

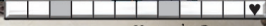


King Vinter Raelthorne IV, 594 AR

Cygnar Character Solo

VINTER						CMD 10	
SPD	STR	MAT	RAT	DEF	ARM		
6	8	9	5	15	17		

KINGSLAYER		
SPECIAL	POW	P+S
Multi	8	16



VINTER'S DAMAGE

VINTER

- Ancient Mail of the Grim King
- Commander
- Fearless
- Quick Strike (★Attack)

- Retaliate
- Thresher (★Attack)
- Tough
- Weapon Master

RINGSLAYER

- Reach



Inquisitor, 594 AR

Cygnar Solo

INQUISITOR						CMD 8	
SPD	STR	MAT	RAT	DEF	ARM		
6	5	5	5	14	12		

PISTOL		
RNG	ROF	AOE
10	1	—

SWORD		
SPECIAL	POW	P+S
—	3	8



INQUISITOR'S DAMAGE

INQUISITOR

- Fearless

MAGIC ABILITY

- Fire Bolt (★Attack)
- Inquisition's Hand (★Action)

- Painwrack (★Attack)
- Snap Fire (★Action)

FIELD ALLOWANCE **C**

POINT COST **-**

VICTORY POINTS **5**

King Vinter Raelthorne IV, 594 AR

VINTER

ANCIENT MAIL OF THE GRIM KING - Vinter may forfeit his activation to remove all damage points from himself.

COMMANDER - Vinter has a command range equal to his CMD in inches. Friendly models/units in his command range may use Vinter's CMD when making a command check. Vinter may rally and give orders to friendly models in his command range.

FEARLESS - Vinter never flees.

QUICK STRIKE (★ATTACK) - Vinter may immediately make two Kingslayer attacks against target model.

RETALIATE - After resolving each attack against Vinter, he may immediately make one melee attack out of turn against the attacking model.

THRESHER (★ATTACK) - Vinter may make one melee attack with Kingslayer against every model within melee range in his front arc. Completely resolve each attack individually and apply the target's special rules immediately as each attack is resolved. Determine damage normally.

TOUGH - When Vinter suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Vinter is knocked down instead of being destroyed. If Vinter is not destroyed, he is reduced to one wound.

WEAPON MASTER - Vinter rolls an additional die on his melee damage rolls.

RINGSLAYER

REACH - 2" melee range.

Illustration by Logan Lubera

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FIELD ALLOWANCE **-**

POINT COST **-**

VICTORY POINTS **1**

Inquisitor, 594 AR

INQUISITOR

FEARLESS - An Inquisitor never flees.

MAGIC ABILITY

An Inquisitor may cast one of the following spells as a special action or special attack. To resolve a magic attack, roll 2d6 and add the Inquisitor's Magic Ability score of 7. If the roll equals or exceeds the target's DEF, the attack hits.

FIRE BOLT (★ATTACK) - Fire Bolt is a RNG 8, POW 10 magic attack. On a critical hit, target model suffers an additional damage roll.

INQUISITION'S HAND (★ACTION) - Target model within 6" gains an additional damage die and Fire on melee attacks. Inquisition's Hand lasts for one round. A model affected by Inquisition's Hand causes Fire on a successful melee attack. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the Fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

PAINWRACK (★ATTACK) - Painwrack is a RNG 10 magic attack. Target model suffers -2 MAT and RAT. Painwrack last for one round.

SNAP FIRE (★ACTION) - Target warrior model within 6" may perform an additional ranged attack during its activation this turn regardless of ROF.

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