



**MKIV**

**IRON KINGDOMS**  
**PLAY TEST!**  
**STAVILLE**

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# Deathripper

LegacyCryx (Banet) Light Warjack

## DEATHRIPPER

SPD STR MAT RAT DEF ARM  
7 5 5 14 14

FA: 4

Point Cost: 4

Base Size: 40mm

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

## DEATHRIPPER

Arc Node

Construct

Headbutt Power Attack

Slam Power Attack

## WEAPONS [DEATHRIPPER]

**Mandible [1x] (Front)** sword icon RNG: 1 POW: 12 P+S: 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.

end of line

# Defiler

LegacyCryx (Bane) Light Warjack

## DEFILER

SPD STR MAT RAT DEF ARM  
7 5 5 14 14

FA: 4

Point Cost: 6

Base Size: 40mm

## DEFILER

Arc Node

Construct

Dual Attack

Headbutt Power Attack

Slam Power Attack

## WEAPONS [DEFILER]

Sludge Cannon [1x] (Front) gun icon RNG: SP 8 ROF: 1 AOE: - POW: 10

Continuous Effect: Corrosion

Damage Type: Corrosion

Bash [1x] (<->) sword icon RNG: 1 POW: 7P+S: 7

end of line

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

# Ripjaw

LegacyCryx (Bane) Light Warjack

## RIPJAW

**SPD** **STR** **MAT** **RAT** **DEF** **ARM**  
7            5        5        14     14

**FA:** 4

**Point Cost:** 5

**Base Size:** 40mm

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

## RIPJAW

Arc Node

Construct

Headbutt Power Attack

Slam Power Attack

## WEAPONS [RIPJAW]

**Bone Saw [1x] (Front)**      sword icon      **RNG:** 1 **POW:** 10      **P+S:** 10

**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.

*end of line*

# Nightwretch

LegacyCryx (Bane) Light Warjack

## NIGHTWRETCH

SPD STR MAT RAT DEF ARM  
7 5 5 14 14

FA: 4

Point Cost: 6

Base Size: 40mm

## NIGHTWRETCH

Arc Node

Construct

Dual Attack

Headbutt Power Attack

Slam Power Attack

## WEAPONS [NIGHTWRETCH]

Doomspitter [1x] (Front) gun icon RNG: 6 ROF: 1 AOE: 2 POW: 14/8.

Bash [1x] (<-->) sword icon RNG: 1 POW: 7 P+S: 7

end of line

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

# Bane Witch Agathia

LegacyCryx (Bane) Warcaster

Damage: 

## AGATHIA

**SPD STR MAT RAT DEF ARM FOC**  
6            7        4        15      15      7

**FA:** C  
**Base Size:** 30mm  
**Control Range:** 12  
**AAT:** 7  
**Damage:** 16

### 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.

## AGATHIA

### Undead

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

**Field Marshal [Blood Shadow]** - The melee weapons of warjacks in this model'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.

### WEAPONS [AGATHIA]

**Death Kiss [1x] (None)**      sword icon      **RNG: 2 POW: 12      P+S: 12**

**Damage Type:** Magical

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

### SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
--	-------------	------------	------------	------------	------------	------------

<b>Ghost Walk</b>	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 and models if it has enough movement to move completely past them.)

<b>Hellfire</b>	3	10	-	14	-	Yes
-----------------	---	----	---	----	---	-----

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

<b>Hellwrought</b>	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.)

<b>Parasite</b>	3	8	-	-	UP	Yes
-----------------	---	---	---	---	----	-----

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

<b>Vanish</b>	1	Self	-	-	-	No
---------------	---	------	---	---	---	----

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

end of line

# Goreshade the Bastard

LegacyCryx (Bane) Warcaster

Damage:

## GORESHADE 1

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>	<b>FOC</b>
6		7	4	15	16	7

FA: C  
 Base Size: 40mm  
 Control Range: 14  
 AAT: 7  
 Damage: 17

**Feat: Dark Summons**  
 Put a small-based Bane unit into play. Place each model completely within 3" of Goreshade.

## GORESHADE 1

Undead

### WEAPONS [GORESHADE 1]

**Bloodcleaver [1x] (None)** sword icon RNG: 2 POW: 14 P+S: 14

Damage Type: Magical

**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.

### SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
<b>Bleed</b>	2	8	-	10	-	Yes
When Bleed damages a living enemy model, this model can remove d3 damage points.						
<b>Hex Blast</b>	3	10	2	13/8	-	Yes
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.						
<b>Lamentation</b>	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.						
<b>Shadowmancer</b>	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.)						
<b>Soul Gate</b>	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.						

### Tactical Tip

Hex Blast — Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

end of line



# Deathwalker

LegacyCryx (Bane) Solo

## DEATHWALKER

SPD	STR	MAT	RAT	DEF	ARM
6		4	3	14	10

Base Size: 30mm

## DEATHWALKER

**Incorporeal**

**Undead**

**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.

## WEAPONS [DEATHWALKER]

end of line

# Slayer

LegacyCryx (Bane) Heavy Warjack

## SLAYER

SPD STR MAT RAT DEF ARM  
6 7 5 13 17

FA: 4

Point Cost: 9

Base Size: 50mm

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

## SLAYER

Construct

Gladiator

Headbutt Power Attack

Slam Power Attack

Trample Power Attack

## WEAPONS [SLAYER]

**Death Claw [2x] (Left and Right)** sword icon RNG: 1 POW: 17 P+S: 17

Throw Power Attack

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

**Tusks [1x] (<->)** sword icon RNG: 1 POW: 12 P+S: 12

end of line

# Reaper

LegacyCryx (Bane) Heavy Warjack

## REAPER

SPD	STR	MAT	RAT	DEF	ARM
6		7	5	13	17

FA: 4

Point Cost: 11

Base Size: 50mm

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

## REAPER

Construct

Dual Attack

Headbutt Power Attack

Slam Power Attack

Trample Power Attack

## WEAPONS [REAPER]

**Harpoon [1x] (Left)** gun icon      RNG: 10      ROF: 1 AOE: - POW: 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.

**Helldriver [1x] (Right)** sword icon      RNG: 2 POW: 16      P+S: 16

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

**Tusks [1x] (<->)** sword icon      RNG: 1 POW: 12      P+S: 12

end of line

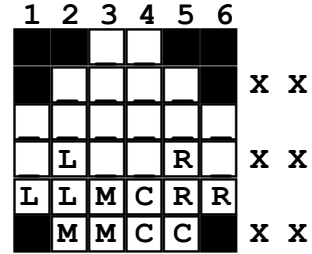
# Corruptor

LegacyCryx (Bane) Heavy Warjack

## CORRUPTOR

SPD	STR	MAT	RAT	DEF	ARM
6		7	5	13	17

FA: 4  
 Point Cost: 13  
 Base Size: 50mm



## CORRUPTOR

Construct  
 Dual Attack  
 Headbutt Power Attack  
 Resistance: Corrosion  
 Slam Power Attack  
 Trample Power Attack

### WEAPONS [CORRUPTOR]

**Necrocannon [1x] (Left)** gun icon RNG: 8 ROF: 1 AOE: - POW: 14

Damage Type: Corrosion

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 [1x] (Right)** sword icon RNG: 2 POW: 16 P+S: 16

Throw Power Attack

Attack Type - see above

- Burster- see above -
- Distillation - see above -
- Psycho Venom - see above -

### Tactical Tip

Burster — Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

end of line

# Desecrator

LegacyCryx (Bane) Heavy Warjack

## DESECRATOR

SPD	STR	MAT	RAT	DEF	ARM
5		6	5	12	18

FA: 4

Point Cost: 13

Base Size: 50mm

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

## DESECRATOR

Amphibious

Construct

Dual Attack

Headbutt Power Attack

Pathfinder

Slam Power Attack

Trample Power Attack

**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.

## WEAPONS [DESECRATOR]

**Plague Bringer [1x] (Left)** gun icon      RNG: 12      ROF: 1 AOE: 3 POW: 14/8

Damage Type: Corrosion

**Vivisector [1x] (Right)** sword icon      RNG: 1 POW: 17      P+S: 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.

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

## Tactical Tip

Accumulator — This model cannot exceed normal focus limits as a result of Accumulator.

*end of line*

# Seether

LegacyCryx (Bane) Heavy Warjack

## SEETHER

SPD	STR	MAT	RAT	DEF	ARM
6		8	5	12	17

FA: 4

Point Cost: 10

Base Size: 50mm

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

## SEETHER

Construct

Gladiator

Headbutt Power Attack

Slam Power Attack

Trample Power Attack

**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.

## WEAPONS [SEETHER]

**Talon [2x] (Left and Right)** sword icon    RNG: 1 POW: 17    P+S: 17

Throw Power Attack

**Tusks [1x] (None)** sword icon    RNG: 1 POW: 12    P+S: 12

end of line

# Inflictor

LegacyCryx (Bane) Heavy Warjack

## SEETHER

SPD	STR	MAT	RAT	DEF	ARM
6		7	5	13	17

FA: 4  
 Point Cost: 9  
 Base Size: 50mm

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

## SEETHER

Construct  
 Headbutt Power Attack  
 Slam Power Attack  
 Trample Power Attack

**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.

## WEAPONS [SEETHER]

**Shield Claw [1x] (Left)** sword icon RNG: 1 POW: 13 P+S: 13

Shield  
 Throw Power Attack

**Stinger [1x] (Right)** sword icon RNG: 1 POW: 16 P+S: 16

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

end of line

# Bane Warriors

LegacyCryx (Bane) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
5		6	4	12	15

FA: 3

Point Cost: 5 Grunts: 7

Base Size: 30mm

## GRUNT

**Undead**

**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.

## WEAPONS [GRUNT]

**War Axe [1x] (None)** sword icon      RNG: 1 POW: 11      P+S: 11

**Weapon Master**

end of line



# Bane Warrior Officer & Standard

LegacyCryx (Bane) Command Attachment

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM
5		7	4	12	15

## STANDARD

SPD	STR	MAT	RAT	DEF	ARM
5		6	4	12	15

FA: 3

Point Cost: 4

Base Size: 30mm

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

## OFFICER

**Undead**

**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.

## WEAPONS [OFFICER]

**War Axe [2x] (None)** sword icon      RNG: 1 POW: 11      P+S: 11

Weapon Master

## STANDARD

**Undead**

**Dark Shroud** - see above

**Ghostly** - see above

**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.

## WEAPONS [STANDARD]

**War Axe [1x] (None)** sword icon      RNG: 1 POW: 11      P+S: 11

Weapon Master

end of line

# Bane Knights

LegacyCryx (Bane) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
5		6	4	12	16

FA: 3

Point Cost: 5 Grunts: 7

Base Size: 30mm

## GRUNT

### Undead

**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.

## WEAPONS [GRUNT]

**Bane Lance [1x] (None)** sword icon RNG: 2 POW: 12 P+S: 12

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

end of line

# Bane Knight Officer

LegacyCryx (Bane) Command Attachment

Damage: 

