to 1" and make an additional melee attack.

Gallows

3	10	-	13	No	Yes
---	----	---	----	----	-----

When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.

Iron Flesh

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD.

Murder of Crows

3	Ctrl	5	*	Yes	No
---	------	---	---	-----	----

Place a 5" AOE cloud effect anywhere completely in this model's control area. Any model that is not part of this model's battlegroup that enters or ends its activation in the AOE suffers an unboostable POW 8 damage roll.

Unseen Path

2	Ctrl	-	-	No	No
---	------	---	---	----	----

Unseen Path can be cast only while XXX is in this model's control area. When Unseen Path is cast, immediately place this model within 2" of XXX or place XXX within 2" of this model. A model cannot advance this turn after being placed by Unseen Path.

Weald Secrets

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly model/unit gains Camouflage and Pathfinder ICON. (A model with Camouflage gains an additional +2 DEF when benefiting from concealment or cover.)

Scrapjack

Khador Character Light Warjack

SCRAPJACK

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	5	3	14	16	—

Base Size: Medium Base

Hull: Hull: 12

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

SCRAPJACK

Arc Node

Pathfinder

Companion [Old Witch] - This model is included in any army or horde that includes Old Witch. If Old Witch is destroyed or removed from play, remove this model from play. If Old Witch is warcaster, this model is part of her battlegroup.

Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Warjack Bond [Old Witch] - This model is bonded to the Old Witch. When the Old Witch is damaged by an enemy attack, this model gains +2 SPD and +2 to attack and damage rolls for one round.

WEAPONS [SCRAPJACK]


Mechanikal Talons [2x] (None)

POW: 4P+S: 12

Reach

Koldun Kommander Aleksandra Zerkova

Khador Greylord Warcaster

Zerkova's Damage: 

ZERKOVA

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Howling Wind

Enemy models beginning their activations in Zerkova's control area lose their initial ranged attacks and cannot run, charge, make special attacks, give or receive orders, or make special actions. Howling Wind lasts for one round.

ZERKOVA

Immunity: Cold

Pathfinder

Arcane Artifacts - When this model casts a spell, you can choose one of the following abilities. Each ability can be used once per activation and expires after the spell is cast.

•**Focus Sphere** - Reduce the COST of the spell by 1.

•**Ghost Stone** - This model's front arc extends to 360°, it ignores LOS when targeting models in its control area, and it ignores Stealth.

•**Lens of Tarvodh** - The spell gains +3 RNG.

Orgoth Seal - When a model targets this model with an offensive spell, the spell suffers -3 RNG. If a model directly hits this model with an offensive spell, after the attack is resolved the attacking model suffers d6 damage points.

WEAPONS [ZERKOVA]

Rod of Whispers [1x] (None)

RNG: 8 ROF: 1 AOE: - POW: 13

Magical Weapon

Quietus [1x] (None) POW: 6

P+S: 11

Magical Weapon

Mechanikal Seizure - When a warjack is hit by this weapon it becomes stationary for one round.

SPELLS

Banishing Ward

Cost	RNG	AOE	POW	UP	OFF
------	-----	-----	-----	----	-----

2	6	-	-	Yes	No
---	---	---	---	-----	----

Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.

Force Blast

3	Ctrl	*	-	No	No
---	------	---	---	----	----

Target a model in this model's battlegroup in its control area. Enemy models currently within 2" of the target model are pushed 4" directly away from it in the order you choose.

Icy Grip

2	8	-	-	Yes	Yes
---	---	---	---	-----	-----

Target enemy warrior model/unit without Immunity: Cold ICON suffers -2 DEF and cannot run or make special attacks.

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.

Razor Wind

2	10	-	12	No	Yes
---	----	---	----	----	-----

A blade of wind slices through the target model.

Twister

2	10	3	10	No	Yes
---	----	---	----	----	-----

The AOE is a cloud effect that remains in play for one round.

Watcher

3	Self	-	-	Yes	No
---	------	---	---	-----	----

When an enemy model advances and ends its movement within 6" of this model, choose a warjack in this model's battlegroup that is in its control area. That warjack can immediately make a full advance and then can make one normal melee or ranged attack targeting the enemy model. The attack and damage rolls against that model are boosted. After the attack is resolved, Watcher expires.

Berserker

Khador Heavy Warjack

BERSERKER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	5	3	11	18	—

FA: U

Point Cost: 6

Base Size: Large Base

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

BERSERKER

Aggressive - This model can run or charge without spending focus or being forced.

Unstable - At the end of any activation in which this model spent 1 or more focus points, roll a d6. If the roll is equal to or less than the number of focus points spent, this model explodes and models within 3" of it suffer an unboostable POW 14 blast damage roll. Remove this model from play.

WEAPONS [BERSERKER]

War Axe [2x] (Left and Right) POW: 5 P+S: 16

Chain Attack: Brutality - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one head-butt power attack against that model.

Destroyer

Khador Heavy Warjack

Destroyer

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	—

FA: U

Point Cost: 9

Base Size: Large Base

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

Destroyer

WEAPONS [Destroyer]

Bombard [1x] (Left) RNG: 14 ROF: 1 AOE: 3 POW: 14

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Executioner Axe [1x] (Right) POW: 5P+S: 17

Critical Amputation - On a critical hit, warjack arms and weapon systems that suffer damage from this attack are crippled.

Devastator

Khador Heavy Warjack

Devastator

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	25	—

FA: U

Point Cost: 9

Base Size: Large Base

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

Devastator

Armored Shell - While one of its arm systems is crippled, this model's base ARM is 21; while both its arm systems are crippled, its base ARM is 17. If this model makes an attack, its base ARM is 17 until the start of its next activation. This model's arms cannot be locked.

Bulldoze - When this model advances into B2B contact with an enemy model, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.

Rain of Death (★Attack) - Models B2B with this model suffer a POW 18 blast damage roll. Other models within 3" of this model suffer a POW 9 blast damage roll. When this model charges, instead of making a charge attack it can make a Rain of Death attack. A Rain of Death attack does not need a target. After a Rain of Death attack, this model can make additional melee attacks.

WEAPONS [Devastator]

Shield Fist [2x] (Left and Right) POW: 4 P+S: 16

Open Fist

Juggernaut

Khador Heavy Warjack

Juggernaut

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	—

FA: U

Point Cost: 7

Base Size: Large Base

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

Juggernaut

WEAPONS [Juggernaut]

Open Fist [1x] (Left) POW: 3

P+S: 15

Open Fist

Ice Axe [1x] (Right) POW: 7

P+S: 19

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

Kodiak

Khador Heavy Warjack

Kodiak

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	—

FA: U

Point Cost: 8

Base Size: Large Base

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

Kodiak

Pathfinder

Heavy Boiler - This model can run without spending focus.

Vent Steam (★Attack) - Center a 3" AOE cloud effect on this model. Living models currently in the AOE are hit and suffer a POW 12 damage roll. The AOE remains in play for one round. A Vent Steam attack does not need a target. After a Vent Steam attack, this model can make additional melee attacks.

WEAPONS [Kodiak]

Armored Fist [2x] (Left and Right) POW: 4P+S: 16

Open Fist

Chain Attack: Grab & Smash - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, head/weapon/arm lock, push, or throw power attack against that target.

Marauder

Khador Heavy Warjack

Marauder

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	—

FA: U

Point Cost: 7

Base Size: Large Base

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

Marauder

WEAPONS [Marauder]

Ram Piston [2x] (Left and Right) POW: 4 P+S: 16

Combo Smite (★Attack) - Make a melee attack. On a hit, instead of making a normal damage roll the target model is slammed d6" directly away from this model and suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Spriggan

Khador Heavy Warjack

Spriggan

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	19	—

FA: U

Point Cost: 10

Base Size: Large Base

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

Spriggan

Bulldoze - When this model advances into B2B contact with an enemy model, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.

WEAPONS [Spriggan]

Grenade Launcher [2x] (<->) RNG: 10 ROF: 1 AOE: 3 POW: 10

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Targeting Flare - Instead of making an attack with this weapon, you can place a 3" AOE anywhere completely within 10" of this model, with a center point in this model's LOS, ignoring intervening models. While a model is within the AOE, it loses Camouflage and Stealth and models can ignore cloud effects when determining LOS to it. The AOE remains in play for one turn.

Assault Shield [1x] (Left) POW: 2 P+S: 14
Shield

War Lance [1x] (Right) POW: 6 P+S: 18
Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

Beast 09

Khador Character Heavy Warjack

Beast 09

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	7	4	10	20	—

FA: C

Point Cost: 11

Base Size: Large Base

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

Beast 09

Affinity [Sorscha] - While in Sorscha's control area, Beast can reroll failed slam power attack and charge attack rolls. Attack rolls can be rerolled only once as a result of this affinity.

Heavy Boiler - This model can run without spending focus.

Hyper Aggressive - When this model suffers damage from an enemy attack anytime except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.

Imprint: Murderous - During its activation, this model can spend 1 focus point to use Murderous. That activation, this model gains an additional die on melee attack rolls against living enemy warrior models.

WEAPONS [Beast 09]

Open Fist [1x] (Left) POW: 3 P+S: 15

Open Fist

Ice Breaker [1x] (Right) POW: 7P+S: 19

Reach

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Behemoth

Khador Character Heavy Warjack

BEHEMOTH

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	21	—

FA: C

Point Cost: 13

Base Size: Large Base

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

BEHEMOTH

Sub-Cortex - This model has a Sub-Cortex system that controls the operation of its bombards. The S boxes of this warjack's damage grid represent its Sub-Cortex system. The Sub Cortex can be allocated up to 3 focus points in addition to normal focus allocations to this model. Focus points allocated to the Sub-Cortex can be used only to boost ranged attack and ranged damage rolls. Focus points allocated to this model's primary Cortex cannot be used to boost ranged attack or ranged damage rolls. If the Sub-Cortex is crippled, this model cannot make ranged attacks. Cortex damage effects do not affect the Sub-Cortex. This model can make melee and ranged attacks in the same activation. This model can make ranged attacks even while in melee, but it cannot target a model engaging this model. This model suffers -2 to ranged attack rolls while engaged and during activations it charges, slam power attacks, or trample power attacks.

WEAPONS [BEHEMOTH]

Bombards [2x] (<->) RNG: 14 ROF: 1 AOE: 3 POW: 14

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Open Fist [2x] (Left and Right) POW: 0 P+S: 12

Open Fist

Armor Piercing - When calculating damage from this weapon, halve the base ARM stats of models hit that have medium or larger bases. This weapon gains +2 to damage rolls against models with small bases.

Drago

Khador Character Heavy Warjack

Drago

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	7	3	11	18	—

FA: C

Point Cost: 8

Base Size: Large Base

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

Drago

Aggressive - This model can run or charge without spending focus or being forced.

Affinity [Vladimir] - While Drago is in Vladimir's control area, you can choose not to make Unstable rolls for it. When Drago is in Vladimir's control area and makes an attack, gain an additional die on attack and damage rolls. Discard the lowest die of each roll.

Imprint: Run Riot - During its activation, this model can spend 1 focus point to use Run Riot. This activation, after resolving an attack in which this model destroyed one or more enemy models with a normal melee attack, if there are no enemy models within its melee range it can advance up to 1".

Unstable - At the end of any activation in which this model spent 1 or more focus points, roll a d6. If the roll is equal to or less than the number of focus points spent, this model explodes and models within 3" of it suffer an unboostable POW 14 blast damage roll. Remove this model from play.

WEAPONS [Drago]

Executioner Axe [2x] (Left and Right) POW: 5P+S: 16

Chain Attack: Bloodbath - If this model hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make one melee attack with this weapon against each model in its LOS that is in this weapon's melee range.

Critical Amputation - On a critical hit, warjack arms and weapon systems that suffer damage from this attack are crippled.

Iron Fang Pikemen

Khador Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Combined Melee Attack

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.

WEAPONS [LEADER & GRUNTS]

Blasting Pike [1x] (None) POW: 7 P+S: 13

Reach

Critical Knockdown - On a critical hit, the model hit is knocked down.

Iron Fang Pikemen Officer & Standard

Khador Unit Attachment

Officer's Damage: ■■■■■

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	14	10

STANDARD BEARER

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Iron Fang Pikemen] - This attachment can be added to a Iron Fang Pikemen unit.

OFFICER

Combined Melee Attack

Officer

Defensive Formation - Once per game during its unit's activation, this model can use Defensive Formation. Immediately after models in this unit complete their activations this turn, models in this unit other than this one can make a full advance, any previous orders this unit was issued expire, and this unit is affected by the Shield Wall order.

Tactics: Relentless Charge - Models in this unit gain Relentless Charge. (Models with Relentless Charge gain Pathfinder ICON during activations they charge.)

WEAPONS [OFFICER]

Blasting Pike [1x] (None) POW: 7 P+S: 13

Reach

Critical Knockdown - On a critical hit, the model hit is knocked down.

STANDARD BEARER

Standard Bearer

Great Bears of Gallowswood

Khador Iron Fang Character Unit

VOLKOV

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	13	14	9

Volkov's Damage: 
Kolsk's Damage: 
Yarovick's Damage: 

KOLSK

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	13	14	9

YAROVICH

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	13	14	9

FA: C

Point Cost: Volkov, Kolsk, & Yarovich: 5 points

Base Size: Small Base

Damage: 5 each

VOLKOV

Fearless

Officer

Tough

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Granted: Relentless Charge - While this model is in play, models in this unit gain Relentless Charge. (Models with Relentless Charge gain Pathfinder ICON during activations they charge.)

Precision Strike - When this model damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.

WEAPONS [VOLKOV]

Great Axe [1x] (None) POW: 5 P+S: 12

Reach

Weapon Master

Backswing (★Attack) - Make two attacks with this weapon.

KOLSK

Fearless

Tough

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Granted: Steady - While this model is in play, models in its unit gain Steady. (Models with Steady cannot be knocked down.)

Precision Strike - When this model damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.

WEAPONS [KOLSK]

Great Axe [1x] (None) POW: 5 P+S: 12

Reach

Weapon Master

Backswing (★Attack) - Make two attacks with this weapon.

YAROVICH

Fearless

Tough

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Granted: Circular Vision - While this model is in play, models in this unit gain Circular Vision. (The front arc of a model with Circular Vision extends to 360°.)

Precision Strike - When this model damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.

WEAPONS [YAROVICH]

Great Axe [1x] (None) POW: 5 P+S: 12

Reach

Weapon Master

Backswing (★Attack) - Make two attacks with this weapon.

Iron Fang Uhlans

Khador Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	6	4	13	17	9

Uhlan A's Damage:	
Uhlan B's Damage:	
Uhlan C's Damage:	
Uhlan D's Damage:	
Uhlan E's Damage:	

FA: 1

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large Base

Damage: 5 each

LEADER & GRUNTS

Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Relentless Charge - This model gains Pathfinder ICON during activations it charges.

WEAPONS [LEADER & GRUNTS]

Blasting Lance [1x] (None) POW: 10 P+S: 16

Critical Knockdown - On a critical hit, the model hit is knocked down.

Lance - This weapon can be used only to make charge attacks. When this model charges, this weapon gains Reach ICON until the charge is resolved.

Short Spear [1x] (None) POW: 4 P+S: 10

Close Combat - This model cannot make an initial attack with this weapon during an activation it charged at least 3".

Mount [1x] (None) POW: 12

Critical Knockdown - On a critical hit, the model hit is knocked down.

Man-O-War Demolition Corps

Khador Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	7	5	11	16	9

FA: 2

Point Cost: Leader & 2 grunts: 6

Leader & 4 grunts: 9

Base Size: Medium Base

Damage: 8 each

LEADER & GRUNTS

Fearless






WEAPONS [LEADER & GRUNTS]

Ice Maul [1x] (None) POW: 5 P+S: 14

Reach

Backswing (★Attack) - Make two attacks with this weapon.

Ice Breaker (★Attack) - Make a melee attack with this weapon. Gain an additional die on the damage roll.

Demolisher A's Damage:	
Demolisher B's Damage:	
Demolisher C's Damage:	
Demolisher D's Damage:	
Demolisher E's Damage:	

Man-O-War Shocktroopers

Khador Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	7	5	11	17	9

Shocktrooper A's Damage: 
Shocktrooper B's Damage: 
Shocktrooper C's Damage: 
Shocktrooper D's Damage: 
Shocktrooper E's Damage: 

FA: 3

Point Cost: Leader & 2 Grunts: 6

Leader & 4 Grunts: 9

Base Size: Medium Base

Damage: 8 each

LEADER & GRUNTS

Combined Melee Attack

Fearless

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.

WEAPONS [LEADER & GRUNTS]

Shield Cannon [1x] (None) RNG: 6 ROF: 1 AOE: - POW: 14

Annihilator Blade [1x] (None) POW: 5 P+S: 14

Reach

Winter Guard Infantry

Khador Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	12	13	8

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Combined Ranged Attack

WEAPONS [LEADER & GRUNTS]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Axe [1x] (None)

POW: 3

P+S: 8

Winter Guard Infantry Officer & Standard

Khador Unit Attachment

Officer's Damage: ■■■■■

OFFICER

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

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	12	13	8

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Winter Guard Infantry] - This attachment can be added to a Winter Guard Infantry unit.

OFFICER

Combined Ranged Attack

Officer

Bob & Weave (Order) - Affected models make a full advance during their normal movement this activation and gain +2 DEF for one round.

Tactics: Combined Melee Attack - Models in this unit gain Combined Melee Attack ICON.

WEAPONS [OFFICER]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Axe [1x] (None) POW: 3 P+S: 8

STANDARD BEARER

Combined Ranged Attack

Standard Bearer

Grape Shot - While this model is in formation, models in its unit can make a Grape Shot special attack. A Grape Shot special attack is a ranged attack with RNG SP 8, AOE -, and POW 10. When making a Grape Shot special attack, models cannot participate in combined ranged attacks.

WEAPONS [STANDARD BEARER]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Axe [1x] (None) POW: 3 P+S: 8

Winter Guard Infantry Rocketeer

Khador Weapon Attachment

ROCKETEER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	12	13	8

FA: 2

Point Cost: 1 Rocketeer: 1

Up to 2 Additional Rocketeers: 1 ea

Base Size: Small Base

Attachment [Winter Guard Infantry] - This attachment can be added to a Winter Guard Infantry unit.

ROCKETEER

Combined Ranged Attack

Take Up - If this model is destroyed or removed from play, choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [ROCKETEER]

Rocket [1x] (None) RNG: 14 ROF: 1 AOE: 3 POW: 12

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Support Weapon - When attacking with this weapon, this model cannot participate in a combined ranged attack.

Blunderbuss [1x] (None) RNG: 1 ROF: 8 AOE: - POW: 12

Axe [1x] (None) POW: 3 P+S: 8

Winter Guard Field Gun Crew

Khador Weapon Crew Unit

LEADER

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

GRUNTS

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

FA: 2

Point Cost: Leader & 2 Grunts: 2

Base Size: Leader: Large Base
Grunt: Small Base

LEADER

WEAPONS [LEADER]

Field Gun [1x] (None) RNG: 16 ROF: 1 AOE: - POW: 14

Critical Knockdown - On a critical hit, the model hit is knocked down.

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the 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.

Axe [1x] (None) POW: 3 P+S: 8

WEAPONS [GRUNTS]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Axe [1x] (None) POW: 3 P+S: 8

Winter Guard Mortar Crew

Khador Weapon Crew Unit

LEADER

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

GRUNT

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

FA: 2

Point Cost: Leader & Grunt: 3

Base Size: Leader: Large Base
Grunt: Small Base

LEADER

WEAPONS [LEADER]

Mortar [1x] (None) RNG: 20 ROF: 1 AOE: 4 POW: 16

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Inaccurate - This model suffers -4 to attack rolls with this weapon.

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the 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.

Axe [1x] (None) POW: 3 P+S: 8

WEAPONS [GRUNT]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Axe [1x] (None) POW: 3 P+S: 8

Assault Kommandos

Khador Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Immunity: Corrosion

Immunity: Fire

Alchemical Mask - This model ignores gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

Assault & Battery (Order) - Before their normal movement, affected models can make one ranged attack. During their normal movement, affected models must charge or run. The ranged attack is made before declaring a charge target.

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.

WEAPONS [LEADER & GRUNTS]

Carbine [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Gas Grenade Launcher [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: -

Strangle Gas - If the attack misses, nothing happens. If it hits, center a 3" AOE gas effect on the model hit. The AOE remains in play for one round. While in the AOE, living models suffer -2 DEF and -2 to attack rolls.

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Combat Shield [1x] (None) POW: 2 P+S: 8

Gun Blade [1x] (None) POW: 3 P+S: 9

Battle Mechaniks

Khador Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 3 Grunts: 2

Leader & 5 Grunts: 3

Base Size: Small Base

LEADER & GRUNTS

Jack Marshal

Iron Sentinel - While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

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.

Assist Repair (★Action) - This model can make this special action only when B2B with a friendly Faction warjack. When this model makes an Assist Repair special action, choose another model in this unit with the Repair ability also B2B with that warjack. The chosen model gains a cumulative +1 to its Repair skill on its next Repair skill check to repair that warjack this activation. If it passes the Repair check, remove 1 additional damage point from the warjack for each model that used Assist Repair on the chosen model.

WEAPONS [LEADER & GRUNTS]

Monkey Wrench [1x] (None)

POW: 2

P+S: 8

Doom Reavers

Khador Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Abomination

Advance Deployment

Fearless

Berserk - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

Spell Ward - This model cannot be targeted by spells.

WEAPONS [LEADER & GRUNTS]

Fellblade [1x] (None) POW: 6P+S: 13

Magical Weapon

Reach

Weapon Master

Greylord Ternion

Khador Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 2 Grunts: 4

Base Size: Small Base

LEADER & GRUNTS

Magic Ability [7]

•**Blizzard (★Action)** - RNG 5. Target friendly Faction model. If the model is in range, center a 3" AOE cloud effect on it. The AOE remains centered on the model for one round. If the target model is destroyed or removed from play, remove the AOE from play.

•**Frostbite (★Attack)** - Frost Bite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ICON.

•**Ice Cage (★Attack)** - Ice Cage is a RNG 10 magic attack. A model hit suffers a cumulative -2 DEF for one turn unless it has Immunity: Cold ICON. When a model without Immunity: Cold is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.

WEAPONS [LEADER & GRUNTS]

Rune Axe [1x] (None) POW: 5P+S: 10

Magical Weapon

Kossite Woodsmen

Khador Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	12	10	7

FA: 2

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Pathfinder

Ambush - You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it into play at the end of 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 this unit in formation within 3" of the chosen table edge.

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Reform - After all models in this unit have completed their actions, each can advance up to 3"

WEAPONS [LEADER & GRUNTS]

Ranged Attack [1x] (None) RNG: 10

ROF: 1 AOE: - POW: 10

Hand Weapon [1x] (None) POW: 3

P+S: 8

Widowmakers

Khador Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	7	14	11	8

FA: 1

Point Cost: Leader & 3 Grunts: 4

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Pathfinder

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Sniper - When damaging a warjack or warbeast with a ranged attack, 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.

WEAPONS [LEADER & GRUNTS]

Hunting Rifle [1x] (None) RNG: 14

ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 8

War Dog

Khador Solo

War Dog's Damage: ■■■■■

War Dog

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	1	13	14	6

FA: 1

Point Cost: 1

Base Size: Small Base

Damage: 5

War Dog

Tough

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 attached to it.

Counter Charge - When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

Guard Dog - While this model is within 3" of its warcaster or warlock and is not stationary, its warcaster or warlock cannot be targeted by free strikes and gains +2 DEF against melee attack rolls, and models attacking the warcaster do not gain back strike bonuses.

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Return - Immediately after resolving a charge attack, this model can make a full advance toward its warcaster. This model cannot be targeted by free strikes during this movement.

WEAPONS [War Dog]

Bite [1x] (None) POW: 4P+S: 11

Koldun Lord

Khador Greylord Solo

Koldun Lord's Damage: ■■■■■

KOLDUN LORD

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

KOLDUN LORD

Commander

'Jack Marshal

Battle Wizard - Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

Elite Cadre [Greylord Ternions] - Friendly Greylord Ternion units gain Battle Wizard.

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.

Magic Ability [7]

•**Frostbite (★Attack)** - Frost Bite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ICON.

•**Ice Cage (★Attack)** - Ice Cage is a RNG 10 magic attack. A model hit suffers a cumulative -2 DEF for one turn unless it has Immunity: Cold ICON. When a model without Immunity: Cold is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.

•**Power Booster (★Action)** - RNG 5. Target friendly Faction warjack. If the target warjack is in range and has no focus points, it gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

WEAPONS [KOLDUN LORD]

Rune Axe [1x] (None) POW: 5 P+S: 10

Magical Weapon

Manhunter

Khador Solo

Manhunter's Damage: ■■■■■

MANHUNTER

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

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

MANHUNTER

Advance Deployment

Fearless

Pathfinder

Stealth

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

WEAPONS [MANHUNTER]

Axe [2x] (None)

POW: 3

P+S: 11

Weapon Master

Man-O-War Drakhun

Khador Dragoon Solo

DRAKHUN

SPD	STR	MAT	RAT	DEF	ARM	CMD
7/4	9	8	6	11	19/17	9

Mounted Damage: 

Dismounted Damage: 

FA: 1

Point Cost: Without Dismount: 4

Cost With Dismount: 5

Base Size: Large Base Mounted

Small Base Dismounted

Damage: Mounted Damage: 10

Dismounted Damage: 8

DRAKHUN

Fearless

Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

Counter Charge - When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

Dragoon - While mounted, this model has a base SPD 7 and base ARM 19. While dismounted, it has a base SPD 4, base ARM 17, and loses Combat Rider, Counter Charge, and Steady.

Steady - This model cannot be knocked down.

WEAPONS [DRAKHUN]

Cannon Shot [1x] (None) RNG: 6 ROF: 1 AOE: - POW: 14

Annihilator Blade [1x] (None) POW: 5 P+S: 14

Reach

Weapon Master

Mount [1x] (None) POW: 14

Critical Knockdown - On a critical hit, the model hit is knocked down.

Man-O-War Kovnik

Khador Solo

Kovnik's Damage:

KOVNIK

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	9	8	6	11	18	9

FA: 2

Point Cost: 3

Base Size: Medium Base

Damage: 8

KOVNIK

Commander

Fearless

'Jack Marshal

Drive: Boosted Attack - 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 it passes, the attack rolls for the warjack's initial attacks are boosted during that activation. If it fails, the warjack does not benefit from 'Jack Marshal this turn.

Field Officer [Man-O-War Shocktrooper or Man-O-War Demolition Corps] - If this model is included in an army, you can include one additional Man-O-War Shocktrooper or Man-O-War Demolition Corps unit over that unit's FA.

Power Attack Slam - This model can make slam power attacks.

WEAPONS [KOVNIK]

Cannon Shot [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 14

Axe Cannon [1x] (None) POW: 6 P+S: 15

Weapon Master

Fenris

Khador Doom Reaver Dragoon Character Solo

Mounted Damage: 
Dismounted Damage: 

FENRIS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	8	4	13	16/14	8

FA: C

Point Cost: 5

Base Size: Large Base Mounted
Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

FENRIS

Abomination

Fearless

Tough

Berserk - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

Leadership [Doom Reavers] - While in this model's command range, friendly Doom Reaver models gain Silence (models with Silence do not have to make Berserk attacks).

Dragoon - While mounted, this model has a base SPD 8 and base ARM 16. While dismounted, it has a base SPD 6, base ARM 14.

Spell Ward - This model cannot be targeted by spells.

