

KNIGHT OF THE PROPHET, 594 AR CYGNAR SOLO

KNIGHT						CMD 9		SACRED BLADE		
SPD	STR	MAT	RAT	DEF	ARM	SPECIAL	POW	P+S	Critical	
6	6	7	4	13	16		5	11		



KNIGHT'S DAMAGE

KNIGHT

- Fearless
- Katrena's Strength
- Swordmaster
- Warding of the Prophet (★Action)

SACRED BLADE

- Critical Brutal Damage

FIELD ALLOWANCE ☐ POINT COST ☐

VICTORY POINTS **1**

KNIGHT OF THE PROPHET, 594 AR

KNIGHT

FEARLESS - A Knight of the Prophet never flees.

KATRENA'S STRENGTH - A Knight of the Prophet may forfeit his movement to gain an additional die to his attack rolls.

WORDMASTER - A Knight of the Prophet may make one additional melee attack during his activation.

WARDING OF THE PROPHET (★ACTION) - All friendly models within 3" gain +2 DEF.

SACRED BLADE

CRITICAL BRUTAL DAMAGE - On a critical hit, add an additional die to the damage roll.

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BATTLE CHAPLAIN OF MORROW, 594 AR CYGNAR SOLO

BATTLE CHAPLAIN						CMD 9		SACRED MACE		
SPD	STR	MAT	RAT	DEF	ARM	SPECIAL	POW	P+S	Critical	
6	6	6	4	13	15		5	11		



BATTLE CHAPLAIN'S DAMAGE

BATTLE CHAPLAIN

- Fearless

BLESSINGS

- Protection of the Prophet (★Action)

SACRED MACE

- Strength of Light (★Action)
- Wrath of the Prophet (★Action)
- Critical Stagger

FIELD ALLOWANCE ☐ POINT COST ☐

VICTORY POINTS **1**

BATTLE CHAPLAIN OF MORROW, 594 AR

BATTLE CHAPLAIN

FEARLESS - A Battle Chaplain of Morrow never flees.

BLESSINGS

As a special action, the Battle Chaplain may use one of the following blessings, affecting a target model/unit within 3". All blessings last for one round. A model/unit cannot be affected by the same blessing two turns in a row.

PROTECTION OF THE PROPHET (★ACTION) - When a model affected by Protection of the Prophet suffers sufficient damage to be destroyed, its controller rolls a d6. On a 4-6, the model remains in play but is reduced to one wound.

STRENGTH OF LIGHT (★ACTION) - Target warrior model gains +3 STR and may make one additional melee attack during its activation this round.

WRATH OF THE PROPHET (★ACTION) - Enemy models ending their activation within the melee range of target model, suffer a POW 12 damage roll.

SACRED MACE

CRITICAL STAGGER - On a critical hit, target model loses its initial attacks this round.

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CLERIC OF MORROW, 594 AR CYGNAR SOLO

CLERIC						CMD 8		HEAVY MACE		
SPD	STR	MAT	RAT	DEF	ARM	SPECIAL	POW	P+S	Critical	
6	5	5	4	14	14		4	9		



CLERIC'S DAMAGE

CLERIC

- Fearless

PRAYERS

- Blinding Radiance (★Attack)
- Smite the Wicked (★Attack)
- Solov'n's Light (★Action)

FIELD ALLOWANCE ☐ POINT COST ☐

VICTORY POINTS **1**

CLERIC OF MORROW, 594 AR

CLERIC

FEARLESS - A Cleric of Morrow never flees.

PRAYERS

A Cleric of Morrow may use one of the following prayers as a special action or special attack. To resolve a prayer attack, roll 2d6 and add the Cleric's Prayer score of 6. If the roll equals or exceeds the target's DEF, the attack hits. A model cannot be targeted by the same prayer two turns in a row.

BLINDING RADIANCE (★ATTACK) - Blinding Radiance is a RNG 8, AOE 3 magic attack. Models in the AOE suffer blindness for one round. Blind models cannot make ranged or magic attacks, suffer -4 MAT and DEF, cannot charge, run, or slam, and must forfeit either movement or action during their next activation.

SMITE THE WICKED (★ATTACK) - Smite the Wicked is a RNG 12, POW 10 magic attack.

SOLOV'S LIGHT (★ACTION) - Target warrior model within 8" of the Cleric may remove d3 damage points.

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