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM
5		7	4	12	16

FA: 3

Point Cost: 3

Base Size: 30mm

Damage: 5

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

## OFFICER

### Undead

**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.

## WEAPONS [OFFICER]

**Bane Lance [1x] (None)** sword icon RNG: 2 POW: 12 P+S: 12

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

end of line

# Bane Riders

LegacyCryx (Bane) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
7		7	4	12	18

Model A's Damage:   
Model B's Damage:   
Model C's Damage: 

FA: 2

Point Cost: 3 Grunts: 9

Base Size: 50mm

## GRUNT

Cavalry

Undead

Unstoppable

**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.

## WEAPONS [GRUNT]

**Bane Blade [1x] (None)** sword icon RNG: 2 POW: 13 P+S: 13

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

## Tactical Tip

Vengeance — Models move after continuous effects have been resolved during your Maintenance Phase.

end of line

# Withershadow Combine

## LegacyCryx (Bane) Unit

### ADMONIA

**SPD STR MAT RAT DEF ARM**  
5            7    4    13    15

Admonia's Damage:   
Maelovus's Damage:   
Tremulus' Damage: 

**FA:** C

**Point Cost:** Maelovus, Admonia & Tremulus: 8

**Base Size:** 30mm

**AAT:** 7

**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.

### ADMONIA

**Stealth**

**Undead**

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

**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 6. 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.

### WEAPONS [ADMONIA]

**Lich Claws [1x] (None)**    sword icon    RNG: 1 POW: 12    P+S: 12

Damage Type: Magical

### Tactical Tip

Attached — This model cannot be reassigned if its Commander is destroyed or removed from play.

*end of line*

# Withershadow Combine (Continued)

LegacyCryx (Bane) Unit

## MAELOVUS

SPD	STR	MAT	RAT	DEF	ARM
5		7	4	13	15

## TREMULUS

SPD	STR	MAT	RAT	DEF	ARM
5		7	4	13	15

Base Size: 30mm

AAT: 7

## MAELOVUS

Stealth

Undead

Magic Ability - see above -

- Dark Fire ( Attack) - see above -

- 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 - see above

- Strength of Death - see above -

## WEAPONS [MAELOVUS]

Lich Claws [1x] (None) sword icon RNG: 1 POW: 12 P+S: 12

Damage Type: Magical

## TREMULUS

Stealth

Undead

Magic Ability - see above -

- Dark Fire ( Attack) - see above -

- 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 - see above

- Strength of Death - see above -

## WEAPONS [TREMULUS]

Lich Claws [1x] (None) sword icon RNG: 1 POW: 12 P+S: 12

Damage Type: Magical

## Tactical Tip

Spell Slave ( Action or Attack) — This model cannot cast spells if its Commander is destroyed or removed from play.

*end of line*

# Skarlock Thrall

LegacyCryx (Bane) Solo

Damage: 

## SKARLOCK THRALL

SPD	STR	MAT	RAT	DEF	ARM
6		3	3	14	12

FA: 1

Point Cost: 3

Base Size: 30mm

AAT: 6

Damage: 5

**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

### Undead

**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.

## WEAPONS [SKARLOCK THRALL]

Claws [1x] (None) sword icon RNG: 1 POW: 6 P+S: 6

### Tactical Tip

Attached — This model cannot be reassigned if its Commander is destroyed or removed from play.

Spell Slave ( Action or Attack) — This model cannot cast spells if its Commander is destroyed or removed from play.

*end of line*

# Soul Trapper

LegacyCryx (Bane) Solo

## SOUL TRAPPER

SPD	STR	MAT	RAT	DEF	ARM
5		5	3	11	12

FA: 6

Point Cost: 1

Base Size: 30mm

## SOUL TRAPPER

**Undead**

**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.

## WEAPONS [SOUL TRAPPER]

**Mechano-Claw [1x] (None)** sword icon      RNG: 1 POW: 8 P+S: 8

end of line



# Pistol Wraith

LegacyCryx (Bane) Solo

Damage: 

## PISTOL WRAITH

SPD	STR	MAT	RAT	DEF	ARM
6		4	7	14	12

FA: 2

Point Cost: 4

Base Size: 30mm

Damage: 5

## PISTOL WRAITH

**Incorporeal**

**Undead**

**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.

## WEAPONS [PISTOL WRAITH]

Wraithlock Pistol [2x] (None)

gun icon

RNG: 10

ROF: 1 AOE: - POW: 12

Damage Type: Magical

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.

end of line

# Machine Wraith

LegacyCryx (Bane) Solo

## MACHINE WRAITH

SPD	STR	MAT	RAT	DEF	ARM
7		6	0	14	12

FA: 3

Point Cost: 2

Base Size: 40mm

## MACHINE WRAITH

Incorporeal

Undead

## WEAPONS [MACHINE WRAITH]

Mechano [1x] (None)      sword icon      RNG: 1 POW: 12      P+S: 12

Damage Type: Magical

**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.

end of line

# Bane Lord Tartarus

LegacyCryx (Bane) Solo

Damage: 

## TARTARUS

SPD	STR	MAT	RAT	DEF	ARM
5		8	4	12	17

FA: C

Point Cost: 5

Base Size: 40mm

Damage: 8

## TARTARUS

**Stealth**

**Undead**

**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.

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

## WEAPONS [TARTARUS]

**Rivener [1x] (None)** sword icon    RNG: 2 POW: 12    P+S: 12

**Weapon Master**

**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.

end of line

# Hellslinger Phantom

LegacyCryx (Bane) Wraith Solo

Damage: ■■■■■

## HELLSLINGER PHANTOM

SPD	STR	MAT	RAT	DEF	ARM
6		4	8	15	13

FA: C

Point Cost: 6

Base Size: 30mm

Damage: 5

## HELLSLINGER PHANTOM

**Incorporeal**


**Undead**

**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".

## WEAPONS [HELLSLINGER PHANTOM]

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

Damage Type: Magical

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 1 soul token to make one additional ranged attack with this weapon during its Combat Action.

end of line

# Darragh Wrathé

LegacyCryx (Bane) Dragoon Solo

Mounted Damage:   
Dismounted Damage: 

## WRATHE (MOUNTED)

SPD	STR	MAT	RAT	DEF	ARM
8		7	4	14	17

FA: C

Point Cost: 8

Base Size: 50mm

AAT: 7

Damage: Mounted Damage: 10

Dismounted Damage: 5

## WRATHE (MOUNTED)

Cavalry

Unstoppable

**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.

## WEAPONS [WRATHE (MOUNTED)]

**Necro-Scythe [1x] (None)** sword icon

RNG: 2 POW: 13

P+S: 13

Damage Type: Magical

end of line

# Darragh Wrathé (Continued)

LegacyCryx (Bane) Dragoon Solo

## WRATHE (DISMOUNTED)

SPD	STR	MAT	RAT	DEF	ARM
6		7	4	14	15

Base Size: 30mm

AAT: 7

## WRATHE (DISMOUNTED)

**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.)

## WEAPONS [WRATHE (DISMOUNTED)]

**Necro-Scythe [1x] (None)** sword icon RNG: 2 POW: 13 P+S: 13

Damage Type: Magical

end of line

# Ol' Grim

LegacyCryx (Bane) Wraith Solo

Damage: 

## OL' GRIM

SPD	STR	MAT	RAT	DEF	ARM
6		4	8	15	13

FA: C

Point Cost: 6

Base Size: 30mm

Damage: 5

## OL' GRIM

**Incorporeal**

**Undead**

**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.

## WEAPONS [OL' GRIM]

**Vanar Oppressor [1x] (None)**

gun icon

RNG: 14

ROF: 2 AOE: - POW: 12

Damage Type: Magical - Icon

**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.

end of line

# Necrotech

LegacyCryx (Bane) Solo

Damage: ■■■■■

## NECROTECH

SPD	STR	MAT	RAT	DEF	ARM
5		6	3	12	13

FA: 3

Point Cost: 1

Base Size: 40mm

Damage: 5

## NECROTECH

### Undead

**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.

## WEAPONS [NECROTECH]

**Vise Claw [1x] (None)** sword icon RNG: 2 POW: 10 P+S: 10

end of line



# Scrap Thrall

LegacyCryx (Bane) Solo

## SCRAP THRALL

SPD	STR	MAT	RAT	DEF	ARM
5		5	3	11	12

FA: 9

Point Cost: 1

Base Size: 30mm

## SCRAP THRALL

Undead

**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.

## WEAPONS [SCRAP THRALL]

**Mechano-Claw [1x] (None)** sword icon    RNG: 1 POW: 8 P+S: 8

**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.

end of line

# Courser

Cygnar Storm Legion Light Warjack

## COURSER

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>
6		6	7	13	16

FA: 4

Point Cost: Hardpoints: Head, Left Arm, Right Arm

Base Size: Medium

## COURSER

Construct

Dual Attack

Headbutt Power Attack

Resistance: Electricity

Slam Power Attack

Insulated Cortex - This warjack cannot be disrupted.

## WEAPONS [COURSER]

end of line

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

# Courser Head A – Shield Guard

Courser Warjack Head

## SHIELD GUARD HEAD

SPD STR MAT RAT DEF ARM

Point Cost: 1

## SHIELD GUARD HEAD

**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.

## WEAPONS [SHIELD GUARD HEAD]

end of line

# Courser Head B – Dodge

Courser Warjack Head

## **DODGE HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 1**

## **DODGE HEAD**

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

## **WEAPONS [DODGE HEAD]**

end of line

# Courser Head C – Advance Deployment

Courser Warjack Head

**ADVANCE DEPLOYMENT HEAD**  
**SPD STR MAT RAT DEF ARM**

Point Cost: 1

## **ADVANCE DEPLOYMENT HEAD**

Advance Deployment

**WEAPONS [ADVANCE DEPLOYMENT HEAD]**

end of line

# Courser Head D – Arc Node

Courser Warjack Head

**ARC NODE HEAD**

**SPD STR MAT RAT DEF ARM**

Point Cost: 2

**ARC NODE HEAD**

Arc Node

**WEAPONS [ARC NODE HEAD]**

end of line

# Courser Right Arm A – Voltaic Spear

## **VOLTAIC SPEAR**

**SPD STR MAT RAT DEF ARM**

**Point Cost:** 3

## **VOLTAIC SPEAR**

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

## **WEAPONS [VOLTAIC SPEAR]**

**Voltaic Spear [1x] (Right)** sword icon **RNG: 2 POW: 12 P+S: 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.

## **Tactical Tip**

Electro Leap — Remember, lightning will not arc to a model with Immunity: Electricity.