WEAPONS [FENRIS]

Fellblade [2x] (None) POW: 6P+S: 13

Reach

Weapon Master

Mount [1x] (None) POW: 12

Kovnik Jozef Grigorovich

Khador Winter Guard Character Solo

Grigorovich's Damage: 

GRIGOROVICH

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	6	12	14	9

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

GRIGOROVICH

Commander

Patriotic Speeches - During this model's activation, it can make one of the following speeches. When it does, choose a friendly Winter Guard unit. The speech affects this model and will affect the unit if it is in this model's command range at the time this model made the speech.

- Bear's Strength** - Affected models gain +3 STR for one turn.

- Courage of the Forefathers** - Affected models gain Fearless ICON and Tough ICON for one round.

- For the Motherland** - Affected models' attack rolls are boosted this turn.

Sacrificial Pawn [Winter Guard] - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Winter Guard model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

WEAPONS [GRIGOROVICH]

Hand Cannon [1x] (None) RNG: 12

ROF: 1 AOE: - POW: 12

Saber [1x] (None) POW: 4 P+S: 12

Kovnik Markov

Khador Iron Fang Uhlan Cavalry Character Solo

Markov's Damage: 

MARKOV

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	8	4	13	18	9

FA: C

Point Cost: 4

Base Size: Large Base

Damage: 10

MARKOV

Commander

Fearless

Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

Elite Cadre [Iron Fang Uhlans] - Friendly Iron Fang Uhlan units gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when determining LOS and can advance through other models in its unit if it has enough movement to move completely past them.)

Inspiration [Iron Fang Uhlans] - Friendly Iron Fang Uhlans models/units in this model's command range never flee and immediately rally.

Precision Strike - When this model damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.

WEAPONS [MARKOV]

Concussion Lance [1x] (None) POW: 10 P+S: 16

Lance - This weapon can be used only to make charge attacks. When this model charges, this weapon gains Reach ICON until the charge is resolved.

Warhead - Center a 4" AOE on a model directly hit by this attack. Models in the AOE are hit and suffer a POW 10 blast damage roll. This damage is not considered to have been caused by a melee attack. On a critical hit, models in the AOE are knocked down. This model is not affected by Warhead.

Short Spear [1x] (None) POW: 4 P+S: 10

Close Combat - This model cannot make an initial attack with this weapon during an activation it charged at least 3".

Mount [1x] (None) POW: 12

Critical Knockdown - On a critical hit, the model hit is knocked down.

Yuri the Axe

Khador Character Solo

Yuri's Damage: ■■■■■

YURI

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

FA: C

Point Cost: 3

Base Size: Small Base

Damage: 5

YURI

Advance Deployment

Fearless

Pathfinder

Stealth

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Elite Cadre [Kossite Woodsmen and Manhunters] - Friendly Kossite Woodsmen and Manhunters gain Treewalker.

Treewalker - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

WEAPONS [YURI]

Great Axe [1x] (None) POW: 5 P+S: 13

Reach

Weapon Master

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Kayazy Assassins

Khador Ally Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	14	11	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Stealth

Backstab - This model gains an additional die on its back strike damage rolls.

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.

Parry - This model cannot be targeted by free strikes.

WEAPONS [LEADER & GRUNTS]

Assassin Blade [1x] (None) POW: 4 P+S: 10

Kayazy Assassin Underboss

Khador Ally Unit Attachment

Underboss's Damage: ■■■■■

UNDERBOSS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	14	11	9

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

Attachment [Kayazy Assassins] - This attachment can be added to a Kayazy Assassins unit.

UNDERBOSS

Officer

Stealth

Tough

Backstab - This model gains an additional die on its back strike damage rolls.

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.

Kill Stroke - Once per game during its unit's activation, this model can use Kill Stroke. This activation, models in this unit currently in formation can advance through other models if they have enough movement to move completely past them, ignore intervening models when declaring a charge, and cannot be targeted by free strikes.

Parry - This model cannot be targeted by free strikes.

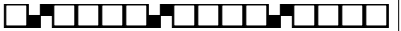
Tactics: Duelist - Models in this unit gain +2 DEF against melee attack rolls.

WEAPONS [UNDERBOSS]

Assassin Blade [2x] (None) POW: 4 P+S: 10

Warwitch Deneghra

Cryx Warcaster

Deneghra's Damage: 

DENEGHRA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
7	5	5	4	16	14	8	7

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 16

Feat: The Withering

Enemy models currently in Deneghra's control area suffer -2 to their SPD, STR, MAT, RAT, DEF, ARM, and FOCUS and cannot run or make special attacks. The Withering lasts for one round.

DENEGHRA

Stealth

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Parry - This model cannot be targeted by free strikes.

WEAPONS [DENEGHRA]

Sliver [1x] (None) POW: 7 P+S: 12

Magical Weapon

Reach

Shadow Bind - A model hit by this weapon suffers -3 DEF and when it advances it cannot move except to change facing. Shadow Bind expires after one round.

SPELLS

Crippling Grasp

Target model/unit suffers -2 SPD, STR, DEF, and ARM and cannot run or make special attacks.

Ghost Walk

Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)

Influence

Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.

Parasite

Target model/unit suffers -3 ARM and this model gains +1 ARM.

Scourge

Models hit by Scourge are knocked down.

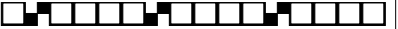
Venom

Venom causes corrosion damage ICON. Models hit suffer the Corrosion continuous effect ICON.

Cost	RNG	AOE	POW	UP	OFF
3	8	-	-	Yes	Yes
3	6	-	-	No	No
1	10	-	-	No	Yes
3	8	-	-	Yes	Yes
4	8	3	13	No	Yes
2	SP 8	-	10	No	Yes

Wraith Witch Deneghra

Cryx Epic Warcaster

Deneghra's Damage: 

DENEGHRA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
7	5	5	4	16	14	8	7

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Web of Shadow

While in Deneghra's control area, enemy models suffer Shadow Bind. Web of Shadow lasts for one round. (A model affected by Shadow Bind suffers -3 DEF and for one round when it advances it cannot move except to change facing.)

DENEGHRA

Undead

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Parry - This model cannot be targeted by free strikes.

Seduction (★Action) - Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.

Wraith Walker - At the end of your Control Phase, this model can gain Incorporeal ICON for one round unless it gained Incorporeal during the last round.

WEAPONS [DENEGHRA]

Eclipse [1x] (None) POW: 7P+S: 12

Magical Weapon

Reach

Dark Banishment - When this model damages an enemy model with this weapon during its activation, after the attack is resolved you can place the enemy model anywhere completely within d6" of its current location, plus 1" for each focus point on this model.

SPELLS

Curse of Shadows

Target model/unit suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.

Ghost Walk

Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)

Hellmouth

If this attack misses, nothing happens. If it hits, before making the damage roll, push models within 3" of the model hit 3" directly toward it in the order you choose. Then center a 3" AOE on the model hit. Models hit suffer a POW 12 damage roll. Models boxed by Hellmouth are removed from play.

Marked for Death

Target enemy model/unit suffers -2 DEF and loses Incorporeal and Stealth and cannot gain those abilities while affected by Marked for Death. Friendly Faction models can target an affected model regardless of LOS.

Pursuit

If target enemy model/unit advances during its activation, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.

Venom

Venom causes corrosion damage ICON. Models hit suffer the Corrosion continuous effect ICON.

Cost	RNG	AOE	POW	UP	OFF
3	8	-	-	Yes	Yes
3	6	-	-	No	No
4	8	*	12	No	Yes
2	8	-	-	Yes	Yes
2	8	-	-	Yes	Yes
2	SP 8	-	10	No	Yes

Iron Lich Asphyxious

Cryx Warcaster

Asphyxious's Damage: 

Asphyxious

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	6	3	15	16	7	7

FA: C

Warjack Points: +6

Base Size: Medium Base

Damage: 18

Feat: Consuming Blight

Living enemy models currently in Asphyxious' control area suffer an unboostable POW 5 damage roll. Asphyxious gains up to 7 focus points. He cannot have more focus points than his current FOCUS as a result of Consuming Blight.

Asphyxious

Terror

Undead

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

WEAPONS [Asphyxious]

Soulsplitter [1x] (None) POW: 8P+S: 15

Magical Weapon

Reach

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

SPELLS

Breath of Corruption

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
3	8	3	12	No	Yes

Models hit suffer a POW 12 corrosion damage roll ICON. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer 1 point of corrosion damage ICON.

Hellfire

3	10	-	14	No	Yes
---	----	---	----	----	-----

A model/unit hit by Hellfire must pass a command check or flee.

Parasite

3	8	-	-	Yes	Yes
---	---	---	---	-----	-----

Target model/unit suffers -3 ARM and this model gains +1 ARM.

Scything Touch

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly model/unit gains +2 to melee attack damage rolls. Affected models gain Critical Corrosion ICON on their normal melee attacks.

Teleport

2	Self	-	-	No	No
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Place this model anywhere completely within 8" of its current location, then its activation ends.

Lich Lord Asphyxious

Cryx Epic Warcaster

Asphyxious's Damage: 

Asphyxious

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	6	3	15	16	8	7

FA: C

Warjack Points: +6

Base Size: Medium Base

Damage: 18

Feat: Spectral Legion

Return up to 10 friendly destroyed non-warcaster Faction warrior models to play, placing them within 3" of Asphyxious. Returned models gain Undead ICON and Incorporeal ICON, become solos, and cannot be attacked or damaged for one turn. Returned models must charge during their activations and leave play at the end of this turn.

Asphyxious

Terror

Undead

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

WEAPONS [Asphyxious]

Daeamortus [1x] (None) POW: 8P+S: 15

Magical Weapon

Reach

Soul Reaper (★Action) - Place a 5" AOE anywhere completely in this model's control area. The AOE remains in play for one round. When a living enemy model is destroyed in the AOE, this model gains one soul token. While the AOE is in play, this model cannot attack with Daeamortus and has no melee range.

SPELLS

Caustic Mist

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	Ctrl	3	-	No	No

Place a 3" AOE cloud effect completely in this model's control area. A model entering or ending its activation in the AOE suffers 1 point of corrosion damage ICON. Caustic Mist lasts for one round.

Death Knell

4	8	4	10	No	Yes
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Before dealing damage, count the number of models in the AOE. Add the result to each Death Knell damage roll.

Excarnate

3	10	-	13	No	Yes
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When a living enemy warrior model is boxed by Excarnate, remove it from play. You can then add one Grunt to a friendly Faction small-based undead unit in this model's control area. The Grunt must be placed in formation and within 3" of this model.

Hellbound

3	Self	*	-	Yes	No
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This model cannot be targeted by charges. While within 5" of this model, enemy models treat open ground as rough terrain.

Parasite

3	8	-	-	Yes	Yes
---	---	---	---	-----	-----

Target model/unit suffers -3 ARM and this model gains +1 ARM.


Teleport

2	Self	-	-	No	No
---	------	---	---	----	----

Place this model anywhere completely within 8" of its current location, then its activation ends.

Pirate Queen Skarre

Cryx Satyxis Warcaster

Skarre's Damage: 

Skarre

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
7	6	7	4	16	15	9	6

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Blood Magic

Skarre suffers up to 5 damage points. While in her control area, friendly Faction models gain +1 STR and ARM for each damage point she suffers as a result of Blood Magic. Blood Magic lasts for one round.

Skarre

Sacrificial Strike (★Action) - RNG CMD. Target a model in this model's LOS. If that model is in range, remove one friendly Faction trooper model within 1" of this model from play. The target model suffers a magical damage roll with POW equal to the base ARM of the removed model.

WEAPONS [Skarre]

Takkaryx [1x] (None) POW: 7P+S: 13

Magical Weapon

Life Trader - When an attack with this weapon hits, this model can suffer 1 damage point to gain an additional die on the damage roll against the model hit. Life Trader can be used once per attack.

Bloodwyrn [1x] (None) POW: 3P+S: 9

Magical Weapon

Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

Great Rack [1x] (None) POW: 4 P+S: 10

Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Backlash	3	8	—	—	Yes	Yes
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When target enemy warjack that is part of a battlegroup is damaged, its controller suffers 1 damage point.

Blood Rain	3	8	3	12	No	Yes
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Blood Rain causes corrosion damage ICON. Models hit suffer the Corrosion continuous effect ICON.

Dark Guidance	4	Self	Ctrl	—	No	No
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While in this model's control area, friendly Faction models gain an additional die on their melee attack rolls this turn.

Hellfire	3	10	—	14	No	Yes
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A model/unit hit by Hellfire must pass a command check or flee.


Ritual Sacrifice	2	6	—	—	No	No
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Remove target friendly warrior model from play. XXX gains d6 additional focus points during your next Control Phase. Ritual Sacrifice can be cast only once per turn.

Skarre, Queen of the Broken Coast

Cryx Epic Satyxis Warcaster

Skarre

Skarre's Damage: 

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
7	6	7	5	16	15	9	7

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Fate Weaver

Skarre suffers up to 5 damage points. For each damage point she suffers, one model currently in her control area can be affected by Fate Weaver. An affected friendly model cannot be charged or targeted by enemy attacks for one round. An affected enemy model cannot make attacks for one round.

Skarre

Blood Trade - This model can upkeep spells by suffering 1 damage point per spell instead of spending focus.

Inspiration [Satyxis] - Friendly Satyxis models/units in this model's command range never flee and immediately rally.

Seas of Fate - Models in this model's battlegroup that are in its control area can boost attack and damage rolls after seeing the result of the roll.

WEAPONS [Skarre]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Great Rack [1x] (None) POW: 4 P+S: 10

Ram - When an enemy model is hit by this weapon, it is knocked down and can be pushed 1" directly away from this model. If it is pushed, this model can immediately advance directly toward the pushed model up to the distance that model was moved.

Gun Blade [1x] (None) POW: 3 P+S: 9

Takkaryx [1x] (None) POW: 7 P+S: 13

Magical Weapon

Life Trader - When an attack with this weapon hits, this model can suffer 1 damage point to gain an additional die on the damage roll against the model hit. Life Trader can be used once per attack.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Admonition	2	6	-	-	Yes	No
When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.						
Backlash	3	8	-	-	Yes	Yes
When target enemy warjack that is part of a battlegroup is damaged, its controller suffers 1 damage point.						
Black Spot	2	8	-	-	Yes	Yes
Target enemy warrior model/unit suffers -2 DEF. When a friendly Faction model destroys one or more affected models with a melee or ranged attack during its activation, immediately after the attack is resolved it can make one additional melee or ranged attack regardless of ROF. Attacks gained from Black Spot cannot generate additional attacks from Black Spot.						
Blood Rain	3	8	3	12	No	Yes
Blood Rain causes corrosion damage ICON. Models hit suffer the Corrosion continuous effect ICON.						
Death Ward	2	6	-	-	Yes	No
Target friendly Faction model/unit gains +2 ARM. If an affected warjack is damaged, you choose which column suffers the damage.						
Perdition	2	10	-	10	No	Yes
When an enemy model is damaged by Perdition, immediately after the attack is resolved one warjack in this model's battlegroup that is currently in this model's control area can make a full advance toward the nearest enemy model. A model can advance as a result of Perdition only once per turn.						

Goreshade the Bastard

Cryx Warcaster

Goreshade's Damage: 

Goreshade

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	7	4	15	16	7	7

FA: C

Warjack Points: +6

Base Size: Medium Base

Damage: 17

Feat: Dark Summons

Goreshade summons a unit of Bane Thralls. Place one Leader and five Grunts within 3" of Goreshade.

Goreshade

Terror

Undead

WEAPONS [Goreshade]

Bloodcleaver [1x] (None) POW: 7 P+S: 14

Magical Weapon

Reach

Deathwalk - When this model boxes a living enemy warrior model with an attack with this weapon and the Deathwalker is not in play, remove the boxed model from play and replace it with this model.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Bleed	2	8	-	10	No	Yes
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When Bleed destroys a living enemy model, this model heals d3 damage points.

Hex Blast	3	10	3	13	No	Yes
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Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

Mage Blight	5	Self	Ctrl	-	No	No
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While in this model's control area, living enemy models cannot cast spells or use feats. Mage Blight lasts for one round.

Shadowmancer	3	Self	Ctrl	-	No	No
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Models in this model's battlegroup gain Dark Shroud and Stealth ICON while in its control area. Shadowmancer lasts for one round. (While in the melee range of a model with Dark Shroud, enemy models suffer -2 ARM.)

Soul Gate	3	Ctrl	-	-	No	No
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Remove a friendly trooper model in this model's control area from play and replace it with target warjack in this model's battlegroup that is in its control area. LOS to that target is not required. The warjack cannot activate this turn after being placed by Soul Gate.

Deathwalker

Cryx Solo

Deathwalker

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	4	3	13	12	6

FA: C

Point Cost: 0

Base Size: Small Base

Deathwalker

Undead

Breath Taker - Living enemy models suffer -2 STR and DEF while within 5" of this model.

Companion [Goreshade the Bastard] - This model is included in any army or horde that includes Goreshade the Bastard. If Goreshade the Bastard is destroyed or removed from play, remove this model from play. If Goreshade the Bastard is warcaster, this model is part of his battlegroup.

Dark Restoration [Goreshade the Bastard] - If Goreshade the Bastard is disabled while within 3" of this model, this model is destroyed and Goreshade the Bastard heals 1 damage point.

Tether [Goreshade] - If this model ends its activation more than 3" away from Goreshade, it is destroyed.

WEAPONS [Deathwalker]

Goreshade the Cursed

Cryx Epic Warcaster

Goreshade's Damage: 

Goreshade

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	7	4	15	16	8	7

FA: C

Warjack Points: +5

Base Size: Medium Base

Damage: 17

Feat: Reanimator

Remove one or more friendly Faction warrior models currently in Goreshade's control area from play. For each model removed, return one destroyed non-character friendly Faction warrior model to play completely in Goreshade's control area. Place returned trooper models in formation with their original units. Returned models forfeit their actions the turn they return to play.

Goreshade

Terror

Undead

Arcane Consumption - When an enemy model casts a spell or uses an animus while in this model's control area, after the spell is cast the enemy model suffers 1 damage point and this model heals 1 damage point.

Elite Cadre [Bane Thralls] - When a friendly Bane Thrall model in this model's control area destroys a living enemy warrior model, you can add one Grunt to the Bane Thrall's unit. The Grunt must be placed completely in this model's control area and in formation. Bane Thralls put into play by this ability cannot activate the turn they are put in play.

WEAPONS [Goreshade]

Voass [1x] (None) POW: 8 P+S: 15

Magical Weapon

Reach

Freeze - A model hit by this weapon becomes stationary for one round unless it has Immunity: Cold.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Curse of Shadows	3	8	-	-	Yes	Yes
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Target model/unit suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.

Hex Blast	3	10	3	13	No	Yes
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Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

Occultation	2	6	-	-	Yes	No
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Target friendly model/unit gains Stealth ICON.

Phantom Hunter	2	6	-	-	Yes	No
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Target model in this model's battlegroup ignores LOS when making charges, slams, and attacks. That model ignores concealment and cover when resolving attacks.

Sudden Death	2	6	-	-	Yes	No
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When an enemy model advances and ends its movement within 6" of target friendly Faction non-warcaster warrior model and the affected model is not engaged, the affected model can immediately charge the enemy model, then Sudden Death expires. A trooper model that charges as a result of Sudden Death ignores unit formation while resolving the charge. If the trooper model is out of formation after the charge attack is resolved, it is destroyed before Sudden Death expires.

Lich Lord Terminus

Cryx Warcaster

Terminus's Damage: 

Terminus

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	9	7	5	14	18	10	6

FA: C

Warjack Points: +4

Base Size: Large Base

Damage: 20

Feat: Dragon's Call

Terminus gains one soul token for each living enemy model destroyed in his control area. Terminus gains +1 ARM for each soul token on him. Dragon's Call lasts for one round.

Terminus

Abomination

Undead

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Sacrificial Pawn [Undead Model] - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Undead Model model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Shadow of Death - While in this model's command range, friendly undead Faction models gain Tough ICON.

WEAPONS [Terminus]

Dragon Fire [1x] (None) RNG: SP 10 ROF: 1 AOE: - POW: 14

Continuous Effect: Corrosion

Damage Type: Corrosion

Doomsayer [1x] (None) POW: 7 P+S: 16

Magical Weapon

Reach

Scything Claw [1x] (None) POW: 5 P+S: 14

Critical Pitch - On a critical hit, instead of rolling damage normally you can choose to have this model throw the model hit. Treat the throw as if this model had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

SPELLS




	Cost	RNG	AOE	POW	UP	OFF
Annihilation	4	10	3	10	No	Yes
Models hit suffer a POW 10 damage roll. Models boxed by Annihilation are removed from play. This model gains a soul token for each living non-soulless enemy model removed from play this way.						
Hellfire	3	10	-	14	No	Yes
A model/unit hit by Hellfire must pass a command check or flee.						
Malediction	2	Self	*	-	Yes	No
While within 2" of this model, enemy models suffer -2 DEF and ARM.						
Ravager	2	6	-	-	No	No
Target model in this model's battlegroup gains Berserk for one turn. While affected by Ravager, a model cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)						

The Witch Coven of Garlghast

Cryx Warcasters

HELLEANA, MORGAEN, and SELENE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	4	5	4	16	12	8	*

Helleana's Damage: 
Morgaen's Damage: 
Selene's Damage: 

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 8 each

Feat: Nightfall

While in the Coven's control area, enemy models suffer -2 MAT and RAT and their LOS is reduced to 5". Nightfall lasts for one round.

HELLEANA, MORGAEN, and SELENE

Arcane Nexus - When a Witch casts a spell, the Egregore is the spell's point of origin. The Witch must have LOS to her target, but the Egregore does not. All LOS modifiers are based on the LOS of the Witch. Witches can channel spells normally. The Coven can have up to one attached model; this model is attached to the Coven, not to an individual Witch. The Coven can have only one of each of their upkeep spells in play at a time.

Coven - The Witch Coven of Garlghast shares a single focus pool, and Witches do not receive focus individually. The Coven's base FOCUS is three times the number of Witches in play. When the Coven replenishes its focus, the Egregore receives those focus points. The Coven's control area is measured from the Egregore. Any Witch in the Coven's control area can spend focus points on the Egregore. The Egregore cannot be affected by focus-reducing or focus-removing effects. Each focus point on the Egregore gives each Witch in the Coven's control area a cumulative +1 ARM. Effects that ignore focus points overboosting the target's Power Field also ignore this bonus. The Coven can use their feat only once.

Perfect Conjunction - A Perfect Conjunction is established anytime the Egregore is completely within the triangular area between all three Witches and each Witch has LOS to each other Witch. During a Perfect Conjunction, reduce the COST of spells cast by a Witch by 1.

WEAPONS [HELLEANA, MORGAEN, and SELENE]

Ritual Blades [1x] (None) POW: 3P+S: 7

Magical Weapon

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
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Curse of Shadows

Target model/unit suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.

Ghost Walk

Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)

Infernal Machine

Target warjack in this model's battlegroup gains Terror ICON and +2 MAT and SPD.

Occultation

Target friendly model/unit gains Stealth ICON.

Stygian Abyss

On a critical hit, the model hit suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers -3 DEF, and for one round when it advances it cannot move except to change facing.)

Veil of Mists

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 ICON and can move through obstructions and other models if they have enough movement to move completely past them.

Egregore

Cryx Solo Character

Egregore

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	1	1	1	13	17	—

FA: C

Base Size: Medium Base

Egregore

Construct

Pathfinder

Stealth

Black Mantle - While B2B with this model, friendly Faction models gain Stealth ICON.

Circular Vision - This model's front arc extends to 360°.

Companion [Witch Coven of Garlghast] - This model is included in any army or horde that includes Witch Coven of Garlghast. If Witch Coven of Garlghast is destroyed or removed from play, remove this model from play. If Witch Coven of Garlghast is warcaster, this model is part of its battlegroup.

Steady - This model cannot be knocked down.

Sympathetic Link - When this model would suffer damage, you must assign that damage to one or more Witches instead, divided as you choose. A Witch cannot be assigned more damage points than she has unmarked damage boxes. . This model does not suffer the damage assigned to a Witch.

WEAPONS [Egregore]

Master Necrotech Mortenebra

Cryx Warcaster

Mortenebra's Damage: 

Mortenebra

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	6	4	15	16	8	7

FA: C

Warjack Points: +4

Base Size: Medium Base

Damage: 16

Feat: Recalibration

While in Mortenebra's control area, friendly Faction models can reroll attack and damage rolls this turn. Each roll can be rerolled only once as a result of Recalibration.

Mortenebra

Pathfinder

Terror

Undead

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Interface - While B2B with this model, a warjack in its battlegroup can spend focus points on this model.

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.

Steady - This model cannot be knocked down.

WEAPONS [Mortenebra]

Scavengers [2x] (None) POW: 5P+S: 12

Magical Weapon

Reach

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Doom Spiral	2	8	-	12	No	Yes
Jump Start	1	Self	Ctrl	-	No	No
Overrun	2	6	-	-	No	No
Spectral Steel	3	6	-	-	Yes	No
Terminal Velocity	3	Self	Ctrl	-	No	No
Void Gate	4	10	4	13	Yes	Yes

When Doom Spiral damages a warjack that is part of a battlegroup, its controller suffers d3 damage points.

Models in this model's battlegroup that are 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. Models that were knocked down this turn are not affected by Jump Start.

Overrun - When target model in this model's battlegroup destroys one or more enemy models with an attack, immediately after the attack is resolved one model in this model's battlegroup that is in its control area can make a full advance, then Overrun expires. Overrun can be cast only once per turn and lasts for one turn.

Spectral Steel - Target warjack in this model's battlegroup gains +2 ARM and Ghostly. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)

Terminal Velocity - Warjacks in this model's battlegroup that are currently in its control area can charge or make power attacks without spending focus and gain boosted melee attack rolls against living models. When an affected model targets a living model with a charge or slam power attack, it gains +2" movement. Terminal Velocity lasts for one turn.

Void Gate - While in the AOE, enemy models cannot channel spells, be allocated focus, or be forced. The AOE remains in play as long as its upkeep is paid.

Deryliss

Cryx Skarlock Thrall Character Solo

Deryliss's Damage: ■■■■■

Deryliss

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	3	14	14	8

FA: C

Base Size: Small Base

Damage: 5

Deryliss

Commander

Undead

Arcane Extension [Mortenebra] - During your Control Phase, while this model is in Mortenebra's control area Mortenebra can allocate focus to warjacks in her battlegroup that are in this model's command range.

Attached to [Master Necrotech Mortenebra] - This model is attached to Master Necrotech Mortenebra for the rest of the game. Each can have only one model attached to it.

Companion [Master Necrotech Mortenebra] - This model is included in any army or horde that includes Master Necrotech Mortenebra. If Master Necrotech Mortenebra is destroyed or removed from play, remove this model from play. If Master Necrotech Mortenebra is warcaster, this model is part of her battlegroup.

