				•	orn	NOO	d C	hieftai	in							
Trollb	lood 7	Γrollki	n War	lock				le.	onhide's	Domo	70. T					
IRONI SPD	IIDE STR	MAT	RAT	DEF	ARM	CMD	ELID		ominue s	Dama	ge:					
6	8	7	6	14	16	9	5	1								
	ist Poin ize: Med e: 18	-														
or more attack.	Ironhid enemy When a	models model	with a m with Ove	nelee atta	ack while stroys o	e it is in ne or m	Ironhid	Overtake. Ac le's control emy warrior	area, the	e frienc	lly mod	lel can	make	an addit	tional me	elee
	IHIDE	<u> </u>														
after that a weaper Scroll of directly model had Talisma	at attack on's RO of Grind hit by ar as beer an of Su	is resoli F and ca ar's Pei n attack. n hit. nbdual -	ved this annot ge rseverar If this m	model cannerate ance - Thinodel use	an make diditiona is model es the so	e one no l attacks can use croll, it si	rmal ras from Se Scrol uffers r	dels with a langed attacl Snap Fire. I of Grindar no damage lamed by a w	k. Attack 's Perse' roll from varbeast	everance the attention that be	ed fron e once tack. D egan th	n Snap per ga eclare ie char	Fire deame, we use of ge or s	o not co hen this the scro slam in t	unt agair model is oll after the his mode	nst s his
	ONS [DNO 6	. 505	405	DOW 7								
Magica Critical transfer	I Weapo Grievo damage	on us Wou e for one	e round.		al hit, the	e model	hit by	: - POW: 7 this weapor ack.	n loses T	Гough,	canno	t heal c	or be he	ealed, a	nd canno	ot
Rathro	k [1x] (None)	POW: 7	7 P+S: 1	5											
Magica Critical	l Weapo	on us Wou	nds - Or			e model	hit by	this weapor	n loses T	Γough,	canno	t heal c	or be he	ealed, a	nd canno	ot
When a Carnag Friendly turn. Sure 1 Target 1	ring Ra n enemy re Faction root riendly F	y model i models action i	s gain +2 model ga	2 to mele	e attack DEF and	it can be 3 rolls ag 3 cannot	6 pushe Self ainst e	AOE J ed 3" directl Ctrl - enemy mode — - ocked down	12 I ly away f - I els in this	No s mode Yes	No el's con No	trol are	ea. Car	nage la		
January	29, 2010)														
warcaster, war,	ack, warbeast, a	nd all associate	ed logos and slog	ans are tradema	rks of Privateer	Press, Inc. Pern	nission is here	, Khador, Cryx, Protect eby granted to photoco . Privateer Press resen	opy and retain ele	ectronic copie	s. Any such o	luplications sl	nall be intend	ed solely for per	rsonal, noncomm	

R 4		•		\ A /		_	1									
				•		End	ler									
Irollic	lood	I roliki	n Epic	Warl	OCK				Ironhide	'e Dama	na. T					
IRONI SPD 6	HIDE STR 8	MAT 8	RAT 6	DEF 14	ARM 17	CMD 9	FUR 5		nominae	S Daille	ige					
	ast Poin ize: Med e: 18															
Feat: D Friendly model i	/ Factior	n models	s current or one no	tly in Iror ormal rar	nhide's d nged atta	control ar ack ignor	rea can i ring ROI	mmedia =	itely mak	(e one r	normal n	nelee a	attack a	against	each en	iemy
triggere If there Rathro attack.	alvatior d by tak is not a k's Awa This mo	– n - Wher ing dam friendly i kening del can	age fror Trollkin - This m have up	n the att warrior r lodel gai to three	ack. Inst nodel wi ns a blo blood to	tead, ren ithin 1″ o od toker	nove one of this mo on each time any time	e friendl odel, it s me it de e. Durin	y Trollkir uffers the stroys a g its activ	n warrio e dama living er	r model ge and e nemy m	within effects odel w	1" of the of the a m	nis mod attack ielee or	and effe del from p normally ranged advanc	play. ′.
Throw Magica Critical transfer Throw	n Rath I Weapo Grievo damag n - Add t	us Wou e for one his mod	None Inds - O e round. el's STF	n a critic	al hit, th	8 ROF: 1 e model this rang	hit by th	is weap		: Tough	, cannot	heal c	or be h	ealed, a	and canr	not
Magica Critical	l Weapo Grievo	on us Wou		7 P+S: 1		e model	hit by th	is weap	on loses	Tough	, cannot	heal c	or be h	ealed, a	and canr	not
battlegr models Vorte : Damag Warpa : When a during i	Grown Faction oup beg without a of Do e rolls a find the friendly ts activation of the friendly	n models jinning the being for estruc gainst e Faction ition, imi	heir activerced. Ki tion nemy memy memodel mediatel	vations in the state of the sta	n this mo bund last this mod odel's co ne attack	his mode odel's co is for one 2 del's mel 2 ontrol are k is resol	el's cont ontrol are e turn. Self ee rango Self ea destr lved, ond	rol area ea can c e are au Ctrl oys one e warbe	pow gain Pat harge or tomatica or more ast in thiresult of	hfinder make s Yes Illy boos Yes enemy s model	No ted. No models	ver atta with a	acks a	gainst e		ck ea
Contents and (iack, warbeast, a	001-2010 Private and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Pern	nission is hereby	granted to pho		electronic cop	ies. Any such d	uplications sh	nall be intend	ed solely for p	ight, Skorne, Troli nersonal, noncom reason.	

				•	er, S	ham	nan (of the	e Gr	narls	3		
Troll	olood	Trollki	n War	lock									
DOO	/ISHAF	PER						D	oomsha	aper's Da	amage:		
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR						
5	6	5	4	13	15	7	7						
	ast Poir ize: Me e: 16	_											
Enemy warbea area. If take eff	sts suffe a mode ect. If a	suffer d er d6 da I is desti model is	mage po royed as s destroy	oints for e a result ed as a	each fury of this d	point the point	iey rece while ca nage wh	ive as a re sting a sp	esult of ell or u	being fo	orced while in I animus, the sp	control area. Enen Doomshaper's con ell or animus does suffers no further c	trol not
DOC	MSH	APEF	3										
immedi Great I Scroll	ately aft Power - of the V	er the at During y	ttack is r /our Cor alasar -	esolved ntrol Pha This mo	this mod se, this r del can u	lel can for model ca use this	orce the an upked ability or	warbeast ep one sp	t to adva ell witho ame wh	ance up out sper	to 2". Iding focus or f	during its combat a fury. s in its control area	
		[DOON											
	oot [1) I Weap	(None on	<u>e)</u>	POW:	6	P+S: 1	2						
SPEL	LS					Cost	DNC		DO14/				
						CUSI	HING	AOE	POW	UP	OFF		
Enemy Fortu	ne	spells o	-	-		2 nit expire 2	6 e. Affect 6	ed model	==== s canno =	Yes ot be tare Yes	No geted by enem No	ny spells or animi.	f
Enemy Fortus Target Fortune	upkeep ne friendly e.	spells o	-	-		2 nit expire 2 nissed a	6 e. Affect 6 ttack rol	ed model - Is. Each a	s canno - attack ro	Yes of be targ Yes oll can b	No geted by enem No e rerolled only	ny spells or animi. once as a result o	f
Enemy Fortus Target Fortune Hex B	upkeep ne friendly e. last	spells o	model/u	nit can re	eroll its n	nit expire 2 nissed a	6 e. Affect 6 ttack rol	ed model - ls. Each a	s canno - attack ro	Yes It be tare Yes It can b	No geted by enem No e rerolled only Yes		f
Enemy Fortus Target Fortune Hex B. Enemy Rampa	upkeep ne friendly e. last upkeep ger	spells of Faction spells a	model/u	nit can re	eroll its n	2 nit expire 2 nissed a 3 nit direct 3	6 6 Affect 6 Itack rol 10 ly hit by 10	ed model - Is. Each a 3 Hex Blas	s canno - attack ro 13 t immed	Yes yt be tare Yes oll can b No diately e	No geted by enem No e rerolled only Yes xpire. Yes	once as a result o	
Enemy Fortus Target Fortune Hex B Enemy Rampa Take conormal use its	upkeep ne friendly e. last upkeep ger ontrol of attack v animus.	spells of Faction spells a target e with it, the Rampa	model/u nd anim nemy no en Ram	nit can re i on the on-chara pager ex	eroll its n model/ur	2 nit expire 2 nissed a 3 nit direct 3 peast. Y hile the	6 2. Affect 6 ttack rol 10 ly hit by 10 ou can rountees	ed model - Is. Each a 3 Hex Blas - nake one	s canno attack ro 13 t immed	Yes of be tary Yes of can b No diately e No vance wis	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be		ıke one
Enemy Fortus Target Fortune Hex B Enemy Rampa Take co normal use its Stran	upkeep ne friendly the last upkeep ger ontrol of attack v animus. glehol	spells of Faction spells a target e with it, the Rampa d	model/u nd anim nemy no en Ram ger can	nit can re i on the on-chara pager ex be cast o	eroll its n model/ur cter warl pires. W only once	2 nit expire 2 nissed a 3 nit direct 3 peast. Y hile the e per tur 2	6 6 Affect 6 ttack rol 10 ly hit by 10 ou can r warbeas n. 10	ed model: - Is. Each a 3 Hex Blas - make one st is affect	s canno attack ro 13 t immed full adv ted by F	Yes of be tary Yes of can b No diately e No vance with Rampag	No geted by enem No e rerolled only Yes xpire. Yes th the warbeas er, it cannot be	once as a result o	ake one
Enemy Fortune Fortune Fortune Hex B. Enemy Rampa Take conormal use its Stran A mode	upkeep ne friendly last upkeep ger ontrol of attack v animus. glehol	spells of Faction spells a target e with it, the Rampa d ged by S	model/u nd anim nemy no en Ram ger can	nit can re i on the on-chara pager ex be cast o	eroll its n model/ur cter warl pires. W only once	2 nit expire 2 nissed a 3 nit direct 3 peast. Y hile the e per tur 2	6 6 Affect 6 ttack rol 10 ly hit by 10 ou can r warbeas n. 10	ed model: - Is. Each a 3 Hex Blas - make one st is affect	s canno attack ro 13 t immed full adv ted by F	Yes of be tary Yes of can b No diately e No vance with Rampag	No geted by enem No e rerolled only Yes xpire. Yes th the warbeas er, it cannot be	once as a result o	ake one
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.
Enemy Fortus Target Fortune Hex B. Enemy Rampa Take conormal use its Strang A mode January Contents and warcaster, was	upkeep ne friendly e. last upkeep ger ontrol of attack v animus. glehol el dama (29, 2016 Game Rules ©2 jack, warbeast,	spells of Faction spells a target e vith it, th Rampay a ged by S 0001-2010 Privat and all associate	model/ui and anim nemy no en Rami ger can strangleh	nit can re i on the on-chara pager ex be cast o	model/ur cter warl pires. Wonly once its either	2 nit expire 2 nissed a 3 nit direct 3 beast. Y hile the e per tur 2 r its mov	6 2. Affect 6 3. Affect 10 11 10 10 10 10 10 10 10 10 10 10 10	ed model: Is. Each a Hex Blas make one st is affect or its actio	s canno - attack ro 13 at immed - full adv ted by F 11 an during	Yes bit be tary Yes bill can b No diately e No vance wi Rampag No g its nex	No geted by enem No e rerolled only Yes xpire. Yes th the warbeaser, it cannot be Yes t activation, as	once as a result o	ake one annot oses.

Hoarluk Doomshaper, Rage of Dhunia Trollblood Trollkin Epic Warlock
Doomshaper's Damage: Latting
DOOMSHAPER SPD STR MAT RAT DEF ARM CMD FUR 5 7 5 4 13 15 7 7
FA: C Warbeast Points: +6 Base Size: Medium Damage: 16
Feat: Scroll of Grimmr Doomshaper and friendly Faction warbeasts in his battlegroup beginning their activations in his control area gain +3 SPD and can charge or make slam or trample power attacks without being forced. Scroll of Grimmr lasts for one turn.
DOOMSHAPER Tough Attuned Spirit [Dire Troll] - Once per activation, this model can cast the animus of a Dire Troll warbeast in its battlegroup as a spell without spending fury. Goad - When a warbeast in this model's battlegroup destroys one or more models with a melee attack during its combat action,
immediately after the attack is resolved this model can force the warbeast to advance up to 2". Hyper Regeneration - This model automatically heals d3 damage points at the start of each of its activations.
WEAPONS [DOOMSHAPER] Gnarlroot [1x] (None) POW: 6 P+S: 13 Magical Weapon Reach Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.
SPELLS Agitation Self Ctrl - No

		Bloo Trollkir		<u> </u>	=ell (Call	er					
DI 00	. DOOL	10							Griss	el's Dam	age:	
SPD 6	DDSON STR 7	MAT 6	RAT 5	DEF 15	ARM 16	CMD 9	FUR 6					
	ast Poir Size: Me Je: 17											
Friendl their ac activati models by a Fe	ctivations ons. Du dunits ca all Call th	n models s this turr ring this r annot give	n, and ca moveme e or rece A friendly	an make ent, affect eive orde	a full ad ted mod ers and c	lvance a els canr cannot c	t the end not be ta ast spell	d of this t rgeted by s. Affect	turn afte y free sti ed frienc	r all frier rikes. Wi Ily mode	take one additional radly models have en hile in this model's cells are considered to this turn is not affect	ded their control area, enemy have been affected
RI O	ODS	ONG										
Tough Fell Ca affecte spells f	alls - Thi d by only •Cacop or one ro •Heroid	s model of y one Fel phony - Vound. c Ballad	II Call ea While in t - RNG C	ich turn. this mod CMD. Tai	lel's com	nmand randly non	ange, en -warlock	emy mo	dels/unit model/u	s canno	e model/unit is in rar	ers and cannot cast
											ns this turn. Heroic	
round.	·Hoof i	it - BNG	CMD T	araet frie	andly not	n-warloo	k Factio	n model/	unit If th	na moda	l/unit is in range, aff	ected models can
	a full adv		the end c	of this tur	rn after a						ations. During this m	
		[BLOO 1x] (No		G] RNG: S	SP 8	ROF: 1	AOE: -	POW: 1	12			
		1x] (Nor	<u>1e)</u>	POW: 7	7	P+S: 1	4					
Critica d6" dire	ectly awa	- On a cr	his mode	el and su	ıffers a c	damage	roll with				age normally. The m I's STR plus the PO	
SPEL						Cost	RNG	<u>AOE</u>	<u>POW</u>	<u>UP</u>	OFF	
Calam	ity	o aoin TC) to ottoo	de and de	omaga r	3	8	- ot onomy	– model/i	Yes	Yes	
<i>Hallo</i>	y model: wed Av	s gain +2 enger	: 10 allac	K and da	ımaye n	olis agai 2	6	–	–	Yes	No	
When a warjacl	an enem	ny attack model's	destroys battlegro	or remo	ves fror the att	n play o ack is re	ne or mo solved t	ore friend he affect	dly Faction ed warja	on mode ack can o	els within 5" of target charge an enemy mo	XXX (warbeast or odel, then Hallowed
Rift		ıgh terrai	n and re	mains in	ı play for	3 r one rou	8 und.	4	13	No	Yes	
	, 29, 2010	•			. ,							
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Privated and all associated	d logos and sloga	ans are trademar	rks of Privateer I	Press, Inc. Perm	nission is hereby	granted to photo	copy and retain	electronic copies	f Scyrah, HORDES, Circle Orboros, Leg. s. Any such duplications shall be intende rmission or revise contents herein at any	ed solely for personal, noncommercial
asc and mast	mantan an cop	yngnis, trademark	to, or other riotice	55 contained the	car or preserve	all marks assoc	ialea increoi. Fi	valcer r ress res	erves the right to	remove the per	mission of revise contents neight at any	y unite for any reason.

		ngus										
Trollb	lood ⁻	Trollki	n War	lock								
GRIM SPD 6	ANGU STR 7	IS MAT 6	RAT 7	DEF 16	ARM 15	CMD 8	FUR 6	C	arim Ang	jus' Dan	nage:	ш
	ast Poin ize: Me e: 17											
While in	pread t Grim's 3 SPD a	control	area, en not make	emy mod special	dels suff attacks.	er –3 DE Spread	EF. Enem	ny mode lasts for	ls begin one rou	ning the	eir activations in Grim's control area	
Pathfin Tough Take D made b	own - M y this m	lodels di odel are	remove	d from p	lay.		oy this m		nnot mak	ке а Тоц	ugh roll. Models boxed by a melee a	ıttack
WEAF Headh Magica	PONS unter [I Weapo	GRIM 1x] (No	ANGU:	<u>S]</u> RNG: 1	3	ROF: 1	AOE: -	POW:		n charg	ing a model damaged by this weapo	on
Cumbe activation	rsome on. If this	s model	nodel att attacked	acks wit with an	h this we other ra	eapon dunged we	POW: - uring its a apon this weapon	activatio s activat	ion, it ca	ınnot att	ck with another ranged weapon that tack with this weapon.	t
Gun B	lade [1	x] (Non	<u>ie)</u>	POW:	5	P+S: 12	2					
Target of Lock of A mode Marked Marked Return When to	riendly the Tall the	Faction in the section of the sectio	ock the I nit suffers ndly Fact action mo	Target can s -2 DEF ion mod	annot ru and los els can t	2 der ICON 2 n, charge ses Incolarget ar 1 y an ene	affected 6 emy rang	nter. olaced for a stead model ged attaced	Ith and o regardle – k, after t	cannot g ess of L0 No the atta	Yes Yes yain those abilities while affected by OS. No ck is resolved the affected model ca	
January	29, 2010)										
warcaster, war	iack, warbeast,	and all associate	ed logos and slog	ans are tradema	rks of Privateer	Press, Inc. Perm	nission is hereby (granted to photo	copy and retain	electronic copie	of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trol es. Any such duplications shall be intended solely for personal, noncom ermission or revise contents herein at any time for any reason.	

Borka Kegslayer Trollblood Trollkin Warlock	
KEGSLAYER SPD STR MAT RAT DEF ARM CMD FUR 6 9 7 5 14 17 8 5	orka's Damage:
FA: C Warbeast Points: +5 Base Size: Medium Damage: 18	
Feat: Barroom Blitz Friendly Faction models beginning a charge, slam, or trample in Keglayer's of Kegslayer's battlegroup beginning their activations his control area can make additional die on power attack damage rolls and collateral damage rolls. Bar	e power attacks without being forced and roll an
KEGSLAYER Immunity: Cold Tough Unyielding - While engaging an enemy model, this model gains +2 ARM.	
WEAPONS [KEGSLAYER] Bomb [1x] (None) RNG: 8 ROF: 1 AOE: 3 POW: 12	
Trauma [1x] (None) POW: 6P+S: 15 Magical Weapon Reach Brain Damage - A model damaged by an attack with this weapon cannot ca round.	st spells, upkeep spells, or use an animus for one
SPELLS Iron Flesh Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD. Mosh Pit While in this model's control area, friendly models gain Knockdown on their ran enemy model is hit with an attack by a weapon with knockdown, it is knock wind wall Self This model cannot make ranged attacks, and non-magical ranged attacks ta 3" of this model, models cannot make ranged attacks and non-magical ranged wall lasts for one round. January 29, 2010 Contents and Game Bules ©2001-2010 Privateer Press for All Binhis Reserved Privateer Press WARMACHINE® Content Khader Cover Protectorate	Yes No No No melee weapons. Mosh Pit lasts for one turn. (When cked down.) No No rgeting it automatically miss. While completely within ed attacks targeting them automatically miss. Wind
Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy a use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves to the marks associated thereof. Privateer Press reserves to the protection of the protec	nd retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial

Pyg Keg Carrier

Trollblood Character Solo

KEG CARRIER

SPD STR MAT RAT DEF ARM CMD

5 5 5 4 13 12 6

FA: C

Base Size: Small Damage: 5

KEG CARRIER

Tougl

Attached to [Borka Kegslayer] - This model is attached to Borka Kegslayer for the rest of the game. Each warlock can have only one model attached to it.

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

Keg Carrier's Damage: ■

Party Foul - If this model is destroyed by an enemy attack, friendly Faction warrior models gain Fearless ICON and Berserk for one round. While affected by Party Foul, a model cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)

Top Off (*Action) - If this model is B2B with Kégslayer, Kegslayer gains 2 fury point and Stumbling Drunk. Stumbling Drunk lasts for one round. (A model with Stumbling Drunk cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved a model with Stumbling Drunk is pushed d3" in a direction determined by the deviation template, then you can choose its facing.)

WEAPONS [KEG CARRIER]

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

January 29, 2010

Calandra Truthsayer, Oracle of the Glimmerwood Trollblood Trollkin Warlock																	
			n war	IOCK					Cala	ndra's l	Damage:		11				
TRUT SPD 5	HSAY STR 6	ER MAT 5	RAT 4	DEF 14	ARM 14	CMD 8	FUR 7		Odiu	iiuiu 3 i	oumage.						
	ast Poii Bize: Me je: 16																
When a	Good Or a friendly rerolled	y model	rolls a 1 ue to Go	or 2 on od Ome	an attack ns. Good	c or dam I Omens	age roll lasts fo	while in or one tu	Truthsa n.	yer's co	ntrol ar	ea it d	an re	eroll 1	the d	ie. Each d	əit
Tough Fate B	lessed		a friendly		n model r to allow											del's cont to Fate	rol
Salt [1 Magica	x] (No al Weap	on	POW:	4	P+S: 1		del gair	ns an ad	ditional c	lie on d	amage :	rolls a	again	st da	ımagı	ed model	S.
SPEL			J			Cost	_	AOE		UP	OFF		.5				
targete Bulle Target immedi strikes Force Models Sooth Removonly be Star -While in	t, you c d by free t Dodg friendly ately af during t damag ing So e up to cast or Crosse n this m	estrikes rer model g ter an er his move ed by Fo ng 1 fury ponce per to	during the ains +2 learny attachment.) orce Blow bint from urn.	DEF aga ack that w are kn each fri	ement. A ainst rand missed i ocked do endly livi	model c 2 ged attact t is resol 3 own. 1 ng Factic	an only 6 ck rolls aved unle 10 Self on warb	move or and Dod ess it wa Ctrl east cur Ctrl	nce per t ge. (A m s misse 12 rently in	urn as a Yes odel wi d while No No this mo	a result No th Dodg advanci Yes No del's co	of Be e car ng. It ntrol	fuddl adv canr area	e. ance not be	up to e tarç	cannot be o 2" geted by f o Song ca ch roll. So	ree n
January	29, 201	0															
warcaster, wa	rjack, warbeast	and all associate	ed logos and slo	gans are tradem		Press, Inc. Perm	nission is hereb	y granted to phot	ocopy and retair	electronic co	ies. Any such o	uplications	shall be	intended	solely for	light, Skorne, Trolli personal, noncomi y reason.	

Pyre Troll

Trollblood Light Warbeast

PYRE TROLL

SPD STR MAT RAT DEF ARM CMD FUR THR

9 5 4 12 15 6 3 9

FA: U Point Cost: 4 Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

Target friendly Faction model gains Immunity: Fire ICON and its melee weapons gain Continuous Effect: Fire ICON. Flaming Fists lasts for one round.

1

2

3

4

5

6

 $\overline{\ominus}\overline{\ominus}\overline{\ominus}\overline{\ominus}$ mind

⊕⊕⊕⊕ spirit

PYRE TROLL

Immunity: Fire

It Burns! - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Fire continuous effect ICON unless this model was destroyed or removed from play by the attack.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [PYRE TROLL]

Spew Fire [1x] (Head) RNG: 8 ROF: 1 AOE: 3 POW: 12

Critical Fire

Damage Type: Fire

Claw [2x] (Left and Right) POW: 3 P+S: 12

Open Fist

January 29, 2010

Slag Troll

Trollblood Light Warbeast

SLAG TROLL

SPD STR MAT RAT DEF ARM CMD FUR THR 10 17 5 3 6 5 12 8

FA: U Point Cost: 6 Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

Animus Cost **RNG** AOE **POW** UP OFF Acidic Touch No No

Target friendly Faction model gains +2 to melee damage rolls and Immunity: Corrosion ICON, and its melee weapons gain Critical Corrosion ICON. Acidic Touch lasts for one round.

1

2

3

4

5

6

 $\overline{\ominus}\overline{\ominus}\overline{\ominus}\overline{\ominus}$ mind

⊖⊖⊖ spirit

SLAG TROLL

Immunity: Corrosion

Cast Iron Stomach - When this model destroys a construct or warjack with a melee attack, this model heals d6 damage points. Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Vitriol - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect unless this model was destroyed or removed from play by the attack.

WEAPONS [SLAG TROLL]

Spew Acid [1x] (Head) RNG: 8 ROF: 2 AOE: - POW: 12

Continuous Effect: Corrosion Damage Type: Corrosion

Erosion - This model rolls an additional die on this weapon's damage rolls against non-living models.

Claw [2x] (Left and Right) **POW**: 3 **P+S**: 13

Open Fist

January 29, 2010

Troll Axer

Trollblood Light Warbeast

TROLL AXER

SPD STR MAT RAT DEF ARM CMD FUR THR

5 9 6 4 12 18 6 3 8

FA: U Point Cost: 6 Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

Target friendly warbeast gains +2" movement and Pathfinder ICON. Rush lasts for one turn.

TROLL AXER

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [TROLL AXER]

Great Axe [1x] (<->) POW: 5 P+S: 14

Reach

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

1

2

3

4

5

6

ŌŌŌO mind

⊕⊕⊕⊕ spirit

January 29, 2010

Troll Bouncer

Trollblood Light Warbeast

TROLL BOUNCER

Point Cost: 5

Bump

SPD STR MAT RAT DEF ARM CMD FUR THR5 9 5 4 12 17 6 3 9

FA: U

Base Size: Medium
Damage: 22 (Mind 7, Body 8, Spirit 7)

Animus Cost RNG AOE POW UP OFF

When target friendly model is damaged by an enemy melee attack, after the attack is resolved the enemy model is pushed 3" directly away from the affected model, then Bump expires. Bump lasts for one round.

1

2

3

4

5

No

No

 $\overline{\ominus}\overline{\ominus}\overline{\ominus}\overline{\ominus}$ mind

⊖⊖⊖ spirit

TROLL BOUNCER

Brace for Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [TROLL BOUNCER]

Ball & Chain [1x] (Right) POW: 4 P+S: 13

Reach

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

Shield [1x] (Left) POW: 1P+S: 10

Shield

January 29, 2010

Troll Impaler

Trollblood Light Warbeast

TROLL IMPALER

SPD STR MAT RAT DEF ARM CMD FUR THR

9 5 5 12 16 6 3 9

FA: U Point Cost: 5 Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

Target friendly model's ranged weapons gain Snipe. (An attack with a Snipe weapon gains +4 RNG.)

TROLL IMPALER

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [TROLL IMPALER]

Thrown Spear [1x] (<->) RNG: 8 ROF: 1 AOE: - POW: 4

Critical Smite - On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

1

2

3

4

5

6

 $\overline{\ominus}\overline{\ominus}\overline{\ominus}\overline{\ominus}$ mind

⊖⊖⊖ spirit

Thrown - Add this model's STR to the POW of this ranged attack.

Battle Spear [1x] (<->) POW: 4P+S: 13

Reach

January 29, 2010

Winter Troll

Trollblood Light Warbeast

WINTER TROLL

SPD STR MAT RAT DEF ARM CMD FUR THR

9 16 6 3 9 4 12

FA: U Point Cost: 5 Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

Animus Cost **RNG** AOE **POW** UP OFF Freezer No No

Target friendly Faction model gains Immunity: Cold ICON. When an enemy model without Immunity: Cold ends its activation within 2" of the target model, the enemy model becomes stationary for one round. Freezer lasts for one round.

