



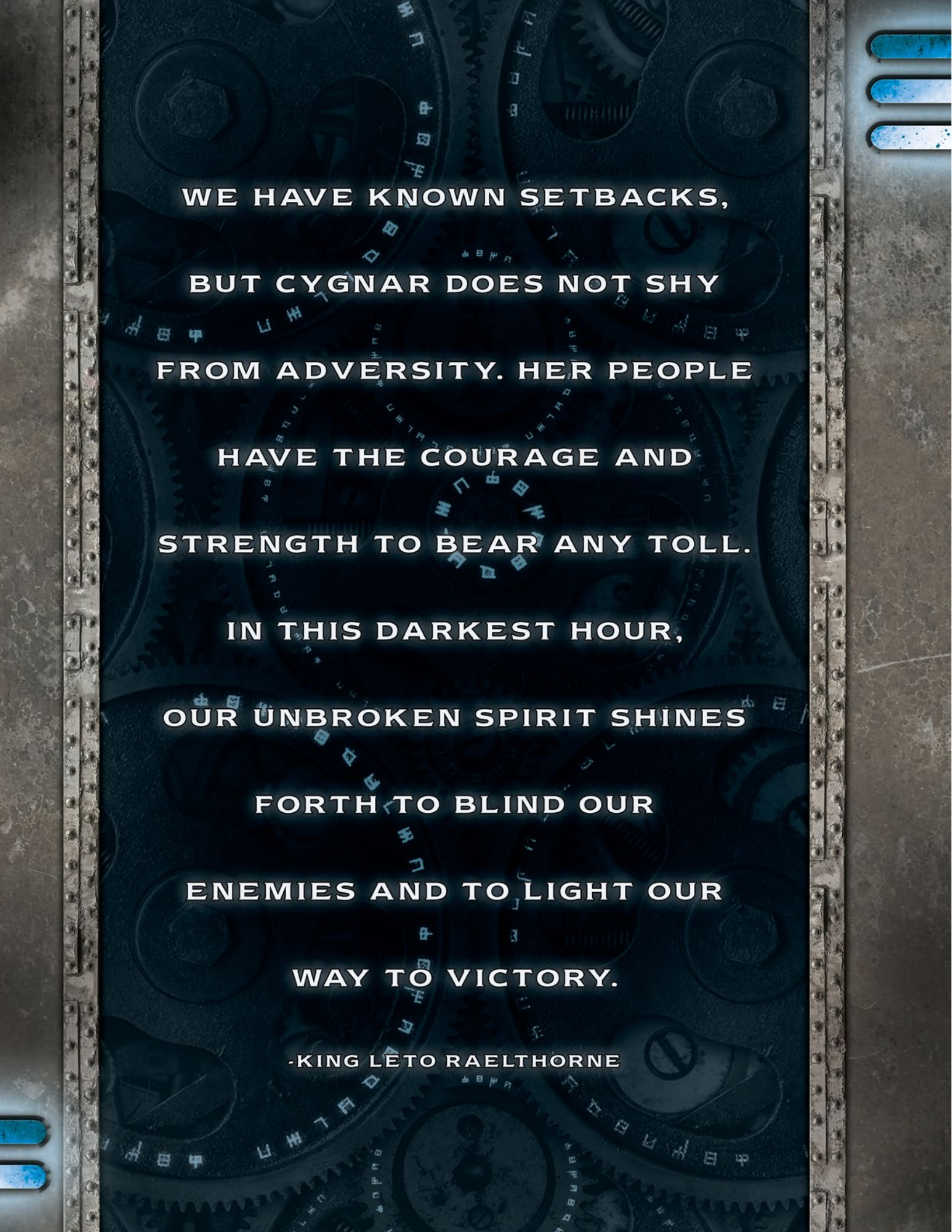
FORCES OF

WARMACHINE®



CYGNAR





WE HAVE KNOWN SETBACKS,
BUT CYGNAR DOES NOT SHY
FROM ADVERSITY. HER PEOPLE
HAVE THE COURAGE AND
STRENGTH TO BEAR ANY TOLL.
IN THIS DARKEST HOUR,
OUR UNBROKEN SPIRIT SHINES
FORTH TO BLIND OUR
ENEMIES AND TO LIGHT OUR
WAY TO VICTORY.

-KING LETO RAEITHORNE



CYGNAR

CREDITS

WARMACHINE

created by

Matt Wilson

Project Director

Bryan Cutler

Game Design

Matt Wilson

Lead Designer

Jason Soles

Additional Development

David Carl

Brian Putnam

Art Direction

Kris Aubin

Lead Writer

Douglas Seacat

Additional Writing

Simon Berman

Matt DiPietro

Jason Soles

Matt Wilson

Continuity

Jason Soles

Editing

Darla Kennerud

Cover Illustration

Andrea Uderzo

Illustrations

Daren Bader

Carlos Cabrera

Eric Deschamps

Imaginary Friends Studios

Mark Gibbons

Lars Grant-West

Johnathan Kirtz

Luke Mancini

Daryl Mandryk

Slawomir Maniak

Karl Richardson

Klaus Scherwinski

Brian Snoddy

Greg Staples

Andrea Uderzo

Franz Vohlwinkel

Matt Wilson

Kieran Yanner

Concept Illustration

Chris Walton

Matt Wilson

Graphic Design & Layout

Kris Aubin

Kim Goddard

Josh Manderville

Stuart Spengler

Studio Director

Ron Kruzie

Miniature Sculpting

Sean Bullough

Adam Clarke

Christian Danckworth

Brian Dugas

Roy Eastland

Pete Flannery

Mauro Gnani

Will Hannah

Todd Harris

Jason Hendricks

Bobby Jackson

Werner Klocke

Olivier Nkweti Lafitte

Mike McVey

Ben Misenar

Jerzy Montwill

Paul Muller

Edgar Ramos

Jose Roig

Ben Saunders

Steve Saunders

Kevin White

Jeff Wilhelm

John Winter

Resin Caster

Sean Bullough

Miniature Painting

Matt DiPietro

Ron Kruzie

Mike McVey

Allison McVey

Dave Perrota

Hobby Manager

Rob Hawkins

Terrain

Rob Hawkins

Photography

Kris Aubin

Kim Goddard

Rob Hawkins

Stuart Spengler

Development Manager

Erik-Jason Yaple

Development

David Carl

Michael Faciane

Product Line Coordinator

Rob Stoddard

Creative Manager

Ed Bourelle

President

Sherry Yeary

Chief Creative Officer

Matt Wilson

Executive Assistant

Chare Kerzman

Marketing Coordinator

William Shick

Customer Service

Adam Johnson

Convention Coordinator

Dave Dauterive

Community Manager & Staff Writer

Simon Berman

Volunteer Coordinator

Jack Coleman

NQM EIC

Eric Cagle

Licensing & Contract Manager

Brent Waldher

Production Director

Mark Christensen

Technical Director

Kelly Yeager

Production Manager

Doug Colton

Production

Trey Alley

Max Barsana

Alex Chobot

Doug Colton

Joel Falkenhagen

Joe Lee

Michael McIntosh

Jacob Stanley

Benjamin Tracy

Clint Whiteside

Sys Admin/Webmaster

Daryl Roberts

Infernals

Jeremy Galeone

Peter Gaublomme

Joachim Molkow

Brian Putnam

Gilles Reynaud

John Simon

Donald Sullivan

Playtest Coordinator

David Carl

Playtesters

Greg Anecito

Kris Aubin

Alex Badion

Simon Berman

Ed Bourelle

Dan Brandt

Erik Breidenstein

David Carl

Kevin Clark

Jack Coleman

Our Player Community

Dave Dauterive

Michael Faciane

Joel Falkenhagen

Rob Hawkins

All Field Test Participants

Adam Poirier

Douglas Seacat

William Shick

Jason Soles

Rob Stoddard

Chris Walton

Erik-Jason Yaple

Proofreading

Ed Bourelle

David Dauterive

Darla Kennerud

William Shick

Rob Stoddard

Brent Waldher

COURAGE AND HONOR

FACTION BACKGROUND

Blood and sweat, hope and desperation, gun smoke and arcing lightning: all these accompany the blue and gold banner of the Cygnus into battle. Cygnar is a protector of its people at odds with myriad enemies that seek its strength and prosperity for their own. Now Cygnar's proud military, seasoned by bloody warfare, protects the nation from the wolves of Khador, the pious fires of the Protectorate of Menoth, and the undying legions of Cryx.

The crown jewel of the Iron Kingdoms, Cygnar is unequalled in the synthesis of magic and science. Its advanced technology is evident in the varied strengths of its troops from specialty forces such as the legendary Stormblades and Arcane Tempest gun mages straight through to the rank-and-file long gunners and trenchers. While the Strategic Academy reinforces the front lines with recruits, the Cygnaran Armory fortifies those lines with a constant supply of powerful warjacks.

In truth, the Cygnaran spirit resting in the hearts of its soldiers is the military's true strength. Even after massive recent losses, they remain more than willing and ready to defend themselves and their beloved kingdom from those who would crush the principles of freedom for which Cygnar stands.

PLAYING CYGNAR

In order to marshal the forces of Cygnar successfully, a new general must learn to take full advantage of their ranged combat expertise and the voltaic weaponry that grants them a technological edge over their enemies.

Cygnar's most apparent strength is their overwhelming firepower. Nearly all Cygnar warcasters can increase the effectiveness of their army's distance warfare, decrease that of their enemy, or both. While in many factions the warcasters rely solely on spells for ranged threats, here they bring their own weapons to the battle. Rangers and Trencher Master Gunners can further enhance ranged offense while Cyclones and chain guns can lay down fire to protect the lines.

In addition to a hail of lead, Cygnar armies bring an array of lightning-based weaponry that causes foes to quake in fear. Arcing blasts of electricity spring from blades, halberds, and lances, channel through warjack arc nodes, or leap from a warcaster's own hands to devastate opposing formations and leave only charred remains. The most potent of these electrical attacks can even interfere with a warjack's cortex, temporarily severing it from its battlegroup commander. It is time to take command of the forces of Cygnar . . .

Unleash the Power of the Storm!

TABLE OF CONTENTS

NO GUTS, NO GLORY	4	WARJACKS OF CYGNAR	66
THE CYGNARAN MILITARY	16	TROOPS OF CYGNAR	86
CYGNAR THEME FORCES	32	PAINTING GUIDE	124
WARCASTERS OF CYGNAR	38	MODEL GALLERY	132

Visit: www.privateerpress.com

Privateer Press, Inc. • 13434 NE 16th St. Suite 120 • Bellevue, WA 98005
Tel (425) 643-5900 • Fax (425) 643-5902

For online customer service, email frontdesk@privateerpress.com

This book is printed under the copyright laws of the United States of America and retains all of the protections thereof. All Rights Reserved. All trademarks herein including Privateer Press®, Iron Kingdoms, Immortan, WARMACHINE®, WARMACHINE: Prime Mk II, Forces of WARMACHINE: Cygnar, Forces of WARMACHINE: Cryx, Forces of WARMACHINE: Khador, Forces of WARMACHINE: Protectorate of Menoth, Forces of WARMACHINE: Retribution of Scyrah, Forces of WARMACHINE: Mercenaries, HORDES, Formula P3, Formula P3 Hobby Series, Full Metal Fantasy, Play Like You've Got A Pair, Steam-Powered Miniatures Combat, Monstrous Miniatures Combat, Cygnar, Cryx, Khador, Protectorate of Menoth, Protectorate, Retribution of Scyrah, Retribution, Trollblooms, Trollblood, Circle Orboros, Circle, Legion of Everblight, Legion, Skorne, warjack, warcaster, warbeast, and all associated logos are property of Privateer Press, Inc. This book is a work of fiction. Any resemblance to actual people, places, or events is purely coincidental. No part of this publication may be stored in any retrieval system or transmitted in any form without written permission from Privateer Press. Duplicating any portion of the materials herein, unless specifically addressed within the work or by written permission from Privateer Press, is strictly prohibited. In the event that permissions are granted, 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. Product information is subject to change. You remember that whole deal when Stryker put a bunch of Menites on a barge and floated them to a prison? Well, he's got a second barge for folks who violate our copyrights. Yes, even in the digital version. You don't want to know where that second barge goes.

First digital edition: April 2013

Forces of WARMACHINE: Cygnar (digital version) ISBN: 978-1-939480-15-6. PIP 1023e



NO GUTS, NO GLORY

THORNWOOD FOREST, SPRING 608 AR

THE FIRST SHOT

NORTH OF POINT BOURNE

Mortar fire echoed through the night as whistling shells trailed smoke to their targets, shredding everything in the vicinity of their marks. The constricting darkness and claustrophobic quarters of the dense forest only heightened the terror of the attack for the Cygnaran soldiers, as there seemed to be nowhere to run. In theory the dense canopy blinded the Khadorans as well but luck appeared to be with them, as their blasts had already landed amid the column and thrown the men into chaos. The trees themselves became weapons under the explosive barrage as they splintered and sent sharp fragments in every direction, each with the potential killing force of an arrow or spear.

Trencher Lieutenant William Raddick shouted over the jarring thumps to rally his men, directing his commandos down into a shallow ravine backed by a sloped rocky wall, where a stream had carved its winding way through the region. A slick layer of moss and lichen covered the rock face and the yielding banks of the stream sucked at their feet, making movement difficult. But at least it was shelter from the barrage. They hunkered down and waited. After a time the explosions slowed and then stopped, leaving the sounds of distant shouting and rifle fire.

Sergeant Jarson approached the lieutenant, who was scanning the tree line near the upper end of the sheltering ravine. The ground ahead of them was littered with bodies in grisly profusion, including scattered limbs, but no other living soldiers were in sight. The sergeant sounded puzzled. "Thought everyone was supposed to regroup here at the creek if we were spotted."

Lieutenant Raddick had pulled off his goggles and leather cowl to wipe the sweat from his grime-streaked forehead. "That was the plan. Never underestimate the stupidity of what even good men will do when under fire."

The sergeant asked in a low tone, "Did you see what kicked that mess off?"

Raddick gritted his teeth and replied, "One of the green long gunner boys in the 5th Platoon got spooked by something in the trees and fired off a few shots. Whole operation is ruined. We just kicked a hornet's nest."

Their mixed infantry company had been on a special maneuver north of the Dragon's Tongue River, in what was now territory occupied by the Khadorans. The goal had been to strike hard at a supply base after slipping past Khadoran patrols. The brass seemed reluctant to antagonize the enemy, but there had been increasing impatience along

the border as they watched Khador fortify its hold on the Thornwood. After an extended delay they had at last been given authorization to strike the supply lines and hinder additional construction. The supply base they had selected was vital but isolated, and if things had gone as planned the company would have been long gone by the time the major Khadoran forts realized they had been bypassed. It was the sort of operation that had been more common in the years prior to the War in Llael, before the outbreak of open hostilities and the trench-to-trench fighting that had occupied the First Army before the fall of Northguard.

Raddick and his captain had argued to let the commandos do it on their own, with light ranger support, but the colonel in charge had denied that option; he claimed it would require at least an entire company to assault such a fortified position. That assessment might have been correct, but now they were not even going to reach their target. They had intended to bypass this nearest fortress, a feat carefully orchestrated with the help of intelligence gathered by the work of dozens of rangers who had been tracking Khadoran patrols for weeks. Unexpected gunfire had undone all that planning. The briefing had anticipated the risk of enemy exposure and recommended aborting the mission if they could not penetrate past this point. Lieutenant Raddick had the sinking feeling no one else had been listening to those instructions.

"Your orders, sir?" The sergeant asked.

"We hold tight for now. Khadoran patrols will be out and on full alert. Hopefully our boys will remember the plan and head this way." He raised his voice to reach the other commandos as he continued, "If they don't show soon, once the Reds settle we'll see about finding those mortar crews." He tapped the hilt of the long bladed knife snugly secured to his left shoulder armor.

Sergeant Jarson nodded in silent approval.



For Captain Kara Sloan, cleaning her rifle was an evening ritual as soothing to her as prayer was to a Morrowan priest. Spitfire was a sophisticated work of mechanical engineering, as refined a piece of artillery as could be found in the Cygnaran Armory. Even calling the weapon a rifle was almost a disservice, as it was over six feet in length from stock to muzzle and fired singularly massive shells fit into costly precision-crafted cartridges. It was as much a work of the gunsmith's art as a practical weapon of war, and



she felt it was her duty to live up to the privilege of being entrusted with its use. She wiped its magelock alloyed steel barrel with an oiled cloth and checked the alignment of the scope, bolt slide, and rune-inlaid receiver one last time. It was a weapon that required caution when disassembling for cleaning to avoid compromising its mechanical components, and she did not trust the task to anyone else. She did everything she could to ensure the weapon stayed in perfect condition.

This ritual was interrupted when someone barged into her barracks room without announcement or warning, and irritation flared within her. At the look of alarm on the face of Trencher Lieutenant Leslie Durdin, however, her anger gave way to concern. Kara stood to face her and asked, "What's wrong?"

Durdin had been assigned as the warcaster's adjutant at Point Bourne after serving under Kara on her previous assignment. She was a somewhat dour but capable soldier, almost six feet tall with a build strong enough and a face homely enough that she was often mistaken for a man. Kara had never been accused of being overly delicate herself, with her own above-average height, athletic build, intimidating stare, and short-cropped blond hair, but next to Durdin she looked positively ladylike.

Adapting to having an adjutant in the first place had required some effort, as Kara was accustomed to taking care of herself. It was support ordinarily reserved for commanding officers, but recently Kara had begun to rely on Durdin's practical sense and forthright attitude. The woman had definitely freed her from many otherwise tedious distractions, and as the size of the force under Sloan's command had increased substantially in recent months, the assistance had proved invaluable. Kara rarely talked to Durdin beyond addressing business at hand, but the two worked and lived closely together, and the lieutenant was the nearest thing she had to a friend among her new personnel. The junior officer looked distressed as she reported, "One of the ranger squads sent to accompany the 87th is back, with wounded."

Kara's eyes narrowed as she said, "So that mortar shelling we heard earlier . . ." Despite her calm expression she felt a turbulent mix of emotions. For two years before her current assignment, the 87th had been under her command. Those men and women had been her brothers in arms; she had fought beside them on numerous occasions. And she had another reason to be particularly concerned for them, one she had kept private.

"It sounds like the mission was botched while they were passing Karchev's Retreat." This was a nickname Point

Bourne soldiers had given to what the army unimaginatively termed "Fort Two," one of several newly built Khadoran fortifications north of the river. The mocking nickname arose from a standing joke that Karchev the Terrible had ordered the fortress built as a warmer location to spend his winters. In actuality, that feared warcaster had never been seen in its vicinity. "None of the 87th have returned, and the rangers say there was no sign of them at the fallback rendezvous."

Kara's hands clenched tightly to the rifle stock. She growled, "And they have me sitting here while they send men to die with no warcaster support." As she spoke, she began to pace in the narrow confines of the room.

Durbin countered, "You're here to ensure the defense of Point Bourne, which is considerably more important, Captain."

Kara's voice turned cold. "That might be true if Point Bourne were actually in danger of being attacked, but the Khadorans seem content to wait for us to come to them." She stopped in her pacing to turn with a decisive expression. "Assemble the men and fire up my 'jacks. We're going out there. Immediately."

Durbin looked shocked. "The Khadorans will have patrols out all over the north side, and we aren't in any position to do a search and rescue!"

Kara glared back at her. "If any of those men survived, their only hope is someone drawing enemy attention." Her tone became almost mockingly slow and deliberate. "Gather my 'jacks and my men. *Now.*" She hoped this emphasis made it clear she was not going to tolerate more questions.

The lieutenant had been with her long enough to know when Sloan's mind was set, but despite this she opened her mouth to speak again. Kara was starting to get angry, but on another level she admired the lieutenant's boldness. Durbin had always proven willing to speak her mind. On this occasion, the adjutant seemed to be picking her words carefully. "Sir, I think you need to consider if you are thinking clearly right now. We shouldn't do this for the wrong reasons. Try to put aside personal feelings and think the situation through before doing anything rash."

Now Kara's voice was icy. "What are you saying, Durbin?" She knew exactly what the lieutenant was implying but wanted to be sure.