Soul Taker - This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Spell Slave (★Action) - This model must be in its warcaster's control area to make the Spell Slave special action. When it does, it casts one of its warcaster's spells with a COST of 3 or less. The warcaster is considered to have cast that spell but this model is its point of origin. When making a magic attack roll, this model uses its warcaster's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

WEAPONS [Deryliss]

Mechano-Claws [1x] (None) POW: 4 P+S: 10

Deathripper

Cryx Bonejack

Deathripper

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	5	15	14	—

FA: U

Point Cost: 4

Base Size: Medium Base

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

Deathripper

Arc Node

WEAPONS [Deathripper]

Mandible [1x] (Head) POW: 6 P+S: 13

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Defiler

Cryx Bonejack

Defiler

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD**
7 7 6 5 15 14 —

FA: U

Point Cost: 5

Base Size: Medium Base

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

Defiler

Arc Node

WEAPONS [Defiler]

Sludge Cannon [1x] (Head) RNG: SP 8 ROF: 1 AOE: - POW: 12

Continuous Effect: Corrosion

Damage Type: Corrosion

Bash [1x] (<-->)

POW: 0

P+S: 7

Helldiver

Cryx Bonejack

Helldiver

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	5	14	15	—

FA: U

Point Cost: 3

Base Size: Medium Base

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

Helldiver

Burrow (★Action) - Place the burrow marker in base contact with this model anywhere in its front arc, then remove this model from the table. Effects on this model expire. This model cannot burrow into solid rock or man-made constructions and cannot burrow while its Movement system is crippled. Return this model to the table during your next Control Phase after models replenish their focus but before focus is allocated. When it returns, place it anywhere within 3" of the burrow marker. If there is no room to place this model, remove the burrow marker from the table and remove this model from play.

WEAPONS [Helldiver]

Jaws [1x] (Head)

POW: 5

P+S: 13

Nightwretch

Cryx Bonejack

Nightwretch

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD**
7 7 6 5 15 14 —

FA: U

Point Cost: 4

Base Size: Medium Base

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

Nightwretch

Arc Node

WEAPONS [Nightwretch]

Doomspitter [1x] (Head) **RNG:** 6 **ROF:** 1 **AOE:** - **POW:** 14

Blaster - When this model makes an attack with this weapon, before the attack roll it can spend 1 focus point to give the attack a 3" AOE.

Bash [1x] (<-->)

POW: 0

P+S: 7

Cankerworm

Cryx Bonejack Character

Cankerworm

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

FA: C

Point Cost: 5

Base Size: Medium Base

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

Cankerworm

Advance Deployment

Pathfinder

Stealth

Affinity [Asphyxious] - When Cankerworm ends its activation in Asphyxious' control area, it can make a full advance.

Imprint: Salvage - At anytime during its activation, if it is in base contact with a wreck marker this model can spend 1 focus point to use Salvage. Remove the wreck marker from play, then remove d6 damage points from this model. If it was a heavy warjack wreck marker, remove +3 damage points.

Parry - This model cannot be targeted by free strikes.

WEAPONS [Cankerworm]

Bite [1x] (Head) **POW:** 3 **P+S:** 11

Armor Piercing (★Attack) - When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Replicator [1x] (<->) **POW:** 5 **P+S:** 13

Adapt - When Cankerworm uses Salvage, you can adapt the Replicator. The Replicator gains the special rules and weapon qualities of one of the destroyed warjack's weapons. The Replicator becomes the type of weapon adapted (melee or ranged) and uses that weapon's RNG, ROF, AOE, and POW. This effect lasts until Cankerworm uses Adapt again.

Harrower

Cryx Helljack

Harrower

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

FA: U

Point Cost: 10

Base Size: Large Base

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

Harrower

Pathfinder

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Soul Taker - This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Steady - This model cannot be knocked down.

WEAPONS [Harrower]

Mortier [1x] (Left) RNG: 10 ROF: 1 AOE: 3 POW: 14

Ghost Shot - This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

Perisher [1x] (Right) POW: 4 P+S: 16

Reach

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Leviathan

Cryx Helljack

Leviathan

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

FA: U

Point Cost: 9

Base Size: Large Base

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

Leviathan

Pathfinder

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Steady - This model cannot be knocked down.

WEAPONS [Leviathan]

Spiker [1x] (Left) RNG: 13 ROF: 3 AOE: - POW: 13

Burst Fire - Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large bases.

Crushing Claw [1x] (Right) POW: 5 P+S: 17

Open Fist

Reaper

Cryx Helljack

Reaper

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	—

FA: U

Point Cost: 7

Base Size: Large Base

1	2	3	4	5	6
■	■	□	□	■	■
■	□	□	□	□	■
□	□	□	□	□	□
□	L	□	□	R	□
L	L	M	C	R	R
■	M	M	C	C	■

Reaper

WEAPONS [Reaper]

Harpoon [1x] (Left) RNG: 8 ROF: 1 AOE: - POW: 12

Drag - If this weapon damages a model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

Helldriver [1x] (Right) POW: 6 P+S: 16

Reach

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Tusks [1x] (<->) POW: 2 P+S: 12

Seether

Cryx Helljack

Seether

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	8	5	13	17	—

FA: U

Point Cost: 9

Base Size: Large Base

1	2	3	4	5	6
■	■	□	□	■	■
■	□	□	□	□	■
□	□	□	□	□	□
□	L	□	□	L	□
L	L	M	C	L	L
■	M	M	C	C	■

Seether

Terror

Aggressive - This model can run or charge without spending focus or being forced.

Soul Drive - This model is allocated 1 additional focus point during your Control Phase.

WEAPONS [Seether]

Death Claw [2x] (Left and Right) POW: 6P+S: 16

Open Fist

Chain Attack: Grab & Smash - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, head/weapon/arm lock, push, or throw power attack against that target.

Tusks [1x] (<->) POW: 2 P+S: 12

Slayer

Cryx Helljack

Slayer

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	—

FA: U

Point Cost: 6

Base Size: Large Base

1	2	3	4	5	6
■	■	□	□	■	■
■	□	□	□	□	■
□	□	□	□	□	□
□	L	□	□	R	□
L	L	M	C	R	R
■	M	M	C	C	■

Slayer

WEAPONS [Slayer]

Death Claw [2x] (Left and Right) POW: 6P+S: 16

Open Fist

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

Tusks [1x] (<->) POW: 2 P+S: 12

Deathjack

Cryx Character Helljack

Deathjack

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	8	4	13	19	—

FA: C

Point Cost: 12

Base Size: Large Base

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

Deathjack

Abomination

Advance Deployment

Cull Soul - This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Necromancy - While this model is in its controller's control area, it can spend focus points to cast its controller's spells. When this model casts its controller's spells, the controller is considered to have cast them but this model is their point of origin. When making a magic attack roll, this model uses its controller's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

Rendering - When this model gains a soul token, it can immediately spend that token to remove d6 damage points.

Skulls of Hate - During your Control Phase, after focus allocation this model gains 1 focus point for each of its arm systems that is currently not crippled. While this model has one or more non-crippled arm systems, its front arc extends to 360°.

WEAPONS [Deathjack]

Necroclaws [2x] (Left and Right) POW: 6 P+S: 18

Open Fist

Horns [1x] (<-->) POW: 3 P+S: 15

Nightmare

Cryx Character Helljack

Nightmare

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	8	5	13	18	—

FA: C

Point Cost: 10

Base Size: Large Base

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

Nightmare

Affinity [Deneghra] - While Nightmare is in Deneghra's control area, it gains Stealth ICON.

Imprint: Ghostly - During its activation, this model can spend 1 focus point to gain Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)

Prey - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

WEAPONS [Nightmare]

Wicked Claw [2x] (Left and Right) POW: 6P+S: 16

Open Fist

Reach

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

Tusks [1x] (<->) POW: 2 P+S: 12

Bane Thralls

Cryx Unit

Leader & Grunts

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8

FA: 3

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

Leader & Grunts

Stealth

Undead

Dark Shroud - While in this model's melee range, enemy models suffer -2 ARM.

WEAPONS [Leader & Grunts]

War Axe [1x] (None) POW: 4 P+S: 11

Weapon Master

Bane Knights

Cryx Unit

Leader & Grunts

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	16	8

FA: 3

Point Cost: Leader & 5 Grunts: 6
Leader & 9 Grunts: 10

Base Size: Small Base

Leader & Grunts

Undead

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by free strikes.

Vengeance - During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

WEAPONS [Leader & Grunts]

Bane Lance [1x] (None) POW: 4 P+S: 11

Reach

Weapon Master

Mechanithralls

Cryx Unit

Leader & Grunts

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

FA: 3

Point Cost: Leader & 5 Grunts: 3

Leader & 9 Grunts: 5

Base Size: Small Base

Leader & Grunts

Undead

WEAPONS [Leader & Grunts]

Steamfist [2x] (None) POW: 4P+S: 11

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

Necrosurgeon & Stitch Thralls

Cryx Unit

Officer's Damage: ■■■■■

Necrosurgeon

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

Stitch Thrall Grunt

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	3	4	14	12	6

FA: 2

Point Cost: Necrosurgeon & 3 Grunts: 2

Base Size: Small Base

Damage: Officer's Damage: 5

Necrosurgeon

Officer

Undead

Body Snatcher - This model gains one corpse token each time a Mechanithrall or living model is destroyed within 5" of it or a Grunt in its unit.

Necrosurgery (★Action) - Remove up to three corpse tokens from this model to add one Grunt to a friendly Mechanithrall unit in this model's command range per token removed. The Grunt must be placed in formation and within 3" of this model.

Sacrificial Pawn [Drudge Grunt or Mechanithrall] - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Drudge Grunt or Mechanithrall model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Surgery (★Action) - Choose a friendly Faction warrior model B2B with this model. That model heals d6 damage points.

WEAPONS [Necrosurgeon]

Gut Splitter [1x] (None) POW: 5P+S: 11

Stitch Thrall Grunt

Undead

Brute Thrall

Cryx Mechanithrall Weapon Attachment

Brute Thrall's Damage:

Brute Thrall

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	4	12	14	5

FA: 3

Point Cost: 1 Brute Thrall: 1

Up to 2 Additional Brute Thrall: 1ea

Base Size: Medium Base

Damage: 8

Attachment [Mechanithrall] - This attachment can be added to a Mechanithrall unit.

Brute Thrall

Undead

WEAPONS [Brute Thrall]

Heavy Steamfists [2x] (None) POW: 5 P+S: 14

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

Satyxis Raiders

Cryx Unit

Leader & Grunts

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	14	12	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

Leader & Grunts

Advance Deployment

Combined Melee Attack

WEAPONS [Leader & Grunts]

Horns [1x] (None) POW: 3P+S: 8

Lacerator [1x] (None) POW: 4 P+S: 9

Reach

Chain Weapon - This attack ignores the Buckler and Shield advantages and Shield Wall.

Critical Knockdown - On a critical hit, the model hit is knocked down.

Feedback - If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

Satyxis Raider Sea Witch

Cryx Unit Attachment

Sea Witch's Damage: ■■■■■

Sea Witch

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	7	5	14	12	9

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

Attachment [Satyxis Raiders] - This attachment can be added to a Satyxis Raiders unit.

Sea Witch

Advance Deployment

Combined Melee Attack

Officer

Granted: Force Barrier - While this model is in play, models in its unit gain Force Barrier. (A model with Force Barrier gains +2 DEF against ranged attack rolls and does not suffer blast damage.)

Power Swell - Once per game during its unit's activation, this model can use Power Swell. During this activation, models in this unit gain an additional die on melee damage rolls.

Tactics: Pathfinder - Models in this unit gain Pathfinder ICON.

WEAPONS [Sea Witch]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Horns [1x] (None) POW: 3P+S: 8

Piercer [1x] (None) POW: 4 P+S: 9

Reach

Feedback - If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

Bile Thralls

Cryx Unit

Leader & Grunts

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	2	3	10	13	7

FA: 3

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

Leader & Grunts

Undead

WEAPONS [Leader & Grunts]

Bile Cannon [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Critical Corrosion

Damage Type: Corrosion

Purge (★Attack) - Each model within 6" of this model that is in its front arc is automatically hit unless this model's LOS to it is blocked by terrain. Models hit suffer a POW 12 corrosion damage roll ICON and the Corrosion continuous effect ICON. After this attack is resolved, remove this model from play. Purge is a ranged attack.

Black Ogrun Boarding Party

Cryx Unit

Leader & Grunts

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

FA: 2

Point Cost: Leader & 2 Grunts: 4

Leader & 4 Grunts: 6

Base Size: Medium Base

Damage: 8 each

Leader & Grunts

Combined Ranged Attack

Terror

WEAPONS [Leader & Grunts]

Harpoon [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Drag - If this weapon damages a model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

Hand Weapon [1x] (None) POW: 4 P+S: 13

OgrunA's Damage:

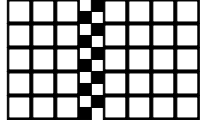
OgrunB's Damage:

OgrunC's Damage:

OgrunB's Damage

OgrunA's Damage:

OgrunE's Damage:



Bloodgorgers

Cryx Blighted Trollkin Unit

Leader & Grunts

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8

FA: 2

Point Cost: Leader & 5 Troops: 5

Leader & 9 Troops: 8

Base Size: Medium Base

Leader & Grunts

Fearless

Terror

Tough

Blood Thirst - When it charges a living model, this model gains +2" movement. This model's melee attack and melee damage rolls against damaged living models are boosted.

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.

WEAPONS [Leader & Grunts]

Hand Weapon [2x] (None) POW: 4 P+S: 11

Revenant Crew of the Atramentous

Cryx Unit

Leader & Grunts

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

FA: 2

Point Cost: Leader & 5 Grunts: 6

Leader & 9 Grunts: 9

Base Size: Small Base

Leader & Grunts

Undead

Deathbound - Grunts in this unit that are destroyed while in formation return to play at the beginning of your next Maintenance Phase. Place the returned Grunts within 3" of the unit commander. If the unit commander leaves play, remove from play all destroyed Grunts not yet returned to play and then choose a new unit commander.

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. Charge attacks made with ranged weapons are not boosted.

WEAPONS [Leader & Grunts]

Pistol [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 10

Cutlass [1x] (None) POW: 3 P+S: 9

Revenant Cannon Crew

Cryx Weapon Crew Unit

Leader

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

GRUNTS

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

FA: 2

Point Cost: Leader & 2 Grunts: 3

Base Size: Leader: Large Base
Grunt: Small Base

Leader

Undead

WEAPONS [Leader]

Ghost Cannon [1x] (None) RNG: 14 ROF: 1 AOE: 3 POW: 14

Magical Weapon

Damnation - When an attack made by this weapon boxes a living enemy warrior model, remove that model from play. Add one Grunt to this unit for each model removed from play this way. Place the Grunt in formation. This unit cannot have more Grunts as a result of Damnation than it had at the beginning of the game.

Ghost Shot - This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the 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.

Cutlass [1x] (None) POW: 3P+S: 9

GRUNTS

Undead

WEAPONS [GRUNTS]

Pistol [1x] (None) RNG: 8 ROF: 1 AOE: 10 POW: -






Cutlass [1x] (None) POW: 3P+S: 9

Soulhunters

Cryx Light Cavalry Unit

Leader & Grunts

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	7	6	4	14	15	8

SoulhunterA's Damage:	
SoulhunterB's Damage:	
SoulhunterC's Damage:	
SoulhunterD's Damage:	
SoulhunterE's Damage:	

FA: 1

Point Cost: Leader & 2 Grunts: 6

Leader & 4 Grunts: 9

Base Size: Large Base

Damage: 5 each

Leader & Grunts

Undead

Body Count - This model gains one soul token each time it destroys a living enemy model. It can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to boost attack or damage rolls at one token per boost.

WEAPONS [Leader & Grunts]

Scythe [1x] (None) POW: 6 P+S: 13

Reach

Sickle [1x] (None) POW: 4P+S: 11

Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

Mount [1x] (None) POW: 10

Blackbane's Ghost Raiders

Cryx Revenant Character Unit

Blackbane's Damage: ■■■■■

Blackbane

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	4	13	12	8

Grunt

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

FA: C

Point Cost: Blackbane & 5 Ghost Raiders: 6
Blackbane & 9 Ghost Raiders: 9

Base Size: Small Base

Damage: Blackbane's Damage: 5

Blackbane

Incorporeal

Officer

Undead

Granted: Reanimation - While this model is in play, models in its unit gain Reanimation. (When a model with Reanimation boxes a living enemy warrior model with a melee attack, add one Grunt to this unit and then remove the boxed model from play. The Grunt must be placed in formation and within 3" of this model. The Grunt cannot activate this turn.)

WEAPONS [Blackbane]

Cutlass [1x] (None) POW: 4P+S: 10

Continuous Effect: Fire

Magical Weapon

Grunt

Incorporeal

Undead

WEAPONS [Grunt]

Cutlass [1x] (None) POW: 4P+S: 10

Continuous Effect: Fire

Magical Weapon

The Withershadow Combine

Cryx Character Unit

Maelovus's Damage: ■■■■■

Maelovus

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	14	16	9

FA: C

Point Cost: Maelovus, Admonia, & Tremulus: 5

Base Size: Small Base

Damage: 5

Maelovus

Officer

Terror

Undead

Dismantle - When this model hits a warjack with a melee attack, roll an additional damage die.

Granted: Dark Industries - While this model is in play, when a model in its unit wrecks an enemy warjack with an attack while the warjack is in melee range of all three models in this unit, instead of replacing the warjack with a wreck marker you can replace it with a friendly autonomous Cryx warjack. Remove the enemy warjack from play. If it was a light warjack, you can replace it with a non-character bonejack. If it was a heavy warjack, you can replace it with a non-character helljack.

Granted: Stealth - While this model is in play, models in its unit gain Stealth ICON.

Magic Ability [7]

•**Dark Fire (★Attack)** - Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.

Soul Taker - This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

WEAPONS [Maelovus]

Lich Claws [1x] (None)

POW: 6

P+S: 13

The Withershadow Combine

Cryx Character Unit

Admonia

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	14	16	9

Admonia's Damage: 
Tremulus: 

Tremulus

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	14	16	9

Base Size: Small Base

Damage: 5 each

Admonia

Terror

Undead

Black Arts - A friendly Faction warcaster with this model in its control area can upkeep one spell without spending focus.

Dismantle - When this model hits a warjack with a melee attack, roll an additional damage die.

Magic Ability [7]

•**Dark Fire (★Attack)** - Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.

•**Unbinding (★Action)** - Enemy upkeep spells on models/units within 5" of this model expire. Models suffer d3 damage points for each of those spells they controlled.

Soul Taker - This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

WEAPONS [Admonia]

Lich Claws [1x] (None) POW: 6 P+S: 13

Tremulus

Terror

Undead

Dismantle - When this model hits a warjack with a melee attack, roll an additional damage die.

Magic Ability [7]

•**Dark Fire (★Attack)** - Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.

•**Puppet Master (★Action or Attack)** - Puppet Master is a RNG 10 spell. When it targets an enemy model/unit, it is a magic attack. You can have one affected model reroll one or more dice of your choice rolled for a command check, attack, or damage roll, then Puppet Master expires. Puppet Master lasts for one round.

Soul Taker - This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

WEAPONS [Tremulus]

Lich Claws [1x] (None) POW: 6 P+S: 13

Bloat Thrall

Cryx Solo

Bloat Thrall's Damage:

Bloat Thrall

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	5	4	10	14	5

FA: 2

Point Cost: 2

Base Size: Medium Base

Damage: 8

Bloat Thrall

Undead

Death Blast - When this model is disabled, center a 5" AOE on it, then remove this model from play. Models in the AOE suffer a POW 14 blast damage roll.

Steady - This model cannot be knocked down.

WEAPONS [Bloat Thrall]

Despoiler [1x] (None) RNG: 12 ROF: 1 AOE: 5 POW: 14

Damage Type: Corrosion

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Bludgeon [1x] (None) POW: 3P+S: 10

Machine Wraith

Cryx Solo

Machine Wraith

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	6	0	14	12	7

FA: 3

Point Cost: 1

Base Size: Medium Base

Machine Wraith

Incorporeal

Undead

Machine Meld (★Action) - RNG 1. Target enemy non-character warjack with a functional Cortex system or an inert non-character warjack with a functional Cortex system. If the warjack is in range, take control of it and remove this model from the table. Effects on this model when it is removed from the table expire. You cannot activate the warjack this turn. If the warjack was part of a battlegroup, while it is in its former controller's control area during its activation the former controller can spend focus points to attempt to regain control of it at 1 focus point per attempt. If it does so, the former controller and this model each roll a d6 and add their CMD. If the former controller's total is higher, it regains control of the warjack and this model exits the warjack. If the former controller's total is not higher, you maintain control of the warjack. After resolving an attack in which the warjack suffered 1 or more damage points, this model must make a command check. If it fails this check, it exits the warjack after resolving continuous effects during your next Maintenance Phase. You can choose to have this model exit the warjack after resolving continuous effects during your Maintenance Phase. If this model exits the warjack for any reason, control of the warjack returns its former controller. If the warjack was inert when this model melded with it, the warjack becomes autonomous. When this model exits a warjack, place it within 3" of the warjack. This model is destroyed if a warjack it melded with is destroyed before it exits the warjack.

WEAPONS [Machine Wraith]

Mechano-Claws [1x] (None) POW: 4

P+S: 8

Necrotech

Cryx Solo

Necrotech's Damage:

Necrotech

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	3	12	13	7

FA: 3

Point Cost: Necrotech & 1 Scrap Thrall: 1

Base Size: Medium Base

Damage: 5

Necrotech

Undead

Create Scrap Thrall [8] (★Action) - To use this special action, this model must be in base contact with a wreck marker. Make a skill check. If it passes, d3 Scrap Thralls are created from a light wreck marker or d6 from a heavy wreck marker. Remove the wreck marker from play and place the Scrap Thralls within 3" of this model. Placed Scrap Thralls cannot activate this turn.

Steady - This model cannot be knocked down.

Repair [8] (★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.

WEAPONS [Necrotech]

Vise Claw [1x] (None) POW: 4 P+S: 10

Reach

Scrap Thrall

Cryx Solo

Scrap Thrall

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	5	3	11	12	1

FA: 3

Point Cost: 3 Scrap Thrall for 1 point

Base Size: Small Base

Scrap Thrall

Undead

Thrall Bomb - When this model is disabled, center a 4" AOE on it and then remove this model from play. Models in the AOE are hit and suffer a POW 8 blast damage roll.

WEAPONS [Scrap Thrall]

Mechano-Claw [1x] (None) POW: 4 P+S: 8

Death Burst (★Attack) - This model makes a melee attack. If that attack hits, instead of dealing damage normally, center a 4" AOE on the model hit and remove this model from play. The model hit suffers a POW 16 damage roll. If the attack misses, center the AOE on this model and remove this model from play. Models in the AOE other than the model directly hit are hit and suffer a POW 8 blast damage roll. Blast damage from this attack is not considered to have been caused by a melee attack.

Pistol Wraith

Cryx Solo

Pistol Wraith's Damage: ■■■■■

Pistol Wraith

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	4	7	14	12	7

FA: 2

Point Cost: 3

Base Size: Small Base

Damage: 5

Pistol Wraith

Gunfighter

Incorporeal

Undead

Body Count - This model gains one soul token each time it destroys a living enemy model. It can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to boost attack or damage rolls at one token per boost.

WEAPONS [Pistol Wraith]

Wraithlock Pistols [2x] (None)

RNG: 10

ROF: 1 AOE: - POW: 12

Magical Weapon

Chain Attack: Death Chill - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional ranged attack against that model ignoring ROF. If the additional attack hits, it does not inflict damage but the model hit must forfeit either its movement or action on its next activation.

Skarlock Thrall

Cryx Solo

Skarlock Thrall's Damage: ■■■■■

Skarlock Thrall

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	3	3	14	12	6

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

Skarlock Thrall

Undead

Attached - Before the start of the game, attach this model to a friendly Faction warlock for the rest of the game. Each warlock can have only one model attached to it.

Soul Taker - This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Spell Slave (★Action) - This model must be in its warcaster's control area to make the Spell Slave special action. When it does, it casts one of its warcaster's spells with a COST of 3 or less. The warcaster is considered to have cast that spell but this model is its point of origin. When making a magic attack roll, this model uses its warcaster's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

WEAPONS [Skarlock Thrall]

Claw [1x] (None) POW: 2P+S: 6

Bane Lord Tartarus

Cryx Bane Character Solo

Tartarus's Damage:

Tartarus

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	13	17	9

FA: C

Point Cost: 4

Base Size: Medium Base

Damage: 8

Tartarus

Commander

Stealth

Terror

Undead

Curse [Bane] - RNG CMD. Target enemy model/unit. If the model/unit is in range, it is cursed. A friendly Bane model charging a cursed model gains +2" movement. Friendly Bane models gain +2 to attack rolls against cursed models. Curse can be used once per activation and lasts for one turn.

Dark Shroud - While in this model's melee range, enemy models suffer -2 ARM.

Death Toll [Small-based Bane] - When this model destroys a living enemy model with a melee or ranged attack, after the attack is resolved you can add one Grunt to a friendly Small-based Bane unit in this model's command range. The Grunt must be placed in formation and within 3" of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by free strikes.

WEAPONS [Tartarus]

Rivener [1x] (None) POW: 5 P+S: 12

Reach

Weapon Master

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Captain Rengrave

Cryx Revenant Character Solo

Rengrave's Damage: ■■■■■

Rengrave

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Rengrave

Commander

Terror

Undead

Death Toll [Revenant Crew of the Atramentous] - When this model destroys a living enemy model with a melee or ranged attack, after the attack is resolved you can add one Grunt to a friendly Revenant Crew of the Atramentous unit in this model's command range. The Grunt must be placed in formation and within 3" of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

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. Charge attacks made with ranged weapons are not boosted.

Sacrificial Pawn [Revenant] - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Revenant model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Veteran Leader [Revenant] - Friendly Revenant trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [Rengrave]

Misery [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Magical Weapon

Ghost Shot - This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

Fathom [1x] (None) POW: 6P+S: 13

Magical Weapon

Darragh Wrathe

Cryx Light Cavalry Dragoon Character Solo

Darragh Wrathe

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	7	4	14	17/15	9

Mounted Damage: 
Dismounted Damage: 

FA: C

Point Cost: 4

Base Size: Large Base Mounted
Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

Darragh Wrathe

Commander

Fearless

Battle Wizard - Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

Dragoon - While mounted, this model has a base SPD 8 and base ARM 17. While dismounted, it has a base SPD 6 and base ARM 15.

Leadership [Soulhunters] - Friendly Soulhunter models activating while in this model's command range gain Incorporeal ICON that activation.

Magic Ability [7]

•**Beyond Death (★Action)** - While in this model's command range, living enemy models suffer -2 to damage rolls.

Beyond Death lasts for one round.

•**Death Ride (★Action)** - Friendly undead Faction models currently in this model's command range can immediately advance up to 1".

•**Hellfire (★Attack)** - Hellfire is a RNG 10, POW 14 magic attack. A model/unit hit by Hellfire must pass a command check or flee.

WEAPONS [Darragh Wrathe]

Necro-Scythe [1x] (None) POW: 6P+S: 13

Magical Weapon

Reach

Mount [1x] (None) POW: 12

General Gerlak Slaughterborn

Cryx Blighted Trollkin Bloodgorger Solo Character

Slaughterborn's Damage:

Slaughterborn

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	8	4	12	17	9

FA: C

Point Cost: 3

Base Size: Medium Base

Damage: 8

Slaughterborn

Commander

Fearless

Tough

Terror

Blood Thirst - When it charges a living model, this model gains +2" movement. This model's melee attack and melee damage rolls against damaged living models are boosted.

Killing Spree - When this model destroys one or more enemy models with a melee attack during its combat action, after that attack is resolved this model can move up to 1" and make one additional melee attack.

Leadership [Bloodgorgers] - While in this model's command range, friendly Bloodgorger models gain Overtake. (When a model with Overtake 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".)

No Sleeping on the Job [Bloodgorgers] - This model and friendly Bloodgorgers models in its command range cannot be knocked down.

