BETA CARDS PREVIEW

WARMACHINE®

MKIV

The contents of this document represents a work in progress.
The model rules are not finalized, nor does the visual presentation
represent how information will ultimately be provided
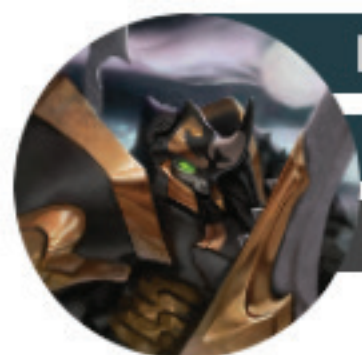in the forthcoming Warmachine app.
These are prototype stat, spell, and command card files
provided for anyone interested in testing out the
Warmachine: MKIV rules in their current, beta state.

We welcome any feedback
if you happen to catch an error or note something out of place.
Please email us at
feedback@privateerpress.com

Enjoy!

Bane Knight Officer

Cryx Bane Command Attachment

1 Officer PC: 3 FA: 3

OFFICER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	7	4	12	16	-	-

💀 30

⚔ BANE LANCE

RNG	ROF	AOE	POW
2			12

Command Attachment [Bane Knight] - This command attachment can be added to a Bane Knight unit.

Officer

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions and models if it has enough movement to move completely past them.

Granted: Set Defense - While this model is in play, models in its unit gain Set Defense. (Models suffer −2 on charge and slam power attack rolls against a model with Set Defense.)

Serpent's Coil - Once per game at any time during its unit's activation, this model can use Serpent's Coil. For one round, models in this unit gain Defensive Strike. (Once per turn, when an enemy model advances into and ends its movement or is placed in the melee range of a model with Defensive Strike, the model with Defensive Strike can immediately make one basic melee attack against it.)

Shield Wall - While this model is B2B with one or more models in its unit, it gains +2 ARM and cannot be knocked down.

Bane Lance

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

Bane Warrior Officer & Standard

Cryx Bane Command Attachment

Officer & Standard PC: 4 FA: 3

OFFICER

	SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
	5	–	7	4	12	15	–	–

💀 30

⚔×2 WAR AXE

	RNG	ROF	AOE	POW
	1			11

STANDARD BEARER

	SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
	5	–	6	4	12	15	–	–

💀 30

⚔ WAR AXE

	RNG	ROF	AOE	POW
	1	–	–	11

OFFICER

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

OFFICER

Dark Shroud - While within 2" of this model, enemy models suffer –2 ARM.

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions and models if it has enough movement to move completely past them.

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

Void Bringer - This model can use Void Bringer once per game at any time during its unit's activation. When this model uses Void Bringer, return d3 + 1 destroyed troopers to this unit. Place the returned troopers completely within 3" of this model. Returned troopers must forfeit their Combat Actions this activation.

STANDARD BEARER

Dark Shroud - While within 2" of this model, enemy models suffer –2 ARM.

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions and models if it has enough movement to move completely past them.

Granted: Inspiration - While this model is in play, models in its unit gain +1 to attack rolls.

Granted: Rise - While this model is in play, models in its unit that are knocked down at the beginning of your Maintenance Phase stand up.

Take Up - If this model is destroyed, you can choose a trooper in this unit within 1" of it to be destroyed instead. Remove that trooper from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen trooper.

Bane Lord Tartarus

Cryx Bane Solo

PC: 5

FA: C

TARTARUS 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	8	4	12	17	-	-

40

RIVENER

RNG	ROF	AOE	POW
2			12

Dark Shroud - While within 2" of this model, enemy models suffer –2 ARM.

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.

Rapid Strike - This model can make one additional melee attack each Combat Action.

Rivener

Death Toll [small-based Bane] - When this weapon boxes a living enemy warrior model, remove that model from play and add one Grunt to a friendly small-based Bane unit within 8" of this model. Place the Grunt within 2" of another model in that unit. The Grunt must forfeit its Normal Movement and Combat Action the turn it is put into play.

Darragh Wrathe

Cryx Bane Dragoon Solo

PC: 8   FA: C

WRATHE 1 (MOUNTED)

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
8	7	7	4	14	17	-	-

NECRO-SCYTHE

RNG	ROF	AOE	POW
2			13

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.

Magic Ability - Performing a Magic Ability special action or special attack counts as casting a spell.

- **Death Ride (★Action)** - Friendly Faction undead models activating within 5" of this model gain +1" movement when advancing as part of their Normal Movement. Death Ride lasts for one turn.

- **Hellfire (★Attack)** - Hellfire is a RNG 10, POW 14 arcane attack. Models disabled by Hellfire cannot make a Tough roll. Models boxed by Hellfire are removed from play.

- **Invocation of Darkest Night (★Action)** - This model gains Mortal Fear. Invocation of Darkest Night lasts for one round. (While within 8" of a model with Mortal Fear, living enemy models suffer -2 to damage rolls.)

Reposition [3"] - At the end of this model's activation, this model can advance up to 3˝, then its activation ends.

Darragh Wrathe (Continued)

Cryx Bane Dragoon Solo

WRATHE 1 (DISMOUNTED)

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	7	7	4	14	15	–	–

30

NECRO-SCYTHE

RNG	ROF	AOE	POW
2			13

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.

Magic Ability – Performing a Magic Ability special action or special attack counts as casting a spell.

- **Death Ride (★Action)** - Friendly Faction undead models activating within 5" of this model gain +1" movement when advancing as part of their Normal Movement. Death Ride lasts for one turn.

- **Hellfire (★Attack)** – Hellfire is a RNG 10, POW 14 magic attack. Models disabled by Hellfire cannot make a Tough roll. Models boxed by Hellfire are removed from play.

- **Invocation of Darkest Night (★Action)** - This model gains Mortal Fear. Invocation of Darkest Night lasts for one round. (While within 8" of a model with Mortal Fear, living enemy models suffer -2 to damage rolls.)

Deathwalker

Cryx Solo

DEATHWALKER

	SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
	6	–	4	3	14	10	–	–

30

Breath Taker - Living enemy models suffer –2 DEF and –2 to their melee attack damage rolls while within 5" of this model.

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

Dark Restoration - If Goreshade is disabled while within 5″ of this model, this model is destroyed and 1 damage point is removed from Goreshade.
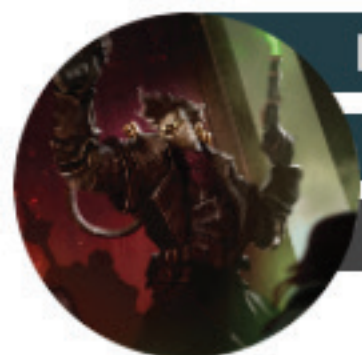
Hellslinger Phantom

Cryx Bane Wraith Solo

PC: 6

FA: C

HELLSLINGER PHANTOM 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	4	8	15	13	-	-

30

WRAITHSTORM PISTOL

RNG	ROF	AOE	POW
10	1	-	12

Soul Taker: Body Count - This model can gain soul tokens. When this model destroys a living enemy model with an attack, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

- **Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Swift Hunter - When this model destroys one or more enemy models with a basic ranged attack, immediately after the attack is resolved it can advance up to 2".

Wraithstorm Pistol

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- **Critical Grievous Wounds** - On a critical hit, a model hit by this weapon loses Tough and cannot have damage removed from it for one round.

- **Incendiary** - This attack causes fire damage, and models hit suffer the Fire continuous effect.

- **Phantom Seeker** - This model ignores LOS, concealment, and cover when making attacks with this weapon.

Reload [1] - This model can spend up to 1 soul token to make one additional ranged attack with this weapon during its Combat Action.

Machine Wraith

Cryx Bane Solo

PC: 2 FA: 3

MACHINE WRAITH

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	–	6	0	14	12	–	–

40

MECHANO-CLAWS

RNG	ROF	AOE	POW
1			12

Mechano-Claws

Dark Domination - When this model hits an enemy warjack that has a non-crippled cortex with a basic melee attack made with this weapon during this model's activation, you can take control of the warjack. Immediately after the attack has been resolved, you can make a full advance with the warjack and can then make one basic attack, then Dark Domination expires. A warjack can be affected by Dark Domination only once per turn.

Necrotech

Cryx Bane Solo

PC: 1 | FA: 3

NECROTECH

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	3	12	13	-	-

💀 40

VISE CLAW

RNG	ROF	AOE	POW
2			10

Create Scrap Thrall (★Action) - Remove one or more scrap tokens from this model, then roll a d3 for each scrap token removed. Place up to that number of Scrap Thralls into play completely within 3" of this model. A placed Scrap Thrall must forfeit its Combat Action the turn it is put into play

Repair [d6] (★Action) - RNG 1. Target friendly Faction construct model. If the model is in range, remove d6 damage points from it.

Spare Parts - When a warjack is destroyed within 5" of this model, it gains one scrap token. This model can have up to three scrap tokens at any time. Before making a repair roll, this model can spend one scrap token to add +2 to its roll

Steady - This model cannot become knocked down.

Ol' Grim

Cryx Bane Wraith Solo

PC: 6   FA: C

OL' GRIM 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	–	4	8	15	13	–	–

30

VANAR OPPRESSOR

RNG	ROF	AOE	POW
14	2	–	12

Apparition – During your Control Phase, place this model anywhere completely within 2" of its current location.

Marksman – When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage.

Sniper - Instead of making a damage roll to resolve a ranged attack, this model can inflict 1 damage point. A model disabled by a ranged attack made by this model cannot make a Tough roll.

Soul Taker: Body Count – This model can gain soul tokens. When this model destroys a living enemy model with an attack, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

- •**Dark Blessing** - Once per turn at any time during its activation, this model can spend one soul token to gain +3 DEF. Dark Blessing lasts for one round.

Vanar Oppressor

Wraith Shot - When this model makes an attack with this weapon, it can spend a soul token to use Wraith Shot. If it does, it ignores LOS, concealment, and cover when making this attack. Attack and damage rolls resulting from the attack are boosted.

Pistol Wraith

Cryx Bane Solo

PC: 4   FA: 2

PISTOL WRAITH

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	4	7	14	12	-	-

30

WRAITHLOCK PISTOL (x2)

RNG	ROF	AOE	POW
10	1		12

Soul Taker: Body Count - This model can gain soul tokens. When this model destroys a living enemy model with an attack, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

•**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Wraithlock Pistol

Chain Attack: Death Chill - If this model hits the same model with both its initial attacks with this weapon, the model hit becomes stationary for one round.

Scrap Thrall

Cryx Bane Solo

PC: 1   FA: 9

SCRAP THRALL

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	5	3	11	12	-	-

💀 30

MECHANO-CLAW

RNG	ROF	AOE	POW
1			8

Thrall Bomb - When this model is disabled, models within 2" of it suffer a POW 8 blast damage roll, then this model is removed from play.

Mechano-Claw

Death Burst (★Attack) - This weapon's POW becomes 16 when resolving this attack, and models other than the target of this attack within 2" of this model suffer a POW 8 blast damage roll. After this attack is resolved, remove this model from play.

Skarlock Thrall

Cryx Bane Solo

PC: 3   FA: 1

SKARLOCK THRALL

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	6	3	3	14	12	-	-

💀 ㉚

CLAWS

RNG	ROF	AOE	POW
1			6

Attached – Before the start of the game, attach this model to a friendly Faction Commander for the rest of the game. Each Commander can have only one model/unit attached to it. The attached model is part of its Commander's battlegroup.

Skarlock Thrall

Magic Ability - Performing a Magic Ability special action or special attack counts as casting a spell.