Durbin continued, "I'm sorry I brought it up. But is it possible you're letting your feelings for Lieutenant Raddick get in the way—" It was the first indication that Durbin knew about Kara's relationship with the commando lieutenant. The warcaster had gone to great lengths to keep that matter a secret, since it was a serious breach of the army's officer

code—a formality countless others had broken, to be sure, but one Sloan took seriously. She already felt conflicted enough about the relationship without having it thrown in her face.

Sloan could feel her cheeks burning with a mix of anger and embarrassment as she responded sharply, "Those men deserve a fighting chance. I gave you an order. Now help me into my armor." The adjutant said nothing more, her face stone as she assisted the warcaster with the complex plates and straps to secure the armor and its attached arcane turbine.



Kara nearly launched her strike force without informing her superiors since she knew they would command her to stand down. Despite her bravado to Durbin, ignoring her orders was something that went against her grain. Markus Brisbane had supervised her during her journeyman tour, and he had drilled into her a deep and abiding respect for the difficult decisions made by the upper command. Grousing about orders was one thing, but disregarding them entirely was another. After some consideration, she lit on a better idea.

There was only one man in Point Bourne's command staff who might be in a position to solve this quandary. After asking those she expected would know where to find him, she marched into the Three Locks tavern. The pub was popular with the officers, as it was situated far enough from the Strategic Academy training grounds to be rarely attended by fresh recruits or younger cadets. It was a dark tavern redolent of hooaga smoke and roasting mutton. Its atmosphere was subdued, although a number of soldiers sat at tables drinking, eating, and talking in low tones. They all looked at her with obvious curiosity as she passed their tables. She found Lord General Olan Duggan alone at a table in the rear, where he was mostly left in peace. One of the nearby tables was taken by several high-ranking officers dutifully attending to stacks of paperwork. Several military messengers were lined up and awaiting their attention. Clearly the lord general's aids considered this to be simply another field office.

The now landless Duke of the Northforest and Lord of Fellig preferred to wear a simple long gunner's uniform bearing his lord general's insignia. The only sign of his noble rank was the heavy gold signet ring on his right hand. He did not look like he could be the commanding officer of the entire First Army, let alone the highest ranking noble in the region. Instead he resembled any other older veteran campaigner, seasoned and weathered by a hard life sleeping in barracks and standing watch. That he was a Morridane was evident

in his modest height, ruddy skin, and wiry build, now slightly stooped from age. His black hair had gone to gray, as had the short beard and moustache he kept in a fashion favored more by Ordfolk than Cygnarans. He cocked a thick eyebrow at her when he saw her approach and set down his drink. They had only spoken directly once, but warcasters were not so common even in Point Bourne that he failed to recognize her. "Captain Kara Sloan." His sharp eyes took in her warcaster armor. "Going somewhere?"

"Yes, sir. Are you aware of the status of the 87th's mission?"

"I have two hundred thousand soldiers under my command, Captain. Sixty thousand just here in Point Bourne. You're asking me about a single company?" The lord general managed to sound avuncular even while making no effort to hide his irritation. He then admitted, "Yes, I heard a report. We don't know anything definitive; it's a bit early to say for sure. What's your interest in the situation?"

"I think those men are likely scattered and being hunted by Khadorans. I intend to attack Fort Two to buy them some time." She said it bluntly and without preamble. "I'd like your permission, sir."

He blinked and scowled, briefly taking another sip from his ale stein before answering. "Denied. We have a thing called a chain of command, Captain. Speak to your major or colonel next time."

His words hit home, as she was indeed circumventing her superior officers. Nonetheless Kara did not intend to be so easily dismissed. "In this case, sir, I believe the decision must rest with you. You are the only man here empowered to weigh the needs of this army against the requests of the capital."

"True enough, Captain. But what in Morrow's name makes you believe this matter rises to that level?" His voice made it clear he had little tolerance for this sort of debate, and Kara knew he would not put up with her much longer.

Still she did not flinch. "With all due respect, sir, I know this mission was organized on your authority. An attack on the enemy supply base is not in line with the orders from the capital. The 87th was sent because you know we can't sit here and do nothing. The Khadorans are getting stronger every day, and we have to act." She could see she had touched a chord in him, as she had hoped. Lord General Duggan was First Army down to the bone, a man whose ancestors had been fighting the Khadorans from Fellig for generations. It was clear that it pained him to hold his forces back while his hated enemy occupied his lands.

"Clearly I made a mistake in sending them. I will not compound it by getting a warcaster killed." The anger was gone from his voice, which sounded weary and grief-stricken.

Kara shook her head. "No. You made the right decision, sir. Now don't leave them hanging out to dry. Everyone knows the king promoted you because he wanted a fighting man leading this army. Now the Reds have your land, and you're forced to sit here in Point Bourne, cut off from your own city. Just north of here your men are dying. I can try to get them back." She spoke plainly but with passion, staring at him. She was not prone to making speeches, but she could tell her words had an impact. Several of the nearby officers had put aside their conversations to listen.

Olan Duggan stared back for several long seconds as if shocked by her temerity before he let loose a disbelieving laugh. "So, you and your 'jacks are going to march north and fix everything? Is that the plan? Kick all the Khadorans out, and get home in time for breakfast?"

"No, sir. All I want to do is strike hard enough to get their attention so we can see what happened to the 87th and maybe bring some of them home. I promise I'll leave an impression the Khadorans won't forget."

Duggan considered her words, absently twisting the signet ring on his hand. His voice was subdued when he spoke again. "You have nerve coming here like this, trying to get my blood up." He shook his head. "Wait 'til morning, Captain. We can put together a ranger team to look for survivors."

"Sir, it'll be too late by then. The forest is crawling with Widowmakers. It's now or never." She thought she had him. She had given him an option he wanted to seize, in line with his own code of honor.

"THE KHADORANS ARE GETTING STRONGER EVERY DAY, AND WE HAVE TO ACT."

"I suppose if I refuse, you'll rush out and attack anyhow, orders be damned?" His eyes had a dangerous intensity.

Again Kara shook her head. "No, sir. I will obey your orders. You are in command."

The general stared into space, then lifted his stein and drained it in a single quaff. Kara waited him out, though she was beginning to think she had misread the lord general's state of mind. Finally he sighed heavily. Conspicuously examining his cup rather than meeting her gaze, he said, "Then I order you to take the most tactically sound action you feel is appropriate to the circumstance."

Kara felt vindicated by Duggan's sideways concession. "Understood, sir," she replied, a bit too eagerly. She saluted and turned to leave.

"Captain!" he added before she could walk away, this time staring grimly into her eyes. "Give me any reason to regret my directive and I'll forget we had this conversation."



The boom of Defender cannons was almost deafening in the quiet of the night, and Kara watched through the scope on her rifle as the sniper's wooden watchtower exploded into debris to litter the forest floor. She immediately sent her 'jacks forward and mentally directed their attention at the next watchtower up the slope. With another volley of Defender fire, that structure also flew into tinder. She felt some satisfaction as she heard the scream of a Khadoran sentry falling to his death. Now the clock was ticking, and she urged her battlegroup onward, directly toward the fortress, annihilating any sentry posts she saw along the way.

Point Bourne technically occupied both sides of the Dragon's Tongue River. The city had grown around the vital steam-driven locks by which riverboats could be passed up or down the severe incline where the river once crashed down a series of falls. With Khadorans so close on the north bank, the army had urged civilians to vacate the northern section of the walled city, which was now almost entirely occupied by military personnel. It was well fortified but might need to be abandoned in an extended siege if its garrisons had to fall back to the higher walls defending the southern side. It was from this section of town that Kara Sloan, five Defenders, two Grenadiers, and several handpicked squads of trenchers, long gunners, and gun mages made a quick egress into hostile territory.

**SHE WATCHED THROUGH THE
SCOPE AS THE COMBINED
BARRAGE SMASHED UNERRINGLY
INTO THE DESTROYER**

Sloan had sent her men with the Grenadiers on a circuitous flanking route to bring them against the more vulnerable half-built section of the fortress, but she knew they would come under fire if she did not keep the enemy distracted. Khadoran scouts were watching Point Bourne closely, so even at night any attempt to conceal their approach would have been difficult, if not impossible. Kara was not attempting to hide.

Fort Two occupied a higher hilltop promontory just a few miles north by northeast of Point Bourne, giving the Reds a commanding view on the surroundings. With the

night relatively clear and the brightest moon out it could be seen like a broken tooth jutting above the trees. It was an incomplete structure in every respect, as the Khadorans had discovered the difficulty of having no local quarries and needing to haul stone through the treacherous forest. At present it was primarily a wooden structure while they built up the foundation.

It still boasted a formidable array of fixed cannons, and these soon boomed as if shouting in reply to her Defenders. Kara did not feel much concern yet, knowing they were more noise than substance at this point. They had no firm fix on her position—nor would they ever, if she had anything to say about it. Soon Khadoran mortars would add their own fire. With her warcaster power field, Kara and her armored 'jacks were less vulnerable to artillery fire, but she knew her advancing men on the flank would be torn to pieces if they were targeted. Accordingly she urged her 'jacks to fire again and again, trailing several small teams of field mechaniks ready to reload the magazines as needed. Kara intended to deceive her enemies into believing her force was substantially larger than it was, hoping to draw as much attention as possible.

Several hulking shapes descended the hill toward her now; they were difficult to see in the darkness, but Kara suspected they were Destroyers. A moment later the distant thump of firing bombards confirmed it. The shots had better accuracy but far shorter range than the cannons on the fortress walls, and the resulting blasts fell well short of her position.

Taking a moment, she seized one of the long, rune-inscribed shells dangling from her belt, slid it into the breach of her rifle, and slammed the heavy bolt closed. She then gathered her sorcerous power and exerted her will into oft-practiced patterns to manifest glowing blue rings of arcane runes around the underslung cannons of her warjacks and encircling the barrel of her rifle. She took to one knee and put an eye to Spitfire's scope. Through the advanced optics of her mechanically enhanced weapon the tree-covered hillside stood out in sharp relief and she could make out every detail on the advancing Khadoran 'jacks. She tracked the movements of the one in front and timed her shot.

She reached out mentally to bring all her warjacks into line, their barrels guided by her will. In the instant she pulled the trigger there was a simultaneous report from the five massive barrels. Kara's rifle kicked back with bone-crushing power, its recoil absorbing into her warcaster armor. She watched through the scope as the combined barrage smashed unerringly into the Destroyer on the left. It was too much firepower concentrated in one place for even Khadoran heavy armor to endure. The 'jack fell back as it was torn apart, its left arm shorn completely off, its chest armor ripped open, and its cortex flickering sparks before it

died. It toppled heavily and released a cloud of fire, smoke, and steam from a burst boiler. Kara's ears rang painfully, but she felt a surge of ruthless joy as she pulled back her rifle's bolt, inserted another round into the open groove, and slammed the bolt home before firing again. She could feel as well as hear the clanking reloading mechanisms of her 'jacks around her. There was no finer sensation.

As Kara's battlegroup unleashed another onslaught on the second Destroyer, the Khadorans began responding in earnest, with men lining the walls and discharging rifles in her direction, adding their firepower to that of the fortress cannons. Bullets zipped past her like hornets, occasionally glancing off her power field in a spray of sparks. One of the cannon teams on the wall got lucky, and a massive blast tore into the Defender just to Kara's left, ripping off its right arm along with its shock hammer. Relieved its firing arm remained intact, she urged it to return fire. With a single, precisely aimed shot that cannon was silenced.

To Kara Sloan, the walls ahead were like a shooting gallery with a proliferation of targets. Her satisfaction was amplified when she began to hear shots from farther ahead as her long gunners, gun mages, and trenchers reached position to begin firing on the half-finished fortress' exposed flank. Sliding another round into her rifle, Kara began to move in that direction while her 'jacks kept pace and laid down thunderous support. Every time their heavy barrels spoke, Khadorans died.



Led by Trencher Lieutenant William Raddick, the commando squad had been closing on the mortar nests when they had heard cannon fire. Their maneuvers had been slow and deliberate, as they knew the mortar crews were screened by a variety of sentries and watch posts as well as Winter Guard patrols. The outer sentries had already been neutralized, but it was only a matter of time before the enemy noticed. Crouching amid the undergrowth of the trees just outside the perimeter, his men awaited his order to strike. Raddick had been contemplating the best way to improvise a distraction to help minimize casualties when the distant sound of Defender fire gave him pause.

"I know that sound," Raddick mumbled to himself under his breath. The noise was too loud to be from a single Defender, but there had been no perceptible delay between shots. It was a sound Raddick knew quite well, and it gave him a surge of hope. "Kara . . ."

There followed a closer and louder answering report from the nearby fortress guns. The combined noise had already sent the mortar teams rushing to take up their battle

positions to prepare their weapons. Several Khadoran officers were shouting at one another and gesticulating in the direction of the river, clearly debating the merits of a potential firing pattern.

Moving as quickly as stealth would allow, one of his sergeants approached from the left edge of the perimeter. He cupped his hand to speak directly into Raddick's ear. "We have friendlies moving into the defile to the southwest, approaching the fortress. They're almost in sight of the spotters and are about to hit a stretch of open ground." He did not need to elaborate. They both knew all too well the damage mortars could inflict.

"I guess we have our distraction." Raddick took his brass-and-steel cricket from a loop at his belt and snapped it twice. The distinct clicking of the thin steel sounding plate being pressed and released disappeared amid the crackling rifle fire added to the boom of the cannons, but his men heard the signal. Emerging from the trees in several directions around the clearing like silent specters, they advanced on the nearest mortar nest.

The front team, including Raddick, struck before the mortar crews knew what was happening. Each commando seized an unsuspecting Khadoran from behind, covered the man's mouth, and swiftly slashed his exposed throat before dropping him to die on the ground. Even as the rest of the Winter Guard began to realize they were under attack, the second line of commandos hurled primed grenades over the heads of the first team and ducked behind sand bags as they exploded. A third line fired rifles and scatterguns over their heads. After a brief exchange of fire, the mortar nest was pacified. No Khadorans lived to cry for help.

Raddick took stock of his men, calling to his sergeants, "Casualties?" One after the next they shook their heads. Not a single commando had fallen. He nodded sharply. "That's what I like to hear—but we just got started. We're going to make sure our boys reach that fortress, so take down anything you see making a move on them. We're representing the 87th. 'No blood in vain.'" They had yet to find any other survivors of their company, a fact they had not openly spoken of yet. Raddick's grief over their likely deaths was tempered by the elation he felt knowing Kara had come for them. Still, he swore he would erase ten Khadorans for every man of his company gone missing before he would allow himself to enjoy a reunion.



QUESTIONABLE INTEL

THREE DAYS LATER, NEAR STONEBRIDGE CASTLE

"Bit of a peculiar spot for a rendezvous, Major." The voice with its somewhat laconic drawl and eastern Midlunds accent immediately identified the speaker as Captain Jeremiah Kraye. He eased himself down from the saddle of Malagant, his gray and white speckled stallion. "You never struck me as the secretive type."

Major Victoria Haley turned her attention from the map she was checking to greet him, clasping his hand. She saw him wince slightly and realized she had offered him her mechanical hand. She had become so used to it that she often forgot it was not her own flesh. "I'm glad you could come. I'm sorry about being vague in my message, but I'm not really supposed to be here." She paused. "I wanted your advice before I do something foolish."

The warcaster scout adjusted the short brim of his CRS cavalry hat. "I find that when I'm in the mood to do something harebrained, I rarely seek out a second opinion."

She chuckled. "You're far more familiar with the Thornwood than I am, Captain. I need that expertise." Raising the well-

worn but detailed map of the forest she was holding, she pointed to a section of the Thornwood between the ruins of Fisherbrook and Fellig, south of an old battle site called Thornfall and near where she had fought at the Orgoth Temple called Garroth. "Say you had to get here, without Khadoran interference. How would you go about it?"

Kraye eyed the map and then gave her a level look. "I take it this isn't a theoretical exercise?"

She paused before replying, "It's complicated. But I've come upon information on what might be a singular opportunity to neutralize a major threat. If my source is to be believed, I have only a narrow window to exploit this chance."

"Interesting." Kraye's expression became livelier, and it was clear she had intrigued him. "With 'jacks in tow? You taking an entire battalion or just a few men?" At Haley's hesitation to tell him more he added, "It's pertinent to the route I'd recommend."

"A few 'jacks, yes. But I'm not taking any men. I won't risk any lives but my own."

Kraye nodded thoughtfully. "Just how confident are you in this source of yours?"



"Not at all. This information may well be completely false. I almost expect it must be." There was a part of Haley that wanted to tell him everything. He was a sympathetic ear, someone who had no personal stake in this. She had been isolated with her own thoughts and doubts for too long. On this matter in particular she felt she could not trust her own judgment, although she had tried to assess the facts as coldly as possible. "If there is any chance that what I have learned is true, I don't think I can let this chance pass." She sighed and shook her head, unable to say more. "I realize this must not make any sense."

"Don't trouble yourself about it, Major." He touched the CRS symbol on his hat. "I know the importance of verifying questionable intel. I've taken it upon myself to do the same a number of times, to both good and ill ends." He turned back to the map. "I think I know how you can do this. You can only take Hunters, though. Nothing heavy . . ."

"And Thorn," Haley added.

"Naturally." He touched the map. "You want to go by this route, along this dried-out creek. You're in luck, as word has it Captain Sloan already stirred up the Khadorans to the west. That business at Fort Two pulled a number of patrols watching the river out of alignment. There's also a smoldering fire in this area from that lightning storm the other night that will mask warjack smoke, particularly in the dark." He stopped and pulled off his hat to scratch his head. "You know what? This'll be a lot easier for me to show you than to explain. There are a few tricky sections, and markers you might not notice."

She blinked in surprise, seeing by his expression that he was serious. "I can't ask you to go with me. It's too dangerous. Also, this isn't something we can talk up the chain about." She knew Kraye was currently attached to Lord Commander Stryker's Storm Division.

He did not smile often, but he gave her one now. It almost looked unnatural on his rugged and normally morose face. "Don't concern yourself about it. The commander gives me a good bit of free rein—necessary to my line of work. Venturing past enemy lines into the forest is why I'm here. Besides, I expect I can get my hands on a few Hunters from Stonebridge easier than you, given no one knows you're even here. If we get back quick enough, no one will be the wiser."

Almost against her will, Haley found herself convinced. She had never even considered the possibility of an ally on this venture. "We don't have much time."

"Yes, sir, be back before you know it." He saluted and turned to mount up, then spurred Malagant in the direction of Stonebridge, leaving Haley bemused but grateful.

There were few places more unsettling than deep in the untamed Thornwood, and the journey had taken several exhausting days, even pausing only as necessary to refuel their 'jacks at well-hidden supply caches along the way. Their route had been so circuitous that by the end of it Haley would have had difficulty retracing their steps. Now they lay hidden amid the sharp thorns of the underbrush in the murky night as they peered into a small clearing at a disturbing tableau. Beside her, Kraye swore under his breath. "What the hell is *that*?"

Staring through the brush, Haley was lost in her own thoughts. Her whispered words were more to herself than Kraye. "This must be it." She was shaking slightly from adrenaline and felt a rising excitement mixed with disbelief. She had entered into this situation fully expecting a deception, quite likely a terrible trap or ambush, and had braced herself for that. She realized now she had not allowed room for the possibility that what she had been told could actually be true.

Some unimaginable violence had been inflicted on the forest—and recently. The air held the sharp scent of fresh sap from shattered trees mixed with the earthy, damp odor of lately disturbed soil, and the stench of death and decay layered heavily across those more natural smells. A tremendous, gaping trench had been torn into the earth at the center of the clearing, by what means Haley could not fathom. It descended downward at a sharp angle and became a wide tunnel, clearly unnatural and recently created. A variety of struts and beams braced the tunnel's roof without any apparent design, although it seemed sound enough.

It was the sight of what was standing in front of the opening of the tunnel that had focused their attention, though. A strange, almost spectral creature labored attentively over a neatly stacked row of shriveled corpses. The remains looked ancient and mummified, not entirely skeletal, with unfamiliar corroded armor and decayed weapons. Many of these relics had been taken aside and stacked just as neatly in another section of the clearing.