1

2

3

4

5

6

 $\ominus\ominus\ominus\ominus$ mind

⊖⊖⊖⊖ spirit

WINTER TROLL

Immunity: Cold

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Rime - If this model is hit by a melee attack, the attacking model becomes stationary for one round at the end of the attacking model's activation unless the attacking model has Immunity: Cold ICON or this model was destroyed or removed from play by the attack.

WEAPONS [WINTER TROLL]

Ice Breath [1x] (Head) RNG: SP 8 **ROF: 1 AOE: - POW: 12**

Damage Type: Cold

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

Claw [2x] (Left and Right) POW: 3 P+S: 12

Open Fist

January 29, 2010

Dire Troll Blitzer

Trollblood Heavy Warbeast

BLITZER

SPD STR DEF ARM CMD FUR MAT RAT THR

12 12 18 5 9 5 5 4

FA: U Point Cost: 9 Base Size: Large

Damage: 28 (Mind 9, Body 10, Spirit 9)

Animus Cost **RNG** AOE **POW** UP **OFF** Repulsion Self No No

Enemy models currently within 2" of this model are immediately pushed 3" directly away from it in the order you choose.

BLITZER

Gunfighter

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking - When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals the boxed model is removed from play.

1

2 3

4

5

6

 $\ominus\ominus\ominus\ominus$ mind

 $\Theta \overline{\Theta} \overline{\Theta} \overline{\Theta} \overline{\Theta} \overline{\Theta}$ body

⊖⊖⊖⊖ spirit

Virtuoso - This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

WEAPONS [BLITZER]

Slugger [1x] (<->) RNG: 10 **ROF: 1 AOE: - POW: 13**

Rapid Fire [d3] - When you decide to make initial attacks with this weapon at the beginning of this model's combat action, roll a d3. The total rolled is the number of initial attacks this model can make with this weapon during the combat action, ignoring ROF.

Claw [2x] (Left and Right) POW: 3 **P+S**: 15

Open Fist

January 29, 2010

Dire Troll Mauler

Trollblood Heavy Warbeast

MAULER

SPD STR MAT RAT DEF ARM CMD FUR THR 12 3 12 18 5 5 9 6

FA: U Point Cost: 9 Base Size: Large

Damage: 28 (Mind 9, Body 10, Spirit 9)

Animus

Cost RNG AOE Target friendly Faction model gains +3 STR for one round.

POW UP No

1 $\Theta \overline{\Theta} \overline{\Theta} \overline{\Theta} \overline{\Theta}$ mind 2 3 4 5 |⊖⊖⊖⊖⊖ spirit 6 OFF No

MAULER

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking - When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals the boxed model is removed from play.

WEAPONS [MAULER]

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

Open Fist

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

January 29, 2010

Earthborn Dire Troll

Trollblood Heavy Warbeast

EARTHBORN

SPD STR MAT RAT DEF ARM CMD FUR THR5 12 6 3 12 18 5 5 10

FA: U

Point Cost: 10 Base Size: Large

Damage: 32 (Mind 10, Body 11, Spirit 11)

Animus Cost RNG

Transmute

Target friendly Faction model gains Elemental Communion for one round.

EARTHBORN

Pathfinder

Elemental Communion - While within 2" of deep or shallow water, this model gains +2 DEF. While within 2" of an obstacle or obstruction, this model gains +2 ARM. If this model begins its activation within 2" of rough terrain, it gains +2 SPD this activation. **Regeneration [d3] -** This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

AOE

POW

Snacking - When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals the boxed model is removed from play.

WEAPONS [EARTHBORN]

Claw [2x] (Left and Right) POW: 3 P+S: 15

Open Fist

Adaption - When this model hits with a normal melee attack with this weapon, it can replace the base POW of this weapon with the base POW of a melee weapon ICON on a model in its melee range. Adaption expires after the attack is resolved.

January 29, 2010

Mulg the Ancient

Trollblood Dire Troll Character Heavy Warbeast

MULG

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD
 FUR
 THR

 4
 13
 7
 3
 11
 19
 6
 5
 10

FA: C Point Cost: 12 Base Size: Large

Damage: 34 (Mind 9, Body 13, Spirit 12)

Animus Cost RNG AOE UP NO NO

Enemy animi within this model's command range expire. Enemy warbeasts lose their animi while within the command range of this model. Runebreaker lasts for one round.

 $\ominus\ominus\ominus\ominus$ mind

Description
Description

Description

⊖⊖⊖⊖⊖ spirit

999999

ŌŌŌŌŌ

3

5

6

MULG

Affinity [Doomshaper] - At the end of Mulg's combat action while in Doomshaper's control area, if the last model Mulg hit with a melee attack during its combat action is still in Mulg's melee range, Mulg can immediately make one normal melee attack targeting that model.

Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking - When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals the boxed model is removed from play.

WEAPONS [MULG]

Big Meaty Fist [1x] (Right) POW: 4 P+S: 17

Open Fist

Rune Club [1x] (Left) POW: 6**P+S**: 19

Magical Weapon

Reach

Critical Smite - On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

January 29, 2010

Kriel Warriors

Trollblood Trollkin Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 6 5 4 12 15 8

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Medium

LEADER & GRUNTS

Combined Melee Attack

Tough

Prayers - The Leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

•Fervor - Affected models gain +2 to attack and damage rolls this activation.

•Swift Foot - Affected models gain +2" movement this activation.

WEAPONS [LEADER & GRUNTS]

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

January 29, 2010

Kriel Warrior Caber Thrower

Trollblood Trollkin Weapon Attachment

THROWER

SPD STR MAT RAT DEF ARM CMD

5 6 5 4 12 15 8

FA: 3

Point Cost: 1 Thrower: 1

Up to 2 additional Throwers: 1ea

Base Size: Medium

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

THROWER

Tough

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

WEAPONS [THROWER]

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

Reach

Thunderbolt - Enemy models hit are pushed d3" directly away from the attacking model. On a critical hit, the enemy model is knocked down after being pushed.

January 29, 2010

Kriel Warrior Standard & Piper

Trollblood Trollkin Unit Attachment

STANDARD BEARER

SPD STR MAT RAT DEF ARM CMD5 6 5 4 12 15 8

PIPER

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD

 5
 6
 5
 4
 12
 15
 8

FA: 1

Point Cost: Standard & Piper: 2

Base Size: Medium

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

STANDARD BEARER

Standard Bearer

Tough

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

WEAPONS [STANDARD BEARER]

PIPER

Combined Melee Attack

Tough

In Step - While this model is within 3" of it, the unit commander gains +3" to its command range.

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

WEAPONS [PIPER]

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

January 29, 2010

Krielstone Bearer & Stone Scribes

Trollblood Trollkin Unit

LEADER

SPD STR MAT RAT DEF ARM CMD5 7 5 4 12 13 9

GRUNTS

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD

 5
 7
 5
 4
 12
 13
 9

FA: 1

Point Cost: Leader & 3 Grunts: 3 Leader & 5 Grunts: 4

Base Size: Medium

LEADER

Fearless Tough

Fury Vault - While this model is in a friendly warlock's control area during the warlock's activation, the warlock can move fury points from himself to it. If this model is in a friendly warlock's control area, the warlock can leach fury points from it during your Control Phase. This model can have up to 1 fury point on it for each model currently in this unit. When a model in this unit is destroyed or removed from play, remove fury points from this model in excess of the number of models remaining in the unit. If this model is destroyed and replaced by a Grunt in its unit, place its fury points on the new Leader.

Protective Aura - Once at any time during its unit's activation, this model can spend 1 fury point to use Protective Aura. When it does, for one round friendly Faction models gain +2 ARM while within 4" of this model + 1" per fury point on this model. **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. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

WEAPONS [LEADER]

GRUNTS

Fearless Tough

WEAPONS [GRUNTS]

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

January 29, 2010

				e El in Unit	der : Attac	hmen	t
Eld							Elder's Damage: -
SP		STR 7	MAT 6	RAT 4	DEF 12	ARM 13	CMD 9
Bas	nt C	ost: 1 ze: Me e: 5	edium				
Att	achn	nent [k	Crielstor	ne Beare	er & Sto	nescrib	e] - This attachment can be added to a Krielstone Bearer & Stonescribe unit.
Fea	der Irlessicer	•					
Sto	ne V ected	·Comb by this ·Spirit	oat Ward s unit's P	ding - Co Protective	ontinuou: Aura, a	s effects ı model i	llowing effects each turn anytime during its unit's activation.: on friendly Faction models affected by this unit's Protective Aura expire. While is immune to continuous effects. Combat Warding lasts for one round. Iffected by this unit's Protective Aura this round, enemy models lose Incorporeal
		·Stone	Streng	th - Whi	le within	the area	a affected by this unit's Protective Aura this round, friendly Faction models gain
			[Elder] n [1x] (POW:	4	P+S: 11
Jan	uary 2	29, 201	0				
warcas	iter, warja	ck, warbeast	, and all associat	ted logos and slo	gans are tradem	arks of Privateer	sss, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, r Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial e all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Thumper Crew

Trollblood Trollkin Weapon Crew Unit

LEADER

SPD STR MAT RAT DEF ARM CMD4 6 5 5 12 14 8

GRUNTS

SPD STR MAT RAT DEF ARM CMD4 6 5 5 12 14 8

FA: 2

Point Cost: Leader & 2 Grunts: 3 Base Size: Leader: Large Base Grunt: Medium Base

LEADER

Tough

WEAPONS [LEADER]

Thumper [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 14

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Momentum - Instead of suffering a normal damage roll, a small- or meidum-based non-incorporeal model hit by this attack is slammed d3" directly away from this model regardless of its base size and suffers a damage roll equal to the POW of this weapon. Collateral damage from this slam is equal to the POW of this weapon.

Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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

GRUNTS

Tough

WEAPONS [GRUNTS]

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

January 29, 2010

Trollkin Champions

Trollblood Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 7 7 4 12 16 9

FA: 2

Point Cost: Leader & 2 Grunts: 6

Leader & 4 Grunts: 10

Base Size: Medium

Damage: 8

LEADER & GRUNTS

Fearless Tough

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

WEAPONS [LEADER & GRUNTS]

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

Weapon Master

January 29, 2010

Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Champion A's Damage:

Champion B's Damage:

Champion C's Damage: Champion D's Damage:

Champion E's Damage:

Trollkin Fennblades

Trollblood Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 7 6 4 12 14 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Medium

LEADER & GRUNTS

Tough

Hard - This model does not suffer damage or effects from impact attacks or collateral damage.

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

WEAPONS [LEADER & GRUNTS]

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

Reach

January 29, 2010

Long Riders

Trollblood Trollkin Cavalry Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

7 7 4 12 17 9

FA: 1

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large Damage: 8

LEADER & GRUNTS

Fearless Tough

Brace For Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

Rider A's Damage:

Rider B's Damage:

Rider C's Damage: Rider D's Damage:

Rider E's Damage:

Bull Rush (Order) - Affected models can make slam power attacks and must run, charge, or make a slam power attack this activation. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount ICON. The POW of collateral damage from a slam is equal to the current POW of the Mount ICON. After a model in this unit resolves a slam attack, that model can make one normal melee attack.

WEAPONS [LEADER & GRUNTS]

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

Reach

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

Mount [1x] (None) POW: 14

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

January 29, 2010

Trollkin Runeshapers

Trollblood Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 12 15 8 6

FA: 2

Point Cost: Leader & 2 Grunts: 4

Base Size: Medium

Damage: 5

LEADER & GRUNTS

Pathfinder Tough

Magic Ability [7]

•Rock Hammer (*Attack) - Rock Hammer is a RNG 8, AOE 3, POW 14 magic attack. On a critical hit, models hit are

Runeshaper A's Damage: Runeshaper B's Damage:

Runeshaper C's Damage:

•Tremor (*Attack) - Tremor affects every model within 2" of this model and does not require a target. Make one magic attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

Steady - This model cannot be knocked down.

WEAPONS [LEADER & GRUNTS]

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

Magical Weapon

January 29, 2010

Scattergunners

Trollblood Trollkin Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 6 5 5 12 14 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Medium

LEADER & GRUNTS

Tough

WEAPONS [LEADER & GRUNTS]

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

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

January 29, 2010

Pyg Burrowers

Trollblood Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 5 4 4 13 12 7

FA: 1

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small

LEADER & GRUNTS

Advance Deployment Tough

Point Blank - During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted. **Tunneling (Order)** - Before this unit's normal movement, replace the unit commander with the tunneling marker, then remove the remaining models in this unit from the table. Remove those that were not in formation from play. Effects on models in this unit expire. Then move the tunneling marker up to 5". During your next Maintenance Phase, place models in this unit within 5" of the tunneling marker and remove it from the table. Models that cannot be placed are removed from play. This unit cannot receive the

Tunneling order if it received it during its last activation.

WEAPONS [LEADER & GRUNTS]

Slug Gun [1x] (None) RNG: 4 ROF: 1 AOE: - POW: 14

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

January 29, 2010

Pyg Bushwhackers

Trollblood Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 5 4 4 13 12 7

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

LEADER & GRUNTS

Advance Deployment Combined Ranged Attack

Pathfinder Tough

Bushwhack (Order) - During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

WEAPONS [LEADER & GRUNTS]

Rifle [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 10

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

January 29, 2010

FELL CALLER SPD STR MAT RAT DEF ARM CMD 6 7 7 6 12 15 9 FA: 2 Point Cost: 3 Base Size: Medium		
SPD STR MAT RAT DEF ARM CMD 6 7 7 6 12 15 9 FA: 2 Point Cost: 3 Base Size: Medium	ell Caller Hero	
SPD STR MAT RAT DEF ARM CMD 6 7 7 6 12 15 9 FA: 2 Point Cost: 3 Base Size: Medium		
FA: 2 Point Cost: 3 Base Size: Medium Damage: 8	L CALLER D STR MAT RAT DEF ARM CMD	•
Damayc. ∪	nt Cost: 3	
FELL CALLER Fearless Tough Fell Calls - This model can make one of the following calls any time during its activation. A friendly Faction model/unit can be affected by only one Fell Call each turn. - Overcome - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ICON one turn. - Reveille - Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Reveille. - War Cry - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to melee attack rolls this turn. WEAPONS [FELL CALLER] Sonic Blast [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12 Sword [2x] (None) POW: 3P+S: 10 Weapon Master - January 29, 2010 Weapon Master - January 20, 2010 Weapon Master - January 20, 20	LL CALLER rless gh Calls - This model can make one of the following calls any time during its activation. A friendly Faction model/unit of celeby only one Fell Call each turn. Overcome - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder turn. Reveille - Knocked down friendly Faction models in this model's command range immediately stand up. Models knocked down this turn are not affected by Reveille. War Cry - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to melee this turn. APONS [FELL CALLER] Inc Blast [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12 Ord [2x] (None) POW: 3P+S: 10 Inpon Master Page 29, 2010 Sand Game Rules 20201-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINES, Cygnar, Knador, Cyx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight. St., waylack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for person	r ICON for els that attack

Stone Scribe Chronicler

Trollblood Trollkin Solo

CHRONICLER

SPD STR MAT RAT DEF ARM CMD

3 7 6 4 12 13 8

FA: 1

Point Cost: 2 Base Size: Medium

Damage: 5

CHRONICLER Tough Storytelling - This model can tell one of the following stories anytime during its activation. When this model tells a story, choose a friendly Faction unit. The story affects this model and will affect the unit if it is currently in this model's command range. Stories last for one round. A unit can be affected by only one story each round. •Charge of the Trolls - An affected model gains +2 to melee attack and melee damage rolls against enemy models in the melee range of a friendly Faction warbeast. ·Hero's Tragedy - An enemy warrior model that destroys one or more affected models with a melee attack during its activation is knocked down at the end of its activation. •Tale of Mist - Affected models gain concealment and Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.) WEAPONS [CHRONICLER] Battle Axe [1x] (None) POW: 4P+S: 11 January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason

Chronicler's Damage: -

					_	
			ampi	on F	lero	
Trollb	lood	Solo				
HERO						Hero's Damage:
SPD 5	STR 7	MAT 8	RAT 4	DEF 12	ARM 16	CMD 10
FA: 2 Point C Base S Damag	ize: Me	dium				
Retalia attack is Retaliat Tacticia friendly friendly comple	ess Ch tory Stri s resolv ory Strii an [Trollkin Trollkin tely pas	rike - Whed this not not the per tull the Champ Champ Champ Champ	nen this nodel caurn. ampions ions modions modions	model is n immed s] - While dels whe	hit by a liately m e in this n detern	der ICON during activations it charges. It melee attack made by an enemy model during your opponent's turn, after the nake one normal melee attack against that model. This model can make one model's command range, friendly Trollkin Champions models ignore other mining LOS. Friendly Trollkin Champions models can advance through other el's command range without effect if they have enough movement to move
Great Reach Weapo	Axe [1ː n Maste er (★A	x] (Non er	<u>ē)</u>	POW:	_	P+S: 12 nelee attack with this weapon against each model in its LOS and this weapon's
January	29, 2010)				
Contents and C	Game Rules ©2 jack, warbeast,	001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	ses, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, rPress, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial e all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Troll Whelps

Trollblood Solo

WHELPS

SPD STR MAT RAT DEF ARM CMD

2 11 2 2 12 1

FA: 3

Point Cost: 5 Whelps: 2 Base Size: Small

WHELPS

Alternate Food Source - If this model is within 1" of a friendly Faction warbeast during the warbeast's activation, the warbeast can remove this model from play to heal d3 damage points.

Annoyance - Living enemy models within 1" of this model suffer –1 to attack rolls. **Big Brother -** While within 10" of a friendly Faction warbeast, this model gains Fearless ICON.

Comfort Food - If this model is within 1" of a friendly Faction warbeast at the beginning of your Control Phase, before leaching you can remove this model from play to remove any number of fury points from the warbeast.

Spawn Whelps - This model does not have to be put into play at the start of the game. When a friendly Faction warbeast is damaged by an enemy attack, immediately after the attack is resolved you can put one Troll Whelp that did not begin the game

Horthol, Long Rider Hero

Trollblood Trollkin Dragoon Character Solo

HORTHOL

SPD STR MAT RAT DEF ARM CMD

7/5 9 8 4 12 18/16 9

FA: C Point Cost: 5

Base Size: Large Base Mounted

Medium Base Dismounted

Damage: Mounted Damage: 8

Dismounted Damage: 8

HORTHOL

Fearless Tough

Brace for Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

Mounted Damage:

Dismounted Damage:

Bull Rush - This model can make slam power attacks. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount. The POW of collateral damage from a slam is equal to the current POW of the Mount. After resolving a slam attack, a model in this unit can make one normal melee attack.

Dragoon - While mounted, this model has base SPD 7 and base ARM 18. While dismounted, it has base SPD 5, base ARM 16, and loses Brace for Impact, Bull Rush, and Follow Up.

Elite Cadre [Long Riders] - Friendly Long Rider models gain Follow Up and Line Breaker.

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.

Line Breaker - This model gains an additional die on impact attack rolls.

WEAPONS [HORTHOL]

Long Hammer [1x] (None) POW: 6 **P+S**: 15

Reach

Critical Stagger - On a critical hit, the model hit loses its initial attacks and cannot make special attacks for one round.

Mount [1x] (None) POW: 14

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

January 29, 2010

_	War		IIGD	orne											
(AYA			547	555	4514	0110	-		ŀ	(aya's D	amage: [•	
SPD	STR 5	MAT 6	RAT 4	DEF 16	ARM 13	CMD 8	FUR 6								
	ast Poir ize: Sm e: 16														
Place u		iry point			ly Factio battlegro				tlegroup	that is i	n her co	ntrol aı	rea. Sh	ne can ir	mmediately
CAY Pathfin Pack H area.	der	- Living v	warbeas	sts in this	s model's	s battlegi	oup gai	n +2 on	melee a	ttack rol	ls agains	st enen	ny mod	dels in it	s control
Splinte Magica Reach	er [1x] I Weap		POW:		P+S: 1		nocked	down.							
Target to some some some some some some some som	friendly ing So e up to cast on	model/u <i>ng</i> 1 fury po ce per tu	oint from urn.		endly livi	1 ng Factio	Self on warb Ctrl	_	_	No	No			_	ong can
nodeli selecte Doorth Spiri t	n its bat d, imme is turn. b <i>Fang</i>	tlegroup diately p Spirit Do	that wa place that oor can b	s in its c it model be cast o	ontrol ar within 2° nce per	ea at the of this r turn. 2	e time th nodel. A	e spell w A model o	as cast. cannot a	If anoth	ner mode	el in thi	s mod	el's battl	another legroup is by Spirit
	el damaç 29, 2010		spirit Fan	ng suffers	s –2 SPI	D and DE	EF for o	ne round							
ontents and (Game Rules ©2 jack, warbeast,	001-2010 Private and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Pern	ission is hereb		ocopy and retain	electronic copie	es. Any such dup	olications shal	Il be intended	solely for person	Skorne, Trollbloods, onal, noncommercial ason.
									v				·	·	

11611111
each urn.
n without area can
e one normal
e one noma
being forced
nat charge or
ght, Skorne, Trollbloods, ersonal, noncommercial
reason.
ge k

Laris

Circle Character Light Warbeast

LARIS

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD
 FUR
 THR

 7
 8
 6
 4
 15
 14
 7
 3
 10

FA: C Base Size: Medium

Damage: 20 (Mind 6, Body 6, Spirit 8)

Animus Spirit Shift Cost RNG AOE POW UPS

Self - No

When this model uses Spirit Shift, immediately place it within 2" of Kaya. When Kaya uses Spirit Shift, immediately place her within 2" of this model. A model cannot advance this turn after being placed by Spirit Shift.

LARIS

Pathfinder

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

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

Warbeast Bond [Kaya the Moonhunter] - Laris is bonded to Kaya. If Laris frenzies, he cannot choose Kaya as his target. While Laris is in Kaya's control area, she can channel spells through him.

WEAPONS [LARIS]

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

January 29, 2010

Krueger the Stormwrath Circle Warlock
KRUEGER SPD STR MAT RAT DEF ARM CMD FUR 6 5 5 6 15 14 8 7
FA: C Warbeast Points: +5 Base Size: Small Damage: 16
Feat: Storm Ravager Place three 3" AOEs anywhere completely in Krueger's control area. Enemy models in one or more of the AOEs when they are placed suffer a boostable POW 10 electrical damage roll ICON. During each of your Maintenance Phases, remove one AOE. An enemy model entering or ending its activation in one or more AOEs suffers an unboostable POW 10 electrical damage roll.
KRUEGER Immunity: Electricity Pathfinder
WEAPONS [KRUEGER] Lightning [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 13 Magical Weapon Damage Type: Electricity Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.
Lightning Spear [1x] (None) Magical Weapon Reach Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.
SPELLS Chain Lightning A model hit by Chain Lightning suffers a POW 10 electrical damage roll ICON, and lightning arcs from that model to d6 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4" of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll ICON. Deflection 2 Self Ctrl - No No While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls. Deflection lasts for one round. Lightning Tendrils 3 6 - Yes No Target friendly model/unit gains Immunity: Electricity ICON. Affected model's melee weapons gain Reach ICON and Electro Leap. (When a model is hit by a weapon with Electro Leap, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.) Skyborne 2 Self - No No This model gains +2 SPD and DEF and Flight for one round. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. It ignores intervening models when declaring its charge target.) Tornado 4 10 - 13 No Yes Instead of suffering a normal damage roll, a non-incorporeal model hit by Tornado is thrown d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 13 damage roll. Collateral damage from this throw is POW 13.
Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods,
warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

1./			<u> </u>											
Kru	ege	r the	Sto	rmic	ord									
Circle	e Epic	Warlo	ock											
KDIII	GER								Krue	eger's Da	ımage: 🔲			
SPD 6	STR 5	MAT 6	RAT 6	DEF 15	ARM 15	CMD 9	FUR 7							
	ast Poir Bize: Sm Je: 16	_												
Enemy						ea are pu	ıshed 3″	directly	away fro	om Krueç	ger and su	ıffer –2 S	SPD for one	e round.
KRU	EGE	R												
Flight models charge	if it has target.	odel can enough	movem	ent to mo	ove com	pletely p	ast then	n. This n	nodeľ igr	ores inte	ervening r	nodels w	estructions hen declar	
Inspira	ition [Ci	rcle] - F	riendly C	Circle mo	dels/uni	ts in this	model's	s comma	nd rang	e never 1	flee and in	nmediate	ely rally.	
Lightr		KRUE It [1x] (RNG: 1	0	ROF: 3	AOE: -	POW:	12					
Damaç Sustai	ge Type ned Atta	Electric	ring this	model's ck autom	activation	on, wher hits.	ı it make	s an atta	ack with	this wea	pon again	st the las	st model hi	t by the
	al Weap	[1x] (N on	lone)	POW:	7 P+S: 1	2								
		warjack	hit loses	s its focu	s points	and can	not be a	llocated	focus or	channe	l spells fo	r one rou	nd.	
SPEL	LS					Cost	RNG	AOE	POW	UP	OFF			
Gallo										UP No	Yes			
	an enem <i>ning S</i>		is hit by	this atta	ick, it ca	n be pus 3	shed d6 8	directly 3	toward (10	allows′ No	point of o	rigin.		
Models	hit suffe					CON roll	. The AC	DE remai				/lodels er	ntering or e	ending their
Storm	Wall					3	Self	Ctrl	-	No	No	_		
deviate	es from a	odel's co I point in I Wall las	this mod	del's cor	itrol area	s suffer a, after d	–5 RNG etermini	on their ng the d	ranged eviation	attacks. distance	When an e, you cho	enemy A ose the d	OE ranged direction the	d attack e AOE
Telek	inesis					2	8	_	_	No	*			
Place t and red	arget mo quires a	odel com magic at	ipletely v tack roll	within 2″ . A mode	of its cu el can be	rrent loc affecte	ation. W d by Tele	hen Tele ekinesis	ekinesis only ond	targets a e per tu	an enemy rn.	model, it	is an offer	sive spell
January	29, 201)												
													egion of Everblight, s	
use and must	maintain all cop	yrights, trademar	ks, or other notic	ces contained the	erein or preserve	all marks assoc	iated thereof. Pr	ivateer Press res	erves the right to	remove this per	rmission or revise o	ontents herein at	any time for any reas	on.