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

•**Spell Slave (★Action or ★Attack)** - This model must be in its Commander's control range to make the Spell Slave special action. When it does, it casts one of the spells on its Commander's card with a COST of 3 or less. This model cannot cast upkeep spells or spells with a RNG of SELF or CTRL. When casting an offensive spell, Spell Slave is a arcane attack

Soul Taker: Soul Cage - This model can gain soul tokens. When a living enemy model is destroyed within 2" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

•**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Soul Trapper

Cryx Bane Solo

PC: 1 FA: 6

SOUL TRAPPER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	5	3	11	12	-	-

💀 30

MECHANO-CLAW

RNG	ROF	AOE	POW
1			8

Soul Taker: Collector - This model can gain soul tokens. When a living enemy model is destroyed while within 10″ of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

•**Soul Transfer (★Action)** - RNG 5. Target friendly Faction model with a Soul Taker special rule. If the model is in range, remove any number of soul tokens from this model and place them on the target friendly model.

Bane Knights

Cryx Bane Unit

5 Grunts PC: 7 FA: 3

GRUNTS

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	4	12	16	-	-

💀 30

BANE LANCE

RNG	ROF	AOE	POW
2	-	-	12

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions and models if it has enough movement to move completely past them.

Shield Wall - While this model is B2B with one or more models in its unit, it gains +2 ARM and cannot be knocked down.

Bane Lance

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

Bane Riders

Cryx Bane Unit

3 Grunts PC: 9 FA: 2

GRUNTS

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	-	7	4	12	18	-	-

BANE BLADE

RNG	ROF	AOE	POW
2			13

BANE RIDER 1

BANE RIDER 2

BANE RIDER 3

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions and models if it has enough movement to move completely past them.

Reposition [3"] - At the end of this unit's activation, this model can advance up to 3˝, then its activation ends.

Vengeance - During your Maintenance Phase, if one or more models in this unit were damaged by enemy attacks during the last round, each model in the unit can advance 3˝ and make one basic melee attack.

Bane Blade

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

Bane Warriors

Cryx Bane Unit

5 Grunts PC: 7   FA: 3

GRUNTS

	SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
	5	-	6	4	12	15	-	-

💀 (30)

WAR AXE

	RNG	ROF	AOE	POW
	1			11

Dark Shroud - While within 2" of this model, enemy models suffer −2 ARM.

Ghostly - This model can advance through terrain and obstacles without penalty and can advance through obstructions and models if it has enough movement to move completely past them.

The Withershadow Combine

Cryx Bane Unit

Maelovus, Admonia & Tremulus PC: 8   FA: C

TREMULUS 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	7	7	4	13	15	-	-

30

⚔ LICH CLAWS

RNG	ROF	AOE	POW
1			12

MAELOVUS 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	7	7	4	13	15	-	-

30

⚔ LICH CLAWS

RNG	ROF	AOE	POW
1			12

ADMONIA 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	7	7	4	13	15	-	-

30

⚔ LICH CLAWS

RNG	ROF	AOE	POW
1			12

TREMULUS 1

MAELOVUS 1

ADMONIA 1

The Witshershadow Combine

Attached - Before the start of the game, attach this unit to a friendly Faction Commander for the rest of the game. Each Commander can have only one model/unit attached to it. The attached model is part of its Commander's battlegroup.

Tremulus

Magic Ability - Performing a Magic Ability special action or special attack counts as casting a spell.

  •**Dark Fire** - Dark Fire is a RNG 10, POW 12 arcane attack. When a living enemy model is destroyed by Dark Fire, the spellcaster gains the destroyed model's soul token regardless of the proximity of other models.

  •**Marionette (★Attack)** - Marionette is a RNG 10 arcane attack. Target enemy model/unit. You can have one affected model reroll one attack or damage roll, then Marionette expires. Marionette lasts for one round.

  •**Puppet Master (★Action)** - RNG 6. Target friendly model/unit. If the target model/unit is in range, you can have one affected model reroll one attack or damage roll, then Puppet Master expires. Puppet Master lasts for one round.

Soul Taker: Soul Cage - This model can gain soul tokens. When a living enemy model is destroyed within 2" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

  •**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Maelovus

Magic Ability - Performing a Magic Ability special action or special attack counts as casting a spell.

  •**Spell Slave (★Action or ★Attack)** - This model must be in its Commander's control range to make the Spell Slave special action. When it does, it casts one of the spells on its Commander's card with a COST of 3 or less. This model cannot cast upkeep spells or spells with a RNG of SELF or CTRL. When casting an offensive spell, Spell Slave is a arcane attack

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

Soul Taker: Soul Cage - This model can gain soul tokens. When a living enemy model is destroyed within 2" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

  •**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Admonia

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

Magic Ability - Performing a Magic Ability special action or special attack counts as casting a spell.

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

  •**Sigil of Power (★Action)** - RNG CMD. Target friendly model/unit. If the model/unit is in range, its weapons gain Damage Type: Magical. Sigil of Power lasts for one turn.

Soul Taker: Soul Cage - This model can gain soul tokens. When a living enemy model is destroyed within 2" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

  •**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Bane Witch Agathia

Cryx Bane Warcaster

FA: C

AGATHIA 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	7	7	4	15	15	7	12

💀 30

DEATH KISS

RNG	ROF	AOE	POW
2			12

Dark Shroud - While within 2" of this model, enemy models suffer –2 ARM.

Field Marshal [Blood Shadow] - The melee weapons of warjacks in this models's battlegroup gain Blood Shadow.

Soul Taker: Cull Soul - This model can gain soul tokens. When a living enemy model is destroyed within 2" of this model, this model gains the destroyed model's soul token. After this model replenishes its focus during your next Control Phase, replace each soul token with 1 focus point.

Death Kiss

Blood Shadow - If this attack boxes a living or undead model, this model can gain Incorporeal for one round.

FEAT

Shadowfall

Friendly Faction models/units currently in Agathia's control range are affected by Ghost Walk. While in Agathia's control range, friendly Faction models gain Stealth. Additionally, when a warjack in Agathia's battlegroup ends its activation in her control range, you can immediately place that model anywhere completely within 3" of its location. Shadowfall lasts for one round.

SPELLS

Ghost Walk

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	Turn	NO

Target friendly Faction 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.)

Hellfire

COST	RNG	AOE	POW	DUR	OFF
3	10	-	14	-	YES

Models disabled by Hellfire cannot make a Tough roll. Models boxed by Hellfire are removed from play.

Hellwrought

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	NO

Target warjack in the spellcaster's battlegroup gains +2 ARM and Retaliation. (If a model with Retaliation was damaged by an enemy attack during the last round, during your Maintenance Phase it can advance up to 3″ and make one basic melee attack.)

Parasite

COST	RNG	AOE	POW	DUR	OFF
3	8	-	-	UP	YES

Target model/unit suffers −3 ARM and the spellcaster gains +1 ARM.

Vanish

COST	RNG	AOE	POW	DUR	OFF
1	SELF	-	-	-	NO

Place the spellcaster anywhere completely within 3″ of its current location. Vanish can be cast only once per activation.

Goreshade the Bastard

Cryx Bane Warcaster

FA: C

GORESHADE 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	7	7	4	15	16	7	14

💀 (40)

⚔ BLOODCLEAVER

RNG	ROF	AOE	POW
2	–	–	14

Bloodcleaver

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 the Deathwalker.

FEAT

Dark Summons

Put a small-based Bane unit into play. Place each model completely within 3" of Goreshade.

SPELLS

Bleed

COST	RNG	AOE	POW	DUR	OFF
2	8	–	10	–	YES

When Bleed damages a living enemy model, this model can remove d3 damage points.

Hex Blast

COST	RNG	AOE	POW	DUR	OFF
3	10	2	13/8	–	YES

Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

Lamentation

COST	RNG	AOE	POW	DUR	OFF
3	SELF	Ctrl	–	UP	NO

When an enemy model casts a spell while in the spellcaster's control range, double the COST of the spell. Additionally, enemy models must pay double to upkeep spells on models/units in the spellcaster's control range.

Shadowmancer

COST	RNG	AOE	POW	DUR	OFF
3	SELF	Ctrl	–	RND	NO

While in spellcaster's control range, models in its battlegroup gain Stealth and Dark Shroud. Shadowmancer lasts for one round. (While within 2" of a model with Dark Shroud, enemy models suffer –2 ARM.)

Soul Gate

COST	RNG	AOE	POW	DUR	OFF
3	CTRL	–	–	–	NO

Remove a friendly trooper model in the spellcaster's control range from play and replace it with target warjack in the spellcaster's battlegroup that is in its control range. The warjack cannot activate this turn after being placed by Soul Gate.
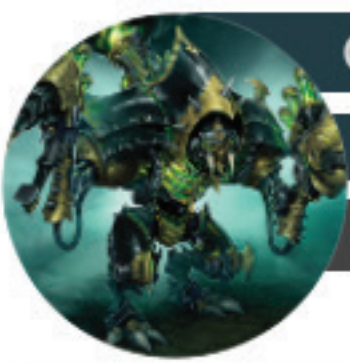
Corruptor

Cryx Bane Heavy Warjack

PC: 13　　　　　　　　　　　　　　　　FA: 4

CORRUPTOR

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	7	5	13	17	-	-

NECROCANNON

LOC	RNG	ROF	AOE	POW
L	8	1	-	14

NECROJECTOR

LOC	RNG	ROF	AOE	POW
R	2			16

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

Necrocannon

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

• **Burster** - When this attack boxes a living or undead model, the closest three models within 3" of the boxed model suffer an unboostable POW 10 corrosion damage roll. This damage is not considered to have been caused by an attack. After this damage is resolved, remove the boxed model from play.

• **Distillation** - When an attack with this weapon destroys a living enemy model, immediately after the attack is resolved remove d3 + 3 damage points from this model's battlegroup controller.

• **Psycho Venom** - When a living or undead enemy model is boxed by this attack, you can choose to take control of it. If you do, remove 1 damage point from it, causing it to no longer be boxed. For the rest of the turn, this model's battlegroup controller can channel spells through the affected model as if it were a model in its battlegroup with the Arc Node advantage. The affected model cannot activate. At the end of this turn, the affected model is destroyed.

Necrojector

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

• **Burster** - When this attack boxes a living or undead model, the closest three models within 3" of the boxed model suffer an unboostable POW 10 corrosion damage roll. This damage is not considered to have been caused by an attack. After this damage is resolved, remove the boxed model from play.

• **Distillation** - When an attack with this weapon destroys a living enemy model, immediately after the attack is resolved remove d3 + 3 damage points from this model's battlegroup controller.

• **Psycho Venom** - When a living or undead enemy model is boxed by this attack, you can choose to take control of it. If you do, remove 1 damage point from it, causing it to no longer be boxed. For the rest of the turn, this model's battlegroup controller can channel spells through the affected model as if it were a model in its battlegroup with the Arc Node advantage. The affected model cannot activate. At the end of this turn, the affected model is destroyed.

Deathripper

Cryx Bane Light Warjack

PC: 4   FA: 4

DEATHRIPPER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	-	5	5	14	14	-	-

40

⚔ MANDIBLE

LOC	RNG	ROF	AOE	POW
F	1	-	-	12

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

Mandible

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 Bane Light Warjack

PC: 6 FA: 4

DEFILER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	-	5	5	14	14	-	-

40

SLUDGE CANNON

LOC	RNG	ROF	AOE	POW
F	SP 8	1		10

BASH

LOC	RNG	ROF	AOE	POW
-	1			7

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

Desecrator

Cryx Bane Heavy Warjack

PC: 13   FA: 4

DESECRATOR

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	5	12	18	-	-

PLAGUE BRINGER

LOC	RNG	ROF	AOE	POW
L	12	1	3	14/8

VIVISECTOR

LOC	RNG	ROF	AOE	POW
R	1			17

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

Accumulator [Bane] - When this model begins its activation within 3″ of one or more friendly Bane warrior models, this model gains 1 focus point.

Steady - This model cannot become knocked down.

Vivisector

Critical Shred - On a critical hit with this weapon during this model's Combat Action, after the attack is resolved this model can make one additional attack with this weapon against the model hit.

Grievous Wounds - A model hit by this weapon loses Tough and cannot have damage removed from it for one round.