The shadowy creature was like nothing Haley had ever seen before, despite her many confrontations with Cryx. It most resembled the nefarious machine wraiths, but she could immediately tell it was something far more powerful. Darkness draped about it and seemed to writhe with looping tendrils and undulating sheets like cloth fringed with glimmers of sickly green. Beneath the surrounding trees the clearing should have been very dark in the night, but it was partially illuminated by a number of hanging orbs

dangling on chains from metal posts, each providing a cold light tinged with green. As they watched, Haley observed what seemed to be a black, iron-clawed hand reaching from the cloud of darkness to take a pitted and crumpled breastplate from one of the farthest corpses. She had a sense of malevolent entities lurking within the darkness past the clearing and heard an occasional clank of what could be heavy armor, but clearly whatever was occupying this creature was something it preferred to attend to alone.

Haley felt a growing sense of alarm despite her best efforts to steel her nerve. Rationally she knew she should be well accustomed to such creatures after years of fighting them. Having seen evidence in the nearby vegetation of the passage of helljacks and bonejacks the two warcasters had slowly crept up on the clearing, leaving their own warjacks and Kraye's horse Malagant behind them within easy beckoning distance. Kraye had suggested trying to get a look at what they were up against before bringing the machines forward. Both warcasters had their arcane turbines set to the lowest setting, producing negligible smoke.

**IT HAD THE NECROTITE-BURNING
EXHAUST PIPES AND THE
BALEFUL STARE OF AN IRON LICH,
AND INTO ITS SKULL HAD BEEN
SET LONG, SHARPENED SPINES
RESEMBLING A CROWN.**

It took Haley a moment to understand why she felt so unnerved. Part of her mind felt numb, unresponsive. The Hunters and Thorn should have all been within easy reach, but she found it more difficult than it should have been to connect mentally to them. Worse, she could sense no sign of enemy cortexes in the vicinity, even though the two silhouettes flanking the wide tunnel in the shadowed darkness had to be active Slayers; occasionally she could see the green light of balefire between the riblike metal slats on the helljacks' chest plates. From elsewhere in the shadows drifted the distinct clacking noise of bones and the grinding of machinery, which had to be bonejacks. She could not sense them, though, as she should have been able to.

She was also sure that the figure industriously occupied in the clearing must be a warcaster, but she felt none of her usual certainty. Haley prided herself on her sensitivity to such things: she could detect the presence of warcasters from a greater distance than anyone she had ever met. Even Nemo had complimented her on this knack. She felt blinded and deaf.

Kraye leaned closer and whispered again, "You know what that thing is, don't you?"

Haley reluctantly answered, "A lich lord, I think. One of the twelve. I don't know which. It feels ancient. Cold . . ." She was almost unaware of having said that last, distracted as she peered into the darkness and strove with her preternatural senses to gain a better grasp on the nature of the creature's obfuscating power. With great effort she began to sense what was blocking her awareness. It was as if the entire clearing was draped in metaphysical layers of invisible gauze. She could almost see them. *Perhaps the result of some sort of obscuring ritual*, she considered.

"Let's ease back before it notices us and consider our options." He did not sound frightened, and she knew his caution was entirely practical and sensible.

Haley shook her head. "No, this is our only chance. We have to strike now." She could feel her heart beating faster with the rising excitement. She put aside all doubts as she felt the growing certainty that she could do this. It was her destiny to be here, at this moment.

Haley did not think she had answered Kraye loudly, but they both felt a sudden dread as the shadow-draped hulking figure in the clearing whirled toward them. Within the occluded nimbus where its head might be, they saw two bright points of baleful light. "Trespassers . . ." it hissed. The voice was entirely unnatural, like some hot and dry wind laden with the grating metallic noise of a rusted iron fence. The idle Slayers now lunged toward the hiding warcasters as if eager for blood.

Both Haley and Kraye leapt to their feet in nearly the same instant, she with a hand cannon drawn and he with his carbine rifle raised. Even bolstered by sorcerous will, their shots dealt only superficial damage to the nearest Slayer. Haley mentally called to Thorn and her Hunters even as she dimly sensed Kraye doing the same with his own Hunters, but whatever was fogging that portion of their minds made even this simple task difficult.

Kraye worked the lever-action on the extended trigger guard, and the cylinder of his carbine clicked over to allow him another shot. The Slayer remained unperturbed even as several rib plates of its armor were pierced to reveal blackened toothlike gears and pistons. It leapt straight toward them with its twin not far behind, clawed hands raised and eyes gleaming above its sharpened tusks.

Kraye invoked his arcane power against the lead helljack and stepped forward to intercept. He smoothly threw his arm through the strap on his carbine and tossed it over his shoulder to draw his saber just before the fiendish machine crashed into him. The magic he had invoked

had no immediately discernible effect but by its power he gained a sudden burst of speed by stealing the helljack's momentum for his own. He managed to interpose his blade to deflect the machine's iron claws before tumbling away to its left, unscathed.

The malevolent eyes of the lich lord followed only Haley, despite the tumult. The lich lord's voice rasped once more, louder this time. "So familiar . . ." The second Slayer was approaching her, but more slowly, hunched over like some living beast.

She could feel the lich lord's focused awareness upon her like a physical weight as its eyes gleamed with particular intensity. It paused and added, "Your mind, it tastes like . . ." Haley reeled as something painful bored into her consciousness like a spinning drill. "Asphyxious' puppet . . ."

Driven by rising anger, Haley forced herself to knock aside the mental probe and suddenly saw clearly the shroud of arcane energy surrounding them. Her mind felt sharper, as if she had awoken after a long sleep. She leaned on Echo, her spear, as she unleashed a tide of mental energy to shred the lich's enveloping shroud. She could at last sense the cortexes of the helljacks bent on her destruction. She holstered her pistol and extended her mechanical arm toward the advancing helljack. Runes erupted like blue fire around her metal palm as her mind sliced clean through the convoluted web of arcane locks designed to insulate the machine's cortex from outside interference. She plunged her thoughts into the heart of the hellish contraption. Controlled by her will, it turned and seized the helljack attacking Krave in both hands. It lifted its counterpart above its head and sent the other 'jack hurling through several nearby trees and into the darkness.

Their Hunters arrived at the clearing, having run nimbly across the intervening ground with an urgency impressed on them by their controlling masters. Haley could sense Thorn also closing, although more clumsily and slowly through the knotted forest than the other 'jacks. Its cortex was more experienced and clever than the Hunters in several respects, but it had not been specifically crafted or conditioned to bypass dense undergrowth. Their arrival was well-timed, as more than Slayers now advanced on the two warcasters. From the undergrowth a number of bonejacks emerged on short but quick legs to run forward with clacking jaws. Several of them had a wheel set with jagged blades whirling between mandible-like bone jaws.

Without taking time to coordinate, Haley directed her two Hunters to fire on the lich lord, and Krave had his pair target the approaching bonejacks even as he opened fire with his carbine. One of the 'jacks closest to the front took armor-piercing shells straight into its head and torso that

struck deep into its center mass, opening gaping holes and revealing its cortex. Krave's shots followed to penetrate directly into the armor's breach, where he destroyed its exposed mind. For a moment it seemed like even that had not been enough, until the thing at last toppled over and collapsed in a heap. That was one down, but the other 'jacks continued to close on them. Haley watched with dismay as the shadowy form of the lich lord evaporated before her eyes a split second before her Hunters fired harmlessly through the space it had occupied.

She sensed it was still present and turned to find the creature standing much closer. It spoke again, its tone unhurried and empty of emotion. "She conspires against us . . . The deceiver, she informed you . . ." Though she fought to lock the lich out of her mind, it slowly picked at her thoughts, pulling them out thread by thread. But she wasn't ready for Krave to learn the truth of how she'd come to be here. Even he wouldn't understand how she could have listened to Deneghra. She had to kill the lich lord before it said more.

As with the first time it had evaded their shots and reformed, for several seconds the creature was bereft of its strange cloud of darkness and she could clearly see its blackened steel body. It had the necrotite-burning exhaust pipes and the baleful stare of an iron lich, and into its skull had been set long, sharpened spines resembling a crown. The entity bore some resemblance to Asphyxious, although it was taller, more massive, and more heavily set, with arms almost twice as long and hands ending in claws even more wickedly barbed. The metal framework of its form was covered in a fine litany of unholy sigils that gleamed wetly in the light of the Cryxian illumination orbs.

Before wrenching her mind loose from the vile Slayer, Haley sent it running into the woods to intercept its returning counterpart. The Hunters were clashing with the bonejacks axe-to-jaw, which was less than ideal; they were capable melee combatants but not designed for that role. Haley sensed more creatures approaching, perhaps drawn by the sound of battle.

Just before darkness shrouded the lich lord again, Haley saw it raise a clawed hand to point toward Krave, who had been reloading his carbine and turning to face it. A pulse of sickening green fire poured from the dark to envelop him. His scream carried both pain and anger as he staggered back, his flesh seared but his life spared by the protection of his power field. With a wave of his hand a bright pulse of arcane light burst with a rumble to explode the air surrounding the lich lord. At the same time, one of his Hunters finished smashing a bonejack to scrap with its axe and turned to fire at the cloud of darkness. Krave fell to his knees with green flames still flickering along his

body as the lich lord once again vanished to avoid both the arcane blast and the Hunter long arm cannon fire. Having toppled a nearby Hunter, two of the bonejacks now leapt toward Haley. Thorn emerged from behind her just in time to crash into them, smashing one to the side with its shield and impaling the second with its spear.

Haley felt a surge of pride at the sight of her reliable Lancer. She forced herself to ignore the bonejacks and to turn her mind from Krave's pain. She had been anticipating the lich lord's evasive tricks and used her arcane awareness to lock onto him as he reappeared at the center of the clearing in a wash of darkness that dispersed like greasy smoke. Haley gritted her teeth as she gathered power from the enormous wellspring within her. She felt her hair extend into the air and her skin rise with gooseflesh. There was a sudden moment of perfect clarity as she seized hold of time itself in a tremendous sphere extending all around her. By sheer strength of will she bade everything to slow down. Simultaneously, she twisted the temporal laws affecting herself to accelerate her own movements tremendously. For her, it was as if time stood still.

THE COMPRESSED STRENGTH OF ITS ANCIENT SOUL WAS UNLEASHED WITH A MASSIVE OUTPOURING OF RAGE AND ANGUISH.

To her accelerated perception the bonejacks fighting Thorn seemed almost frozen, although they were in fact still moving bit by bit. She calmly walked around them, toward her true prey. Looking through the trees to the left, Haley saw that one of the Slayers was heading back to rejoin the fight, but it too was slowed to a crawl as it pulled itself forward with one clawed hand scraping along a tree trunk. The other enemy 'jack was not far behind, as Haley had given up her control of it.

Looking back to the lich lord, she observed with detachment the tendrils of smoke-like darkness starting to seep from the bones of the lich lord and form in midair. She had acted in time to prevent it from obscuring itself from her eyes. In this heightened state of awareness she could almost see through the lich's physical shape to perceive its true essence.

She felt she could nearly comprehend the detailed workings of its necrotech framework and body as she watched the flows of necromantic energy. In some ways, the method by which its interlocking parts drew power from the necrotite furnace mirrored the arcane turbines that fueled her own warcaster armor. Its entire iron lich frame operated not dissimilarly to the mechanical arm she wore, which had

replaced the living arm stolen from her by her sister. More importantly, Haley perceived a thin silver thread of inexplicable energy connecting the lich lord's skull to an ornately inscribed metal orb recessed into the center of its metal spinal cord. The occult texture of this sphere seemed, to her refined senses, not unlike the soul cages dangling from the lich lord's waist. In a flash she understood this to be the phylactery for its own soul. This was a priceless token that brought immortality. Were all else destroyed yet this sphere remained intact, the lich would inevitably return to plague the living.

Haley knew her accelerated state could not last. Already reality trembled and shimmered around her as her energies reached their limits. The proper flow of time was about to reassert itself. She breathed out and once more gripped her spear with one hand of flesh and one of metal, concentrating on what she must do. Just as the flow of time began again, she mentally gathered the pieces of temporal distortion that surrounded her and funneled them into a swirling vortex that she hurled directly at the lich. Shearing time rifts exploded along its frame, staggering the creature and hindering its movements.

Even as the lich lord began to enshroud itself once more in darkness, she impaled it with Echo from behind, aiming straight into the small metal sphere and letting the spear's blade slice it in twain. The compressed strength of its ancient soul was unleashed with a massive outpouring of rage and anguish. The lich lord's massive constructed body exploded into shrapnel that sprayed throughout the clearing and sank deep into the nearby trees. A tremendous backlash of mental energies washed over the area, rendering the bonejacks and the remaining Slayer inert.

Krave had rolled on the forest soil to extinguish the green flames engulfing him, and he stood now gaping in mute surprise. He looked down and saw he was bleeding where a length of black iron had pierced through the warcaster armor to impale his forearm. He winced and yanked it loose, cursing under his breath. His exposed skin and his uniform looked seriously scorched from the earlier flame, and he was unsteady on his feet, but he seemed generally intact. He stared at the place where the lich lord had been—should still be, to his perspective—with utter bafflement.

Major Victoria Haley realized she was having a difficult time opening her mouth to form words, or even moving at all. She felt numb and strangely calmed, as if all the energy and adrenaline had been drained from her body at once. A bone-deep weariness rose up in her like a tide. As her knees started to buckle, she managed to mumble, "Let's go." Krave managed to catch her waist in mid-fall to keep her on her feet although he winced and groaned from the pain of his own injuries.

Kraye unleashed a piercingly loud whistle as the two began trudging south, Haley leaning on him heavily and their four remaining warjacks following. Thorn quickly moved protectively alongside its master, staring back into the darkness with its spear held at the ready. Although the 'jacks under the lich lord's control were no longer a concern, there were sounds of other hostile creatures approaching from behind, a stirring of unholy forces perhaps aware that something had befallen their lord.

From among the trees Malagant whinnied at the sight of Kraye and rushed up to greet them, eyes wide and rolling white in alarm. He could clearly smell the stench of death. Kraye boosted Haley up onto the saddle and followed after, making no delay in urging Malagant to get them clear of that place. The warjacks fell into line behind them, watching the rear. After ensuring they were leaving their pursuers behind, Kraye asked, "You going to explain any of that to me, Major?"

"Later . . ." Haley felt as if she were observing herself from a strangely tranquil distance, entirely disconnected from her body. She knew it would take some time before she could absorb what had just happened. She had done something that should have been impossible, and soon she would have to face the uncomfortable facts of how this chain of events had been set in motion. For now, she focused on enjoying a feeling of victory. There would be time later to think about how she would answer Kraye's questions.



THE CYGNARAN MILITARY

BY RIFLE, CANNON, AND LIGHTNING

Cygnar's military prides itself on being the most disciplined, best trained, and best armed soldiers in western Immoren. It has earned a reputation for defeating its enemies even while greatly outnumbered, with an emphasis on the quality rather than the quantity of its infantry and warjacks. The army has changed considerably in recent years to incorporate gains from industrialization and mechanika and now stands at the cutting edge of technological ingenuity applied to the arts of war.

The Cygnaran Army employs a combined arms approach to warfare with an emphasis on ranged firepower. Cygnar's warjacks include a broad spectrum of capability and incorporate sophisticated military-grade cortexes that allow them to function at high effectiveness whether controlled by warcasters or trained 'jack marshals. The Cygnaran Army delivers unrelenting fire at a distance by employing a large number of riflemen such as long gunners and trenchers. These soldiers form the backbone of the army and make up the bulk of its numbers. Cygnar also maintains an impressive array of heavy infantry including its famed Storm Knights. These armored fighters utilize mechanically augmented weaponry to deliver the power of lightning to Cygnar's enemies. Supporting these forces are units of specialized soldiers such as the field mechaniks who maintain the nation's warjacks, the gun mages who join firearms and sorcery to devastating effect, and the rangers of the Cygnaran Reconnaissance Service who are versed in scouting, discerning enemy troop movements, and assisting in strike coordination.

THE CYGNARAN NAVY

The Cygnaran Navy is a vital aspect of Cygnar's military. Cygnar boasts the longest stretch of continuous shoreline of any of the Iron Kingdoms and has the dubious distinction of sharing the Broken Coast with Cryx. The responsibility for protecting these waters and the vital shipping between its many port falls to the navy, which is led by Navarch Govan Trent. The Cygnaran Navy has its own officer training facilities separate from the army and supervised from the Sentinel Point Naval Fortress south of Caspia.

The Cygnaran Navy is divided into three distinct fleets, each led by a lord admiral served by subordinate admirals: the Eastern Fleet (or "Caspian Fleet"), based in Caspia and charged with patrolling the Gulf of Cygnar; the Southern Fleet, based in Highgate and entrusted to defend the southern peninsula most directly threatened by Cryx; and the Northern Fleet, based in Ceryl and assigned to guard Cygnar's northern waters against all threats, including the Khadoran Navy. The Southern Fleet in particular works very closely with Cygnar's Third Army to protect the kingdom from Cryx.

In addition to its own forces, Cygnar's wealth and resources have allowed it to establish long-standing relationships with many reputable professional mercenary companies. These soldiers-for-hire have never been relied upon to shoulder Cygnar's most vital interests, but they have augmented existing forces with their numbers and versatility. The mercenary tradition has ancient roots in the region, and Cygnar will hire only those who obey its strict contractual laws.

Despite its status as a major power in the region, the last several years have been particularly difficult for the Cygnaran Army; surrounded on all sides, they have endured several significant defeats. These include the failure to keep Llael from succumbing to Khadoran invasion and, more recently, the loss of Cygnar's own fortresses in the Thornwood Forest. While these conflicts raged in the north, fighting in the south against the Protectorate of Menoth spilled from Sul into Caspia. The city was eventually secured, but its defenders have faced the unwelcome truth that even their great capital is not inviolable.

Other threats have recently come to the attention of the Cygnaran military. Angry trollkin kriels who were driven from the Thornwood by ongoing conflicts and increased Cryxian activity seized lands from Cygnaran farmers and nobles and attacked the railroad lines. Attacks on the mainland and at sea by Cryx have disrupted supply lines, terrified civilians, and divided the military's resources. There have been isolated cases of famine after farming was disrupted. In these grim times officers must remind the troops to hold firm and remember that they are all that stands between Cygnar and destruction.

Overt enemies are serious enough, but there is the added danger of strife from within. Not all Cygnar's defenders have the best interests of the kingdom at heart. Some high-ranking nobles and officers have begun to conspire to exploit recent events for their own gains.

SHAPING A MODERN MILITARY

The present shape of the Cygnaran Army owes a great deal to the influence of its kings, past and present. The evolution into a modern military boasting the latest mechanical advances did not occur overnight. The freedom fighters who created the colossals and fought to overthrow the Orgoth during the Rebellion would hardly recognize the army as it stands today.

After the Rebellion, Cygnar's kings and generals presumed the colossals would remain the mainstays in the military for the foreseeable future. This impression was reinforced during the reign of King Benewic II when Khador invaded

**KING LETO
RAELTHORNE**

CYGNARAN MILITARY STRUCTURE

CYGNARAN ARMY

4 Armies
Soldiers: 418,000
Warmaster General
Olson Turpin

CYGNARAN NAVY

3 Fleets
Navarch Govan Trent

MILITARY ADVISOR TO THE KING

Lord Commander
Coleman Stryker

CYGNARAN RECONNAISSANCE SERVICE

Scout General
Bolden Rebal

These nobles are
manipulating the
Fourth Army.

CONSPIRATORS

Including but
not limited to:
Archduke Laddermore,
Duke Dergeral,
Earl Langworth

FIRST ARMY

Border with Khador
4 Divisions
Soldiers: 210,000
Lord General Olan
Duggan, Duke

The 6th Division
answers directly to
Lord Commander
Stryker and is
separate from the
four armies.