Bal	dur 1	the S	Ston	ecle	aver	•										
Circle	e War	lock									_					
BALD SPD 5	UR STR 7	MAT 7	RAT 4	DEF 14	ARM 16	CMD 8	FUR 6		Bald	ur's Dar	nage: [1147	111		111	
	ast Poir S ize: Sm Je: 17	_														
While i	Broken I n Baldur at open	's contro	ol area, f is rough	riendly n terrain.	nodels g Broken E	ain cove Earth las	r. While ts for or	in Baldu ne round	r's conti	rol area,	enem	y mod	els ne	ver ha	ve Path	nfinder
Pathfir Elemei model's battleg Forest choose and pla WEAI Tritus Magica Reach	ntal Mass control roup with Walk - a locati ace it in the PONS [1x] (Nal Weap	area can the Co While co on complishe chos [BALD lone) on	in charge nstruct I ompletely bletely w en locati UR] POW:	e and ma CON ad y within a ithin this ion. This	ake powe vantage a forest, model's model c	er attack this mod control cannot us	s withou lel can fo area tha se Fores	ut being f orfeit its at is com st Walke	orced. T normal r oletely v while k	This mod moveme vithin a f nocked	del can ent to u orest. down.	heal t se Foi Remo	riendly est W ve this	/ warb alker.	easts ir If it doe	
SPEL Earth When I Rapid Place t Solid While ii Stone	Spike making t Growt he AOE Groun this me Skin	s his attac h complet d odel's co	ck, ignore ely in th ontrol are	e cover a is model ea, friend	and the -	Cost 3 +2 DEF 1 2 ol area. T 2 els canno	RNG 10 conus fo Ctrl The AOE Self ot be kno	AOE 3 or elevati 4 E is a fore Ctrl ocked do	POW 13 on. On a est that r wn and	UP No a critical Yes remains Yes do not s Yes	OFF Yes hit, mo No in play No	dels h	iit are	upkeep		
January	29, 201	0		J				uffers –1								
warcaster, wa	rjack, warbeast,	and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Pern	nission is hereby	hador, Cryx, Prot y granted to phot rivateer Press re:	copy and retain	electronic copi	es. Any such	duplications	shall be inte	nded solely	for personal, r	

	'vah • War		he A	utur	nnbl	ade										
	/AHN/								M	orvahn	a's Dan	age: [Ш			
SPD 6	STR 5	MAT 6	RAT 4	DEF 15	ARM 14	CMD 9	FUR 7									
	ast Poir ize: Sm e: 14	_														
When a this turi	friendly n, cente	r a 3″ AC	model OE on the	e destro	yed mod	lel before	e remov	ny model ing it fror lay are h	n the tal	ole. The	AOE i	s fore:	st terra	in tha	t remai	ns in
Pathfir Sacrific friendly	cial Pav , non-in	vn [Fact	al Faction	rior] - W n warrioi	hen this model v	model is within 3″	s directl of this r	y hit by a nodel dire	n enem ectly hit	y range insteac	d attac . That :	k, you nodel	can cl is auto	noose omatic	to have	e one and
Equino Magica Reach Harrow	ox [1x] Il Weap / - An ei		POW:	7 naged by		_	fers Ha	rrow for c	ne rour	ıd. Onc	e per tu	rn this	s mode	el can	transfe	r
If this a table. To suffer a s	tion of ttack de the AOE in unboo st in enemexceed ence ontrol of then Inf wth friendly nt spen model ration friendly affected	stroys a is fores ostable F y model its FUR' target e luence e living Fa t, return in its uni Faction by Rest	is destroy as a recommendation of the commendation of the commenda	that remblast da oyed in the sult of he con-warca mall-base troyed Grunt is remit gains within 1"	mains in parage round in a mage round in a mag	model, of blay for of ll. 3 el's cont 1 n-warloc 4 During the he unit. I with one 2 n. When hodel.	senter a cone rour Self rol area 10 k warric 6 e Control t must b unmark 6 this spe	AOE 3" AOE of the control of the co	on the day model model can get a ca	estroyes in the Yes gain 1 f No del imm Yes del can model's Yes model h	No ves nediate No spend contro No neals 1	el beforthen in the them in th	s mod es one more in forr ge poil	in pla el's ful e norm fury p nation nt for e	y are h ry point nal mel points. I and wi each fri	it and t total ee For each ithin 3" of

	nsar War		Des	ertw	/alke	er						
									IV	lohsar's	Damage: -	
MOHS SPD 5	SAR STR 4	MAT 5	RAT 6	DEF 14	ARM 14	CMD 8	FUR 8				J	
	ast Poir ize: Sm e: 15											
			rol area e	enemy n	nodels c	annot be	used to	channe	l spells,	leach fu	ry, or have fury leac	hed from them for
Eyeles Pathfin Circula Maltrea	ır Visioı atment ·	n - This i · Once p		luring its	activation	on this m	nodel ca				m a warbeast in its bage points.	pattlegroup that is in
Dust F		[MOHS [1x] (No on		RNG:	SP 8	ROF: 1	AOE: -	POW:	13			
Magica Reach	l Weap			POW:		P+S: 1		mage ro	lls again	st non-li	iving models.	
						·		_	•			
SPEL						Cost	RNG	AUE	POW 12	UP No	<u>OFF</u>	
Creva:		roc ito o	riainal ta	raot voi	ı oon ma	O	O		. —		Yes	t of origin. Models hit
suffer a	POW 1	2 magic	damage	roll. Mo	odels bo	xed by C	revasse	are rem	noved fro	m plav.	as the attack's point	t of origin. Wodels the
	of Sh		· c.cg.			3	8	_	_	Yes	Yes	
			rs –2 AF nove con				strikes.	A mode	I can ad	vance th	nrough an affected m	nodel if it has
Mirag			.000	ipiotoly	paot ito i	3	6	_	_	Yes	No	
Target comple	friendly telv with	Faction in 2" of t	model/uı their curi	nit gains rent loca	Appariti	on. (Dur Mirage a	ing your	Control	Phase,	place mo	odels with Apparitior nation can be placed	n anywhere I)
	r of S		uron our			2	Ctrl	3	_	No	No	,
obstruc	tion tha	t blocks	ere comp LOS and ns in pla	d provide	es cover.	del's cor . It is a s	ntrol area tructure	a where with ARI	it does r M 18 and	ot touch d leaves	n a model's base. The play if it suffers 1 or	ne AOE is an r more damage
Sands	of Fa	te		-		2	Self	Ctrl	_	No	No	
			g Factior tivation a						ea from p	olay and	replace it with this r	nodel. This model
Sunhai	nmer				•	3	Self	Ctrl	-	Yes	No	
	warbea points =		acks that	t advanc	e more t	than 1" a	ind end	their nor	mal mov	ement ii	n this model's contro	ol area suffer d3
January	29, 201	9										
warcaster, war	jack, warbeast,	and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Pern	nission is hereby	granted to photo	copy and retain	electronic copie	of Scyrah, HORDES, Circle Orboros, Leg es. Any such duplications shall be intend ermission or revise contents herein at an	ed solely for personal, noncommercial

Argus

Circle Light Warbeast

ARGUS

SPD STR MAT RAT DEF ARM CMD FUR THF7 8 5 4 15 14 6 3 9

FA: U Point Cost: 4 Base Size: Medium

Damage: 21 (Mind 7, Body 7, Spirit 7)

Animus
Tracker

Target friendly model gains Circular Vision and Pathfinder ICON for one turn.

ARGUS

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

WEAPONS [ARGUS]

Doppler Bark [1x] (Head) RNG: SP 6 ROF: 1 AOE: - POW: -

Paralysis - The base DEF of a living model hit by this attack becomes 7 and it cannot run or charge for one round.

Bite [2x] (Head) POW: 4 P+S: 12

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

1

2

3

4

5

 $\overline{\bigcirc}$ $\overline{\bigcirc}$ $\overline{\bigcirc}$ $\overline{\bigcirc}$ mind

<u>ēēē</u>'

January 29, 2010

Gorax Circle Light Warbeast **GORAX** SPD STR MAT RAT DEF ARM CMD FUR 1 9 16 5 $\overline{\ominus}\overline{\ominus}\overline{\ominus}\overline{\ominus}$ mind 3 12 8 6 2 3 FA: U 4 Point Cost: 4 Base Size: Medium 5 Damage: 22 (Mind 7, Body 8, Spirit 7) ⊖⊖⊖⊖ spirit 6 **Animus** Cost **RNG** AOE **POW** UP OFF Primal No No Target friendly living warbeast gains +2 STR and MAT for one round and automatically frenzies during your next Control Phase. **GORAX** Pain Response - While damaged this model can charge or make power attacks without being forced. **WEAPONS [GORAX]** Claw [2x] (Left and Right) **POW**: 3 P+S: 12 Open Fist January 29, 2010 Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and siogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Woldwatcher

Circle Light Warbeast

WOLDWATCHER

SPD STR MAT RAT DEF ARM CMD FUR THR5 8 5 5 10 17 — 2 —

FA: U Point Cost: 4 Base Size: Medium

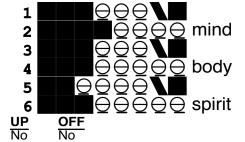
Damage: 24 (Mind 7, Body 8, Spirit 9)

Animus

Earth's Blessing 1 Self -

This model cannot be pushed, knocked down, or made stationary for one round.

Cost



WOLDWATCHER

Advance Deployment

Construct Pathfinder

Stone Form - During its activation, this model can be forced to use Stone Form. For one round or until it advances, this model gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks.

RNG

AOE

POW

WEAPONS [WOLDWATCHER]

Elemental Strike [1x] (<->) RNG: 10 ROF: 1 AOE: - POW: 12

Magical Weapon

Fertilizer - When a living model is boxed by this weapon, center a 3" AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

Rune Fist [2x] (Left and Right) POW: 4P+S: 12

Magical Weapon

Open Fist

Fertilizer - When a living model is boxed by this weapon, center a 3" AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

January 29, 2010

Woldwyrd

Circle Light Warbeast

WOLDWYRD

SPD STR MAT RAT DEF ARM CMD FUR THR

6 3 6 13 16 — 3 —

FA: U Point Cost: 5 Base Size: Medium

Damage: 22 (Mind 8, Body 6, Spirit 8)

Animus Arcane Suppression Cost Self AOE POW NO NO

While within 10" of this model, enemy models must pay double fury and focus points to cast or upkeep spells. Arcane Suppression lasts for one round.

WOLDWYRD

Construct Gunfighter Pathfinder

Steady - This model cannot be knocked down.

Witch Hunter - After an enemy model casts a spell within 10" of this model, this model can immediately make a normal ranged attack targeting that model.

1

2

3

4

5

6

 $\ominus \ominus \ominus \ominus$ mind

|ŌŌŌŌŌ spirit

 $\Theta \bar{\Theta} \bar{\Theta}$

WEAPONS [WOLDWYRD]

Arcane Strike [1x] (<->) RNG: 10 ROF: 3 AOE: - POW: 10

Magical Weapon

Purgation - Gain an additional die on attack and damage rolls with this weapon against models with an enemy upkeep spell on them.

January 29, 2010

Gnarlhorn Satyr

Circle Heavy Warbeast

SATYR

SPD STR MAT RAT DEF ARM CMD FUR THF6 11 6 3 12 18 7 4 9

FA: U

Point Cost: 8 Base Size: Large

Damage: 26 (Mind 8, Body 10, Spirit 8)

BoundingTarget friendly Faction warbeast gains +2" movement if it charges or makes a slam or trample power attack. The affected model

RNG

Target friendly Faction warbeast gains +2" movement if it charges or makes a slam or trample power attack. The affected mode also gains +2 on charge, slam, and trample attack rolls. Bounding lasts for one turn.

AOE

POW

1

2

3

4

5

6

OFF

UP

 $\overline{\ominus}\overline{\ominus}\overline{\ominus}\overline{\ominus}$ mind

□□<

0000 spirit

999

SATYR

Animus

Counter Slam - When an enemy model advances and ends its movement within 6" and in the LOS of this model, this model can immediately make a slam power attack against that model. If this model makes a counter slam, it cannot make another until after your next turn. This model cannot make a counter slam while engaged.

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 power attack slams without spending focus or being forced. Models slammed by this model are moved an additional 2".

WEAPONS [SATYR]

Horns [1x] (Head) POW: 4 P+S: 15

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

Cost

Claw [2x] (Left and Right) POW: 3 P+S: 14

Open Fist

January 29, 2010

Shadowhorn Satyr

Circle Heavy Warbeast

SATYR

SPD STR MAT RAT DEF ARM CMD FUR THR 10 13 17 6 3 9 5 3

FA: U Point Cost: 6 Base Size: Large

Damage: 24 (Mind 7, Body 10, Spirit 7)

Virility No No Target friendly living Faction warbeast can make a power attack this activation without being forced. A model that is power attack

AOE

POW

RNG

1

2

3

4

5

6

OFF

UP

 $\overline{\ominus}\overline{\ominus}\overline{\ominus}\overline{\ominus}$ mind

⊕⊕⊕⊕ spirit

lŌŌŌ'

slammed or thrown by the affected warbeast is moved an additional +2". Virility lasts for one turn.

SATYR

Animus

Bounding Leap - Once per activation, after making a full advance but before performing an action, this model can be forced to be placed completely within 5" of its current location. Any effects that prevent charging also prevent this model from using Bounding Leap.

Reversal - When a model misses this model with a charge or a power attack, the attacking model is knocked down. Set Defense - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

WEAPONS [SATYR]

Horns [1x] (Head) **POW**: 3 P+S: 13

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

Cost

Claw [2x] (Left and Right) **POW**: 3 P+S: 13

Open Fist

January 29, 2010

Pureblood Warpwolf

Circle Heavy Warbeast

WARPWOLF

SPD STR MAT RAT DEF ARM CMD FUR 10 17 7 14 10

FA: U Point Cost: 9 Base Size: Large

Damage: 26 (Mind 8, Body 8, Spirit 10)

Animus Cost **RNG** AOE **POW** UP Piercing Strike No

No Target friendly Faction model's weapons gain Blessed. (When making an attack with a weapon with Blessed, ignore spell effects

⊕
⊕
⊕
⊕
⊕
⊕
⊕
⊕
⊕
⊕
⊕
⊕
□
spirit

1

2 3

4

5

6

OFF

that add to a model's ARM or DEF.)

WARPWOLF

Controlled Warping - At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

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

•Spell Ward - This model cannot be targeted by spells.

·Warp Strength - This model gains +2 STR.

Leadership [Warpwolves] - While in this model's command range, friendly Warpwolf models can use Ghostly as if it were a Controlled Warp effect on their cards.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [WARPWOLF]

Death Howler [1x] (<->) **RNG:** SP 10 **ROF: 1 AOE: - POW: 14**

Magical Weapon

Claw [2x] (Left and Right) **POW:** 4 P+S: 14

Open Flst

January 29, 2010

Feral Warpwolf

Circle Heavy Warbeast

WARPWOLF

SPD STR MAT RAT DEF ARM CMD FUR THR

6 11 7 3 14 16 7 4 9

FA: U Point Cost: 9 Base Size: Large

Damage: 28 (Mind 8, Body 11, Spirit 9)

Animus Cost RNG AOE POW UP NO NO

Remove 1 fury point from each enemy warbeast in this model's command range. A warbeast can be affected by Baying of Chaos only once per turn.

 $\bigcirc\bigcirc\bigcirc\bigcirc$ \bigcirc mind

|⊖⊖⊖⊖⊖ spirit

ŌŌŌ

1

2

3

4

5

6

WARPWOLF

Controlled Warping - At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

•Protective Plates - This model gains +2 ARM.

·Warp Speed - This model gains +2 SPD

·Warp Strength - This model gains +2 STR.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [WARPWOLF]

Claw [2x] (Left and Right) POW: 4 P+S: 15

Open Fist

Bite [1x] (Head) POW: 3 P+S: 14

January 29, 2010

Woldwarden

Circle Heavy Warbeast

WOLDWARDEN

SPD STR MAT RAT DEF ARM CMD FUR THR 11 3 6 4 10 18

FA: U Point Cost: 9 Base Size: Large

Damage: 35 (Mind 10, Body 14, Spirit 11)

|⊖⊖⊖⊖⊖ spirit Animus Cost **RNG** AOE **POW** UP OFF Wild Growth Self No No

Center a 4" AOE on this model. The AOE is a forest that remains in play for one round.

WOLDWARDEN

Construct **Pathfinder**

Geomancy - While in its controller's control area, this model can be forced to cast one of its warcaster's spells with a COST of 3 or less once per activation. This model's controller is considered to have cast the spell but this model is its point of origin. When making a magic attack roll, this model uses its controller's FURY. This model cannot cast spells with a RNG of SELF or CTRL.

 $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ mind

ŌŌŌŌŌŌ

6

WEAPONS [WOLDWARDEN]

Rune Fist [2x] (Left and Right) POW: 4P+S: 15

Magical Weapon

Open Fist

Chain Attack: Smite - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed d6 directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

January 29, 2010

Megalith MEGALITH SPD STR 11 FA: C

Circle Character Heavy Warbeast

DEF ARM CMD FUR MAT RAT THR 7 19 10 4

4

Point Cost: 11 Base Size: Large

Damage: 35 (Mind 10, Body 14, Spirit 11)

6 **Animus** Cost **RNG** AOE **POW** UP OFF No **Undergrowth** Self No

While within 5" of this model, enemy models treat open terrain as rough terrain and suffer -2 DEF. Undergrowth lasts for one

 $\Theta \Theta \Theta \Theta$ mind

 $\Theta \ominus \Theta \ominus \Theta \ominus$ spirit

ŌŌŌŌŌ

3

round.

MEGALITH

Construct **Pathfinder**

Affinity [Baldur] - If this model is in Baldur's control area at the start of Baldur's activation, Baldur automatically heals d3 damage points.

Bountiful Restoration - During your Control Phase, remove d3 damage points from this model. During your Control Phase, rremove 1 damage point from friendly Woldwardens B2B with it.

Geomancy - While in its controller's control area, this model can be forced to cast one of its warcaster's spells with a COST of 3 or less once per activation. This model's controller is considered to have cast the spell but this model is its point of origin. When making a magic attack roll, this model uses its controller's FURY. This model cannot cast spells with a RNG of SELF or CTRL. Steady - This model cannot be knocked down.

WEAPONS [MEGALITH]

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

Magical Weapon

Open Fist

Weight of Stone - When a model is damaged by this weapon it suffers -3 SPD and DEF for one round.

Reeves of Orboros

Circle Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 5 5 6 13 13 8

FA: 2

Point Cost: Leader & 5 Grunts: 6

Leader & 9 Grunts: 10

Base Size: Small

LEADER & GRUNTS

Combined Ranged Attack

Pathfinder

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

Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

WEAPONS [LEADER & GRUNTS]

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

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

January 29, 2010

Wolves of Orboros Circle Unit **LEADER & GRUNTS** SPD STR MAT RAT DEF ARM CMD 5 4 13 13 8 6 **FA**: 3 Point Cost: Leader & 5 Grunts: 4 Leader & 9 Grunts: 6 Base Size: Small **LEADER & GRUNTS** Combined Melee Attack **Pathfinder WEAPONS [LEADER & GRUNTS]** Cleft Spear [1x] (None) P+S: 9 Reach Powerful Charge - This model gains +2 to charge attack rolls with this weapon. January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

\ A /	1				<u> </u>	<u></u>
		_			Jhie	ftain & Standard
	• Unit	Attacr	nment			Chieftain's Damage: ▄▀████
CHIEI SPD	TAIN STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	13	13	8
	DARD					
SPD 6	STR 5	MAT 6	RAT 4	DEF 13	ARM 13	CMD 8
Base S	Cost: Ch lize: Smale: Chief	all		rd Beare 5	er: 2	
Attach	ment [W	olves o	f Orbor	os] - Thi	is attach	ment can be added to a Wolves of Orboros unit.
Combi Officer Pathfir Power unit gai Tactics Attacks	i <mark>der</mark> Swell - (n an add	Once pe litional c ed Attac etermini	er game die on me k s - Moe ng LOS.	elee dan dels in th	nage roll	activation, this model can use Power Swell. During this activation, models in this is. Jain Ranked Attacks. (Friendly Faction models can ignore models with Ranked
Cleft S	pear [1			POW:	4	P+S : 9
Reach Power	ul Char	ge - This	s model	gains +2	2 to char	ge attack rolls with this weapon.
STA	NDAF	RD BE	EARE	R		
Pathfir						
	29, 2010					
warcaster, wa	rjack, warbeast, a	ınd all associate	ed logos and slog	gans are tradema	arks of Privateer	ss, WARMACHINE®, Organs, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Troilbloods, Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial and marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Tharn Bloodtrackers

Circle Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

7 6 6 6 14 11 8

FA: 1

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

LEADER & GRUNTS

Advance Deployment

Pathfinder Stealth

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

WEAPONS [LEADER & GRUNTS]

Thrown Javelin [1x] (None) RNG: 7 ROF: 1 AOE: - POW: 3

Weapon Master

Thrown - Add this model's STR to the POW of this ranged attack.

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

January 29, 2010

Tharn Bloodweavers

Circle Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

7 6 6 4 14 11 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small

LEADER & GRUNTS

Pathfinder Stealth

Gang - When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

WEAPONS [LEADER & GRUNTS]

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

Magical Weapon Bloodletting - When this model makes an attack with this weapon during its activation, choose one of the following abilities: •Blood Burst - When this attack boxes a living enemy model, center a 5" AOE on the boxed model, then remove the model from play. Enemy models in the AOE are hit and suffer a blast damage roll with a POW equal to the boxed model's STR. •Blood Spiller - Gain an additional damage die against a living model. •Dispel - When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire. January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Tharn Ravagers

Circle Unit

LEADER & GRUNTS SPD STR MAT R

STR MAT RAT DEF ARM CMD

6 8 7 5 13 14 8

FA: 2

Point Cost: Leader & 3 Grunts: 6

Leader & 5 Grunts: 9

Base Size: Medium Damage: 8

LEADER & GRUNTS

Fearless Pathfinder

Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.

Ravager A's Damage:

Ravager B's Damage:

Ravager C's Damage: Ravager D's Damage:

Ravager E's Damage: Ravager F's Damage:

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

WEAPONS [LEADER & GRUNTS]

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

Reach

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

January 29, 2010

Circle Unit		_	Sha		-	
	t Attaci	nment				Chaman's Damaga
SHAMAN						Shaman's Damage:
SPD STR 6 8	MAT 8	RAT 5	DEF 13	ARM 14	CMD 9	
FA: 1 Point Cost: 2 Base Size: M Damage: 8		Ü	10	••	Ü	
Attachment [Tharn Ra	vagers]] - This a	attachme	nt can b	e added to a Tharn Ravagers unit.
have up to threato make an ad Granted: Bru gains +2 to ch Tactics: Adva Treewalker - rolls and can a WEAPONS Totem Staff Reach	This modee corpseditional natal Chargarge attance DepThis modadvance t	e token a nelee att ge - Whil ck dama loymen el ignore hrough o IAN] one)	at any tir tack. le this m age rolls t - Mode es forest obstruct	me. It can nodel is in when at els in this is when c ions and	n spend n play, th tacking v s unit gai determin other m	e it destroys a living enemy model with a melee attack. This model can a corpse token during its activation to boost an attack or damage roll or e melee weapons of models in its unit gain Brutal Charge. (A model with a weapon with Brutal Charge.) Advance Deployment ICON. Ing LOS. While in a forest, this model gains +2 DEF against melee attack odels if it has enough movement to move completely past them.
	_	s model	gains +	2 to char	ge allac	troils with this weapon.
January 29, 20:		eer Press Inc. Al	ll Rights Reserv	ed. Privateer Pre	ss. WARMACHI	IE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods,
warcaster, warjack, warbeas use and must maintain all co	st, and all associati	ad logos and slo	gans are traden ces contained th	narks of Privateer herein or preservi	Press, Inc. Perr	ission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial ated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Tharn Wolf Riders

Circle Light Cavalry Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

9 6 6 6 15 14 8

FA: 1

Point Cost: Leader & 2 Grunts: 6

Leader & 4 Grunts: 10

Base Size: Large

Damage: 5

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

LEADER & GRUNTS

Pathfinder

Assault (Order) - Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

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

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

WEAPONS [LEADER & GRUNTS]

Thrown Javelin [1x] (None) RNG: 7 ROF: 1 AOE: - POW: 3

Weapon Master

Luck - This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck. **Thrown -** Add this model's STR to the POW of this ranged attack.

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

Mount [1x] (None) POW: 12

January 29, 2010

Druids of Orboros

Circle Unit

LEADER

SPD STR MAT RAT DEF ARM CMD6 6 5 4 14 13 9

GRUNTS

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD

 6
 6
 5
 4
 14
 13
 9

FA: 2

Point Cost: Leader & 5 Grunts: 7

Base Size: Small

LEADER

Pathfinder

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

Magic Ability [7]

•Counter Magic (*Action) - While within 3" of this model + 1" for each other model in this unit that is in formation, enemy models cannot cast spells and friendly models cannot be targeted by enemy spells. Counter Magic lasts for one round.

•Force Bolt (*Attack) - Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3" directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.

•Medicate (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points.
 A warbeast can be affected by Medicate only once per turn.

•Summon Vortex (★Action) - Center a 3" AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

WEAPONS [LEADER]

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

Magical Weapon

Reach

GRUNTS

Pathfinder

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

Magic Ability [7]

•Force Bolt (★Attack) - Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3″ directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.

•Medicate (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

•Summon Vortex (★Action) - Center a 3″ AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

WEAPONS [GRUNTS]

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

Magical Weapon

Reach

January 29, 2010

Druid of Orboros Overseer Circle Unit Attachment Overseer's Damage: **OVERSEER** SPD STR MAT RAT DEF ARM CMD 13 9 6 6 14 4 **FA**: 1 Point Cost: 2 Base Size: Small Damage: 5 Attachment [Druids of Orboros] - This attachment can be added to a Druids of Orboros unit. OVERSEER Officer **Pathfinder** Beast Master - This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock. Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover. Magic Ability [8] •Elemental Protection (★Action) - Models in its unit gain Immunity: Cold ICON, Immunity: Electricity ICON, and Immunity: Fire ICON for one round. •Medicate (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn. •Summon Vortex (★Action) - Center a 3″ AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round. •The Devouring (★Attack) - The Devouring is a RNG 10, AOE 4, POW 8 magic attack. Add one to the POW of the attack for each model in this unit. Tactics: Advance Deployment - Models in this unit gain Advance Deployment ICON. **WEAPONS [OVERSEER]** Voulge [1x] (None) POW: 4P+S: 10 **Magical Weapon** Reach January 29, 2010 Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Druid Stoneward & Woldstalkers

Circle Unit

STONEWARD

SPD STR MAT RAT DEF ARM CMD6 6 6 4 14 13 9

WOLDSTALKER GRUNT

SPD STR MAT RAT DEF ARM CMD6 4 0 6 12 15 4

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small

STONEWARD

Officer
Pathfinder
Magic Ability

•Concentrated Fire (★Action) - This activation models in this unit gain a +1 cumulative bonus to ranged damage rolls for each other model in this unit that has hit an enemy model with a ranged attack this activation.

•Zephyr (★Action) - Models in this unit that are in formation can immediately advance up to 3". Models cannot be targeted by free strikes during this movement.

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. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

Stone Heart - This model never flees and automatically passes command checks.

WEAPONS [STONEWARD]

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

Magical Weapon

Reach

WOLDSTALKER GRUNT

Pathfinder Construct

WEAPONS [WOLDSTALKER GRUNT]

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

Magical Weapon

January 29, 2010

Sentry Stone & Mannikins Circle Unit Sentry Stone's Damage:: Sentry Stone SPD STR MAT RAT DEF ARM **CMD** 18 5 6 MANNIKIN GRUNT STR MAT RAT **DEF** ARM CMD SPD 5 12 12 **FA**: 2

Point Cost: Leader & 3 Grunts: 3 Base Size: Sentry Stone Medium Base Grunts Small Base

Damage: 8

Sentry Stone

Advance Deployment

Construct Officer

Devour Magic - Once per turn at any time during its unit's activation, this model can use Devour Magic. When it does, you can remove up to 1 focus or fury point from each enemy model in its command range. For each focus or fury point removed, place 1 fury point on this model. A model can have focus or fury removed from it once only per turn as a result of Devour Magic. This model can have up to 5 fury points at any time.

Phase - This model can spend 1 fury point to use Phase once at any time during its unit's activation. When it does, place this model anywhere completely within 5" of its current location.

Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

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

Wellspring - If there are fewer than 3 fury points on the Sentry Stone at the start of its activation, place 1 fury point on it. If there are less than 3 Mannikin Grunts in this unit in play at any time during its unit's activation, this model can spend 1 fury point to put a Mannikin Grunt in play. Place the Mannikin Grunt in formation. Mannikin Grunts cannot activate the activation they are put in play. If this model is destroyed or removed from play, the Mannikin Grunts in its unit are removed from play.