Inflictor

Cryx Bane Heavy Warjack

PC: 9   FA: 4

INFLICTOR

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	7	5	13	17	-	-

50

SHIELD CLAW

LOC	RNG	ROF	AOE	POW
L	1			13

+2

STINGER

LOC	RNG	ROF	AOE	POW
R	1			16

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

Shield Guard - When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

Stinger

Critical Poison - On a critical hit, gain an additional die on this weapon's damage rolls against living models.
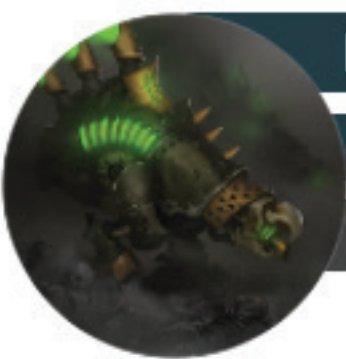
Nightwretch

Cryx Bane Light Warjack

PC: 6   FA: 4

NIGHTWRETCH

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	-	5	5	14	14	-	-

40

DOOMSPITTER

LOC	RNG	ROF	AOE	POW
F	6	1	2	14/8

BASH

LOC	RNG	ROF	AOE	POW
-	1			7

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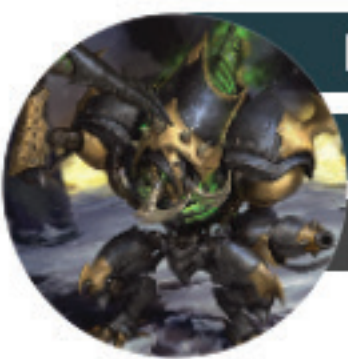
Reaper

Cryx Bane Heavy Warjack

PC: 11   FA: 4

REAPER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	7	5	13	17	-	-

HARPOON

LOC	RNG	ROF	AOE	POW
L	10	1	-	14

HELLDRIVER

LOC	RNG	ROF	AOE	POW
R	2	-	-	16

TUSKS

LOC	RNG	ROF	AOE	POW
-	1	-	-	12

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

Helldriver

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.

Harpoon

Skewer - When this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed directly toward this model until it contacts a model, an obstacle, or an obstruction.

Ripjaw

Cryx Bane Light Warjack

PC: 5   FA: 4

RIPJAW

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	-	5	5	14	14	-	-

🔋 🔨 ⚡ ⚡ 40

BONE SAW

LOC	RNG	ROF	AOE	POW
F	1	-	-	10

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

Bone Saw

Critical Armor-Piercing - On a critical hit, when calculating damage from this weapon, halve the base ARM stats of the model hit.

Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

Seether

Cryx Bane Heavy Warjack

PC: 10 | FA: 4

SEETHER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	8	5	12	17	-	-

(50)

TALON

LOC	RNG	ROF	AOE	POW
R	1			17

TALON

LOC	RNG	ROF	AOE	POW
L	1			17

TUSKS

LOC	RNG	ROF	AOE	POW
-	1			12

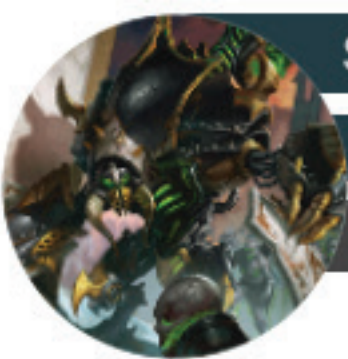|	1	2	3	4	5	6
		L			R	
	L	L	M	C	R	R
		M	M	C	C	

Uncontrollable Rage - This model can run and charge without spending focus points. This model must run or charge during its activation if it can, unless it is engaging an enemy model. If this model cannot run or charge, it activates normally.

Slayer

Cryx Bane Heavy Warjack

PC: 9   FA: 4

SLAYER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	7	5	13	17	-	-

DEATH CLAW

LOC	RNG	ROF	AOE	POW
L	1			17

DEATH CLAW

LOC	RNG	ROF	AOE	POW
R	1			17

TUSKS

LOC	RNG	ROF	AOE	POW
-	1			12

Death Claw

Combo Strike (★Attack) - This model gains +4 to the damage roll for this attack.

Stalker

Cryx Bane Light Warjack

PC: 7   FA: 4

STALKER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
7	-	7	4	15	13	-	-

40

EVISCERATOR

LOC	RNG	ROF	AOE	POW
R	1			12

EVISCERATOR

LOC	RNG	ROF	AOE	POW
L	1			12

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

Bounding Leap - Once per activation, after making a full advance as its Normal Movement but before performing its Combat Action, this model can spend 1 focus point to be placed completely within 5" of its current location.

Extended Control Range - When checking to see if this model is in its controller's control range, double the range.

Courser

Cygnar Storm Legion Light Warjack

FA: 4

COURSER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	6	7	13	16	-	-

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

Insulated Cortex - This warjack cannot be disrupted.

HEAD OPTIONS

Head A   PC: 1

GRANTED ABILITIES

Shield Gaurd - When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

Head B   PC: 1

GRANTED ABILITIES

Dodge - This model can advance up to 2" immediately after an enemy attack that missed it is resolved.

Head C   PC: 1

GRANTED MODEL ADVANTAGES

Head D   PC: 2

GRANTED MODEL ADVANTAGES

COURSER
RIGHT ARM OPTIONS

Right Arm A - Voltaic Spear — PC: 3

GRANTED ABILITIES

Set Defense - Models suffer –2 on charge and slam power attack rolls against this model.

GRANTED WEAPONS

Voltaic Spear

LOC	RNG	ROF	AOE	POW
R	2	–	–	12

Electro Leap - When a model is directly hit with a basic attack made with this weapon, you can have lightning arc to the nearest model within 3" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll. Lightning arc damage rolls are not considered to have been caused by an attack. Resolve lightning arc damage rolls simultaneously with the damage resulting from the attack that caused the leap.

Right Arm B - Voltaic Broadsword — PC: 3

GRANTED WEAPONS

Voltaic Broadsword

LOC	RNG	ROF	AOE	POW
R	1	–	–	14

Critical Thunderclap - On a critical hit, models hit without Resistance: Electricity become knocked down.

Right Arm C - Heavy Stormthrower — PC: 4

GRANTED WEAPONS

Heavy Stormthrower

LOC	RNG	ROF	AOE	POW
R	SP 12	1	–	12

Voltaic Blade

LOC	RNG	ROF	AOE	POW
R	1			12

Right Arm D - Mag-Bolter — PC: 5

GRANTED WEAPONS

Mag-Bolter

LOC	RNG	ROF	AOE	POW
R	14	1	–	6

Armor-Piercing - When calculating damage from this weapon, halve the base ARM stats of models hit.

COURSER
LEFT ARM OPTIONS

Left Arm A - Electrified Shield | PC: 4

GRANTED WEAPONS

Electrified Shield

LOC	RNG	ROF	AOE	POW
L	1	-	-	11

+2

Shock Field - If a warjack hits this model 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.

Left Arm B - Voltaic Punching Spike | PC: 2

GRANTED WEAPONS

Voltaic Punching Spike

LOC	RNG	ROF	AOE	POW
L	1	-	-	12

Critical Armor-Piercing - On a critical hit, when calculating damage from this weapon, halve the base ARM stats of the model hit.

Left Arm C - Electro Grenade Launcher | PC: 4

GRANTED WEAPONS

Electro Grenade Launcher

LOC	RNG	ROF	AOE	POW
L	12	1	2	10/7

Arcing Fire - When attacking with this weapon, this model can ignore intervening models.

Left Arm D - Rapid Fire Light Mag-Bolter | PC: 4

GRANTED WEAPONS

Rapid Fire Light Mag-Bolter

LOC	RNG	ROF	AOE	POW
L	10	d3	-	10

Beat Back - Immediately after a basic 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" directly toward it.
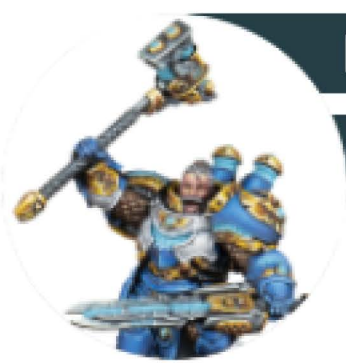
Major Anson Wolfe

Cygnar Storm Legion Warcaster

FA: C

WOLFE 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	6	8	5	16	16	7	14

30

GALVANIC SWORD

RNG	ROF	AOE	POW
2	–	–	15

VOLTAIC HAMMER

RNG	ROF	AOE	POW
1	–	–	15

Blood-Quenched - This model gains a cumulative +1 ARM and +1 to its melee damage rolls for each enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

Side Step - When this model hits an enemy model with an initial melee attack or a melee special attack, it can advance up to 2" after the attack is resolved.

Galvanic Sword

Electro Leap - When a model is directly hit with a basic attack made with this weapon, you can have lightning arc to the nearest model within 3" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll. Lightning arc damage rolls are not considered to have been caused by an attack. Resolve lightning arc damage rolls simultaneously with the damage resulting from the attack that caused the leap.

Voltaic Hammer

Beat Back - Immediately after a basic 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" directly toward it.

Critical Thunderclap - On a critical hit, models hit without Resistance: Electricity become knocked down.

MAJOR ANSON WOLFE

FEAT

Give 'Em Hell!

When one or more friendly Faction models are destroyed while in Wolfe's control area by an enemy attack, immediately after the attack is resolved one model in Wolfe's battlegroup currently in his control area can advance up to 2" and make one basic attack. Give 'Em Hell! lasts for one round.

SPELLS

Spell Rack Options: 2

Energizer

COST	RNG	AOE	POW	DUR	OFF
2	Self	-	-	-	No

Each model in the spellcaster's battlegroup that is currently in its control range can immediately advance up to 2". Energizer can be cast only once per activation.

Lightning Tendrils

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	No

Target friendly Faction model/unit gains Resistance: Electricity. Affected models' melee weapons become RNG 2 and gain Electro Leap.

Positive Charge

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	Turn	No

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.
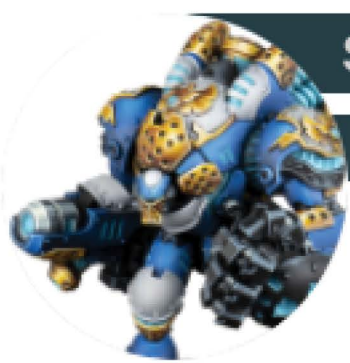
Stryker

Cygnar Storm Legion Heavy Warjack

FA: 4

STRYKER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	7	6	12	18	-	-

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

Accumulator [Storm Legion warrior model] - When this model begins its activation within 3" of one or more Storm Legion warrior models, this model gains 1 focus point.

HEAD OPTIONS

Head A — PC: 3

GRANTED MODEL ADVANTAGES

GRANTED ABILITIES

Plasma Nimbus - If this model is hit by a melee attack, immediately after the attack is resolved you can choose to have the attacking model suffer a POW 10 electrical damage roll unless this model was destroyed or removed from play by the attack.

Head B — PC: 3

GRANTED ABILITIES

Arcane Precision - If this model uses its Normal Movement to aim, it ignores cloud effects when determining LOS and ignores Stealth that activation.

Head C — PC: 1

GRANTED ABILITIES

Relentless Charge - While advancing as part of a charge, this model gains Pathfinder.

Head D — PC: 3

GRANTED ABILITIES

Overtake - When this model destroys one or more enemy models with a basic melee attack during its Combat Action, after the attack is resolved it can immediately advance up to 1".

STRYKER
RIGHT ARM OPTIONS

Right Arm A - Voltaic Halbred | PC: 6

GRANTED ABILITIES

Set Defence - Models suffer –2 on charge and slam power attack rolls against this model.

GRANTED WEAPONS

Voltaic Halberd

LOC	RNG	ROF	AOE	POW
R	2	-	-	17

Electro Leap - When a model is directly hit with a basic attack made with this weapon, you can have lightning arc to the nearest model within 3" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll. Lightning arc damage rolls are not considered to have been caused by an attack. Resolve lightning arc damage rolls simultaneously with the damage resulting from the attack that caused the leap.