SECOND ARMY

Eastern Border
3 Divisions
Soldiers: 84,000
Lord General Wiggin
Heltser, Viscount

THIRD ARMY

Western and
Southern Coast
2 Divisions
Soldiers: 73,000
Lord General Vincent
Gollan, Earl

FOURTH ARMY

Border with Ord
(and Reserves)
1 Division
Soldiers: 28,000
General Gralen
Deckley, Viscount

2ND DIVISION

Corvis
5 Brigades
Soldiers: 48,000
General
Adept Sebastian
Nemo

3RD DIVISION

Stonebridge
Castle
5 Brigades
Soldiers: 46,000
General Kierlan
Krismoor, Lord

5TH DIVISION

Corvis
6 Brigades
Soldiers: 53,000
General Galt
Langworth, Earl

10TH DIVISION

Point Bourne
7 Brigades
Soldiers: 63,000
General Shay
Terswell, Reeve

STORM DIVISION (6TH)

No Fixed HQ
3 Brigades
Soldiers: 22,600
Lord Commander
Coleman Stryker

7TH DIVISION

Eastwall, Caspian
Reserves
2 Brigades
Soldiers: 20,000
General Alain
Runewood,
Archduke

8TH DIVISION

Caspian Garrison
4 Brigades
Soldiers: 35,000
General Artoris
Halstead,
Lord

12TH DIVISION

Fort Falk
3 Brigades
Soldiers: 29,000
General
Keilon Ebonhart IV,
Duke

9TH DIVISION

Southern Coastal
Defense
6 Brigades
Soldiers: 53,000
General Bors
Gately, Marquis

14TH DIVISION

Wyrnwall
Defense, Reserves
2 Brigades
Soldiers: 20,000
Senior
Commander
Evelyn Turpin

11TH DIVISION

Fort Balton,
Reinforcing First
Army
4 Brigades
Soldiers: 28,000
(above)

18TH BRIGADE

Soldiers: 8,000
4 Regiments

23RD BRIGADE

Soldiers: 7,600
4 Regiments

30TH BRIGADE

Soldiers: 7,000
4 Regiments

Each brigade is
led by a commander.

77TH REGIMENT

Heavy Infantry
Soldiers: 2,800
3 Battalions

79TH REGIMENT

Heavy Infantry
Soldiers: 2,400
3 Battalions

80TH REGIMENT

Mixed Infantry
Soldiers: 2,000
3 Battalions

82ND REGIMENT

Heavy Cavalry
Soldiers: 600
2 Battalions

Each regiment is
led by a colonel.

16TH INFANTRY BATTALION

Soldiers: 1,000
4 Companies

18TH HEAVY INFANTRY BATTALION

Soldiers: 900
3 Companies

19TH HEAVY INFANTRY BATTALION

Soldiers: 900
3 Companies

Each battalion is
led by a major.

31ST STORM KNIGHT COMPANY

"Storm Chasers"
Storm Knights,
2 Stormclads,
1 Firefly
Soldiers: 250
5 Platoons

32ND STORM KNIGHT COMPANY

"Storm Watch"
Storm Knights,
Stormclad,
2 Fireflies
Soldiers: 250
5 Platoons

21ST SWORD KNIGHT COMPANY

"Ready Blades"
Sword Knights,
2 Centurions
Soldiers: 200
4 Platoons

82ND RIFLE COMPANY

"Metal Thunder"
Trenchers,
Long Gunners,
2 Grenadiers,
2 Sentinels
Soldiers: 300
6 Platoons

Each company is
led by a captain.

1ST PLATOON

Stormblades,
Stormclad
Soldiers: 58
6 Squads

2ND PLATOON

Stormblades,
Stormclad
Soldiers: 55
6 Squads

3RD PLATOON

Stormguard, Firefly
Soldiers: 55
6 Squads

4TH PLATOON

Stormguard
Soldiers: 52
6 Squads

5TH PLATOON

Storm Lances
Soldiers: 30
6 Squads

Each platoon is led by
a lieutenant, each squad
by a sergeant, and each
unit by a corporal.

THE STRATEGIC ACADEMY



King Hector Sunbright IV left a lasting legacy by creating the Strategic Academy (SA). This institution has earned its reputation as a cornerstone of the Cygnaran Army. The SA provides commissioned officers with a thorough background in military history, tactics, engineering, and philosophy.

Its instructors also train cadets to endure the physical rigors of war and to master the weapons used by modern soldiers, such as rifles and pistols. Its foremost goal is to create great leaders by developing its cadets intellectually, physically, militarily, and ethically.

In addition to the training of regular officers, academy staff also coordinate arcane instruction and research. The SA is tasked to locate, harness, and develop unique talents. For example, this institution oversees the Tempest Academy, which trains Cygnar's renowned gun mages. The Cygnaran Army's warcaster training program is the smallest but most vital branch of the SA.

Other, less prominent branches include programs to train specialists such as military alchemists, who produce munitions, and field mechaniks dedicated to warjack repair and fabrication. A separate branch, the Stormsmiths are evokers who rely on technology to call down the fury of the heavens. Field mechaniks and Stormsmith Stormcallers are as vital to Cygnaran operations as its soldiers, and the hazards of their avocations earn them the respect of the enlisted men and officers alike.

The Strategic Academy is divided into two major campuses. The original grounds are within Caspia, located on the interior of a section of the great wall overlooking the Black River. Commander Adept Birk Kinbrace is the current chancellor, and under his expert supervision the academy has refined the nation's warcaster training program. The Caspian campus also focuses on the teaching of military applications of mechanika, and they work closely with the Cygnaran Armory.

The Point Bourne branch is highly regarded; in some specific fields its programs surpass Caspia's. It is at Point Bourne that the Tempest Academy was created, and it is here that the majority of Cygnar's gun mages train. In the modern era more warcasters master their craft at Point Bourne than Caspia, and it is fully equipped for such tasks, including maintaining a number of older warjacks put aside specifically for apprentices and journeymen. Recently promoted following the fall of Northguard, General Shay Terswell was the Point Bourne chancellor for almost a decade. A new chancellor has yet to be selected.

both Ord and Llael and sparked what would become the Colossal War, lasting from 250–257 AR. After the Corvis Treaties, Khador spent considerable resources building a number of these massive machines.

Lacking their own colossals, the armies of Llael and Ord would have been swept aside if not for the intervention of Cygnar, whose colossals and controlling warcasters were equally formidable. The sight of these forty-foot-tall iron giants crashing into those of the Khadoran forces was awe-inspiring to the soldiers in the field, but they proved to be extremely expensive to produce and difficult to maintain, and they required a prohibitive amount of fuel to operate. The seven-year battle placed a severe strain on both the Cygnaran and Khadoran treasuries. After Benewic II was killed in battle, his successor Woldred the Diligent would later remark that the Colossal War ended "more from mutual fatigue than any other factor." Suffering a decisive defeat and nearly bankrupt, Khador finally surrendered in the spring of 257 AR.

The victorious Cygnaran and Ordic Armies forced Khador to dismantle its remaining colossals and the foundries that had built them. This appeared to give Cygnar military supremacy over the region, but the subsequent Second Trollkin War of 262–267 AR proved the limitations of the great constructs. During a series of difficult pitched battles within the forests of the Thornwood and the Gnarl, the colossals were repeatedly bogged down in the dense and difficult terrain. Furthermore, with no large targets against which to leverage their might and few permanent fortifications to besiege, the colossals accomplished little.

Cygnaran mechaniks had already been working to develop more efficient and smaller machines, and the battles in this war demonstrated this was a crucial need. The first true warjacks were being assembled in Caspia by the end of the war and soon became a mainstay of the militaries of western Immoren. King Woldred finally decommissioned Cygnar's colossals in 286 AR. By the end of his lengthy reign, he had invested heavily in the infrastructure to create and innovate formidable fighting machines to stand alongside his kingdom's soldiers in battle.

Despite these mechanical innovations, for almost half of its history Cygnar's rank-and-file military remained mired in feudal traditions. Large segments of its best-equipped and well-trained soldiers were men-at-arms and other liegemen sworn to various landed nobles. The mustering of a strong army required the active cooperation of the most powerful citizens of the kingdom, who could use their importance to personal advantage. This tradition has not been entirely erased; Cygnaran law allows each noble family and estate to arm and command soldiers sworn to them.

These laws still exist, but they have been revised and rewritten countless times to variously expand or reduce the rights of nobles. King Hector Sunbright III, "the Golden," who ruled from 406–426 AR, was instrumental in overhauling many of these laws and began the process of transforming the Cygnaran Army into a modern military organization.

In addition to creating the Strategic Academy to educate Cygnar's officers, King Hector's reforms established a clearly defined chain of command for the Cygnaran Army. He created the rank of warmaster general to serve as a single voice to supervise and coordinate often contentious and opinionated generals. This king was concerned about the overlap between political clout and military authority and instituted measures to separate the two as much as possible without alienating the kingdom's most influential families.

Toward this goal, King Hector's reforms limited the size and arms of the private armies serving the nobility. Lesser nobles were allowed small honor guards to protect their estates. Earls, dukes, and archdukes retained the liberty to keep larger armed retinues. These forces had proven to be a financial as well as a political convenience, as such soldiers were housed and equipped from the noble's coffers and were thus less of a strain on the royal treasury.

The next major evolution of the military came under the direction of Warmaster General Vinter Raelthorne II when he served King Grigor Malfast both before and during the First Thornwood War. Raelthorne continued his reforms after becoming king in 515 AR. He organized the Cygnaran Army into distinct bodies (the First, Second, Third, and Fourth Armies) and demanded extensive training for every soldier. Vinter II had no tolerance for inept soldiers on the field.

King Vinter II made it his priority to establish riflemen as the mainstay of Cygnar's infantry. In the past, rifleman companies had been valued but were fielded in smaller numbers due to the high costs associated with outfitting and supplying them. In time these riflemen benefitted from improved weaponry and became the Long Gunners, which now comprises the largest branch of Cygnar's army. The other cornerstone of Cygnar's infantry, the Trenchers, were founded at the end of Vinter II's reign and were greatly expanded under King Vinter Raelthorne III. Their grueling training regimen proved its effectiveness in border skirmishes against Khador following the Thornwood War.

Vinter III refined several now-fundamental military doctrines, including the focus on delivering accurate long-ranged firepower. The development of the Defender and the Charger applied this philosophy to the nation's warjacks during this era. These powerful machines quickly became highly mobile and versatile replacements for cannon artillery batteries, which were difficult to move and position. Cygnar retained artillery but reserved its largest

cannons for defensive batteries protecting fixed positions. Guided by the will of their warcasters, these new warjacks could advance on the enemy to deliver fire with pinpoint accuracy and enable Cygnaran forces to win its battles before the enemy could even engage them.

While Vinter Raelthorne IV is not remembered for his innovations, the navy was further modernized during his rule as a direct result of the Scharde Invasions of 584–588 AR. These battles against Cryx defined the unique role of Cygnar's Third Army, with its integrated ground and naval forces. The unpredictable nature of the Scharde Invasions required constant vigilance and adaptability.

Other measures by King Vinter IV had long-lasting consequences. Vinter's Inquisition publicly persecuted sorcerers while secretly targeting the perceived enemies of his regime. Its actions resulted in the incarceration, and often the death, of many arcane practitioners deemed potentially dangerous. This was a concern to Warmaster General Carston Laddermore, who was eager to protect potential military assets from being caught up in Inquisition arrests. The warmaster formally incorporated the Gun Mages of the Arcane Tempest into the Cygnaran Army to shield them from the wrath of the Inquisition. Prior to this, the organization was a private and enigmatic brotherhood, but since joining the army these "gun sorcerers" have gone on to become one of Cygnar's most formidable special forces.

After seizing the throne, Vinter IV's younger brother Leto ushered in a new era of innovation. Leto's interest in arcane technology had begun even before he was king when he lent his support to the creation of the Stormblades. As king, he went much further to foster mechanical inventors like Sebastian Nemo to expand the role of electrically enhanced weapons in Cygnar's military tremendously. The searing power of the Storm Knights and Stormsmiths has since become an inextricable part of Cygnar's military mystique.

One of the lesser-known consequences of King Leto's coup was a loosening of laws restricting nobles' rights to muster private military forces. In the months leading up to the event, Warmaster General Leto had exploited his brother's disinterest in legal matters and adjusted these laws to facilitate the arming of his own supporters. He has not strengthened them as king, seeing a boon in having small private armies in the employ of local earls and dukes that can be called out in times of need to confront unruly trollkin, skorne patrols, or other unexpected menaces.

Given the scope and complexity of the myriad threats against which Cygnar's military is engaged on a regular basis, it is likely the army and navy will continue to evolve in the months and years ahead. That the nation has endured and retained its strength is a testament to the foresight and planning of past kings and generals along with the difficult

THE CHURCH OF MORROW

The Church of Morrow increasingly fights alongside Cygnar's armies. This has always been the case with the Third Army, whose vigilance against Cryx is an area where the church has demonstrated unwavering support. The Nightmare Empire represents everything the Morrowan faith contemns, and the powerful organization has no reservations committing its own soldiers and battle chaplains against it. Recently the Church of Morrow joined the Second Army fighting the Menites who invaded Caspia, and some soldiers directly serving the church have even marched alongside soldiers of the First Army in battles along the northern front.

This has led some to question the actions of Primarch Arius and his Cygnaran-dominated Exordeum, the ruling council of exarchs in the sancteum. The fact remains that the majority of Khador's citizens are Morrowans and look to the Vicarate Council in Korsk for guidance. Several prominent exarchs are Khadoran-born and speak for their nation in Caspia. Despite this, the majority of the church's leading priests believe the Khadoran Empire has overreached its bounds and has acted against the tenets of the faith, particularly during its invasion of Llael. Even several prominent Khadoran Morrowan priests believe their empress has gone too far, although they are careful not to speak openly against her policies. It seems inevitable the church will continue to align itself to Cygnaran interests.

The Church of Morrow is an extremely influential and wealthy organization, and it boasts a substantial private military force, concentrated in the Sancteum. This city within a city includes its own armory and smithies in addition to a small but highly trained force of soldiers dedicated to the faith. Outside its Archcourt Cathedral stand two towering and ornamented machines that are easily mistaken for statues. These are Amicus and Remeder, the last two functional colossals created during the Rebellion. As a result of the Scharde Invasions and increased awareness of the Cryxian threat, the church recently produced a small quantity of warjacks designed to its specifications, intended primarily for internal defense but readied to be sent abroad to support warriors of the faith.

Martial forces available to the church include several orders of knights and battle chaplains. The Precursor Knights are a specifically Cygnaran order based out of the Sancteum. Precursors follow a strict code of conduct in battle and seek to ensure those slain in war receive sanctified burials. The Order of Illumination is a body of warriors, arcanists, and occult researchers who have devoted themselves to battling the forces of darkness, particularly necromancy and infernalism. With each passing month it seems more likely the church will extend its untested strength in the wars abroad. They provide Cygnar with much-needed holy strength against its formidable enemies.

choices made by its present leaders. Cygnar has learned to harness its military assets efficiently and to adapt to unprecedented challenges. But whereas once Cygnaran leaders felt safe within their borders and were accustomed to flexing the nation's might to aid distant allies, now they are focused on self-preservation at all costs.

ARMY RANK AND FILE

While occasional impressments are an established tradition of the navy, enlistment in Cygnar's army has long been voluntary, aside from the occasional use of penal battalions under previous sovereigns. King Leto has adamantly refused to impose conscription despite the urging of the Royal Assembly, on the grounds that soldiers forced to fight can never match the resolve of those who freely choose to defend their nation. The fact that Cygnar's heartlands are closer than ever to being threatened directly by Khador has only increased the number of young people willing to enlist. In truth, there are currently more volunteers than Cygnar's training system can handle, and considerable efforts have been undertaken to expand all facilities, including calling on former officers to provide instruction. Anyone who has

ever worn the Cygnus has been asked to don it once again and lend a hand.

Not every man or woman in uniform will see actual combat. The army relies on a large number of individuals to produce and case munitions and ensure uniforms, boots, food, and water are supplied to the trenches. These support teams are absolutely vital, and those serving in this capacity are well respected.

Some who volunteer for military service do not make the cut. These individuals are encouraged to enter the militia in a township or city. Historically, militia forces have served as a secondary recruitment pool for the military, as training and experience gained there can smooth the transition for the best of these individuals to later join the army.

Training varies considerably in duration and intensity from one branch of the army to the next on training grounds throughout the kingdom. Long gunners have the shortest training cycle, as it is imperative to get them into the field as quickly as possible. Every Cygnaran soldier, no matter what his branch, is expected to endure exhaustive firing drills, physical conditioning, and instruction. Trencher

training lasts almost three times as long as the long gunner program and includes even more grueling drills to improve physical and mental endurance. Some of these techniques were originally created as punitive measures to discipline insubordinate soldiers and were expanded when they proved effective in creating soldiers capable of high performance in the midst of adverse conditions.

Above the rank of major, officers are no longer strongly identified with a given branch of service. There are no Trencher colonels, for example, since at this level of command an officer regularly supervises mixed forces. In some cases individual officers may forego promotion to higher ranks because they wish to remain at a given level of command. Career-military officers who view themselves primarily as battlefield soldiers favor the ranks of captain and major. (See p. 87 for a complete list of Cygnaran Army ranks and p. 38 for arcane ranks.)

THE FOUR ARMIES

Cygnar is a large nation with the unfortunate reality of being surrounded by hostile powers. Each of the kingdom's four corners is isolated from the rest as much by imposing intervening geography as by distance and requires dedicated military personnel to defend it against immediate threats. In recognition of this, the Cygnaran Army is divided into four distinct armies, each tasked to a specific region.

The fast shipping and travel made possible by the railroad network has forever changed the way the four armies share resources and respond to unexpected threats. Still, the railway does not reach every city, and reinforcements still require time to muster, equip, and deploy. Soldiers sent from Ceryl to Highgate, for example, must undertake a dangerous voyage along the Broken Coast, where their transport ships are at risk of attack from Cryxian vessels. Even safer inland rail lines can experience unexpected dangers, such as when the Marchbridge connecting northern and southern Cygnar was destroyed by Sul-Menite saboteurs in 605 AR.

Despite these hazards, Cygnar boasts impressive flexibility in delivering soldiers, warjacks, and unique assets like warcasters to any location necessary. A recently implemented telegraph system has almost eliminated the delay for messages sent between Caspia and remote fortifications. These efforts enable the king and his warmaster general to stay current and to manage the complex task of troop deployment.

The current supreme commander of the Cygnaran Army is Warmaster General Olson Turpin, although his standing has diminished somewhat in recent months. Senior officers know Lord Commander Coleman Stryker has largely replaced the warmaster general in his role as the primary military advisor to King Leto. Nonetheless, for anyone

other than those soldiers serving in the lord commander's Storm Division, the warmaster general still occupies the top position in the army's chain of command.



THE FIRST ARMY – THE NORTHERN ARMY

The First Army (sometimes referred to as the "Northern Army," the "Thornwood Army," or "Northwatch") has traditionally shouldered the difficult responsibility of defending Cygnar's northernmost border against Khador. Since its establishment this army has seen more combat than the other three armies combined. The fighting men and women of the First are rightfully proud of their singular expertise battling Cygnar's northern rival.

At present the First Army is experiencing the bleakest days of its history. Northguard has fallen, and with it the Thornwood. The last year has seen the army suffer heavy casualties despite the heroic efforts of those leading the retreat from the region. Losses run through the ranks. The morale and pride of these hardened border defenders has suffered, yet they are determined to regain what has been lost and prove they are neither cowed nor broken.

Until 605 AR, soldiers of the First regularly rotated into Llael's western border fortresses as part of a long-standing cooperative effort alongside the Llaelese Army. While some of these soldiers resented the degree to which Llael relied on their presence, these rotations provided valuable experience and resulted in close ties between officers of the allied armies. Veterans of the war in Llael witnessed the deaths of many comrades, among both their own ranks and their allies'. The loss of Llael to Khador was only the first of several blows.

Some hand-selected units of the First were sent behind enemy lines to provide covert support to Llaelese Resistance efforts. A small number of these soldiers remain behind in Llael, operating cut off from the chain of command. Their superiors have not forgotten these units, but higher priorities have left them effectively stranded. Some have joined with Llaelese Resistance or have gone AWOL, seeking to find a new life for themselves on foreign soil. Others remain in sporadic contact with agents of the Cygnaran Reconnaissance Service and perform missions as required.