WEAPONS [Sentry Stone]

MANNIKIN GRUNT

Advance Deployment

Construct **Pathfinder**

Forest Growth (*Action) - Center a 3" AOE on this model, then remove the model from play. This AOE is a forest that remains in play for one round.

Fury Linked - While in formation, this model can spend fury on its unit commander during its unit's activation to boost attack or damage rolls.

Splinter Burst (*Attack) - Splinter Burst is a magical ranged attack with base RNG SP 8 and POW 12. Immediately after the Splinter Burst attack is resolved, remove this model from play.

WEAPONS [MANNIKIN GRUNT] Claw [2x] (None) POW: 4P+S: 11

January 29, 2010

Shifting Stones

Circle Unit

LEADER & GRUNTS SPD STR MAT RAT DEF

ARM CMD 5 18

4

Stone A's Damage: Stone B's Damage: Stone C's Damage:

FA: 2

Point Cost: Leader & 2 Grunts: 2

0

0

Base Size: Small

0

Damage: 5

LEADER & GRUNTS

Advance Deployment

Construct

Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

Serenity - At the beginning of your Control Phase, before leaching, you can remove 1 fury point from a friendly Faction warbeast within 1" of this model.

Shifting Powers - Choose one of the following effects at the start of this unit's activation:

- ·Healing Field Models in this unit that are in formation and friendly Faction models within 1" of one or more of them heal d3 damage points. Roll separately for each model. Healing Field can heal warbeasts with Construct ICON.
 - •Shifting Place each model in this unit that is in formation anywhere within 8" of its current location.
- •Teleportation Place one friendly Faction model whose base is within the triangular area between all three Shifting Stones anywhere completely within 8" of its current location. The placed model must forfeit its movement after being placed this turn. To choose this Shifting power, all three models in this unit must be in formation.

WEAPONS [LEADER & GRUNTS]

Januarv 29. 2010

Blace Circle			Vayfa	arer		
WAYF	ARFR	}				Wayfarer's Damage: ■ □ □ □ □ □
SPD 6	STR 6	MAT 7	RAT 4	DEF 14	ARM 13	CMD 9
FA: 2 Point C Base S Damag	ize: Sm	all				
WAY Comma Immun Immun Immun Pathfin Magic	ander ity: Cole ity: Elec ity: Fire der Ability [d etricity 7]	¢ (★Δtta	i ck) - Hu	nter's M	lark is a RNG 10 magic attack that causes no damage. Friendly models can
friendly within 1	or make model o •Phase 2" of its Jump, th	a slam charging Jump (current is mode	power a an ener (*\times Action location.)	ttack aga ny mode n) - If it i Otherwation end	ainst an Il hit by I s within ise, plac Is.	enemy model hit by Hunter's Mark without being forced or spending focus. A Hunter's Mark gains +2" of movement. Hunter's Mark lasts for one turn. 2" of a friendly Shifting Stone model, place this model anywhere completely e it within 2" of a friendly Shifting Stone model anywhere on the table. After using is a RNG SP 8, POW 12 magic attack. On a critical hit, the model hit is knocked
WEAF Voulge Magic \ Reach	e [1x] (None)	POW:	 4 P+S : 1	0	
January	29, 2010)				
Contents and G warcaster, war	Same Rules ©20 ack, warbeast,	001-2010 Private and all associate	ed logos and slog	ans are tradema	rks of Privateer	ss, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Lord of the Feast
Circle Character Solo
LORD OF THE FEAST SPD STR MAT RAT DEF ARM CMD
SPD STR MAT RAT DEF ARM CMD 5 8 7 7 12 17 10
FA: C Point Cost: 3 Base Size: Small Damage: 8
LORD OF THE FEAST Advance Deployment Fearless Pathfinder Stealth Terror
Blood Reaper - When this model makes its first melee attack during its activation, it makes one melee attack with this weapon against each model in its LOS and this weapon's melee range. Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack. Virtuoso - This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.
WEAPONS [LORD OF THE FEAST] Raven [1x] (None) RNG: 10 ROF: 1 AOE: - POW: - Shifter - When this attack hits an enemy model, immediately after the attack is resolved place this model B2B with the enemy model.
Wurmblade [1x] (None) POW: 5P+S: 13 Magical Weapon Reach
January 29, 2010
Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

			/a	ger	Whi	te M	ane	
Circle	e So	lo						
WHIT								White Mane's Damage:
SPD 6	STF 8	8 M A	ΥT	RAT 3	DEF 13	ARM 14	CMD 8	
FA: 2 Point (Base S Damag	Size: N	3 1edium						
WHI Fearle		IAN	E					
Pathfii Heart have u	nder Eater - p to th	ree cor	pse		at any tin			e it destroys a living enemy model with a melee attack. This model can a corpse token during its activation to boost an attack or damage roll or
Overta this mo	ke - V	hen thun imme	is m edia	nodel de tely adv	estroys o	to 1".		my warrior models with a normal melee attack, after the attack is resolved
make a	a full a	dvance						yed one or more enemy models with melee attacks this activation it can mand range, friendly Tharn Ravager models ignore other friendly Tharn
Ravag models Treew	er mod s in this alker -	dels wh s mode · This m	en d l's c node	determir commar el ignore	ning LOS nd range es forest	6. Friend without s when c	ly Tharr effect if letermir	n Ravager models can advance through other friendly Tharn Ravager they have enough movement to move completely past them. hing LOS. While in a forest, this model gains +2 DEF against melee attack nodels if it has enough movement to move completely past them.
		S [WH [1x] (N		MAN e)		5 P+S: 1	3	
Reach Power		arge -	This	model	gains +2	2 to char	ge attac	ck rolls with this weapon.
Januar	y 29, 20	010						
warcaster, wa	arjack, warbe	ast, and all as	sociated	d logos and slo	ogans are tradem	arks of Privateer	Press, Inc. Per	(NE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, mission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial ciated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

War Wolf Circle Solo War Wolf's Damage: **WAR WOLF** SPD STR MAT RAT DEF ARM CMD 7 7 13 12 6 0 **FA**: 3 Point Cost: 1 Base Size: Medium Damage: 5 **WAR WOLF** Pathfinder Gang Fighter - When making a melee attack targeting an enemy model in melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls. **Hunter -** This model ignores forests, concealment, and cover when determining LOS or making a ranged attack. Sic 'Em [Reeve of Orboros] - Once per turn if this model is not in melee, when a friendly Reeve of Orboros hits an enemy model with an attack, immediately after the attack is resolved this model can charge the hit model. This model's charge attack roll is boosted. WEAPONS [WAR WOLF] Bite [1x] (None) POW: 4P+S: 11 January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trolibloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press in shereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncomme use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Wolf Lord Morraig

Circle Light Cavalry Dragoon Character Solo

MORRAIG

SPD STR MAT RAT DEF ARM CMD

8/6 7 8 4 14 17/15 9

FA: C Point Cost: 5

Base Size: Large Base Mounted Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

MORRAIG

Commander Fearless Pathfinder

Cleave - When this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.

Mounted Damage: Dismounted Damage:

Dragoon - While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, base ARM 15. **Flank [Wolves of Orboros] -** When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

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

WEAPONS [MORRAIG]

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

Reach

Weapon Master

Mount [1x] (None) POW: 12

January 29, 2010

	ู่mac	; the	Rav	/eno	นร							
		n Wai			J. J							
	N FO								Krom	ac's Dam	nage:	
SPD 6	STR 6	MAT 6	RAT 4	DEF 15	ARM 14	CMD 8	FUR 7					
		nts: +4 dium Ba	se									
Kromac cannot	exceed ately tal	up to 7 his curre	ent FUR	Ý as a re	sult of B	Blood Ra	ge. If Kr	romac is	in huma	ın form w	1 fury point. Kromac's fury point to when this feat is used, he can he replaced model are applied to	
Pathfin Altered form, redecide Beast I Beast (after the	der I States place the which for the Mind - Tout - Wie attack	ne mode orm this I his mod hen this is resolv	start of a	with its a arts the g not have uffers da	liternate game in the Cor mage fro in spenc	form. E nmande om an e I 1 fury p	ffects or r advant nemy at point to t	n the rep tage, cai ttack dur	laced me not upk ing an o	odel are eep spel pponent'	take: human or beast. If it change applied to the alternate form. You lls, and cannot cast non-animi spe is turn while in human form, imme its human model with the beast m	ells. diately
Dusk 8		า [1x] (โ	N FOF None)	RM] POW:	5	P+S : 1	1					
SPEL	LS					Cost	RNG	AOE	POW	UP	OFF	
Invio	n this mo Lable	Resolv	e	ea, enem	-	2	6	_	e used t	No o channe Yes	No el spells. Bestial lasts for one rour No	nd.
Rift	•			J		3	8	4	13	No	Yes	
Warpat	t h i friendly	/ Faction	n model i mediatel	v after th	odel's co le attack	2 ontrol are is resol	Self ea destr ved, one	e warbea	ast in this	s model's	No models with a melee or ranged att s battlegroup that is in its control a	
during i can adv	/ance u		Narbea	isi cari a	a • a							
during i can adv Wild i Target f	/ance u _l Aggres friendly	<i>sion</i> warbeas	t in this	model's		3	6	_	_	Yes	No n or trample without being forced	and
during i can adv Wild 2 Target t gains b	vance up Aggres friendly oosted u	sion warbeas nelee at		model's		3	6	_	_	Yes	No	and
during i can adv Wild A Target i gains b January Contents and G warcaster, war	vance up Aggres friendly oosted 1 29, 2010 Game Rules ©2 jack, warbeast,	sion warbeas melee at 0 001-2010 Private and all associate	et in this tack rolls	model's S. I Rights Reserved	battlegro	3 Oup can ss, WARMACHII Press, Inc. Pern	6 run, cha	— arge, or p chador, Cryx, Pro y granted to phot	— DOWER at tectorate of Menocopy and retain	Yes tack slan	No	rollbloods,
during i can adv Wild A Target i gains b January Contents and G warcaster, war	vance up Aggres friendly oosted 1 29, 2010 Game Rules ©2 jack, warbeast,	sion warbeas melee at 0 001-2010 Private and all associate	et in this tack rolls	model's S. I Rights Reserved	battlegro	3 Oup can ss, WARMACHII Press, Inc. Pern	6 run, cha	— arge, or p chador, Cryx, Pro y granted to phot	— DOWER at tectorate of Menocopy and retain	Yes tack slan	No n or trample without being forced a of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, 1 s. Any such duplications shall be intended solely for personal, nonc	rollbloods,
during i can adv Wild A Target i gains b January Contents and G warcaster, war	vance up Aggres friendly oosted 1 29, 2010 Game Rules ©2 jack, warbeast,	sion warbeas melee at 0 001-2010 Private and all associate	et in this tack rolls	model's S. I Rights Reserved	battlegro	3 Oup can ss, WARMACHII Press, Inc. Pern	6 run, cha	— arge, or p chador, Cryx, Pro y granted to phot	— DOWER at tectorate of Menocopy and retain	Yes tack slan	No n or trample without being forced a of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, 1 s. Any such duplications shall be intended solely for personal, nonc	rollbloods,
during i can adv Wild A Target i gains b January Contents and G warcaster, war	vance up Aggres friendly oosted 1 29, 2010 Game Rules ©2 jack, warbeast,	sion warbeas melee at 0 001-2010 Private and all associate	et in this tack rolls	model's S. I Rights Reserved	battlegro	3 Oup can ss, WARMACHII Press, Inc. Pern	6 run, cha	— arge, or p chador, Cryx, Pro y granted to phot	— DOWER at tectorate of Menocopy and retain	Yes tack slan	No n or trample without being forced a of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, 1 s. Any such duplications shall be intended solely for personal, nonc	rollbloods,
during i can adv Wild A Target i gains b January Contents and G warcaster, war	vance up Aggres friendly oosted 1 29, 2010 Game Rules ©2 jack, warbeast,	sion warbeas melee at 0 001-2010 Private and all associate	et in this tack rolls	model's S. I Rights Reserved	battlegro	3 Oup can ss, WARMACHII Press, Inc. Pern	6 run, cha	— arge, or p chador, Cryx, Pro y granted to phot	— DOWER at tectorate of Menocopy and retain	Yes tack slan	No n or trample without being forced a of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, 1 s. Any such duplications shall be intended solely for personal, nonc	rollbloods,
during i can adv Wild A Target i gains b January Contents and G warcaster, war	vance up Aggres friendly oosted 1 29, 2010 Game Rules ©2 jack, warbeast,	sion warbeas melee at 0 001-2010 Private and all associate	et in this tack rolls	model's S. I Rights Reserved	battlegro	3 Oup can ss, WARMACHII Press, Inc. Pern	6 run, cha	— arge, or p chador, Cryx, Pro y granted to phot	— DOWER at tectorate of Menocopy and retain	Yes tack slan	No n or trample without being forced a of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, 1 s. Any such duplications shall be intended solely for personal, nonc	rollbloods,

Kromac the Ravenous

Circle Tharn Warlock

BEAST FORM

SPD STR MAT RAT DEF ARM CMD FUR

6 9 8 4 15 17 8 7

Base Size: Medium Base

Feat: Blood Rage

Kromac suffers up to 7 damage points. For each damage point he suffers, Kromac gains 1 fury point. Kromac's fury point total cannot exceed his current FURY as a result of Blood Rage. If Kromac is in human form when this feat is used, he can immediately take beast form; replace his human model with his beast model. Effects on the replaced model are applied to the beast model.

BEAST FORM

Pathfinder

Terror

Altered States - At the start of your Maintenance Phase, choose a form for this model to take: human or beast. If it changes form, replace the model in play with its alternate form. Effects on the replaced model are applied to the alternate form. You decide which form this model starts the game in.

Beast Mind - This model does not have the Commander advantage, cannot upkeep spells, and cannot cast non-animi spells. **Jump -** After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

WEAPONS [BEAST FORM]
Dusk & Dawn [1x] (None) POW: 5

POW: 5 **P+S**: 14

Magical Weapon Reach

January 29, 2010

Skori	ne Wa					houl									
									Мо	rghoul's	Damage				П
MORO SPD	GHOUI STR		DAT	DEE	л БМ	СМД	FUR			•					
3 P D 7	6 6	MAT 8	RAT 4	DEF 17	ARM 13	8	5 5								
	ast Poir Size: Sm je: 15														
While v	vithin Mo	Suffering orghoul's for one r	control	area, er	nemy mo	dels car	nnot spe	nd focus	s, be forc	ed, or h	ıave dam	age tra	ınsferre	d to them. P	ain &
	RGHC	UL													
Pathfir Anator		ecision	- When	this mod	del's mel	ee dama	age roll f	ails to e	ceed th	e ARM	of the livi	ng mod	lel hit. tl	hat model su	ıffers
1 dama	age poin	t.					_					•			
its cont Overta	rol area ke - Wh	and add	d 1 fury p nodel de	point to it	s own cu	urrent to	tal. The	warbeas	t suffers	d3 dar	nage poir	ıts.		tlegroup that attack is res	
Perfec do not forfeitir Sprint	t Baland gain bad ng its mo	ce - This ck strike evement end of th	model of bonuses or action	cannot be s against n if it is a	e targete this mod ble to fo	del. Whe rfeit its r	en knock noveme	ed down	n, this m on to sta	odel ca and up.	n stand u	p durin	g its act	e strikes. Mo tivation witho activation it o	ut
Rippe Magica Double addition	r [2x] (l al Weap e Strike nal attac Pain - W	on - When takes for each	POW: this mod ach focu	3 P+S: 9 del spend s point s	ds a focu pent.	_						-		n make two int from the	
SPEL						Cost	RNG	<u>AOE</u>	<u>POW</u>	<u>UP</u>	OFF				
Abuse Target		warbeas	st gains :	+2 SPD :	and STF	2 I for one	6 round h	– ut suffei	– 's d3 dai	No mage p	No pints				
Admon	ition		•			2	6	_	_	Yes	No				
When a can im movem		ny model ly advan	advanc ce up to	es and e 3", then	ends its n Admoni	noveme tion exp	nt within ires. The	6" of tai affecte	get mod d model	lel in thi cannot	s model's be target	battled ed by f	group, tl ree strik	he affected r kes during th	nodel is
Torme	nt	ic domo	and by 3	Tormont	for one	2 round it	10	_ ab .oo	12	No Nor bo	Yes	nd oon	not tran	ısfer damage	
AALIGIT			ged by 1	ı Omm e mi,	ioi one	iouria it	10363 10	rugii, ca	illot li c a	ai Oi D e	ilealeu, a	nu can	not tran	isiei uailiage	7.
lanuar		U								oth Retribution	of Sourah HORD				llbloode
_			oor Brook Inc. Al	II Diabto Docorro	d Drivataar Drav	NADMACHI	VER CHARACK K						oros Issian a	f Everblight Charge Tre	
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop		ications shall	be intended sol	f Everblight, Skorne, Tro. lely for personal, noncome for any reason.	
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop	es. Any such dupl	ications shall	be intended sol	lely for personal, noncom	
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop	es. Any such dupl	ications shall	be intended sol	lely for personal, noncom	
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop	es. Any such dupl	ications shall	be intended sol	lely for personal, noncon	
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop	es. Any such dupl	ications shall	be intended sol	lely for personal, noncon	
warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop	es. Any such dupl	ications shall	be intended sol	lely for personal, noncon	
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop	es. Any such dupl	ications shall	be intended sol	lely for personal, noncon	
Contents and warcaster, wa	Game Rules ©2 rjack, warbeast,	2001-2010 Private and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Perr	nission is hereby	granted to phot	ocopy and retain	electronic cop	es. Any such dupl	ications shall	be intended sol	lely for personal, noncon	

1	-I A -		_: N	1	l	1									
				Лorg	nou										
	-	ic Waı	IOCK						Мо	rahoul's	Damage:	_		T L= T T	
	HOUI		RAT	DEF	ΛDΜ	CMD	FUR			. g c					
3FD 7	6	8	4	17	13	8	5								
	ast Poir ize: Sm e: 15	_													
Enemy	attacks,	currentl												ke ranged o uring its ne:	
Pathfin Stealth															
Elite Ca Perfect do not g	adre [Pa : Baland gain bad	aingiver ce - This ck strike	's] - Frie model d bonuses	ndly Pair	ngiver me targete this mo	odels ga ed by cou del. Whe	ain Perfe mbined i en knock	ect Balar melee at ced dowl	ice. tacks, co n, this m	ombined odel can		attacks,	or free s	strikes. Mod ation withou	
Mercy Magica Weapo Death I Grievo	[1x] (N I Weap n Maste Rite - Th	lone) on er nis mode nds - W	el gains a	6 P+S: 1	int when						odel with cannot he			and cannot	t
SPEL						Cost	RNG	<u>AOE</u>	POW -	<u>UP</u>	<u>OFF</u>				
This mo	apon's n	nediately	/ make onge. The	one norm ese attac	nal attacl ks are si	1 k with or imultane 3	ne of its i				No each ene No	my mod	lel in its l	LOS that is	in
penalty cannot	and car be targe	n advand eted by f	nit gains ce throuq ree strik	gh obstri	for one uctions if	fit has e	nough n	vith Gho novemer	nt to mov	e comp	letely pas	terrain a st them.	and obst An affec	acles witho ted model	ut
Lock in A mode	t <i>he Ta</i> el damaç	rget ged by L	ock the	Target c	annot ru	2 n, charg	10 e, or be	placed f	10 or one ro	No ound.	Yes				
January	29, 2010)													
warcaster, wai	jack, warbeast,	and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Pern	nission is hereby	granted to phot	ocopy and retain	electronic copie		cations shall be	intended solely f	erblight, Skorne, Trollb. for personal, noncomm any reason.	

	ndor ne Wa		Ма	keda	а						
MAKE	:DΛ								Mak	ceda's Da	amage:
	STR 7	MAT 7	RAT 4	DEF 15	ARM 16	CMD 9	FUR 6				
	ast Poin ize: Sm e: 16	-									
For one Mainter	nance Pl	friendly nase wit	h one ur	nmarked	damage	box. Re	eturned i	models i	must be	placed in	area return to play during your next n Makeda's control area in formation ovement the turn they are placed.
during i Inspira rally. Riposto melee a Side St	Quench ts activa tion [Sk e - When attack acted - Wh	tion. This orne more this more than the gainst the general this representations.	is bonus odels] - odel is m e attacki model hi	Tasts for Friendly hissed by ing mode ts with a	r one rou Skorne r an ene el. n initial a	ind. models my mele	models/ e attack a specia	units in t	this mod	el's com	my model it destroys with a melee attack imand range never flee and immediately ttack is resolved it can make one normal 2" after the attack is resolved. This
Sword Magica Combo	of Baa I Weapo Strike	on (★Attac	x] (Ñor :k) - Mal			k. Instea	P+S: 12	_	ormal da	mage ro	II, the POW of the damage roll is equal
SPEL Carnag Friendly	LS ge	·				Cost 3	RNG Self ainst end	Ctrl	POW dels in th	No	OFF No el's control area. Carnage lasts for one
Target i Muzzle An ener Savage	e my warb e ry	Faction i east dai	maged b	y Muzzl	e cannot	2 and AR 2 t advanc 2 when m	10 e toward 6	_	_	Yes	No Yes d. No No make ranged attacks.
January Contents and C	29, 2010 Game Rules ©20 Jack, warbeast, a) 001-2010 Private and all associate	eer Press Inc. Alled logos and slog	Rights Reserve	d. <i>Privateer Pres</i> arks of Privateer	ss, WARMACHIN Press, Inc. Perm	IE®, Cygnar, Kh	nador, Cryx, Prot granted to photo	ectorate of Meno	oth, Retribution o	of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial rmission or revise contents herein at any time for any reason.

		ie Ai ic Wai		OHIII	na M	iake	ua					
	•	ic vvai	IOCK						Mak	eda's Da	amage: 🔼 🖺 📗 📗 📗 📗	\Box
MAKE SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR					
6	7	7	4	15	17	10	6					
FA: C Warbea Base S Damag	ize: Sm											
		ents of V		friandly	Faction	madala	aain ha	ootod ma	loo otto	ok rollo	and connet be kneeked down or be	
					War last			ostea me	nee alla	CK TOIIS,	and cannot be knocked down or be	
MAK	EDA											
Phase, oppone Inspira rally. Overtal this modestay Description	if one o nt's last tion [SI ke - Wh del can eath - C	r more not turn, eactorne more this reinmediance per	nodels ir ich mode odels] - nodel de ately adv turn, wh	n a unit vel in the Friendly estroys or ance up	vith Vend unit can Skorne ne or mo to 1".	geance vadvance models ore enen	vere des e 3" and models/ ny warric e troope	stroyed of make or funits in for model er model	or remov ne norma this mod s with a	ed from al melee el's com normal r	engeance. (During your Maintenance play by enemy attacks during your eattack.) amand range never flee and immedia melee attack, after the attack is resol is model's command range, this model.	ved
	of Ba	[MAKE alash [2 on		ne)	POW:	5	P+S : 1	2				
This mon Leash Immedi Road of Friendly Strang	odel gai ately af to War Factio glehol	ter this n n non-wa d	PD, +4 S nodel en arlock m	ds its no	tivating i	2 vement, 3 in this m 2	Self round. 6 target w Self odel's co	Ctrl ontrol ar –	– in its ba – ea gain - 11	No +2″ move No	OFF No No p can advance up to 3" toward it. No ement this turn. Yes ct activation, as its controller chooses	
January			oor Pross Inc. Al	Il Rights Reserve	nd Privatoor Pro	ee WARMACHIN	JE® Cvaper Ki	nedor Cny Proj	ectorate of Men	oth Retribution o	of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollblo	nade
											ss. Any such duplications shall be intended solely for personal, noncomme ermission or revise contents herein at any time for any reason.	rcial

	d Ty ne Wa		Hex	ceris								
		lilock							Hexa	eris' Dan	nage:	
HEXE SPD 6	RIS STR 8	MAT 7	RAT 5	DEF 15	ARM 16	CMD 8	FUR 7		Tioxe	7110 Buil		
	ast Poir Size: Sm ge: 17											
When friendly one no	/ Undead rmal me	y warrio d ICON i lee attac	model. If	it is a tro remove t	poper, it	become	s a solo.	. The mod	del can	immedi	control of it. The model becomes a ately advance up to 3" and can make ed by free strikes during this movem	
Vampi								ny warbea reave its		stroyed	in its control area if it is closer to the	,
Gulga Magica	al Weap	(None)	RIS] POW:	6	P+S: 14	1						
	Back - Im be push										nodel's combat action, the enemy moushed, the attacking model can adva	
Life D			destroys	a living	enemy n	nodel wi	th this w	eapon, in	nmedia	tely afte	er the attack is resolved this model he	eals
<u>SPEL</u>						Cost	RNG	AOE *	POW	<u>UP</u>	OFF	
If targe	to As t model March	is hit, it a	and the o	d6 neare	st enem	4	0		10	INO	Yes fire damage roll ICON. No	
destro	ed or re	moved f	ns Venge from play e attack.	by ener	During yo	our Main ks durin	tenance g your o	Phase, if pponent's	one or last tu	more m	nodels in a unit with Vengeance were n model in the unit can advance 3" ar	e nd
Hollo	W		c attack.	,								
											No his model can gain 1 fury point wher	n an
affecte <i>Rappo</i>	d model rt	is destro	oyed by	an enem	y attack	gains To , continu 2	ugh ICC lous effe 6	ect, or coll –	ateral c –	CON. T lamage Yes	his model can gain 1 fury point wher No	n an
affecte Rappo Target transfe once p	d model rt warbeas r damag er turn w	is destro st in this e to the vithout sp	oyed by model's	an enem battlegro st even if	y attack	gains To , continu 2 use this in this m	ugh ICC lous effe 6 model's nodel's c	ect, or coll — s current N control are	ateral o – MAT an ea. This	CON. T damage Yes d RAT i model	his model can gain 1 fury point wher No n place of its own. This model can can transfer damage to the warbeas	
affecte Rappo Target transfe once p Spiri	d model rt warbeas r damag er turn w t Leac	is destro st in this e to the vithout sp h	oyed by model's warbeas pending	an enem battlegre st even if fury.	y attack oup can it is not	gains To , continu 2 use this in this m	ugh ICC lous effe 6 model's nodel's c	ect, or coll - s current N control are	ateral o - MAT an ea. This	CON. T damage Yes d RAT i model	his model can gain 1 fury point wher No n place of its own. This model can	
affecte Rappo Target transfe once p Spiri When	d model rt warbeas r damag er turn w t Leac	is destro et in this e to the vithout sp h ach dam	oyed by model's warbeas pending	an enem battlegre st even if fury.	y attack oup can it is not	gains To , continu 2 use this in this m	ugh ICC lous effe 6 model's nodel's c	ect, or coll - s current N control are	ateral o - MAT an ea. This	CON. T damage Yes d RAT i model	his model can gain 1 fury point wher No n place of its own. This model can can transfer damage to the warbeas Yes	
affecte Rappo Target transfe once p Spiri When January Contents and warcaster, we	d model rt warbeas r damag er turn w t Leac Spirit Le / 29, 2010 Game Rules ©2 rijack, warbeast,	is destro	model's warbeas pending ages a v	an enem battlegre st even if fury. warbeast	by attack oup can it is not it, you ca	gains To , continu 2 use this in this m 3 n remov	ugh ICC lous effe 6 model's nodel's c 10 e 1 fury	ect, or coll control are point fron	ateral of American of American Control of American of Mencopy and retain	CON. T damage Yes d RAT i model No place it	his model can gain 1 fury point wher No n place of its own. This model can can transfer damage to the warbeas Yes	t t

Tyra	ant)	Xerx	is									
Skorr	ne Wa	ırlock							Varreia'	Damaga		
XERX		N/ A T	DAT	DEE	4 D M	CNAD	FUD		xerxis	Damage	::	
SPD 5	8 8	MAT 8	RAT 4	DEF 13	18	CMD 9	FUR 5					
FA: C Warbea Base S Damag	ize: Me	-										
While in	ı Xerxis	nihilatio ' control vith anot	area, fri	endly Fa Idly Fact	ection mod	odels ga el, friend	in an add Ily Factio	ditional c on mode	die on the Is gain +	eir mele -2 ARM.	e damage rolls. Wr Total Annihilation	nile in Xerxis' control lasts for one round.
MEAF Pillar o Magica Reach Combo	Plan - Die plan e Overcon. Press a full ac Disciple nodel's nd rang ke - Whodel can PONS of Hala I Weap o Smite otly awa	Forwar dvance to the comman e if they en this r immedia [XERX ak [2x] on the comman e if they en this r immedia e if they entitle e	is model i. RNG 5. T d - RNG his turn. endly liv nd range have en nodel de ately adv IS] (None)	's activa' arget fric 5. Target ing Facti when de ough me stroys o ance up POW:	tion, it can endly Faret friendly for warring over months to 1". 6 P+S: 1 ee attacuffers a confirmation of the confirmation	an use o ction wa ly Factio ior mode ng LOS to move ore enen	ne of the arrior mo- n warrio els with s and can e comple ny warrio	e followir del/unit. r model/ small or r advance etely pas or model ad of ma POW ed	ng plans. If the mounit. If the medium lethrough them. s with a	A friend odel/unit de mode bases c de friendly normal ormal d	dly Faction model/L t is in range, it gain: el/unit is in range, it an ignore friendly F y Faction warrior m melee attack, after	unit can be affected by s Pathfinder ICON for gains +2 SPD when faction warrior models in this model's the attack is resolved set model is slammed wice the POW of this
SPEL Defend Target Fury Target Inhos While in	LS der's friendly friendly oitabl	Ward Faction model/u e Grou odel's co		nit gains +3 to m	+2 DEF	Cost 2 and AR 2 mage rol 3	RNG 6 6 6 1s but su Self	AOE - uffers –1 Ctrl	_	UP Yes Yes No ain. Inho	OFF No No No ospitable Ground la	asts for one round.
warcaster, war	iack, warbeast,	and all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Pern	nission is hereby	granted to phote	ocopy and retain	electronic copie		Legion of Everblight, Skorne, Trollbloods, inded solely for personal, noncommercial any time for any reason.