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

Right Arm B - Voltaic Javelin | PC: 6

GRANTED WEAPONS

Voltaic Javelin

LOC	RNG	ROF	AOE	POW
R	8	1	-	15

Direct Current - If this attack directly hits, you can choose to have all models whose bases are intersected by a line drawn between the center of the model directly hit and the center of this model suffer an unboostable POW 8 electrical damage roll. This damage is not considered to have been caused by an attack. Resolve Direct Current damage rolls simultaneously with the damage resulting from the attack that caused it.

Reload [1] - This model can spend 1 focus point to make one additional ranged attack with this weapon during its Combat Action.

Javelin

LOC	RNG	ROF	AOE	POW
R	2	-	-	15

Right Arm C - Electro Bombard | PC: 8

GRANTED WEAPONS

Electro Bombard

LOC	RNG	ROF	AOE	POW
R	14	1	2	15/10

Arcing Fire - When attacking with this weapon, this model can ignore intervening models.

Right Arm D - Voltaic Hammer | PC: 6

GRANTED WEAPONS

Voltaic Hammer

LOC	RNG	ROF	AOE	POW
R	1	-	-	18

Critical Smite - On a critical hit, the model hit can be slammed d6" directly away from this model. If the model hit has a larger base than the attacking model, it is moved only half the distance rolled. The POW of collateral damage is equal to the POW of this weapon.

Tremor (★Attack) - This attack causes no damage. Other models within 2" of this model become knocked down. This model is not affected by Tremor.

STRYKER
LEFT ARM OPTIONS

Left Arm A - Galvanic Shield — PC: 4

GRANTED WEAPONS

Galvanic Shield

	LOC	RNG	ROF	AOE	POW
	L	1	-	-	13

+2

Focus-Charged: Polarity Field - This model can spend 1 focus point at any time during its activation to gain Polarity Field for one round. (A model with Polarity Field cannot be targeted by a charge or slam power attack made by a construct model.)

Left Arm B - Power Fist — PC: 4

GRANTED WEAPONS

Repulsor Blast

	LOC	RNG	ROF	AOE	POW
	L	10	1	-	12

Beat Back - Immediately after a basic 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" directly toward it.

Power Fist

	LOC	RNG	ROF	AOE	POW
	L	1	-	-	14

Left Arm C - Heavy Mag-Bolter — PC: 7

GRANTED WEAPONS

Heavy Mag-Bolter

	LOC	RNG	ROF	AOE	POW
	L	14	1	-	8

Armor-Piercing - When calculating damage from this weapon, halve the base ARM stats of models hit.

Left Arm D - Stormblazer Cannon — PC: 5

GRANTED WEAPONS

Stormblazer Cannon

	LOC	RNG	ROF	AOE	POW
	L	10	1	-	14

Galvanic Blast Field - On a direct hit, center a cloud effect template on the model hit. The cloud is a hazard that remains in play for one round. Models entering or ending their activations in the template suffer a POW 10 electrical damage roll.

Kapitan Ekaterina Baranova

Khador Winter Korps Warcaster

FA: C

BARANOVA

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	7	6	6	15	15	7	14

30

BLADE PISTOL

RNG	ROF	AOE	POW
8	1	-	10

DOOMSAYER

RNG	ROF	AOE	POW
1			12

BLADE

RNG	ROF	AOE	POW
1			10

Long Shadows - When one or more living enemy models are destroyed by an arcane attack while in this model's control range, this model gains one focus point.

Field Marshal [Arc Node] - Warjacks in this model's battlegroup gain Arc Node.

Doomsayer

Dispel - When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.

KAPITAN EKATERINA BARANOVA

FEAT

Storm of Ages

Enemy models/units activating in Baranova's control range suffer –2 SPD, cannot charge, and cannot make slam or trample power attacks. When a friendly model in Baranova's control range is targeted by a ranged or arcane attack, the attack suffers –4 RNG. Storm of Ages lasts for one round.

SPELLS

Spell Rack Options: 3

Banishing Ward

COST	RNG	AOE	POW	DUR	OFF
2	6	–	–	Up	No

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

Gallows

COST	RNG	AOE	POW	DUR	OFF
3	10	–	13	–	Yes

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

Invocations of Wrath

COST	RNG	AOE	POW	DUR	OFF
3	Self	Ctrl	–	Turn	No

While in the spellcaster's control range, friendly Faction models gain an additional die on attack rolls. Discard the lowest die in each roll. Invocations of Wrath lasts for one turn.

Dire Wolf

Khador Winter Korps Heavy Warjack

FA: 4

DIRE WOLF

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	5	11	19	-	-

50

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

Anchor - Friendly warrior models cannot be knocked down while B2B with this model.

HEAD OPTIONS

Head A - Overtake
PC: 3

GRANTED ABILITIES

Overtake - When this model destroys one or more enemy models with a basic melee attack during its Combat Action, after the attack is resolved it can immediately advance up to 1".

Head B - Pathfinder
PC: 2

GRANTED MODEL ADVANTAGES

Head C - Shield Guard
PC: 1

GRANTED ABILITIES

Shield Guard - When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

Head D - Evasive
PC: 2

GRANTED ABILITIES

Evasive - When this model is hit by an enemy ranged attack, immediately after the attack is resolved this model can advance up to 2".

DIRE WOLF
RIGHT ARM OPTIONS

Right Arm A - Long Axe | PC: 5

GRANTED WEAPONS

Long Axe

LOC	RNG	ROF	AOE	POW
R	2			16

Right Arm B - Ice Hammer | PC: 4

GRANTED WEAPONS

Ice Hammer

LOC	RNG	ROF	AOE	POW
R	1			17

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

Right Arm C - Cannon | PC: 5

GRANTED WEAPONS

Cannon

LOC	RNG	ROF	AOE	POW
R	12	1	-	15

Beat Back - Immediately after a basic 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" directly toward it.

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

Right Arm D - Bombard | PC: 6

GRANTED WEAPONS

Bombard

LOC	RNG	ROF	AOE	POW
R	12	1	2	14/8

Arcing Fire - When attacking with this weapon, this model can ignore intervening models.

DIRE WOLF
LEFT ARM OPTIONS

Left Arm A – Plow-Shield — PC: 4

GRANTED MODEL ADVANTAGES 🚫

GRANTED ABILITIES

Girded - While B2B with this model, friendly models gain Resistance: Blast.

GRANTED WEAPONS

Plow-Shield

LOC	RNG	ROF	AOE	POW
L	1			14

+2

Left Arm B – Flame Fist — PC: 5

GRANTED WEAPONS

Flame Fist

LOC	RNG	ROF	AOE	POW
L	SP 8	1	–	12

Open Fist

LOC	RNG	ROF	AOE	POW
L	1			14

Left Arm C – Scrap Saw — PC: 3

GRANTED WEAPONS

Scrap Saw

LOC	RNG	ROF	AOE	POW
L	1			15

Critical Shred - On a critical hit with this weapon during this model's Combat Action, after the attack is resolved this model can make one additional attack with this weapon against the model hit.

Left Arm D – Heavy Chain Gun — PC: 6

GRANTED WEAPONS

Heavy Chain Gun

LOC	RNG	ROF	AOE	POW
L	10	d3+1	–	12

Volume Fire - Gain +1 to attack and damage rolls with this weapon against medium-based models and +2 to attack and damage rolls against larger-based models.

GREAT BEAR

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	7	5	10	20	-	-

Bulldoze - When this model is B2B with an enemy model during its Normal Movement, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per turn. Bulldoze has no effect when this model makes a trample power attack.

HEAD OPTIONS

Head A - Aggressive   PC: 2

GRANTED ABILITIES

Aggressive - This model can run or charge without spending a focus point.

Heavy Boiler - This model gains +2 SPD when running.

Head B - Reposition   PC: 2

GRANTED ABILITIES

Reposition [2"] - At the end of this model's activation, this model can advance up to 2", then its activation ends.

Head C - Slammer   PC: 1

GRANTED MODEL ADVANTAGES

GRANTED ABILITIES

Follow Up - When this model slams an enemy 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.

Grand Slam - This model can make slam power attacks without spending a focus point. Models slammed by this model are moved an additional 2".

Head D - Mage Static   PC: 3

GRANTED ABILITIES

Mage Static - Spells cast by enemy models within 10" of this model suffer +1 COST and −3 RNG.

GREAT BEAR
RIGHT ARM OPTIONS

Right Arm A - Battle Mace | PC: 7

GRANTED WEAPONS

Battle Mace

LOC	RNG	ROF	AOE	POW
R	2			19

Beat Back - Immediately after a basic 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" directly toward it.

Critical Smite - On a critical hit, the model hit can be slammed d6" directly away from this model. If the model hit has a larger base than the attacking model, it is moved only half the distance rolled. The POW of collateral damage is equal to the POW of this weapon.

Right Arm B - Heavy Cannon | PC: 8

GRANTED WEAPONS

Heavy Cannon

LOC	RNG	ROF	AOE	POW
R	15	1	-	16

Momentum - A small- or medium-based model directly hit by this attack is slammed d3" directly away from this model. The POW of collateral damage is equal to the POW of this weapon. In addition to suffering a normal damage roll, large-based models hit by this attack become knocked down.

Right Arm C - Deep Freezer | PC: 7

GRANTED WEAPONS

Deep Freezer

LOC	RNG	ROF	AOE	POW
R	12	1	3	14/8

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

Right Arm D - Quad Chain Gun | PC: 7

GRANTED WEAPONS

Quad Chain Gun

LOC	RNG	ROF	AOE	POW
R	10	2d3	-	12

Volume Fire - Gain +1 to attack and damage rolls with this weapon against medium-based models and +2 to attack and damage rolls against larger-based models.

GREAT BEAR
LEFT ARM OPTIONS

Left Arm A – Heavy Cannon Shield | PC: 6

GRANTED WEAPONS

Cannon

LOC	RNG	ROF	AOE	POW
L	6	1	–	14

Shield

LOC	RNG	ROF	AOE	POW
L	1			14

+2

Left Arm B – Blasting Fist | PC: 4

GRANTED WEAPONS

Blasting Fist

LOC	RNG	ROF	AOE	POW
L	1			17

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

Left Arm C – Battle Axe | PC: 5

GRANTED WEAPONS

Battle Axe

LOC	RNG	ROF	AOE	POW
L	1			18

Critical Amputation - On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.

Left Arm D – Dozer | PC: 6

GRANTED WEAPONS

Dozer

LOC	RNG	ROF	AOE	POW
L	10	2	–	15

Beat Back - Immediately after a basic 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" directly toward it.
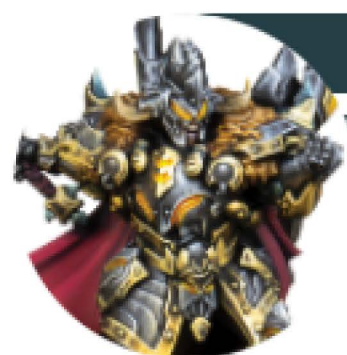
Horruskh, The Thousand Wraths

Orgoth Sea Raider Warcaster

FA: C

HORRUSKH 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	6	8	4	14	18	7	14

40

ABYSSAL BLADE

RNG	ROF	AOE	POW
2			17

Fate Blessed - When a friendly Faction model makes an attack or damage roll during its activation while in this model's control range, this model can spend 1 focus point to allow the model to reroll that roll. Each roll can be rerolled only once as a result of Fate-Blessed.

Hell Marked - Models destroyed by attacks made by this model never generate soul tokens.

Abyssal Blade

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

FEAT

Illimitable Dominion

While in Horruskh's control area, friendly Faction models cannot be knocked down and gain +3 ARM. When a friendly Faction warrior model makes a Tough roll of 4, 5, or 6 while in Horruskh's control range, that model can remove 1 damage point. Illimitable Dominion lasts for one round.