After the surrender of Llael's capital in the summer of 605 AR, most Cygnaran forces withdrew to the extensive network of border defenses along the northern fringe of the Thornwood. Khador proved it was not content with swallowing Llael and assaulted Cygnar's border directly. The First Army stood strong for over a year under the harshest conditions imaginable, reinforced continually from the capital and elsewhere in Cygnar's interior. Northguard's

THE CYGNARAN RECONNAISSANCE SERVICE

The Cygnaran Reconnaissance Service (CRS) has existed since the time of King Hector Sunbright III but underwent a substantial expansion of duties early in King Leto's reign. The CRS was traditionally tasked with oversight Cygnar's military scouts and cartographers. This remains its acknowledged function, but King Leto broadened its purview to serve as Cygnar's intelligence-gathering body. Its officers supervise the nation's convoluted network of spies, contacts, and informants. It is thus a multi-layered organization including an active military branch fighting alongside Cygnar's armies as well as covert agents acting in secret.

King Leto created this new mandate for the CRS following the dissolution of Cygnar's former spy network employed by King Vinter IV, which was dominated by the Inquisition. This network had been in place since the time of Vinter II but had become thoroughly corrupt and self-serving by the time Leto came to power. It was determined that the CRS would provide the bedrock upon which to build a new clandestine organization. To lead the new CRS, King Leto created the rank of scout general, a position that would report directly to the king and coordinate the activities of the rangers with the office of the warmaster general. The current scout general is the man Leto first appointed, Bolden Rebal, a former Knight of the Highgate Vigil who had proven his dedication and service alongside the Third Army.

The bulk of the CRS are rangers fighting in the field alongside other elements of Cygnar's four armies. The rangers operate in self-contained teams seldom larger than the squad level.

Their esteemed swift sergeants are the pinnacle of their fighting ranks. Most commissioned officers in the CRS do not serve in the field but instead coordinate the missions, intelligence gathering, and intelligence analysis of rangers and field agents. There are exceptions, such as Captain Jeremiah Kraye, whose standing as a warcaster puts him outside the normal hierarchy.

Agents in the field report to ranking CRS handlers and are supported by networks of safe houses as well as secret arms caches within and outside Cygnar. CRS agents often rely on complex coded messages and other clandestine means of contact. Most active CRS agents hold ranks between lieutenant and major.

Field agents are tasked with creating personal networks of contacts and informants, including recruiting those who can work and live on foreign soil.

They are expected to report regularly to a liaison to keep information flowing and to receive specific orders. CRS colonels supervise the liaisons. There are no commanders or other generals in the CRS.

As Cygnar's premiere spy agency, the CRS is interested in domestic and foreign affairs—anything that threatens the peace and welfare of the nation. The CRS has succeeded in infiltrating trade, religious, and criminal organizations as well as compromising foreign governments and military structures. Due to the shifting loyalties of informants, the CRS takes pains to substantiate intelligence, sometimes delaying release of information until it can be confirmed.



vast network of barbed-wire-lined trenches and earthworks saw frequent clashes between the Cygnaran trenchers and their counterparts across the barren and crater-pocked wasteland separating them from Khador's Ravensgard.

Northguard fought off a singularly massive assault orchestrated by Kommandant Gurvaldt Irusk in late 606 AR, a battle unequalled for its unrelenting violence and the losses inflicted on both sides. While Cygnar won the day, it was by the narrowest margin. Faced with war on three fronts, Cygnar was unable to fully restore this region's tattered defenses.

Khador's second assault on Northguard was crushing. Supreme Kommandant Irusk and his forces had clearly learned from previous mistakes, and this attack was remarkable for the surgical precision with which the Khadorans breached Northguard's walls and completely overran Cygnaran positions. As Nemo evacuated as many personnel as possible from the fortress, General Cathmore remained behind to fight the Khadorans to his last breath. This was a brave but ultimately futile gesture. The smaller northern border fortresses fell soon after Northguard.

Most agree this defeat came down to two factors: Cygnar's divided attention, with so many soldiers embroiled in the Caspia-Sul War, and the genius of Supreme Kommandant Gurvaldt Irusk. Reacting quickly to events at distant Northguard had never been practical, so it was not surprising that warjack support sent from Caspia did not arrive in time to join the main battle. Meanwhile Khador was able to focus the majority of its might on Cygnar's northern border.

Some members of the First remained in the fortified city of Fellig, now entirely isolated from the rest of Cygnar. This garrison experienced the horror of a very different sort of Khadoran force attacking their gates. These were ravening madmen and berserkers, a frenzied army of bloodthirsty warriors led by none other than the Butcher of Khador, Orsus Zoktavor. While the Butcher failed to penetrate the city walls and was severely wounded in the attack, his small force gutted the Cygnaran garrison and left the populace shaken.

If not for the subsequent intervention by the Ordic Army, Khador would likely have seized Fellig. At present this city's fate remains uncertain, but its citizens are safe for now,

if reliant on the graces of King Baird II. By any meaningful measure, Fellig is now held by Ord rather than Cygnar, even though some isolated soldiers of the First remain there awaiting orders. Khador appears to be content that the city is cut off from Cygnar and has not sought to besiege it, perhaps wary of invoking Ordic retaliations at this stage of its conquests.

The First Army regrouped along the Dragon's Tongue River. Their defenses are anchored in the west by Point Bourne and in the east by Corvis. Both of these cities had been important elements of the Cygnaran supply chain before the loss of the Thornwood and were protected by substantial garrisons. Additionally, Point Bourne is one of Cygnar's most important sites for military training. These cities were already highly fortified with substantial walls, heavy cannons, and other defenses. Despite this, the large civilian population is not pleased to have the front lines so close to their doorsteps. The Khadoran Army has added to tensions by constructing new fortifications along the river opposite the Cygnarans'.

Even though Khador and Cygnar have refrained from major actions in the interim, periodic clashes between isolated groups, exchanges of sniper fire, and occasional artillery attacks are almost daily occurrences. It seems inevitable that full-scale battle will soon resume. Cygnar's northern generals cannot allow the enemy to consolidate its supply lines or build more formidable fortifications so close to major cities. The Thornwood must be reclaimed.

The command structure of the First Army is intact but badly strained after so many casualties and shifts in personnel. Lord General Olan Duggan still leads the First Army. He has retained his title as Duke of the Northwood, but all his lands and those of his vassals are now in Khadoran hands. The lord general was stationed at a smaller fortress east of Fellig when that city was attacked and was able to aid in the retreat from Northguard. The command staff is still recovering from the loss of several leading officers, most notably Generals Hagan Cathmore and Dargus Mathern. General Mathern died from an infected wound after the Fellig assault, and Cathmore was cut down by Karchev the



Terrible. Cathmore's title as Earl of Bloodsbane passed to his eldest son, who is a young lieutenant in the First, but that swampy region is now firmly in Khadoran hands.

Lord General Duggan is stationed alongside the newly promoted General Shay Terswell at Point Bourne, where they oversee the First Army's western forces. The eastern portion of the army is under the capable direction of Generals Sebastian Nemo and Galt Langworth at Corvis. Another significant concentration of First Army soldiers is operating out of Stonebridge Castle under the command of General Kierlan Krismoor, formerly stationed at Deepwood Tower. A number of soldiers from Lord Commander Stryker's restructured Storm Division have joined the defenders in this region.

The beleaguered state of the First Army has necessitated reinforcements be sent from elsewhere. These include most notably and numerous a large contingent of the Fourth

"NORTHGUARD GRAVEDIGGERS" 95TH TRENCHER COMPANY, 101ST INFANTRY BATTALION, 3RD DIVISION, FIRST ARMY

LEADERSHIP

- Captain Maxwell Finn
- Lieutenants Boyd, Bridgeby, Cartington, Clapson, Liverman, Rolfe, Stiles, Varnway
- 42 Sergeants

ASSETS

- 214 Trenchers
- 86 Trencher Commandos
- 28 Snipers
- 18 Grenade Porters
- 9 Commando Scattergunners
- 6 Chain Gun Crews
- 6 Cannon Gun Crews
- 4 Grenadier Light Warjacks

95TH TRENCHER COMPANY

Trenchers & 2 Grenadier Light Warjacks

Soldiers: 436
8 Platoons
Captain Maxwell Finn

1ST PLATOON

Trencher Infantry

Soldiers: 60
6 Squads

Lt. Theo Boyd

2ND PLATOON

Trencher Infantry

Soldiers: 60
6 Squads

Lt. Elias Rolfe

3RD PLATOON

Trencher Infantry

Soldiers: 60
6 Squads

Lt. Nijel Varnway

4TH PLATOON

Trencher Infantry

Soldiers: 55
5 Squads

Lt. Leighton Clapson

5TH PLATOON

Trencher Infantry

Soldiers: 50
5 Squads

Lt. Jonas Liverman

6TH PLATOON

Trencher Infantry

Soldiers: 55
5 Squads

Lt. Brandon Cartington

7TH PLATOON

Trencher Commandos

Soldiers: 50
5 Squads

Lt. Gabriel Stiles

8TH PLATOON

Trencher Commandos

Soldiers: 45
4 Squads

Lt. Wayne Bridgeby

One of the most legendary companies in the First Army, the 95th Trencher Company nonetheless has a decidedly grim reputation. Numerous times it has been nearly annihilated in battle, only to rise again with fresh troops eager to risk their lives to stand in the company of past heroes. These soldiers have sworn not to rest until they retake the Thornwood.

The 95th was once part of the 1st Division and served General Hagen Cathmore, but in the wake of the losses suffered at Northguard, that division ceased to exist. They presently serve under the 3rd Division led by General Kierlan Kirswood and are assigned to the ever-expanding trenchworks and fortifications surrounding Stonebridge Castle, a vital point of defense along the river east of Point Bourne.

Now more than ever, the 95th is considered the embodiment of what it means to serve as a trencher. It boasts a long and storied history of battle against Khador, having been first created before the First Thornwood War. The company fought as part of a regiment that reinforced Colonel Drake Cathmore's forces after his heroic death at the Battle of the Tongue. In the decades that followed they fought in many border skirmishes against both the Khadoran regular army and mercenaries in Khador's employ.

This company performed with conspicuous gallantry after the withdrawal from Merywyn at the end of the War in Llael. They suffered the loss of seven in ten men as they battled to drive off the Khadorans trying to circumvent Northguard. One of those who survived this bloody engagement was Master Sergeant Maxwell Finn, who was singled out for a field promotion straight to captain.

The 95th was present for Gurdalt Irusk's massive attacks on Northguard, and they suffered high casualties in both. Not entirely restored to full strength by the time of the second attack, they stood directly in the path of the onslaught. Despite heroic efforts, in the end the company was overrun even as the fortress itself was taken and its defenders forced to retreat south into the forest. So thoroughly were the trenchworks compromised that surviving members of the old regiment thought the 95th lost completely.

Captain Maxwell Finn is credited for rescuing a number of the survivors of the company and leading their return to Corvis on a harrowing several-week journey. Starting with the survivors, a number of whom had once belonged to other elements of the 1st Division, the company was restored to fighting strength. For now they hold the line at the Dragon's Tongue River and prevent further lands from falling to the Khadoran Empire.



"Dug-in to Stay"

Army, once stationed farther to the west at Fort Balton. A large number of these soldiers have been sent to posts along the border and have provided much-needed manpower. Not all officers of the First are happy with this arrangement. The Fourth is suspected of numerous indiscretions, and its officers are not well trusted. Affording more hope than these reinforcements is the presence of many of Cygnar's most esteemed and respected warcasters. This concentration may shift if fighting should flare up elsewhere, but for the moment many of Cygnar's warcasters stand alongside the First Army.



THE SECOND ARMY – THE ARMY OF THE BLACK RIVER

The Second Army (sometimes referred to as the "Caspian Army," the "Eastern Army," or the "Army of the Black River")

defends the eastern border and maintains a large garrison at the capital and smaller forces at Fort Falk and Eastwall. It has traditionally defended Corvis as well, but with the changes to the northern border that city is now home to soldiers of the First Army. Several formerly Second Army battalions remained in the city but were transferred to the First.

While relying on a backbone of long gunners and trenchers, the Second Army includes the largest proportion of heavy infantry and cavalry in the Cygnaran Army, including veteran Storm and Sword Knights. Many of the ranking officers of these companies are the vassals of nobles sitting on the Cygnaran Royal Assembly. With the Cygnaran Armory in Caspia, the Second Army also boasts substantial warjack support and often serves as the testing ground for new chassis and weapon designs. Repair and resupply to these garrisons is considerably faster and easier than for Cygnar's other armies, thanks to the commercial and industrial might of the capital.

Like its peers elsewhere, Cygnar's eastern border defenders have had to deal with constant strife and warfare over the last several years, and this has prompted widespread reorganization of personnel and continuous recruitment to replace the fallen. The Second Army experienced a short but welcome reprieve after the death of Hierarch Voyle. Cygnaran intelligence suggests that the Protectorate of Menoth remains active but that its leaders have shifted their focus to its Northern Crusade in eastern Llael. A number of personnel formerly stationed at Caspia during the height of the Caspia-Sul War have since been transferred to other posts.

The wild fluctuations in the needs of the Second Army are part of a long history dating back to the end of the Cygnaran Civil War in 484 AR. In its early history the Protectorate was distracted by subjugating the Idrian tribes of the region, but it did not take long for these zealots to threaten the security of eastern Cygnar once again. Depending on the state of affairs between Cygnar and its Protectorate, the Second Army has variously been reduced or expanded. Yet even during the most peaceful interludes, Cygnar has maintained a substantial force to guard its eastern borders and its highest priority, Caspia.

The Second Army was at its largest during the Caspia-Sul War from 606–607 AR. This was a lengthy conflict that caused extensive damage to both cities. Preceding the war, in Octesh of 605 AR, the Protectorate mounted a failed assault on Caspia's gates. Tensions did not escalate to full war until Cygnar succeeded in breaching Sul's walls in Rowan 606 AR. Before this accomplishment, these walls were considered inviolable, and the breach was achieved only after a month-long concentrated cannon barrage orchestrated by Markus "Siege" Brisbane.

Lord Commander Coleman Stryker was assigned to the 6th Division (soon called the "Storm Division") of the Second Army and took charge of the offensive. He hoped to subdue the streets of Sul quickly. Unfortunately the Menite resistance proved to be far greater than anticipated, as the Protectorate had already been making preparations for their own attack on Caspia. Cygnar seized the initiative and fought almost to the center of the city, but there the Menites rallied and managed defend the Great Temple of the Creator.

From this point forward the battles became more entrenched and devolved into a yearlong series of street-to-street battles with no clear advantage for either side. This war required the almost-complete dedication of the army, and more and more soldiers were reassigned to the 6th Division, leaving its other garrisons with fewer personnel. These fortresses were later beset by attacks from the skorne who had been gathering in the Bloodstone Marches east of the river and north of the Protectorate. The skorne did not succeed in penetrating Cygnar's border defenses but inflicted heavy casualties, particularly during a massive attack on Fort Falk late in the month of Rowan in 607 AR.

For the army's command staff the circumstances of the war in Sul were unusual. Lord Commander Stryker's "Storm Division" had absorbed the lion's share of the Second Army's personnel and resources. The generals of the Second were relegated to largely bureaucratic functions as their authority was usurped by the needs of this commander in the field.

The Caspia-Sul War took a dark turn for Cygnar in Solesh of 607 AR when Lord Commander Stryker was almost killed during the collapse of a burning temple. He was taken to the Sancteum in Caspia, where he lay incapacitated for many weeks as priests of Morrow attended to his wounds. During this period, the Protectorate gained the upper hand. Control of Caspia's eastern gates was seized before they could be sealed against the Menites, who fought their way into the Cygnaran capital for the first time since the Civil War. The situation worsened when the Protectorate's sovereign, Hierarch Garrick Voyle, marched from Imer with additional reinforcements. Calling upon his considerable personal powers and invoking miracles from the Creator of Man, this seemingly unstoppable Menite priest and his army very nearly succeeded in its goal of conquering Caspia.

The still-recovering Lord Commander Stryker forced himself from his sickbed and marched to confront Hierarch Voyle, joining King Leto, Morrowan forces provided by the Sancteum, and the knights of the Second. Their first clash with Voyle's forces ended disastrously when the hierarch delivered a grievous wound to King Leto and forced the Cygnarans to retreat. After ensuring the safety of the king, Lord Stryker and his knights regrouped for a second attack. There followed an epic confrontation, which ended only when Lord Stryker succeeded at last in striking down the Menite leader, a man whom both sides had begun to believe was invincible.

The death of the hierarch by Lord Stryker's hand quelled the fighting spirit of the Menites, and they were allowed to withdraw to Sul to seal their gates. Clashes north of these twin cities have flared up periodically and seem likely to continue, even if the gates of Caspia and Sul remain sealed.

While Lord Stryker remains a beloved hero of this army, his Storm Division has been officially recognized and granted autonomy. As part of the restructuring following the war, the Storm Division was reduced in size to suit its new role as a mobile strike force outside the command structure of the Second Army. Some troops were deployed elsewhere, such as the northern border, while others remain in Caspia to defend the capital.

The chain of command that was disrupted while Stryker waged his war against the Menites has been restored. Lord General Wiggin Heltser leads the Second Army from its Caspian headquarters, where he is in regular contact with the warmaster general. The new 8th Division that replaced Stryker's 6th is led by General Artoris Halstead. A sizable portion of the eastern border is watched over by General Alain Runewood, whose 7th Division is garrisoned at Eastwall. The northern patrols of this border are under the charge of General Kielon Ebonhart IV, who commands the 12th Division from Fort Falk, having moved his headquarters there from Corvis.



THE THIRD ARMY – THE ARMY OF THE WYRMWALL

Cygnar's Third Army (also called the "Southern Army," the "Army of Highgate," or the "Army of the Wyrmwall") is based out of Highgate and is responsible for protecting the southern shores, primarily from

Cryxian attack. While these defenders have only borne the symbol of the Third for a century, they are inheritors of a tradition that stretches back more than a thousand years. There are no soldiers in Cygnar better versed in Cryxian fighting tactics, and it is from this army that Cygnaran generals seek advice on battling the horrors of the Nightmare Empire. Given the ability of Cryxian forces to strike and vanish without warning, this duty has always been a challenge, and in recent years the threat has escalated as Cryxian activity has reached unprecedented levels. All of Cygnar's citizens appreciate the brave warriors who fight the terrors of Cryx almost daily.

Operationally the Third is very different from the other armies of Cygnar, as no other army works as closely with the Cygnaran Navy. Both army and navy personnel are tightly integrated and are accustomed to joint operations. The admirals of the Southern Fleet stationed at Highgate answer directly to Lord General Vincent Gollan in addition to obeying their lord admiral—an unusual but effective arrangement. At times, vessels from both the Northern and Eastern Fleets also join in these operations.

The first and preferred tactic for fighting Cryx is engagement at sea. The navy seeks to intercept Cryxian ships and sink them before they can land raiders ashore. Given the length of the coastline and the limits of manpower it is unfortunately impossible to stop all, or even most, of the raids. Cryxian diversionary tactics make it difficult to place forces in the best positions, and the island nation is more than willing to sacrifice ships to this purpose. Even its infamous blackships are sometimes used in these feints, which Cygnar cannot afford to ignore, and these formidable supernatural vessels require tremendous firepower to engage with any hope for victory.

The Third is always prepared to take the fight to the enemy and has been known to strike Cryxian fortifications on islands closer to Cygnar's shores. Companies that carry out these counterattacks prefer to employ light warjacks over heavies for ease of deployment. Land garrisons are well equipped with heavier 'jacks, including a number of invaluable Defenders and Cyclones. The Third has recently had to get by with less support from warcasters due to the requirements of the wars on other fronts, and for this reason they have made the training of qualified, combat-ready 'jack marshals a high priority.



Historically the Third was at its greatest strength during the Scharde Invasions, under the reign of Vinter Raelthorne IV. During this conflict it was the other armies who found themselves reduced in number to support the Third's escalating war with Cryx.

Both King Vinter Raelthorne IV and Warmaster General Leto Raelthorne led soldiers in this war, and those units that fought directly alongside the royals maintain honors to commemorate this service to the Raelthorne line. The soldiers of the 121st Regiment are known as "Leto's Own" after having fought in a number of engagements led by the prince from 587–588 AR. The soldiers of the 98th Infantry Battalion call themselves "Vinter's Bastards," having fought alongside their former liege during the Landing at Giant's Head, which ended the war. This battle was the last time the famous sword Kingslayer was drawn to defend Cygnaran soil against foreign enemies. These toughened veterans feel no shame utilizing Vinter's name, since they invoke a memory of the king's ruthlessness in war rather than his reputation for tyranny.