Sup	rem	e A	ptim	us Z	aal											
Skorr	ie Wa	ırlock														
ZAAL SPD	STR	MAT	RAT	DEF		CMD	FUR			Zaal	' Damag	je: ₌ -	Ш			
6	5	6	6	15	14	8	7									
FA: C Warbea Base S Damag	i ze: Sm															
Zaal ga and not	ins a nu returne	d to play	ancestration ancestration	he start (of the ga	me. Wh	ile in Zaa	al's cont	ol area,	friendly	Factio	n mod	els ca	n spen	n destroy d ancestr I rage tol	ral
		Zaai io	DOOST III	eiee alla	ICK OF THE	elee dan	lage rolls	s. At the	ena or t	ne turn,	remov	e unsp	Jeni ai	icestra	i rage tor	kens.
choose gain sou Field O characte	Ter Spirits - which e ul token fficer [i er Ance	eligible m s for frie non-cha stral Gu	nodel ga ndly livir racter <i>A</i> ardian s	ins the s ng Factio Ancestra olo over	oul, rega on warric ol Guard that solo	ardless or or models ian] - If to o's FA.	of any mo s destroy	odel's pr ved in th el is incl	oximity to the second contract of the second	to the do 's contr an army	estroye ol area /, you c	d mod an inc	el. En	emy mo	s a soul, odels nev litional no	/er
Spirit I Magica Annihil Ghost S conceal	Eye [1) I Weap ating G Shot - 7 ment ar	taze - W This modend cover	hen a liv lel ignore	ving mod es LOS v	lel is hit l	oy this ataking atta	POW: 6 ttack, ad acks with	d its cur					s with	this we	eapon, igr	nore
Reach																
uses its Hex Bl Enemy Inviol Target f Last S Target f is destre Sunder	warbeas animus animus ast upkeep able riendly byed at Spir my wark	st in this s as a respells a Resolv Faction model/u the end it	sult of A nd anim e model/u nit gains of the tu	wakened i on the nit gains an addi irn.	d Spirit c model/ui +2 ARM tional die	use its a annot al 3 nit direct 2 1 and Fe 2 e on its r	so be for 10 ly hit by 6 arless IC 6 nelee att	nce duri ced to u 3 Hex Bla - CON. - ack dan	ng its ad ise its an 13 st immed — — nage roll	ctivation nimus th No diately e Yes Yes s. If an	nat active Yes expire. No No affected Yes	t being vation.	el mał	kes a m	arbeast t nelee atta s animus	ıck, it
January	29, 201)														
warcaster, warj	ack, warbeast,	and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Pern		granted to phot	copy and retain	electronic copi	es. Any such o	luplications	shall be inter	nded solely for	blight, Skorne, Tro r personal, noncor ny reason.	

	/aas ne So						
KOV	112					Kovaas' Da	mage: 📲 📗 📗
SPD 6	STR 0	MAT 8	RAT 3	DEF 13	ARM 14	CMD 10	
Base S Dama	Size: Me ge: 5	dium Ba	se				
Abom Incorp Undea Dessid suffer Destru Ances Kovaa tokens Soul T	d cator (★ 1 point o ction S ral Guar s in play on that aker - T	f corrosi pawned dian is in . If the A Kovaas. his mod ns at a t	on dama - This m - Zaal's ncestral Effects el gains ime. Dur	age ICOI nodel do control a Guardia on the d one sou ing its a	N. The A es not st area, rep in had so estroyed I token w ctivation	effect on this model. Living models entering or ending their activ OE remains in play for one round. art the game in play. When a friendly Ancestral Guardian is dest ace the Ancestral Guardian with a Kovaas unless there is alread ul tokens on it at the time it was destroyed, place up to three of a Ancestral Guardian expire. The Kovaas cannot activate the turn hen a living enemy model is destroyed within 2" of it. This mode this model can spend soul tokens to gain additional attacks or to	royed while the dy a friendly these soul it is put in play. I can have up to
Wasti Magic Reach	ner (★A	ch (Noi on	<u>ne)</u>	POW:		P+S: 14 elee attack with this weapon against each model in its LOS and	this weapon's
Contents and	arjack, warbeast,	2001-2010 Privat and all associat	ed logos and slo	gans are tradem	arks of Privateer	s, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended sole all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time	ely for personal, noncommercial

Warbeast Points: +5 Base Size: Small Damage: 16 Feat: Void WInd While in Mordikaar's control area, friendly Faction models gain +3 DEF and Poltergeist. Void Wind lasts for one round. MORDIKAAR Poltergeist - When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3' directly away from this model. Void Lord - While in this model's control area, friendly undead Faction models gain boosted melee attack rolls. WEAPONS [MORDIKAAR] Death Blast [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: 13 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. Eidolon [1x] (None) POW: 6 P+S: 11 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. Eidolon [1x] (None) POW: 6 P+S: 11 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. SPELLS SPELLS Cost RNG AOE POW UP OFF Banishing Ward Cost RNG AOE POW UP OFF Banishing Ward Cost RNG AOE POW UP OFF Cost Romanney Upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi. Essence Blast 3 Crit No Yes Choose a friendly living non-warlock/warcaster Faction model in this model's control area. Make a SP 6 magic attack using the chosen model. After the spell is resolved, remove the chosen model from play. Book Walk 3 6 - No No Target friendly model/unit gains Ghostly for one turn. (A model from play and can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.) 2 6 - No No Return one destroyed friendly Faction warrior model/unit gains Tough ICON and Undead ICON. This model can gain 1 fury p	Void Seer Mo Skorne Warlock	ordikaa	ar							
Warbeast Points: +5 Base Size: Small Damage: 16 Feat: Void WInd While in Mordikaar's control area, friendly Faction models gain +3 DEF and Poltergeist. Void Wind lasts for one round. MORDIKAAR Poltergeist - When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3' directly away from this model. Void Lord - While in this model's control area, friendly undead Faction models gain boosted melee attack rolls. WEAPONS [MORDIKAAR] Death Blast [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: 13 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. Eidolon [1x] (None) POW: 6 P+S: 11 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. Eidolon [1x] (None) POW: 6 P+S: 11 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. SPELLS SPELLS Cost RNG AOE POW UP OFF Banishing Ward Cost RNG AOE POW UP OFF Banishing Ward Cost RNG AOE POW UP OFF Cost Romanney Upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi. Essence Blast 3 Crit No Yes Choose a friendly living non-warlock/warcaster Faction model in this model's control area. Make a SP 6 magic attack using the chosen model. After the spell is resolved, remove the chosen model from play. Book Walk 3 6 - No No Target friendly model/unit gains Ghostly for one turn. (A model from play and can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.) 2 6 - No No Return one destroyed friendly Faction warrior model/unit gains Tough ICON and Undead ICON. This model can gain 1 fury p	SPD STR MAT F				_	Mordik	kaar's Dar	mage: L _⊾ ¶	┸┸┸┺┩┸	
Agical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. Eidolon [1x] (None) POW: 6 P+S: 11 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. SPELLS Cost RNG AOE POW UP OFF Banishing Ward Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi. Essence Blast 3 Ctrl * - No Yes Choose a friendly living non-warlock/warcaster Faction model in this model's control area. Make a SP 6 magic attack using the chosen model as the attack's point of origin. Models hit suffer a damage roll with a POW equal to 5 + the base STR of the chosen model. After the spell is resolved, remove the chosen model from play. Ghost Walk 3 6 - No No Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.) ### ### ### ### ### ### ### ### ### #	FA: C Warbeast Points: +5 Base Size: Small Damage: 16									
Poltergeist - When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3' directly away from this model. Void Lord - While in this model's control area, friendly undead Faction models gain boosted melee attack rolls. WEAPONS [MORDIKAAR] Death Blast [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: 13 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. Eidolon [1x] (None) POW: 6 P+S: 11 Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points. SPELLS Cost RNG AOE POW UP OFF Banishing Ward Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi. Essence Blast 3 Ctrl * No Yes Choose a friendly living non-warlock/warcaster Faction model in this model's control area. Make a SP 6 magic attack using the chosen model at he attack's point of origin. Models hit suffer a damage roll with a POW equal to 5 + the base STR of the chosen model. After the spell is resolved, remove the chosen model from play. Ghost Walk 3 6 - No No Carget friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.) ### August Polymone Pol		trol area, frier	ndly Factio	n model	ls gain +3 DEF	and Polte	rgeist. Vo	oid Wind la	sts for one r	ound.
Death Blast [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: 13	Poltergeist - When an er to push the enemy model Void Lord - While in this	l d3" directly a model's cont	away from	this mo	del.		-		_	ou can choose
Magical Weapon Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals did admage points. SPELLS	Death Blast [1x] (Non- Magical Weapon Life Drinker - When it de d3 damage points.	estroys a livin					tely after	the attack i	s resolved tl	his model heals
Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi. Essence Blast 3 Ctrl * - No Yes Choose a friendly living non-warlock/warcaster Faction model in this model's control area. Make a SP 6 magic attack using the chosen model as the attack's point of origin. Models hit suffer a damage roll with a POW equal to 5 + the base STR of the chosen model. After the spell is resolved, remove the chosen model from play. Ghost Walk 3 6 - No No Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.) Hollow 2 6 - Yes No Target friendly living Faction warrior model/unit gains Tough ICON and Undead ICON. This model can gain 1 fury point when an affected model is destroyed by an enemy attack, continuous effect, or collateral damage. Revive 3 Ctrl - No No Return one destroyed friendly Faction Grunt to play with one unmarked damage box. It must be placed in this model's control area in formation and within 3" of another model in its unit. January 29, 2010 Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial	Magical Weapon Life Drinker - When it de				th this weapon	, immediat	tely after	the attack i	s resolved ti	his model heals
	Banishing Ward Enemy upkeep spells on Essence Blast Choose a friendly living n chosen model as the atta chosen model. After the s Ghost Walk Target friendly model/unit penalty and can advance cannot be targeted by free Hollow Target friendly living Fact affected model is destroye Revive Return one destroyed frie area in formation and with January 29, 2010 Contents and Game Rules ©2001-2010 Privateer I warcaster, warjack, warbeast, and all associated to	non-warlock/wack's point of opell is resolved to gains Ghoste through obstevention warrior may be strikes.) Ition warrior may be a strikes. Ition warrior may be a strikes.	varcaster Forigin. Moded, removed tructions if model/unit quant to part and the part of th	nit expire 3 Faction n dels hit s re the ch 3 turn. (A it has en 2 gains To , continu 3 olay with i in its un	e. Affected moder Ctrl * model in this magnifer a damagnosen model from 6 — model with Ghnough movement 6 — ugh ICON and lous effect, or common ctrl — one unmarked hit.	dels canno dels canno dels cont e roll with m play. ostly can a ent to mov Undead IC collateral d dels damage be crotectorate of Menot notocopy and retain	ot be targe No trol area. a POW e No advance t e comple Yes CON. Thi lamage. No box. It mu	No eted by energyes Make a SF equal to 5 + No chrough terrioritely past th No s model ca No ust be place	P 6 magic attached and obstem. An afferman and obstem. An afferman gain 1 fury and in this module of the order of Establishments and the order of Establishmen	tack using the TR of the stacles without cted model y point when an odel's control

Basilisk Drake

Skorne Light Warbeast

DRAKE

SPD STR MAT RAT DEF ARM CMD FUR THF6 8 5 5 13 16 6 3 9

FA: U Point Cost: 4 Base Size: Medium

Damage: 19 (Mind 7, Body 5, Spirit 7)

 Animus
 Cost 1
 RNG 6
 AOE 7
 POW NO
 NO
 NO

Target friendly model gains Bushwhack for one turn. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)

1

2 3

4

5

6

ÖÖƏƏ mind ÖÖ **** ■ ■ <u>O</u> <u>O</u> body

⊕⊕⊕⊕ spirit

<u>00</u>0

DRAKE

WEAPONS [DRAKE]

Withering Gaze [1x] (Head) RNG: SP 8 ROF: 1 AOE: - POW: 14

Magical Weapon

Bite [1x] (Head) POW: 4 P+S: 12

January 29, 2010

Basilisk Krea

Skorne Light Warbeast

KREA

SPD STR MAT RAT DEF ARM CMD FUR THR

8 4 4 12 16 6 3 8

FA: U Point Cost: 4 Base Size: Medium

Damage: 21 (Mind 7, Body 5, Spirit 9)

Animus Cost RNG Self Aura POW NO NO NO

This model gains +2 DEF and ARM against ranged attacks. While within 2" of this model, friendly models gain +2 DEF and ARM against ranged attacks and enemy models suffer –2 DEF. Paralytic Aura lasts for one round.

1

2

3

4

5

6

 $\bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc$ mind

ĞĞ**** ■<u>Ə</u><u>Ə</u> body

I⊖⊖⊖⊖⊖ spirit

KREA

Eyeless Sight

Fiank [Basilisk Drake] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

WEAPONS [KREA]

Spiritual Paralysis [1x] (Head) RNG: 8 ROF: 1 AOE: - POW: -

Paralysis - The base DEF of a living model hit by this attack becomes 7 and it cannot run or charge for one round.

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

January 29, 2010

Cyclops Brute

Skorne Light Warbeast

BRUTE

SPD STR MAT RAT DEF ARM CMD FUR THR 3 6 3 9 8 5 13 17

FA: U Point Cost: 5 Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

6 **Animus** Cost **RNG** AOE **POW** UP OFF

Safequard No No Target friendly model cannot be knocked down. When it is slammed, reduce the slam distance rolled by 3. Safeguard lasts for one round.

1

2

3

4

5

 $\ominus\ominus\ominus\ominus$ mind

⊖⊖⊖⊖ spirit

BRUTE

Intuition - When an enemy model targets this model with an attack and the attack roll results in a hit, you can immediately give this model 1 fury point to cause the enemy model to reroll the attack roll.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [BRUTE]

Shield [1x] (Left) **POW: 1P+S: 9**

Shield

Halberd [1x] (Right) POW: 4P+S: 12

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

January 29, 2010

Cyclops Savage Skorne Light Warbeast SAVAGE SPD STR MAT RAT DEF 8 3 6

ARM CMD FUR 13 17 6 3 8 FA: U

Point Cost: 5 Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

⊕⊕⊕⊕ spirit 6 **Animus** Cost **RNG** AOE **POW** UP OFF Prescience No No Target friendly Faction model gains Future Sight for one turn.

1

2

3

4

5

ŌŌŌO mind

SAVAGE

Future Sight - This model can boost attack and damage rolls after rolling.

WEAPONS [SAVAGE]

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

Reach

January 29, 2010

Cyclops Shaman

Skorne Light Warbeast

SHAMAN

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD
 FUR
 THR

 6
 7
 5
 5
 13
 16
 7
 3
 9

FA: U Point Cost: 5 Base Size: Medium

Damage: 22 (Mind 7, Body 6, Spirit 9)

Animus Cost RNG

Spirit BladeEnemy upkeep spells and animi on target friendly model/unit expire.

1

2 3

4

mind mind

SHAMAN

Craft Talisman (★Action) - RNG 3. Target friendly Faction warlock. If the warlock is in range, when he casts a spell and is its point of origin, the spell gains +2 RNG. Spells with RNG SELF, SP, or CTRL are not affected. Craft Talisman lasts for one turn. Primal Magic - This model can use the animus of any friendly Faction warbeast in its command range as if the animus were its own.

WEAPONS [SHAMAN]

Evil Eye [1x] (Head) RNG: 10 ROF: 1 AOE: - POW: 12

Magical Weapon

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

Battle Spear [1x] (<->) POW: 4P+S: 11

Magical Weapon

Reach

January 29, 2010

Bronzeback Titan

Skorne Heavy Warbeast

BRONZEBACK

SPD STR MAT RAT DEF ARM CMD FUR THR4 13 7 3 12 19 6 5 8

FA: U Point Cost: 10 Base Size: Large

Damage: 33 (Mind 9, Body 14, Spirit 10)

Target friendly warbeast's weapons gain Beat Back. (Immediately after a normal 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".)

 $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ mind

000000 ****■ 000000000 body

3

5

BRONZEBACK

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

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

Leadership [Titans] - While in this model's command range, friendly Titan non-Bronzeback warbeasts automatically pass THR checks.

WEAPONS [BRONZEBACK]

Tusks [1x] (Head) POW: 3 P+S: 16

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

War Gauntlet [2x] (Left and Right) POW: 4P+S: 17

Open Fist

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

January 29, 2010

Rhinodon

Skorne Heavy Warbeast

RHINODON

SPD STR MAT RAT DEF ARM CMD FUR THR5 10 5 3 11 18 6 4 9

FA: U Point Cost: 7 Base Size: Large

Damage: 27 (Mind 7, Body 11, Spirit 9)

Animus Amuck Cost RNG AOE POW UP NO NO

When target friendly warbeast makes a special attack its attack rolls are boosted this turn.

RHINODON

Back Plates - When a model hits this model with a free strike attack, immediately after the attack has been resolved the attacking model suffers d6 damage points.

1

2

3

4

5

6

 $ar{\ominus}ar{\ominus}ar{\ominus}$ mind

I⊖⊖⊖⊖⊖ spirit

WEAPONS [RHINODON]

Tail [1x] (<->) POW: 5 **P+S:** 15

Reach

Rear Attack - When declaring and resolving attacks with this weapon, this model's front arc extends to 360°.

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

Claw [2x] (Left and Right) POW: 3 P+S: 13

Open Fist

January 29, 2010

Titan Cannoneer

Skorne Heavy Warbeast

CANNONEER

SPD STR MAT RAT DEF ARM CMD FUR THR

4 12 5 4 12 18 7 4 9

FA: U Point Cost: 9 Base Size: Large

Damage: 26 (Mind 9, Body 10, Spirit 7)

Animus Cost RNG AOE POW UP OFF Self * - No No

While within 2" of this model, enemy models suffer -2 STR. Diminish lasts for one round.

CANNONEER

Bullheaded - When this model frenzies, if it would charge a model, it slam power attacks that model instead. If it cannot, it frenzies normally.

1

2

3

4

5

6

 $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ mind

⊕⊕⊕⊕ spirit

WEAPONS [CANNONEER]

Siege Gun [1x] (Right) RNG: 12 ROF: 1 AOE: 3 POW: 15

Tusks [1x] (Head) POW: 3 P+S: 15

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

War Mace [1x] (Left) POW: 4 P+S: 16

January 29, 2010

Titan Gladiator

Skorne Heavy Warbeast

GLADIATOR

SPD STR MAT RAT DEF ARM CMD FUR THR

4 12 6 3 12 19 7 4 9

FA: U Point Cost: 8 Base Size: Large

Damage: 30 (Mind 9, Body 12, Spirit 9)

Target friendly warbeast gains +2" movement and Pathfinder ICON. Rush lasts for one turn.

GLADIATOR

Bullheaded - When this model frenzies, if it would charge a model, it slam power attacks that model instead. If it cannot, it frenzies normally.

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 power attack slams without spending focus or being forced. Models slammed by this model are moved an additional 2".

9999

2

3

4

5

6

 $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ mind

 $\ominus\ominus\ominus\ominus\ominus$ spirit

WEAPONS [GLADIATOR]

Tusks [1x] (Head) POW: 3 P+S: 15

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

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

Open Fist

January 29, 2010

Molik Karn

Skorne Cyclops Character Heavy Warbeast

MOLIK KARN

SPD STR MAT RAT DEF ARM CMD FUR THR6 8 7 3 13 18 8 4 10

FA: C Point Cost: 11 Base Size: Large

Damage: 28 (Mind 9, Body 10, Spirit 9)

Animus Cost RNG AOE POW UP NO NO

After all friendly models end their activations this turn, the model that used Fate Walker can make a full advance.

MOLIK KARN

Affinity [Makeda] - While in Makeda's control area, Molik Karn gains +1 FURY.

Chieftain [Cyclops] - While in this model's command range, friendly Cyclops models can use its current CMD and THR in place of their own current values.

1

2 3

4

5

6

 $\ominus\ominus\ominus\ominus\ominus$ mind

 $\Theta \overline{\Theta} \overline{\Theta} \overline{\Theta} \overline{\Theta} \overline{\Theta}$ body

⊖⊖⊖⊖ spirit

Future Sight - This model can boost attack and damage rolls after rolling.

Intuition - When an enemy model targets this model with an attack and the attack roll results in a hit, you can immediately give this model 1 fury point to cause the enemy model to reroll the attack roll.

Side Step - When this model hits with an initial attack or a special attack, it can advance 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

WEAPONS [MOLIK KARN]

Falchion [2x] (Left and Right) POW: 5P+S: 13

Reach

Weapon Master

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

January 29, 2010

Cataphract Arcuarii

Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 7 7 5 12 15 9

FA: 2

Point Cost: Leader & 3 Grunts: 6

Leader & 5 Grunts: 9

Base Size: Medium

Damage: 8

LEADER & GRUNTS

Combined Ranged Attack

Fearless

WEAPONS [LEADER & GRUNTS]

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

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

Arcuarius A's Damage:

Arcuarius B's Damage:

Arcuarius C's Damage: Arcuarius D's Damage:

Arcuarius E's Damage: Arcuarius F's Damage:

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

Reach

Weapon Master

January 29, 2010

Cataphract Cetrati

Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 7 7 5 12 16 9

FA: 2

Point Cost: Leader & 3 Grunts: 8

Leader & 5 Grunts: 11

Base Size: Medium

Damage: 8

LEADER & GRUNTS

Combined Melee Attack

Fearless

Shield Wall (Order) - For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall

Cetratus A's Damage:

Cetratus B's Damage:

Cetratus C's Damage: Cetratus D's Damage:

Cetratus E's Damage: Cetratus F's Damage:

WEAPONS [LEADER & GRUNTS]

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

Reach

Weapon Master

January 29, 2010

Immortals

Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

4 7 6 3 12 17 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Construct

Resonance [Ancestral Guardian] - When it begins its activation in the command range of a friendly Ancestral Guardian model, this model gains +2" movement this activation.

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

WEAPONS [LEADER & GRUNTS]

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

Magic Weapon

Reach

January 29, 2010

Paingiver Bloodrunners

Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 5 7 4 14 11 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Pathfinder Stealth

Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Shadow Play - If a model in this unit damages one or more enemy models with a melee attack during its combat action, at the end of its combat action you can place one model in the unit in formation anywhere within 1" of another model in this unit.

WEAPONS [LEADER & GRUNTS]

Assassin's Blade [1x] (None) POW: 3 P+S: 8

January 29, 2010

Paingiver Beast Handlers

Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 5 5 4 13 11 8

FA: 2

Point Cost: Leader & 3 Grunts: 2

Leader & 5 Grunts: 3

Base Size: Small Base

LEADER & GRUNTS

Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Beast Manipulation - A warbeast can be affected by only one Beast Manipulation special action each turn.

•Condition (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.

'Enrage (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it gains +2 STR and must charge or make a slam or trample power attack without being forced during its next activation. Enrage lasts for one turn.

•Medicate (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

WEAPONS [LEADER & GRUNTS]

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

Reach

Inflict Pain - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

January 29, 2010

Praetorian Ferox

Skorne Cavalry Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

3 7 6 4 13 17 9

FA: 1

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large Damage: 5

LEADER & GRUNTS

Pathfinder

Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount. **Jump** - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump. **Steady** - This model cannot be knocked down.

Rider A's Damage: Rider B's Damage:

Rider C's Damage: Rider D's Damage:

Rider E's Damage:

WEAPONS [LEADER & GRUNTS]

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

Reach

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

Mount [1x] (None) POW: 12

January 29, 2010

Praetorian Karax

Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 5 4 12 9 14

FA: 2

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Combined Melee Attack

Girded - This model does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.

Ranked Attacks - Friendly Faction models can ignore this model when determining LOS.

Shield Wall (Order) - For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WEAPONS [LEADER & GRUNTS] Pike [1x] (None) POW: 4P+S: 10

Reach

January 29, 2010

Praetorian Swordsmen

Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 6 4 13 14 9

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1

WEAPONS [LEADER & GRUNTS] Sword [2x] (None) POW: 3P+S: 9 Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equato this model's STR plus twice the POW of this weapon. January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARIMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods warcastler, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercia use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.
Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods warcaster, warfack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial
warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercia

Praetorian Swordsman Officer & Standard Skorne Unit Attachment Officer's Damage: Officer SPD STR MAT RAT DEF ARM **CMD** 6 14 7 4 13 10 STANDARD BEARER SPD STR MAT RAT DEF ARM CMD 13 6 14 **FA**: 1 Point Cost: 2 Base Size: Small Base Damage: Officer's Damage: 5 Attachment [Praetorian Swordsmen] - This attachment can be added to a Praetorian Swordsmen unit. Officer Officer Granted: Practiced Maneuvers - While this model is in play, models in its unit gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when determining LOS and can advance through other models in its unit if it has enough movement to move completely past them.) Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll. Perfect Strike - Once per game during this unit's activation, this model can use Perfect Strike. During this activation, when making melee attacks against a warrior model, models in this unit that are in formation can inflict 1 damage point instead of making a damage roll. Tactics: Overtake - Models in this unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".) WEAPONS [Officer] Sword [2x] (None) POW: 3P+S: 9 Combo Strike (*Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon. STANDARD BEARER Standard Bearer January 29, 2010 Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Tyrant Commander & Standard Bearer Skorne Unit TYRANT SPD STR MAT RAT DEF ARM CMD

STANDARD BEARER

8

7

SPD STR MAT RAT DEF ARM CMD5 6 6 4 13 14 8

4

12

16

10

FA: 2

Point Cost: Tyrant & Bearer 3
Base Size: Tyrant Medium
Bearer Small

Damage: Officer's Damage: 8 Bearer's Damage 5

TYRANT

Officer

Commander

Fearless

Battle Plan - During this model's activation, it can use one of the following plans. A friendly Faction model/unit can be affected by only one plan each turn.