SPELLS

Spell Rack Options: 2

Thunder Strike

COST	RNG	AOE	POW	DUR	OFF
4	8	-	14	-	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 and suffers a POW 14 damage roll. Collateral damage from this slam is POW 14

Vanish

COST	RNG	AOE	POW	DUR	OFF
1	Self	-	-	-	No

Place the spellcaster anywhere completely within 3" of its current location. Vanish can be cast only once per activation.
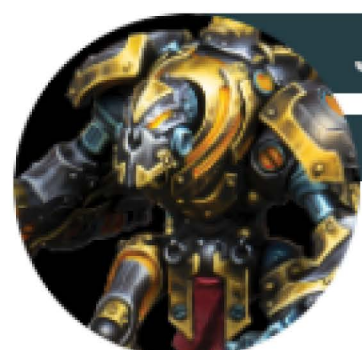
Jackal

Orgoth Sea Raider Light Warjack

FA: 4

JACKAL

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	-	6	5	12	17	-	-

40

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

Aggressive - This model can run or charge without spending a focus point.

HEAD OPTIONS

Head A   PC: 1

GRANTED MODEL ADVANTAGES ▶

Head B   PC: 1

GRANTED ABILITIES

Bloodthirst - When it charges a living or undead model, this model gains +2ᶠ movement.

Head C   PC: 2

GRANTED ABILITIES

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, regardless of whether that model is a friendly model or an enemy model.

Head D   PC: 1

GRANTED MODEL ADVANTAGES

JACKAL
RIGHT ARM OPTIONS

Right Arm A - Hunter Rifle | PC: 5

GRANTED WEAPONS

Hunter Rifle

LOC	RNG	ROF	AOE	POW
R	14	1	-	13

Critical Brutal Damage - On a critical hit, gain an additional die on this weapon's damage rolls against the target directly hit.

Right Arm B - Pole Arm | PC: 4

GRANTED ABILITIES

Set Defense - Models suffer –2 on charge and slam power attack rolls against this model.

GRANTED WEAPONS

Pole Arm

LOC	RNG	ROF	AOE	POW
R	2	-	-	13

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

Right Arm C - Flamethrower | PC: 4

GRANTED WEAPONS

Flamethrower

LOC	RNG	ROF	AOE	POW
R	SP 8	1	-	12

Right Arm D - Mace | PC: 3

GRANTED WEAPONS

Mace

LOC	RNG	ROF	AOE	POW
R	1	-	-	14

Beat Back - Immediately after a basic 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" directly toward it.

Critical Dispel - On a critical hit, upkeep spells and animi on the model/unit hit immediately expire.

JACKAL
LEFT ARM OPTIONS

Left Arm A - Assault Shield | PC: 3

GRANTED WEAPONS

Assault Shield

LOC	RNG	ROF	AOE	POW
L	1	-	-	12

+2

Left Arm B - Clawed Fist | PC: 1

GRANTED MODEL ADVANTAGES

GRANTED WEAPONS

Clawed Fist

LOC	RNG	ROF	AOE	POW
L	1	-	-	10

Left Arm C - Pneumatic Spike | PC: 2

GRANTED WEAPONS

Pneumatic Spike

LOC	RNG	ROF	AOE	POW
L	2	-	-	12

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.

Left Arm D - Heavy Bolt Thrower | PC: 4

GRANTED WEAPONS
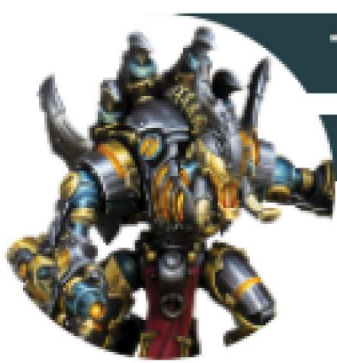
Heavy Bolt Thrower

LOC	RNG	ROF	AOE	POW
L	10	1	-	13

Reload [1] - This model can spend 1 focus point to make one additional ranged attack with this weapon during its Combat Action.

Tyrant

Orgoth Sea Raider Heavy Warjack

FA: 4

TYRANT

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	7	5	11	19	-	-

50

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

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

HEAD OPTIONS

Head A — PC: 4

GRANTED ABILITIES

Overtake - When this model destroys one or more enemy models with a basic melee attack during its Combat Action, after the attack is resolved it can immediately advance up to 1".

Head B — PC: 2

GRANTED ABILITIES

Hunter - This model ignores concealment and cover when making ranged attacks.

Head C — PC: 2

GRANTED ABILITIES

Relentless Charge - While advancing as part of a charge, this model gains Pathfinder.

Head D — PC: 5

GRANTED ABILITIES

Arcane Vortex - This model can immediately negate any spell that targets it or a model within 3" of it by spending 1 power point. The negated spell does not take effect, but its COST remains spent.

TYRANT
RIGHT ARM OPTIONS

Right Arm A - Belcher	PC: 7

GRANTED WEAPONS

Belcher

LOC	RNG	ROF	AOE	POW
R	12	1	3	14/10

Right Arm B - Harpoon	PC: 6

GRANTED WEAPONS

Harpoon

LOC	RNG	ROF	AOE	POW
R	10	1	-	14

Skewer - When this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed directly toward this model until it contacts a model, an obstacle, or an obstruction.

Harpoon

LOC	RNG	ROF	AOE	POW
R	2			12

Right Arm C - Shredder	PC: 8

GRANTED WEAPONS

Shredder

LOC	RNG	ROF	AOE	POW
R	14	1	-	16

Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

Right Arm D - Scything Flail	PC: 8

GRANTED WEAPONS

Scything Flail

LOC	RNG	ROF	AOE	POW
R	2	-	-	18

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

TYRANT
LEFT ARM OPTIONS

Left Arm A - Cannon Shield | PC: 6

GRANTED WEAPONS

Cannon

LOC	RNG	ROF	AOE	POW
L	10	1	-	12

Shield

LOC	RNG	ROF	AOE	POW
L	1	-	-	13

Left Arm B - Claw | PC: 3

GRANTED WEAPONS

Claw

LOC	RNG	ROF	AOE	POW
L	1	-	-	15

Left Arm C - Quad Bolt Thrower | PC: 7

GRANTED WEAPONS

Quad Bolt Thrower

LOC	RNG	ROF	AOE	POW
L	12	d3+1	-	13

Volume Fire - Gain +1 to attack and damage rolls with this weapon against medium-based models and +2 to attack and damage rolls against larger-based models.

Left Arm D - Ripper | PC: 5

GRANTED WEAPONS

Ripper

LOC	RNG	ROF	AOE	POW
L	1	-	-	17

Critical Shred - On a critical hit with this weapon during this model's Combat Action, after the attack is resolved this model can make one additional attack with this weapon against the model hit.

Exemplar Cinerator Officer

Protectorate Exemplar Command Attachment

1 Officer PC: 3 | FA: 2

OFFICER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	8	4	11	17	-	-

🔥 40

BLAZING SWORD

RNG	ROF	AOE	POW
2			11

SHEILD

RNG	ROF	AOE	POW
1			11

Command Attachment [Exemplar Cinerators] – This command attachment can be added to an Exemplar Cinerator unit.

Officer

Granted: Shield Wall – While this model is in play, models in its unit gain Shield Wall. (While a model with Shield Wall is B2B with one or more models in its unit, it gains +2 ARM and cannot be knocked down.)

Tactics: Take Down – While this model is in play, models in its unit gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)

Vengeance – During your Maintenance Phase, if one or more models in this unit were damaged by enemy attacks during the last round, each model in the unit can advance 3″ and make one basic melee attack.

Exemplar Errant Officer & Standard

Protectorate Exemplar Command Attachment

Officer & Standard PC: 4   FA: 3

OFFICER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	8	7	12	16	-	-

CROSSBOW

RNG	ROF	AOE	POW
10	1		10

SWORD

RNG	ROF	AOE	POW
1			9

SHIELD

RNG	ROF	AOE	POW
1			9

STANDARD BEARER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	7	6	12	16	-	-

SHEILD

RNG	ROF	AOE	POW
1			9

OFFICER

♥

Command Attachment [Exemplar Errant] - This command attachment can be added to an Exemplar Errant unit.

Officer

Purity - This model can use Purity once per game at any time during its unit's activation. Enemy upkeep spells and animi on this unit immediately expire. Models in this unit cannot be targeted by enemy spells. Purity lasts for one round.

Granted Dual Attack - While this model is in play, models in its unit gain Dual Attack.

Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed and this model removes 1 damage point.

Standard Bearer

Granted: Inspiration - While this model is in play, models in its unit gain +1 to attack rolls.

Granted: Rise - While this model is in play, models in its unit that are knocked down at the beginning of your Maintenance Phase stand up.

Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed and this model removes 1 damage point.

Take Up - If this model is destroyed, you can choose a trooper in this unit within 1" of it to be destroyed instead. Remove that trooper from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen trooper.

Knights Exemplar Officer

Protectorate Exemplar Command Attachment

PC: 3 | FA: 4

OFFICER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	8	4	12	15	-	-

30

RELIC BLADE

RNG	ROF	AOE	POW
1			11

Command Attachment [Knights Exemplar] - This command attachment can be added to a Knights Exemplar unit.

Officer

Battle-Driven - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gains +2 ARM, +2 to their melee attack damage rolls, and Pathfinder for one round.

Divine Retribution - This model can use Divine Retribution once per game at any time during its unit's activation. This activation, models in this unit gain Divine Inspiration. (A model with Divine Inspiration gains an additional die on melee attack and melee damage rolls. Discard the lowest die of each roll.)

Granted: Cleave - While this model is in play, models in its unit gain Cleave. (When a model with Cleave destroys one or more enemy models with a basic melee attack during its Combat Action, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave per activation.)

Exemplar Bastion Seneschal

Protectorate Exemplar Solo

PC: 4   FA: 2

SENESCHAL

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	8	4	11	16	-	-

40

CONSECRATED HALBERD

RNG	ROF	AOE	POW
2			13

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

Drive: Rhythm of Steel - While within 10" of this model, a warjack under its control gains Flank [Bastion]. (When a model with Flank [Bastion] makes a melee attack against an enemy model in the melee range of a friendly Bastion model, the model with Flank gains +2 to attack rolls and gains an additional damage die.)

Leadership [Exemplar Bastions] - Friendly Exemplar Bastion models can remove 1 damage point when they begin an activation within 10" of one or more Exemplar Bastion Seneschals.

Set Defense - Models suffer −2 on charge and slam power attack rolls against this model.

Tactician [Exemplar] - While within 10" of this model, friendly Exemplar models can ignore other friendly Exemplar models when determining LOS. Friendly Exemplar models can advance through other friendly Exemplar models within 10" of this model if they have enough movement to move completely past them.

Exemplar Errant Seneschal

Protectorate Exemplar Solo

PC: 3   FA: 2

SENESCHAL

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	–	8	7	12	16	–	–

HEAVY CROSSBOW

RNG	ROF	AOE	POW
10	1		10

SWORD

RNG	ROF	AOE	POW
1			9

SHIELD

RNG	ROF	AOE	POW
1			9

Call to Sacrifice [Exemplar Errant trooper] - If this model is disabled by an enemy attack, you can choose a non-disabled friendly Exemplar Errant trooper model within 5" of this model to be destroyed. If another model is destroyed as a result of Call to Sacrifice, remove 1 damage point from this model.

Leadership [Exemplar Errants] - While within 10˝ of this model, friendly Exemplar Errants models gain Unyielding.

Unyielding - This model gains +2 ARM against melee damage rolls.

Exemplar Warder

Protectorate Exemplar Solo

PC: 3 — FA: 2

WARDER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	–	8	4	12	17	–	–

(30)

CONSECRATED HALBERD

RNG	ROF	AOE	POW
2			11

SHIELD

RNG	ROF	AOE	POW
1			11

Inhuman Resolve - When a living friendly Faction model within 10" of this model is destroyed by an enemy attack, after the attack is resolved this model can remove 1 damage point. When this model is disabled, it becomes knocked down instead of becoming boxed and its activation immediately ends. While this model is disabled, it cannot activate. If this model is disabled at the beginning of your Maintenance Phase, it is destroyed.