Before the Scharde Invasions, Cygnar's coastal defenders had drastically underestimated the threat posed by Cryx. Very little was known about their true military might. It had been the general belief that Cryxian raids were random attacks; the actions of pirates, raiders, and lone

necromancers operating out of Blackwater and Dreggsport or skirmishes with satyxis vessels were not thought to be part of more organized efforts. After the Scharde Invasions, Cygnar became more proactive in scouring nearby islands clean of Cryxian bases.

Unfortunately it was not until deeper analysis afforded by the Hurstwallen Report in 605 AR that the Cygnaran military realized how thoroughly coastal efforts had failed. Officers of the Third and those of the Southern Fleet contributed substantially to this thorough analysis of the Cryxian threat. Its findings were bleak. The entire Scharde Invasions are now understood to have been an elaborate sequence of deceptions to allow Cryx to gain footholds inland. These insidious elements were not discovered until they joined open conflict during the War in Llael.

Cygnar has had to face the unpleasant reality that Cryx now has a permanent presence in western Immoren's interior. They will not easily be removed from their mainland bases, few of which have even been located. Activity has been particularly high near the Thornwood; it is cold comfort that Cryxian forces there prey on the Khadorans with equal ferocity. The king's war council has concluded that a sizable Cryxian force is operating out of this region. Whether these forces rely on resupply from

Cryx is unknown. Whatever the case, Cryxian attacks are no longer a threat solely to the coast.

While the defense of coastal communities and trade lanes is the top priority of the Third Army, these soldiers are highly valued for their experience in fighting Cryx. Senior officers of the Third are often sent to advise the commanders of the other armies in their battles against the undead. Those warcasters who have served with the Third Army are among the most proficient military assets available to counter the threat posed by Cryx.

Starting in 607 AR, the Third Army and Cygnar's navy began a fresh offensive against Cryx in the hopes of doing lasting damage to its fleets. Toward this end Cygnar has also performed cooperative attacks alongside the Ordic Royal Navy. While Ord maintains neutrality in the war between Khador and Cygnar, it has proven willing to fight Cryx, whose predations threaten its own communities as well.

Thus far, attacks on Cryxian ships and outer island fortifications have had mixed results. Cooperation with Ord became complicated after preparatory fleet maneuvers drew the attention of the Khadoran Navy. This led to several mixed naval engagements where Ordic warships exchanged fire with those of Khador. Bluster from Khador's capital after the loss of several of its vessels has made Ordic admirals reluctant to continue participation for fear of undermining their nation's neutrality. When several assaults deeper in Cryxian territory carried severe casualties, many high-ranking Cygnaran officers started to question whether they were doing more harm than good. It is widely believed that these efforts will never bear fruit while the bulk of the Cygnaran Army is devoted to the defense of the northern border.

Despite setbacks, officers of the Third firmly believe that this enemy must be confronted. Their citizens must be protected from the horrors spawning on the islands southwest of Cygnar's waters. Yet until a more effective strategy emerges and Cygnar can devote the necessary manpower, the soldiers of the Third fight a desperate battle. There is no greater demonstration of their bravery than their perseverance even knowing their efforts may be futile.

For thirty years the Third Army has been led by Lord General Vincent Gollan, Earl of Shieldpoint, Senior Knight of the Prophet, and Commander of the Knights of the Highgate Vigil. While he is past his prime and suffering from poor health, Lord General Gollan is a living legend in the Third, respected as both a servant of Morrow as well as a determined enemy of Cryx. Despite the esteem with which the venerable lord general is held, there are those who are eager for younger blood and fresh ideas.

For now, Lord General Gollan supervises the army's complex fleet and land engagements from Highgate, the primary bastion of the Third. Ancillary garrisons exist at numerous forts along the western coast, with concentrations at Westwatch and the southern port city of Mercir. General Bors Gately works closely with the lord general and supervises the large 9th Division, which includes the majority of the army's active service personnel. Senior Commander Evelyn Turpin, the granddaughter of the warmaster general, commands the 14th Division, which includes both the reserves and the battle-ready patrols that scour the Wyrmswall Mountains for threats to the realm. She has proven worthy of her responsibilities by demonstrations of a shrewd logistic mind, achieving more with less.



THE FOURTH ARMY – THE ARMY OF THE DRAGON'S TONGUE

Cygnar's Fourth Army is also called the "Western Army" or the "Army of the Dragon's Tongue." It is the smallest and least esteemed of Cygnar's armies, having historically been a reserve force. Cygnar's kings have considered it important to watch all borders, and the Fourth Army has the task of patrolling the nation's border with Ord, a friendly nation. Recent events have brought the Fourth Army out from the seclusion of Fort Balton, and they will certainly play a significant role in the days ahead.

Ord and Cygnar have a long history of mutual interests and profitable trade. The closest the two nations came to violence was a dispute over whether the city of Five Fingers should be considered an Ordic or Cygnaran settlement, a conflict that arose after the Colossal War ending in 257 AR. This dispute was settled peacefully when Cygnar withdrew its claim in the interests of maintaining a united front with Ord against Khador. Indeed, Cygnaran and Ordic military forces have briefly allied during several conflicts, including the Colossal War and the Second Expansion War from 464–468 AR, after Khador seized the Ordic city of Corbhen.

The Fourth Army did not exist during these years, but its soldiers consider these engagements a part of their history. Some companies have adopted nicknames and carry banners inspired by this era. Similarly there is a strong sentiment of Thurian pride in the Fourth, as many soldiers look fondly on the history of that ancient kingdom, whose descendants are now divided between Ord and Cygnar. This is part of a general tradition that romanticizes the time before the Orgoth.

While the Fourth has been less involved in Cygnar's major wars, they are credited with helping maintain peace and security in the region around Ceryl. Its soldiers have fought

in numerous small engagements against well-armed bandit forces and disreputable mercenary companies operating in the region, including outlaws who take advantage of the relaxed border with Ord. East of Ceryl is the impenetrable forest called the Gnarl, and north of the Dragon's Tongue River is its Ordic counterpart, the Olgunholt. Both forests are wild and untamed places known to be refuges for criminals, savage Tharn tribes, and unfriendly trollkin kriels.

Confronting these enemies has required the soldiers of the Fourth to employ unconventional tactics and strategies, including ones that would have been considered unthinkable elsewhere in the Cygnaran Army. In one recent incident still under investigation, two companies of the Fourth confronted a mercenary company called the Hagen Blades. In the ensuing battle the Blades were killed to the last man. Some call this a slaughter, while others consider it an example of what happens to mercenaries who betray Cygnar for foreign gold.

Indeed, the Fourth Army has attained a decidedly sordid reputation. As Cygnar's largest reserve force, it has inevitably been utilized as a dumping ground for undesirable soldiers. It has regularly been tasked to accept both enlisted soldiers and officers deemed insubordinate or troublesome but not incompetent enough to be booted from service. While these elements represent only a fraction of the army, there is no question the Fourth has more incidents of criminal behavior than the rest of the army as a whole, including extortion, graft, accepting bribes, misallocation of military resources, looting, and violence against civilians.

The Fourth recently came under criticism for not responding promptly to requests to send reinforcements to the front. This army was notably absent from the War in Llael and the subsequent fighting in the Thornwood. The majority of these soldiers are patriots, but they are beholden to the dictates of their officers and General Gralen Deckley, who rumor suggests favors the Duke of Thuria over Warmaster General Turpin. The crown has been too distracted by higher priorities to properly investigate these rumors, particularly as in recent months the Fourth has demonstrated greater willingness to comply.

After the fall of Northguard and the loss of the Thornwood, the bulk of the Fourth Army was ordered east to reinforce Point Bourne, Stonebridge Castle, Corvis, and points between. A smaller force remained at Fort Balton to maintain the defense of Ceryl. While the added manpower is appreciated by the beleaguered First Army, tensions between the soldiers of these two forces linger.

Duke Mayhew Dergeral of Thuria has long been a thorn in King Leto's side, one of the realm's least cooperative nobles and a man who once loyally served Vinter VI. In the political circles of the northwestern region it is well known that

CYGNARAN ARMY HONORS AND AWARDS



Distinguished Service to the Crown — One of the most long-standing honors in Cygnar, this award is granted for exceptional service in an armed conflict. King Benewic the Bold initiated it shortly after the Corvis Treaties.



Star of Valor — The Star is awarded for conspicuous valor against an enemy in a time of war during a protracted engagement. The medal is often combined with knighthood, and it bears the visage of Colonel Drake Cathmore, who gave his life at the Battle of the Tongue in 511 AR.



Medal of Heroic Sacrifice — Often awarded posthumously, this honor recognizes those who have suffered grievous injury while performing valiantly in battle. The award includes a lifelong stipend to survivors or families of the slain paid jointly by the Army and the Church of Morrow.



Royal Order of the Cygnus — The highest honor awarded by Cygnar, this medal always includes lands and elevation as a Knight of Cygnar. It is awarded for heroism far beyond the call of duty.

General Deckley of the Fourth Army frequently answers the duke's summons and that the two are close friends. This has led some nobles to disparagingly refer to Deckley as the duke's "pocket general."

For these reasons, the sudden willingness of General Deckley to reinforce garrisons elsewhere was unexpected and prompted some suspicion from the king's war council. Most of the Royal Assembly consider the duke's sudden enthusiasm for the war explained by a selfish desire to protect his interests that might be harmed by Khadoran incursions. King Leto and Scout General Rebald have every reason to suspect a deeper motive, and they have sent agents to investigate but have found no clear evidence of misdeeds. If they knew the full scope of the treason they face from this quarter, they might disband the entire Fourth Army or at the very least replace General Deckley. Unfortunately, suspicions of some deeper plot remain only that, and the duke's political influence in Ceryl is too pervasive to threaten him or those loyal to him prematurely.

In truth both Duke Dergeral and General Deckley are deeply involved in a perfidious plot. The full scope of this treachery is known to very few, as the duke has maintained a convincing facade as a self-centered dilettante. His affected mannerisms and eccentric interactions with his



peers have caused the Royal Assembly to underestimate his ambition. Secretly, the duke and many high-ranking officers of the Fourth are in collusion with a number of dissatisfied Cygnaran nobles who are actively plotting against their king. They have been in contact with agents of Vinter Raelthorne IV, who remains in exile, and they believe "the Elder" would reward them for restoring him to the throne.

While in the process of moving its soldiers east, the Fourth clashed with a large force of trollkin led by Chief Madrak Ironhide. These militant trollkin had previously seized a region in northern Cygnar called Crael Valley, on the grounds that Cygnar's king had reneged on his promises. King Leto had hoped to find an amicable solution to this dispute and advised his military subordinates not to directly confront the trollkin. The Fourth ignored these orders and committed their full strength to uprooting the trollkin "bandits."

This clash resulted in high casualties on both sides, but the Fourth has proclaimed it a great victory. They succeeded in driving the kriegs from these farmlands and restored them to their previous owners. General Deckley claims he did not disobey orders but was reacting to unprovoked assaults on his soldiers during their transit, which included the seizure of a Cygnaran Army hospital train carrying dozens of

wounded soldiers. Public sentiment in the region strongly supports the measures taken by the Fourth, as northern Cygnarans have little sympathy for the trollkin kriegs.

These fights endeared the Fourth Army and Duke Dergeral to many northern nobles who resent King Leto for ignoring requests for military aid. Unknown except to a few generals and commanders in the Fourth, these battles also provided the means to cull the army of officers and soldiers who might be an obstacle to the duke's future goals. Many vocal supporters of King Leto and those who questioned the Fourth's ruthless tactics were "tragically" killed in these battles.

Most of the soldiers of the Fourth are not part of this conspiracy and fight instead with the goal of restoring Cygnar to its former greatness. Yet even among the enlisted there is a commonly held belief that King Leto is weak. A recurring sentiment has been voiced that only a renewal of the old strength once embodied by the Raelthorne line can hope to save their kingdom in this dark hour.

STORM DIVISION

6TH DIVISION, LORD COMMANDER COLEMAN STRYKER



"Bringing the Thunder"

The 6th Division was once the primary garrison for Caspia, but its role evolved considerably after the promotion of Coleman Stryker to lord commander. On Lord Commander Stryker's orders, the division was transformed for the purpose of seizing Sul from the Protectorate of Menoth. Soon, the force known as the "Storm Division" became the largest division of the Cygnaran Army: at one point its soldiers comprised nearly two-thirds of the entire Second Army and numbered almost 100,000 personnel.

These forces served at the forefront of the Caspia-Sul War and fought alongside their lord commander when the war was brought to a close with the death of Hierarch Voyle. While Sul remained unconquered, the Storm Division proved the viability of Stryker's vision for a cohesive and aggressive assault force. The division employs traditional Cygnaran application of ranged firepower to cover the advance of an overwhelming concentration of Storm Knights.

This division is now completely removed from the structure of Cygnar's four armies and has been given its own supply chain and support staff. The newly commissioned 8th Division has replaced the 6th as the garrison of Caspia, and the size of the 6th has been considerably reduced to maximize its combat flexibility. Former elements of the 6th have been returned to the Second Army or

LEADERSHIP

- Lord Commander Coleman Stryker, warcaster
- Major Markus Brisbane*, warcaster
- Captain Allister Caine*, warcaster
- Captain Jeremiah Kraye*, warcaster
- Commanders Bradther, Applegate, Callivert, Montfort, and Gant

ASSETS (NOT INCLUDING SUPPORT PERSONNEL)

- 9,700 Storm Knights
- 6,100 Long Gunners
- 4,250 Trenchers
- 1,750 Sword Knights
- 500 Precursor Knights
- 300 Other Soldiers (including Gun Mages, Stormsmiths, and Rangers)

• Warjack Chassis Support

Heavy: Over 100 heavy warjacks, favoring Stormclads, Ironclads, and Defenders

Light: Over 200 light warjacks of all chassis types, favoring Chargers and Fireflies

*These warcasters are not permanently attached to the Storm Division but presently report to Lord Commander Stryker.

reallocated elsewhere. The new purpose of the Storm Division is to serve as a mobile strike force that can be sent wherever required. Most recently it moved north from its old garrison in Caspia to support the border defenses against Khador, and Lord Stryker has been asked to coordinate his efforts with General Nemo.

While the Storm Division can theoretically deploy anywhere, there are limits to how fast tens of thousands of soldiers and hundreds of warjacks can move. The division travels as often as the needs of various conflicts require, typically serving for several months in one region before moving on to the next. Smaller forces at the regiment, battalion, or company level can be deployed more easily on shorter notice.

CYGNAR THEME FORCES



COMMANDER STRYKER COMBINED ARMS

WARJACKS

Cygnar non-character warjacks, Ol' Rowdy

UNITS

Field Mechanics, Long Gunner Infantry, Trencher Infantry, Stormblade Infantry

SOLOS

Journeyman Warcaster, Stormblade solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Up to one heavy warjack gains Advance Move for each Field Mechanik unit in the army. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 2

Requirements: Stryker's battlegroup includes Ol' Rowdy.

Benefit: You gain +1 on your starting roll for the game.

TIER 3

Requirements: The army includes two or more Long Gunner Infantry units.

Benefit: Add a unit attachment to one Long Gunner Infantry unit free of cost. This unit attachment ignores FA restrictions.

TIER 4

Requirements: Stryker's battlegroup includes two or more Lancer warjacks.

Benefit: Friendly models/units can begin the game affected by Stryker's upkeep spells. These spells and their targets must be declared before either player sets up models. Stryker does not pay focus to upkeep these spells during your first turn.



LORD COMMANDER STRYKER CHARGE OF THE STORM BRIGADE

WARJACKS

Cygnar non-character warjacks, Ol' Rowdy, Thunderhead

UNITS

Field Mechanics, Storm Knight units, Stormsmith Storm Towers

SOLOS

Squire, Storm Knight solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Storm Lance units in this army become FA 2. Reduce the point cost of Stormclad warjacks by 1.

TIER 2

Requirements: The army includes two or more Stormblade Infantry units.

Benefit: Add a unit attachment to one Stormblade Infantry unit free of cost. This unit attachment ignores FA restrictions.

TIER 3

Requirements: The army includes Major Katherine Laddermore.

Benefit: Place Major Katherine Laddermore and Storm Lance units after normal deployment. These models are placed at the same time as your models with Advance Deployment (if any). These models must be placed within your normal deployment zone.

TIER 4

Requirements: The army includes two or more Stormclad warjacks.

Benefit: Your deployment is extended 2" forward.



CAPTAIN VICTORIA HALEY

THE DEAD LINE

WARJACKS

Cygnar non-character warjacks with ranged weapons, Lancers, Thorn

UNITS

Field Mechanics, Long Gunner Infantry, Precursor Knights, Sword Knights

SOLOS

Gun Mage Captain Adept, Journeyman Warcaster

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of each Long Gunner Infantry unit by 1.

TIER 2

Requirements: The army includes two or more Long Gunner Infantry units.

Benefit: Add a unit attachment to one Long Gunner Infantry unit free of cost. This unit attachment ignores FA restrictions

TIER 3

Requirements: The army includes one or more 'jack marshaled warjacks.

Benefit: 'Jack marshaled warjacks and the units that control them gain Advance Deployment (A).

TIER 4

Requirements: Haley's battlegroup includes two or more Hunter warjacks.

Benefit: Models/units in the army gain Pathfinder (P) during your first turn of the game.



MAJOR VICTORIA HALEY

GRAVEDIGGERS

WARJACKS

Cygnar non-character warjacks with ranged weapons, Lancers, Thorn

UNITS

Field Mechanics, Trencher Units

SOLOS

Trencher solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: You can redeploy one Trencher model/unit after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 2

Requirements: The army includes Captain Maxwell Finn.

Benefit: You gain +1 on your starting roll for the game.

TIER 3

Requirements: The army includes two or more Trencher Commando and/or Trencher Infantry units.

Benefit: For each Trencher Commando or Trencher Infantry unit, place one trench template anywhere completely within 20" of the back edge of Haley's deployment zone after terrain has been placed but before either player deploys his army. Trench templates cannot be placed within 3" of a terrain feature but can be placed within 3" of each other.

TIER 4

Requirements: Haley's battlegroup includes two or more heavy warjacks.

Benefit: Your deployment is extended 2" forward.

LIEUTENANT ALLISTER CAINE

SONS OF THE TEMPEST

WARJACKS

Cygnar non-character warjacks with ranged weapons, Lancers

UNITS

Arcane Tempest units

SOLOS

Arcane Tempest solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Non-character Arcane Tempest Gun Mage units become FA U. Reduce the point cost of each Arcane Tempest Gun Mage unit by 1.

TIER 2

Requirements: The army includes two or more Arcane Tempest Gun Mage units.

Benefit: Add a unit attachment to one Arcane Tempest Gun Mage unit free of cost. This unit attachment ignores FA restrictions.

TIER 3

Requirements: The army includes three or more warjacks.

Benefit: You gain +1 on your starting roll for the game.

TIER 4

Requirements: The army includes the Black 13th Gun Mage Strike Force.

Benefit: Caine and Arcane Tempest models/units gain Stealth (S) during the first round of the game.

CAPTAIN ALLISTER CAINE

THE HUNTSMAN

WARJACKS

Cygnar non-character light warjacks

UNITS

Arcane Tempest units, Rangers

SOLOS

Arcane Tempest solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: You can redeploy one unit/model after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 2

Requirements: The army includes two or more Arcane Tempest Gun Mage units.

Benefit: Add one Gun Mage Captain Adept solo free of cost. This model does not count toward FA restrictions.

TIER 3

Requirements: The army includes one or more Ranger units.

Benefit: Your deployment is extended 2" forward.

TIER 4

Requirements: Caine's battlegroup includes two or more Lancer warjacks.

Benefit: Friendly models/units can begin the game affected by Caine's upkeep spells. These spells and their targets must be declared before either player sets up models. Caine does not pay focus to upkeep these spells during your first turn.



COMMANDER ADEPT NEMO

EYE OF THE STORM

WARJACKS

Cygnar non-character warjacks, Thunderhead

UNITS

Field Mechanics, Storm Knight units

SOLOS

Journeyman Warcaster, Squire, Storm Knight solos, Stormsmith solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: If the army includes a Journeyman Warcaster, the Journeyman Warcaster and any warjacks it controls gain Advance Deployment ⚡.

