



HIGH COMMAND™

EXPAND YOUR COMMAND



THE BIG GUNS CARD LIST

By David "DC" Carl

The Big Guns is the first expansion to WARMACHINE High Command and introduces numerous new cards for Cygnar, the Protectorate of Menoth, Khador, and Cryx. The Big Guns is packed with cards representing these factions' artillery, long-range ordnance, and their specific brands of ballistic destruction.



These colored pips represent the maximum number of times a card can appear in a particular detachment.



CYGNAR

The Avenger warjack is a sturdy heavy hitter for Cygnar's arsenal that becomes even more deadly with a warcaster, Warjack Marshal, or Focus Manipulation card. Cygnar's other

offerings are lighter in nature but are quick to hit the battlefield, thanks to maximum rush costs of just 5 CMD or WAR. *The Big Guns* also introduces Cygnar's iconic Gun Mages, capable of choosing the right rune shot ammunition for the job at hand.



WARCASTER

- Lt. Allister Caine

REINFORCEMENTS

- Arcane Tempest Gun Mages
- Avenger
- Hunter
- Trencher Heavy Artillery Team



PROTECTORATE OF MENOOTH

The Protectorate's two Deliverer cards are quick to purchase or deploy yet slow to rush. Both also offer ways to generate additional enemy casualties under the right circumstances. The Vanquisher provides 2 victory points and loads of Fire, but the Redeemer is the shining star thanks to Rocket Volley, a brand-new way for the Protectorate to quickly hone its army deck into the perfect instrument of destruction.



WARCASTER

- The High Reclaimer

REINFORCEMENTS

- Deliverer Skyhammers
- Deliverer Sunburst Detachment
- Redeemer
- Vanquisher





KHADOR

Khador's *The Big Guns* cards include additional artillery and warjacks with the expensive-yet-impressive Decimator leading the way. Its Sustained Attack ability allows it to

double its Power against lone enemies to overwhelm even hardened defenders. The Man-O-War Bombardier Korps perhaps best embodies the strength of Khador, however, with its high Health, Blast ability, and 2 victory points.



WARCASTER

- Koldun Kommander Aleksandra Zerkova

REINFORCEMENTS

- Berserker
- Decimator
- Man-O-War Bombardier Korps
- Winter Guard Artillery Korps



CRYX

In addition to adding a couple of warjacks with ranged weaponry, *The Big Guns* gives Cryx a whole new deck archetype with the Revenant Cannon Crew and Revenant Rifle Crew. These

cards have relatively low combat capabilities, but their abilities can fuel an endless tide of the undead should your opponent ever fail to destroy all of them at a location.



WARCASTER

- Lord Exhumator Scaveros

REINFORCEMENTS

- Defiler
- Leviathan
- Revenant Cannon Crew
- Revenant Rifle Crew