Set Defense - Models suffer –2 on charge and slam power attack rolls against this model.

Shield Guard - When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

Exemplar Warder Elias Gade

Protectorate Errant Exemplar Solo

PC: 5 | FA: C

GADE 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	–	7	7	12	16	–	–

30

HEAVY CROSSBOW

RNG	ROF	AOE	POW
10	1	–	10

BAYONET

RNG	ROF	AOE	POW
1			9

Call to Sacrifice [Exemplar Errant] trooper - If this model is disabled by an enemy attack, you can choose a non-disabled friendly Exemplar Errant trooper model within 5" of this model to be destroyed. If another model is destroyed as a result of Call to Sacrifice, remove 1 damage point from this model.

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 the prey is destroyed or removed from play, choose another model/unit to be the prey.

Sniper - Instead of making a damage roll to resolve a ranged attack, this model can inflict 1 damage point. A model disabled by a ranged attack made by this model cannot make a Tough roll.

True Sight - This model ignores cloud effects when determining LOS. This model also ignores Stealth

Hand of Silence

Protectorate Exemplar Reclaimer Solo

PC: 6   FA: C

HAND OF SILENCE 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
8	–	6	6	13	16	–	–

50

FLAMETHROWER

RNG	ROF	AOE	POW
SP 8	1	–	12

USHER

RNG	ROF	AOE	POW
2			14

Ashen Veil - This model has concealment. Living enemy models without Immunity: Fire suffer –2 to attack rolls while within 2" of this model.

Direct Spirits - When a friendly living Faction warrior model is destroyed within 10" of this model and generates a soul token, you choose which model with the Soul Taker ability gains the destroyed model's soul, regardless of the proximity of other models. Enemy models are not eligible to gain soul tokens from friendly models destroyed within 10" of this model.

Reposition [3"] - At the end of this model's activation, this model can advance up to 3", then its activation ends.

Soul Taker: Requiem [Faction] - This model can gain soul tokens. When a friendly living Faction model is destroyed while within 10" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

•**Soul-Powered** - During its Combat Action, this model can spend soul tokens to make additional melee attacks. It can make one additional attack for each token spent.

•**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

High Exemplar Gravus

Protectorate Dragoon Exemplar Venger Solo

PC: 7 | FA: C

GRAVUS 1 (MOUNTED)

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
8	-	8	4	12	17	-	-

50

⚔ REVERENCE

RNG	ROF	AOE	POW
1	-	-	11

Brother's Keeper [Exemplar warrior] - While within 10″ of this model, friendly Exemplar warrior models cannot become knocked down or stationary.

Desperate Pace [small- or medium-based Exemplar] (★Action) - RNG 5. Target friendly small- or medium-based Exemplar unit. If the unit is in range, small- or medium-based Exemplar models in the unit gain +2″ movement during their Normal Movement this turn.

Reposition [3"] - At the end of this model's activation, this model can advance up to 3″, then its activation ends.

Soul Taker: Crusader's Requiem [Living Exemplar] - This model can gain soul tokens. When a friendly living Exemplar model is destroyed while within 10" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

  •**Soul-Powered** - During its Combat Action, this model can spend soul tokens to make additional melee attacks. It can make one additional attack for each token spent.

  •**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Reverence

Dispel - When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.

GRAVUS 1 (DISMOUNTED)

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	–	8	4	12	15	–	–

(30)

REVERENCE

RNG	ROF	AOE	POW
1	–	–	11

Brother's Keeper [Exemplar warrior] - While within 10″ of this model, friendly Exemplar warrior models cannot become knocked down or stationary.

Desperate Pace [small- or medium-based Exemplar] (★Action) - RNG 5. Target friendly small- or medium-based Exemplar unit. If the unit is in range, small- or medium-based Exemplar models in the unit gain +2″ movement during their Normal Movement this turn.

Soul Taker: Crusader's Requiem [Living Exemplar] - This model can gain soul tokens. When a friendly living Exemplar model is destroyed while within 10" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

- **Soul-Powered** - During its Combat Action, this model can spend soul tokens to make additional melee attacks. It can make one additional attack for each token spent.

- **Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

Reverence

Dispel - When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.

Knights Exemplar Seneschal

Protectorate Exemplar Solo

PC: 4   FA: 2

SENESCHAL

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	–	8	4	12	15	–	–

(30)

RELIC BLADE ×2

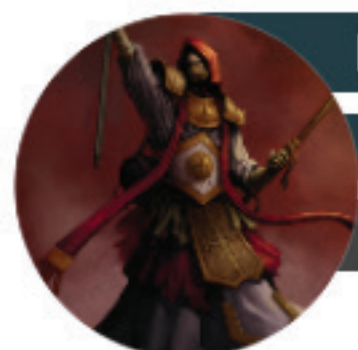| RNG	ROF	AOE	POW
1			11

Inhuman Resolve – When a living friendly Faction model within 10" of this model is destroyed by an enemy attack, after the attack is resolved this model can remove 1 damage point. When this model is disabled, it becomes knocked down instead of becoming boxed and its activation immediately ends. 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 within 10" of this model, this model gains +2 ARM and +2 to its melee attack damage rolls for one round.

Relic Blade

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 the model hit. If the additional attack hits, the target 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.

Reclaimer Gatekeeper

Protectorate Exemplar Solo

PC: 2   FA: 2

RECLAIMER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	5	4	13	13	-	-

30

TORCH

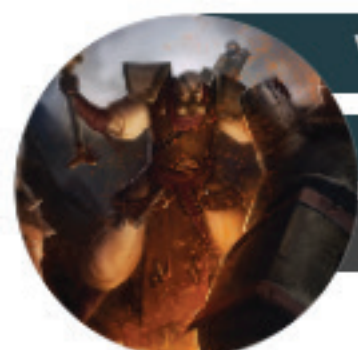| RNG	ROF	AOE	POW
1			10

Ashen Veil - This model has concealment. Living enemy models without Resistance: Fire suffer −2 to attack rolls while within 2" of this model.

Soul Mastery - At any time during its activation, this model can spend soul tokens to use one of the following effects for each token spent:

•**Ashes of Urcaen** - RNG 3. Target friendly Faction model. If the target model is in range, it gains Ashen Veil. Ashes of Urcaen lasts for one round.

•**Glimpse of Fate** - RNG 3. Target friendly Faction model. If the model is in range, it gains Future Sight. Glimpse of Fate lasts for one turn. (A model with Future Sight can boost attack and damage rolls after rolling.)

Soul Taker: Requiem [Faction] - This model can gain soul tokens. When a friendly living Faction model is destroyed while within 10" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

•**Soul Transfer (★Action)** - RNG 5. Target friendly Faction model with a Soul Taker special rule. If the model is in range, remove any number of soul tokens from this model and place them on the target friendly model.

Vassal Mechanik

Protectorate Exemplar Solo

PC: 1

FA: 3

MECHANIK

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	4	4	12	12	-	-

(30)

MULTI TOOL
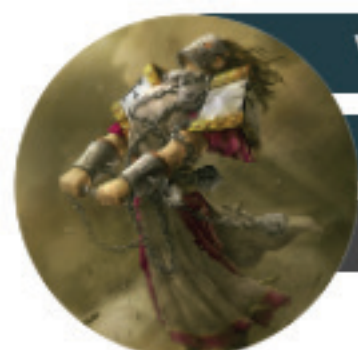
RNG	ROF	AOE	POW
1			8

Repair [d3+1] (★Action) - RNG 1. Target friendly Faction construct model. If the model is in range, remove d3+1 damage points from it.

Vassal of Menoth

Protectorate Exemplar Solo

PC: 1   FA: 2

VASSAL

	SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
	5	6	4	4	12	12	–	–

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

Magic Ability - Performing a Magic Ability special action or special attack counts as casting a spell.

- **Arcane Bolt (★Attack)** - Arcane Bolt is a RNG 12, POW 11 arcane attack.

- **Empower (★ Action)** - RNG 6. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack gains 1 focus point

- **Enliven (★Action)** - RNG 3. Target friendly Faction warjack. If the warjack is in range, the next time it suffers damage from an enemy attack, immediately after the attack is resolved the warjack can make a full advance, then Enliven expires. Enliven lasts for one round.

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

Magic Ability - Performing a Magic Ability special action or special attack counts as casting a spell.

- **Arcane Bolt (★Attack)** - Arcane Bolt is a RNG 12, POW 11 arcane attack.

- **Empower (★ Action)** - RNG 6. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack gains 1 focus point

- **Enliven (★Action)** - RNG 3. Target friendly Faction warjack. If the warjack is in range, the next time it suffers damage from an enemy attack, immediately after the attack is resolved the warjack can make a full advance, then Enliven expires. Enliven lasts for one round.

Choir of Menoth

Protectorate Exemplar Unit

3 Grunts PC: 3

FA: 3

GRUNTS

	SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
	6	-	4	4	12	12	-	-

⚔ BATTLE STAFF

	RNG	ROF	AOE	POW
	2			6

Hymn - 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. A model can only be affected by one hymn at any time.

- **Battle (★Action)** - RNG 3. Target friendly Faction warjack. If the target warjack is in range, it gains +2 to its damage rolls. Battle lasts for one turn.

- **Passage (★Action)** - RNG 3. Target friendly Faction warjack. If the target warjack is in range, it cannot be targeted by non-magical ranged attacks. Passage lasts for one round.

- **Shielding (★Action)** - RNG 3. Target friendly Faction warjack. If the target warjack is in range, it cannot be targeted by enemy spells. Shielding lasts for one round.

Exemplar Bastions

Protectorate Exemplar Unit

3 Grunts PC: 8   FA: 2

GRUNTS

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	7	4	11	16	-	-

(40)

CONSECRATED HALBERD

RNG	ROF	AOE	POW
2			13
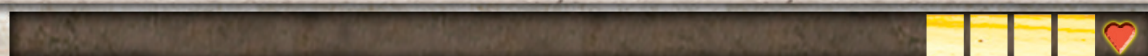
GRUNT 1

GRUNT 2

GRUNT 3
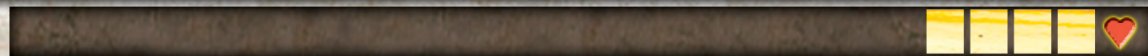
Defensive Strike - Once per turn, when an enemy model advances into and ends its movement or is placed in this model's melee range, this model can immediately make one basic melee attack against it.

Sanguine Bond - When this model would suffer damage from an enemy attack, you can choose one or more models in its unit to suffer any amount of that damage 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.

Set Defense - Models suffer –2 on charge and slam power attack rolls against this model.

Exemplar Cinerators

Protectorate Exemplar Unit

3 Grunts PC: 7 FA: 2

GRUNTS

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	–	7	4	11	17	–	–

40

BLAZING SWORD

RNG	ROF	AOE	POW
2			11

SHIELD

RNG	ROF	AOE	POW
1			11

GRUNT 1
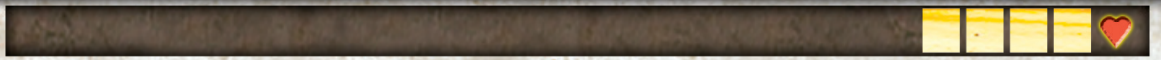
GRUNT 2

GRUNT 3
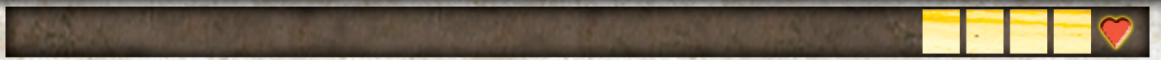
Vengeance – During your Maintenance Phase, if one or more models in this unit were damaged by enemy attacks during the last round, each model in the unit can advance 3″ and make one basic melee attack.

Exemplar Errants

Protectorate Exemplar Unit

5 Grunts PC: 8 FA: 3

GRUNTS

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	–	7	6	12	16	–	–

HEAVY CROSSBOW

RNG	ROF	AOE	POW
10	1		10

SWORD

RNG	ROF	AOE	POW
1			9

SHIELD

RNG	ROF	AOE	POW
1			9

Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3″ of this model to be destroyed and this model removes 1 damage point.