*end of line*

# Courser Right Arm B – Voltaic Broadsword

## **VOLTAIC BROADSWORD**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 3**

## **VOLTAIC BROADSWORD**

### **WEAPONS [VOLTAIC BROADSWORD]**

**Voltaic Broadsword [1x] (Right)** sword icon **RNG: 1 POW: 14 P+S: 14**

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

end of line



# Courser Right Arm C – Heavy Stormthrower

**HEAVY STORMTHROWER**  
SPD STR MAT RAT DEF ARM

Point Cost: 4

## HEAVY STORMTHROWER

### WEAPONS [HEAVY STORMTHROWER]

Heavy Stormthrower [1x] (Right) gun icon      RNG: SP 12      ROF: 1 AOE: - POW: 12

Damage Type: Electricity

Pistol

Voltaic Blade [1x] (None) sword icon      RNG: 1 POW: 12      P+S: 12

end of line

# Courser Right Arm D – Mag-Bolter

**MAG BOLTER**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 5**

**MAG BOLTER**

**WEAPONS [MAG BOLTER]**

**Mag-Bolter [1x] (Right)** gun icon **RNG: 14** **ROF: 1** **AOE: -** **POW: 6**

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

end of line

# Courser Left Arm A – Electrified Shield

## ELECTRIFIED SHIELD

SPD STR MAT RAT DEF ARM

Point Cost: 4

## ELECTRIFIED SHIELD

### WEAPONS [ELECTRIFIED SHIELD]

Electrified Shield [1x] (Left) sword icon    RNG: 1 POW: 11    P+S: 11

#### Shield

**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.

end of line

# Courser Left Arm B – Voltaic Punching Spike

**VOLTAIC PUNCHING SPIKE**  
SPD STR MAT RAT DEF ARM

Point Cost: 2

## VOLTAIC PUNCHING SPIKE

**WEAPONS [VOLTAIC PUNCHING SPIKE]**

**Voltaic Punching Spike [1x] (Left)** sword icon      RNG: 1 POW: 12      P+S: 12

**Throw Power Attack**

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

end of line

# Courser Left Arm C – Electro Grenade Launcher

**ELECTRO GRENADE LAUNCHER**  
**SPD STR MAT RAT DEF ARM**

Point Cost: 4

## **ELECTRO GRENADE LAUNCHER**

### **WEAPONS [ELECTRO GRENADE LAUNCHER]**

**Grenade Launcher [1x] (Left)**      gun icon      RNG: 12      ROF: 1 AOE: 2 POW: 10/7

**Damage Type: Electricity**

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

end of line

# Courser Left Arm D – Rapid Fire Light Mag-Bolter

**Rapid Fire Light MAG BOLTER**  
SPD STR MAT RAT DEF ARM

Point Cost: 4

## **Rapid Fire Light MAG BOLTER**

### **WEAPONS [Rapid Fire Light MAG BOLTER]**

**Rapid Fire Light Mag-Bolter [1x] (Left)** gun icon      **RNG:** 10      **ROF:** d3      **AOE:** - **POW:** 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.

### **Tactical Tip**

Beat Back — You cannot move toward a model you destroyed.

*end of line*

# Stryker

Cygnar Storm Legion Heavy Warjack

## STRYKER

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>
6		7	6	12	18

FA: 4

Point Cost: Hardpoints: Head, Left Arm, Right Arm

Base Size: 50mm

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

## STRYKER

Construct

Dual Attack

Headbutt Power Attack

Slam Power Attack

Trample Power Attack

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

## WEAPONS [STRYKER]

### Tactical Tip

**Accumulator** — This model cannot exceed normal focus limits as a result of Accumulator.

*end of line*

# Stryker Warjack Head A – Plasma Nimbus

Stryker Warjack Head

**PLASMA NIMBUS HEAD**

**SPD STR MAT RAT DEF ARM**

Point Cost: 3

## **PLASMA NIMBUS HEAD**

**Resistance: Electricity**

**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.

## **WEAPONS [PLASMA NIMBUS HEAD]**

end of line



# Stryker Warjack Head B – Advanced Optics

Stryker Warjack Head

## **ADVANCED OPTICS HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 3**

## **ADVANCED OPTICS HEAD**

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

## **WEAPONS [ADVANCED OPTICS HEAD]**

*end of line*

# Stryker Warjack Head C – Relentless Charge

Stryker Warjack Head

**RELENTLESS CHARGE HEAD**

**SPD STR MAT RAT DEF ARM**

Point Cost: 1

**RELENTLESS CHARGE HEAD**

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

**WEAPONS [RELENTLESS CHARGE HEAD]**

*end of line*

# Stryker Warjack Head D – Overtake

Stryker Warjack Head

## **OVERTAKE HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost:** 3

## **OVERTAKE HEAD**

**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".

## **WEAPONS [OVERTAKE HEAD]**

### **Tactical Tip**

Possibly replace this and leave the Orgoth with an Overtake head.

*end of line*

# Stryker Warjack Right Arm A – Voltaic Halberd

## **VOLTAIC HALBERD**

**SPD STR MAT RAT DEF ARM**

**Point Cost:** 6

## **VOLTAIC HALBERD**

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

## **WEAPONS [VOLTAIC HALBERD]**

**Voltaic Halberd [1x] (Right) sword icon**    **RNG: 2 POW: 17**    **P+S: 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.

## **Tactical Tip**

**Electro Leap** — Remember, lightning will not arc to a model with Immunity: Electricity.

*end of line*

# Stryker Warjack Right Arm B – Voltaic Javelin

## VOLTAIC JAVELIN

SPD STR MAT RAT DEF ARM

Point Cost: 6

## VOLTAIC JAVELIN

### WEAPONS [VOLTAIC JAVELIN]

Voltaic Javelin [1x] (Right) gun icon      RNG: 8 ROF: 1 AOE: - POW: 15

#### Pistol

**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 [1x] (None) sword icon      RNG: 2 POW: 15      P+S: 15

end of line

# Stryker Warjack Right Arm C – Electro Bombard

**ELECTRO BOMBARD**  
SPD STR MAT RAT DEF ARM

Point Cost: 8

## **ELECTRO BOMBARD**

### **WEAPONS [ELECTRO BOMBARD]**

**Electro Bombard [1x] (Right)**      gun icon      RNG: 14      ROF: 1 AOE: 2 POW: 15/10

Damage Type: Electricity

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

end of line

# Stryker Warjack Right Arm D – Voltaic Hammer

## VOLTAIC HAMMER

SPD STR MAT RAT DEF ARM

Point Cost: 6

## VOLTAIC HAMMER

### WEAPONS [VOLTAIC HAMMER]

Voltaic Hammer [1x] (Right) sword icon RNG: 1 POW: 18 P+S: 18

**Critical Smite** - On a critical hit, 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.

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

end of line

# Stryker Warjack Left Arm A – Galvanic Shield

## GALVANIC SHIELD

SPD STR MAT RAT DEF ARM

Point Cost: 4

## GALVANIC SHIELD

### WEAPONS [GALVANIC SHIELD]

Galvanic Shield [1x] (Left) sword icon RNG: 1 POW: 13 P+S: 13

Shield

**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.)

end of line



# Stryker Warjack Left Arm B – Power Fist

## POWER FIST

SPD STR MAT RAT DEF ARM

Point Cost: 4

## POWER FIST

### WEAPONS [POWER FIST]

Repulsor Blast [1x] (Left) gun icon RNG: 10 ROF: 1 AOE: - POW: 12

Damage Type: Electricity

#### **Pistol**

**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 [1x] (Left) sword icon RNG: 1 POW: 14 P+S: 14

**Throw Power Attack**

### Tactical Tip

**Beat Back** — You cannot move toward a model you destroyed.

*end of line*

# Stryker Warjack Left Arm C – Heavy Mag-Bolter

**HEAVY MAG BOLTER**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 7**

## **HEAVY MAG BOLTER**

**WEAPONS [HEAVY MAG BOLTER]**

**Heavy Mag-Bolter [1x] (Left)**  **RNG: 14 ROF: 1 AOE: - POW: 8**

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

end of line

# Stryker Warjack Left Arm D – Stormblazer Cannon


## STORMBLAZER CANNON

SPD STR MAT RAT DEF ARM

Point Cost: 5

## STORMBLAZER CANNON

### WEAPONS [STORMBLAZER CANNON]

Stormblazer Cannon [1x] (Left)  RNG: 10 ROF: 1 AOE: - POW: 14

Damage Type: Electricity

**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.

end of line

# Captain Athena di Baro

Cygnar Storm Legion Warcaster

Damage:

## DI BARO

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>	<b>FOC</b>
6		6	6	15	17	6

FA: C

Base Size: 30mm

Control Range: 12

AAT: 6

Damage: 17

### Feat: Weathering the Storm

While in di Baro's control range, models gain one additional dice on their attack rolls and damage rolls. When resolving a friendly model's roll, discard the lowest die rolled. When resolving an enemy model's roll, discard the highest die rolled. Weathering the Storm lasts for one round.

## DI BARO

Dual Attack

Resistance: Electricity

**Defense Formation** - While in this model's control range and B2B with one or more models in its battlegroup, models in this model's battlegroup gain +2 ARM and cannot become knocked down.

**Polarity Field** - This model cannot be targeted by a charge or slam power attack made by a construct model.

### WEAPONS [DI BARO]

**Electrical Discharge [1x] (None)**    gun icon    RNG: SP 8    ROF: 1 AOE: - POW: 12

Damage Type: Electricity

Pistol

**Critical Cortex Damage** - On a critical hit on a warjack, the warjack suffers 1 damage point to its first available Cortex system box.

**Lightning Spear [1x] (None)**    sword icon    RNG: 2 POW: 14    P+S: 14

Damage Type: Magical

Critical Cortex Damage - see above

**Galvanic Shield [1x] (None)** sword icon    RNG: 1 POW: 12    P+S: 12

### SPELLS

Cost	RNG	AOE	POW	DUR	OFF
------	-----	-----	-----	-----	-----

Rack Options: 2

<b>Hallowed Avenger</b>	2	6	-	-	UP	No
-------------------------	---	---	---	---	----	----

Target friendly Faction warjack gains Righteous Vengeance. (If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 10" of a model with Righteous Vengeance during the last round, during your Maintenance Phase the model with Righteous Vengeance can advance up to 3" and make one basic attack.)

<b>Open Fire</b>	1	Ctrl	-	-	-	No
------------------	---	------	---	---	---	----

Target warjack in this model's battlegroup that is in its control range can immediately make one basic ranged attack. A model can be targeted by Open Fire only once per turn.

### Tactical Tip

**Critical Cortex Damage** — Because this damage is caused by the effect when the model is hit, mark it before making the damage roll.