WEAPONS [Slaughterborn]

Great Axe [1x] (None) POW: 5 P+S: 13

Reach

Cephalyx Mind Slaver & Drudges

Cryx Ally Unit

Officer's Damage: ■■■■■

Mind Slaver

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	14	13	9

Drudge Grunt

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	5	2	11	15	4

FA: 2

Point Cost: Slaver & 4 Drudge Grunts: 5
Slaver & 6 Drudge Grunts: 7

Base Size: Small Base

Damage: Officer's Damage: 5

Selective - This unit can be included only in Mercenary Contract armies that list Cephalyx as possible members.

Mind Slaver

Fearless

Officer

Pathfinder

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.

Granted: Combined Melee Attack - While this model is in play, models in its unit gain Combined Melee Attack ICON.

Reanimation - When this model boxes a living enemy warrior model with a melee attack, add one Grunt to this unit and then remove the boxed model from play. The Grunt must be placed in formation and within 3" of this model. The Grunt cannot activate this turn.

Sacrificial Pawn [Drudge Grunt] - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Drudge Grunt model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

WEAPONS [Mind Slaver]

Prosthetic Blades [1x] (None)

POW: 5P+S: 11

Drudge Grunt

Fearless

Eyeless Sight

Tough

WEAPONS [Drudge Grunt]

Drudge Weapons [1x] (None)

POW: 5

P+S: 13

Cephalyx Overlords

Cryx Ally Unit

Leader & Grunts

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

OverlordA's Damage: 
OverlordB's Damage: 
OverlordC's Damage: 

FA: 1

Point Cost: Leader & 2 Grunts: 4

Base Size: Small Base

Damage: 5 each

Selective - This unit can be included only in Mercenary Contract armies that list Cephalyx as possible members.

Leader & Grunts

Fearless

Pathfinder

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.

Death Toll [Cephalyx Mind Slaver & Drudges] - When this model destroys a living enemy model with a melee or ranged attack, after the attack is resolved you can add one Grunt to a friendly Cephalyx Mind Slaver & Drudges unit in this model's command range. The Grunt must be placed in formation and within 3" of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

Magic Ability [7]

•**Influence (★Attack)** - Influence is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock warrior model hit. The model immediately makes one normal melee attack, then Influence expires.

•**Psychic Assault (★Attack)** - Psychic Assault is a RNG SP 8 magic attack. This attack ignores LOS and intervening terrain. Models hit suffer a POW 12 damage roll.


Sacrificial Pawn [Drudge Grunt] - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Drudge Grunt model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

WEAPONS [Leader & Grunts]

Prosthetic Blades [1x] (None) POW: 5 P+S: 11

Commander Coleman Stryker

Cygnar Warcaster

Stryker's Damage: 

STRYKER

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 17

Feat: Invincibility

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

STRYKER

WEAPONS [STRYKER]

Disruptor Pistol [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Magical Weapon

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

Quicksilver [1x] (None) POW: 7 P+S: 13

Magical Weapon

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

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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 Earthquake 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's Damage:

STRYKER

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 17

Feat: Rolling Thunder

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. When resolving these attacks, affected models can spend focus points to boost attack and damage rolls at 1 focus point per boost.

STRYKER

Immunity: Electricity

Elite Cadre [Stormblade Infantry] - 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 of that roll. Then roll the same dice again. This model suffers damage equal to the total of that roll. This bonus expires at the end of this model's activation.

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

WEAPONS [STRYKER]

Magnum [1x] (None) RNG: 10 ROF: 2 AOE: - POW: 12

Magical Weapon

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

Quicksilver MK II [1x] (None) POW: 8P+S: 15

Magical Weapon

Reach
Disruption - A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

SPELLS

Deflection

Cost	RNG	AOE	POW	UP	OFF
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. Deflection lasts for one round.

Lightning Storm

3	8	3	10	No	Yes
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Models hit suffer a POW 10 electrical damage roll. The AOE remains in play for one round. Models entering or ending their activations in the AOE suffer a POW 10 electrical damage roll.

Positive Charge

2	6	-	-	No	No
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Target friendly Faction warjack gains +2 to 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.

Rebuke

2	10	-	-	No	Yes
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Target enemy model/unit cannot give orders, receive orders, or make special attacks for one round.


Velocity

*	Self	-	-	No	No
---	------	---	---	----	----

This model can spend up to 3 focus points to advance up to 2" immediately for each focus point spent. Velocity can be cast only once per turn.

Captain Victoria Haley

Cygnar Warcaster

Haley's Damage: 

HALEY

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

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 15

Feat: Blitz

Friendly Faction models beginning their activations in Haley's control area can make one additional attack that activation this turn regardless of a weapon's ROF.

HALEY

Arcane Vortex - This model can immediately 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 remains spent.

WEAPONS [HALEY]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Vortex Spear [1x] (None) POW: 6P+S: 11

Magical Weapon

Reach

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

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Arcane Bolt	2	12	-	11	No	Yes
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Magical bolts of energy streak toward the target model.

Arcane Shield	2	6	-	-	Yes	No
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Target friendly model/unit gains +3 ARM.

Chain Lightning	3	10	-	10	No	Yes
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A model hit by Chain Lightning suffers a POW 10 electrical damage roll ICON, and lightning arcs from that model to d6 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4" of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll ICON.

Deadeye	2	6	-	-	No	No
----------------	---	---	---	---	----	----

Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.

Scramble	3	10	-	-	No	Yes
-----------------	---	----	---	---	----	-----

Target enemy warjack immediately advances its current SPD in inches in a direction determined by the deviation template.


During this movement, it moves through models with smaller bases if it has enough movement to move completely past their bases. Models it moves through are knocked down. The warjack is knocked down if it contacts an obstacle, an obstruction, or a model with a base equal to or larger than its own. A warjack can be affected by Scramble only once per turn.

Temporal Barrier	4	Self	Ctrl	-	No	No
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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.

Major Victoria Haley

Cygnar Epic Warcaster

Haley's Damage: 

HALEY

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

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 15

Feat: Temporal Shift

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 activations, as their controller chooses. Affected models/units activate at the start of their controller's next Activation Phase in the order you choose. Temporal Shift lasts for one round.

HALEY

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 its own spells. This model can upkeep replicated spells.

Warjack Bond (Epic Haley) - 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" movement that activation.

WEAPONS [HALEY]

Hand Cannon [1x] (None) **RNG:** 12 **ROF:** 1 **AOE:** - **POW:** 12

Echo [1x] (None) **POW:** 7**P+S:** 13

Magical Weapon

Reach

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

SPELLS

Arcane Bolt

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	12	-	11	No	Yes

Magical bolts of energy streak toward the target model.

Deadeye

2	6	-	-	No	No
---	---	---	---	----	----

Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.

Deceleration

3	Self	Ctrl	-	No	No
---	------	------	---	----	----

While in this model's control area, friendly models gain +2 DEF and ARM against ranged attacks. Deceleration lasts for one round.

Domination

3	8	-	-	No	Yes
---	---	---	---	----	-----

Take control of target enemy non-character warjack that has a functional cortex. You can make a full advance with the warjack and can then make one normal attack, then Domination expires. Domination can be cast only once per turn.

Telekinesis

2	8	-	-	No	*
---	---	---	---	----	---

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.

Temporal Acceleration

3	6	-	-	No	No
---	---	---	---	----	----

During its activation this turn, target friendly Faction model gains +2" movement and can make one additional attack regardless of a weapon's ROF. Temporal Acceleration can be cast only once per turn.

Time Bomb

4	10	4	14	No	Yes
---	----	---	----	----	-----

A model hit by Time Bomb suffers -2 SPD and DEF for one round.

Lieutenant Allister Caine

Cygnar Warcaster

Allister Caine's Damage: 

CAINE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
7	5	4	8	17	13	8	6

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 15

Feat: Maelstrom

When resolving Maelstrom, Caine has no back arc and his front arc extends to 360°. Caine makes a normal Spellstorm Pistol attack against every enemy model currently in his control area, ignoring intervening models. Caine cannot use Maelstrom while he is in melee.

CAINE

Range Amplifier - When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.

WEAPONS [CAINE]

Spellstorm Pistol [2x] (None) **RNG:** 12 **ROF:** 2 **AOE:** - **POW:** 12

Magical Weapon

Sword [1x] (None) **POW:** 3 **P+S:** 8

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Blur	2	6	-	-	Yes	No
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
Deadeye	2	6	-	-	No	No
Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.						
Snipe	2	6	-	-	Yes	No
Target friendly model's/unit's ranged weapons gain +4 RNG.						
Teleport	2	Self	-	-	No	No
Place this model anywhere completely within 8" of its current location, then its activation ends.						
Thunder Strike	4	8	-	14	No	Yes

Instead of suffering a normal damage roll, a non-incorporeal model hit by Thunder Strike is slammed d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 14 damage roll. Collateral damage from this slam is POW 14.

Captain Allister Caine

Cygnar Epic Warcaster

Caine's Damage: 

CAINE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
7	5	4	9	17	13	8	6

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 15

Feat: Overkill

After resolving each ranged attack that hits an enemy model, Caine gains a cumulative +1 to his Spellstorm Pistol damage rolls. When a model is boxed by a Spellstorm Pistol attack, center a 3" AOE on it and remove that model from play. Models in the AOE are hit and suffer an unboostable POW 10 blast damage roll. Overkill expires at the end of Caine's activation.

CAINE

Gunfighter

Elite Cadre [Arcane Tempest] - Friendly Arcane Tempest models gain Gunfighter ICON.

Range Amplifier - When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.

WEAPONS [CAINE]

Spellstorm Pistol [2x] (None)

RNG: 12

ROF: Infinity

AOE: - **POW:** 12

Magical Weapon

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Arcane Bolt Magical bolts of energy streak toward the target model.	2	12	-	11	No	Yes
Blur Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.	2	6	-	-	Yes	No
Gate Crasher Place this model anywhere completely within 8" of its current location. After casting Gate Crasher, it cannot advance this activation. For the rest of this activation, this model's ranged attacks must target models in its melee range. Gate Crasher can be cast only once per activation.	3	Self	-	-	No	No
Heightened Reflexes Target friendly model/unit cannot be knocked down or made stationary.	2	6	-	-	Yes	No
Magic Bullet If target friendly Faction model's next normal ranged attack directly hits, after resolving the attack choose a model within 4" of the model hit. The chosen model suffers an unboostable POW 12 magic damage roll. The point of origin for this damage is the model hit. After resolving this damage roll, Magic Bullet expires. Magic Bullet lasts for one turn.	2	6	-	-	No	No
True Shot This model ignores concealment, Camouflage, and Stealth.	2	Self	-	-	Yes	No

Commander Adept Nemo

Cygnar Warcaster

Nemo's Damage: 

NEMO

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	5	5	5	14	14	8	7

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 14

Feat: Electrical Storm

Enemy warjacks and warbeasts currently in Nemo's control area suffer a POW 14 electrical damage roll ICON. 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.)

NEMO

Immunity: Electricity

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, after this model replenishes its focus but before it allocates focus, replace each power token with 1 focus point.

Overpower - During your Control Phase, after this model replenishes its focus but before it allocates focus, this model can spend focus to increase its control area for one round at 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 that is in its control area.

WEAPONS [NEMO]

Ball Lightning [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: 14

Damage Type: Electricity

Magical Weapon

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

Lightning Rod [1x] (None) POW: 7 P+S: 12

Magical Weapon

Reach

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

SPELLS

Chain Lightning

Cost	RNG	AOE	POW	UP	OFF
3	10	-	10	No	Yes

A model hit by Chain Lightning suffers a POW 10 electrical damage roll ICON, and lightning arcs from that model to d6 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4" of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll ICON.

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. Deflection lasts for one round.

Disruption Field

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly warjack gains +2 STR, and its melee weapons gain Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Electrify

2	6	-	-	Yes	No
---	---	---	---	-----	----

If 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 ICON, then Electrify expires.

Locomotion

*	6	-	-	No	No
---	---	---	---	----	----

This model spends up to 3 focus points to cast Locomotion. Target warjack in this model's battlegroup immediately advances up to 1" for each focus point spent. A warjack can be targeted by Locomotion only once per turn.

Voltaic Snare

3	8	*	-	No	Yes
---	---	---	---	----	-----

Target warjack cannot advance and suffers -4 DEF. A warjack beginning an advance within 3" of the model hit cannot run or charge and can advance only directly toward it. Voltaic Snare lasts for one round. Voltaic Snare can be cast only once per turn.

General Adept Nemo

Cygnar Epic Warcaster

Nemo's Damage:

NEMO

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	5	5	5	14	16	9	7

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 14

Feat: **High Voltage**

Each warjack in Nemo's battlegroup currently in his control area is allocated up to 3 focus points.

NEMO

Immunity: Electricity

Elite Cadre [Stormsmith Stormcallers] - Friendly Stormsmith Stormcallers have Stormcall [9] and gain +2 to 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 that are in its control area and give those focus points to this model. This model cannot have more focus points than its FOCUS as a result of Focus Matrix.

WEAPONS [NEMO]

Galvanic Bolt [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 13

Damage Type: Electricity

Magical Weapon

Tractor Field - When a warjack is hit by this attack it cannot advance and suffers -4 DEF. Warjacks beginning an advance within 3" of a warjack hit cannot run or charge and can advance only directly toward it. Tractor Field lasts for one round.

Fulger [1x] (None) POW: 7P+S: 12

Magical Weapon

Reach

Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Electrical Blast

Electrical Blast causes electrical damage ICON. 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

This model spends up to 3 focus points to cast Energizer. Models in its battlegroup that are 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

Target friendly warjack gains +2 ARM and does not suffer the effects of crippled systems.

Force Field

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

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, you can choose to have lightning arc the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll.)

Polarity Shield

Target friendly model/unit cannot be targeted by a charge made by a model in its front arc.

Captain E. Dominic Darius

Cygnar Warcaster

Darius's Damage: 

DARIUS

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

FA: C

Warjack Points: +5

Base Size: Medium Base

Damage: 22

Feat: Pit Stop

Darius and the Halfjacks in his battlegroup currently in his control area can each completely repair one friendly Faction warjack with which he or it is B2B. Remove all damage from those warjacks.

DARIUS

Activate Halfjack - At the end of your Control Phase, you can put 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 choose one friendly model within 2" of this model and place that model anywhere within 1" of its current location.

Detonate - After resolving continuous effects during your Maintenance Phase, you can detonate any number of friendly mine markers anywhere on the table. Center a 4" AOE template on each detonated mine and remove the mine marker from the table. Models in the AOE are hit and suffer an unboostable POW 14 blast damage roll.

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.

WEAPONS [DARIUS]

Steam Cannon [1x] (None) RNG: 12 ROF: 1 AOE: 4 POW: 13

Quake Hammer [1x] (None) POW: 7 P+S: 15

Critical Knockdown - On a critical hit, the model hit is knocked down.

Tremor (★Attack) - Tremor affects every model within 2" of this model and does not require a target. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

Wrench [1x] (None) POW: 3 P+S: 11

SPELLS

Arcantrik Bolt

A warjack damaged by this attack becomes stationary for one round.

Fortify

Target warjack in this model's battlegroup gains +2 ARM. The affected model and any friendly model B2B with it cannot be knocked down, pushed, or slammed.

Full Throttle

Warjacks in this model's battlegroup beginning their activations in its control area can run, charge, or make slam or trample power attacks without spending focus that activation. While in this model's control area, models in its battlegroup gain boosted melee attack rolls. Full Throttle lasts for one turn.

Jackhammer

Target model in this model's battlegroup immediately makes one normal melee attack.

Halfjack

Cygnar Solo

HALFJACK

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

Base Size: Small Base

HALFJACK

Construct

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.

Companion [Captain E. Dominic Darius] - This model is included in any army that includes Captain E. Dominic Darius and is part of Darius' battlegroup. If Darius is destroyed or removed from play, remove this model from play. Place all three Halfjacks in play at the start of the game.

Prime Mine (★Action) - Replace this model with a mine marker. You can have up to three mine markers in play at a time.

WEAPONS [HALFJACK]

Major Markus 'Siege' Brisbane

Cygnar Warcaster

Siege's Damage: 

SIEGE

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

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 18

Feat: Breach

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

SIEGE

WEAPONS [SIEGE]

Rocket Cannon [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 14

Ground Pounder (★Attack) - Place a 4" AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in this model's front arc. This model makes one ranged attack with this weapon against each model in the AOE. When making a Ground Pounder special attack, this model ignores concealment, elevation, and Stealth. This model cannot gain the aiming bonus on Ground Pounder attack rolls. Models hit suffer a POW 12 ranged attack damage roll.

Havoc [1x] (None) POW: 7 P+S: 14

Magical Weapon

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 with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

SPELLS

Explosivo

Cost	RNG	AOE	POW	UP	OFF
1	6	-	-	No	No

When target friendly model makes a normal attack with a ranged weapon, the weapon gains Magical Weapon ICON. If the weapon was AOE - it becomes AOE 3. 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 expires immediately after resolving this model's next ranged attack. Explosivo lasts for one turn.

Force Hammer

4	10	-	12	No	Yes
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Instead of suffering a normal damage roll, a non-incorporeal model Force Hammer hits is slammed d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 12 damage roll. Collateral damage from this slam is POW 12.

Foxhole

2	Ctrl	5	-	Yes	No
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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.

Mage Sight

2	Ctrl	5	-	Yes	No
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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.


Rift

3	8	4	13	No	Yes
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The AOE is rough terrain and remains in play for one round.

Captain Jeremiah Kraye

Cygnar Cavalry Warcaster

Kraye's Damage: 

KRAYE

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

FA: C

Warjack Points: +6

Base Size: Large Base

Damage: 18

Feat: Horsepower

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.

KRAYE

Pathfinder

Iron Horse - Heavy 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, that attack has a base POW equal to its STR. 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.

WEAPONS [KRAYE]

Radcliffe Carbine [1x] (None) **RNG:** 13 **ROF:** 2 **AOE:** - **POW:** 11

Bitter End [1x] (None) **POW:** 7**P+S:** 13

Magical Weapon

Mount [1x] (None) **POW:** 10

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
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Arcane Blast	3	10	3	13	No	Yes
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A magical energy blast radiates from a single point to strike all models in the AOE.

Easy Rider	3	Self	Ctrl	-	No	No
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Friendly Faction models beginning their activations in this model's control area gain Pathfinder ICON. Easy Rider lasts for one turn.

Full Tilt	2	6	-	-	Yes	No
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Target warjack in this model's battlegroup doubles its base SPD during its normal movement but cannot make ranged attacks.

Guided Fire	3	Self	Ctrl	-	No	No
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While in this model's control area, models in its battlegroup gain boosted ranged attack rolls for one turn.

Mage Sight	2	Ctrl	5	-	Yes	No
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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.

Pursuit	2	8	-	-	Yes	Yes
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If target enemy model/unit advances during its activation, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.

Charger

Cygnar Light Warjack

CHARGER

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

FA: U

Point Cost: 4

Base Size: Medium Base

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

CHARGER

WEAPONS [CHARGER]

Dual Cannon [1x] (Left) RNG: 12 ROF: 2 AOE: - POW: 12

Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

Battle Hammer [1x] (Right) POW: 4 P+S: 12

Grenadier

Cygnar Light Warjack

GRENADIER

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

FA: U

Point Cost: 5

Base Size: Medium Base

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

GRENADIER

Advance Deployment

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.

WEAPONS [GRENADIER]

Grenade Launcher [1x] (Left) **RNG:** 10 **ROF:** 1 **AOE:** 3 **POW:** 12

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Manual Reload - This model can make one additional Grenade Launcher ranged attack during its combat action 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.

Mattock [1x] (Right) **POW:** 5 **P+S:** 12

Hunter

Cygnar Light Warjack

HUNTER

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

FA: U

Point Cost: 6

Base Size: Medium Base

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

HUNTER

Advance Deployment

Pathfinder

Extended Control Range - When checking to see if this model is in its controller's control area for focus allocation, double the area.

Parry - This model cannot be targeted by free strikes.

WEAPONS [HUNTER]

Long Arm [1x] (Left) RNG: 14 ROF: 1 AOE: - POW: 6

Armor Piercing - When calculating damage from this weapon, halve the base ARM stats of models hit that have medium or larger bases. This weapon gains +2 to damage rolls against models with small bases.

Battle Axe [1x] (Right) POW: 4 P+S: 11

Lancer

Cygnar Light Warjack

LANCER

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

FA: U

Point Cost: 6

Base Size: Medium Base

1	2	3	4	5	6
■	■	□	□	■	■
■	□	□	□	□	■
□	□	□	□	□	□
□	L	A	A	R	□
L	L	M	C	R	R
■	M	M	C	C	■

LANCER

Arc Node

WEAPONS [LANCER]

Shock Shield [1x] (Left) POW: 1 P+S: 9

Shield

Cortex Damage - When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box.

Shock Field - 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. This model loses Shock Field while this weapon system is crippled or locked.

War Spear [1x] (Right) POW: 4 P+S: 12

Reach

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

Sentinel

Cygnar Light Warjack

SENTINEL

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

FA: U

Point Cost: 4

Base Size: Medium Base

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

SENTINEL

WEAPONS [SENTINEL]

Chain Gun [1x] (Right) RNG: 10 ROF: 1 AOE: - POW: 10

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. Strafe counts as one attack for ROF.

Assault Shield [1x] (Left) POW: 2 P+S: 10
Shield

Thorn

Cygnar Character Light Warjack

THORN

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

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

FA: C

Point Cost: 8

Base Size: Medium Base

THORN

Arc Node

Affinity [Haley] - While Thorn is engaged, Haley can channel spells through it as if it were not engaged.

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

Reaction Drive - Once per turn, immediately after this model's controller channels a spell through it, this model can advance 3".

WEAPONS [THORN]

Shock Shield [1x] (Left) POW: 1 P+S: 9

Shield

Cortex Damage - When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box.

Shock Field - 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. This model loses Shock Field while this weapon system is crippled or locked.

Disruption Spear [1x] (Right) POW: 5 P+S: 13

Reach

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.

Centurion

Cygnar Heavy Warjack

CENTURION

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

FA: U

Point Cost: 9

Base Size: Large Base

1	2	3	4	5	6
■	■	□	□	■	■
□	□	□	□	□	□
□	□	□	□	□	□
□	L	□	□	R	□
L	L	M	C	R	R
■	M	M	C	C	■

CENTURION

Polarity Field (★Action) - For one round, this model cannot be charged by a model beginning the charge in this model's front arc.

WEAPONS [CENTURION]

Magno Shield [1x] (Left) POW: 1 P+S: 13
Shield

Piston Spear [1x] (Right) POW: 6 P+S: 18

Reach

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.

Defender

Cygnar Heavy Warjack

DEFENDER

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

FA: U

Point Cost: 9

Base Size: Large Base

DEFENDER

WEAPONS [DEFENDER]

Heavy Barrel [1x] (Left) RNG: 16 ROF: 1 AOE: - POW: 15

Shock Hammer [1x] (Right) POW: 5P+S: 16

Cortex Damage - When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box.

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

Hammersmith

Cygnar Heavy Warjack

HAMMERSMITH

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

FA: U

Point Cost: 8

Base Size: Large Base

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

HAMMERSMITH

Follow Up - When this model slams another model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

WEAPONS [HAMMERSMITH]

Hammer [2x] (Left and Right) POW: 5 P+S: 17

Beat Back - Immediately after a normal 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 advance up to 1".

Chain Attack: Smite - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed d6" directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

Ironclad

Cygnar Heavy Warjack

IRONCLAD

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

FA: U

Point Cost: 7

Base Size: Large Base

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

IRONCLAD

WEAPONS [IRONCLAD]

Quake Hammer [1x] (Left) POW: 7 P+S: 18

Critical Knockdown - On a critical hit, the model hit is knocked down.

Tremor (★Attack) - Tremor affects every model within 2" of this model and does not require a target. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

Open Fist [1x] (Right) POW: 3 P+S: 14

Open Fist

Stormclad

Cygnar Heavy Warjack

STORMCLAD

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

FA: U

Point Cost: 10

Base Size: Large Base

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

STORMCLAD

Immunity: Electricity

Storm Accumulator - When this model begins its activation within 3" of one or more friendly Stormblade Infantry models, it is allocated 1 focus point.

WEAPONS [STORMCLAD]

Generator Blast [1x] (Right) RNG: 8 ROF: 1 AOE: - POW: 14

Damage Type: Electricity

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Generator Blade [1x] (Right)

POW: 8

P+S: 19

Reach

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Open Fist [1x] (Left) POW: 3

P+S: 14

Buckler

Open Fist

Ol' Rowdy

Cygnar Character Heavy Warjack

OL' ROWDY

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	8	6	12	19	—

FA: C

Point Cost: 9

Base Size: Large Base

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

OL' ROWDY

Affinity (Stryker) -

Counter Charge - When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

Imprint: Grudge - During this model's activation, it can spend 1 focus point to use Grudge. For one round, when this model is hit by one or more melee attacks during an enemy model's combat action, immediately after that combat action ends this model can make one normal melee attack targeting that model, then Grudge expires.

Aggressive - This model can run or charge without spending focus or being forced.

WEAPONS [OL' ROWDY]

Quake Hammer [1x] (Left) POW: 7 P+S: 18

Critical Knockdown - On a critical hit, the model hit is knocked down.

Tremor (★Attack) - Tremor affects every model within 2" of this model and does not require a target. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

Open Fist [1x] (Right) POW: 3 P+S: 14

Buckler

Open Fist

Thunderhead

Cygnar Character Heavy Warjack

THUNDERHEAD

SPD STR MAT RAT DEF ARM CMD
5 11 7 6 12 19 —

FA: C

Point Cost: 12

Base Size: Large Base

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

THUNDERHEAD

Immunity: Electricity

WEAPONS [THUNDERHEAD]

Lightning Coil [1x] (<-->) RNG: 10 ROF: 3 AOE: - POW: 14

Damage Type: Electricity

Critical Disruption - On a critical hit on a warjack, it suffers Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Energy Pulse (★Attack) - Models within 6" of this model are hit and suffer a POW 12 electrical damage roll ICON. Energy Pulse does not require a target.

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Shock Fist [2x] (Left and Right) POW: 5 P+S: 16

Open Fist

Critical Disruption - On a critical hit on a warjack, it suffers Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Arcane Tempest Gun Mages

Cygnar Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Arcane Inferno (Order) - Models that received this order can participate in a combined ranged attack this activation. The unit commander must be the primary attacker. When resolving this attack, the AOE of the unit commander's ranged weapon is 3". 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 Damage** - On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.

•**Snipe** - 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 knocked down after being pushed.

WEAPONS [LEADER & GRUNTS]

Magelock Pistol [1x] (None) RNG: 10

ROF: 1 AOE: - POW: 10

Magical Weapon

Sword [1x] (None) POW: 3P+S: 7

Arcane Tempest Gun Mage Officer

Cygnar Unit Attachment

OFFICER

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

FA: 1

Point Cost: 2

Base Size: Small Base

Attachment [Arcane Tempest Gun Mages] - This attachment can be added to a Arcane Tempest Gun Mages unit.

OFFICER

'Jack Marshal

Officer

Attack Type - Each time this model makes a normal ranged attack, choose one of the following abilities:

- Critical Brutal Damage** - On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.

- Snipe** - 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 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.)