TIER 2

Requirements: The army includes two or more light warjacks.

Benefit: You gain +1 on your starting roll for the game.

TIER 3

Requirements: The army includes two or more Stormblade Infantry units.

Benefit: Add a unit attachment to one Stormblade Infantry unit free of cost. This unit attachment ignores FA restrictions.

TIER 4

Requirements: Nemo's battlegroup includes the Thunderhead.

Benefit: During your first turn of the game, models in Nemo's battlegroup gain +2 SPD.



GENERAL ADEPT NEMO

THE WEATHERMEN

WARJACKS

Cygnar non-character warjacks, Thunderhead

UNITS

Field Mechanics, Stormguards, Stormsmith units

SOLOS

Journeyman Warcaster, Squire, Stormsmith solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: The FA of Stormsmith Stormcaller solos increases by +1 for every heavy warjack included. Additionally, Stormsmith Stormcaller solos gain Advance Deployment ⚡.

TIER 2

Requirements: The army includes two or more Firefly warjacks.

Benefit: Firefly warjacks gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 3


Requirements: The army includes two or more Stormguard units.

Benefit: Add a Stormsmith Storm Tower unit free of cost. This unit ignores FA restrictions.

TIER 4

Requirements: Nemo's battlegroup includes two or more heavy warjacks.

Benefit: Friendly models / units can begin the game affected by Nemo's upkeep spells. These spells and their targets must be declared before either player sets up models. Nemo does not pay focus to upkeep these spells during your first turn.



CAPTAIN E. DOMINIC DARIUS

WRECKING CREW

WARJACKS

Cygnar non-character warjacks, Thunderhead

UNITS

Field Mechanics, Sword Knights

SOLOS

Journeyman Warcaster, Squire, Captain Arlan Strangeways

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Models in Darius' battlegroup gain Pathfinder ☉ during your first turn of the game.

TIER 2

Requirements: The army includes two or more Sword Knight units.

Benefit: Add a unit attachment to one Sword Knight unit free of cost. This unit attachment ignores FA restrictions.

TIER 3


Requirements: There are no light warjacks in the army.

Benefit: Reduce the point cost of each heavy warjack by 1.

TIER 4

Requirements: Darius' battlegroup includes the Thunderhead.

Benefit: Your deployment is extended 2" forward.



MAJOR MARKUS "SIEGE" BRISBANE

THE BIG GUNS

WARJACKS

Cygnar non-character warjacks

UNITS

Field Mechanics, Rangers, Trencher units

SOLOS

Journeyman Warcaster, Trencher solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of each Trencher Infantry and Trencher Commando unit by 1. Additionally, the FA of Trencher Cannon and Trencher Chain Gun units increase by +1 for every Trencher Infantry and Trencher Commando unit included.

TIER 2

Requirements: The army includes three or more Trencher weapon crew units.

Benefit: Add one Trencher Master Gunner solo free of cost. This model does not count toward FA restrictions.

TIER 3

Requirements: The army includes two or more Trencher Commando and/or Trencher Infantry units.

Benefit: For each Trencher Commando or Trencher Infantry unit, place one 3" AOE cloud effect anywhere completely within 20" of the back edge of Siege's deployment zone after both players have finished deploying their armies but before the first player takes his first turn. These cloud effects leave play after the first round of the game.

TIER 4

Requirements: Siege's battlegroup includes two or more Defender warjacks.

Benefit: Heavy warjacks in the army gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)



CAPTAIN JEREMIAH KRAYE

MOBILE STRIKE FORCE

WARJACKS

Cygnar non-character warjacks

UNITS

Field Mechanics, Rangers, Cygnar Light Cavalry units, Black 13th Gun Mage Strike Force

SOLOS

Gun Mage Captain Adept, Cygnar Light Cavalry solos, Ranger solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Ranger units in this army become FA U. Reduce the point cost of each Ranger unit by 1.

TIER 2

Requirements: Kraye's battlegroup includes two or more Hunter warjacks.

Benefit: You gain +1 on your starting roll for the game.

TIER 3

Requirements: The army includes two or more Ranger units.

Benefit: For each Ranger unit, place one wall template or 4" AOE forest anywhere completely within 20" of the back edge of Kraye's deployment zone after terrain has been placed but before either player deploys his army. Wall templates and forests cannot be placed within 3" of another terrain feature. Wall templates are linear obstacles that grant cover.

TIER 4

Requirements: Kraye's battlegroup includes two or more heavy warjacks.

Benefit: Heavy warjacks in Kraye's battlegroup gain Advance Deployment (A).



CAPTAIN KARA SLOAN

GUNSLINGERS

WARJACKS

Cygnar non-character warjacks with ranged weapons, Lancers

UNITS

Arcane Tempest Gun Mages, Field Mechanics, Long Gunner Infantry, Rangers

SOLOS

Journeyman Warcaster

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Models in the army gain Pathfinder (P) during your first turn of the game.

TIER 2

Requirements: The army includes two or more Long Gunner Infantry units.

Benefit: Long Gunner Infantry units gains Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 3

Requirements: The army includes one or more Ranger units.

Benefit: You can redeploy models in Sloan's battlegroup after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 4

Requirements: Sloan's battlegroup includes two or more heavy warjacks.

Benefit: Reduce the point cost of each heavy warjack by 1.



WARCASTERS OF CYGNAR

Cygnaran warcasters are given tremendous operational freedom regardless of rank, and they move with liberty from one battlefield to another requisitioning warjacks and supplies. Warcasters are never permanently attached to any army division or company. Although they frequently spend many months with the same units, and trusted officers are often retained, they are reallocated as required to face critical threats.

Managing these assets can be a headache for the king and generals alike, but warcasters are irreplaceable military assets capable of ensuring victory against impossible odds. The generals handle them with care and deliberation. Warcasters are accountable to the same code of honor and behavior as the rest of the military, but their superior officers afford them liberal flexibility. Some soldiers resent the standard, but most do not begrudge these battle-masters their standing, particularly after witnessing their power firsthand.

While the warcaster talent manifests unexpectedly, tapping its true potential requires training and discipline.

Individuals with such talent are sent to train at the Strategic Academy, either in Caspia or in Point Bourne. Upon graduation they become journeymen and are promoted to lieutenant, if they do not already carry that rank or higher. Journeymen must complete a tour of service under the supervision of a senior warcaster, a task that varies in length from six months to a year or longer depending on the assessment of the mentor. Upon completing his journeyman tour, a warcaster is promoted to captain and takes on the full authority and responsibility of his station.

The authority of a warcaster extends beyond his rank in a number of significant ways. They frequently are given operational control in battle, even if that includes directing those who otherwise outrank them. A warcaster is also given considerable liberty when requisitioning warjacks, soldiers, or supplies, increasing proportionately with his rank. In theory, a warcaster commander can call on up to ten thousand soldiers and control an entire brigade. A warcaster captain might be generally limited to a company of several hundred men but will still have far greater liberty in selecting personnel and equipment than a comparable non-warcaster captain. The actual numbers deployed vary,

ARCANE RANKS

The Strategic Academy bestows an additional rank to soldiers who have undergone arcane training, including gun mages, stormsmiths, arcane mechanics, and warcasters. These ranks do not convey military authority and are treated as honorific. In circumstances where same-rank arcane specialists cooperate on tasks related to their specialty, arcane rank might determine who is given oversight.

All military arcanists begin training as apprentices and end training as journeymen. Journeyman status denotes an important probationary period where theory is put to the test and powers are applied in the field. An individual who has completed his journeymanhood is promoted to magus and is counted as an

acknowledged member of the arcane specialty. Few receive arcane ranks higher than this.

Only those who have demonstrated exceptional power and control in a given field are given the rank of adept, and the ultimate rank of prime is considerably more rare. This title signifies singular acts of unequivocal genius. Strategic Academy arcane instructors meet annually to determine whether any existing magi deserve adept status, which requires a majority vote. The rank of prime requires a unanimous vote from the arcane instructors of both academy faculties. This has led to criticism that the standards for these appellations are unreasonably high. The academy board insists these ranks would lose their prestige if awarded more liberally.



APPRENTICE



JOURNEYMAN



MAGUS



ADEPT



PRIME



MAJOR MARKUS "SIEGE" BRISBANE

and it is not uncommon for warcasters of any rank to lead smaller customized strike forces for specific objectives where they rely heavily on their warjacks and their own personal abilities to bring victory.

Upon entering the active service, a warcaster is assigned a complement of warjacks and a supply train and support staff but is otherwise responsible for the upkeep of his battlegroup. The warjacks belonging to the battlegroup of a junior warcaster will remain in his service until required

elsewhere or destroyed. Senior warcasters are given considerable liberty in specific requests to meet the needs of a given mission and may exchange warjacks frequently. In some cases, a warcaster may retain a specific warjack long enough to establish permanent bonds affecting its cortex and modifying combat behavior.

MAJOR MARKUS "SIEGE" BRISBANE

CYGNAR WARCASTER

His service record is a litany of every major battle Cygnar has fought in the last quarter century. When I think of the Cygnaran Army, it is Siege Brisbane who rises to mind.

—Warmaster General Olson Turpin

SIEGE

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	6	14	17	9



ROCKET CANNON

RNG	ROF	AOE	POW
14	1	—	14



HAVOC

POW	P+S
7	14

FOCUS	6
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+5
SMALL BASE	

FEAT: BREACH

With a veteran's eye for the ebb and flow of battle, Major Brisbane observes the tides of war as clearly as another would see troop markers on a table map. He then marshals his forces with flawless timing to perfectly execute a singular, back-breaking assault on the enemy.

The next time each enemy model suffers a damage roll while in Siege's control area, halve its base ARM when calculating damage. Breach lasts for one turn.

ROCKET CANNON

Ground Pounder (★Attack) – Place a 4" AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in this model's front arc. This model makes one ranged attack roll against each model in the AOE, ignoring concealment, elevation, and Stealth. This model cannot gain the aiming bonus on Ground Pounder attack rolls. Models hit suffer a POW 12 ranged attack damage roll. Ground Pounder attack rolls do not suffer the target in melee attack roll penalty, and a missed Ground Pounder attack roll is not rerolled against another model.

HAVOC

☞ **Magical Weapon**

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.

Some soldiers thrive on a life under fire, and Major Markus Brisbane is a man who eats, sleeps, and breathes warfare. A professional soldier with more field experience than virtually any other warcaster in the Cygnaran Army, the major is famous among Cygnaran troops for his ability to lead from the front and infamous among his enemies for his ability to triumph. It has been said there is no strategic obstacle the man cannot overcome, nor is there any wall in western Immoren that can stand against him.

Having begun his illustrious military career during the bloody era of Vinter the Elder, Brisbane has served the Cygnaran military faithfully for over two decades. He has lived a life almost constantly in the field. To him, warfare is the music of ages, a grand composition he plays with singular conviction. His instruments are his troops, his warjacks, and his own considerable arcane and tactical skills.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
--	------	-----	-----	-----	----	-----

EXPLOSIVO 1 6 — — NO NO

When target friendly model makes a normal attack with a non-spray ranged weapon, the weapon gains Magical Weapon ☞. If the weapon was AOE – it becomes AOE 3. An affected model cannot participate in a combined ranged attack. Models in the AOE other than the model that was directly hit suffer blast damage but do not suffer any other effects of the attack. Explosivo expires immediately after resolving the target model's next ranged attack. Explosivo lasts for one turn.

FORCE HAMMER 4 10 — 12 NO YES

Instead of suffering a normal damage roll, a non-incorporeal model Force Hammer hits is slammed d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 12 damage roll. Collateral damage from this slam is POW 12.

FOXHOLE 2 CTRL 5 — YES NO

Place a 5" AOE anywhere completely in this model's control area. Models completely in the AOE have cover and do not suffer blast damage. When drawing LOS to a model not completely within the AOE, ignore intervening models completely within the AOE.

MAGE SIGHT 2 CTRL 5 — YES NO

Place a 5" AOE completely in this model's control area. While a model is within the AOE, models in this model's battlegroup ignore forests and cloud effects when drawing LOS to it and ignore Stealth when attacking it.

RIFT 3 8 4 13 NO YES

The AOE is rough terrain and remains in play for one round.

TACTICAL TIPS

GROUND POUNDER – LOS is not a consideration when placing the AOE template.

CRITICAL SMITE – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

FORCE HAMMER – Incorporeal models are not slammed. They just suffer a damage roll.

When the Cygnaran military is faced with the prospect of overcoming enemy obstructions in a prolonged and potentially deadly conflict, Brisbane is the man they call. Whereas other warcasters of Cygnar are embroiled in various personal or political intrigues, Brisbane is a soldier, pure and simple. This is not to say he is bloodthirsty or lacks a clever mind, only that he embraces the fact his life has a single, narrow purpose: to negotiate the battlefield and emerge victorious.

Armed with a personal arsenal of mechanical weapons, Brisbane has torn apart ramparts and palisades with his war maul Havoc and pounded his enemy to bloody dust with the explosive volleys of his rocket cannon. His skill in battle and the aura of legend surrounding him inspire his troops to fight well past their normal limits.

With a disciplined and tactical mind, the major breaks apart any combat engagement as if it were a puzzle. He is skilled at finding and exploiting the weaknesses in any fortification or enemy plan of attack. Even the toughest walls and strongest bulwarks have fallen before him, including the

walls of Sul itself. It is this achievement that will cause Siege's name to echo in eternity. Sul's walls had stood unconquered for millennia, a visible symbol of the Menite faith. When Siege succeeded in breaching those walls, he shook the Sul-Menites to the very core of their beliefs.

In the months of bitter street-fighting that followed the incursion of Sul, Major Brisbane was critical to many of Cygnar's successes; his intuitive understanding of demolitions, warfare, and artillery combined with his grim determination to make him superbly suited for the realities of urban combat. Protectorate troops could not count themselves safe in any building, no matter how well fortified, when Brisbane turned his attention to them. When Lord Commander Stryker fell in battle, the defense of Caspia fell to Markus Brisbane. He used the extent of his power and every trick at his disposal to slow the inexorable advance of the Menites and delayed them long enough for his commander to resume his post. After the end of the Caspia-Sul incursions, Major Brisbane was sent north to help reinforce Cygnar's war-torn and tattered border.



LIEUTENANT ALLISTER CAINE

CYGNAR WARCASTER

Some men do not wear the uniform comfortably yet are such prodigious killers a nation must put them to use or risk them turned against it.

—Warmaster General Olson Turpin

CAINE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	4	8	17	13	8	

SPELLSTORM PISTOL				
RNG	ROF	AOE	POW	
12	2	—	12	

SWORD		
POW	P+S	
3	8	

FOCUS	6
DAMAGE	15
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: MAELSTROM


In an awesome display of speed and skill, Allister Caine launches himself into the air and spins about, firing his brace of Spellstorm pistols in rapid succession to rain death upon his enemies.

Caine makes a normal Spellstorm Pistol attack against every enemy model currently in his control area, ignoring intervening models. Caine cannot use Maelstrom while he is in melee. When resolving Maelstrom, Caine has no back arc and his front arc extends to 360°.

CAINE

Range Amplifier – When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.

SPELLSTORM PISTOL

 **Magical Weapon**

The Militant Order of the Arcane Tempest requires a great degree of control over its students, for each is expected to graduate as an elite soldier. When it inducted an intense and troubled former hoodlum by the name of Allister Caine, the order had no idea what it had on its hands. He would soon become a warcaster who would single-handedly pioneer gunplay into an art of war.

Caine's warcaster capability was revealed by accident during his gun mage training. His Arcane Tempest instructors were relieved, for the discovery allowed them to speed the brash and defiant young man through their regimen and pass him to other hands. Even after being urged to enlist as a warcaster by King Leto—based on a demonstration of his impressive talents—Caine chafed under instruction and thirsted to put his skills to use in battle.

Shortly after Caine graduated from the Tempest Academy, he made an unfortunate visit back to his hometown of Bainsmarket. There he was incarcerated for the murder of a gangster of no small status. The brash new officer made no attempt to deny his guilt. Rumors suggest invisible hands were involved in extricating the up-and-coming warcaster and officer from his legal troubles. This started his career with a black mark that has never entirely faded.

Despite his significant skill, Caine's ego and irreverent attitude made him a difficult man to befriend. He quickly gained a reputation as a loner, drifter, and scoundrel. He

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLUR	2	6	—	—	YES	NO
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
DEADEYE	2	6	—	—	NO	NO
Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.						
SNIPE	2	6	—	—	YES	NO
Target friendly model's/unit's ranged weapons gain +4 RNG.						
TELEPORT	2	SELF	—	—	NO	NO
Place this model anywhere completely within 8" of its current location, then its activation ends.						
THUNDER STRIKE	4	8	—	14	NO	YES
Instead of suffering a normal damage roll, a non-incorporeal model hit by Thunder Strike is slammed d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 14 damage roll. Collateral damage from this slam is POW 14.						

TACTICAL TIPS

MAELSTROM – Remember, if Caine forfeited his movement to gain an aiming bonus this activation, he gains +2 on all Maelstrom attack rolls. These attacks are simultaneous.

RANGE AMPLIFIER – Channeled spells do not benefit from Range Amplifier.

TELEPORT – This model cannot be placed in an obstruction or in impassable terrain as a result of this spell.

THUNDER STRIKE – Incorporeal models are not slammed; they just suffer a damage roll.

frequented seedy dives along the borders of Cygnar and Ord. He enjoyed slumming in the guise of a common drunk to show off his unmatched skills for a handful of crowns. He spent many nights sleeping in jail cells. His drinking, improprieties with countless women, unrelenting swagger, and insubordination all precluded him from advancement. In fact he is the only warcaster in recent memory to lose his captain's rank just weeks after his initial promotion for "conduct not befitting an officer."

Despite his reputation, those who have fought alongside Caine view him differently. For any who have seen the determination in his eyes when he is outnumbered by an enemy before he unleashes a blazing storm through his pistols, there is no question why he has kept his commission and the right to lead men to war. Observant soldiers who have survived these bloody engagements note Caine's uncanny knack for finding trouble. The frequency with which threats to Cygnar have been neutralized in the ensuing chaos of these supposedly chance encounters suggests some more deliberate providence.



CAPTAIN ALLISTER CAINE

CYGNAR EPIC WARCASTER

That man was born to kill, and I will employ him to save this kingdom whatever the toll to his soul ... or mine.

—Scout General Bolden Rebal

CAINE

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	4	9	17	13	8



SPELLSTORM PISTOL

RNG	ROF	AOE	POW
12	∞	—	12

FOCUS	6
DAMAGE	15
FIELD ALLOWANCE	C
WARJACK POINTS	+5
SMALL BASE	

FEAT: OVERKILL

Caine has achieved perfect, deadly synergy with his pistols. Unleashing a focused onslaught of destruction, he infuses every bullet he fires with a sorcerous pulse of explosive potential to tear apart entire formations of those foolish enough to come against him.

After resolving each ranged attack that hits an enemy model, Caine gains

a cumulative +1 to his Spellstorm Pistol damage rolls. When a model is boxed by a Spellstorm Pistol attack, center a 3" AOE on it and remove it from play. Models in the AOE are hit and suffer an unboostable POW 10 blast damage roll. Overkill expires at the end of Caine's activation.

CAINE

Gunfighter

Elite Cadre [Arcane Tempest] – Friendly Arcane Tempest models gain Gunfighter .

Range Amplifier – When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.

SPELLSTORM PISTOL

Magical Weapon

Caine's extravagances as a youth were genuine expressions of his irrepressible spirit and a wild abandon essential to his nature. Time has seasoned him, exposed him to the gritty reality of life during constant war, and given him the opportunity to learn from past mistakes. What was once reckless instinctive talent has cooled and refined into sublime precision in the art of gunplay. No one walking Immoren can challenge Allister Caine as long as his Spellstorm pistols are in his hands. He has eschewed all other weapons, and he is able to rain death from afar or at the range of a blade's thrust using his singular powers of mobility to dominate the battlefield.