**Hallowed Avenger** — An affected model moves after continuous effects have been resolved during your Maintenance Phase.  
Cygnar Rack

- Arcane Shield
- Chain Lightning
- Deflection
- Electrify
- Force Hammer
- Jackhammer
- Lightning Pulse
- Onslaught
- Snipe
- Tactical Supremacy



# Arcane Shield

Cygnar Spell Card 1 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

## SPELLS

*Arcane Shield*

Target friendly Faction model/unit gains +3 ARM.

end of line

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

# Chain Lightning

Cygnar Spell Card 2 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

### **SPELLS**

	<b><u>Cost</u></b>	<b><u>RNG</u></b>	<b><u>AOE</u></b>	<b><u>POW</u></b>	<b><u>DUR</u></b>	<b><u>OFF</u></b>
<b><i>Chain Lightning</i></b>	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.

### **Tactical Tip**

Chain Lightning — Remember, lightning will not arc to a model with Immunity: Electricity. Damage from Chain Lightning is magical damage as well as electrical damage.

*end of line*

# Deflection

Cygnar Spell Card 3 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

#### ***Deflection***

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

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
3	Self	Ctrl	-	RND	No



# Lightning Pulse

Cygnar Spell Card 4 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

***Lightning Pulse***

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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.

end of line

# Electrify

Cygnar Spell Card 5 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

## **SPELLS**

***Electrify***

<b><u>Cost</u></b>	<b><u>RNG</u></b>	<b><u>AOE</u></b>	<b><u>POW</u></b>	<b><u>DUR</u></b>	<b><u>OFF</u></b>
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.)

end of line

# Jackhammer

Cygnar Spell Card 6 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

## SPELLS

*Jackhammer*

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

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
1	6	-	-	-	No

# Force Hammer

Cygnar Spell Card 7 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

### **SPELLS**

***Force Hammer***

<b><u>Cost</u></b>	<b><u>RNG</u></b>	<b><u>AOE</u></b>	<b><u>POW</u></b>	<b><u>DUR</u></b>	<b><u>OFF</u></b>
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.

### **Tactical Tip**

Force Hammer — Incorporeal models are not slammed. They just suffer a damage roll.

*end of line*

# Onslaught

Cygnar Spell Card 8 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

## **SPELLS**

***Onslaught***

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.)

end of line

<b><u>Cost</u></b>	<b><u>RNG</u></b>	<b><u>AOE</u></b>	<b><u>POW</u></b>	<b><u>DUR</u></b>	<b><u>OFF</u></b>
2	Self	Ctrl	-	Turn	No

# Snipe

Cygnar Spell Card 9 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

***Snipe***

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

end of line

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

# Tactical Supremacy

Cygnar Spell Card 10 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

### **SPELLS**

***Tactical Supremacy***

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.)

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

### **Tactical Tip**

Tactical Supremacy — If a model is part of a unit, its activation does not end until all models in its unit have completed their activations.

*end of line*

# Dire Wolf

Khador Winter Korps Heavy Warjack

## DIRE WOLF

**SPD STR MAT RAT DEF ARM**  
5            6        5        11     19

**FA:** 4

**Point Cost:** Hardpoints: Head, Left Arm, Right Arm

**Base Size:** 50mm

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

## DIRE WOLF

**Construct**

**Dual Attack**

**Headbutt Power Attack**

**Slam Power Attack**

**Trample Power Attack**

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

## WEAPONS [DIRE WOLF]

end of line



# Dire Wolf Warjack Head A – Overtake

Dire Wolf Warjack Head

## **OVERTAKE HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost:** 3

## **OVERTAKE HEAD**

**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".

## **WEAPONS [OVERTAKE HEAD]**

### **Tactical Tip**

Note: This head is 1 point cheaper than the Orgoth version because it does not have an additional weapon.

*end of line*

# Dire Wolf Warjack Head B – Pathfinder

Dire Wolf Warjack Head

**PATHFINDER HEAD**

**SPD STR MAT RAT DEF ARM**

Point Cost: 2

**PATHFINDER HEAD**

Pathfinder

**WEAPONS [PATHFINDER HEAD]**

end of line

# Dire Wolf Warjack Head C – Shield Guard

Dire Wolf Warjack Head

## **SHIELD GUARD HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 1**

## **SHIELD GUARD HEAD**

**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.

## **WEAPONS [SHIELD GUARD HEAD]**

### **Tactical Tip**

Note: This head is 1 point cheaper than the Orgoth version because it does not have an additional weapon.

*end of line*

# Dire Wolf Warjack Head D – Evasive

Dire Wolf Warjack Head

## **EVASIVE HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 2**

## **EVASIVE HEAD**

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

## **WEAPONS [EVASIVE HEAD]**

end of line

# Dire Wolf Warjack Right Arm A – Long Axe

**LONG AXE**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 5**

**LONG AXE**

**WEAPONS [LONG AXE]**

**Long Axe [1x] (Right)**

**sword icon**

**RNG: 2 POW: 16**

**P+S: 16**

end of line

# Dire Wolf Warjack Right Arm B – Ice Hammer

**ICE HAMMER**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 4**

**ICE HAMMER**

**WEAPONS [ICE HAMMER]**

**Ice Hammer [1x] (Right)** sword icon **RNG: 1 POW: 17 P+S: 17**

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

end of line

# Dire Wolf Warjack Right Arm C – Cannon

## CANNON

SPD STR MAT RAT DEF ARM

Point Cost: 5

## CANNON

### WEAPONS [CANNON]

Cannon [1x] (Right) gun icon      RNG: 12      ROF: 1 AOE: - POW: 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.

### Tactical Tip

Beat Back — You cannot move toward a model you destroyed.

*end of line*

# Dire Wolf Warjack Right Arm D – Bombard

## BOMBARD

SPD STR MAT RAT DEF ARM

Point Cost: 6

## BOMBARD

### WEAPONS [BOMBARD]

Bombard [1x] (Right) gun icon RNG: 12 ROF: 1 AOE: 2 POW: 14/8

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

end of line



# Dire Wolf Warjack Left Arm A – Plow-Shield

## **PLOW—SHIELD**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 4**

## **PLOW-SHIELD**

**Resistance: Blast**

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

## **WEAPONS [PLOW-SHIELD]**

**Plow-Shield [1x] (Left)**      sword icon      **RNG: 1 POW: 14      P+S: 14**

**Shield**

end of line

# Dire Wolf Warjack Left Arm B – Flame Fist

## FLAME FIST

SPD STR MAT RAT DEF ARM

Point Cost: 5

## FLAME FIST

### WEAPONS [FLAME FIST]

Famethrower [1x] (Left) gun icon      RNG: SP 8      ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

Pistol

Open Fist [1x] (Left) sword icon      RNG: 1 POW: 14      P+S: 14

Throw Power Attack

end of line

# Dire Wolf Warjack Left Arm C – Scrap Saw

## Scrap Saw

SPD STR MAT RAT DEF ARM

Point Cost: 3

## Scrap Saw

### WEAPONS [Scrap Saw]

#### Scrap Saw [1x] (Left)

sword icon

RNG: 1 POW: 15

P+S: 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.

end of line

# Dire Wolf Warjack Left Arm D – Heavy Chain Gun

## HEAVY CHAIN GUN

SPD STR MAT RAT DEF ARM

Point Cost: 6

## HEAVY CHAIN GUN

### WEAPONS [HEAVY CHAIN GUN]

Heavy Chain Gun [1x] (Left)      gun icon      RNG: 10      ROF: d3+1      AOE: - POW: 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.

end of line

# Great Bear

Khador Winter Korps Heavy Warjack

## GREAT BEAR

**SPD**   **STR**   **MAT**   **RAT**   **DEF**   **ARM**  
4                    7        5        10      20

**FA:** 4

**Point Cost:** Hardpoints: Head, Left Arm, Right Arm

**Base Size:** 50mm

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

## GREAT BEAR

**Construct**

**Dual Attack**

**Headbutt Power Attack**

**Slam Power Attack**

**Trample Power Attack**

**Unstoppable**

**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.

## WEAPONS [GREAT BEAR]

end of line

# Great Bear Warjack Head A – Aggressive

Great Bear Warjack Head

**AGGRESSIVE**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 2**

**AGGRESSIVE**

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

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

**WEAPONS [AGGRESSIVE]**

end of line

# Great Bear Warjack Head B – Reposition

Dire Wolf Warjack Head

## REPOSITION HEAD

SPD STR MAT RAT DEF ARM

Point Cost: 2

## REPOSITION HEAD

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

## WEAPONS [REPOSITION HEAD]

end of line

# Great Bear Warjack Head C – Slammer

Great Bear Warjack Head

## SLAMMER HEAD

SPD STR MAT RAT DEF ARM

Point Cost: 1

## SLAMMER HEAD

### Gladiator

**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".

## WEAPONS [SLAMMER HEAD]

### Tactical Tip

Follow Up — This model stops moving if it contacts another model. This model does not advance if the model slammed is destroyed by the attack.

Note: This head is 1 point cheaper than the Orgoth version because it does not have an additional weapon.

*end of line*



# Great Bear Warjack Head D – Mage Static

Dire Wolf Warjack Head

**MAGE STATIC HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 3**

**MAGE STATIC HEAD**

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

**WEAPONS [MAGE STATIC HEAD]**

end of line

# Great Bear Warjack Right Arm A – Battle Mace

## BATTLE MACE

SPD STR MAT RAT DEF ARM

Point Cost: 7

## BATTLE MACE

### WEAPONS [BATTLE MACE]

Battle Mace [1x] (Right) sword icon RNG: 2 POW: 19 P+S: 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 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.

### Tactical Tip

Beat Back – You cannot move toward a model you destroyed.

end of line

# Great Bear Warjack Right Arm B – Heavy Cannon

## HEAVY CANNON

SPD STR MAT RAT DEF ARM

Point Cost: 8

## HEAVY CANNON

### WEAPONS [HEAVY CANNON]

Heavy Cannon [1x] (Right) gun icon      **RNG:** 15      **ROF:** 1 **AOE:** - **POW:** 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.

end of line

# Great Bear Warjack Right Arm C – Deep Freezer

**DEEP FREEZER**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 7**

## **DEEP FREEZER**

### **WEAPONS [DEEP FREEZER]**

**Deep Freezer [1x] (Right)** gun icon **RNG: 12 ROF: 1 AOE: 3 POW: 14/8**

**Damage Type: Cold**

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

end of line

# Great Bear Warjack Right Arm D – Quad Chain Gun

## QUAD CHAIN GUN

SPD STR MAT RAT DEF ARM

Point Cost: 7

## QUAD CHAIN GUN

### WEAPONS [QUAD CHAIN GUN]

Quad Chain Gun [1x] (Right) gun icon RNG: 10 ROF: 2d3 AOE: - POW: 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.

end of line

# Great Bear Warjack Left Arm A – Heavy Cannon Shield

## HEAVY CANNON SHIELD

SPD STR MAT RAT DEF ARM

Point Cost: 6

## HEAVY CANNON SHIELD

### WEAPONS [HEAVY CANNON SHIELD]

Cannon [1x] (Left) gun icon RNG: 6 ROF: 1 AOE: - POW: 14

Pistol

Shield [1x] (Left) sword icon RNG: 1 POW: 14 P+S: 14

Shield

end of line

# Great Bear Warjack Left Arm B – Blasting Fist

## BLASTING FIST

SPD STR MAT RAT DEF ARM

Point Cost: 4

## BLASTING FIST

### WEAPONS [BLASTING FIST]

Blasting Fist [1x] (Left) sword icon RNG: 1 POW: 17 P+S: 17

Throw Power Attack

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

end of line

# Great Bear Warjack Left Arm C – Battle Axe

## BATTLE AXE

SPD STR MAT RAT DEF ARM

Point Cost: 5

## BATTLE AXE

### WEAPONS [BATTLE AXE]

Battle Axe [1x] (Left) sword icon    **RNG: 1 POW: 18**    **P+S: 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.

end of line



# Great Bear Warjack Left Arm D – Dozer

## DOZER

SPD STR MAT RAT DEF ARM

Point Cost: 6

## DOZER

### WEAPONS [DOZER]

Dozer [1x] (Left) gun icon RNG: 10 ROF: 2 AOE: - POW: 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.