Exemplar Vengers

Protectorate Exemplar Unit

3 Grunts PC: 9 FA: 2

GRUNTS

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
8	-	7	4	12	18	-	-

BLESSED LANCE

RNG	ROF	AOE	POW
2			15

GRUNT 1

GRUNT 2

GRUNT 3

Battle-Driven - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gains +2 ARM, +2 to their melee attack damage rolls, and Pathfinder for one round.

Reposition [3"] - At the end of this unit's activation, this model can advance up to 3", then its activation ends.

Knights Exemplar

Protectorate Exemplar Unit

5 Grunts PC: 7 FA: 4

GRUNTS

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	7	4	12	15	-	-

(30)

RELIC BLADE

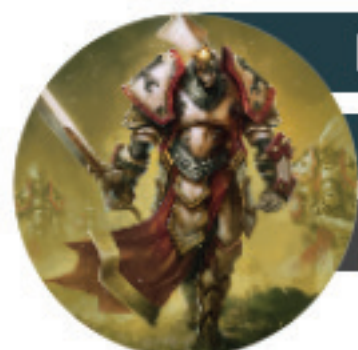| RNG	ROF	AOE	POW
1			11

Battle-Driven - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gains +2 ARM, +2 to their melee attack damage rolls, and Pathfinder for one round.

Visgoth Juviah Rhoven & Honor Guard

Protectorate Exemplar Unit

Rhoven, Gius & Cassian PC: 9   FA: C

RHOVEN 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	8	6	4	12	16	-	-

(30)

STAFF OF SULON

	RNG	ROF	AOE	POW
	2			12

GIUS 1 & CASSIAN 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	8	4	12	16	-	-

(30)

CONSECRATED HALBERD

	RNG	ROF	AOE	POW
	2			11

RHOVEN 1
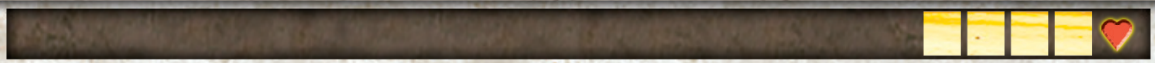
GUIS 1
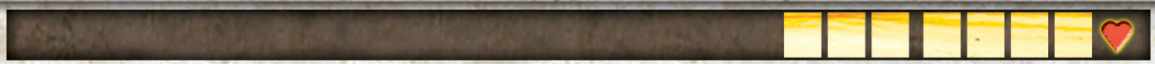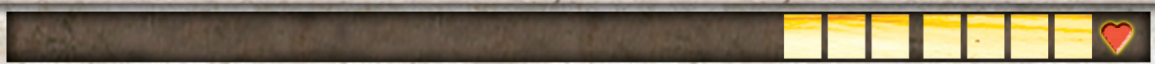
CASSIAN 1

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.

Magic Ability – Performing a Magic Ability special action or special attack counts as casting a spell.

- **Cleansing Fire (★Attack)** – Cleansing Fire is a RNG 8, AOE 2, POW 14/8 arcane attack that causes fire damage. On a critical hit, models hit suffer the Fire continuous effect.

- **Menoth's Sight (★Action)** – Choose a friendly Faction model. While within 6" of this model, the chosen model gains Eyeless Sight. Menoth's Sight lasts for one turn.

- **Purifying Prayer (★Action)** – Animi and continuous effects on models/units within 6" of this model immediately expire.

Gius & Cassian

Set Defense – Models suffer –2 on charge and slam power attack rolls against this model.

Shield Guard – When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

Grand Exemplar Kreoss

Protectorate Exemplar Warcaster

FA: C

KREOSS 2

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	7	8	4	14	17	7	14

⊛ 30

JUSTIFIER

RNG	ROF	AOE	POW
2	-	-	14

Imperishable Conviction - When a friendly Faction model in its control range is destroyed by an enemy attack, this model can remove 1 damage point.

Paragon of the Faith – While within 10" of this model, friendly Exemplar warrior models gain Tough.

Justifier

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 gainst the model hit. Life Trader can be used only once per attack.

Smite (★Attack) – The model hit is slammed d6″ directly away from this model. If the model hit has a larger base than the attacking model it is moved only half the distance rolled. The POW of collateral damage is equal to half the POW of this weapon.

GRAND EXEMPLAR KREOSS

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 range, the attack automatically hits. While in Kreoss' control range, friendly Faction models can make one additional melee attack during their Combat Actions. Strength of Arms lasts for one turn.

SPELLS

Assail

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	NO

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".

Chasten

COST	RNG	AOE	POW	DUR	OFF
2	8	-	12	-	YES

Enemy upkeep spells and animi on target model/unit damaged by this attack expire.

Cleansing Fire

COST	RNG	AOE	POW	DUR	OFF
3	8	2	14/8	-	YES

Cleansing Fire causes fire damage. On a critical hit, models hit suffer the Fire continuous effect.

Inviolable Resolve

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	NO

Target friendly Faction model/unit gains +2 ARM and cannot be knocked down or moved by a push or a slam.

Sacrosanct

COST	RNG	AOE	POW	DUR	OFF
3	Self	Ctrl	-	RND	NO

When an enemy non-Commander warrior model destroys one or more friendly Faction models in the spellcaster's control range with an attack, immediately after the attack is resolved the attacking model becomes knocked down. Sacrosanct lasts for one round.

High Exemplar Cyrenia

Protectorate Exemplar Warcaster

FA: C

CYRENIA 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	6	8	4	15	16	6	12

(30)

RELIC BLADE

RNG	ROF	AOE	POW
1			15

Battle Plan - This model can use one of the following plans at any time during its activation.

- •**Desperate Mission** - RNG 5. Target friendly Faction warrior model. If the model is in range, it gains Last Word for one turn. Desperate Mission lasts for one round. (When a model with Last Word is disabled by an enemy attack, it can immediately advance up to 3" and can make one basic melee attack.)

- •**Fight to the Last** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Tough for one round.

- •**Special Orders** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Reposition [3"] for one turn. (At the end of a model/unit with Reposition [3"]'s activation, it can advance up to 3", then its activation ends.)

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 the last round, during your Maintenance Phase this model can advance up to 3" and make one basic melee attack.

HIGH EXEMPLAR CYRENIA

FEAT

Feat: Vigilance of the Faithful

While in Cyrenia's control range, friendly Faction models gain +2 DEF. When one or more friendly Faction models are destroyed or removed from play by an enemy attack while in Cyrenia's control range, immediately after the attack is resolved one friendly Faction warrior model in Cyrenia's control range can advance up to 3". A model can only move once per turn as a result of Vigilance of the Faithful. Vigilance of the Faithful lasts for one round.

SPELLS

Dash

COST	RNG	AOE	POW	DUR	OFF
2	Self	Ctrl	-	Turn	NO

The spellcaster and friendly Faction warrior models activating in its control range gain +1 SPD. Dash lasts for one turn.

Hex Blast

COST	RNG	AOE	POW	DUR	OFF
3	10	2	13/8	-	YES

Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

Inviolable Resolve

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	NO

Target friendly Faction model/unit gains +2 ARM and cannot be knocked down or moved by a push or a slam.

Positive Charge

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	Turn	NO

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.

Rock Wall

COST	RNG	AOE	POW	DUR	OFF
2	Ctrl	-	-	UP	NO

Place a wall template anywhere completely within the spellcaster's control range where it does not touch a model's base, an obstruction, or an obstacle. The wall is an obstacle that provides cover.

Crusader

Protectorate Exemplar Heavy Warjack

PC: 9　　FA: 4

CRUSADER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	6	5	10	19	-	-

50

OPEN FIST

LOC	RNG	ROF	AOE	POW
L	1			15

INFERNO MACE

LOC	RNG	ROF	AOE	POW
R	1			18

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

Dervish

Protectorate Exemplar Light Warjack

PC: 7　　　　　　　　　　　　　　　　　　　　FA: 4

DERVISH

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	7	4	13	16	-	-

(40)

SWORD

LOC	RNG	ROF	AOE	POW
L	1			13

SWORD

LOC	RNG	ROF	AOE	POW
R	1			13

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

Side Step - When this model hits an enemy model with an initial melee attack or a melee special attack, it can advance up to 2" after the attack is resolved.

Sword

Combo Strike (★Attack) - This model gains +4 to the damage roll for this attack.

Devout

Protectorate Exemplar Light Warjack

PC: 9 FA: 4

DEVOUT

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	7	4	13	16	-	-

40

SHIELD

LOC	RNG	ROF	AOE	POW
L	1			11

+2

POLE AXE

LOC	RNG	ROF	AOE	POW
R	2			13

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

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

Shield Guard - When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

Spell Barrier - While this model is B2B with its battlegroup controller, its battlegroup controller cannot be targeted by enemy spells.

Fire of Salvation

Protectorate Exemplar Heavy Warjack

PC: 12   FA: C

FIRE OF SALVATION 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	8	5	10	19	-	-

(50)

ABSOLVER

LOC	RNG	ROF	AOE	POW
R	1			18

OPEN FIST

LOC	RNG	ROF	AOE	POW
L	1			14

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

Bond [Kreoss] - If this model begins the game in Kreoss' battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent's control. While this model is bonded to Kreoss and in his control range, it gains Divine Inspiration. (A model with Divine Inspiration gains an additional die on melee attack and melee damage rolls. Discard the lowest die of each roll.)

Relentless Charge - While advancing as part of a charge, this model gains Pathfinder.

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 the last round, during your Maintenance Phase this model can advance up to 3" and make one basic melee attack.

Absolver

Dispel - When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.

Redeemer

Protectorate Exemplar Light Warjack

PC: 9   FA: 4

REDEEMER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	3	12	17	-	-

40

SKYHAMMER

LOC	RNG	ROF	AOE	POW
L	16	1	2	12/6

BATTLE MACE

LOC	RNG	ROF	AOE	POW
R	1			13

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

Skyhammer

Reload [2] - This model can spend focus points to make up to two additional ranged attacks with this weapon during its Combat Action. It can make one additional attack for each focus point spent.
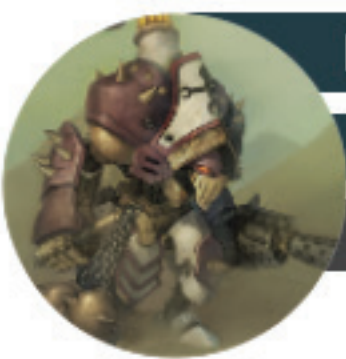
Repenter

Protectorate Exemplar Light Warjack

PC: 7 | FA: 4

REPENTER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	5	12	17	-	-

40

FLAME THROWER

LOC	RNG	ROF	AOE	POW
L	SP 8	1		12

WAR FLAIL

LOC	RNG	ROF	AOE	POW
R	1			13

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

Revenger

Protectorate Exemplar Light Warjack

PC: 9   FA: 4

REVENGER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	5	12	17	-	-

HALBERD

LOC	RNG	ROF	AOE	POW
R	2			13

REPULSOR SHIELD

LOC	RNG	ROF	AOE	POW
L	1			11

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

Halberd

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

Repulsor Shield

Repel - When this model hits an enemy model with this weapon, 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.
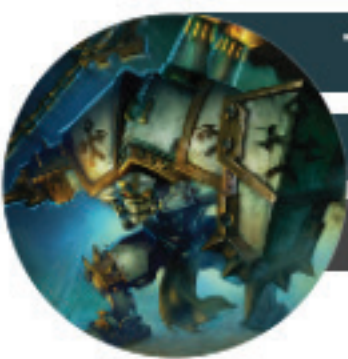
Templar

Protectorate Exemplar Heavy Warjack

PC: 12   FA: 4

TEMPLAR

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	6	5	10	19	-	-

50

SHIELD

LOC	RNG	ROF	AOE	POW
L	1			13

+2

FLAIL

LOC	RNG	ROF	AOE	POW
R	2			17

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

Shield Guard - When a friendly model is directly hit by a non-spray ranged attack while within 3" of a model with Shield Guard, you can choose to have the model with Shield Guard be directly hit instead. That model is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary. Shield Guard can only be used once per attack.