•Overcome - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ICON for one turn.

•Press Forward - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 SPD when making a full advance this turn.

•Reveille - Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Reveille.

WEAPONS [TYRANT]

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

Reach

Weapon Master

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

STANDARD BEARER

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

WEAPONS [STANDARD BEARER]

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

January 29, 2010

Venator Reivers Skorne Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 5 5 5 13 12 8

FA: 3

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 9

Base Size: Small Base

LEADER & GRUNTS

Combined Ranged Attack

WEAPONS [LEADER & GRUNTS]

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

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

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

January 29, 2010

Venator Catapult Crew

Skorne Weapon Crew Unit

LEADER

SPD STR MAT RAT DEF ARM CMD4 5 5 5 13 12 8

GRUNTS

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD

 4
 5
 5
 5
 13
 12
 8

FA: 2

Point Cost: Leader & 2 Grunts: 3 Base Size: Leader: Large Base Grunt: Small Base

LEADER

WEAPONS [LEADER]

Catapult [1x] (None) RNG: 18 ROF: 1 AOE: 4 POW: 15

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target. Inaccurate - This model suffers -4 to attack rolls with this weapon.

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Minimum Range [8] - Attacks made with this weapon cannot target any model within 8" of it.

Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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

WEAPONS [GRUNTS]

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

January 29, 2010

Ago Skorr							
AGON SPD 5	IIZER STR 7	MAT 3	RAT 1	DEF 13	ARM 16	CMD 6	Agonizer's Damage: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
FA: 1 Point C Base S Damag	ize: Sm	all Base					
Fearles Agonie these e and car Fury Ba points fi	s - Once ffects when the second Grawing - Madde Spiritum and - We want - We rom itse	e during hile withing Pain ening - A filical located hile this lf to this	in 4" of t 1 - Affect Affected ction - A I focus. model is model.	his mode ted enem enemy waffected of s in a frie This mode	el + 1" pony warbe warbeas enemy wan endly wan del can h	er fury poi easts suffer ts suffer – varbeasts rlock's con nave up to	d 1 fury point to use one of the following effects. Enemy models suffer nt on it. Agonies last for one round. or –2 to their damage rolls. 2 THR. lose their animi. Affected enemy warjacks lose the Arc Node advantage ntrol area during the warlock's activation, the warlock can move fury 5 fury points at any time. While this model is in a friendly Faction is model as if it was a warbeast.
WEAF	PONS	AGON	IIZER]				
warcaster, war,	Game Rules ©20	001-2010 Private and all associate	d logos and slo	gans are tradema	arks of Privateer	Press, Inc. Permiss	I) Cygnar, Khador, Cryy, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, ion is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial of thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Ancestral Guardian Skorne Solo Damage: **GUARDIAN** SPD STR MAT RAT DEF ARM **CMD** 8 3 18 8 10 10 **FA**: 2 Point Cost: 3 Base Size: Medium Base Damage: 10 **GUARDIAN** Construct Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it. Soul Guardian - This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost. Spirit Driven - At the beginning of this model's activation, it can spend one soul token to gain +2" movement this activation. Steady - This model cannot be knocked down. **WEAPONS [GUARDIAN]** Halberd [1x] (None) POW: 5 **P+S**: 13 **Magical Weapon** Reach January 29, 2010 Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Extoller Soulward

Skorne Solo

SOULWARD

SPD STR MAT RAT DEF ARM CMD

6 5 5 5 14 12 8

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

SOULWARD

Gunfighter

Gatekeeper - This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to five soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Soulward's Damage:

Ghost Shield - This model gains +1 ARM for each soul token currently on it.

Guidance (★Action) - RNĞ 5. Target friendly faction model. If target model is in range, it gains Eyeless Sight ICON and its weapons gain Magical Weapon ICON for one turn.

Spirit Guide - During its activation, you can remove soul tokens from this model and place them on friendly Faction models in this model's command range that have the Soul Guardian ability. A model cannot have more than three soul tokens as a result of Spirit Guide.

WEAPONS [SOULWARD]

Spirit Eye [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 6

Magical Weapon

Annihilating Gaze - When a living model is hit by this attack, add its current STR to the damage roll.

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

January 29, 2010

Paingiver Bloodrunner Master Tormentor Skorne Solo Master Tormentor's Damage: MASTER TORMENTOR SPD STR MAT RAT DEF ARM CMD 5 13 9 14 **FA**: 2 Point Cost: 2 Base Size: Small Base Damage: 5 MASTER TORMENTOR **Advance Deployment** Pathfinder Stealth Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance. Veteran Leader [Paingiver Bloodrunners] - Friendly Paingiver Bloodrunners trooper models gain +2 to attack rolls while this model is in their LOS. WEAPONS [MASTER TORMENTOR] Barbed Whip [1x] (None) POW: 3P+S: 8 Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range. January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

	d Sp					
VOID	SPIRI	Γ				Master Tormentor's Damage:
SPD 6	STR 6	MAT 7	RAT 3	DEF 14	ARM 12	CMD 5
FA: 2 Point (Base S Damag	ize: Sm	all Base	•			
Abomi Incorp Undea Annihi	oreal d lator - T	his mod	el gains	an addi	tional die	e on melee damage rolls against living models. When a living model is destroyed
Polter	geist - W	/hen an	enemy r	nodel m		itoken. s model with an attack, immediately after the attack is resolved you can choose n this model.
Talons Magica Eruptic then re are hit	s [1x] (I al Weap on of As move th and suff	None) on sh - If a I at mode er a PO	l from pl W 12 fire	6 boxed bay. The damag	ÁOE rer e roll IC	2 ack made with this weapon, center a 3" AOE cloud effect on the boxed model and mains in play for one round. Enemy models in the AOE when it was put in play ON. Enemy models entering or ending their activation in the AOE suffer a POW age rolls cannot be boosted.
_	29, 2010					
warcaster, wa	rjack, warbeast,	and all associate	ed logos and slo	gans are tradem	arks of Privateer	ss, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial e all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Tyrant Rhadeim

Skorne Dragoon Character Solo

RHADIEM

SPD STR MAT RAT DEF ARM CMD

8/6 7 8 4 14 17/15 10

FA: C Point Cost: 5

Base Size: Large Base Mounted Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

RHADIEM

Commander Pathfinder

Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount. **Dragoon** - While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, base ARM 15, and loses Jump, Pathfinder ICON, and Steady.

Evasive - This model cannot be targeted by free strikes. This model can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.

Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump. **Steady -** This model cannot be knocked down.

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

WEAPONS [RHADIEM]

Lance of Bashek [1x] (None) POW: 5 P+S: 12

Magical Weapon

Reach

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

Mount [1x] (None) POW: 12

January 29, 2010

$1 \sqrt{N}$	rth	Hors	م اما	f Ev	erbli	aht					
	-	hted I				grit					
_		jiitoa i	4y55 (rvanoc						Lylyth's	Damage:
LYLY SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR				
7	4	5	7	16	14	8	5				
FA: C											
Warbea		1ts: +6 Iall Base									
Damag		idii Base									
		Slaught		–							
While in	ı Lylyth'	s contro	l area, fr	iendly Fa	action m	odels ro	II an add	itional d	ie on atta	ack rolls	this turn.
<u>LYL</u>											
Eyeles: Pathfin											
Bushw full adv	hack - l ance as	During its its norm	s activat nal move	ion, this ment thi	model ca s activat	an make ion.	its com	bat actic	n before	its norn	nal movement. If it does, it must make a
WEAF	PONS	[LYLY	<u>[Ĥ]</u>								
Hellsir Magica		x] (Non on	<u>e)</u>	RNG:	12	ROF: 2	AOE: -	POW:	12		
Blood	Lure - V	Varbeast	ts in this	model's	battlegr	oup can	charge	enemy r	nodels h	it by this	weapon this turn without being forced. can target and automatically hit that
model v	vith spe	lls, ignor	ing RNG	and LC	S, until	the end	of this m	odel's a	ctivation		can target and automatically filt that
Bow B	lade [1	x] (Nor	<u>ne)</u>	POW:	3	P+S : 7					
						Cost	RNG	AOE	POW	UP	OFF
SPEL								<u> </u>			
Bad B.	lood	ning from	n target v	warbeas	t suffers	2	10			Yes	Yes
Bad B. A warlo healed	lood ck leacl or have				t suffers and lose	2 1 dama es Rege	10 ge point			Yes nt leach	Yes ed. The affected warbeast cannot be
Bad B. A warlo healed Paras Target	lood ck leacl or have ite model/u	damage nit suffe	transfe rs –3 AF	rred to it		2 1 dama es Rege 3 el gains	10 ge point nerate. 8 +1 ARM	for each	fury poi	Yes nt leach	Yes ed. The affected warbeast cannot be Yes
Bad B. A warlo healed Paras: Target Erupt:	lood ck leacl or have ite model/u ion of	damage nit suffe Spine	e transfe rs –3 AF s	rred to it RM and t	and lose	2 1 dama es Rege 3 el gains 3	10 ge point nerate. 8 +1 ARM 10	for each	fury poi	Yes nt leach Yes No	Yes ed. The affected warbeast cannot be
Bad B. A warlo healed Paras. Target Erupt. If target	lood ck leach or have ite model/u ion of	damage nit suffe Spine is hit, d6	e transfe rs –3 AF s	rred to it RM and t	and lose	2 1 dama es Rege 3 el gains 3	10 ge point nerate. 8 +1 ARM 10	for each	fury poi	Yes nt leach Yes No	Yes ed. The affected warbeast cannot be Yes
Bad B. A warlo healed Paras. Target Erupt. If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods,
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras. Target Erupt. If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras. Target Erupt. If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras. Target Erupt. If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras: Target Erupt: If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models I Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial
Bad B. A warlo healed Paras. Target Erupt. If target January Contents and C	ck leacl or have ite model/u ion of model	damage nit suffe Spine is hit, d6	e transfe rs -3 AF s inearest	RM and to it models I Rights Reserve gans are tradem:	and lose his mode within 5 d. Privateer Presarks of Privateer	2 1 damages Rege 3 el gains 3 " of it su	10 ge point nerate. 8 +1 ARM 10 ffer a PC	for each which is a second of the second of	fury poi 10 amage recorate of Mencocopy and retain	Yes Int leach Yes No oll.	Yes ed. The affected warbeast cannot be Yes Yes **Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial

	•			of E		oligh [.] k	t				
LYLY	гн								ı	Lylyth's	Damage:
SPD 7	STR 4	MAT 5	RAT 8	DEF 16	ARM 14	CMD 8	FUR 5				
		ts: +5 all Base									
battlegr	Lylyth's oup can	s control make o	ne addit	tional rar	nged atta		ig their a	ctivation	is. Attacl	ks gaine	e in Lylyth's control area, models in her ed from Decimation do not count against NG).
Evasive attack the Snap F after the a weape Swift H	s Sight der Hunter e - This hat miss ire - Wh at attack on's RO unter -	model cared it is reserved it is resolution in modern it is resolution in modern it is resolution in model cared it is resolution.	annot be resolved model de ved this annot ge is mode	e targete unless i estroys c model c enerate a	d by free t was mi one or m an make additiona	e strikes. issed wh ore ener e one no il attacks	This modelile advaiced and modeling modeling in the modeling i	odel can ncing. els with a ged atta nap Fire.	advance a ranged ck. Attac	e up to 2 attack o ks gain	its FURY. 2" immediately after an enemy ranged during its combat action, immediately ed from Snap Fire do not count against immediately after the attack is resolved
	er [1x]		ΓΗ] RNG:	12	ROF: 2	2 AOE : -	POW:	12			
Pin Cu Friendly	the Tax damag shion Faction	jed by Lo n models	s gain ar	-	nal die o	Cost 2 n, charge 2 n ranged	_	placed for	_	Yes	OFF Yes Yes ge rolls against target enemy
Shadov	v Pack					3 ICON wh	Self nile in its	Ctrl control	– area.	Yes	No
January	29, 2010)									
warcaster, war,	iack, warbeast, a	and all associate	ed logos and slog	gans are tradema	arks of Privateer	Press, Inc. Perm	nission is hereby	granted to photo	copy and retain	electronic copie	of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, ss. Any such duplications shall be intended solely for personal, noncommercial ermission or revise contents herein at any time for any reason.

	_	-	Prop Ogrun			/erb	light							
THAG SPD 5	ROSH STR 9		RAT 5	DEF 14	ARM 16	CMD 9	FUR 7	Т	hagrosh'	's Dama	ge: 🔲 🚺	~	. ₩7.1.1.1	
		nts: +5 edium Ba	ıse											
Return				that wa	s part of	this mod	del's bat	tlegroup	to play a	anywhei	re within 3°	of Thag	rosh. The	warbeast
Terror Death Athanc Attune without WEAI Blight Damag Raptu Magica Reach Eruptic then re are hit 12 fire	e - After d Spirit spending Sp	- While leaching [Legior of fury.] [THAG ath [1x]: Fire (None) on leat mode for a PO or oll ICO	POW: model is from play 12 fire N. Erupt	podel gain per acti RNG: \$ 7 P+S: 1 boxed b ay. The a damage ion of As	is 1 fury ivation, t SP 8 6 y an atta AOE ren e roll ICC sh dama	point if ithis moderate moderate made made made made moderate mode	AOE: - e with the play for my mode	POW: is weapone rour els enter	ooints than imus of 12 on, centend. Eneming or er	an its FI a Legic er a 3″ A ny mode	URY. on warbea NOE cloud els in the A	effect on OE whei	the boxed	d model and ut in play er a POW
	1x] (No	one)	POW:	3 P+S: 1	2									
healed <i>Draco</i> .	lood ock leach or have nic Bl	damage essing	e transfe	rred to it	and lose	1 dama es Rege 2	ge point nerate. 6	for each	POW - fury poi -		OFF Yes ned. The a	fected w	arbeast ca	annot be
Fog o Models Mutag Target activati Oblit	f War gain co enesis model b on after eratio	oncealme boxed by replacin	ent while Mutage	in this n nesis is er model	nodel's c removec as a res	3 control at 3 d from pl sult of Mi 4	Self rea. 8 ay and c	Ctrl – can be re			No Yes nodel. This cast only Yes			
Contents and warcaster, wa	rjack, warbeast,	2001-2010 Privat and all associate	ed logos and slog	gans are tradema	arks of Privateer	Press, Inc. Pern	nission is hereby	granted to photo	ocopy and retain	electronic copie	of Scyrah, HORDES es. Any such duplica ermission or revise o	tions shall be inte	nded solely for pers	t, Skorne, Trollbloods, sonal, noncommercial ason.

	_	sh, tl c Bligh				ck							
THAG	ROSH							Thag	rosh's Da	amage: ∎			
SPD 5	STR 11		RAT 5	DEF 13	ARM 17	CMD 10	FUR 7						
		n ts: +3 ge Base											
After al area ca	ın make	models	vance fo	ollowed b							grosh's battlegi each model's n		
ТНА	GRO	SH											
Abomi Athand Blood transfe within 3 Elite C Flight	nation - After Spawn - red, afte 3" of this adre [Bl - This me if it has	leaching Once per the att model. lighted I	er game ack is re The warl Nyss Le advance	e, when t esolved y beast is gionnai e throug	his mod ou can part of th res] - Fr h terrain	el suffer place a his mode iendly B and obs	s 5 or menon-char non-char el's battle lighted N stacles v	ore dam racter Fa egroup. Nyss Leg vithout p	action les The wark gionnaire enalty a	nts from sser war beast ca models nd can a	URY. an enemy attaches in play a contractivate the gain Fearless advance throughtervening model	nywhere co his turn. ICON. h obstruction	ompletely ons and other
Blight Contin Damag Damag	Fire [1 uous Ef le Type: le Type:	Fire	re e	RNG: S			AOE: -			l unless	it has Immunit	y: Cold ICC	DN.
		(None)	POW:	7 P+S: 18	8								
Magica Reach	ıl Weap	on											
Eruption then re are hit	move th and suff	at model	l from pla V 12 fire	ay. The <i>i</i> e damage	ÃOE ren e roll IC0	nains in ON. Ene	play for my mode	one roui els ente	nd. Enen ring or ei	ny mode	NOE cloud effectels in the AOE version in the AOE version in	when it was	s put in play
Claw	1x] (No	ne)	POW:	3 P+S: 1	4								
<u>SPEL</u>						Cost	RNG	<u>AOE</u>	POW	<u>UP</u>	<u>OFF</u>		
Target	n's B1 friendly roll of 5		ock Fac attacke	tion moder suffers	del/unit g 1 dama	2 gains +2	6 ARM. W	_	_	Yes	No s disabled by a	melee atta	ack, roll a d6.
<i>Flesh</i> When a	Eater a living e		odel is b	oxed by	Flesh E	3	10	– ed from	13 play and	No this mo	Yes del or a living v	varbeast in	its battlegroup
<i>Manif</i> While i	e st De n this mo	stiny	ntrol are			3 battlegro	Self oup gain	Ctrl an addi	– tional die	No on atta	No ack and damage	e rolls this t	turn. Discard
Scour	ge					4	8	3	13	No	Yes		
<i>Unnat</i> If targe	u <i>ral A</i> t friendly		<i>ion</i> oper Fad	ction mo	del suffe						No turn, during yo st enemy mode		intenance
					-						-		

January 29, 2010

Legio	n Blig	jhted I	Nyss \	Warlo	CK								
VAYL			•							Vay	l's Damage: 🔲		
SPD 6	STR 5	MAT 3	RAT 6	DEF 15	ARM 13	CMD 8	FUR 8						
FA: C Warbea Base S Damag	i ze: Sm	n ts: +6 all Base											
control	nd of th area ca	is turn a n make a	a full adv	vance fo	r each e	nemy mo	odel in h	er contr	ol area a	at the er	non-warlock Fact nd of this turn. Du urn as a result of	iring this mover	
warbea enemy Snow-\ Talion damage	ity: Col entinel st withir model. Vreathe Once per to an e	- Once point 5" of the Control of th	is mode beast ga model a when thi varbeast	l can imr ains boos always h is model	mediately sted atta as conce	y make a ck and d alment. damage	a full ad amage from ar	ance for rolls agar	lowed binst the attack, i	by a norr enemy t can sp	end 1 fury point to	ged attack targe	ting the
Oracu Magica Guided	us [1x I Weap - Attac	ks made) with thi	s weapo	B ROF: 1 on autom spells thr	atically h	nit.		ıttack m	ade with	n this weapon. Sp	pellbound lasts f	or one
Hoarfi Hoarfro Immuni Incite Models model's Leash Immedi Malice Add +1 Rampag Take co	er within 2" cost st cause ty: Cold e in this r comma ately aff to the comma to the comma	es cold of ICON. model's land range of target evith it, the	damage pattlegrous e. Incite nodel en roll for e. nemy no	oup gain lasts for ach fury pager expenses	to a critic +2 to att r one turn ormal mo point on cter wark	3 cal hit, m 3 ack and n. 2 vement, 2 the targ 3 beast. Y hile the	6 my mod 8 nodels ir Self damag 6 target v 10 et mode 10 ou can warbea	3 the AOI rolls ag varbeast el. make on	14 E becon - painst er in its ba 10 e full ad	Yes F unless No ne statio No nemy mo Yes attlegrou No No lyance w	OFF No s they have Immuryes nary for one rour No odels while the er No up can advance u Yes Yes vith the warbeast ger, it cannot be for	nd unless they hemy models are up to 3" toward it	e in this
warcaster, war,	ame Rules ©2 ack, warbeast,	001-2010 Private and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Perm	nission is hereb	granted to phot	ocopy and retai	in electronic copi	of Scyrah, HORDES, Circle Orboo ies. Any such duplications shall be permission or revise contents here	e intended solely for personal, n	

_	-	_		Ever	_	nt							
									F	hyas' D	amage: 🖳 🖣		
RHYA SPD 7	STR 5	MAT 8	RAT 6	DEF 16	ARM 14	CMD 8	FUR 5						
	Size: Sr	i nts: +6 nall Base	e										
Rhyas time a	friendly	endly Leg Legion r	nodel da	els activa mages a here B2l	ın enem	y model	with a n	nelee att	ack durir	ng its ac	tivation while	ng their ac e in Rhyas'	tivations. The first control area,
This m Perfect do not forfeitir Chann Ripost melee Sprint	atics - odel ca t Balan gain ba gits meler [See - Who attack a	nnot be to the control of the contro	targeted s model of bonuses or action While this lodel is me attack	by free s cannot be against n if it is a is model nissed by ing mode	etrikes. The targete this module to foliation in the target in target in the target in t	his moded by conded. Whe rfeit its melee amy melee	el ignore mbined i en knock noveme and is in ee attack	es interve melee at ked dowr nt or acti Saeryn's k, immed	ening mo tacks, co n, this mo on to sta s control iately aft	odels whombined odel care and up. area, Ser the a	nen declaring I ranged atta n stand up du aeryn can ch ttack is resol	its charge cks, or free iring its act nannel spe ved it can	st their bases. target. strikes. Models tivation without lls through it. make one normal activation it can
Antipl Magica Weapo Critica cannot Spirit	non [1] al Weap on Mas I Decap make a Eater -	ter pitation a Tough This mod	e) On a cr roll. del can re		damage	rom ene	ling the a						led by this attack cannot reave
SPEL	LS					Cost	RNG	AOE	POW	UP	OFF		
Dash While i models Occu1	n this m s/units b tatio	eginning n	their ac		in this m	2 on warrio	Self or mode	Ctrl Is canno	t be targ	No eted by	No		action warrior
<i>Rappo</i> Target transfe	rt warbea r dama	ast in this ge to the	model's	battlegrost even if	oup can	2 use this in this n	6 model's nodel's d	– s current control a	– MAT an rea. This	Yes d RAT i model	No n place of its can transfer	own. This damage to	model can the warbeast
January	29, 20	10											
warcaster, wa	rjack, warbeas	st, and all associa	ted logos and slo	gans are tradema	arks of Privateer	Press, Inc. Pern	nission is hereby	granted to phot	ocopy and retain	electronic copie		shall be intended so	f Everblight, Skorne, Trollbloods, lely for personal, noncommercial e for any reason.

Sae	ryn	, On	nen (of Ev	/erb	light						
	•	•		Warlo		O						ļ
SAER	YN								S	aeryn' Da	amage: 🔼 🖁 📗 📗 👢 📗 👢	\prod
SPD 7	STR 5	MAT 6	RAT 7	DEF 16	ARM 14	CMD 8	FUR 7					
	ize: Sn	n ts: +5 nall Base)									
Feat: F While v			l area, n	nodels in	Saeryn'	s battleç	group ca	nnot be	targeted	by non-	magical melee attacks for one roun	d.
SAE	RYN											
Force Chann	Barrier eler [RI	- This m 1yas] - V	odel gai Vhile thi	ns +2 DE s model i	EF again is not in	st range melee a	d attack nd is in l	rolls an Rhyas's	d does n control a	ot suffer area, Rhy	blast damage. yas can channel spells through it.	
		[SAER		ono)	DNC.	7 DOE . 3	AOE.	DOW.	2			
Magica	l Weap							POW:				
transfe	damag	je.			-	•			it loses	Tough, c	annot heal or be healed, and canno	ot
Throw	ı - Add	this mod	del's STF	R to the F	POW of t	this rang	ed attac	ck.				
Death: Magica		x] (Nor	<u>ne)</u>	POW:	3	P+S : 8						
	us Woi	ınds - W	/hen a m	nodel is h	nit by this	s weapo	n, for on	e round	it loses ⁻	Tough, c	cannot heal or be healed, and canno	ot
SPEL Banis		• -				Cost	RNG	AOE	<u>POW</u>	<u>UP</u>	OFF	
Enemy	upkeep	spells c	n target	friendly	model/u	nit expir	e. Affect	ed mode	els canno	ot be tar	geted by enemy spells or animi.	
	a 5" AC	E on tar									No out in play are hit and suffer a POW	
				n enemy Bringer l				action m	odel ente	ering or e	ending its activation in the AOE suff	ers 1
Breat	h Stea	ler	_	-		2	10	– h Steale	– r can on	No ly be cas	Yes st once per turn.	
Respan	wn					3	6	_	_	Yes	No t anywhere within 3" of its current	
location	ı. İt hea	ls 1 dam		nt in eac								
Sunde : An ene	<i>r Spir</i> my war	·i <i>t</i> beast da	maged l	by Sunde	er Spirit I	2 oses its	10 animus	for one	12 ound. T	No his mode	Yes el can cast that warbeast's animus a	as a
spell th												
January			toor Droop Ing. A	III Dighta Dagaya	nd Brivataar Bra	oo WARMACUI	NE® Cuanas K	hadar Con Bro	actorate of Man	ath Patribution a	of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Troll	lblaada
warcaster, wai	jack, warbeast	, and all associat	ted logos and slo	ogans are tradem	arks of Privateer	Press, Inc. Perr	nission is hereby	y granted to phot	ocopy and retain	n electronic copie	ermission or revise contents herein at any time for any reason.	