### Tactical Tip

Beat Back — You cannot move toward a model you destroyed.

*end of line*

# Kapitan Ekaterina Baranova

Khador Winter Korps Warcaster

Damage:

## BARANOVA

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>	<b>FOC</b>
6		6	6	15	15	7

FA: C  
**Base Size:** 30mm  
**Control Range:** 14  
**AAT:** 7  
**Damage:** 16

### **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.

## BARANOVA

### **Dual Attack**

**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 XICONX]** - Warjacks in this model’s battlegroup gain Arc Node XICONX.

## **WEAPONS [BARANOVA]**

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

**Doomsayer [1x] (None)**      sword icon      **RNG: 1 POW: 12      P+S: 12**

### **Damage Type: Magical**

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

**Blade [1x] (None)**      sword icon      **RNG: 1 POW: 10      P+S: 10**

**Damage Type: Magical** - Icon

## **SPELLS**

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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***Rack Options: 3***

### ***Banishing Ward***

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***

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***

3	Self	Ctrl	–	Turn	No
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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.

## **Tactical Tip**

**Dispel** — Because they expire immediately, upkeep spells or animi that had an effect when the model was hit or damaged will have no effect.

Khador Rack

Avenging Force  
Fog of War  
Freezing Grip  
Iron Flesh  
Puissance  
Razor Wind  
Return Fire  
Superiority  
Tempest  
Weald Secrets

# Kapitan Ilari Borisyuk

## Khador Winter Korps Warcaster

Damage: 

### **BORISYUK**

**SPD STR MAT RAT DEF ARM FOC**  
7            6      8      16    14    6

FA: C

Base Size: 30mm

Control Range: 12

AAT: 6

Damage: 16

### **Feat: Howl of the Wolf**

When a model in Borisyuk's battlegroup destroys one or more enemy models with an attack while in his control range, one other model in Borisyuk's battlegroup can immediately advance up to 2" and make one basic attack. A model can only advance and attack as a result of Howl of the Wolf once per game. Howl of the Wolf lasts for one turn.

### **BORISYUK**

**Pathfinder**

**Field Marshal [Pathfinder]** - Warjacks in this model's battlegroup gain Pathfinder.

**Prowl** - While this model has concealment, it gains Stealth.

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

### **WEAPONS [BORISYUK]**

**Shadow of Death [1x] (None)**      gun icon      RNG: 14      ROF: 1 AOE: - POW: 10

Damage Type: Magical

Weapon Master

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

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

•**Flare** - Models hit by this attack lose Stealth and suffer -2 DEF for one turn.

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

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

**Blade [1x] (None)**      sword icon      RNG: 1 POW: 10      P+S: 10

### **SPELLS**

*Rack Options: 2*

***Dark Unraveling***      2      Self      Ctrl      -      Turn      No

While in the spellcaster's control range, the weapons of models in its battlegroup gain Blessed and Damage Type: Magical. Dark Unraveling lasts for one turn.

***Unnatural Darkness***      2      8      -      -      RND      No

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

### **Tactical Tip**

Khador Rack

Avenging Force

Fog of War

Freezing Grip

Iron Flesh

Puissance

Razor Wind

Return Fire

Superiority

Tempest

Weald Secrets

end of line

# Avenging Force

Khador Spell Card 1 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

## SPELLS

***Avenging Force***

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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.

end of line

# Fog of War

Khador Spell Card 2 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

*Fog of War*

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

end of line

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

# Freezing Grip

Khador Spell Card 3 of 10

SPD STR MAT RAT DEF ARM

## WEAPONS []

## SPELLS

*Freezing Grip*

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

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
3	8	-	-	RND	Yes

# Iron Flesh

Khador Spell Card 4 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

*Iron Flesh*

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

end of line

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

# Puissance

Khador Spell Card 5 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

### **SPELLS**

***Puissance***

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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".)

end of line



# Razor Wind

Khador Spell Card 6 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

*Razor Wind*

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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.

end of line

# Return Fire

Khador Spell Card 7 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

## **SPELLS**

***Return Fire***

<b><u>Cost</u></b>	<b><u>RNG</u></b>	<b><u>AOE</u></b>	<b><u>POW</u></b>	<b><u>DUR</u></b>	<b><u>OFF</u></b>
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.

end of line

# Superiority

Khador Spell Card 8 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

***Superiority***

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

end of line

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

# Tempest

Khador Spell Card 9 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

## SPELLS

***Tempest***

On a direct hit, models hit become knocked down.

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
4	8	3	12/12	-	Yes

# Weald Secrets

Khador Spell Card 10 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

## **SPELLS**

*Weald Secrets*

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

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

end of line

# Jackal

Orgoth Sea Raider Light Warjack

## JACKAL

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>
6		6	5	12	17

FA: 4

Point Cost: Hardpoints: Head, Left Arm, Right Arm

Base Size: 40mm

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

## JACKAL

Construct

Dual Attack

Headbutt Power Attack

Slam Power Attack

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

## WEAPONS [JACKAL]

end of line

# Jackal Head A – Advance Deployment

Orgoth Light Warjack Head

**ADVANCE DEPLOYMENT HEAD**  
**SPD STR MAT RAT DEF ARM**

Point Cost: 1

## **ADVANCE DEPLOYMENT HEAD**

Advance Deployment

## **WEAPONS [ADVANCE DEPLOYMENT HEAD]**

### **Notes**

Jackal Head A – Advance Deployment - 2021

11/17: Replace Evasive with Murderous.

11/18: Replace Murderous with Cursed. Cost 2.

11/23: Change to Advance Deployment.

2022

3/31: Cost 1.

*end of line*

# Jackal Head B – Bloodthirst

Orgoth Light Warjack Head

## **BLOODTHIRST HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost:** 1

## **BLOODTHIRST HEAD**

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

## **WEAPONS [BLOODTHIRST HEAD]**

end of line



# Jackal Head C – Berserk

Orgoth Light Warjack Head

## **BERESERK HEAD**

**SPD STR MAT RAT DEF ARM**

**Point Cost:** 2

## **BERESERK HEAD**

**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.

## **WEAPONS [BERESERK HEAD]**

end of line

# Jackal Head D – Arc Node

Orgoth Light Warjack Head

**ARC NODE HEAD**

**SPD STR MAT RAT DEF ARM**

Point Cost: 2

**ARC NODE HEAD**

Arc Node

**WEAPONS [ARC NODE HEAD]**

end of line

# Jackal Right Arm A – Hunter Rifle

## HUNTER RIFLE

SPD STR MAT RAT DEF ARM

Point Cost: 5

## HUNTER RIFLE

### WEAPONS [HUNTER RIFLE]

Hunter Rifle (Right)  RNG: 14 ROF: 1 AOE: - POW: 13

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

end of line

# Jackal Right Arm B – Pole Arm

**POLE ARM**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 4**

## **POLE ARM**

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

## **WEAPONS [POLE ARM]**

**Pole Arm (Right)** sword icon **RNG: 2 POW: 13 P+S: 13**

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

end of line

# Jackal Right Arm C – Flamethrower

**FLAMETHROWER**

**SPD STR MAT RAT DEF ARM**

Point Cost: 4

**FLAMETHROWER**

**WEAPONS [FLAMETHROWER]**

**Flamethrower (Right)** gun icon

**RNG: SP 8**

**ROF: 1 AOE: - POW: 12**

**Continuous Effect: Fire**

**Damage Type: Fire**

**Pistol**

end of line

# Jackal Right Arm D – Mace

## **MACE**

**SPD STR MAT RAT DEF ARM**

**Point Cost:** 3

## **MACE**

### **WEAPONS [MACE]**

**Mace (Right)** sword icon **RNG: 1 POW: 14 P+S: 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.

### **Tactical Tip**

**Beat Back** — You cannot move toward a model you destroyed.

**Critical Dispel** — Because they expire immediately, upkeep spells or animi that had an effect when the model was hit or damaged will have no effect.

*end of line*

# Jackal Left Arm A – Assault Shield

## ASSAULT SHIELD

SPD STR MAT RAT DEF ARM

Point Cost: 3

## ASSAULT SHIELD

### WEAPONS [ASSAULT SHIELD]

Assault Shield (Left) sword icon    RNG: 1 POW: 12    P+S: 12

Shield

end of line

# Jackal Left Arm B – Clawed Fist

**OPEN FIST**

**SPD STR MAT RAT DEF ARM**

Point Cost: 1

**OPEN FIST**

Gladiator

**WEAPONS [OPEN FIST]**

**Clawed Fist (Left)** sword icon    **RNG: 1 POW: 10    P+S: 10**

**Throw Power Attack**

end of line



# Jackal Left Arm C – Pneumatic Spike

## PNEUMATIC SPIKE

SPD STR MAT RAT DEF ARM

Point Cost: 2

## PNEUMATIC SPIKE

### WEAPONS [PNEUMATIC SPIKE]

Pneumatic Spike (Left) sword icon RNG: 2 POW: 12 P+S: 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.

end of line

# Jackal Left Arm D – Heavy Bolt Thrower

## HEAVY BOLT THROWER

SPD STR MAT RAT DEF ARM

Point Cost: 4

## HEAVY BOLT THROWER

### WEAPONS [HEAVY BOLT THROWER]

Heavy Bolt Thrower (Left) gun icon RNG: 10 ROF: 1 AOE: - POW: 13

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

*end of line*

# Tyrant

Orgoth Sea Raider Heavy Warjack

## TYRANT

**SPD**   **STR**   **MAT**   **RAT**   **DEF**   **ARM**  
5                    7            5            11           19