WEAPONS [OFFICER]

Magelock Pistol [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Magical Weapon


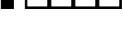
Sword [1x] (None) POW: 3 P+S: 7

Black 13th Gun Mage Strike Team

Cygnar Arcane Tempest Character Unit

LYNCH

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9

Lynch's Damage: 
Ryan's Damage: 
Watts's Damage: 

RYAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9

WATTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9

FA: C

Point Cost: Lynch, Ryan & Watts 4

Base Size: Small Base

Damage: 5

LYNCH

Gunfighter

Officer

Attack Type - Each time this model makes a normal ranged attack, choose one of the following abilities:

•**Black Penny** - This attack ignores the firing into melee penalty.

•**Brutal Damage** - Gain an additional die on this weapon's damage rolls.

•**Fire Beacon** - This attack becomes AOE 5 and POW – for this attack. While a model is within the AOE, it loses Camouflage and Stealth, and other models can ignore cloud effects when determining LOS to it. The AOE lasts for one turn.

•**Snipe** - This attack gains +4 RNG.

True Sight - This model ignores concealment, Camouflage, and Stealth.

WEAPONS [LYNCH]

Magelock Pistol [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Magical Weapon

RYAN

Gunfighter

Attack Type - Each time this model makes a normal ranged attack, choose one of the following abilities:

•**Black Penny** - This attack ignores the firing into melee penalty.

•**Brutal Damage** - Gain an additional die on this weapon's damage rolls.

•**Snipe** - This attack gains +4 RNG.

WEAPONS [RYAN]

Magelock Pistol [2x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Magical Weapon

Mage Storm (★Attack) - Make a ranged attack with this weapon with AOE 4. Models hit suffer a POW 12 magical damage roll. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer a POW 12 magical damage roll. This model does not suffer damage from Mage Storm.

WATTS

Gunfighter

Attack Type - Each time this model makes a normal ranged attack, choose one of the following abilities:

•**Black Penny** - This attack ignores the firing into melee penalty.

•**Brutal Damage** - Gain an additional die on this weapon's damage rolls.

•**Snipe** - This attack gains +4 RNG.

Granted: Prowl - While this model is in play, models in its unit gain Prowl. (Models with Prowl gain Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)

WEAPONS [WATTS]

Magelock Pistol [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Magical Weapon

Long Gunner Infantry

Cygnar Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 6

Leader & 9 Grunts: 10

Base Size: Small Base

LEADER & GRUNTS

Combined Ranged Attack

Dual Shot - When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

WEAPONS [LEADER & GRUNTS]

Repeating Long Gun [1x] (None) RNG: 14 ROF: 2 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 7

Long Gunner Infantry Officer & Standard

Cygnar Unit Attachment

Officer's Damage: ■■■■■

OFFICER

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

STANDARD BEARER

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

Attachment [Long Gunner Infantry] - This attachment can be added to a Long Gunner Infantry unit.

OFFICER

Combined Ranged Attack

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) - This order can be issued only if two or more models in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 14" of all participants, with its center point in LOS of all participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2–4, the AOE is 3". If there are 5–7, the AOE is 4". If there are 8 or more, the AOE is 5". 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 participants have been destroyed or removed from play.

Tactics: Ranked Attacks - Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

WEAPONS [OFFICER]

Repeating Long Gun [1x] (None) RNG: 14 ROF: 2 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 7

STANDARD BEARER

Standard Bearer

Sword Knights

Cygnar Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Jack Marshal

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Flank [Faction Warjack] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.

WEAPONS [LEADER & GRUNTS]

Battle Blade [1x] (None) POW: 4P+S: 10

Sword Knight Officer & Standard

Cygnar Unit Attachment

Officer's Damage: ■■■■■

OFFICER

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

STANDARD BEARER

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

Attachment [Sword Knights] - This attachment can be added to a Sword Knights unit.

OFFICER

Officer

Defensive Line - While this model is B2B with one or more models in its 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 [Faction Warjack] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Granted: Practiced Maneuvers - While this model is in play, models in its unit gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when determining LOS and can advance through other models in its unit if it has enough movement to move completely past them.)

Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.

Tactics: Precision Strike - Models in this unit gain Precision Strike. (When a model with Precision Strike damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.)

WEAPONS [OFFICER]

Battle Blade [1x] (None) POW: 4P+S: 10

STANDARD BEARER

Standard Bearer

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Trencher Infantry

Cygnar Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 7

Leader & 9 Grunts: 11

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Combined Ranged Attack

Assault (Order) - Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

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. Its center point must be within 1" of this model. This AOE remains in play for one round.

WEAPONS [LEADER & GRUNTS]

Military Rifle [1x] (None) **RNG:** 10 **ROF:** 1 **AOE:** - **POW:** 11

Bayonet [1x] (None) **POW:** 3 **P+S:** 9

Trencher Infantry Officer & Sniper

Cygnar Unit Attachment

Officer's Damage: ■■■■■

OFFICER

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

SNIPER

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

FA: 1

Point Cost: 3

Base Size: Small Base

Damage: 5

Attachment [Trencher Infantry] - This attachment can be added to a Trencher Infantry unit.

OFFICER

Advance Deployment

Combined Ranged Attack

'Jack Marshal

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, then can 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. Its center point must be within 1" of this model. This AOE remains in play for one round.

WEAPONS [OFFICER]

Military Rifle [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 11

Bayonet [1x] (None) POW: 3 P+S: 9

SNIPER

Advance Deployment

Combined 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. Its center point must be within 1" of this model. This AOE remains in play for one round.

Sniper - When damaging a warjack or warbeast with a ranged attack, 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.

WEAPONS [SNIPER]

Scoped Rifle [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 11

Trencher Infantry Rifle Grenadier

Cygnar Weapon Attachment

TRENCHER

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

FA: 2

Point Cost: 1 Grenadier: 1

Up to 2 Additional Grenadiers: 1ea

Base Size: Small Base

Attachment [Trencher Infantry] - This attachment can be added to a Trencher Infantry unit.

TRENCHER

Advance Deployment

Combined 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. Its center point must be within 1" of this model. This AOE remains in play for one round.

Take Up - If this model is destroyed or removed from play, choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [TRENCHER]

Military Rifle [1x] (None) **RNG:** 10 **ROF:** 1 **AOE:** - **POW:** 11

Rifle Grenade (★Attack) - Make a ranged attack with this weapon with AOE 3". When making a Rifle Grenade special attack, this model cannot participate in a combined ranged attack.

Bayonet [1x] (None) **POW:** 4 **P+S:** 10

Trencher Chaingun Crew

Cygnar Weapon Crew Unit

LEADER

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

GRUNT

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

FA: 2

Point Cost: Leader & Grunt: 2

Base Size: Leader: Large Base
Grunt: Small Base

LEADER

Advance Deployment

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.

WEAPONS [LEADER]

Chain Gun [1x] (None) **RNG:** 10 **ROF:** 1 **AOE:** - **POW:** 10

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, ignoring intervening models. A model entering or ending its activation in the AOE suffers a damage roll with POW 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 attacks or special actions during activations this model moves. This model cannot gain the 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. Strafe counts as one attack for ROF.

Trench Knife [1x] (None) **POW:** 3 **P+S:** 9

GRUNT

Advance Deployment

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.

WEAPONS [GRUNT]

Military Rifle [1x] (None) **RNG:** 10 **ROF:** 1 **AOE:** - **POW:** 11

Trench Knife [1x] (None) **POW:** 3 **P+S:** 9

Trencher Cannon Crew

Cygnar Weapon Crew Unit

LEADER

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

GRUNTS

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

FA: 2

Point Cost: Leader & 2 Grunts: 3

Base Size: Leader: Large Base
Grunt: Small Base

LEADER

Advance Deployment

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.

WEAPONS [LEADER]

Cannon [1x] (None) RNG: 15 ROF: 1 AOE: 3 POW: 13

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the 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.

Trench Knife [1x] (None) POW: 3 P+S: 9

GRUNTS

Advance Deployment

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.

WEAPONS [GRUNTS]

Military Rifle [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 11

Trench Knife [1x] (None) POW: 3 P+S: 9

Rangers

Cygnar Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Pathfinder

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Mark Target - Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of this model and in its LOS.

Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

WEAPONS [LEADER & GRUNTS]

Military Rifle [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 11

Knife [1x] (None) POW: 2P+S: 7

Stormblade Infantry

Cygnar Storm Knight Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small Base

LEADER & GRUNTS

Combined Melee Attack

Immunity: Electricity

Electrical Arc - The Leader and models in this unit within 5" of it gain +2 RNG to ranged attacks and +2 to melee and ranged attack damage rolls.

WEAPONS [LEADER & GRUNTS]

Storm Glaive Blast [1x] (None) RNG: 4 ROF: 1 AOE: - POW: 12

Damage Type: Electricity

Storm Glaive [1x] (None) POW: 7P+S: 13

Damage Type: Electricity

Stormblade Infantry Officer & Standard

Cygnar Storm Knight Unit Attachment

Officer's Damage: ■■■■■

OFFICER

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

STANDARD BEARER

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

FA: 1

Point Cost: 3

Base Size: Small Base

Damage: 5

Attachment [Stormblade Infantry] - This attachment can be added to a Stormblade Infantry unit.

OFFICER

Combined Melee Attack

Immunity: Electricity

'Jack Marshal

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 can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

WEAPONS [OFFICER]

Storm Glaive Blast [1x] (None) RNG: 4 ROF: 1 AOE: - POW: 12

Damage Type: Electricity

Storm Glaive [1x] (None) POW: 7P+S: 13

STANDARD BEARER

Combined Melee Attack

Immunity: Electricity

Standard Bearer

Storm's Eye - While this model is in formation, when a model in its unit directly hits a model with a ranged attack the ranged weapon used in the attack becomes AOE 3".

WEAPONS [STANDARD BEARER]

Storm Glaive Blast [1x] (None) RNG: 4 ROF: 1 AOE: - POW: 12

Damage Type: Electricity

Storm Glaive [1x] (None) POW: 7P+S: 13

Stormguard

Cygnar Storm Knight Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 6

Leader & 9 Grunts: 9

Base Size: Small Base

LEADER & GRUNTS

Combined Melee Attack

Gunfighter

Immunity: Electricity

Electrical Discharge - After all models in this unit have completed their actions, its Leader can make one ranged attack. The attack has base RNG 10, AOE 3, and POW 6. It gains +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 - Friendly Faction models can ignore this model when determining LOS.

WEAPONS [LEADER & GRUNTS]

Voltaic Halberd [1x] (None) POW: 6 P+S: 12

Reach

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

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

Storm Lances

Cygnar Storm Knight Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	5	12	17	9

Lancer A's Damage:	
Lancer B's Damage:	
Lancer C's Damage:	
Lancer D's Damage:	
Lancer E's Damage:	

FA: 1

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large Base

Damage: 5

LEADER & GRUNTS

Immunity: Electricity

Assault (Order) - Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

WEAPONS [LEADER & GRUNTS]

Electrical Bolt [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Electro Lance [1x] (None) POW: 7 P+S: 13

Reach

Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Mount [1x] (None) POW: 10

Field Mechanics

Cygnar Unit

CREW CHIEF

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

GOBBER GRUNTS

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

FA: 3

Point Cost: Crew Chief & 3 Grunts: 2
Crew Chief & 5 Grunts: 3

Base Size: Small Base

CREW CHIEF

Jack Marshal

Officer

Iron Sentinel - While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

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.

WEAPONS [CREW CHIEF]

Rivet Gun [1x] (None) RNG: 4 ROF: 1 AOE: - POW: 10

Monkey Wrench [1x] (None) POW: 2 P+S: 6

GOBBER GRUNTS

Assist Repair (★Action) - This model can make this special action only when B2B with a friendly Faction warjack. When this model makes an Assist Repair special action, choose another model in this unit with the Repair ability also B2B with that warjack. The chosen model gains a cumulative +1 to its Repair skill on its next Repair skill check to repair that warjack this activation. If it passes the Repair check, remove 1 additional damage point from the warjack for each model that used Assist Repair on the chosen model.

Repair [6] (★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.

WEAPONS [GOBBER GRUNTS]

Monkey Wrench [1x] (None) POW: 2 P+S: 6

Gun Mage Captain Adept

Cygnar Arcane Tempest Solo

Captain's Damage: ■■■■■

CAPTAIN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

CAPTAIN

Commander

Arcane Precision - If this model forfeits its movement during its activation to gain the aiming bonus, it ignores Stealth that activation.

Attack Type - Each time this model makes a normal ranged attack, choose one of the following abilities:

- Brutal Damage** - Gain an additional die on this weapon's damage rolls.

- Phantom Seeker** - This model ignores LOS when making ranged attacks. This model ignores concealment and cover when resolving ranged attacks.

- Snipe** - This attack gains +4 RNG.

WEAPONS [CAPTAIN]

Mage Lock Pistol [1x] (None)

RNG: 10

ROF: 1 AOE: - POW: 10

Magical Weapon

Sword [1x] (None)

POW: 3P+S: 7

Stormsmith Stormcaller

Cygnar Solo

STORMSMITH

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

FA: 3

Point Cost: 1

Base Size: Small Base

STORMSMITH

Immunity: Electricity

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)** - RNG 10. Target model. This model makes a skill check. If it passes and the target model is in range, the target model suffers a POW 10 electrical damage roll ICON.

•**Surge (★Action)** - If there is not another friendly Stormsmith Stormcaller within 20" of this model when it makes this special action, nothing happens. Otherwise, this model can target up to two models whose bases are intersected by any line drawn between the bases of the two Stormsmith Stormcallers. This model makes a skill check for each model targeted. If it passes, that model suffers a POW 10 electrical damage roll ICON. Models can be targeted only once per Surge special action.

•**Triangulation (★Action)** - If this model and two other friendly Stormsmith Stormcallers are not all within 20" of each other when this model makes this special action, nothing happens. Otherwise, this model can target up to three models whose bases are within the triangular area between all three Stormsmith Stormcallers. This model makes a skill check for each model targeted. If it passes, that model suffers a POW 10 electrical damage roll ICON. Models can be targeted only once per Triangulation special action.

WEAPONS [STORMSMITH]

Rod [1x] (None)

POW: 3

P+S: 7

Reach

Journeyman Warcaster

Cygnar Solo

Journeyman Warcaster's Damage: ■■■■■

JOURNEYMAN WARCASTER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	5	5	4	14	14	7	3

FA: 1

Point Cost: 3

Base Size: Small Base

Damage: 5

JOURNEYMAN WARCASTER

Fearless

Journeyman Warcaster - This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

WEAPONS [JOURNEYMAN WARCASTER]

Hand Cannon [1x] (None) **RNG: 12** **ROF: 1** **AOE:** **POW: 12**

Mechanika Blade [1x] (None) **POW: 5** **P+S: 10**

Magical Weapon

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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

Squire

Cygnar Solo

Squire's Damage: ■■■■■

SQUIRE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	4	1	14	14	—

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

SQUIRE

Construct

Arcane Realignment - While this model's warcaster is within 5" of it, that 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 2".

Attached - Before the start of the game, attach this model to a friendly Faction XXX for the rest of the game. Each XXX can have only one model attached to it.

Reserve Accumulator - During your Control Phase, after replenishing focus, 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.

WEAPONS [SQUIRE]

Captain Maxwell Finn

Cygnar Trencher Character Solo

Finn's Damage: ■■■■■

FINN
SPD STR MAT RAT DEF ARM CMD
6 6 8 7 14 14 10

FA: C
Point Cost: 3
Base Size: Small Base
Damage: 5

FINN

Advance Deployment

Commander

Fearless

Tough

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.

Desperate Pace [Trencher] (★Action) - RNG CMD. Target Friendly Trencher unit. If the Trencher unit is in range, it gains +2" movement during its activation this turn.

Smoke Bombs (★Action) - Place a 3" AOE cloud effect in play. Its center point must be within 1" of this model. This AOE remains in play for one round.

Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

Veteran Leader [Trencher] - Friendly Trencher trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [FINN]

Mini-Slugger [1x] (None) RNG: 10 ROF: 1 AOE: POW: 11

Rapid Fire [d3] - When you decide to make initial attacks with this weapon at the beginning of this model's combat action, roll a d3. The total rolled is the number of initial attacks this model can make with this weapon during the combat action.

Trench Knife [1x] (None) POW: 3 P+S: 9

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Captain Arlan Strangeways

Cygnar Character Solo

Strangeways's Damage: ■■■■■

STRANGEWAYES

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

STRANGEWAYES

Jack Marshal

Magic Ability

•**Evasive Action (★Action)** - RNG 5. Target friendly Faction warjack. If the warjack is in range, it gains Evasive for one round. (A model with Evasive cannot be targeted by free strikes. It can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.)

•**Power Booster (★Action)** - RNG 5. Target friendly Faction warjack. If the target warjack is in range and has no focus points, it 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.

WEAPONS [STRANGEWAYES]

Voltaic Gauntlet [1x] (None) RNG: SP 8 ROF: 1 AOE: POW: 10

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

Fixer [1x] (None) POW: 5 P+S: 12

Reach

Major Katherine Laddermore

Cygnar Storm Knight Character Dragoon Solo

Mounted Damage: 
Dismounted Damage: 

LADDERMORE

SPD STR MAT RAT DEF ARM CMD
8/6 6 8 7 13 17/15 9

FA: C

Point Cost: 5

Base Size: Large Base Mounted
Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

LADDERMORE

Commander

Fearless

Immunity: Electricity

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 unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Dragoon - While mounted, this model has a base SPD 8 and base ARM 17. While dismounted, it has a base SPD 6, base ARM 14, and loses Assault, Electro Charger and the Voltaic Accelerator loses Power Up.

Electro Charger [Storm Lances] - While within 5" of this model, friendly Storm Lances models gain +2 to their ranged attack and ranged damage rolls.

WEAPONS [LADDERMORE]

Voltaic Accelerator [1x] (None) **RNG: 8 ROF: 1 AOE: POW: 12**

Damage Type: Electricity

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

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 [1x] (None) **POW: 7P+S: 13**

Reach

Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Mount [1x] (None) **POW: 10**

Precursor Knights

Cygnar Morrowan Ally Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

Animosity [Thamarite and Undead] - This model cannot be included in an army that includes one or more models of the listed type.

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.

Spell Ward - This model cannot be targeted by spells.

WEAPONS [LEADER & GRUNTS]

Blessed Mace [1x] (None) POW: 6P+S: 12

Magical Weapon

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

Precursor Knight Officer & Standard Bearer

Cygnar Morrowan Ally Unit Attachment

Officer's Damage: ■■■■■

OFFICER

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

STANDARD BEARER

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Precursor Knights] - This attachment can be added to a Precursor Knights unit.

OFFICER

Officer

Morrow's Name - Once per game during its unit's activation, this model can use Morrow's Name. Models in this unit in formation gain an additional die on melee damage rolls this activation.

Tactics: Ranked Attacks - Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

Heal (★Action) - Choose a friendly living model B2B with this model. That model heals d3 damage points.

Spell Ward - This model cannot be targeted by spells.

WEAPONS [OFFICER]

Blessed Mace (Battle Chaplain Only) [1x] (None) POW: 6 P+S: 12

Magical Weapon

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

STANDARD BEARER

Standard Bearer

Spell Ward - This model cannot be targeted by spells.

Magnus the Traitor

Mercenary Warcaster

Magnus's Damage: 

MAGNUS

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 17

Feat: Hit and Run

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. Warjacks do not have to spend focus to run during this movement. During this movement models cannot be targeted by free strikes.

Mercenary - This model will work for Cryx, Khador, and the Protectorate.

MAGNUS

Backstab - This model gains an additional die on its back strike damage rolls.

Feign Death - This model cannot be targeted by ranged or magic attacks while knocked down.

Resourceful - This model can upkeep spells on models in its battlegroup without spending focus.

WEAPONS [MAGNUS]

Scattergun [1x] (None) **RNG:** SP 8 **ROF:** 1 **AOE:** - **POW:** 12

Foecleaver [1x] (None) **POW:** 7 **P+S:** 13

Magical Weapon

Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

Mechanikal Arm [1x] (None) **POW:** 5 **P+S:** 11

Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Arcantrik Bolt	2	10	-	12	No	Yes
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A warjack damaged by this attack becomes stationary for one round.

Blur	2	6	-	-	Yes	No
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Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.

Iron Aggression	3	6	-	-	Yes	No
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Target friendly warjack can run, charge, or make slam or trample power attacks without spending focus and gains boosted melee attack rolls.

Obliteration	4	10	4	15	No	Yes
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The force of this attack blasts apart the earth itself.

Temper Metal	2	6	-	-	Yes	No
---------------------	---	---	---	---	-----	----

Target friendly warjack gains +2 ARM and is immune to continuous effects.

Snipe	2	6	-	-	Yes	No
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Target friendly model's/unit's ranged weapons gain +4 RNG.

Magnus the Warlord

Mercenary Epic Warcaster

Magnus's Damage: 

MAGNUS

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 17

Feat: Kill Box

Choose two table edges. Enemy models beginning an advance in Magnus' control area cannot advance toward those table edges for one round.

Mercenary - This model will work for Cryx, Khador, and the Protectorate.

MAGNUS

Backstab - This model gains an additional die on its back strike damage rolls.

Minion Warcaster [Skorne] - If you can have two or more warlocks in your army, this model and warjacks in its battlegroup can take the place of a Skorne warlock. This model counts toward the maximum number of warlocks allowed in an army and counts as a warlock for FA.

Warjack Bond (Epic Magnus) - One non-character warjack in Magnus' battlegroup can begin the game bonded to him. When making a back strike, the warjack gains +2 to melee attack rolls and an additional die on its damage rolls.

WEAPONS [MAGNUS]

Scattergun [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Foecleaver X [1x] (None) POW: 7P+S: 13

Magical Weapon

Armor Piercing (★Attack) - When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

Mechanical Arm [1x] (None) POW: 5 P+S: 11

Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

SPELLS

Bullet Dodger

Target friendly model gains +2 DEF against ranged attack rolls and Dodge. (A model with Dodge can advance up to 2' immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)

Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	Yes	No

Friendly models gain +2 to attack and damage rolls against target enemy model/unit.

Cost	RNG	AOE	POW	UP	OFF
2	10	-	12	No	Yes

When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.

Cost	RNG	AOE	POW	UP	OFF
2	Self	Ctrl	-	No	No


Models in this model's battlegroup currently in its control area gain +2 SPD and Pathfinder ICON for one turn.

Cost	RNG	AOE	POW	UP	OFF
4	10	4	15	No	Yes

The force of this attack blasts apart the earth itself.

Ashlynn D'Elyse

Mercenary Warcaster

Ashlynn's Damage: 

ASHLYNN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	5	8	7	17	15	8	6

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 14

Feat: Roulette

While in Ashlynn's control area, models gain two additional dice on their attack rolls. For each of those attack rolls, you choose two of the dice rolled to be discarded. Roulette lasts for one round.

Mercenary - This model will work for Cygnar and the Protectorate.

ASHLYNN

Gunfighter

Parry - This model cannot be targeted by free strikes.

Quick Draw - Once during your opponent's turn, when an enemy model within 12" of this model that is in its LOS targets this model with a ranged attack, this model can make a ranged attack against the enemy model before it makes its attack roll. If this model's ranged attack hits, the enemy model suffers no damage but its attack automatically misses.

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.

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.

WEAPONS [ASHLYNN]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Nemesis [1x] (None) POW: 6 P+S: 11

Magical Weapon

Weapon Master

SPELLS

Admonition

Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	Yes	No

When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition 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 immediately make one normal attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.

Gallows

3	10	-	13	No	Yes
---	----	---	----	----	-----

When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.

Quicken

3	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly model/unit gains +2 SPD and +2 DEF against ranged and magic attack rolls.

Twister

2	10	3	10	No	Yes
---	----	---	----	----	-----

The AOE is a cloud effect that remains in play for one round.

Renegade

Mercenary Light Warjack

RENEGADE

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

FA: 2

Point Cost: 6

Base Size: Medium Base

1	2	3	4	5	6
■	■	□	□	■	■
■	□	□	□	□	■
□	□	□	□	□	□
□	L	A	A	R	□
L	L	M	C	R	R
■	M	M	C	C	■

RENEGADE

Arc Node

Custom Warjack [Magnus] - This model can be included only in a battlegroup controlled by Magnus.

WEAPONS [RENEGADE]

Obliterator [1x] (Left) RNG: 14 ROF: 1 AOE: 4 POW: 16

- Buckler**
- Arcing Fire** - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.
 - Knockdown** - When a model is hit by an attack with this weapon, it is knocked down.
 - One Shot** - An attack with this weapon can be made only once per game.

Shredder [1x] (Right) POW: 5P+S: 13

- Critical Shred** - On a critical hit, after the attack is resolved this model can make one additional attack against the model hit.
- Sustained Attack** - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Talon

Mercenary Light Warjack

TALON

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

FA: U

Point Cost: 4

Base Size: Medium Base

TALON

WEAPONS [TALON]

Shield [1x] (Left) POW: 1P+S: 9

Shield

Stun Lance [1x] (Right) POW: 4P+S: 12

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

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.

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

Vanguard

Mercenary Light Warjack

VANGUARD

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

FA: U

Point Cost: 5

Base Size: Medium Base

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

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 unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [VANGUARD]

Shield Gun [1x] (Left) RNG: 8 ROF: 1 AOE: - POW: 12

Tower Shield [1x] (Left) POW: 1 P+S: 10
Shield

Guisarme [1x] (Right) POW: 4 P+S: 13

Reach

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

Mangler

Mercenary Heavy Warjack

MANGLER

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

FA: U

Point Cost: 8

Base Size: Large Base

MANGLER

WEAPONS [MANGLER]

Punching Spike [1x] (Left) POW: 4 P+S: 15

Open Fist

Wrecker [1x] (Right) POW: 6 P+S: 17

Reach

Chain Weapon - This attack ignores the Buckler and Shield advantages and Shield Wall.

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

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

Mule

Mercenary Heavy Warjack

MULE

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

FA: U

Point Cost: 8

Base Size: Large Base

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

MULE

WEAPONS [MULE]

Steam Lobber [1x] (Left) RNG: 8 ROF: 1 AOE: 4 POW: 15

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Critical Devastation - On a critical hit, instead of suffering a normal damage roll, each model in the AOE is thrown d6" directly away from the attacker regardless of its base size. Move models farthest from the attacker 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. The POW of 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.

Battle Mace [1x] (Right) POW: 5P+S: 16

Reach

Nomad

Mercenary Heavy Warjack

NOMAD

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

FA: U

Point Cost: 6

Base Size: Large Base

NOMAD

WEAPONS [NOMAD]

Open Fist [1x] (Left) POW: 3 P+S: 14

Buckler

Open Fist

Battle Blade [1x] (Right) POW: 6 P+S: 17

Reach

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

Steelhead Halberdiers

Mercenary Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

Mercenaries - These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNTS

Combined Melee Attack

WEAPONS [LEADER & GRUNTS]

Halberd [1x] (None) POW: 5 P+S: 11

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.






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

Steelhead Heavy Cavalry

Mercenary Cavalry Unit

LEADER & GRUNTS

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

Horseman A's Damage:	
Horseman B's Damage:	
Horseman C's Damage:	
Horseman D's Damage:	
Horseman E's Damage:	

FA: 1

Point Cost: Leader & 2 Grunts: 6
Leader & 4 Grunts: 10

Base Size: Large Base

Damage: 5 each

Mercenaries - These models will work for Cryx, Cygnar, Khador, and the Protecotrate.

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 can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

Flank [Steelhead Halberdier] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

WEAPONS [LEADER & GRUNTS]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Cavalry Axe [1x] (None) POW: 5 P+S: 11

Reach

Backswing (★Attack) - Make two attacks with this weapon.

Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Mount [1x] (None) POW: 10

Alexia Ciannor & the Risen

Mercenary Character Unit

Alexia's Damage: ■■■■■

ALEXIA

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

RISEN GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	3	10	11	3

FA: C

Point Cost: Alexia & 9 Risen Grunts: 5

Base Size: Small Base

Damage: Alexia's Damage: 5

Mercenary - This model will work for Cygnar and Khador.

ALEXIA

Fearless Officer

Arcane Disjunction - While in this model's command range, enemy models pay double the focus or fury point cost to cast or upkeep spells.

Death Magic - This model can remove friendly Risen in its command range from play to prevent 1 damage point to itself, to make an additional attack, or to boost an attack or damage roll for each Risen model removed.

Magic Ability [8]

•**Craft Thrall Rune (★Action)** - Choose a Risen Grunt in this unit in formation and replace it with a Thrall Warrior solo.

Remove the Risen Grunt model from play.

•**Disbinding (★Action)** - Enemy upkeep spells on this model and/or its unit immediately expire.

•**Dominate Undead (★Attack)** - Dominate Undead is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock undead model hit. You can immediately make a full advance with the undead model followed by a normal melee attack, then Dominate Undead expires. The undead model cannot be targeted by free strikes during this movement.

Raise Dead - When a living model is destroyed in this model's command range, this model gains one corpse token. At the end of your next Control Phase, remove all corpse tokens from this model and add one Risen Grunt to this unit for each corpse token removed. Risen Grunts must be placed in formation. This unit cannot have more than 20 Risen Grunts in play at a time.

WEAPONS [ALEXIA]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Witchfire [1x] (None) POW: 8 P+S: 12

Magical Weapon

RISEN GRUNTS

Combined Melee Attack - Push icon button.

Undead

WEAPONS [RISEN GRUNTS]

Claws [1x] (None) POW: 2P+S: 7

Thrall Warrior

Mercenary Solo

THRALL WARRIOR

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

Base Size: Small Base

THRALL WARRIOR

Undead

Created - This model does not begin the game in play.

WEAPONS [THRALL WARRIOR]

Great Sword [1x] (None) **POW: 4** **P+S: 10**

Weapon Master

Captain Sam MacHorne & the Devil Dogs

Mercenary Character Unit

Sam's Damage: ■■■■■

SAM

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

FA: C

Point Cost: Sam & 5 Grunts: 5

Sam & 9 Grunts: 7

Base Size: Small Base

Damage: Sam's Damage: 5

Mercenaries - These models will work for Cygnar and the Protectorate.

SAM

'Jack Marshal

Officer

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.

WEAPONS [SAM]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Stun Sword [1x] (None) POW: 4 P+S: 10

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.

Captain Sam MacHorne & the Devil Dogs

Mercenary Character Unit

GRUNT

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

Base Size: Small Base

GRUNT

Combined Ranged Attack

WEAPONS [GRUNT]

Slug Gun [1x] (None) **RNG: 4 ROF: 1 AOE: - POW: 14**

Net [1x] (None) **POW: - P+S: 6**

Entangle - When a warjack or warbeast is hit by this weapon it is knocked down.

Heavy - If this model attacks with this weapon during its activation, it cannot attack with another melee weapon that activation. If this model attacked with another melee weapon this activation, it cannot attack with this weapon.

Pick Axe [1x] (None) **POW: 4 P+S: 10**

Trash - Gain an additional damage die against knocked down targets.

Croe's Cutthroats

Mercenary Character Unit

LEADER

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

GRUNT

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

FA: C

Point Cost: Leader & 5 Grunts: 7
Leader & 9 Grunts: 10

Base Size: Small Base

Mercenaries - These models will work for Cryx, Khador, and the Protectorate.

LEADER

Advance Deployment

Pathfinder

Stealth

Backstab - This model gains an additional die on its back strike damage rolls.

Bushwhack (Order) - During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

WEAPONS [LEADER]

Hiss [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Magical Weapon

Silencer - A model directly hit by this weapon cannot cast spells for one round.

Two-Handed Sword [1x] (None) POW: 5 P+S: 10

Reach

Poison - Gain an additional die on this weapon's damage rolls against living models.

GRUNT

Advance Deployment

Pathfinder

Stealth

Backstab - This model gains an additional die on its back strike damage rolls.

Bushwhack (Order) - During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

WEAPONS [GRUNT]

Crossbow [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Poison - Gain an additional die on this weapon's damage rolls against living models.

Murder Weapons [1x] (None) POW: 3 P+S: 8

Poison - Gain an additional die on this weapon's damage rolls against living models.

Cylena Raefyll & Nyss Hunters

Mercenary Minion Nyss Character Unit

Cylena's Damage: ■■■■■

CYLENA

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

GRUNT

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

FA: C

Point Cost: Cylena & 5 Grunts: 7

Cylena + 9 Grunts: 10

Base Size: Small Base

Damage: Cylena's Damage: 5

Mercenaries - These models will work for Cryx, Cygnar, Khador, and the Retribution.

Minions - These models will work for Circle and the Trollbloods.

CYLENA

Officer

Pathfinder

Granted: Combined Ranged Attack - While this model is in play, models in its unit gain Combined Ranged Attack ICON.

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

WEAPONS [CYLENA]

Nyss Bow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Nyss Claymore [1x] (None) POW: 4 P+S: 9

Weapon Master

GRUNT

Pathfinder

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

WEAPONS [GRUNT]

Nyss Bow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Nyss Claymore [1x] (None) POW: 4 P+S: 9

Weapon Master

Greycastle Boomhowler & Co.

Mercenary Minion Trollkin Character Unit

Boomhowler's Damage:

BOOMHOWLER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	12	16	9

GRUNT

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

FA: C

Point Cost: Boomhowler & 5 Grunts: 6

Boomhowler & 9 Grunts: 9

Base Size: Medium Base

Damage: Boomhowler's Damage: 8

Mercenaries - These models will work for Cryx, Cygnar, and Khador.

Minions - These models will work for Trollbloods.

BOOMHOWLER

Combined Melee Attack

Officer

Tough

Fell Howl - This model can make one of the following fell calls anytime during its unit's activation. A friendly Faction model/unit can be affected by only one fell call each turn.

•**Call of Defiance** - When a model in this unit that is in formation makes a Tough roll of 4, 5, or 6, it heals 1 damage point and is knocked down. Call of Defiance lasts for one round.

•**Call to Action** - Knocked down models in this unit in formation immediately stand up.

•**Rage Howler** - Enemy models/units currently in this model's command range must pass a command check or flee.

Warjacks and warbeasts currently in this model's command range suffer -2 to attack rolls for one round.

WEAPONS [BOOMHOWLER]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Great Axe [1x] (None) POW: 5 P+S: 12

GRUNT

Combined Melee Attack

Tough

WEAPONS [GRUNT]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Great Axe [1x] (None) POW: 5 P+S: 12

Reinholdt, Gobber Speculator

Mercenary Character Solo

REINHOLDT

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

FA: C

Point Cost: 1

Base Size: Small Base

Mercenary - This model 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)** - During his activation this turn, the warcaster can gain an additional die on an attack or damage roll. Discard the lowest die.
- Reload (★Action)** - During his activation this turn, the warcaster can make one additional ranged attack ignoring ROF.
- Spyglass (★Action)** - Measure the distance between two models within the warcaster's LOS.

Anastasia di Bray

Mercenary Character Solo

Anastasia di bray's Damage: ■■■■■

ANASTASIA DI BRAY

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar and the Protectorate.

ANASTASIA DI BRAY

Pathfinder

Stealth

Ambush - You can choose not to deploy this model at the start of the game. If it is not deployed normally, you can put it into play at the end of 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 this model within 3" of the chosen table edge.

Espionage (★Action) - RNG 5. Target enemy warcaster or warlock. If the enemy warcaster or warlock is in range, friendly models/units in this model's command range can immediately make a full advance and a normal attack.

Intelligence - You gain +1 to the starting roll determining the order of deployment and play.

Parry - This model cannot be targeted by free strikes.

WEAPONS [ANASTASIA DI BRAY]

Throwing Knives [1x] (None) RNG: 6 ROF: 1 AOE: - POW: 2

Thrown - Add this model's STR to the POW of this ranged attack.

Sword [1x] (None) POW: 3P+S: 8

Gorman Di Wulfe, Rogue Alchemist

Mercenary Character Solo

Gorman's Damage: ■■■■■

GORMAN

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cryx, Cygnar, Khador, and the Protectorate.

GORMAN

Immunity: Corrosion

Immunity: Fire

Stealth

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 ICON and the Corrosion continuous effect ICON.

•**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 -2 ARM for one turn.

Smoke Bombs (★Action) - Place a 3" AOE cloud effect in play. Its center point must be within 1" of this model. This AOE remains in play for one round.

WEAPONS [GORMAN]

Alchemical Grenades [1x] (None) RNG: 6 ROF: 1 AOE: 3 POW: *

Stiletto [1x] (None) POW: 2 P+S: 6

Kell Bailoch

Mercenary Character Solo

Kell's Damage: ■■■■■

KELL

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Khador and the Protectorate.

KELL

Advance Deployment

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 ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Sniper - When damaging a warjack or warbeast with a ranged attack, 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.

WEAPONS [KELL]

Silence [1x] (None) RNG: 14 ROF: 2 AOE: - POW: 10

Magical Weapon

Sword [1x] (None) POW: 3 P+S: 8

Orin Midwinter, Rogue Inquisitor

Mercenary Minion Character Solo

Midwinter's Damage: ■■■■■

MIDWINTER

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cryx, Khador, and the Protectorate.

Minion - This model will work for 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 XXXICON, and lightning arcs from it to d3 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4" of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll.

•**Null Magic (★Action)** - For one round, models cannot cast spells while within 12" of this model.

•**Stealth (★Action)** - This model gains Stealth ICON for one round.

WEAPONS [MIDWINTER]

Void Staff [1x] (None) POW: 5 P+S: 9

Reach

Energy Vacuum - When an enemy model casts a spell while within 12" of this model, this model gains one power token. It can have up to three power tokens at a time. During its activation, this model can spend power tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Rhupert Carvolo, Piper of Ord

Mercenary Character Solo

Carvolo's Damage: ■■■■■

CARVOLO

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar and the Protectorate.

CARVOLO

Piper - During its activation this model can play one of the following tunes. When it does, choose a friendly unit. The tunes affects this model and will affect the unit if it is currently in this model's command range.

- Dirge of Mists** - Affected models gain +1 DEF and Terror ICON for one round.
- Heroic Call** - Affected models gain Fearless ICON and Tough ICON for one round.
- March** - Affected models gain Pathfinder ICON for one turn.

WEAPONS [CARVOLO]

Sword [1x] (None) POW: 3P+S: 9

Stannis Brocker

Mercenary Steelhead Cavalry Character Solo

Stannis Brocker's Damage: 

STANNIS BROCKER

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

FA: C

Point Cost: 4

Base Size: Large Base

Damage: 10

Mercenary - This model will work for Cryx, Cygnar, Khador, and the Protectorate.

STANNIS BROCKER

Commander

Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

Tactician [Steelhead] - While in this model's command range, friendly Steelhead models ignore other friendly Steelhead models when determining 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 them.

WEAPONS [STANNIS BROCKER]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Thrasher [1x] (None) POW: 6 P+S: 12

Reach

Backswing (★Attack) - Make two attacks with this weapon.

Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Captain Bartolo Montador

Mercenary Privateer Warcaster

Montador's Damage: 

MONTADOR

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

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 17

Feat: Typhoon

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

Mercenary - This model will work for Cryx, Cygnar, Khador, and the Protectorate.

MONTADOR

Tough

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.

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".

WEAPONS [MONTADOR]

Ace [1x] (None) RNG: SP 8 ROF: - AOE: - POW: 12

Red Tide [1x] (None) POW: 7 P+S: 14

Magical Weapon

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, choose an enemy model within 2" of the destroyed model. The chosen model must forfeit 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 make special attacks for one round.						

Captain Phinneus Shae

Mercenary Privateer Warcaster

Shae's Damage: 

SHAE

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Godspeed

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

Mercenary (Shae) - Shae can be included only in armies that list him as a possible member.

SHAE

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Groundwork - 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 to 360°, and it can make one melee attack against each model in its LOS that is in its melee range.

WEAPONS [SHAE]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Squall [1x] (None) POW: 7 P+S: 13

Magical Weapon

Beat Back - Immediately after a normal 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 advance up to 1".

SPELLS

Blow the Man Down

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

Friendly models/units beginning a charge in this model's control area gain +2" movement. Affected models can charge without spending focus points or being forced. Coup de Main lasts for one turn.

Phantasm

When target friendly model/unit is targeted by a ranged attack, the attack suffers -5 RNG.

Storm Rager

Target friendly warrior model gains +2 STR, MAT, and ARM and cannot be targeted by combined ranged attacks or combined melee attacks.


Veil of Mists

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 ICON and can move through obstructions and other models if they have enough movement to move completely past them.

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
3	8	-	15	No	Yes
3	Self	Ctrl	-	No	No
2	6	-	-	Yes	No
2	6	-	-	Yes	No
3	Ctrl	4	-	Yes	No

Fiona the Black

Mercenary Privateer Thamarite Warcaster

Fiona's Damage: 

FIONA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	5	6	4	16	15	8	7

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 15

Feat: Dark Omen

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

Mercenary - This model will work for Cryx, Cygnar, and Khador.

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

FIONA

Cultists - Choose one friendly Sea Dog unit at the beginning of the game to be Cultists. Cultists are Thamarite models and gain Fearless ICON. During your Control Phase, after replenishing focus, this model gains 1 additional focus point if it is within 1" of one or more friendly Cultists.

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. AOE magic attacks that miss are centered on the attacking model. This model is the point of origin for all these attacks.

WEAPONS [FIONA]

Viper [1x] (None) POW: 6P+S: 11

Magical Weapon

Reach

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 heal or be healed, and cannot transfer damage.

SPELLS

Affliction

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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. The weapons of affected models gain Magical Weapon ICON.

Roth's Mercy

2	6	-	-	Yes	No
---	---	---	---	-----	----

When an enemy attack disables a living model in the target friendly unit, you can choose another living model in the unit to be destroyed. If another model is destroyed as a result of Roth's Mercy, the originally disabled model heals 1 damage point.

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 battlegroup with Arc Node ICON.

Buccaneer

Mercenary Light Warjack

BUCCANEER

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

FA: U

Point Cost: 3

Base Size: Medium Base

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

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 unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

WEAPONS [BUCCANEER]

Net [1x] (Left) RNG: 8 ROF: 1 AOE: - POW: —

Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

Gaff [1x] (Right)

POW: 2P+S: 10

Reach

Freebooter

Mercenary Heavy Warjack

FREEBOOTER

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

FA: U

Point Cost: 6

Base Size: Large Base

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

FREEBOOTER

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Jury-Rigged [SPD] - At the start of its activation, this model can spend 1 focus point to use Jury-Rigged. This model gains +2 SPD this activation. At the end of this activation, it suffers 1 damage point to its first available Movement system box. This model cannot use Jury-Rigged if its Movement system is crippled. Jury-Rigged can be used only once per activation.

Lash - This model and friendly warrior models B2B with it cannot be knocked down.

WEAPONS [FREEBOOTER]

Clamp [2x] (Left and Right) POW: 3 P+S: 14

Open Fist

Chain Attack: Grab & Smash - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, head/weapon/arm lock, push, or throw power attack against that target.

Trash - Gain an additional damage die against knocked down targets.

Mariner

Mercenary Heavy Warjack

MARINER

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

FA: U

Point Cost: 8

Base Size: Large Base

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

MARINER

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Lash - This model and friendly warrior models B2B with it cannot be knocked down.

WEAPONS [MARINER]

Ship Gun [1x] (Left) RNG: 15 ROF: 1 AOE: 3 POW: 14

Loader - This model must be B2B with a friendly living Faction warrior model to make an attack with this weapon.

Anchor [1x] (Right) POW: 6 P+S: 17

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Sea Dog Crew

Mercenary Privateer Unit

LEADER & GRUNTS

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

FA: U

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small base

Mercenary - This model 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. Charge attacks made with ranged weapons are not boosted.

WEAPONS [LEADER & GRUNTS]

Pistol [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 10

Hand Weapon [1x] (None) POW: 3 P+S: 8

Mr. Walls, the Quartermaster

Mercenary Privateer Character Unit Attachment

Mr. Walls's Damage: ■■■■■

MR. WALLS

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

FA: C

Point Cost: 2

Base Size: Small base

Damage: 5

Attachment [Sea Dog Crew] - This attachment can be added to a Sea Dog Crew unit.

MR. WALLS

Officer

Tough

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 ICON, Pathfinder ICON, and Terror ICON. 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. Charge attacks made with ranged weapons are not boosted.

Tactics: Advance Deployment - Models in this unit gain Advance Deployment ICON.

WEAPONS [MR. WALLS]

Heavy Pistols [2x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Sea Dog Rifleman

Mercenary Privateer Weapon Attachment

RIFLEMAN

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

FA: U

Point Cost: 1 Rifleman: 1

Up to 2 Additional Riflemen: 1ea

Base Size: Small Base

Attachment [Sea Dog Crew] - This attachment can be added to a Sea Dog Crew unit.

RIFLEMAN

Combined Ranged Attack

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. Charge attacks made with ranged weapons are not boosted.

Take Up - If this model is destroyed or removed from play, choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [RIFLEMAN]

Long Rifle [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 10

Hand Weapon [1x] (None) POW: 3 P+S: 8

Sea Dog Deck Gun

Mercenary Privateer Weapon Crew Unit

LEADER

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

GRUNT

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

FA: 2

Point Cost: Leader & Grunt: 2

Base Size: Leader: Large Base
Grunt: Small Base

Mercenary - This model will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER

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.

WEAPONS [LEADER]

Deck Gun [1x] (None) RNG: 14 ROF: 1 AOE: 3 POW: 13

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the 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.

Hand Weapon [1x] (None) POW: 3 P+S: 8

GRUNT

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.

WEAPONS [GRUNT]

Hand Weapon [1x] (None) POW: 3 P+S: 8

Press Gangers

Mercenary Privateer Sea Dog Unit

LASS

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

GRUNTS

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

FA: 2

Point Cost: Lass & 5 Grunts: 4
Lass & 9 Grunts: 6

Base Size: Small Base

Mercenary - This model will work for Cryx, Cygnar, Khador, and the Protectorate.

LASS

Advance Deployment

Officer

Tough

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.

Seduction (★Action) - Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.

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, remove the enemy model from play. You can add one Grunt to a friendly Sea Dog Crew unit in this model's command range. The Grunt must be placed in formation and within 3" of this model.

WEAPONS [LASS]

Hand Weapons [1x] (None) POW: 3 P+S: 9

GRUNTS

Advance Deployment

Tough

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, remove the enemy model from play. You can add one Grunt to a friendly Sea Dog Crew unit in this model's command range. The Grunt must be placed in formation and within 3" of this model.

WEAPONS [GRUNTS]

Hand Weapons [1x] (None) POW: 3 P+S: 9

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

FA: C

Point Cost: Leader, Commodore & 3 Crewman: 4

Base Size: Small Base

Mercenary (Cannon Crew) - The Commodore Cannon & Crew can be included only in armies that include Shae.

CREWMEN

Fearless

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. The Crewman has effects that were on the replaced Grunt, except for upkeep spells on the Grunt's unit. Sea Dog Crew Grunts replaced 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 attack. Only one model in this unit can make a Fire! special attack each activation. This model makes a ranged attack with the Commodore. Both models must have LOS to the target. The Commodore does not block this model's LOS for this attack. This model cannot gain the aiming bonus. Base the RNG and all modifiers for the attack on the Commodore.

Gunnery (★Action) - RNG 2. Target Commodore. If the Commodore is in range, a model attacking with the Commodore this activation gains a cumulative +2 to its attack roll.

WEAPONS [CREWMEN]

Pistol [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 10

Hand Weapon [1x] (None) POW: 3 P+S: 8

The Commodore Cannon & Crew

Mercenary Privateer Sea Dog Character Unit

Commodore's Damage: 

COMMODORE

SPD	STR	MAT	RAT	DEF	ARM	CMD
0	0	—	—	5	18	—

Base Size: Large base

Damage: Commodore's Damage: 10

COMMODORE

Construct

Focal Point - This model's unit has no unit commander. Models in this 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 either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Heavy Artillery - This model 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 its 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.

WEAPONS [COMMODORE]

Cannon [1x] (None) RNG: * ROF: 1 AOE: * POW: *

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 10, AOE —, and POW 20. When resolving this attack, the firing model gains +2 to attack rolls.

•**Cannonball** - 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 from this slam is POW 16. If the model directly hit cannot be slammed, it suffers a POW 16 damage roll.

•**Incendiary Shot** - This weapon's base stats become RNG 16, AOE 4, and POW 14 for this attack. This attack causes fire damage ICON, and models hit suffer the Fire continuous effect ICON.

Lady Aiyana & Master Holt

Mercenary Privateer Character Unit

Aiyanna's Damage: 
Master Holt's Damage: 

LADY AIYANA

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

MASTER HOLT

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

FA: C

Point Cost: Lady Aiyanna & Master Holt: 4

Base Size: Small Base

Damage: 5 each

Mercenary - This model will work for Cygnar, Khador, the Protectorate, and the Retribution.

LADY AIYANA

Officer

Magic Ability [8]

•**Ayisla's Veil (★Action)** - This model gains Stealth ICON. While Holt is B2B with her, he also gains Stealth. Ayisla's Veil lasts for one round.

•**Kiss of Lyliss (★Attack)** - Kiss of Lyliss is a RNG 10 magic attack. For one round, when a model/unit hit by Kiss of Lyliss suffers a damage roll add +2 to the roll.

•**Lurysar's Touch (★Action)** - RNG CMD. Target friendly model/unit. If the model/unit is in range, its weapons gain Magical Weapon ICON for one turn.

WEAPONS [LADY AIYANA]

MASTER HOLT

Gunfighter

Quick Draw - Once during your opponent's turn, when an enemy model within 12" of this model that is in its LOS targets Holt or Aiyanna with a ranged attack, this model can make a ranged attack against the enemy model before it makes its attack roll. If this model'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.

WEAPONS [MASTER HOLT]

Hand Cannon [2x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Gun Blades [2x] (None) POW: 3 P+S: 8

Bloody Bradigan

Mercenary Privateer Sea Dog Character Solo

Bloody Bradigan's Damage: ■■■■■

BLOODY BRADIGAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	3	13	14	4

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cryx, Cygnar, Khador, and the Protectorate.

BLOODY BRADIGAN

Fearless

Tough

Berserk - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

Gang Fighter - When making a melee attack 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. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved this model is pushed d3" in a direction determined by the deviation template, then you can choose its facing.

WEAPONS [BLOODY BRADIGAN]

Wrapped Fists [2x] (None) POW: 1 P+S: 9

Weapon Master

Critical Knockdown - On a critical hit, the model hit is knocked down.

Bosun Grogspar

Mercenary Privateer Trollkin Character Solo

Bosun Grogspar's Damage:

BOSUN GROGSPAR

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

FA: C

Point Cost: 2

Base Size: Medium Base

Damage: 8

Mercenary - This model will work for Cryx, Cygnar, Khador, and the Protectorate.

BOSUN GROGSPAR

Commander

Tough

No Sleeping on the Job [Privateer] - This model and friendly Privateer models in its command range cannot be knocked down.

WEAPONS [BOSUN GROGSPAR]

Harpoon Gun [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: 12

Giant Hook [1x] (None) POW: 4P+S: 12

Pitch - Instead of making a normal damage roll on a hit, this model can throw the model hit as if it had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Dirty Meg

Mercenary Privateer Character Solo

Dirty Meg's Damage: ■■■■■

DIRTY MEG

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar, Khador, and the Protectorate.

DIRTY MEG

'Jack Marshal

Tough

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 it passes, the warjack gains Pathfinder ICON and must use its normal movement and combat action to charge or make a slam power attack during its activation this turn. If it fails, the warjack does not benefit from 'Jack Marshal this turn.

Repair [8] (★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.

WEAPONS [DIRTY MEG]

Junker [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 12

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.

Great Wrench [1x] (None) POW: 3 P+S: 9

Doc Killingsworth

Mercenary Privateer Character Solo

Doc Killingsworth's Damage: ■■■■■

DOC KILLINGSWORTH

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar, Khador, and the Protectorate.

DOC KILLINGSWORTH

Tough

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.

No, I'm Fine - When another friendly Privateer model makes a Tough roll of 4, 5, or 6 while in this model's command range, that model heals 1 damage point and is knocked down.

Surgery (★Action) - Choose a friendly Faction warrior model B2B with this model. That model heals d6 damage points.

WEAPONS [DOC KILLINGSWORTH]

Dirty Throwing Knives [1x] (None) RNG: 6 ROF: 1 AOE: - POW: 2

Poison - Gain an additional die on this weapon's damage rolls against living models.

Thrown - Add this model's STR to the POW of this ranged attack.

Meat Cleaver [1x] (None) POW: 4 P+S: 11

First Mate Hawk

Mercenary Privateer Character Solo

Hawk's Damage: ■■■■■

HAWK

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar, Khador, and the Protectorate.

HAWK

Commander

Tough

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.

Inspiration [Sea Dogs] - Friendly Sea Dogs models/units in this model's command range never flee and immediately rally.

Object of Desire - While in this model's command range, friendly Sea Dog models gain 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.

WEAPONS [HAWK]

Cutlass [2x] (None) POW: 4 P+S: 9

Weapon Master

Lord Rockbottom, Expedition Financier

Mercenary Privateer Rhulic Character Solo

LORD ROCKBOTTOM

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

Lord Rockbottom's Damage: 
Coin: 

FA: C

Point Cost: 2

Rockbottom's Coins 5

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar, Khador, and the Protectorate.

LORD ROCKBOTTOM

Tough

Bought Loyalty - When a friendly Faction model/unit fails a command check in this model's command range, you can mark one of this model's five coin boxes to cause the model/unit to pass the failed check.

Coin - This model gains +1 CMD for each of its unmarked coin boxes.

Paymaster - During this model's activation, you can mark one or more coin boxes on its card. For each coin box you mark, you can use Paymaster once. When you do, choose one of the following incentives. Incentives are RNG CMD and can target only friendly Sea Dog units. A Sea Dog unit can be affected by an incentive only once per turn. When all five of its coin boxes have been marked, this model loses Paymaster for the rest of the game.

- Money Shot** - Affected models gain +2 to ranged attack and damage rolls for one turn.

- Payday** - Affected models' melee attack rolls are boosted. 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". Payday lasts for one turn.

- Walk It Off** - Affected models gain Tough ICON for one round.

WEAPONS [LORD ROCKBOTTOM]

Fire Breather [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

Cutlass [1x] (None) POW: 4P+S: 10

Master Gunner Dougal MacNaile

Mercenary Privateer Character Solo

Dougal Macnaile's Damage: ■■■■■

DOUGAL MACNAILE

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar, Khador, and the Protectorate.

DOUGAL MACNAILE

Commander

Tough

Artillerist (★Action) - Choose a friendly Faction model. While in this model's command range, the chosen model gains +2 to AOE ranged attack rolls. When the chosen model's AOE ranged attacks deviate, you 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 models while in this model's command range gain +2 RNG. Double Powder Ration lasts for one turn.

Field Officer [Sea Dog Deck Gun Crew] - If this model is included in an army, you can include one additional Sea Dog Deck Gun Crew unit over that unit's FA.