	ghted A	Nyss \	Or Of Warloo			J .					
STR		, DAT									
STR		D 4 T						Absyl	onia's D	amage: 🔲 📉 💮 💮	
	7	RAT 6	DEF 16	ARM 14	CMD 8	FUR 6					
ize: Sn		•									
e all da	mage fro	om Absy s, remov	lonia. Aft /e all dar	er remo nage fro	ving the m one w	damage ⁄arbeast	e, Absylor ∷in her ba	nia can t attlegrou	ake 1 o p in her	r more damage points. control area.	For each
	NIA										
ineous gains o •Barbe •Flight er mod ng its ch	Mutation of the control of the contr	n - This e followi s - This nodel ca as enoug get.	model cang abilition model's n advance gh move	an spendes for on melee we ce through ment to	d fury po le turn. leapons gh terrail move co	ints duri gain Re n and ob	ing its act ach ICON ostacles v	tivation t N. without p	enalty	aneously mutate. For e	gh obstructions
Claw I Weap I Grievo r damag Eater -	2x] (No on ous Wou ge for one This mod	one) Inds - C e round. lel can ro	POW: On a critic	al hit, th	e model from ene	my warl	-		•		
					Cost	RNG	<u>AOE</u>	POW	<u>UP</u>	OFF	
he 4″ A(or be a vore	DE anyw llocated	focus. T	he AOE	remains	nodel's c in play f 2	ontrol ar or one r	rea. While ound. Bli –	e in the ght Field –	AOE, ei d can be Yes	nemy models cannot cl e cast once per round. No	·
e attack	, the box					ınd this r			amage	points.	a living moder with
friendly ng God	living Fa		_		2	d DEF. 6	-		Yes	No	
warbea ns gain	st in this Open Fis	model's st ICON	and Rea	oup can .ch ICON	make po N.	ower atta	acks with	iout beir	ig force	a and gains Terror ICO	IN. Its melee
29, 201	0										
rjack, warbeast	and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Pern	nission is hereby	y granted to photo	copy and retain	electronic copie	es. Any such duplications shall be intended so	olely for personal, noncommercial
	Panacea re all dai re point s reful - raneous t gains o reful weap I Grievo r damag Eater - rints fron LS t Fiel he 4" A ror be al ror came Rules reful warbeas reful al ror came Rules reful al ror c	Panacea Te all damage from the point she taken Panation Treeful - This month and the point she taken Pare all damage from the point she taken Pare all damage from the point she taken Pare all - This month and the point she	Gize: Small Base ge: 16 Panacea Te all damage from Absy te point she takes, remove EYLONIA The point she takes, remove The point she	Panacea Te all damage from Absylonia. Afte point she takes, remove all damation Treful - This model can upkeep staneous Mutation - This model can advance at gains one of the following abilities Telight - This model can advance models if it has enough moveing its charge target. This model can advance models if it has enough moveing its charge target. This model gains one of the following abilities Telight - This model can advance models if it has enough moveing its charge target. This model can reave for a critical damage for one round. The field he 4" AOE anywhere completely or be allocated focus. The AOE to me attack, the boxed model is remised attack, attack attack, the boxed model attack, attack attack, attack attack attack, attack attack, attack attack, attack attack attack attack, attack attack attack attack attack attack attack attack.	Panacea Te all damage from Absylonia. After remove a point she takes, remove all damage from Absylonia and Abs	Panacea Te all damage from Absylonia. After removing the e point she takes, remove all damage from one was takes. Polity - This model can upkeep spells on models aneous Mutation - This model can spend fury point gains one of the following abilities for one turn. Barbed Hooks - This model's melee weapons in grity charge target. Warp Strength - This model gains +2 STR. Pons [Absylonia] Claw [2x] (None) Pow: 6P+S: 13 All Weapon I Grievous Wounds - On a critical hit, the model of damage for one round. Eater - This model can reave fury points from eneints from enemy warbeasts destroyed by this weather the following from the allocated focus. The AOE remains in play for the description of the eattack, the boxed model is removed from play and devolution A Cost or be allocated focus. The AOE remains in play for the description warbeast gains +2 STR and description warbeast gains +2 STR and god Eater - This model's battlegroup can make points gain Open Fist ICON and Reach ICON. Polity 29, 2010 Came Rules ©2001-2010 Privateer Press Inc. All Riights Reserved. Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and stogans are trademarks of Privateer Press, Inc. Penace and	Panacea The all damage from Absylonia. After removing the damage of the point she takes, remove all damage from one warbeast of the point she takes, remove all damage from one warbeast of the point she takes, remove all damage from one warbeast of the point she takes, remove all damage from one warbeast of the point she takes, remove all damage from one warbeast of the point she takes, remove all damage from one warbeast of the point she takes, remove all damage from one turn. **Private Hooks - This model can spend fury points during the point of the following abilities for one turn. **Barbed Hooks - This model's melee weapons gain Reformer models if it has enough movement to move completely in the tomove completely in the tomove completely in the tomove completely in the model hit by the point of the tomove from the point should be point to the tomove from enemy warbeasts destroyed by this weapon. **Density Indiana	Panacea Te all damage from Absylonia. After removing the damage, Absylone point she takes, remove all damage from one warbeast in her back of the point she takes, remove all damage from one warbeast in her back of the point she takes, remove all damage from one warbeast in her back of the point she takes, remove all damage from one warbeast in her back of the point she takes, remove all damage from one warbeast in her back of the point she takes, remove all damage from one warbeast in her back of the point she takes, removed all damage from models in its battlegroup and the gains one of the following abilities for one turn. Barbed Hooks - This model can spend furny points during its act agains one of the following abilities for one turn. Barbed Hooks - This model can advance through terrain and obstacles oner models if it has enough movement to move completely past the gains to charge target. Warp Strength - This model gains +2 STR. PONS [ABSYLONIA] Claw [2x] (None) POW: 6P+S: 13 Ball Weapon I Grievous Wounds - On a critical hit, the model hit by this weapor of damage for one round. Eater - This model can reave fury points from enemy warbeasts de ints from enemy warbeasts destroyed by this weapon. LS E Field he 4" AOE anywhere completely in this model's control area. Whill or be allocated focus. The AOE remains in play for one round. Bli vore 2 6 - Griendly model/unit gains +2 to melee attack rolls against living mode attack, the boxed model is removed from play and this model hed devolution 2 6 - Griendly living Faction warbeast gains +2 STR and DEF. Ing God 2 6 - warbeast in this model's battlegroup can make power attacks with me gain Open Fist ICON and Reach ICON. Power Stream Press, Inc. Permission is breely granted to protect and and associated logos and slogans are trademarks of Privateer Press, Inc. Permission is breely granted to protect and protect and provided protect protect of Provided Press, Inc. Permission is breely granted to protect and provided protect protect and provided p	Panacea Te all damage from Absylonia. After removing the damage, Absylonia can to e point she takes, remove all damage from one warbeast in her battlegrous. PLONIA Treful - This model can upkeep spells on models in its battlegroup without aneous Mutation - This model can spend fury points during its activation to a gains one of the following abilities for one turn. Barbed Hooks - This model's melee weapons gain Reach ICON. Flight - This model can advance through terrain and obstacles without put put models if it has enough movement to move completely past them. This may its charge target. Warp Strength - This model gains +2 STR. PONS [ABSYLONIA] Claw [2x] (None) I Grievous Wounds - On a critical hit, the model hit by this weapon loses or damage for one round. Eater - This model can reave fury points from enemy warbeasts destroyed into from enemy warbeasts destroyed by this weapon. LS Cost RNG AOE POW Trield AOE anywhere completely in this model's control area. While in the or be allocated focus. The AOE remains in play for one round. Blight Field vore Be attack, the boxed model is removed from play and this model heals d3 d Boulution Cane Ruse against living models. We attack, the boxed model is removed from play and this model heals d3 d Boulution Cane Ruse Scool-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINES, Cygnar, Rhador, Cyy, Protectorate of Monagems, was and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to private or Monagems, was a protectorate of Monagems, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to private or Monagems, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to privateer of Monagems, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to privateer of Monagems are trademarks of Privateer Press, Inc. Permission is hereby g	Size: Small Base ge: 16 Panacea The all damage from Absylonia. After removing the damage, Absylonia can take 1 or e point she takes, remove all damage from one warbeast in her battlegroup without spending and the point of the following abilities for one turn. Parbed Hooks - This model can spend fury points during its activation to spont to gains one of the following abilities for one turn. Parbed Hooks - This model smeles weapons gain Reach ICON. Flight - This model can advance through terrain and obstacles without penalty are models if it has enough movement to move completely past them. This model mg its charge target. Warp Strength - This model gains +2 STR. PONS [ABSYLONIA] Claw [2x] (None) POW: 6P+S: 13 Weapon I Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, radmage for one round. Fater - This model can reave fury points from enemy warbeasts destroyed by this ints from enemy warbeasts destroyed by this weapon. LS Cost RNG AOE POW UP No Tetrield AOE anywhere completely in this model's control area. While in the AOE, et or be allocated focus. The AOE remains in play for one round. Blight Field can be vore 2 6 — Yes Friendly model/unit gains +2 to melee attack rolls against living models. When an eat attack, the boxed model is removed from play and this model heals d3 damage ### Evolution 2 6 — Yes Werbeast in this model's battlegroup can make power attacks without being forced as gain Open Fist ICON and Reach ICON. **PS, 2010 **Game Rives E2001-2010 Privateer Press Inc. Permission is hereby granted to privateor for Monoth, Reinfibilition. Professor of Monoth Reinfibilition. Professor of Monoth Reinfibilition. Professor of Monoth Reinfibilitio	Size: Small Base ge: 16 Panacea The all damage from Absylonia. After removing the damage, Absylonia can take 1 or more damage points. The point she takes, remove all damage from one warbeast in her battlegroup in her control area. PLONIA Thation Treeful - This model can upkeep spells on models in its battlegroup without spending fury. This model can spend fury points during its activation to spontaneously mutate. For example, and the following abilities for one turn. Barbed Hooks - This model can advance through terrain and obstacles without penalty and can advance through terrain and obstacles without penalty and can advance through terrain and obstacles without penalty and can advance through its charge target. Warp Strength - This model gains +2 STR. PONS [ABSYLONIA] Claw [2x] (None) I Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be hear of damage for one round. Tater - This model can reave fury points from enemy warbeasts destroyed by this weapon. Other models into from enemy warbeasts destroyed by this weapon. Claw [2x] (None) I Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be hear of damage for one round. Salve appon Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be hear of damage for one round. Salve appon Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be hear of damage for one round. Salve appon Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be hear of damage for one round. Salve appon Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be hear of damage for one round. Salve appon Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be hear of the following for one round. Salve appon Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, ca

Harrier

Legion Lesser Warbeast

HARRIER

SPD STR MAT RAT DEF ARM CMD FUR THR

6 5 3 14 12 7 2 7

FA: U Point Cost: 2 Base Size: Small

Damage: 13 (Mind 4, Body 4, Spirit 5)

The next melee attack made by this model this activation hits automatically. A model can only be affected by True Strike once per turn.

1

2 3

4

5

6

 $\ominus\ominus$ mind

 $\ominus\ominus\ominus$ body

⊝⊖⊖ spirit

HARRIER

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

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

Lesser Warbeast - This model cannot make power attacks.

Soulless - This model does not generate a soul token when it is destroyed.

Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

WEAPONS [HARRIER]

Talons [1x] (<->) POW: 4P+S: 10

January 29, 2010

Shredder

Legion Lesser Warbeast

SHREDDER

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD
 FUR
 THR

 6
 6
 5
 3
 13
 12
 7
 2
 7

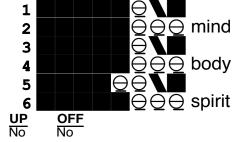
6 6 5 3 13 12 7 2 7

FA: U Point Cost: 2 Base Size: Small

Damage: 13 (Mind 4, Body 4, Spirit 5)

Animus Cost RNG AOE Tenacity 1 6 -

Target friendly model gains +1 DEF and ARM for one round.



SHREDDER

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Lesser Warbeast - This model cannot make power attacks.

Rabid - This model can be forced during its activation to gain +2 SPD, Pathfinder ICON, and boosted attack and damage rolls that activation.

POW

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [SHREDDER]

Bite [1x] (Head) POW: 4 P+S: 10

January 29, 2010

Nephilim Protector

Legion Light Warbeast

PROTECTOR

SPD STR MAT RAT DEF ARM CMD FUR THR6 8 5 3 12 18 8 3 10

FA: U Point Cost: 5 Base Size: Medium

Damage: 22 (Mind 8, Body 7, Spirit 7)

Animus Cost RNG AOE POW UP OFF Safeguard 2 6 - NO NO

Target friendly model cannot be knocked down. When it is slammed, reduce the slam distance rolled by 3. Safeguard lasts for one round.

1

2 3

4

5

6

 $\Theta \Theta \Theta \Theta$ mind

⊖⊖⊖⊖ spirit

000

PROTECTOR

Eyeless Sight

Empathic Transference - A friendly Faction warlock can transfer damage to this model even if this model has a number of fury points equal to its current FURY.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [PROTECTOR]

Halberd [1x] (<->) POW: 4 P+S: 12

Reach

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

January 29, 2010

Nephilim Soldier Legion Light Warbeast **SOLDIER** SPD STR MAT RAT DEF ARM CMD FUR 1 9 3 13 16 8 3 6 10 2 3 FA: U 4 Point Cost: 5 Base Size: Medium 5 Damage: 22 (Mind 8, Body 7, Spirit 7) 6 **Animus** Cost **RNG** AOE **POW** UP OFF *Massac*re No No Target friendly model can charge without being forced. When the affected model destroys an enemy model with a charge attack, after the attack is resolved it can advance up to 1" and make an additional melee attack. Massacre lasts for one turn. SOLDIER

Eveless Sight

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

WEAPONS [SOLDIER] Two-Handed Sword [1x] (<->) **POW:** 5 P+S: 14 Reach

January 29, 2010

Raek

Legion Light Warbeast

RAEK

SPD STR MAT RAT DEF ARM CMD FUR THR

8 3 14 6 3 9 6 15

FA: U Point Cost: 4 Base Size: Medium

Damage: 19 (Mind 6, Body 7, Spirit 7)

Animus Cost **RNG** AOE **POW** UP OFF Shadow Stalk Self No No

Select an enemy model within 10". If that model advances at least 1" during its normal movement, after that model ends its movement this model can make a full advance. Shadow Stalk lasts for one round.

1

2

3

4

5

6

⊕⊕■ **⊕**<u>⊕</u>⊕ mind

⊖⊖⊖ spirit

QQQ¶ ■QQQQ body

RAEK

Eveless Sight Pathfinder Stealth

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target. Bounding Leap - Once per activation, after making a full advance but before performing an action, this model can be forced to be placed completely within 5" of its current location. Any effects that prevent charging also prevent this model from using Bounding Leap.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [RAEK]

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

Tail Strike [1x] (<->) **POW: 4P+S: 12**

Reach

January 29, 2010

Teraph

Legion Light Warbeast

TERAPH

SPD STR MAT RAT DEF ARM CMD FUR THR

7 8 16 3 9 5 6 13

FA: U Point Cost: 5 Base Size: Medium

Damage: 20 (Mind 6, Body 7, Spirit 7)

Animus Cost **RNG** AOE **POW** UP OFF Counterblast Self No No

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

⊕⊕****■ ⊕⊕<u>⊕</u> mind

⊖⊖⊖⊖ spirit

<u>ēēē</u>

1

2

3

4

5

6

TERAPH

Advance Deployment

Eyeless Sight Pathfinder

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Dig In (★Action) - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [TERAPH]

Blight Blast [1x] (Head) **RNG:** 10 **ROF:** 1 **AOE:** 3 **POW:** 13

Damage Type: Fire

Tail Strike [1x] (<->) **POW: 4P+S: 12**

Reach

January 29, 2010

Seraph

Legion Heavy Warbeast

SERAPH

SPD STR MAT RAT DEF ARM CMD FUR THR6 10 6 5 14 16 7 4 9

FA: U Point Cost: 8 Base Size: Large

Damage: 25 (Mind 8, Body 9, Spirit 8)

 Animus
 Cost
 RNG
 AOE
 POW
 UP
 OFF

 \$1ipstream
 1
 Self
 No
 No

When this model ends its normal movement, one friendly Faction model this model moved within 2" of is placed completely within 2" of the friendly Faction model's current location, then Slipstream expires. A model can be placed by Slipstream only once per turn.

1

2

3

4

5

6

 $\ominus\ominus\ominus\ominus$ mind

0000 spirit

SERAPH

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

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

Serpentine - This model cannot make slam or trample power attacks and cannot be knocked down.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [SERAPH]

Blight Strike [1x] (Head) RNG: 10 ROF: 1 AOE: - POW: 12

Damage Type: Fire

Strafe [d3+1] (★Attack) - Make d3+1 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

Stinger [1x] (<->) POW: 4 P+S: 14

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

January 29, 2010

Angelius

Legion Heavy Warbeast

ANGELIUS

SPD STR MAT RAT DEF ARM CMD FUR THR7 10 6 5 14 17 7 4 9

FA: U Point Cost: 9 Base Size: Large

Damage: 25 (Mind 8, Body 9, Spirit 8)

Animus Cost RNG Self AOE POW NO NO

Enemy models currently within 2" of this model are immediately pushed 3" directly away from it in the order you choose.

ANGELIUS

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

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

1

2

3

4

5

6

 $\ominus \ominus \ominus \ominus$ mind

 $\ominus\ominus\ominus\ominus\ominus$ spirit

Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Serpentine - This model cannot make slam or trample power attacks and cannot be knocked down.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [ANGELIUS]

Flame Jet [1x] (Head) RNG: 12 ROF: 1 AOE: - POW: 12

Critical Fire

Damage Type: Fire

Tail Strike [1x] (<->) POW: 4P+S: 14

Reach

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

January 29, 2010

Carnivean

Legion Heavy Warbeast

CARNIVEAN

SPD STR MAT RAT DEF ARM CMD FUR THR 6 12 6 4 11 18 7 4 9

FA: U Point Cost: 11

Base Size: Large Damage: 30 (Mind 8, Body 12, Spirit 10)

Damage: 30 (Millio 6, Body 12, Spillt 10)

Target friendly Faction model gains +2 ARM. If a warjack or warbeast hits the affected model with a melee attack, the attacking model suffers d3 damage points immediately after the attack has been resolved unless the affected model was destroyed or removed from play by the attack.

1

2

3

4

5

6

OFF

No

UP

No

 $\ominus \ominus \ominus \ominus$ mind

⊖⊖⊖⊖⊖ spirit



Eyeless Sight Pathfinder

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

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [CARNIVEAN]

Dragon Breath [1x] (Head) RNG: SP 10 ROF: 1 AOE: - POW: 14

Damage Type: Fire

Bite [1x] (Head) POW: 6 P+S: 18

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

January 29, 2010

Typhon

Legion Character Heavy Warbeast

TYPHON

SPD STR ARM CMD FUR MAT RAT DEF THR 11 7 17 7 4 9 6 13

FA: C Point Cost: 12 Base Size: Large

Damage: 30 (Mind 10, Body 10, Spirit 10)

Animus

Excessive Healing Self No No

RNG

Cost

When this model is damaged by an enemy attack, immediately after resolving the attack this model heals d3 damage points. Excessive Healing lasts for one round.

AOE

POW

1

2

3

4

5

6

OFF

UP

 $\ominus \ominus \ominus \ominus$ mind

⊖⊖⊖⊖⊖ spirit

TYPHON

Eveless Sight Gunfighter

Affinity [Thagrosh] - When Typhon is forced to use Regenerate in Thagrosh's control area, instead of rolling to determine how many damage points Typhon heals, Typhon and Thagrosh each heal up to 3 damage points.

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

Multiple Heads - This model can make three initial attacks each combat action, using any combination of Blight Breath and Jaw attacks. This model loses one initial attack for each aspect it has lost. This model cannot be forced to make additional Blight Breath attacks.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [TYPHON]

Blight Breath [1x] (None) RNG: SP 8 **ROF: 1 AOE: - POW: 14**

Damage Type: Fire

Bite [1x] (None) POW: 6P+S: 17

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

January 29, 2010

Blighted Nyss Archers

Legion Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

6 4 5 5 13 11 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

LEADER & GRUNTS

Combined Ranged Attack

Suppressing Fire (Order) - This order can be issued only if two or more models with ranged weapons in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 12" of all participants, with its center point in LOS of all participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2–4, the AOE is 3". If there are 5–7, the AOE is 4". If there are 8 or more, the AOE is 5". When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participants have been destroyed or removed from play.

WEAPONS [LEADER & GRUNTS]

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

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

January 29, 2010

Blighted Nyss Archer Officer & Ammo Porter

Legion Unit Attachment

OFFICER

SPD STR MAT RAT DEF ARM CMD

6 4 6 6 13 11 9

AMMO PORTER

SPD STR MAT RAT DEF ARM CMD6 4 5 5 13 11 8

FA: 1

Point Cost: 2

Base Size: Small Base Damage: Officer's Damage: 5

Attachment [Blighted Nyss Archers] - This attachment can be added to a Blighted Nyss Archers unit.

OFFICER

Combined Ranged Attack

Officer

Granted: Combined Arms - While this model is in play, models in its unit gain Combined Arms. (When a model with Combined Arms misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms).

Officer's Damage:

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

WEAPONS [OFFICER]

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

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

AMMO PORTER

Ready Ammo - While this model is in formation, models in its unit gain Dual Shot and their ranged weapons become ROF 2. (When a model with Dual Shot forfeits its movement to gain the aiming bonus it can also make one additional ranged attack that activation.)

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

January 29, 2010

Contents and Game Rules ©2001-2010 Privateer Press Inc. All Hights Reserved. Privateer Press, WAHMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HOHDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloc
warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommendative process.
use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Blighted Nyss Legionnaires Legion Unit LEADER & GRUNTS SPD STR MAT RAT DEF ARM CMD 5 6 6 4 12 14 9

FA: 2

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small

LEADER & GRUNTS

Combined Melee Attack

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

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

WEAPONS [LEADER & GRUNTS]

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

Reach

January 29, 2010

Blighted Nyss Raptors

Legion Light Cavalry Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

9 6 6 7 14 15 8

FA: 1

Point Cost: Leader & 2 Grunts: 6

Leader & 4 Grunts: 10

Base Size: Large

Damage: 5

LEADER & GRUNTS

Pathfinder

WEAPONS [LEADER & GRUNTS]

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

Poison - Gain an additional die on this weapon's damage rolls against living models.

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

Weapon Master

Mount [1x] (None) POW: 12

January 29, 2010

Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Rider A's Damage: Rider B's Damage: Rider C's Damage: Rider D's Da

Rider E's Damage:

Blighted Nyss Scather Crew

Legion Weapon Crew Unit

LEADER

SPD STR MAT RAT DEF ARM CMD4 4 5 5 13 11 8

GRUNTS

 SPD
 STR
 MAT
 RAT
 DEF
 ARM
 CMD

 4
 4
 5
 5
 13
 11
 8

FA: 2

Point Cost: Leader & 2 Grunts: 3 Base Size: Leader: Large Base Grunt: Small Base

LEADER

WEAPONS [LEADER]

Scather Catapult [1x] (None) RNG: 15 ROF: 1 AOE: 3 POW: 14

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target. Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Minimum Range [6] - Attacks made with this weapon cannot target any model within 6" of it.

Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

Scather - This attack's AOE remains in play for one round. Enemy models and non-Faction friendly models entering or ending their activations in the AOE suffer 1 damage point.

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

January 29, 2010

Blighted Nyss Swordsmen Legion Unit **LEADER & GRUNTS** SPD STR MAT RAT DEF ARM CMD 7 7 13 4 14 8 **FA**: 2 Point Cost: Leader & 5 Grunts: 5 Leader & 9 Grunts: 8 Base Size: Small **LEADER & GRUNTS** Fearless WEAPONS [LEADER & GRUNTS] Nyss Claymore [1x] (None) POW: 4 P+S: 11 Weapon Master January 29, 2010 Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Troilbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Blighted Nyss Swordsman Abbot & Champion

Legion Unit Attachment

ABBOT

SPD STR MAT RAT DEF ARM CMD6 7 8 4 14 13 9

CHAMPION

SPD STR MAT RAT DEF ARM CMD6 7 8 4 14 13 8

FA: 1

Point Cost: 3

Base Size: Small Base

Damage: Officer's Damage: 5 Champion's Damage: 5

Attachment [Blighted Nyss Swordsmen] - This attachment can be added to a Blighted Nyss Swordsmen unit.

ABBOT

Fearless

Officer

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 melee attack during its activation, 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).

Officer's Damage: 📲

Champion's Damage: ■

Tactics: Overtake - Models in this unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".)

WEAPONS [ABBOT]

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

Weapon Master

CHAMPION

Fearless

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

WEAPONS [CHAMPION]

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

Weapon Master

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

January 29, 2010

Spawning Vessel Legion Blighted Nyss Unit VESSEL SPD STR MAT RAT DEF - 0 0 0 5 NYSS GRUNTS

STR MAT RAT

Vessel's Damage:

FA: 1

SPD

6

Point Cost: Vessel & 4 Grunts: 2 Vessel & 6 Grunts: 3 Base Size: Vessel Medium Base

5

Grunt Small Base

4

Damage: Vessel's Damage: 10

VESSEL

Construct

Carried - This model is not a warrior model. It can advance only during its unit's normal movement. When it advances, it can move up to 1" for each Grunt in this unit within 2" of it at the beginning of this unit's activation. This model is automatically hit by melee attacks. It cannot be knocked down or made stationary.

Focal Point - This model's unit has no unit commander. Models in this unit within 8" of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Last Call - If this model is disabled by an enemy attack, it can immediately make a special action.

ARM CMD

ARM CMD

8

18

11

DEF

13

Recycle - When a living model is destroyed within 4" of this model + 1" for each Grunt in this unit that is in formation, place place one corpse token on this model. This model can have up to three corpse tokens at a time.

Spawn Horror (★Action) - Remove three blood tokens from this model to place a non-character Faction lesser warbeast into play under your control. Place the warbeast within 3" of this model and choose a friendly Faction warlock. This warbeast becomes part of that warlock's battlegroup.

WEAPONS [VESSEL]

NYSS GRUNTS

Stone Heart - This model never flees and automatically passes command checks.

WEAPONS [NYSS GRUNTS]

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

Reach

January 29, 2010

Blighted Nyss Striders Legion Unit LEADER & GRUNTS SPD STR MAT RAT DEF ARM CMD 7 6 5 6 15 11 8 FA: 2 Point Cost: Leader & 5 Grunts: 6 Base Size: Small LEADER & GRUNTS Advance Deployment

Advance Deployment Combined Ranged Attack

Pathfinder Stealth

WEAPONS [LEADER & GRUNTS]

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

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

January 29, 2010

Blighted Nyss Strider Officer & Musician

Legion Unit Attachment

OFFICER

SPD STR MAT RAT DEF ARM CMD7 6 6 7 15 11 9

MUSICIAN

SPD STR MAT RAT DEF ARM CMD7 6 5 6 15 11 8

FA: 1

Point Cost: 3 Base Size: Small

Damage: Officer's Damage 5

OFFICER

Advance Deployment
Combined Ranged Attack
Officer

Officer Pathfinder Stealth

Granted: Reform - While this model is in play, after all models in its unit have completed their actions, each can advance up to 3"

Officer's Damage:

Tactics: Hunter - Models in this unit gain Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

WEAPONS [OFFICER]

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

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

MUSICIAN

Advance Deployment Combined Ranged Attack

Pathfinder Stealth

In Step - While this model is within 3" of it, the unit commander gains +3" to its command range.

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

WEAPONS [MUSICIAN]

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

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

January 29, 2010

Blighted Ogrun Warmongers

Legion Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 9 7 3 12 16 8

FA: 3

Point Cost: Leader & 2 grunts: 5

Leader & 4 grunts: 8

Base Size: Medium Base

Damage: 8 each

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

LEADER & GRUNTS

Fearless Terror

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.

WEAPONS [LEADER & GRUNTS]

War Cleaver [1x] (None) POW: 5P+S: 14

Reach

January 29, 2010

Blighted Ogrun Warspears

Legion Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 9 7 5 12 16 8

FA: 3

Point Cost: Leader & 2 Grunts: 5

Leader & 4 Grunts: 8

Base Size: Medium Base

Damage: 8 each

LEADER & GRUNTS

Fearless Terror

Assault (Order) - Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

Warspear A's Damage:

Warspear B's Damage:

Warspear C's Damage:

Warspear D's Damage:

Warspear E's Damage:

WEAPONS [LEADER & GRUNTS]

Thrown Spear [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 4 Thrown - Add this model's STR to the POW of this ranged attack.