**FA:** 4

**Point Cost:** Hardpoints: Head, Left Arm, Right Arm

**Base Size:** 50mm

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

## TYRANT

**Construct**

**Dual Attack**

**Headbutt Power Attack**

**Slam Power Attack**

**Trample Power Attack**

**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.

## WEAPONS [TYRANT]

end of line

# Tyrant Head A – Overtake

Orgoth Heavy Warjack Head

## **OVERTAKE HEAD**

**SPD STR MAT RAT DEF ARM**

Point Cost: 4

## **OVERTAKE HEAD**

**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".

## **WEAPONS [OVERTAKE HEAD]**

**Gore (Head)** sword icon **RNG: 1 POW: 12 P+S: 12**

end of line

# Tyrant Head B – Hunter

Orgoth Heavy Warjack Head

## HUNTER HEAD

SPD STR MAT RAT DEF ARM

Point Cost: 2

## HUNTER HEAD

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

## WEAPONS [HUNTER HEAD]

Gore (Head) sword icon RNG: 1 POW: 12 P+S: 12

end of line

# Tyrant Head C – Relentless Charge

Orgoth Heavy Warjack Head

## RELENTLESS CHARGE HEAD

SPD STR MAT RAT DEF ARM

Point Cost: 2

## RELENTLESS CHARGE HEAD

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

## WEAPONS [RELENTLESS CHARGE HEAD]

**Gore [1x] (None)** sword icon RNG: 1 POW: 12 P+S: 12

end of line

# Tyrant Head D – Arcane Vortex

Orgoth Heavy Warjack Head

## ARCANE VORTEX HEAD

SPD STR MAT RAT DEF ARM

Point Cost: 5

## ARCANE VORTEX HEAD

**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.

## WEAPONS [ARCANE VORTEX HEAD]

Gore [1x] (None) sword icon RNG: 1 POW: 12 P+S: 12

end of line

# Tyrant Right Arm A – Belcher

**BELCHER**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 7**

**BELCHER**

**WEAPONS [BELCHER]**

**Belcher (Right) gun icon RNG: 12 ROF: 1 AOE: 3 POW: 14/10**

**Critical Fire**

end of line



# Tyrant Right Arm B – Harpoon

## HARPOON

SPD STR MAT RAT DEF ARM

Point Cost: 6

## HARPOON

### WEAPONS [HARPOON]

Harpoon (Right) gun icon RNG: 10 ROF: 1 AOE: - POW: 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 [1x] (None) sword icon RNG: 2 POW: 12 P+S: 12

end of line

# Tyrant Right Arm C – Shredder

**SHREDDER**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 8**

**SHREDDER**

**WEAPONS [SHREDDER]**

**Shredder (Right)** gun icon      **RNG: 14**      **ROF: 1 AOE: - POW: 16**

**Blessed**

**Damage Type: Magical**

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

end of line

# Tyrant Right Arm D – Scything Flail

## FLAIL

SPD STR MAT RAT DEF ARM

Point Cost: 8

## FLAIL

### WEAPONS [FLAIL]

#### Scything Flail (Right)

sword icon

RNG: 2 POW: 18

P+S: 18

Chain Weapon

Damage Type: Magical

**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.

end of line

# Tyrant Left Arm A – Cannon Shield

## CANNON SHIELD

SPD STR MAT RAT DEF ARM

Point Cost: 6

## CANNON SHIELD

### WEAPONS [CANNON SHIELD]

Cannon (Left) gun icon      RNG: 10      ROF: 1 AOE: - POW: 12

Pistol

Shield (Left) sword icon      RNG: 1 POW: 13      P+S: 13

Shield

end of line

# Tyrant Left Arm B – Claw

**LEFT CLAW**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 3**

## **LEFT CLAW**

**WEAPONS [LEFT CLAW]**

**Claw [1x] (Left)** sword icon **RNG: 1 POW: 15 P+S: 15**

**Throw Power Attack**

end of line

# Tyrant Left Arm C – Quad Bolt Thrower

## QUAD BOLT THROWER

SPD STR MAT RAT DEF ARM

Point Cost: 7

## QUAD BOLT THROWER

### WEAPONS [QUAD BOLT THROWER]

Quad Bolt Thrower (Left)  **RNG:** 12      **ROF:** d3+1      **AOE:** -      **POW:** 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.

end of line

# Tyrant Left Arm D – Ripper

**RIPPER**

**SPD STR MAT RAT DEF ARM**

**Point Cost: 4**

**RIPPER**

**WEAPONS [RIPPER]**

**Ripper (Left)** sword icon **RNG: 1 POW: 17 P+S: 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.

end of line

# Horruskh, The Thousand Wraths

Orgoth Sea Raider Warcaster

Damage: 

## HORRUSKH

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>	<b>FOC</b>
6		8	4	14	18	7

FA: C

Base Size: 40mm

Control Range: 14

AAT: 6

Damage: 19

### 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.

## HORRUSKH

### Tough

**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.

### WEAPONS [HORRUSKH]

**Abyssal Blade (None)** sword icon RNG: 2 POW: 17 P+S: 17

Damage Type: Magical

**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.

### SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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*Rack Options: 2*

<b>Thunder Strike</b>	4	8	-	14	-	Yes
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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.

<b>Vanish</b>	1	Self	-	-	-	No
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Place the spellcaster anywhere completely within 3" of its current location. Vanish can be cast only once per activation.

### Tactical Tip

Thunder Strike — Incorporeal models are not slammed. They just suffer a damage roll.

Orgoth Rack

- Abattoir
- Carnage
- Death March
- Hex Blast
- Inviolable Resolve
- Redline
- Silence of Death
- Soulfire
- Unnatural Darkness
- Windstorm

end of line



# Kishtaar, the Howling Silence

Orgoth Sea Raider Warcaster

Damage: 

## **KISHTAAR**

**SPD STR MAT RAT DEF ARM FOC**  
6 6 7 15 15 6

**FA:** C

**Base Size:** 40mm

**Control Range:** 10

**AAT:** 6

**Damage:** 16

### Feat: Pandemonium

While in Kishtaar's control range, models in her battlegroup gain two additional dice on their attack rolls. When a model in Kishtaar's battlegroup makes a ranged attack damage roll against an enemy model in her control range, add two additional dice to the roll. For each affected roll, you choose two of the dice rolled to be discarded. Pandemonium lasts for one turn.

## **KISHTAAR**

**Dual Attack**

**Gunfighter**

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

**Field Marshal [Swift Hunter]** - Warjacks in this model's battlegroup gain Swift Hunter.

**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".

### **WEAPONS [KISHTAAR]**

**Death Whisperer [1x] (None)**  **RNG: 10 ROF: 1 AOE: - POW: 13**

**Critical Fire**

**Damage Type: Magical**

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

**Ricochet** - When this model directly hits an enemy model with an attack with this weapon, immediately after the attack is resolved this model can make another ranged attack with this weapon targeting another model within 4" of the model originally hit, ignoring LOS and this weapon's RNG. Attacks gained from Ricochet cannot generate additional attacks from Ricochet.

**Blade Strike [1x] (None)**  **RNG: 1 POW: 13 P+S: 13**

**Critical Fire**

**Damage Type: Magical**

### **SPELLS**

**Cost** **RNG** **AOE** **POW** **DUR** **OFF**

**Rack Options: 2**

**Fire Group** 2 Self Ctrl - Turn No

While models in the spellcaster's battlegroup are in its control range, their ranged weapons gain +2 RNG. Fire Group lasts for one turn.

**Open Fire** 1 Ctrl - - - No

Target warjack in this model's battlegroup that is in its control range can immediately make one basic ranged attack. A model can be targeted by Open Fire only once per turn.

### **Tactical Tip**

Orgoth Rack

Abattoir  
Carnage  
Death March  
Hex Blast  
Inviolable Resolve  
Redline  
Silence of Death  
Soulfire  
Unnatural Darkness  
Windstorm

### **Notes**

# Abattoir

Orgoth Spell Card 1 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

***Abattoir***

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.

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
2	Self	Ctrl	-	-	No

# Unnatural Darkness

Orgoth Spell Card 2 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

## SPELLS

*Unnatural Darkness*

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

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
2	8	-	-	RND	No

# Death March

Orgoth Spell Card 3 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

***Death March***

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.)

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
3	6	-	-	UP	No

# Windstorm

Orgoth Spell Card 4 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

*Windstorm*

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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.

end of line

# Hex Blast

Orgoth Spell Card 5 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

### SPELLS

*Hex Blast*

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

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
3	10	2	13/8	-	Yes

### Tactical Tip

Hex Blast — Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

*end of line*

# Carnage

Orgoth Spell Card 6 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

## SPELLS

### Carnage

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

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
2	Self	Ctrl	-	Turn	No

# Silence of Death

Orgoth Spell Card 7 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

### **SPELLS**

***Silence of Death***

<b><u>Cost</u></b>	<b><u>RNG</u></b>	<b><u>AOE</u></b>	<b><u>POW</u></b>	<b><u>DUR</u></b>	<b><u>OFF</u></b>
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.)

### **Tactical Tip**

Silence of Death — Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

*end of line*



# Inviolable Resolve

Orgoth Spell Card 8 of 10

**SPD STR MAT RAT DEF ARM**

## WEAPONS []

## SPELLS

*Inviolable Resolve*

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

end of line

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

# Redline

Orgoth Spell Card 9 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

## **SPELLS**

***Redline***

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
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.

end of line

# Soulfire

Orgoth Spell Card 10 of 10

**SPD STR MAT RAT DEF ARM**

## **WEAPONS []**

### **SPELLS**

***Soulfire***

<b><u>Cost</u></b>	<b><u>RNG</u></b>	<b><u>AOE</u></b>	<b><u>POW</u></b>	<b><u>DUR</u></b>	<b><u>OFF</u></b>
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.

end of line

# Grand Exemplar Kreoss

Legacy Protectorate (Exemplar) Warcaster

Damage:

## KREOSS 2

**SPD STR MAT RAT DEF ARM FOC**  
5            8     4     14    17    7

**FA:** C  
**Base Size:** 30mm  
**Control Range:** 14  
**AAT:** 7  
**Damage:** 18

### Feat: Strength of Arms

When a friendly Faction model makes a melee attack against an enemy model while the enemy model is in Kreoss' control 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.

## KREOSS 2

**Tough**  
**Imperishable Conviction** - When another friendly Faction model in this model's 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 models gain Tough.

## WEAPONS [KREOSS 2]

**Justifier [1x] (None)** sword icon    **RNG:** 2 **POW:** 14    **P+S:** 14

### Damage Type: Magical

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

## SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
<b>Assail</b> 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".	2	6	-	-	UP	No
<b>Chasten</b> Enemy upkeep spells and animi on target model/unit damaged by this attack expire.	2	8	-	12	-	Yes
<b>Cleansing Fire</b> Cleansing Fire causes fire damage. On a critical hit, models hit suffer the Fire continuous effect.	3	8	2	14/8	-	Yes
<b>Inviolable Resolve</b> Target friendly Faction model/unit gains +2 ARM and cannot be knocked down or moved by a push or a slam.	2	6	-	-	UP	No
<b>Sacrosanct</b> 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.	3	Self	Ctrl	-	RND	No

end of line

# High Exemplar Cyrenia

Legacy Protectorate (Exemplar) Warcaster

Damage: 

## CYRENIA

**SPD STR MAT RAT DEF ARM FOC**  
5            8        4        15      16      6

**FA:** C

**Base Size:** 30mm

**Control Range:** 12

**AAT:** 6

**Damage:** 18

### 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.

## CYRENIA

**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.

### WEAPONS [CYRENIA]

**Relic Blade [1x] (None)**      sword icon      RNG: 1 POW: 15      P+S: 15

**Damage Type:** Magical

**Weapon Master**

### SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>DUR</u>	<u>OFF</u>
--	-------------	------------	------------	------------	------------	------------

<b>Dash</b>	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.