Hit the Deck! - This model cannot be hit by AOE attacks. If it would be hit by an AOE attack, it is instead knocked down. While this model is knocked down, ranged attacks targeting it automatically miss.

WEAPONS [DOUGAL MACNAILE]

Grenade [1x] (None) RNG: 6 ROF: 1 AOE: 3 POW: 12

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Quad-Iron [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Multi-Fire (★Attack) - Make an attack with this weapon. 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 four attacks during its activation as a result of Multi-Fire.

Cutlass [1x] (None) POW: 4 P+S: 9

Gorten Grundback

Rhulic Mercenary Warcaster

Gorten's Damage: 

GORTEN

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

FA: C

Warjack Points: +7

Base Size: Small Base

Damage: 18

Feat: Landslide

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

Mercenary - This model 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 friendly Rhulic mercenary warjacks.

WEAPONS [GORTEN]

Dual Hand Cannon [1x] (None) RNG: 12 ROF: 2 AOE: - POW: 12

Both Barrels (★Attack) - This model gains +4 to the damage roll for this attack. This model cannot make additional ranged attacks with this weapon during an activation it makes a Both Barrels attack.

Forge Father [1x] (None) POW: 7 P+S: 14

Magical Weapon

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 with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Gutter [1x] (None) POW: 2 P+S: 9

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Eruption	3	8	3	14	No	Yes
Molten Metal	2	10	-	-	No	Yes
Rock Wall	2	Ctrl	Wall	-	Yes	No
Solid Ground	2	Self	Ctrl	-	Yes	No
Strength of Granite	2	6	-	-	Yes	No

Models hit suffer a POW 14 fire damage roll ICON. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer an unboostable POW 14 fire damage roll ICON.

Molten Metal 2 10 - - No Yes

Target warjack suffers 1 point of fire damage ICON to each column on its damage grid.

Rock Wall 2 Ctrl Wall - Yes No

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.

Solid Ground 2 Self Ctrl - Yes No

While in this model's control area, friendly models cannot be knocked down and do not suffer blast damage.

Strength of Granite 2 6 - - Yes No

Target model in this model's battlegroup gains +4 STR.

Durgen Madhammer

Rhulic Mercenary Warcaster

Durgen's Damage: 

DURGEN

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

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Bombs Away

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

Mercenary - This model will work for Cygnar, Khador, and the Protectorate.

DURGEN

Blast Armor - When this model would suffer blast damage, it gains 1 focus point instead of suffering the damage. It cannot gain focus points beyond its FOCUS as a result of Blast Armor.

Rhulic Mercenary Warcaster - This model can have only Rhulic mercenary warjacks in its battlegroup and can reactivate only friendly Rhulic mercenary warjacks.

WEAPONS [DURGEN]

Buster [1x] (None) **RNG:** 12 **ROF:** 1 **AOE:** 4 **POW:** 14

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Carpet Bomb (★Attack) - After determining the point of impact, roll deviation for two additional 4" AOE's from that point. A model hit by one of the additional AOE's suffers a POW 7 blast damage roll.

Case Cracker (★Attack) - This weapon's base stats become 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. For this attack, this model gains +2 to damage rolls against models with small bases.

Leveler [1x] (None) **POW:** 6P+S: 13

Magical Weapon

Reach

Back Blast - When this model hits with an attack with this weapon, it 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. This damage is not considered to have been caused by a melee attack.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Explosivo
When target friendly model makes a normal attack with a ranged weapon, the weapon gains Magical Weapon ICON. If the weapon was AOE – it becomes AOE 3. 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 expires immediately after resolving this model's next ranged attack. Explosivo lasts for one turn.

Ground Zero	3	Self	5	13	No	No
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Center a 5" AOE on this model. Each other model in the AOE is hit and suffers a POW 13 damage roll. Each model damaged by Ground Zero is pushed d6" directly away from this model in the order you choose.

Inhospitable Ground	3	Self	Ctrl	–	No	No
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While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.

Powder Keg	4	10	5	14	No	Yes
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On a critical hit, models hit lose their initial attacks and cannot make special attacks for one round.

Primed	2	6	–	–	Yes	No
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Target friendly warrior model/unit gains +2 to 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.

Redline	2	6	–	–	Yes	No
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Target warjack in this model's battlegroup gains +2 STR and SPD and can run, charge, or make power attack slams or tramples without spending focus. When it ends its activation, it suffers d3 damage points.

Ghordson Driller

Rhulic Mercenary Heavy Warjack

DRILLER

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

FA: U

Point Cost: 6

Base Size: Large Base

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

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.

WEAPONS [DRILLER]

Grappler [1x] (Left) POW: 4 P+S: 16

Open Fist

Drill [1x] (Right) POW: 5 P+S: 17

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Wroughthammer Rockram

Rhulic Mercenary Heavy Warjack

ROCKRAM

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

FA: U

Point Cost: 8

Base Size: Large Base

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

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 unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

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.

WEAPONS [ROCKRAM]

Sledge Cannon [1x] (Right) RNG: 8 ROF: 1 AOE: - POW: 15

Buckler

Critical Catastrophic Damage - On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.

Pulverizer [1x] (Left) POW: 6 P+S: 18

Critical Stagger - On a critical hit, the model hit loses its initial attacks and cannot make special attacks for one round.

Hammerfall High Shield Gun Corps

Rhulic Mercenary Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Sergeant & 5 Grunts: 5

Sergeant & 9 Grunts: 8

Base Size: Small Base

Mercenaries - These models will work for Cygnar and Khador.

LEADER & GRUNTS

Combined Ranged Attack

'Jack Marshal

Ranked Attacks - Friendly Faction models can ignore this model when determining LOS.

Rhulic 'Jack Marshal - This model can control and reactivate only friendly Rhulic mercenary warjacks.

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.

WEAPONS [LEADER & GRUNTS]

Carbine [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Axe [1x] (None) POW: 3 P+S: 9

Horgenhold Forge Guard

Rhulic Mercenary Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts 5

Leader & 9 Grunts 8

Base Size: Small Base

Mercenaries - These models will work for Cygnar and the Protectorate.

LEADER & GRUNTS

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Ranked Attacks - Friendly Faction models can ignore this model when determining LOS.

WEAPONS [LEADER & GRUNTS]

Mechanikal Warhammer [1x] (None)

POW: 5P+S: 11

Reach

Weapon Master

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 with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Herne & Jonne

Rhulic Mercenary Character Unit

HERNE

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

JONNE

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

FA: C

Point Cost: 3

Base Size: Herne Small Base
Jonne Medium Base

Damage: Herne's Damage: 5
Jonne's Damage: 8

Herne's Damage: 
Jonne's Damage: 

Mercenaries - These models will work for Cygnar, Khador, and the Protectorate.

HERNE

Officer

WEAPONS [HERNE]

Pistol [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 10

Axe [1x] (None) POW: 3 P+S: 9

WEAPONS [JONNE]

Barrage Arquebuss (Jonne) [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 14

Range Finder - While B2B with Herne, this model gains +2 to attack rolls with this weapon.

Scattershot (★ Attack) - To make a Scatter Shot special attack, this model must be B2B with Herne. 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. Models in an AOE are hit and suffer a POW 7 blast damage roll.

Great Axe (Jonne) [1x] (None) POW: 5 P+S: 13

Ogrun Bokur

Mercenary Rhulic Solo

Bokur's Damage:

BOKUR

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

FA: 2

Point Cost: 3

Base Size: Medium Base

Damage: 8

Mercenary - This model will work for Cryx, Cygnar, and Khador.

BOKUR

Client - Before the start of the game, choose 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 client benefits even if that client is replaced by another model. While within 6" of its client this model gains +2 to attack and damage rolls and never flees. If this model's client has Advance Deployment, this model gains Advance Deployment ICON.

Power Attack Slam - This model can make slam power attacks.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [BOKUR]

Ogrun Pole Arm [1x] (None)

POW: 6

P+S: 15

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

Shield [1x] (None)

POW: 1

P+S: 10

Thor Steinhammer

Mercenary Rhulic Character Solo

Steinhammer's Damage: ■■■■■

STEINHAMMER

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

FA: C

Point Cost: 2

Base Size: Small Base

Damage: 5

Mercenary - This model will work for Cygnar and Khador.

STEINHAMMER

'Jack Marshal

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.

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. Charge attacks made with ranged weapons are not boosted.

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.

Rhulic 'Jack Marshal - This model can control and reactivate only friendly Rhulic mercenary warjacks.

Tune Up (★Action) - RNG 5. Target friendly Rhulic warjack. If the warjack is in range, its attack or damage rolls are boosted this turn.

WEAPONS [STEINHAMMER]

Blowtorch [1x] (None) RNG: SP 6 ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

Wrench [1x] (None) POW: 2 P+S: 8

High Exemplar Kreoss

Protectorate Warcaster

Kreoss's Damage: 

KREOSS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	6	7	4	14	15	8	7

FA: C

Warjack Points: +5

Base Size: Small Base

Damage: 18

Feat: Menoth's Wrath

Enemy models currently in Kreoss' control area are knocked down.

KREOSS

WEAPONS [KREOSS]

Spellbreaker [1x] (None) POW: 8 P+S: 14

Magical Weapon

Reach

Chain Weapon - This attack ignores the Buckler and Shield advantages and Shield Wall.

Dispel - When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Cleansing Fire	3	8	3	14	No	Yes
Cleansing Fire causes fire damage ICON. On a critical hit, models hit suffer the Fire continuous effect ICON.						
Defender's Ward	2	6	-	-	Yes	No
Target friendly Faction model/unit gains +2 DEF and ARM.						
Immolation	2	8	-	12	No	Yes
Immolation causes fire damage ICON. On a critical hit, the model hit suffers the Fire continuous effect ICON.						
Lamentation	3	Self	Ctrl	-	Yes	No
Enemy models pay double the focus or fury point cost to cast or upkeep spells while in this model's control area.						
Purification	3	Self	Ctrl	-	No	No
Continuous effects, animi, and upkeep spells in this model's control area immediately expire.						

Grand Exemplar Kreoss

Protectorate Epic Warcaster

Kreoss's Damage: 

KREOSS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	6	7	4	14	16	9	7

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 18

Feat: Strength of Arms

When a friendly Faction model makes a melee attack against an enemy model while the enemy model is in Kreoss' control area, the attack automatically hits. While in Kreoss' control area, friendly Faction models can make one additional melee attack during their combat actions. Strength of Arms lasts for one turn.

KREOSS

Aegis - This model is immune to continuous effects.

Elite Cadre [Exemplar] - Friendly Exemplar models gain Aegis.

Imperishable Conviction - When a friendly Faction model in its control area is destroyed by an enemy attack, this model heals 1 damage point.

WEAPONS [KREOSS]

Justifier [1x] (None) POW: 8P+S: 14

Magical Weapon

Reach

Armor Piercing (★Attack) - When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Smite (★Attack) - Instead of making a normal damage roll, the model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's current STR plus the POW of this weapon. The POW of collateral damage from this slam is equal to this model's STR.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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Castigate	2	Self	Ctrl	-	No	No
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For one round, enemy models lose the Arc Node advantage while in this model's control area.

Chasten	2	8	-	12	No	Yes
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Enemy upkeep spells and animi on target model/unit damaged by Chasten expire.

Cleansing Fire	3	8	3	14	No	Yes
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Cleansing Fire causes fire damage ICON. On a critical hit, models hit suffer the Fire continuous effect ICON.

Inviolable Resolve	2	6	-	-	Yes	No
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Target friendly Faction model/unit gains +2 ARM and Fearless ICON.

Sacrosanct	2	6	-	-	Yes	No
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Target a friendly Faction model/unit. When an enemy non-warcaster, non-warlock warrior model destroys one or more affected models with an attack, immediately after the attack is resolved the attacking model is knocked down.

The High Reclaimer

Protectorate Warcaster

High Reclaimer's Damage: 

HIGH RECLAIMER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	7	6	4	14	15	8	5

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 18

Feat: Resurrection

Return d3 + 3 friendly destroyed Faction troopers to play. Place those models in formation in their original units completely in the High Reclaimer's control area.

HIGH RECLAIMER

Terror

Oath of Silence - This model does not have the Commander advantage.

Reclaim - This model gains one soul token for each living Faction warrior model destroyed by a continuous effect, an enemy attack, or collateral damage from an enemy attack in its control area. During your Control Phase, after this model replenishes its focus but before it allocates focus, replace each soul token with 1 focus point.

Soulstorm - While this model has one or more soul tokens, enemy models entering or ending their activations within 2" of it immediately suffer 1 damage point.

WEAPONS [HIGH RECLAIMER]

Cremator [1x] (None) POW: 7P+S: 14

Continuous Effect: Fire

Magical Weapon

Reach

SPELLS

Ashes to Ashes

Cost	RNG	AOE	POW	UP	OFF
4	8	*	10	No	Yes

If target model is hit, it and the d6 nearest enemy models within 5" of it suffer a POW 10 fire damage roll ICON.

Burning Ash

1	Ctrl	3	-	No	No
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Place a 3" cloud effect anywhere completely within this model's control area. While in the AOE, living enemy models suffer -2 to attack rolls. The AOE remains in play for one round.

Immolation

2	8	-	12	No	Yes
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Immolation causes fire damage ICON. On a critical hit, the model hit suffers the Fire continuous effect ICON.

Sacrificial Lamb

1	Ctrl	-	-	No	No
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Remove one friendly living Faction model in this model's control area from play to allocate 1 focus point to each warjack in this model's battlegroup that is currently in its control area. Sacrificial Lamb can be cast only once per turn.

Testament of Menoth

Protectorate Epic High Reclaimer Warcaster

Testament's Damage: 

TESTAMENT

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	7	6	4	14	16	8	5

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 18

Feat: **Essence of Dust**

Friendly Faction models currently in the Testament's control area gain Incorporeal ICON. When declaring charges and slam power attacks, an affected model can ignore other models when determining LOS. Essence of Dust lasts for one turn.

TESTAMENT

Terror

Oath of Silence - This model does not have the Commander advantage.

The Omegus - Enemy models cannot gain soul tokens from models destroyed in this model's control range.

Reclaim - This model gains one soul token for each living Faction warrior model destroyed by a continuous effect, an enemy attack, or collateral damage from an enemy attack in its control area. During your Control Phase, after this model replenishes its focus but before it allocates focus, replace each soul token with 1 focus point.

Urcaen's Gate - Once per turn during your Control Phase, after replenishing focus but before focus allocation, this model can spend one soul token to be placed anywhere completely within 3" of its current location.

WEAPONS [TESTAMENT]

Requiem [1x] (None) POW: 7

P+S: 14

Continuous Effect: Fire

Reach

Magical Weapon

SPELLS

Ashen Veil

Target friendly model/unit gains concealment. Living enemy models suffer -2 to attack rolls while within 2" of an affected model.

Dust to Dust

When a warrior model is boxed by Dust to Dust, center a 3" AOE cloud effect on it, then remove the model from play. The AOE remains in play for one round.

Hallowed Avenger

When an enemy attack destroys or removes from play one or more friendly Faction models within 5" of target warjack in this model's battlegroup, after the attack is resolved the affected warjack can charge an enemy model, then Hallowed Avenger expires.

Revive

Return one destroyed friendly Faction Grunt to play with one unmarked damage box. It must be placed in formation completely in this model's control area.

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
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2	6	-	-	Yes	No
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3	10	-	13	No	Yes
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2	6	-	-	Yes	No
---	---	---	---	-----	----

3	Ctrl	-	-	No	No
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Grand Scrutator Severius

Protectorate Warcaster

Severius' Damage: 

SEVERIUS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	5	4	5	14	14	9	8

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Divine Might

For one round, enemy models cannot cast spells and lose the Arc Node advantage while in Severius' control area. While in Severius' control area, enemy models with the Focus Manipulation ability do not replenish focus points during their controller's next turn.

SEVERIUS

Convert (★Action) - RNG CMD. Target living enemy non-character trooper model. If the model is in range, it must pass a command check or it becomes a friendly Faction solo under your control for the rest of the game. The converted model cannot activate this turn.

Sacred Ward - This model cannot be targeted by enemy spells.

WEAPONS [SEVERIUS]

Staff of Judgment [1x] (None) POW: 8 P+S: 13

Magical Weapon

Reach

SPELLS

Ashes to Ashes

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
4	8	*	10	No	Yes

If target model is hit, it and the d6 nearest enemy models within 5" of it suffer a POW 10 fire damage roll ICON.

Death Sentence

2	8	-	-	Yes	Yes
---	---	---	---	-----	-----

When a friendly Faction model misses target enemy model/unit with an attack, it can reroll the attack roll. Each attack roll can be rerolled only once as a result of Death Sentence.

Eye of Menoth

3	Self	Ctrl	-	Yes	No
---	------	------	---	-----	----

While in this model's control area, friendly Faction models gain +1 to attack and damage rolls.

Immolation

2	8	-	12	No	Yes
---	---	---	----	----	-----

Immolation causes fire damage ICON. On a critical hit, the model hit suffers the Fire continuous effect ICON.

Protection of Menoth


Vision

2	6	-	-	Yes	No
---	---	---	---	-----	----

The next time target friendly Faction model is directly hit by an attack, it suffers no damage roll from the attack, then Vision expires.

Hierarch Severius

Protectorate Epic Warcaster

Severius's Damage: 

SEVERIUS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	5	4	6	14	14	10	8

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Fires of Communion

Either you take control of d3 + 3 living enemy non-character warrior models currently in Severius' control area, or d3 + 3 undead models currently in Severius' control area suffer a POW 12 fire damage roll ICON. Decide before rolling. You choose the models affected. Controlled models become friendly solos for one turn.

SEVERIUS

Admonisher - When this model directly hits an enemy model with a melee or ranged attack, the d3 nearest enemy models within 5" of the model hit suffer a POW 10 magical damage roll.

Warjack Bond (Epic Severius) - One non-character warjack in Severius' battlegroup can begin the game bonded to him. Once per turn, when the warjack is directly hit by an attack it can immediately spend 1 focus point not to suffer a damage roll from the attack.

WEAPONS [SEVERIUS]

Reign of Fire [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 10

Damage Type: Fire

Magical Weapon

Spiritual Channeling - This attack can be channeled through an arc node. If a model cannot channel spells, it also cannot channel attacks as a result of Spiritual Channeling.

Staff of Authority [1x] (None)

POW: 8P+S: 13

Magical Weapon

Reach

SPELLS

Awareness

Cost	RNG	AOE	POW	UP	OFF
3	Self	Ctrl	-	No	No

While in this model's control area, the front arcs of models in its battlegroup are extended to 360° and when determining LOS those models ignore cloud effects, forests, and intervening models. Awareness lasts for one round.

Creator's Wrath

2	Self	-	-	Yes	No
---	------	---	---	-----	----

This model gains an additional die on melee attack and melee damage rolls. When making a melee attack, it ignores spell effects that add to the target's DEF or ARM.

Hex Blast

3	10	3	13	No	Yes
---	----	---	----	----	-----

Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

Holy Ward

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly Faction model/unit gains +2 DEF and cannot be targeted by enemy spells or animi.

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.

Rebuke

2	10	-	-	No	Yes
---	----	---	---	----	-----

Target enemy model/unit cannot give orders, receive orders, or make special attacks for one round.

Feora, Priestess of the Flame

Protectorate Warcaster

Feora's Damage: 

FEORA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	6	5	15	17	9	6

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Scorched Earth

Enemy models currently in Feora's control area suffer the Fire continuous effect ICON.

FEORA

Immunity: Fire

Inspiration [Flameguard] - Friendly Flameguard models/units in this model's command range never flee and immediately rally.

WEAPONS [FEORA]

Flame Thrower [2x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

Truth [1x] (None)

POW: 6

P+S: 13

Critical Fire

Magical Weapon

Consequence [1x] (None)

POW: 6

P+S: 13

Critical Fire

Magical Weapon

SPELLS

Blazing Effigy

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
-------------	------------	------------	------------	-----------	------------

4	8	*	*	No	No
---	---	---	---	----	----

Enemy models within 2" of target friendly Faction warjack suffer a POW 14 fire damage roll ICON.

Engine of Destruction

2	Self	-	-	No	No
---	------	---	---	----	----

This model gains +2 SPD, +4 STR, and +4 MAT for one round.

Hex Hammer

3	Self	Ctrl	-	Yes	No
---	------	------	---	-----	----

When an enemy model casts a spell or uses an animus while in this model's control area, after the spell or animus has been cast or used the enemy model suffers d3 damage points.

Ignite

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly model/unit gains +2 to melee attack damage rolls. Affected models gain Critical Fire ICON on their normal melee attacks.

Immolation

2	8	-	12	No	Yes
---	---	---	----	----	-----

Immolation causes fire damage ICON. On a critical hit, the model hit suffers the Fire continuous effect ICON.

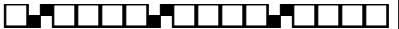
Wall of Fire

2	Ctrl	Wall	-	Yes	No
---	------	------	---	-----	----

Place the wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. When a model enters or ends its activation in the wall area, it suffers an unboostable POW 12 fire damage roll and the Fire continuous effect ICON. Models within the wall template gain concealment.

Feora, Protector of the Flame

Protectorate Epic Warcaster

Feora's Damage: 

FEORA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	7	5	15	17	9	6

FA: C

Warjack Points: +6

Base Size: Small Base

Damage: 16

Feat: Wild Fire

Feora gains 1 focus point for each enemy model currently in her control area suffering the Fire continuous effect ICON and can immediately allocate that focus to warjacks in her battlegroup in her control area. Feora can then remove the Fire continuous effects from any number of models in her control area. For each Fire continuous effect Feora removes, choose one model in her control area to suffer the Fire continuous effect.

FEORA

Immunity: Fire

Caustic Presence [Fire] - Fire continuous effects FireICON that affect enemy models in this model's control area cannot expire.

Inspiration [Flameguard] - Friendly Flameguard models/units in this model's command range never flee and immediately rally.

Righteous Flames - An enemy model that ends its activation within 2" of this model suffers the Fire continuous effect ICON.

Warjack Bond (Epic Feora) - One non-character warjack in Feora's battlegroup begins the game bonded to her. When a model is hit by a ranged or melee attack made by the warjack while the warjack is in her control area, the model hit suffers the Fire continuous effect ICON.

WEAPONS [FEORA]

Heavy Flame Thrower [1x] (None) RNG: SP 10 ROF: 1 AOE: - POW: 12

Damage Type: Fire

Continuous Effect: Fire

Apocalypse [1x] (None) POW: 7P+S: 14

Critical Fire

Magical Weapon

Reach

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Cleansing Fire	3	8	3	14	No	Yes
Convection	2	10	-	12	No	Yes
Escort	2	Self	Ctrl	-	Yes	No
Fire Step	2	Self	*	13	No	No
Ignite	2	6	-	-	Yes	No

Cleansing Fire causes fire damage ICON. On a critical hit, models hit suffer the Fire continuous effect ICON.

When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.

Warjacks in this model's battlegroup beginning their activations in its control area gain +2" movement. This model gains +2 ARM while one or more warjacks in its battlegroup are within 3" of it.

Enemy models within 2" of this model suffer a POW 13 fire damage roll ICON. After the damage is resolved, place this model completely within 3" of its current location. Fire Step can be cast only once per activation.

Target friendly model/unit gains +2 to melee attack damage rolls. Affected models gain Critical Fire ICON on their normal melee attacks.

The Harbinger of Menoth

Protectorate Warcaster

Harbinger's Damage: 

HARBINGER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	4	3	1	14	14	10	10

FA: C

Warjack Points: +5

Base Size: Large Base

Damage: 17

Feat: Godhead

For one round, advancing enemy models that end their movement in the Harbinger's control area closer to her than they began suffer an unboostable POW 14 fire damage roll ICON.

HARBINGER

Divinity - This model cannot be knocked down and never suffers Blind. Its front arc extends to 360°.

Awe - While in this model's command range, living enemy models suffer -2 to attack rolls.

Martyrdom - When a friendly Faction non-warcaster warrior model in this model's command range is disabled, this model can suffer d3 damage points to cause the disabled model to heal 1 damage point.

WEAPONS [HARBINGER]

Providence [1x] (None) POW: 8 P+S: 12

Magical Weapon

Guided - Attacks made with this weapon automatically hit.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
--	-------------	------------	------------	------------	-----------	------------

Cataclysm 4 8 5 20 No Yes
Target enemy model is automatically hit. Reduce the base POW of Cataclysm by 1 for each full inch between the target and this model. Blast damage affects only enemy models. Cataclysm has no effect if the target model is out of range.

Crusader's Call 3 Self Ctrl - No No
Friendly faction models beginning a charge while in this model's control area this turn gain +2" movement.

Guided Hand 2 6 - - No No
Target friendly model/unit gains an additional die on each model's first melee attack roll this turn.

Purification 3 Self Ctrl - No No
Continuous effects, animi, and upkeep spells in this model's control area immediately expire.

Rebuke 2 10 - - No Yes
Target enemy model/unit cannot give orders, receive orders, or make special attacks for one round.

High Allegiant Amon Ad-Raza

Protectorate Warcaster

Amon's Damage:

AMON

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	8	7	4	16	14	8	6

FA: C
Warjack Points: +6
Base Size: Small Base
Damage: 17

Feat: Union

While in Amon's control area, warjacks in Amon's battlegroup gain Perfect Balance. For each focus point Amon spends during his activation, allocate 1 focus point to a warjack in his battlegroup that was in his control area when he spent the focus. Union lasts for one round.

AMON

Pathfinder

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

Perfect Balance - This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

WEAPONS [AMON]

Oblivion [1x] (None) POW: 6 P+S: 14

Magical Weapon

Reach

Chain Weapon - This attack ignores the Buckler and Shield advantages and Shield Wall.

Smite (★Attack) - Instead of making a normal damage roll, the model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's current STR plus the POW of this weapon. The POW of collateral damage from this slam is equal to this model's STR.

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

SPELLS

Convection

When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.

Flagellation

When making melee attacks, this model ignores both focus points overboosting the target's Power Field and spell effects that add to its DEF or ARM. Models damaged by this model lose Tough and cannot be healed for one round.

Mobility

Models in this model's battlegroup currently in its control area gain +2 SPD and Pathfinder ICON for one turn.


Synergy

Models in this model's battlegroup in its control area gain a +1 cumulative bonus on melee attack and melee damage rolls for each other model in this model's battlegroup in its control area that hit an enemy model with a melee attack this turn.

Cost	RNG	AOE	POW	UP	OFF
2	10	-	12	No	Yes
2	Self	-	-	Yes	No
2	Self	Ctrl	-	No	No
2	Self	Ctrl	-	Yes	No

High Executioner Servath Reznik

Protectorate Warcaster

Reznik's Damage: 

REZNIK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	7	7	4	14	17	7	6

FA: C

Warjack Points: +6

Base Size: Medium Base

Damage: 17

Feat: Judgment Day

Enemy models currently in Reznik's control area lose all focus and fury points. While in Reznik's control area, enemy models cannot upkeep spells or be allocated focus and those casting spells suffer the Fire continuous effect ICON. Judgment Day lasts for one round.

REZNIK

Terror

Excruciator - Once per turn during this model's activation, when it boxes a living enemy warrior model with a melee attack you can place a Wrack into play within 3" of this model. If you do, remove the boxed model from play.

Witch Hound - If a model in this model's battlegroup in its control area is hit by an enemy magic attack, immediately after the attack is resolved one model in this model's battlegroup in its control area can make a full advance and make one normal attack.

