



ATTACK OF THE 50 FOOT HALEY

CYGNAR EPIC WARCASTER

HALEY

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	15	6	6	10	18	8



FOCUS/FURY

8

HAND CANNON

RNG	ROF	AOE	POW
14	1	-	15

VORTEX SPEAR

POW	P+S
6	21

 

COMBAT BOOTS

POW	P+S
1	16



WJ
+10

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ATTACK OF THE 5⁰ FOOT HALEY

HALEY

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

FRIEND OF THE HERD – This model can have Uniherd models in its battlegroup.

HIGHLY COMPETITIVE – This model can be included in any army. When included in a non-Cygnar army, this model is the same faction as the chosen army instead of a Cygnar model.

TIME LORD – When this model is disabled, roll a d6. On a 2 or higher, the game is restarted with both players redeploying their armies.

HAND CANNON

SMITE – On a direct 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 POW of this weapon. The POW of collateral damage is equal to the POW of this weapon. Place the AOE before moving the slammed model.

VORTEX SPEAR

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

COMBAT BOOTS

TRASH – Gain an additional damage die against knocked down targets.





ATTACK OF THE 5⁰ FOOT HALEY

FEAT: ALL HALEY, ALL THE TIME

With her growth in size has also come a growth in power. Haley uses her vast ability to bend time and reality to her will as she pulls every trick out of her bag to decimate all opponents.

Friendly Faction models beginning their activations in Haley's control area can make one additional attack that activation regardless of a weapon's ROF.

During your opponent's 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.

This model gains +2 FOCUS and FURY and immediately gains 2 focus points and 2 fury points.

All Haley, All the Time lasts for the rest of the game.





ATTACK OF THE 5⁰ FOOT HALEY

SPELLS	COST	RNG	AOE	POW	UP	OFF
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ARCANE BAZOOKA	3	10	4	14	NO	YES
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A massive magical ball streaks toward the target model.

BLAST FROM THE PAST	4	CTRL	-	-	NO	NO
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Haley summons a zombie horde from the misty past. Place D3 +2 Runners, D3 +1 Leapers, D3 +1 Creepers, and D3 +1 Brutes anywhere within Haley's control area.

BLENDER	3	10	-	-	NO	YES
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Target enemy model/unit. Each affected model 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 affected model is knocked down if it contacts an obstacle, an obstruction, or a model with a base equal to or larger than its own.

LIGHTNING CHAIN GUN	2	-	-	-	NO	YES
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A model hit by Lightning Chain Gun suffers a POW 10 electrical damage roll ⚡, and lightning arcs from that model to 2d6 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 ⚡.

MASSIVE NERF	4	CTRL	-	-	YES	NO
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While in Haley's control area, all models move at half rate and suffer -3 DEF. Enemy models beginning their activation in the AOE cannot charge or slam.

TIME QUAKE	3	CTRL	-	-	NO	*
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Push each other model currently in Haley's control area 2" in any direction.