<b>Hex Blast</b>	3	10	2	13/8	-	Yes
------------------	---	----	---	------	---	-----

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

<b>Inviolable Resolve</b>	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.

<b>Positive Charge</b>	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.

<b>Rock Wall</b>	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.

### Tactical Tip

**Righteous Vengeance** — This model moves after continuous effects have been resolved during your Maintenance Phase.

**Hex Blast** — Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

end of line

# Dervish

Legacy Protectorate (Exemplar) Light Warjack

## DERVISH

**SPD**   **STR**   **MAT**   **RAT**   **DEF**   **ARM**  
5                    7            4            13          16

**FA:** 4

**Point Cost:** 7

**Base Size:** 40mm

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

## DERVISH

**Construct**

**Headbutt Power Attack**

**Slam Power Attack**

**Unstoppable**

**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.

## WEAPONS [DERVISH]

**Sword [2x] (Left and Right)** sword icon   **RNG:** 1   **POW:** 13   **P+S:** 13

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

end of line

# Devout

Legacy Protectorate (Exemplar) Light Warjack

## DEVOUT

**SPD**   **STR**   **MAT**   **RAT**   **DEF**   **ARM**  
5                    7            4            13          16

**FA:** 4  
**Point Cost:** 9  
**Base Size:** 40mm

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

## DEVOUT

**Construct**

**Headbutt Power Attack**

**Slam Power Attack**

**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.

## WEAPONS [DEVOUT]

**Shield [1x] (Left)**   sword icon   **RNG: 1 POW: 11**   **P+S: 11**  
**Shield**

**Pole Axe [1x] (Right)** sword icon   **RNG: 2 POW: 13**   **P+S: 13**

end of line

# Redeemer

Legacy Protectorate (Exemplar) Light Warjack

## REDEEMER

**SPD** **STR** **MAT** **RAT** **DEF** **ARM**  
5            6        3        12     17

**FA:** 4

**Point Cost:** 9

**Base Size:** 40mm

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

## REDEEMER

**Construct**

**Dual Attack**

**Headbutt Power Attack**

**Slam Power Attack**

## WEAPONS [REDEEMER]

**Skyhammer [1x] (Left)**    gun icon    **RNG:** 16    **ROF:** 1 **AOE:** 2 **POW:** 12/6

**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.

**Battle Mace [1x] (Right)**    sword icon    **RNG:** 1 **POW:** 13    **P+S:** 13

end of line



# Repenter

Legacy Protectorate (Exemplar) Light Warjack

## REPENTER

**SPD STR MAT RAT DEF ARM**  
5            6        5        12     17

FA: 4  
Point Cost: 7  
Base Size: 40mm

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

## REPENTER

Construct  
Dual Attack  
Headbutt Power Attack  
Slam Power Attack

## WEAPONS [REPENTER]

**Flamethrower [1x] (Left)** gun icon      RNG: SP 8      ROF: 1 AOE: - POW: 12  
Continuous Effect: Fire  
Damage Type: Fire

**War Flail [1x] (Right)** sword icon      RNG: 1 POW: 13      P+S: 13

**Chain Weapon**  
end of line

# Revenger

Legacy Protectorate (Exemplar) Light Warjack

## REVENGER

SPD	STR	MAT	RAT	DEF	ARM
5		6	5	12	17

FA: 4  
 Point Cost: 9  
 Base Size: 40mm

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

## REVENGER

Arc Node  
 Construct  
 Headbutt Power Attack  
 Slam Power Attack

## WEAPONS [REVENGER]

**Repulsor Shield [1x] (Left)** sword icon    RNG: 1 POW: 11    P+S: 11

### 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.

**Halberd [1x] (Right)** sword icon    RNG: 2 POW: 13    P+S: 13

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

end of line

# Vigilant

Legacy Protectorate (Exemplar) Light Warjack

## VIGILANT

**SPD** **STR** **MAT** **RAT** **DEF** **ARM**  
5            6            5            12           17

**FA:** 4  
**Point Cost:** 8  
**Base Size:** 40mm

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

## VIGILANT

**Construct**

**Headbutt Power Attack**

**Resistance: Blast**

**Slam Power Attack**

**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.

## WEAPONS [VIGILANT]

**Shield Fist [2x] (Left and Right)**    sword icon    RNG: 1 POW: 11    P+S: 11

**Throw Power Attack**

**Shield**

*end of line*

# Crusader

Legacy Protectorate (Exemplar) Heavy Warjack

## CRUSADER

SPD STR MAT RAT DEF ARM  
4 6 5 10 19

FA: 4

Point Cost: 9

Base Size: 50mm

## CRUSADER

Construct

Headbutt Power Attack

Slam Power Attack

Trample Power Attack

## WEAPONS [CRUSADER]

Open Fist [1x] (Left) sword icon RNG: 1 POW: 15 P+S: 15

Throw Power Attack

Inferno Mace [1x] (Right) sword icon RNG: 1 POW: 18 P+S: 18

Critical Fire

end of line

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

# Templar

Legacy Protectorate (Exemplar) Heavy Warjack

## TEMPLAR

SPD	STR	MAT	RAT	DEF	ARM
4		6	5	10	19

FA: 4

Point Cost: 12

Base Size: 50mm

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

## TEMPLAR

**Construct**

**Headbutt Power Attack**

**Slam Power Attack**

**Trample Power Attack**

**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.

## WEAPONS [TEMPLAR]

**Shield [1x] (Left)** sword icon      RNG: 1 POW: 13      P+S: 13  
Shield

**Flail [1x] (Right)** sword icon      RNG: 2 POW: 17      P+S: 17

**Chain Weapon**

**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.

## Tactical Tip

Beat Back — You cannot move toward a model you destroyed.

*end of line*

# Vanquisher

Legacy Protectorate (Exemplar) Heavy Warjack

## VANQUISHER

SPD	STR	MAT	RAT	DEF	ARM
4		6	5	10	19

FA: 4

Point Cost: 15

Base Size: 50mm

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

## VANQUISHER

Construct

Dual Attack

Headbutt Power Attack

Slam Power Attack

Trample Power Attack

## WEAPONS [VANQUISHER]

**Flame Belcher [1x] (Left)** gun icon RNG: 10 ROF: 1 AOE: 3 POW: 14/8

Critical Fire

Damage Type: Fire

**Blazing Star [1x] (Right)** sword icon RNG: 2 POW: 16 P+S: 16

Chain Weapon

**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.

end of line

# Fire of Salvation

Legacy Protectorate (Exemplar) Heavy Warjack

## FIRE OF SALVATION

SPD	STR	MAT	RAT	DEF	ARM
4		8	5	10	19

FA: C

Point Cost: 12

Base Size: 50mm

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

## FIRE OF SALVATION

**Construct**

**Headbutt Power Attack**

**Slam Power Attack**

**Trample Power Attack**

**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.

## WEAPONS [FIRE OF SALVATION]

**Open Fist [1x] (None)** sword icon      RNG: 1 POW: 14      P+S: 14

**Throw Power Attack**

**Absolver [1x] (None)** sword icon      RNG: 1 POW: 18      P+S: 18

**Continuous Effect: Fire**

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

## Tactical Tip

**Righteous Vengeance** — This model moves after continuous effects have been resolved during your Maintenance Phase.

**Dispel** — Because they expire immediately, upkeep spells or animi that had an effect when the model was hit or damaged will have no effect.

*end of line*

# Knights Exemplar

Legacy Protectorate (Exemplar) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
5		7	4	12	15

FA: 4

Point Cost: 5 Grunts: 7

Base Size: 30mm

## GRUNT

**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.

## WEAPONS [GRUNT]

Relic Blade [1x] (None)

sword icon

RNG: 1 POW: 11

P+S: 11

Damage Type: Magical

Weapon Master

end of line



# Knights Exemplar Officer

Legacy Protectorate (Exemplar) Command Attachment

Damage: 

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM
5		8	4	12	15

FA: 4

Point Cost: 3

Base Size: 30mm

Damage: 5

**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.)

## WEAPONS [OFFICER]

**Relic Blade [1x] (None)**

sword icon

RNG: 1 POW: 11

P+S: 11

Damage Type: Magical

Weapon Master

end of line

# Exemplar Errants

Legacy Protectorate (Exemplar) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
5		7	6	12	16

FA: 3

Point Cost: 5 Grunts: 8

Base Size: 30mm

## GRUNT

Advance Deployment

Pathfinder

**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.

## WEAPONS [GRUNT]

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

Blessed

Damage Type: Magical

Sword [1x] (None)      sword icon      RNG: 1 POW: 9      P+S: 9

Weapon Master

Shield [1x] (None)      sword icon      RNG: 1 POW: 9 P+S: 9

end of line

# Exemplar Errant Officer & Standard

Legacy Protectorate (Exemplar) Command Attachment

Officer's Damage: ■■■■■

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM
5		8	7	12	16

## STANDARD

SPD	STR	MAT	RAT	DEF	ARM
5		7	6	12	16

FA: 3

Point Cost: Officer & Standard: 4

Base Size: 30mm

Damage: Officer's Damage: 5

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

## OFFICER

**Advance Deployment**

**Pathfinder**

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

**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.

**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.

## WEAPONS [OFFICER]

**Crossbow [1x] (None)**    gun icon    RNG: 10    ROF: 1 AOE: - POW: 10

**Blessed**

Damage Type: Magical

**Sword [1x] (None)**    sword icon    RNG: 1 POW: 9    P+S: 9

**Weapon Master**

**Shield [1x] (None)**    sword icon    RNG: 1 POW: 9 P+S: 9

## STANDARD

**Advance Deployment**

**Pathfinder**

**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** - see above

**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.

## WEAPONS [STANDARD]

**Shield [1x] (None)**    sword icon    RNG: 1 POW: 9 P+S: 9

end of line

# Exemplar Bastions

Legacy Protectorate (Exemplar) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
4		7	4	11	16

Model A's Damage:   
Model B's Damage:   
Model C's Damage: 

FA: 2

Point Cost: 3 Grunts: 8

Base Size: 40mm

Damage: 5 each

## GRUNT

**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.

## WEAPONS [GRUNT]

**Consecrated Halberd [1x] (None)** sword icon    RNG: 2 POW: 13    P+S: 13

Blessed

Damage Type: Magical

Weapon Master

## Tactical Tip

Sanguine Bond — The model that was originally damaged can be assigned damage points. When taking damage from a simultaneous attack, note that a model in the unit still cannot be assigned more damage than it has unmarked damage boxes.