WEAPONS [REZNIK]

Confessor [1x] (None) POW: 7 P+S: 14

Magical Weapon

Reach

Purgation - Gain an additional die on attack and damage rolls with this weapon against models with an enemy upkeep spell on them.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Engine of Destruction This model gains +2 SPD, +4 STR, and +4 MAT for one round.	2	Self	-	-	No	No
Hex Blast Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.	3	10	3	13	No	Yes
Ignite Target friendly model/unit gains +2 to melee attack damage rolls. Affected models gain Critical Fire ICON on their normal melee attacks.	2	6	-	-	Yes	No
Iron Aggression Target friendly warjack can run, charge, or make slam or trample power attacks without spending focus and gains boosted melee attack rolls.	3	6	-	-	Yes	No
Perdition When an enemy model is damaged by Perdition, immediately after the attack is resolved one warjack in this model's battlegroup that is currently in this model's control area can make a full advance toward the nearest enemy model. A model can advance as a result of Perdition only once per turn.	2	10	-	10	No	Yes

Dervish

Protectorate Light Warjack

DERVISH

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	4	13	16	—

FA: U

Point Cost: 4

Base Size: Medium Base

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

DERVISH

Side Step - When this model hits with an initial attack or a special attack, it can advance 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

WEAPONS [DERVISH]

Sword [2x] (Left and Right) POW: 4 P+S: 13

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

Devout

Protectorate Light Warjack

DEVOUT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	4	13	16	—

FA: U

Point Cost: 5

Base Size: Medium Base

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

DEVOUT

Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [DEVOUT]

Great Shield [1x] (Left) POW: 1 P+S: 10

Shield

Spell Barrier - Anytime during its activation while B2B with its controlling warcaster, this model can spend 1 focus point to use Spell Barrier. If it does, the warcaster cannot be targeted by enemy spells for one round.

Pole Axe [1x] (Right) POW: 4 P+S: 13

Reach

Redeemer

Protectorate Light Warjack

REDEEMER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	12	17	—

FA: U

Point Cost: 6

Base Size: Medium Base

REDEEMER

WEAPONS [REDEEMER]

Skyhammer [1x] (Left) RNG: 16 ROF: 3 AOE: 3 POW: 12

Inaccurate - This model suffers -4 to attack rolls with this weapon.

Battle Mace [1x] (Right) POW: 4P+S: 13

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

Repenter

Protectorate Light Warjack

REPENTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	12	17	—

FA: U

Point Cost: 4

Base Size: Medium Base

REPENTER

WEAPONS [REPENTER]

Flame Thrower [1x] (Left) RNG: SP 8 ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

War Flail [1x] (Right) POW: 4 P+S: 13

Chain Weapon - This attack ignores the Buckler and Shield advantages and Shield Wall.

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

Revenger

Protectorate Light Warjack

REVENGER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	12	17	—

FA: U

Point Cost: 6

Base Size: Medium Base

1	2	3	4	5	6
■	■	□	□	■	■
■	□	□	□	□	■
□	□	□	□	□	□
□	L	A	A	R	□
L	L	M	C	R	R
■	M	M	C	C	■

REVENGER

Arc Node

WEAPONS [REVENGER]

Repulsor Shield [1x] (Left) POW: 1 P+S: 10

Shield

Repel - When this model hits with this weapon during its activation, the model hit is pushed 1" directly away from this model. When this model is hit with a melee attack made by a model in its front arc, after the attack is resolved the attacking model is pushed 1" directly away from this model. This model loses Repel while this weapon system is crippled or locked.

Halberd [1x] (Right) POW: 4P+S: 13

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

Blessing of Vengeance

Protectorate Character Light Warjack

BLESSING OF VENGEANCE

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	5	12	17	—

FA: C

Point Cost: 7

Base Size: Medium Base

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

BLESSING OF VENGEANCE

Arc Node

Affinity [Severius] - Once per turn, when Severius channels a spell through this model, he gains +2 to that spell's damage rolls.

Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

Imprint: Bushwhack - During its activation, this model can spend 1 focus point to use gain Bushwhack this activation. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)

WEAPONS [BLESSING OF VENGEANCE]

Heavy Repulsor Shield [1x] (Left) POW: 1P+S: 10

Shield

Repel - When this model hits with this weapon during its activation, the model hit is pushed 1" directly away from this model. When this model is hit with a melee attack made by a model in its front arc, after the attack is resolved the attacking model is pushed 1" directly away from this model. This model loses Repel while this weapon system is crippled or locked.

Halberd [1x] (Right) POW: 4P+S: 13

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

Castigator

Protectorate Heavy Warjack

CASTIGATOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	10	19	—

FA: U

Point Cost: 8

Base Size: Large Base

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

CASTIGATOR

Immunity: Fire

Combustion (★Attack) - Models within 2" of this model suffer a POW 12 fire damage roll ICON and the Fire continuous effect ICON. This model can make additional melee attacks after making this special attack.

WEAPONS [CASTIGATOR]

Flame Fist [2x] (Left and Right) POW: 5P+S: 16

Continuous Effect: Fire

Open Fist

Crusader

Protectorate Heavy Warjack

CRUSADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	5	10	19	—

FA: U

Point Cost: 6

Base Size: Large Base

CRUSADER

WEAPONS [CRUSADER]

Open Fist [1x] (Left) POW: 3 P+S: 14
Open Fist

Inferno Mace [1x] (Right) POW: 7 P+S: 18
Critical Fire

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

Guardian

Protectorate Heavy Warjack

GUARDIAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	5	10	19	—

FA: U

Point Cost: 9

Base Size: Large Base

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

GUARDIAN

Arc Node

WEAPONS [GUARDIAN]

Flame Pike [1x] (Right) POW: 6 P+S: 17

Reach

Critical Pitch - On a critical hit, instead of rolling damage normally you can choose to have this model throw the model hit. Treat the throw as if this model had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

Open Fist [1x] (Left) POW: 3 P+S: 14

Open Fist

Reckoner

Protectorate Heavy Warjack

RECKONER

SPD STR MAT RAT DEF ARM CMD
5 11 6 5 10 19 —

FA: U

Point Cost: 8

Base Size: Large Base

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

RECKONER

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 unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

WEAPONS [RECKONER]

Condemner [1x] (Left) RNG: 12 ROF: 1 AOE: - POW: 13

Critical Fire

Damage Type: Fire

Flare - Models hit by this weapon suffer -2 DEF for one round.

Consecrator [1x] (Right) POW: 6 P+S: 17

Reach

Choking Veil - While within 2" of this model, living enemy models suffer -2 to attack rolls. This model has concealment.

Vanquisher

Protectorate Heavy Warjack

VANQUISHER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	5	10	19	—

FA: U

Point Cost: 8

Base Size: Large Base

VANQUISHER

WEAPONS [VANQUISHER]

Flame Belcher [1x] (Left) RNG: 10 ROF: 1 AOE: 4 POW: 14

Continuous Effect: Fire

Damage Type: Fire

Blazing Star [1x] (Right) POW: 5 P+S: 16

Chain Weapon - This attack ignores the Buckler and Shield advantages and Shield Wall.

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

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

Avatar of Menoth

Protectorate Character Heavy Warjack

AVATAR

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	8	6	10	19	—

FA: C

Point Cost: 11

Base Size: Large Base

1	2	3	4	5	6
■					■
L	L	M		R	R
	L	M	M	R	

AVATAR

Terror

Holy Vessel - This model cannot be part of a battlegroup, does not have a functional cortex, and cannot be allocated focus.

During the focus allocation step of your Control Phase, this model receives d3+1 focus points.

Menoth's Gaze - During its activation, this model can spend 1 focus point to use Menoth's Gaze. For one round, enemy models that begin their activation within 8" of this model and in its LOS can advance only toward this model.

Sacred Ward - This model cannot be targeted by enemy spells.

WEAPONS [AVATAR]

Divine Shield [1x] (Left) POW: 1 P+S: 13

Magical Weapon
Shield

Burning Wrath [1x] (Right) POW: 7 P+S: 19

Magical Weapon
Reach

Flame Burst - When this model boxes an enemy model with this weapon, enemy models within 1" of the boxed model suffer the Fire continuous effect ICON.

Fire of Salvation

Protectorate Character Heavy Warjack

FIRE OF SALVATION

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	5	10	19	—

FA: C

Point Cost: 9

Base Size: Large Base

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

FIRE OF SALVATION

Affinity [Kreoss] - While this model is in Kreoss' control area, its weapons gain Dispel. (When a weapon with Dispel hits a model/unit, upkeep spells on that model/unit immediately expire.)

Imprint: Holy Fervor - During its activation, this model can spend 1 focus point to use Holy Fervor. This activation, this model's melee attack rolls are boosted. When it destroys one or more enemy models with an attack with one of its melee weapons this activation, immediately after the attack is resolved this model can make one additional melee attack.

Righteous Vengeance - If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during your opponent's last turn, after resolving continuous effects during your Maintenance Phase, this model can make a full advance followed by one normal melee attack.

WEAPONS [FIRE OF SALVATION]

Absolver [1x] (Right) POW: 7P+S: 18

Continuous Effect: Fire

Open Fist [1x] (Left) POW: 3 P+S: 14

Open Fist

Holy Zealots

Protectorate Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Prayers - The Leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

- Fervor** - Affected models gain +2 to attack and damage rolls this activation.

- Warding** - Affected models cannot be targeted by enemy spells for one round.

WEAPONS [LEADER & GRUNTS]

Fire Bomb [1x] (None) RNG: 5 ROF: 1 AOE: 3 POW: 12

Damage Type: Fire

Critical Fire

Mace [1x] (None) POW: 3P+S: 7

Monolith Bearer

Protectorate Holy Zealot Unit Attachment

Bearer's Damage: ■■■■■

BEARER

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

Attachment [Holy Zealots] - This attachment can be added to a Holy Zealots unit.

BEARER

Officer

Granted: Fearless - While this model is in play, models in its unit gain Fearless ICON.

Greater Destiny - Once per game during its unit's activation, this model can use Greater Destiny. For one round, models in this unit in formation do not suffer damage except from spells and feats.

Holy Monolith - When one or more models in this unit are destroyed by an enemy attack, after the attack is resolved models in this unit gain +4 ARM for one turn.

WEAPONS [BEARER]

Mace [1x] (None) POW: 3P+S: 9

Knights Exemplar

Protectorate Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	4	12	15	9

FA: 3

Point Cost: Leader & 5 Grunts: 5

Base Size: Small Base

LEADER & GRUNTS

Fearless

Bond of Brotherhood - Models in this unit gain +1 STR and ARM for each model in this unit that has been destroyed or removed from play. The bonuses for a model are lost if it returns to play.

WEAPONS [LEADER & GRUNTS]

Relic Blade [1x] (None) **POW:** 5 **P+S:** 11

Magical Weapon

Weapon Master

Exemplar Errants

Protectorate Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	6	12	16	9

FA: 3

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Fearless

Self-Sacrifice - If this model is disabled by an enemy attack, you can choose another model in this unit within 3" of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

WEAPONS [LEADER & GRUNTS]

Heavy Crossbow [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Magical Weapon

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

Sword [1x] (None) POW: 3P+S: 9

Weapon Master

Exemplar Bastions

Protectorate Unit

KNIGHT

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	7	4	11	16	9

Bastion A's Damage: 
Bastion B's Damage: 
Bastion C's Damage: 
Bastion D's Damage: 
Bastion E's Damage: 

FA: 2

Point Cost: Leader & 2 Grunts: 5

Leader & 4 Grunts: 8

Base Size: Medium Bases

Damage: 8 each

KNIGHT

Fearless

Sanguine Bond - When this model would suffer damage from an enemy attack, you can choose one or more models in this unit to suffer any number of those damage points instead, divided as you choose. If you do, this model does not suffer that damage. A model cannot suffer more damage as a result of Sanguine Bond than it has unmarked damage boxes.

WEAPONS [KNIGHT]

Consecrated Halberd [1x] (None) POW: 5 P+S: 12

Magical Weapon

Reach

Weapon Master

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

Exemplar Vengers

Protectorate Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	4	12	17	9

Venger A's Damage:	
Venger B's Damage:	
Venger C's Damage:	
Venger D's Damage:	
Venger E's Damage:	

FA: 1

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large Base

Damage: 5

LEADER & GRUNTS

Fearless

Battle-Driven - When a model in this unit is damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder XXXICON for one round.

WEAPONS [LEADER & GRUNTS]

Blessed Lance [1x] (None) POW: 8 P+S: 14

Magical Weapon

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

Lance - This weapon can be used only to make charge attacks. When this model charges, this weapon gains Reach ICON until the charge is resolved.

Sword [1x] (None) POW: 3 P+S: 9

Weapon Master

Close Combat - This model cannot make an initial attack with this weapon during an activation it charged at least 3".

Mount [1x] (None) POW: 10

Temple Flameguard

Protectorate Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Combined Melee Attack

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.

WEAPONS [LEADER & GRUNTS]

Flame Spear [1x] (None) POW: 5 P+S: 10

Reach

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

Temple Flameguard Officer & Standard

Protectorate Unit Attachment

Officer's Damage: ■■■■■

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	13	13	9

STANDARD BEARER

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Temple Flameguard] - This attachment can be added to a Temple Flameguard unit.

OFFICER

Combined Melee Attack

Officer

Granted: Ranked Attacks - While this model is in play, models in its unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

Iron Zeal -

Tactics: Menoth's Howl - Models in this unit gain Terror ICON and their melee weapons gain the Fire continuous effect ICON.

WEAPONS [OFFICER]

Flame Spear [1x] (None) POW: 5 P+S: 10

Reach

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

STANDARD BEARER

Standard Bearer

Daughters of the Flame

Protectorate Flameguard Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	15	12	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Combined Melee Attack

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.

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.

WEAPONS [LEADER & GRUNTS]

Sword [2x] (None) POW: 4 P+S: 9

Flameguard Cleansers

Protectorate Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Immunity: Fire

Incinerate (Order) - Models that received this order can participate in a combined range attack. The unit commander must be the primary attacker. This attack has RNG 8, AOE 4", and POW 12. This attack causes fire damage ICON. The AOE remains in play for one round and is a cloud effect. Models entering or ending their activations in the AOE suffer a POW 12 fire damage roll ICON. A unit can make only one Incinerate attack per activation.

WEAPONS [LEADER & GRUNTS]

Purifier [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

Purifier Blade [1x] (None) POW: 3P+S: 8

Deliverers

Protectorate Unit

LEADER & GRUNTS

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

FA: 1

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Rocket Volley - Instead of making ranged attacks separately, two or more models in this unit can make a combined ranged attack. Do not add a damage bonus for the number of models participating in the combined ranged attack. If 3–5 models participate in the attack, it has base AOE 4" and base POW 14. If 6 or more models participate in the attack, it has base AOE 5" and base POW 16.

WEAPONS [LEADER & GRUNTS]

Skyhammer [1x] (None) RNG: 16 ROF: 1 AOE: 3 POW: 12

Inaccurate - This model suffers -4 to attack rolls with this weapon.

Sword [1x] (None) POW: 3P+S: 7

Deliverer Sunburst Crew

Protectorate Weapon Crew Unit

LEADER

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

GRUNTS

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

FA: 2

Point Cost: Leader & 2 Grunts: 3

Base Size: Leader: Large Base
Grunt: Small Base

LEADER

WEAPONS [LEADER]

Sunburst [1x] (None) RNG: 16 ROF: 1 AOE: 4 POW: 16

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the 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.

Sword [1x] (None) POW: 3P+S: 7

WEAPONS [GRUNTS]

Sword [1x] (None) POW: 3P+S: 7

Choir of Menoth

Protectorate Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 3 Grunts: 2

Leader & 5 Grunts: 3

Base Size: Small Base

LEADER & GRUNTS

Hymn - RNG 3. Target friendly Faction warjack. When a model in this unit performs a Hymn special action, choose a hymn. Each activation, all models in this unit performing a hymn must perform the same one. If the target warjack is in range, it is affected by the hymn. While affected by a hymn, a warjack cannot be affected by another hymn.

- Battle (★Action)** - The warjack gains +2 to attack and damage rolls for one turn.

- Passage (★Action)** - The warjack cannot be targeted by non-magical ranged attacks. Passage lasts for one round.

- Shielding (★Action)** - The warjack cannot be targeted by enemy spells. Shielding lasts for one round.

WEAPONS [LEADER & GRUNTS]

Battle Staff [1x] (None)

POW: 2

P+S: 6

Reach

Visgoth Juviah Rhoven & Honor Guard

Protectorate Character Unit

VISGOTH RHOVEN

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	4	12	16	10

Visgoth Rhoven's Damage: 
Gius's Damage: 
Cassian's Damage: 

GIUS and CASSIAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	4	12	16	9

FA: C

Point Cost: Rhoven, Gius, & Cassian: 4

Base Size: Small Base

Damage: 5 each

VISGOTH RHOVEN

Commander

Fearless

Officer

Battle-Driven - When a model in this unit is damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder XXXICON for one round.

Cleanse (★Action) - Animi and continuous effects on models/units in this model's command range immediately expire.

Menoth's Sight (★Action) - Choose a friendly Faction model. While in this model's command range, for one round the chosen model ignores Stealth and ignores cloud effects when determining LOS.

Negation (★Action) - Remove 1 focus or fury point from enemy models currently in this model's command range.

WEAPONS [VISGOTH RHOVEN]

Staff of Sulon [1x] (None) POW: 6 P+S: 12

Continuous Effect: Fire

Magical Weapon

Reach

GIUS and CASSIAN

Fearless

Battle-Driven - When a model in this unit is damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder XXXICON for one round.

Exemplar - Gius and Cassian are Exemplar models.

WEAPONS [GIUS and CASSIAN]

Consecrated Halberd [1x] (None) POW: 5 P+S: 11

Magical Weapon

Reach

Weapon Master

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

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

Allegiant of the Order of the Fist

Protectorate Solo

Allegiant's Damage: ■■■■■

ALLEGIANT

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	4	15	12	9

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

ALLEGIANT

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

Perfect Balance - This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

Shifting Sands Stance - During its activation, this model can forfeit its movement or action to gain +2 DEF. If an enemy attack misses this model anytime except while it is advancing, after the attack is resolved it can immediately make a full advance. Shifting Sands Stance lasts for one round.

WEAPONS [ALLEGIANT]

Punching Gauntlet [2x] (None)

POW: 2P+S: 9

Weapon Master

Knights Exemplar Seneschal

Protectorate Solo

Seneschal's Damage: ■■■■■

SENESCHAL

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	13	15	9

FA: 2

Point Cost: 3

Base Size: Small Base

Damage: 5

SENESCHAL

Commander

Fearless

Aegis - This model is immune to continuous effects.

Restoration - When a living friendly Faction model in this model's command range is destroyed by an enemy attack, after the attack is resolved this model heals 1 damage point. When this model is disabled, it is knocked down instead of becoming boxed. While this model is disabled, it cannot activate. If this model is disabled at the beginning of your Maintenance Phase, it is destroyed.

Righteous Fury - When one or more friendly Faction warrior models are destroyed by an enemy attack while in this model's command range, this model gains +2 STR and ARM for one round.

WEAPONS [SENESCHAL]

Relic Blade [2x] (None) POW: 5 P+S: 11

Magical Weapon

Weapon Master

Chain Attack: Smite - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed d6" directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

Hierophant

Protectorate Solo

Hierophant's Damage: ■■■■■

HIEROPHANT

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

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 5

HIEROPHANT

Attached - Before the start of the game, attach this model to a friendly Faction XXX for the rest of the game. Each XXX can have only one model attached to it.

Harmonious Exaltation (★Action) - RNG 5. Target this model's warcaster. If it is in range, once this turn when the warcaster casts a spell, reduce its COST by 1.

Heal (★Action) - Choose a friendly living model B2B with this model. That model heals d3 damage points.

Spiritual Conduit - While its warcaster is in this model's command range, when the warcaster casts a spell and is its point of origin for the spell, the spell gains +2 RNG.

WEAPONS [HIEROPHANT]

Staff [1x] (None) POW: 3 P+S: 8
Reach

Paladin of the Wall

Protectorate Solo

Paladin's Damage: ■■■■■

PALADIN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	13	16	9

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

PALADIN

Fearless

Stone-and-Mortar Stance - During its activation, this model can forfeit its movement or action to gain +5 ARM. The affected model cannot be knocked down. Stone-and-Mortar Stance lasts for one round.

WEAPONS [PALADIN]

Firebrand [1x] (None)

POW: 7 P+S: 14

Critical Fire

Magical Weapon

Weapon Master

Reclaimer

Protectorate Solo

Reclaimer's Damage: ■■■■■

RECLAIMER

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

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

RECLAIMER

Communion (★Action) - RNG 5. Target friendly Faction warjack. If the warjack is in range, spend up to three soul tokens to allocate it 1 focus point for each soul token spent.

Gatekeeper - This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to five soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Soulstorm - While this model has one or more soul tokens, enemy models entering or ending their activations within 2" of it immediately suffer 1 damage point.

WEAPONS [RECLAIMER]

Cinerator [1x] (None) POW: 5P+S: 10

Continuous Effect: Fire
Reach

Vassal of Menoth

Protectorate Solo

Vassal's Damage: ■■■■■

VASSAL

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	6	4	13	13	6

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

VASSAL

Iron Sentinel - While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

Magic Ability [7]

•**Ancillary Attack (★Action)** - RNG 5. Target friendly Faction warjack. If the warjack is in range, it immediately makes one normal melee or ranged attack. A warjack can make an Ancillary Attack special action only once per turn.

•**Arcane Bolt (★Attack)** - Arcane Bolt is a RNG 12, POW 11 magic attack.

•**Enliven (★Action)** - RNG 5. Target friendly Faction warjack. If the warjack is in range, the next time it suffers damage from an enemy attack while it is not advancing, immediately after the attack is resolved the warjack can make a full advance, then Enliven expires. The warjack cannot be targeted by free strikes during this movement. Enliven lasts for one round.

Wrack

Protectorate Solo

WRACK

SPD	STR	MAT	RAT	DEF	ARM	CMD
—	1	0	0	5	10	10

FA: 1

Point Cost: 3 Wracks for 1 point

Base Size: Small Base

WRACK

Advance Deployment

Death Blast - When this model is disabled, center a 5" AOE on it, then remove this model from play. Models in the AOE suffer a POW 14 blast damage roll.

Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

Suffering's Prayer - This model begins the game with 1 focus point. During your Control Phase during the focus allocation step, it receives 1 focus point if it does not have any. This model cannot have more than 1 focus point at a time. While this model has a focus point, ranged attacks targeting it automatically miss. During a friendly Faction warcaster's activation, it can remove 1 focus point from this model in its control area and add that focus point to its own total. Each warcaster can do this only once per turn. When a focus point is removed from this model, roll a d6. On a 1, 2, or 3, this model explodes with the same effect as Death Blast and is removed from play.

The Covenant of Menoth

Protectorate Character Solo

Covenant's Damage: ■■■■■

COVENANT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	6	4	13	13	10

FA: C

Point Cost: 2

Base Size: Large Base

Damage: 5

COVENANT

Fearless

Ancient Shroud - When a damage roll against this model exceeds its ARM, it suffers 1 damage point instead of the total rolled.

Flames of Wrath (★Action) - Choose a friendly Faction model/unit. For one round, while affected models are in this model's command range, enemy models directly hit by their melee or ranged attacks suffer the Fire continuous effect ICON.

Lawgiver's Creed (★Action) - For one round, enemy models cannot cast spells while in this model's command range.

Man-Sized - This model is treated as a model with a small base and occupies the space from the bottom of its base to a height of 1.75".

Power of Faith (★Action) - For one round, friendly Faction models cannot be knocked down or made stationary while in this model's command range.

Spell Ward - This model cannot be targeted by spells.

High Exemplar Gravus

Protectorate Dragoon Character Solo

HIGH EXEMPLAR GRAVUS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/5	5	8	4	12	17/15	9

Mounted Damage: 
Dismounted Damage: 

FA: C

Point Cost: 5

Base Size: Large Base Mounted
Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

HIGH EXEMPLAR GRAVUS

Commander

Fearless

Brother's Keeper - While in this model's command range, friendly Exemplar models cannot be knocked down or made stationary.

Crusader's Requiem - This model gains one soul token for each friendly living Exemplar model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Dragoon - While mounted, this model has a base SPD 8 and base ARM 17. While dismounted, it has a base SPD 5, base ARM 15.

WEAPONS [HIGH EXEMPLAR GRAVUS]

Reverence [1x] (None) POW: 6P+S: 11

Reach

Magical Weapon

Weapon Master

Chain Weapon - This attack ignores the Buckler and Shield advantages and Shield Wall.

Dispel - When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

Mount [1x] (None) POW: 10

High Paladin Dartan Vilmon

Protectorate Character Solo

Vilmon's Damage: ■■■■■

VILMON

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	9	4	13	16	10

FA: C

Point Cost: 3

Base Size: Small Base

Damage: 5

VILMON

Commander

Fearless

Elite Cadre [Paladins of the Order of the Wall] - Friendly Paladin of the Order of the Wall models gain Impervious Wall.

Impervious Wall - During its activation, this model can forfeit its normal movement or action to gain Impervious Wall for one round. A model with Impervious Wall is immune to continuous effects, does not suffer damage or effects from non-magical ranged or melee attacks, and cannot be knocked down.

Stone-and-Mortar Stance - During its activation, this model can forfeit its movement or action to gain +5 ARM. The affected model cannot be knocked down. Stone-and-Mortar Stance lasts for one round.

WEAPONS [VILMON]

Censure [1x] (None) POW: 8

P+S: 15

Magical Weapon

Reach

Weapon Master

Idrian Skirmishers

Protectorate Idrian Ally Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	13	12	8

FA: 2

Point Cost: Leader & 5 Grunts: 6
Leader & 9 Grunts: 10

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Combined Ranged Attack

Pathfinder

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

WEAPONS [LEADER & GRUNTS]

Military Rifle [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 11

Kopis [1x] (None) POW: 4P+S: 10

Idrian Skirmisher Chieftain & Guide

Protectorate Ally Unit Attachment

CHIEFTAIN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	13	12	9

Officer's Damage: 
Guide's Damage: 

GUIDE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	13	12	8

FA: 1

Point Cost: 3

Base Size: Small Base

Damage: 5 each

Attachment [Idrian Skirmishers] - This attachment can be added to a Idrian Skirmishers unit.

CHIEFTAIN

Advance Deployment

Combined Ranged Attack

Officer

Pathfinder

Assault & Battery (Order) - Before their normal movement, affected models can make one ranged attack. During their normal movement, affected models must charge or run. The ranged attack is made before declaring a charge target.

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Tactics: Combined Melee Attack - Models in this unit gain Combined Melee Attack ICON.

WEAPONS [CHIEFTAIN]

Military Rifle [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 11

Kopis [2x] (None) POW: 4 P+S: 10

GUIDE

Advance Deployment

Combined Ranged Attack

Pathfinder

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Go To Ground - Once per game while in formation during its unit's activation, this model can use Go to Ground. For one round or until they move, are placed, or are engaged, models in this unit in formation gain cover, do not suffer blast damage, and do not block LOS.

Huntsman - After deployment but before the first player's turn, choose an enemy model/unit to be this unit's prey. While this model is in play, each model in its unit beginning its activation within 10" of the prey gains +2" movement that activation. While this model is in play, models in its unit gain +2 to attack and damage rolls against the prey. When the prey is destroyed or removed from play, choose another model/unit as the prey.

WEAPONS [GUIDE]

Military Rifle [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 11

Kopis [1x] (None) POW: 4 P+S: 10