Flail

Beat Back - Immediately after a basic 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" directly toward it.

Vanquisher

Protectorate Exemplar Heavy Warjack

PC: 15

FA: 4

VANQUISHER

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
4	-	6	5	10	19	-	-

50

FLAME BELCHER

LOC	RNG	ROF	AOE	POW
L	10	1	3	14/8

BLAZING STAR

LOC	RNG	ROF	AOE	POW
R	2			16

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

Blazing Star

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

Vigilant

Protectorate Exemplar Light Warjack

PC: 8　　　　　　　　　　　　　　FA: 4

VIGILANT

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
5	-	6	5	12	17	-	-

40

SHIELD FISTS

LOC	RNG	ROF	AOE	POW
L	1			11

+2

SHIELD FISTS

LOC	RNG	ROF	AOE	POW
R	1			11

+2

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

Girded - While B2B with this model, friendly models gain Resistance: Blast

Roadblock - This model provides cover to friendly models as if it were an obstacle. This model loses Roadblock while it is incorporeal or knocked down.

Arcane Forces
Command Card

PC: 1

Play this card any time during your Commander's activation. Your Commander gains Range Amplifier this activation. (When a model with Range Amplifier casts a spell and is the point of origin for the spell, the spell gains +5 RNG.)

Blessing of the Gods
Command Card

PC: 0

Play this card any time during your activation of one of your models. That model's weapons gain Blessing and Damage Type: Magical this activation.

Break Through
Command Card

PC: 0

Play this card any time during the activation of one of your models/units. Those models gain Unstoppable this activation.

Careful Reconnaissance
Command Card

PC: 0

Play this card any time during the activation of one of your models/units. Those models gain Pathfinder this activation.

Hit & Run
Command Card

PC: 0

Play this card any time during the activation of one of your models. That model gain Reposition [3"] this activation.
(At the end of a model/unit with Reposition [3"]'s activation, it can advance up to 3", then its activation ends.)

Infiltration
Command Card

PC: 0

Play this card any time during the activation of one of your warrior models/units. Those models gain Stealth for one round.

Old Faithful
Command Card

PC: 0

Play this card during your Control Phase before allocating focus. Remove d6 damage from a friendly warjack or battle engine in your army.

Power Swell
Command Card

PC: 0

Play this card any time during your Commander's activation. Your Commander immediately gains 1 power point.

Put the Fires Out
Command Card

PC: 0

Play this card at the start of your Maintenance Phase on one of your model/units. Continuous effects on those models immediately expire.

Savagery
Command Card

PC: 1

Play this card any time during the activation of one of your models. That model's melee weapons gain Grievous Wounds that activation. (A model hit by a weapon with Grievous Wounds loses Tough and cannot have damage removed from it for one round.)

Sentry Duty
Command Card

PC: 1

Play this card any time during the activation of one of your models/units. Those models gain Eyeless Sight this activation.

Spotters
Command Card

PC: 2

Play this card any time during the activation of one of your warrior models/units. Those models gain Mark Target this turn. (Mark Target – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of this model and in its LOS.)

Spottes
Command Card

PC: 2

Play this card any time during the activation of one of your warrior models/units. Those models gain Mark Target this turn. (Mark Target – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of this model and in its LOS.)

Take Cover!
Command Card

PC: 1

Play this card at the end of one of your warrior model/units activations. Those models gain cover for one round.

Taunt
Command Card

PC: 1

Play this card on a friendly warrior model/unit at any time during your turn. For one round, enemy models within 8" of an affected model gain +2 to attack rolls against the affected models, but suffer –2 on attack rolls targeting other models.

True Insperation
Command Card

PC: 0

Play this card any time during the activation of one of your warrior models/units. Those models gain Tough for one round.

STORM LEGION SPELLS

Arcane Shield
Cygnar Faction Spell

Arcane Shield

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	No

Target friendly Faction model/unit gains +3 ARM.

Chain Lightning
Cygnar Faction Spell

Chain Lightning

COST	RNG	AOE	POW	DUR	OFF
3	10	-	10	-	Yes

A model hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that model to d3 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 3″ of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll. Lightning arc damage rolls are not considered to have been caused by an attack. Chain Lightning damage rolls are simultaneous.

Deflection
Cygnar Faction Spell

Deflection

COST	RNG	AOE	POW	DUR	OFF
3	Self	Ctrl	-	RND	No

While in the spellcaster's control range, friendly Faction models gain +2 DEF against ranged and magic attacks. Deflection lasts for one round.

Electrify
Cygnar Faction Spell

Electrify

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	No

Target friendly Faction warjack gains +2 to its melee attack damage rolls, Resistance: Electricity, and Repulsor Field. (When a model with Repulsor Field is hit with a melee attack, after the attack is resolved the attacking model is pushed 1″ directly away from the model hit.)

Force Hammer
Cygnar Faction Spell

Force Hammer

COST	RNG	AOE	POW	DUR	OFF
4	10	-	12	-	Yes

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 and suffers a POW 12 damage roll. Collateral damage from this slam is POW 12.

Jackhammer
Cygnar Faction Spell

Jackhammer

COST	RNG	AOE	POW	DUR	OFF
1	6	-	-	-	No

Target model in the spellcaster's battlegroup immediately makes one basic melee attack.

Lighting Pulse
Cygnar Faction Spell

Lighting Pulse

		COST	RNG	AOE	POW	DUR	OFF
		2	10	-	10	-	Yes

A model hit by Lightning Pulse suffers a POW 10 electrical damage roll, and lightning arcs to the nearest model within 3″ of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll. Lightning arc damage rolls are not considered to have been caused by an attack. Lightning Pulse damage rolls are simultaneous.

Onslaught
Cygnar Faction Spell

Onslaught

		COST	RNG	AOE	POW	DUR	OFF
		2	Self	Ctrl	-	Turn	No

The spellcaster and friendly Faction models beginning their activations in its control range gain Relentless Charge for one turn. (While advancing as part of a charge, a model with Relentless Charge gains Pathfinder.)

Snipe
Cygnar Faction Spell

Snipe

		COST	RNG	AOE	POW	DUR	OFF
		2	6	-	-	UP	No

Target friendly Faction model's/unit's ranged weapons gain +3 RNG.

Tactical Supremacy
Cygnar Faction Spell

Tactical Supremacy

		COST	RNG	AOE	POW	DUR	OFF
		2	6	-	-	UP	No

Target friendly Faction model/unit gains Reposition [3″]. (At the end of a model/unit with Reposition [3″]'s activation, it can advance up to 3", then its activation ends.)

WINTER KORPS SPELLS

Avenging Force
Khador Faction Spell

Avenging Force

COST	RNG	AOE	POW	DUR	OFF
2	Self	Ctrl	-	Up	No

If one or more friendly Faction warrior models were damaged by enemy attacks while in the spellcaster's control range during your opponent's last turn, during your Maintenance Phase one model in the spellcaster's battlegroup in its control range can advance 3" and make one basic attack.

Fog of War
Khador Faction Spell

Fog of War

COST	RNG	AOE	POW	DUR	OFF
3	Self	Ctrl	-	Up	No

Models gain concealment while in the spellcaster's control range.

Freezing Grip
Khador Faction Spell

Freezing Grip

COST	RNG	AOE	POW	DUR	OFF
3	8	-	-	Rnd	Yes

Target model/unit without Resistance: Cold becomes stationary for one round.

Iron Flesh
Khador Faction Spell

Iron Flesh

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	Up	No

Target friendly Faction model/unit gains +2 ARM and Resistance: Blast.

Puissance
Khador Faction Spell

Puissance

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	Up	No

Target friendly model/unit gains +2 to its melee damage rolls and its melee weapons gain Beat Back. (Immediately after a basic attack with a weapon with Beat Back 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" directly toward it".)

Razor Wind
Khador Faction Spell

Razor Wind

COST	RNG	AOE	POW	DUR	OFF
2	SP 10	-	12	-	Yes

On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.

Return Fire
Khador Faction Spell

Return Fire

COST	RNG	AOE	POW	DUR	OFF
1	6	-	-	Rnd	No

When target friendly Faction model is targeted by an enemy ranged attack, after the attack is resolved the affected model can make one basic melee or ranged attack, then Return Fire expires. Return Fire lasts for one round.

Superiority
Khador Faction Spell

Superiority

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	Up	No

Target friendly Faction warjack gains +2 SPD, MAT, and DEF and cannot become knocked down.

Tempest
Khador Faction Spell

Tempest

COST	RNG	AOE	POW	DUR	OFF
4	8	3	12/12	-	Yes

On a direct hit, models hit become knocked down.

Weald Secrets
Khador Faction Spell

Weald Secrets

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	Up	No

Target model/unit gains Pathfinder and Prowl for one round. (While a model with Prowl has concealment, it gains Stealth.)

SEA RAIDERS SPELLS

Abattoir
Orgoth Faction Spell

Abattoir

COST	RNG	AOE	POW	DUR	OFF
2	Self	Ctrl	-	-	No

Models in the spellcaster's battlegroup currently in its control range can immediately make one basic melee attack. Abattoir can be cast only once per turn.

Carnage
Orgoth Faction Spell

Carnage

COST	RNG	AOE	POW	DUR	OFF
2	Self	Ctrl	-	Turn	No

Friendly Faction models gain +2 to melee attack rolls against enemy models in the spellcaster's control range. Carnage lasts for one turn.

Death March
Orgoth Faction Spell

Death March

COST	RNG	AOE	POW	DUR	OFF
3	6	-	-	Up	No

Target friendly Faction unit gains +2 MAT and Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were damaged by enemy attacks during the last round, each model in the unit can advance 3˝ and make one basic melee attack.)

Hex Blast
Orgoth Faction Spell

Hex Blast

COST	RNG	AOE	POW	DUR	OFF
3	10	2	13/8	-	Yes

Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

Inviolable Resolve
Orgoth Faction Spell

Inviolable Resolve

COST	RNG	AOE	POW	DUR	OFF
2	6	-	-	UP	No

Target friendly Faction model/unit gains +2 ARM and cannot be knocked down or moved by a push or a slam.

Redline
Orgoth Faction Spell

Redline

COST	RNG	AOE	POW	DUR	OFF
2	6	–	–	UP	No

Target warjack in the spellcaster's battlegroup gains +2 SPD and can run, charge, or make slam or trample power attacks without spending focus. Additionally, the affected model gains +2 to its melee attack damage rolls and collateral damage rolls. At the end of each of its activations, the affected warjack suffers d3 damage points.

Silence of Death
Orgoth Faction Spell

Silence of Death

COST	RNG	AOE	POW	DUR	OFF
2	6	–	–	UP	No

Target friendly Faction model/unit gains +2 to its melee attack damage rolls and Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)

Soulfire
Orgoth Faction Spell

Soulfire

COST	RNG	AOE	POW	DUR	OFF
2	10	–	11	–	Yes

When a living, non-soulless enemy model is boxed by Soulfire, the spellcaster gains 1 power point and the boxed model is removed from play. If the spellcaster does not have a special rule that allows it to gain power points, it cannot gain a power point as a result of Soulfire.

Unnatural Darkness
Orgoth Faction Spell

Unnatural Darkness

COST	RNG	AOE	POW	DUR	OFF
2	8	–	–	RND	No

Center a cloud effect template on target friendly model. The cloud effect remains in play for one round.

Windstorm
Orgoth Faction Spell

Windstorm

COST	RNG	AOE	POW	DUR	OFF
3	Self	Ctrl	–	RND	No

When a friendly model is targeted by a ranged attack while in the spellcaster's control range, the attack suffers –3 RNG.
Additionally, while in the spellcaster's control range friendly models gain Blast Resistance. Windstorm lasts for one round.