*end of line*

# Exemplar Cinerators

Legacy Protectorate (Exemplar) Unit

## GRUNT

**SPD STR MAT RAT DEF ARM**  
4            7        4        11      17

Model A's Damage:   
Model B's Damage:   
Model C's Damage: 

**FA:** 2

**Point Cost:** 3 Grunts: 7

**Base Size:** 40mm

**Damage:** 5 each

## GRUNT

**Resistance:** Fire

**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.

## WEAPONS [GRUNT]

**Blazing Sword [1x] (None)** sword icon      **RNG:** 2 **POW:** 11      **P+S:** 11

**Continuous Effect:** Fire

**Damage Type:** Magical

**Weapon Master**

**Shield [1x] (None)** sword icon      **RNG:** 1 **POW:** 11      **P+S:** 11

## Tactical Tip

Vengeance — Models move after continuous effects have been resolved during your Maintenance Phase.

*end of line*

# Exemplar Cinerator Officer

Legacy Protectorate (Exemplar) Command Attachment

Damage:

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM
4		8	4	11	17

FA: 2

Point Cost: 3

Base Size: 40mm

Damage: 8

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

## OFFICER

**Resistance: Fire**

**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.)

**Granted: 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.

## WEAPONS [OFFICER]

**Blazing Sword [1x] (None)** sword icon    RNG: 2 POW: 11    P+S: 11

Continuous Effect: Fire

Damage Type: Magical

Weapon Master

**Shield [1x] (None)** sword icon    RNG: 1 POW: 11    P+S: 11

## Tactical Tip

Vengeance — Models move after continuous effects have been resolved during your Maintenance Phase.

*end of line*

# Exemplar Avengers

Legacy Protectorate (Exemplar) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
8		7	4	12	18

Model A's Damage:   
Model B's Damage:   
Model C's Damage: 

FA: 2

Point Cost: 3 Grunts: 9

Base Size: 50mm

Damage: 5 each

## GRUNT

Cavalry

Unstoppable

**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.

## WEAPONS [GRUNT]

**Blessed Lance [1x] (None)** sword icon    RNG: 2 POW: 15    P+S: 15

Blessed

Damage Type: Magical

end of line

# Choir of Menoth

Legacy Protectorate (Exemplar) Unit

## GRUNT

SPD	STR	MAT	RAT	DEF	ARM
6		4	4	12	12

FA: 3

Point Cost: 3 Grunts: 3

Base Size: 30mm

## GRUNT

**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.

## WEAPONS [GRUNT]

**Battle Staff [1x] (None)**

sword icon

RNG: 2 POW: 6P+S: 6

end of line






# Visgoth Juviah Rhoven & Honor Guard

Legacy Protectorate (Exemplar) Exemplar Unit

## RHOVEN

SPD	STR	MAT	RAT	DEF	ARM
5		6	4	12	16

Rhoven's Damage:   
Gius' Damage:   
Cassian's Damage: 

## GIUS & CASSIAN

SPD	STR	MAT	RAT	DEF	ARM
5		8	4	12	16

FA: C

Point Cost: Rhoven, Gius & Cassian: 9

Base Size: 30mm

Rhoven's AAT: 8

Damage: Rhoven's Damage: 5

Gius & Cassian's Damae: 8 each

## RHOVEN

**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.

## WEAPONS [RHOVEN]

**Staff of Sulon [1x] (None)** sword icon RNG: 2 POW: 12 P+S: 12

Continuous Effect: Fire

Damage Type: Magical

## 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.

## WEAPONS [GIUS & CASSIAN]

**Consecrated Halberd [1x] (None)** sword icon RNG: 2 POW: 11 P+S: 11

Blessed

Damage Type: Magical

Weapon Master

end of line

# Exemplar Errant Seneschal

Legacy Protectorate (Exemplar) Solo

Damage: 

## SENESCHAL

<b>SPD</b>	<b>STR</b>	<b>MAT</b>	<b>RAT</b>	<b>DEF</b>	<b>ARM</b>
5		8	7	12	16

FA: 2

Point Cost: 3

Base Size: 30mm

Damage: 5

## SENESCHAL

Advance Deployment

Dual Attack

Pathfinder

**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.

## WEAPONS [SENESCHAL]

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

Blessed

Damage Type: Magical

**Sword [1x] (None)**  **RNG: 1 POW: 9** **P+S: 9**

Weapon Master

**Shield [1x] (None)**  **RNG: 1 POW: 9 P+S: 9**

## Tactical Tip

Call to Sacrifice — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.

*end of line*

# Knights Exemplar Seneschal

Legacy Protectorate (Exemplar) Solo

Damage: 

## SENESCHAL

SPD	STR	MAT	RAT	DEF	ARM
5		8	4	12	15

FA: 2

Point Cost: 5

Base Size: 30mm

Damage: 5

## SENESCHAL

**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.

## WEAPONS [SENESCHAL]

**Relic Blade [2x] (None)**  **RNG: 1 POW: 11 P+S: 11**

Damage Type: Magical

Weapon Master

**Chain Attack: Smite** - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against 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.

end of line

# Exemplar Bastion Seneschal

Legacy Protectorate (Exemplar) Solo

Damage:

## SENESCHAL

SPD	STR	MAT	RAT	DEF	ARM
4		8	4	11	16

FA: 2

Point Cost: 4

Base Size: 40mm

Damage: 8

## SENESCHAL

**Jack Marshal**

**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.

## WEAPONS [SENESCHAL]

**Consecrated Halberd [1x] (None)** sword icon      RNG: 2 POW: 13      P+S: 13

Blessed

Damage Type: Magical

Weapon Master

end of line

# Vassal Mechanik

Legacy Protectorate (Exemplar) Solo

## MECHANIK

SPD	STR	MAT	RAT	DEF	ARM
5		4	4	12	12

FA: 3

Point Cost: 1

Base Size: 30mm

## MECHANIK

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

## WEAPONS [MECHANIK]

**Multi Tool [1x] (None)**

sword icon

RNG: 1 POW: 8

P+S: 8

end of line

# Vassal of Menoth

Legacy Protectorate (Exemplar) Solo

## VASSAL

SPD	STR	MAT	RAT	DEF	ARM
5		4	4	12	12

FA: 2

Point Cost: 1

Base Size: 30mm

AAT: 6

## VASSAL

**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.

## WEAPONS [VASSAL]

end of line

# Exemplar Warder

Legacy Protectorate (Exemplar) Solo

Damage: ■■■■■

## WARDER

SPD	STR	MAT	RAT	DEF	ARM
5		8	4	12	17

FA: 2

Point Cost: 3

Base Size: 30mm

Damage: 5

## WARDER

**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.

## WEAPONS [WARDER]

**Consecrated Halberd [1x] (None)** sword icon      RNG: 2 POW: 11      P+S: 11

Blessed

Damage Type: Magical

Weapon Master

**Shield [1x] (None)** sword icon      RNG: 1 POW: 11      P+S: 11

end of line

# Exemplar Warder Elias Gade

Legacy Protectorate (Exemplar) Exemplar Errant Solo

Damage: 

## GADE

SPD	STR	MAT	RAT	DEF	ARM
5		7	7	12	16

FA: C

Point Cost: 5

Base Size: 30mm

Damage: 5

## GADE

**Advance Deployment**

**Dual Attack**

**Pathfinder**

**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.

## WEAPONS [GADE]

**Crossbow [2x] (None)** gun icon      RNG: 10      ROF: 1 AOE: - POW: 10

Blessed

Damage Type: Magical

**Bayonet [2x] (None)** sword icon      RNG: 1 POW: 9 P+S: 9

Weapon Master

## Tactical Tip

Call to Sacrifice — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.

*end of line*



# High Exemplar Gravus

Legacy Protectorate (Exemplar) Venger Dragoon Solo

Mounted Damage:   
Dismounted Damage: 

## GRAVUS (MOUNTED)

SPD	STR	MAT	RAT	DEF	ARM
8		8	4	12	17

FA: C

Point Cost: 7

Base Size: 50mm

Damage: Mounted Damage: 10

Dismounted Damage: 5

## GRAVUS (MOUNTED)

Cavalry

Unstoppable

**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: Requiem [living Exemplar]** - This model can gain soul tokens. When a friendly living 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.

## WEAPONS [GRAVUS (MOUNTED)]

**Reverence [1x] (None)** sword icon RNG: 1 POW: 11 P+S: 11

Chain Weapon

Damage Type: Magical

Weapon Master

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

## Tactical Tip

Dispel — Because they expire immediately, upkeep spells or animi that had an effect when the model was hit or damaged will have no effect.

*end of line*

# High Exemplar Gravus (Continued)

Legacy Protectorate (Exemplar) Venger Dragoon Solo

## GRAVUS (DISMOUNTED)

SPD	STR	MAT	RAT	DEF	ARM
5		8	4	12	15

Base Size: 30mm

## GRAVUS (DISMOUNTED)

**Brother's Keeper [Exemplar]** - While within 10" of this model, friendly Exemplar 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: Requiem [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.

## WEAPONS [GRAVUS (DISMOUNTED)]

**Reverence [1x] (None)** sword icon RNG: 1 POW: 11 P+S: 11

Chain Weapon

Damage Type: Magical

Weapon Master

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

## Tactical Tip

Dispel — Because they expire immediately, upkeep spells or animi that had an effect when the model was hit or damaged will have no effect.

*end of line*

# Hand of Silence

Legacy Protectorate (Exemplar) Reclaimer Solo

Damage: 

## HAND OF SILENCE

SPD	STR	MAT	RAT	DEF	ARM
8		6	6	13	16

FA: C

Point Cost: 6

Base Size: 50mm

Damage: 10

## HAND OF SILENCE

Cavalry

Dual Attack

Unstoppable

**Ashen Veil** - This model has concealment. Living enemy models without Resistance: 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.

## WEAPONS [HAND OF SILENCE]

**Flamethrower [1x] (None)** gun icon      RNG: SP 8      ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

**Usher [1x] (None)** sword icon      RNG: 2 POW: 14      P+S: 14

Continuous Effect: Fire

Damage Type: Magical

end of line

# Reclaimer Gatekeeper

Legacy Protectorate (Exemplar) Solo

Damage: 

## RECLAIMER

SPD	STR	MAT	RAT	DEF	ARM
5		5	4	13	13

FA: 2

Point Cost: 2

Base Size: 30mm

Damage: 5

## RECLAIMER

**Resistance: Fire**

**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.

## WEAPONS [RECLAIMER]

**Torch [1x] (None)** sword icon      RNG: 1 POW: 10      P+S: 10

**Continuous Effect: Fire**

end of line