War Spear [1x] (None) POW: 4 P+S: 13

Reach

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

January 29, 2010

The Forsaken Legion Blighted Nyss Solo Forsaken's Damage: **FORSAKEN** SPD STR MAT RAT DEF ARM CMD 7 14 8 5 4 14 **FA**: 2 Point Cost: 2 Base Size: Small Base Damage: 5 **FORSAKEN** Abomination **Fearless** Blight Shroud (★Action) - Remove all fury points from this model. Enemy models within 1" of this model for each fury point removed suffer a POW 8 damage roll. Add an additional die to the damage roll for each focus or fury point on the enemy model. Consume Fury (★Action) - RNG CMD. Target friendly Faction warbeast. If the warbeast is in range, remove up to 5 fury points from it and put them on this model. This model can have up to 5 fury points at any time. Ferocious - During its activation, this model can spend fury points to gain additional attacks or to boost attack or damage rolls, at 1 fury point per attack or boost. WEAPONS [FORSAKEN] Claw [1x] (None) **POW:** 5**P+S:** 12 January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollibloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Incubus

Legion Solo

INCUBUS

SPD STR MAT RAT DEF ARM CMD6 8 7 3 12 15 6

FA: 2

Point Cost: 5 Incubi for 5 Base Size: Small Base

INCUBUS

Fearless

Host - Incubi models do not begin the game in play. When a friendly living non-Incubus non-warlock small-based Faction warrior model is destroyed, you can mark its current location and remove that model from play. Up to one location can be marked for each Incubi you have that has not been placed in or removed from play. During your next Maintenance Phase, put one Incubus model into play for each point marked, within 2" of the point marked. If there is not room to place an Incubus model, remove the marker from the table and remove from play one Incubi that has not been placed in play.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [INCUBUS]

Claws [2x] (None) POW: 3P+S: 11

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

January 29, 2010

Blighted Nyss Shepherd

Legion Solo

SHEPHERD

SPD STR MAT RAT DEF **CMD**

5 12 14 8

FA: 2 Point Cost: 1

Base Size: Small Base

SHEPHERD

Beast Manipulation - A warbeast can be affected by only one Beast Manipulation special action each turn.

•Condition (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.

•Medicate (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

Beast Master - This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.

WEAPONS [SHEPHERD]

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

Reach

January 29, 2010

Warmonger War Chief

Legion Blighted Ogrun Solo

WAR CHIEF

SPD STR MAT RAT DEF ARM CMD

5 9 8 3 12 17 9

FA: 2

Point Cost: 3

Base Size: Medium Base

Damage: 8

WAR CHIEF

Fearless Terror

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.

Blood Drinker - Immediately after this model resolves a melee attack in which it destroys one or more living models, it can end its activation to heal d3 damage points.

War Chief's Damage:

Leadership [Blighted Ogrun] - While in this model's command range, friendly Blighted Ogrun models gain Blood Drinker. **Veteran Leader** [Blighted Ogrun] - Friendly Blighted Ogrun trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [WAR CHIEF]

War Cleaver [1x] (None) POW: 5P+S: 14

Reach

January 29, 2010

Strider Deathstalker

Legion Blighted Nyss Solo

DEATHSTALKER

SPD STR MAT RAT DEF ARM CMD

7 6 7 8 15 11 9

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

DEATHSTALKER

Advance Deployment

Pathfinder Stealth

Leadership [Striders] - While in this model's command range, friendly Strider models gain Swift Hunter.

Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Deathstalker's Damage:

Sniper - When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

Swift Hunter - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

WEAPONS [DEATHSTALKER]

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

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

January 29, 2010

-							
_	•	_		orce	eres	s & I	Hellion
Legi	on Ca	valry S	Solo				
	CERES	S					Sorceress' Damage:
SPD 8	STR 5	MAT 6	RAT 4	DEF 14	ARM 16	CMD 8	
_	Cost: 4 Size: Lar ge: 10	ge Base)				
SOF	CER	ESS					
				Faction	warbeas	sts with	Flight beginning their activations in this model's command range can
Flight models		odel car	n advanc				stacles without penalty and can advance through obstructions and other past them. This model ignores intervening models when declaring its
model	in the A	Storm DE is dir	ectly hit	bý an at			where completely in this model's command range. When an enemy nage roll fails to exceed its ARM, it automatically suffers 1 damage point.
Blight	•Frostl	oite (★A		Frostbit			magic attack. Models hit suffer a POW 12 cold damage roll ICON. I's command range, enemy models cannot make ranged attacks for one
round.		J	\	,			3 / 3
Spear	PONS [1x] (N al Weap	lone)	POW:	S] 4 P+S : 9			
Reach		O					
Moun	t [1x] (N	None)	POW:	10			
Januar	y 29, 201	0					
warcaster, w	arjack, warbeast,	and all associate	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Per	NE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, nission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial ciated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Bog Trog Ambushers

Minion Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 6 6 3 12 14 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS

Combined Melee Attack

Ambush - You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place this unit in formation within 3" of the chosen table edge.

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

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

WEAPONS [LEADER & GRUNTS]

Fish Hook [1x] (None) POW: 5 P+S: 11

Reach

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

January 29, 2010

Farrow Bone Grinders

Minion Unit

LEADER

SPD STR MAT RAT DEF ARM CMD5 6 5 4 12 14 8

GRUNTS

SPD STR MAT RAT DEF ARM CMD5 6 5 4 12 14 8

FA: 2

Point Cost: Leader & 3 Grunts: 2 Leader & 5 Grunts: 3

Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER

Confluence - This model gains a cumulative +1 on magic attack rolls for each other model in this unit that is within 1" of it.

Magic Ability [4]

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

•Bone Magic (★Action or Attack) - This model casts the animus of one friendly destroyed warbeast as a spell without spending fury points. The animus cannot cast an animus with a RNG of SELF. This model must make a special attack to cast an offensive spell. Other spells are cast by making a special action.

•Craft Talisman (★Action) - Target a friendly warlock within 3" of a model in this unit that is in formation. If the warlock is in range, when he casts a spell and is its point of origin, the spell gains +2 RNG. Spells with RNG SELF, SP, or CTRL are not affected. Craft Talisman lasts for one turn.

WEAPONS [LEADER]

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

WEAPONS [GRUNTS]

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

January 29, 2010

Farrow Brigands

Minion Unit

LEADER & GRUNTS

SPD STR MAT RAT DEF ARM CMD

5 6 6 5 12 15 8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS

Pathfinder

Dig In (★Action)

Bushwhack - During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

WEAPONS [LEADER & GRUNTS]

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

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

January 29, 2010

Gatorman Posse

Minion Unit

LEADER

SPD STR MAT RAT DEF ARM CMD

5 8 7 3 12 16 8

GRUNT

SPD STR MAT RAT DEF ARM CMD

5 8 7 3 12 16 8

FA: 2

Point Cost: Leader & 2 Grunts: 6

Leader & 4 Grunts: 9

Base Size: Medium Damage: 8 each

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER

Fearless

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

Gatorman A's Damage:

Gatorman B's Damage:

Gatorman C's Damage: Gatorman D's Damage:

Gatorman E's Damage:

Bad Juju - This model can use one of the following abilities during its unit's turn.

•Dirge of Mists - Affected models gain +1 DEF and Terror ICON for one round.

•Feast - The weapons of models in its unit gain Life Drinker for one turn. (When a model destroys a living enemy model with weapon a weapon with Life Drinker, immediately after the attack is resolved the attacking model heals d3 damage points.)

•Killers - Models in this unit can reroll missed attack rolls against living models this turn. Each roll can be rerolled only once as a result of Killers.

Blood Thirst - When it charges a living model, this model gains +2" movement.

WEAPONS [LEADER]

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

Gatorman Weapon [1x] (None) POW: 5P+S: 13

Reach

GRUNT

Fearless

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

Blood Thirst - When it charges a living model, this model gains +2" movement.

WEAPONS [GRUNT]

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

Gatorman Weapon [1x] (None) POW: 5P+S: 13

Reach

January 29, 2010

Swamp Gobber Bellows Crew

Minion Unit

LEADER & GRUNT

SPD STR MAT RAT DEF ARM CMD

6 3 3 3 15 11 7

FA: 1

Point Cost: Leader & 1 Grunt 1 point

Base Size: Small Base

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNT

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

Cloud Cover (Order) - Models who received this order must forfeit their actions. After this unit's normal movement, place a 3" AOE cloud effect in play. Its center point must be within 1" of the Leader. If the Grunt is B2B with the Leader, place a 5" AOE instead. This AOE remains in play for one round.

WEAPONS [LEADER & GRUNT]

Hand Weapon [1x] (None) POW: 2 P+S: 5

January 29, 2010

Feralgeist

Minion Solo

FERALGEIST

SPD STR MAT RAT DEF ARM CMD6 0 3 0 14 11 8

FA: 3 Point Cost: 1 Base Size: Small

Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

FERALGEIST

Incorporeal

Undead

Spiritbind - When a living warbeast in this model's command range is destroyed but not removed from play by an attack, this model can bind itself to the beast. If more than one eligible model attempts to bind to the warbeast, the closest model binds. If this model binds itself to the warbeast, the warbeast remains on the table and you take control of it. Remove this model from the table. Any effects, spells, or animi on this model expire when it is removed. The warbeast becomes a Minion, gains the Undead ICON advantage, and no longer belongs to a battle group. Remove 1 damage point from each of the warbeast's aspects. The warbeast cannot activate the turn Spiritbind is used, cannot be forced or healed, and loses its animus. This model can exit the warbeast during your Maintenance Phase. If it does, place this model completely within 3" of the warbeast, then the warbeast is destroyed. If the warbeast is destroyed or removed from play while this model is bound to it, this model is forced to exit the warbeast.

destroyed. If the warbeast is destroyed or removed from play while this model is bound to it, this model is forced to exit the warbeast.

WEAPONS [FERALGEIST]

January 29, 2010

Contents and Gene Rules 6001-2010 Privates Press to: All Rights Reserved. Privates Press. WARMACHINES, Ograv. Chador. Coys. Protectorise of Mercelli, Rehibution of Squalt, HORDES, Chole Otheros. Legion of Everlight. Shores. Trothbooks, inscreamer, waspok, workerst, and all associated logos and algorise are fracted solely for personal excorremental and exceptions of the relative states And the relative states of the relative states. The relative states of the personal concorremental and expresses. The relative states of the relative states. The relative states of the relative states. The relative states of the relative

Alten Ashley Mercenary Minion Character Solo Ashley's Damage: **ALTEN ASHLEY** SPD STR MAT RAT DEF ARM CMD 6 14 9 6 8 14 FA: C Point Cost: 2 Base Size: Small Damage: 5 Mercenary - This model will work for Cygnar, Khador, and the Protectorate. Minion - This model will work for Circle and Trollbloods. ALTEN ASHLEY Advance Deployment **Pathfinder** Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover. Monster Hunter - When this model hits a warbeast with an attack, it suffers d6 points of damage to a branch of your choice. Swift Hunter - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2". WEAPONS [ALTEN ASHLEY] Bucking Jenny [1x] (None) RNG: 14 **ROF: 1 AOE: - POW: 12** Sword [1x] (None) POW: 3P+S: 9 January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Brun Cragback Rhulic Mercenary Minion Character Solo
Rhulic Mercenary Minion Character Solo
Cragback's Damage:
BRUN CRAGBACK SPD STR MAT RAT DEF ARM CMD FUR 5 6 7 5 13 15 9 3
FA: C Point Cost: Cragback & Lug: 9 Base Size: Small Damage: 8
Mercenaries - These models will work for Searforge Commission. Minions - These models will work for Circle and Trollbloods.
Fearless Immunity: Cold Pathfinder Flank [Lug] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die. Lesser Warlock - This model is not a warlock but has the following warlock special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster. Lifebond [Lug] - While B2B with Lug, this model can transfer damage to without spending fury. Limited Battlegroup - The only warbeast that can be in this model's battlegroup is Lug.
WEAPONS [BRUN CRAGBACK] Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12
Axe [1x] (None) POW: 4 P+S: 10
SPELLS Stonehold Enemy models roll one less die on attack damage rolls against this model. This model and friendly models B2B with it cannot be knocked down.
January 29, 2010
Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Lug

Mercenary Minion Character Heavy Warbeast

LUG

SPD STR MAT RAT DEF ARM CMD FUR THR5 12 5 1 12 18 6 4 9

FA: C Base Size: Large

Damage: 27 (Mind 8, Body 11, Spirit 8)

Animus

Bear Hands

1 Self — No No
When this model hits an enemy model with a normal melee attack, it can choose to knock down the enemy model or push it 3" directly away. Bear Hands lasts for one turn.

AOE

RNG

Cost

1

2

3

4

5

UЮ

POW

 $\ominus\ominus\ominus\ominus$ mind

0000 spirit



Immunity: Cold Pathfinder

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

Flank [Cragback] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Warbeast Bond [Cragback] - This model is bonded to Brun Cragback. While it is within 3" of Cragback and is not stationary, Cragback cannot be targeted by free strikes and gains +2 DEF against melee attacks, and models do not gain back strike bonuses while attacking Cragback.

WEAPONS [LUG]

Claw [1x] (Left and Right) POW: 3 P+S: 15

Open Fist

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

January 29, 2010

Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogos and strained solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at my time for any reason.

		Hally Minic	yr on Cha	ıracter	Solo						
DAHL SPD 6		ALLYR MAT 5	RAT 4	DEF 16	ARM 12	CMD 8	FUR 4				Hallyr's Damage:
	Size: Sr		karath: 9)							
			models w els will wo				ods.				
Fearle Charm Lesse Area, [Limite	ss ler - Wh r Warlo Damage d Battle	ck - This Transfe egroup -	endly war s model is erence, Fo The only	s not a w orcing, F y warbea	arlock bury Man	ut has th	ne follow n, Healin	ing warle g, and S	ock spec pellcaste	ial rules er.	an forfeit its activation. : Battlegroup Commander, Control arath.
WEA SPEL		<u>[DAHL</u>	IA HAI	LYKJ		Cost	RNG	ΔOF	POW	IJΡ	OFF
<i>Haunt</i> While i targetir <i>Mist</i> Target	ing Me n this m ng this r Walke model	nodel ['] s co nodel. r in this mo	odel's ba	ttlegroup	o gains F	models of 2 Pathfinde	cannot g 6 er ICON	_ and Pro	ceive ord _ wI for on	ders and No e round.	No I cannot make melee or ranged attacks No (Models with Prowl gain Stealth ICON ent, or the AOE of a cloud effect.)
Contents and		2001-2010 Priva									Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods,
											s. Any such duplications shall be intended solely for personal, noncommercial rmission or revise contents herein at any time for any reason.

Skarath

Mercenary Minion Tatzylwurm Character Heavy Warbeast

SKARATH

SPD STR MAT RAT DEF ARM CMD FUR THR6 10 6 5 14 16 6 4 9

FA: C

Base Size: Large

Damage: 25 (Mind 7, Body 9, Spirit 9)

Animus Serpent Strike

1

2

 $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ $\overline{\ominus}$ mind

Target friendly model gains Riposte for one round. After the affected model makes a Riposte attack, Serpent Strike expires. (When a model with Riposte is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.)

SKARATH

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

Serpentine - This model cannot make slam or trample power attacks and cannot be knocked down.

Warbeast Bond [Dahlia Hallyr] - This model is bonded to Hallyr. When this model frenzies in Hallyr's control range, you choose the model this model will attack.

WEAPONS [SKARATH]

Acid Spray [1x] (Head) RNG: SP 10 ROF: 1 AOE: - POW: 12

Continuous Effect: Corrosion Damage Type: Corrosion

Bite [1x] (Head) POW: 6 **P+S**: 16

Reach

Critical Consume - On a critical hit, if the attack hit a small-based non-warlock/warcaster model the model hit is removed from play.

January 29, 2010

				nder un Ch		er Solo
GUDR SPD 6	UN STR 9	MAT 7	RAT 4	DEF 13	ARM 15	Gudrun's Damage: CMD
FA: C Point C Base S Damag	ize: Me	dium				
						nar, and Khador. , Skorne, and Trollbloods.
Fearles Pathfin Berserl attack is Binge I Feign I Hango	ce Deploses der c - When s resolve Drinking Death -	ed it mus g - Once This mode e first tin	odel des st make per gar del cann ne this n	one add ne durin ot be tai	litional m g its acti rgeted by	re models with a melee attack during its combat action, immediately after the nelee attack against another model in its melee range. ivation, this model can use Binge Drinking. This model is knocked down. by ranged or magic attacks while knocked down. It by an enemy attack, it heals all damage and is knocked down.
Battle		[GUDR [1x] (N		POW:	6 P+S: 1	15
Reach	29, 2010	_				
warcaster, war,	ack, warbeast,	and all associate	ed logos and slo	gans are tradem	arks of Privateer	ass, WARIMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Tröllbloods, repress, inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial re all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

	•	a Ry: Minior	_			orce	ress
	•	YSSYL					Ryssyl's Damage: ■ ■□□□□
	STR	MAT	RAT	DEF	ARM	CMD	
6	5	6	4	15	11	9	
FA: C Point C Base Si Damage	ze: Sm	all					
Minion ·	- This m	nodel will	work fo	r Circle a	and the	Trollbloo	tribution. ds. included in an army that includes one or more models of the listed type.
LAN\		RYS	SYL				
Magic A		7]					
charge of friendly hit, the r Flight, a Prowl - conceali	or make model o ·Ice Bo model h ·Winter nd Path This mo ment, o	a slam pharging tharging lit (★Attait the come of the	power at an enen ack) - Ic es static (★Action uring the is Stealt E of a cl	ttack againy mode be Bolt is onary for on) - Ene bir activati h ICON voud effe	ainst an I hit by I a RNG one roue my mod tions. W while wit	enemy r Hunter's 10 magi Ind unles Iels that inter Sto thin terra	RNG 10 magic attack that causes no damage. Friendly models can nodel hit by Hunter's Mark without being forced or spending focus. A Mark gains +2" of movement. Hunter's Mark lasts for one turn. It attack. A model hit suffers a POW 12 cold damage roll. On a critical si it has Immunity: Cold ICON. In their activation in this model's command range lose Eyeless Sight, rm lasts for one round. In that provides concealment, the AOE of a spell that provides attack and damage rolls against Legion or Blighted models.
			_		_	110 0000	and distributed for a signification of a signification of the significat
WEAP Sorrow		LANYS		YSSYL 3 P+S : 11			
Magical	Weapo	on				ecomes	stationary for one round unless it has Immunity: Cold ICON.
January .	29, 2010)					
warcaster, warja	ick, warbeast, a	and all associated	d logos and slog	ans are tradema	rks of Privateer	Press, Inc. Perm	E. Oygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, ssion is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial atted thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Rors	sh												
Minio	n Farı	row C	harac	ter So	lo								
RORS	Н										Rorsh's Da	mage:	
SPD	STR		RAT	DEF		CMD							
6	7	7	5	13	16	8	3						
FA: C Point C Base Si Damage	ze: Sm		rine: 9										
Minions	• Thes	e mode	ls will w	ork for C	ircle, Le	gion, Sk	orne, ar	nd Trollb	loods.				
until it m the gam Diversic blast da make a Farrow Lesser Area, D Souie! full adva WEAP Dynom Cumbe activation	★ Actionoves, is the dug irror Tanage refull advarloce amage of the direct of the dir	s placed n. factic (not). After ance as k - This Transfe e is outs ectly tov [RORS] (Non). If this resembles	Action these describes model is model is rence, Foide this ward this ward this model at attacked	ngaged. a) - Center amage ruring this can have so not a working, Formodel's model. RNG: (The moder a 4" A rolls are somewhere only Min warlock become control a control a feet to the real rother range of the moder of th	del canno del canno del canno fresolved dent, Romanno Familia del canno del	not dig in Rorsh. Mad. Rorsh and rrow wal he following your 4 POW: luring its eapon the	Models in can ma Brine ca rbeasts i ving warng, and s Control	rock or r the AOI ke a full nnot be n its batt lock spe Spellcas Phase, I	nan-ma other advance targetec tlegroup cial rule ter. before y nnot atta annot a	t block LOS. The node constructions. The than Rorsh and Bre. If Brine was also by free strikes. So the second was also do the second to the thick with another rattack with this wear	This model can ine suffer a PC o in the AOE, it mmander, Con fury, Brine can	begin DW 6 can trol make a
Cleave	r [1x] (None)	POW:	4 P+S : 1	1								
SPELL						Cost	RNG Self	AOE *	POW -	UP Yes	OFF No		
Pigpen While w		of this n	nodel, er	nemy mo	odels trea	at open	0011			res	NO		
January	29, 2010)											
Contents and G warcaster, warja	ame Rules ©20 ack, warbeast, a	001-2010 Privat and all associat	ed logos and slo	gans are tradem	arks of Privateer	Press, Inc. Per	mission is hereb	by granted to pho	tocopy and retai	n electronic cop	n of Scyrah, HORDES, Circle Orboro- pies. Any such duplications shall be in permission or revise contents herein	ntended solely for personal, n	e, Trollbloods, oncommercial

Brine

Minion Farrow Character Heavy Warbeast

Brine

SPD STR MAT RAT DEF ARM CMD FUR THR5 11 6 1 12 17 6 4 8

FA: C

Base Size: Large

Damage: 26 (Mind 5, Body 12, Spirit 9)

Animus

 Pig Farm
 2
 Self
 No
 No

 This model gains an additional die on melee damage rolls against living models. When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals the boxed model is removed from play.

AOE

RNG

1

2

3

4

5

UЮ

POW

 $\ominus\ominus\ominus$ mind

99999**** 9999999 body

⊖⊖⊖⊖ spirit

Brine

Bacon - When this model is destroyed, each living warbeast B2B with it heals d6 damage points.

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

Pain Response - While damaged this model can charge or make power attacks without being forced.

Cost

Pigheaded - If this model is destroyed by an enemy attack or if Rorsh is destroyed or removed from play by an enemy attack, before this model is removed from the table it can advance up to 3" and make one melee attack. When making this attack it ignores the effects of lost aspects. It cannot be targeted by free strikes during this movement.

Warbeast Bond [Rorsh] - Brine is bonded to Rorsh. During its activation, this model can charge or slam an enemy model that was damaged by a melee or ranged attack made by Rorsh this turn without being forced.

WEAPONS [Brine]

Claw [2x] (Left and Right) POW: 3 P+S: 14

Open Fist

Gore [1x] (Head) POW: 4 P+S: 15

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

January 29, 2010

Saxon Orrik ORRIK

Mercenary Minion Character Solo

SPD STR MAT RAT DEF ARM **CMD** 6 7 7 14 9 15

FA: C

Point Cost: 2 Base Size: Small Damage: 5

Mercenary - This model will work for Cryx, Khador, the Protectorate. Minion - This model will work for Circle, Skorne, and Trollbloods.

ORRIK

Advance Deployment

Fearless Stealth

Blind Spot - When an enemy warbeast misses this model with a melee attack, immediately after the attack is resolved this model can make one normal melee attack against the warbeast.

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

Reconnaissance - While in this model's command range, friendly model's gain Pathfinder ICON.

Take Down - Models disabled by a melee attack made by this model cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.

Orrik's Damage:

WEAPONS [ORRIK]

Military Rifle [1x] (None) **RNG: 10 ROF: 1 AOE: - POW: 11**

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

Skinning Knife [1x] (None) POW: 2 P+S: 8

Inflict Pain - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

January 29, 2010

Totem Hunter
Minion Character Solo
TOTEM HUNTER
SPD STR MAT RAT DEF ARM CMD
7 8 8 4 14 15 9
FA: C Point Cost: 3 Base Size: Medium Damage: 8
Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.
TOTEM HUNTER
Fearless Pathfinder Stealth
Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack. Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump. Prey - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey. Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.
WEAPONS [TOTEM HUNTER] Kelkax [1x] (None) POW: 6 P+S: 14 Reach
Spiked Buckler [1x] (None) POW: 3 P+S: 11
January 29, 2010 Contents and Game Rules ©2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods,
warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Viktor Pendrake Cygnar Ally Minion Character Solo Pendrake's Damage: **PENDRAKE** SPD STR MAT RAT DEF ARM CMD 6 6 14 14 9 6 FA: C Point Cost: 2 Base Size: Small Damage: 5 Minion - This model will work for Circle and Trollbloods. Animosity [Saxon Orrik] - This model cannot be included in an army that includes one or more models of the listed type. PENDRAKE **Fearless Pathfinder** Tough Beast Lore (★Action) - RNG 3". Target friendly warrior model/unit. If target friendly model/unit is in range, it gains boosted attack rolls against warbeasts for one turn. Dismember - When this model hits a warbeast with a melee attack, roll an additional damage die. Duck - This model gains +4 DEF against melee and ranged attack rolls made by warbeasts. Warbeasts cannot target this model with free strikes. WEAPONS [PENDRAKE] Chain Bola [1x] (None) RNG: 8 ROF: 1 AOE: - POW: -Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon. **Knockdown -** When a model is hit by an attack with this weapon, it is knocked down. **RNG**: 12 **ROF: 1 AOE: - POW: 10** Lucky Bow [1x] (None) **Luck -** This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck. Orgoth Sword [1x] (None) POW: 5 P+S: 11 **Magical Weapon** January 29, 2010 Contents and Game Rules @2001-2010 Privateer Press Inc. All Rights Reserved. Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, warcaster, warjack, warbeast, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission or revise contents herein at any time for any reason.

Wro	na F	=ve									
Minion	_	_	n Chai	racter	Solo						
WRON	G EYI	E									Wrong Eye's Damage:
SPD S	STR 3	MAT 6	RAT 3	DEF 12	ARM 17	CMD 9	FUR 4				
FA: C Point Co Base Siz Damage	:e: Med		e & Snap	ojaw: 9							
Minions	- Thes	e model	ls will wo	ork for C	ircle, Leç	gion, Sko	orne, and	Trollblo	ods.		
complete deep wat Gatorma	ous - lely in deter. When war	This modeep wate lie complock - T k - This	er, it can oletely in his mod model is	not be to deep wel can ha not a w	argeted later, this ave only arlock b	by range s model Minion (ut has th	d or mag does not Gatormar ne followin	jic attac block L n warbe ng wark	ks and o OS. asts in i ock spe	can make ts battlee cial rules	hrough them without penalty. While e attacks only against other models in group. :: Battlegroup Commander, Control
WEAPO Bite [1x] Life Drin d3 damag Swamp] (Non ker - V ge poir	ie) Vhen it d its.	POW:	5 P+S : 1	enemy r	nodel wi		eapon, i	mmedia	tely afte	r the attack is resolved this model heals
Reach	HOOK	[17] (1	ione)	POW.	+	PT3. 1.	۷.				
attack, th	ntrol of the normal of the nor	uence e target er	xpires. nemy wa	arbeast's	aspects	n-warloc 2	8	model. –	The mo	del immo	OFF Yes ediately makes one normal melee Yes lost for one round. A warbeast cannot
January 2	9, 2010)									
warcaster, warjack	k, warbeast, a	ınd all associate	ed logos and slo	gans are tradema	arks of Privateer	Press, Inc. Pern	nission is hereby g	granted to photo	copy and retair	n electronic copie	of Scyrah, HORDES, Circle Orboros, Legion of Everblight, Skorne, Trollbloods, s. Any such duplications shall be intended solely for personal, noncommercial armission or revise contents herein at any time for any reason.

Snapjaw

Minion Gatorman Character Heavy Warbeast

SNAPJAW

SPD STR ARM CMD FUR MAT RAT DEF THR

11 18 6 12 6 4 8 1

FA: C Base Size: Large

Damage: 27 (Mind 5, Body 14, Spirit 8)

5 **RNG** AOE **POW** UF6 Animus Cost <u>Submer</u>ae Self $\overline{\mathsf{No}}$ No

This model cannot be targeted by ranged or magic attacks and does not block LOS for one round.

SNAPJAW

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

 $\ominus\ominus$ mind

3

Blood Thirst - When it charges a living model, this model gains +2" movement.

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

Man-Eater - This model can charge living warrior models without being forced.

Warbeast Bond [Wrong Eye] - Šnapjaw is bonded to Wrong Eye. When Snapjaw boxes a living model with a melee attack in Wrong Eye's control area, the model is removed from play and either Snapjaw or Wrong Eye heals d3 damage points.

WEAPONS [SNAPJAW]

Bite [1x] (Head) **POW**: 6 P+S: 17

POW: 3 Tail [1x] (<->) P+S: 14

Reach

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

January 29, 2010