The last few years have added lines to the rugged face of the warcaster and gun mage. He has been forced to make difficult decisions, and his skill and convictions have been put to the test. He has been involved in a complicated and increasingly convoluted web of intrigues, subterfuge, and assassination. If the full scope of his deeds were uncovered, he could as easily be executed for treason or be heralded as a national hero, depending on how the information was unveiled.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	—	11	NO	YES
Magical bolts of energy streak toward the target model.						
BLUR	2	6	—	—	YES	NO
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
GATE CRASHER	3	SELF	—	—	NO	NO
Place this model anywhere completely within 8" of its current location. After casting Gate Crasher, it cannot advance this activation. For the rest of this activation, this model's ranged attacks must target models in its melee range. Gate Crasher can be cast only once per activation.						
HEIGHTENED REFLEXES	2	6	—	—	YES	NO
Target friendly model/unit cannot be knocked down or made stationary.						
MAGIC BULLET	2	6	—	—	NO	NO
If target friendly Faction model's next normal ranged attack directly hits, after resolving the attack choose a model within 4" of the model hit. The chosen model suffers an unboostable POW 12 magic damage roll. The point of origin for this damage is the model hit. After resolving this damage roll, Magic Bullet expires. Magic Bullet lasts for one turn.						
TRUE SHOT	2	SELF	—	—	YES	NO
This model ignores concealment, Camouflage, and Stealth.						

TACTICAL TIPS

OVERKILL – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token. Overkill blast damage rolls are not Spellstorm Pistol damage rolls.

ELITE CADRE [ARCANE TEMPEST] – Remember, Gunfighter does not enable the Gun Mages to make melee and ranged attacks in the same activation.

RANGE AMPLIFIER – Channeled spells do not benefit from Range Amplifier.

GATE CRASHER – This model cannot be placed in an obstruction or in impassable terrain as a result of this spell.

At the outbreak of war between Cygnar and Khador, Caine barely maintained the appearance of a warcaster or officer. He was a man of sordid reputation at odds with his superior officers. He had the dubious distinction of being the only full warcaster at the junior rank of lieutenant and was seen fraternizing with dangerous elements and meeting with wanted criminals such as former commander Asheth Magnus. Many considered him a man with few apparent loyalties. What no one suspected was that the brash Allister Caine had been serving as one of the top agents of Scout General Bolden Rebal, head of the Cygnaran Reconnaissance Service.

The exact moment Caine began serving the CRS is a secret known only to those two men, but it was likely sometime after the gun mage was briefly held for crimes in his hometown of Bainsmarket very early in his career. Those with the political means to do so buried the details of those

crimes, and the incident was quickly forgotten. He has served with the CRS ever since.

Under Rebald's command, Caine recently joined a plot to eliminate an insidious threat to the kingdom. Sworn to secret oaths that would be considered treason, he worked to uncover the location of a hitherto-unknown offspring of King Vinter Raelthorne IV. The scout general feared that learning such a child existed might prompt Leto to abdicate the throne to restore a chain of succession broken by his own coup. To prevent this and the resulting chaos to the realm, the child had to be found and eliminated—a task entrusted to Caine.

In the pursuit of this goal, Caine stalked and assassinated dozens of former inquisitors, including those directly in the service of his own superior officer. He also clashed multiple times with the traitor Asheth Magnus, who sought first the inquisitors and now the heir for his own purposes. Magnus succeeded in outmaneuvering Caine during the Menite intrusion in the streets of Caspia and escaped with the location of the heir. Now Rebald and Caine stand on the precipice of having their plots discovered. They must hasten to discover the traitor's plans and regain the upper hand. Caine's actions in the weeks and months ahead may well change the course of history



CAPTAIN E. DOMINIC DARIUS & HALFJACKS

CYGNAR WARCASTER & SOLOS

There is music only a mechanik's ear can hear, and in its pursuit I have seen that man stop in the heat of battle and tune his machines for war.

—Field Mechanik Crew Chief Garmin Wayne

DARIUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	6	5	13	18	8	



STEAM CANNON				
RNG	ROF	AOE	POW	
12	1	4	13	



QUAKE HAMMER		
POW	P+S	
7	15	



WRENCH		
POW	P+S	
3	11	

FOCUS	6
DAMAGE	22
FIELD ALLOWANCE	C
WARJACK POINTS	+5
MEDIUM BASE	

DARIUS

Activate Halfjack – At the end of your Control Phase, you can put one Halfjack into play within 1" of this model if there are fewer than three Halfjacks in play in Darius' battlegroup.

Crane (★Action) – Knocked down friendly models within 2" of this model immediately stand up and can activate normally this turn. Additionally, you can choose one friendly model within 2" of this model and place that model anywhere within 1" of its current location.

Detonate – After resolving continuous effects during your Maintenance Phase, you can detonate any number of friendly mine markers anywhere on the table. Center a 4" AOE template on each detonated mine and remove the mine marker from the table. Models in the AOE are hit and suffer an unboostable POW 14 blast damage roll.

Repair [9] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

QUAKE HAMMER

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

Tremor (★Attack) – Tremor affects every model within 2" of this model and does not require a target. Make one melee 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.

FEAT: PIT STOP

Captain Darius draws upon his unmatched mechanical experience to repair damaged warjacks in the field quickly. Releasing a wave of directed energy to augment their efforts, he works with his Halfjacks at a mind-boggling pace, restoring even heavily damaged warjacks to perfect operating condition.

Darius and the Halfjacks in his battlegroup currently in his control area can each completely repair one friendly Faction warjack with which he or it is B2B. Remove all damage from those warjacks.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
ARCANTRIK BOLT	2	10	–	12	NO	YES
A warjack damaged by this attack becomes stationary for one round.						
FORTIFY	2	6	–	–	YES	NO
Target warjack in this model's battlegroup gains +2 ARM. The affected model and any friendly model B2B with it cannot be knocked down, pushed, or slammed.						
FULL THROTTLE	3	SELF	CTRL	–	NO	NO
Warjacks in this model's battlegroup beginning their activations in its control area can run, charge, or make slam or trample power attacks without spending focus that activation. While in this model's control area, models in its battlegroup gain boosted melee attack rolls. Full Throttle lasts for one turn.						
JACKHAMMER	1	6	–	–	NO	NO
Target model in this model's battlegroup immediately makes one normal melee attack.						

TACTICAL TIPS

PIT STOP – This feat does not affect wreck markers.

ACTIVATE HALFJACK – A Halfjack can activate the turn Darius puts it in play.

REPAIR – A wreck marker cannot be repaired.

TREMOR – This attack roll is boostable.

mechanik" in military circles, the Cygnaran warcaster earned his moniker not only for his mechanical mastery but also for the precision and efficiency with which he decimates the adversaries in his path.

Darius' warcaster talent was discovered early and immediately brought him to the attention of the Cygnaran military. He had been recognized for his intellectual gifts in early childhood and was a young man possessed of instant and intuitive insight into engineering. He needed no instruction to grasp the most complex elements of warjack construction and just as quickly apprehended the inner secrets of cortexes. He completed his training as a warcaster in record time, mentoring under such notables as Commander Adept Sebastian Nemo. Since then Captain Darius has become a lynchpin in Cygnar's wartime industries.

Darius is among Cygnar's foremost experts on the construction of warjacks and related mechanika. No other warcaster in the service of the crown has logged more time elbow-deep in chassis and conduits cleaning, repairing, and readying warjacks for battle. Even Nemo defers to the practical expertise of Dominic Darius. Though most warcasters rely on a stable of mechaniks to keep their 'jacks ready for war, Darius insists on maintaining and repairing his own warjacks. Instead of allowing scrapped warjacks to

Encased in his enormous steam-powered armor, Edward Dominic Darius strides into battle like a man of iron. This armor is an invention of his own design that encases him in a bulwark of solid steel and machinery that augments his strength while protecting his hide. Known as "the





rust away, he has returned several wrecks to full, devastating operation, displaying a talent for breathing life into the most dilapidated hulks.

The warcaster has become a favorite of the Cygnaran Armory's logistics department thanks to the fact that he so rarely requires newly built warjacks. The bean counters know that if Captain Darius requests a new machine he needs it. What's more, Darius occasionally volunteers to take "junkers" other senior mechaniks have rejected as totaled. He considers it a point of pride that some of the deadliest machines under his command were once marked for scrap. That the man has lovingly restored almost every single warjack in his service demonstrates the deep connection he feels with his machines.

Like all his tools, Darius' steam-powered armor serves many uses. It is practically a second skin in battle and amplifies his impact on the battlefield. It also keeps a small arsenal at his disposal in addition to the entire shop's worth of heavy tools he carries; the powerful cannon mounted on the shoulder, for example, uses steam pressure vented from the boiler to propel devastating high-explosive rounds. The armor's sheer power grants Darius the ability to perform incredible feats of strength, making him even more formidable. Assisted by the armor's pneumatic servos, he enthusiastically wields an Ironclad's quake hammer in one hand and a massive mechanik's wrench in the other.

Even though most of Darius' arcane gifts are focused on the improvement and augmentation of the warjacks under his control, he is also a powerful battle mage, and the



Andrea
Clerzo

heavy armor of his rig allows him to withstand astounding punishment. He can advance into the most destructive assaults or artillery barrages alongside his warjacks, which affords him great control of the battlefield. Surrounded by his 'jacks, the warcaster can charge into the midst of the enemy to tear out the heart of their attack while the Cygnaran troops advance behind him.


Darius occasionally loses sight of the fact that even with his armor, he is not quite as resilient as a warjack. Pausing to make repairs in battle has resulted in some close calls for the hands-on mechanik. It was in precisely this kind of situation that he almost lost his life after exiting his armor during the fight against Cryx at the Temple of Garrodh. After suffering damage to a joint in his armored rig, he climbed out to repair the otherwise inaccessible gears. It was during this moment of vulnerability that Skarre Ravenmane ambushed and grievously injured him. Had the Pirate Queen not been distracted by the imminent collapse of the temple, Dominic Darius would have lost his life to her sacril blade. He learned his lesson, and while he still prefers to lead from the front, he does so from within the fortified confines of his rig.

The most ingenious element of this walking arsenal is the drone deployment system at the rear of the armored chassis. Darius can unleash a number of self-powered drones affectionately called "halfjacks" to serve as both weapons and battlefield repair assistants. Each of these carries a powerful explosive charge that effectively turns them into devastating remote landmines after they burrow into the earth. In addition, the drones can carry out basic repairs to damaged warjacks, allowing Darius' battlegroup to remain functional without distracting his attention with minor repairs.

While these capabilities would have been enough to earn respect, the grease-stained, hard-hitting captain is also a no-nonsense leader and an adept tactician. As much as he appreciates his machines, he is also good with his soldiers. Darius feels at home with the enlisted men and women, and they find his pragmatic demeanor and willingness to get his hands dirty a refreshing change from the formal reserve of most officers. He is known for his ability to quickly assess a battlefield situation and ably direct his subordinates amidst the chaos of bloody engagements.

Darius' extensive military experience stems from frequent clashes with Khadoran forces in the northern theater. He has been heavily involved in most of the recent engagements in the Thornwood and provided key relief to the fighting retreat from Northguard when that great fortress was finally toppled. Since then he has been kept busy helping maintain the warjacks employed by the vital border patrols along the Dragon's Tongue River, working closely with peers of complementary abilities like Captain Jeremiah Kraye.

HALFJACK

 Construct

Bodge (★Action) – This model performs minor repairs to one damaged friendly Faction warjack with which it is B2B. Remove 1 damage point from the warjack.

Companion [Captain E. Dominic Darius] – This model is included in any army that includes Captain E. Dominic Darius and is part of Darius' battlegroup. If Darius is destroyed or removed from play, remove this model from play. Place all three Halfjacks in play at the start of the game.

Prime Mine (★Action) – Replace this model with a mine marker. You can have up to three mine markers in play at a time.

HALFJACK

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	2	3	1	14	14	—

SMALL BASE



Able to apply his arcane power to improve the striking power and fuel efficiency of his 'jacks, Darius and his battlegroup can respond to any threat with an alacrity that surprises his enemies. More than one Khadoran kommander has ordered an attack based on intelligence that suggested Cygnar's warjacks were too far from the front to respond, only to have these plans shattered by the rapid arrival of Darius and his pack of devastating machines. Recent fighting has also given him experience battling both against Menite forces and Cryx. Captain Dominic Darius shirks from no challenge, standing resolute and seemingly invincible alongside his men and warjacks even when seriously outnumbered.

CAPTAIN VICTORIA HALEY

CYGNAR WARCASTER

Burn the dead, consecrate the bones, and render them to ashes lest they return to haunt us.

—Captain Haley, after a decisive victory over a Cryxian invasion force

HALEY								
SPD	STR	MAT	RAT	DEF	ARM	CMD		
6	5	6	5	16	14	8		
	HAND CANNON							
	RNG	ROF	AOE	POW				
	12	1	—	12				
	VORTEX SPEAR							
	POW	P+S						
	6	11						
FOCUS							7	
DAMAGE							15	
FIELD ALLOWANCE							C	
WARJACK POINTS							+5	
SMALL BASE								

HALEY

Arcane Vortex – This model can immediately negate any spell that targets it or a model within 3" of it by spending 1 focus point before the RNG of the spell is measured. The negated spell does not take effect, but its COST remains spent.

VORTEX SPEAR

☞ Magical Weapon

☞ 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.

FEAT: BLITZ

Though she generally prefers a regimented and conservative approach to battle, Captain Haley is capable of launching a massive unified assault with a single command. Carefully managing the energy and resources of her forces, Haley will trigger a deadly offense at precisely the right moment.

Friendly Faction models beginning their activations in Haley's control area can make one additional attack during their activations this turn regardless of a weapon's ROF.

A strong-willed woman capable of both grim resolve and singular heroism, Victoria Haley has risen from meager origins to become one of the greatest assets of the Cygnaran Army. She was born in Ingrane, a small but once-thriving fishing village on the western coast of Cygnar, north of Frog's Bight. Her parents were humble folk who endured a hard existence to provide for Victoria and her twin sister. Their lives were simple but happy, and it would have stayed that way were it not for the horrifying intervention of Cryxian raiders.

The girls were just five summers old in late spring of 584 AR when raiders from the Scharde Islands landed on the wooden docks. They charged into the peaceful village and met little resistance. Their mother barely had enough time to push Victoria and her sister Gloria through the cellar trapdoor before the Cryxian forces battered their way inside. Through cracks in the floorboards, Victoria watched in horror as her mother was murdered. She sat frozen in the dark corner as the trapdoor was wrenched open from above, but Gloria was spotted and dragged whimpering from the cellar. Victoria never saw her sister again.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	—	11	NO	YES
Magical bolts of energy streak toward the target model.						
ARCANE SHIELD	2	6	—	—	YES	NO
Target friendly model/unit gains +3 ARM.						
CHAIN LIGHTNING	3	10	—	10	NO	YES
A model hit by Chain Lightning suffers a POW 10 electrical damage roll ⚡, 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 ⚡.						
DEADEYE	2	6	—	—	NO	NO
Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.						
SCRAMBLE	3	10	—	—	NO	YES
Target enemy warjack immediately advances its current SPD in inches in a direction determined by the deviation template. During this movement, it moves through models with smaller bases if it has enough movement to move completely past their bases. Models it moves through are knocked down. The warjack is knocked down if it contacts an obstacle, an obstruction, or a model with a base equal to or larger than its own. A warjack can be affected by Scramble only once per turn.						
TEMPORAL BARRIER	4	SELF CTRL	—	—	NO	NO
While in this model's control area, enemy models suffer –2 DEF. Enemy models beginning their activation in this model's control area cannot run or charge. Temporal Barrier lasts for one round.						

TACTICAL TIPS

BLITZ – You do not have to spend focus for the additional attacks.

CHAIN LIGHTNING – The lightning can arc to models with Immunity: Electricity; it just cannot damage them. Damage from Chain Lightning strikes is magic damage and is not considered to have been caused by a hit.

SCRAMBLE – Position the deviation template normally, with 1 pointing directly away from the origin of the attack.

TEMPORAL BARRIER – If a model cannot charge, it cannot make a slam or trample power attack either.

Nothing but dark memories and restless spirits dwell in the ruins of Ingrane. Now the village is a place of shadowy things, and icy winds howl down from the high bluffs to scrape across the necks of travelers and sailors who venture too near. The few survivors of that night gathered what they could of their old lives and made the voyage through moors and woods to the larger nearby town of Ramarck.

Victoria Haley was fostered at a nearby Morrowan abbey. There she was not treated unkindly, but the sisters of the order tried to curb her budding arcane power, believing it was unhealthy. At thirteen summers Victoria fled the school, made her way to New Larkholm, and found employ as a fishmonger's assistant. It was while in the proximity of a laboring steamjack on the docks that her warcaster talents manifested and she caught the eye of military recruiters. In

the army her latent power was ultimately fostered and unleashed, like water rushing through a broken dam. Two years later in 599 AR at the age of 20, she finished her arcane training and joined the ranks of the Cygnaran Army as a powerful warrior and a determined warcaster.

Captain Victoria Haley has a furious loathing for anything Cryxian. Where the armies of the Nightmare Empire assemble she is soon found throwing everything she can muster toward the undead hordes. She has attracted the attention of a particular warwitch, and the two seem hell-bent on mutual destruction. Where Haley moves, Deneghra maneuvers to counter, and more than once their forces have collided in bloody conflict. Captain Haley's motive is clear: there will never be enough bloodshed to balance what the minions of Lord Toruk took from her on the bluffs of Ingrane years ago.



MAJOR VICTORIA HALEY

CYGNAR EPIC WARCASTER

When Major Haley marches with us we know that time itself is on our side.

—General Adept Sebastian Nemo

HALEY							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	5	16	14	8	



HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12



ECHO	
POW	P+S
7	13

FOCUS	8
DAMAGE	15
FIELD ALLOWANCE	C
WARJACK POINTS	+5
SMALL BASE	

FEAT: TEMPORAL SHIFT

Calling upon her uniquely formidable arcane power, Major Victoria Haley manipulates the flow of time itself to slow her enemies to a crawl.

During your opponent's next Activation Phase, enemy models/units activating while in Haley's control area forfeit either their movement or their action during their activations, as their controller chooses. Affected models/units activate at

the start of their controller's next Activation Phase in the order you choose. Temporal Shift lasts for one round.

HALEY

Replication – When an enemy model in this model's control area spends focus points to cast an offensive spell, this model can cast that spell on your next turn as if it were one of its own spells. This model can upkeep replicated spells.

Warjack Bond – One non-character warjack in Haley's battlegroup can begin the game bonded to her. If this warjack begins its activation in Haley's control area, it gains +2" movement that activation.

ECHO

☞ **Magical Weapon**

☞ **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.

Victoria Haley is a powerful tempest within whom a deep and sorrowful calm resides. Her unmatched talents are tempered with the experience of years of combat as a warcaster. As she gains wisdom in the field of war, she grows in power and flexes her arcane might to dominate the battlefield with magic unrivalled by any warcaster in western Immoren. Her manipulation of the ebb and flow of time has recently intensified. In battle her warjacks rush forth like blurs of fury in comparison to the glacial motions of her foes. She can wield time's flux like a weapon by unleashing a torrent of conflicting temporal energies to shred enemies apart.

Major Haley is feared and respected by her enemies, for she has faced the most terrible of trials and survived. Within the barbed groves of the Thornwood, after years of inconclusive duels, the warwitch Deneghra assailed Haley with a pent-up fury of hatred and cruelty. Haley's malevolent twin

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	—	11	NO	YES
Magical bolts of energy streak toward the target model.						
DEADEYE	2	6	—	—	NO	NO
Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.						
DECELERATION	3	SELF CTRL	—	—	NO	NO
While in this model's control area, friendly models gain +2 DEF and ARM against ranged attacks. Deceleration lasts for one round.						
DOMINATION	3	8	—	—	NO	YES
Take control of target enemy non-character warjack that has a functional cortex. You can make a full advance with the warjack and can then make one normal attack, then Domination expires. Domination can be cast only once per turn.						
TELEKINESIS	2	8	—	—	NO	*
Place target model completely within 2" of its current location. When Telekinesis targets an enemy model, it is an offensive spell and requires a magic attack roll. A model can be affected by Telekinesis only once per turn.						
TEMPORAL ACCELERATION	3	6	—	—	NO	NO
During its activation this turn, target friendly Faction model gains +2" movement and can make one additional attack regardless of a weapon's ROF. Temporal Acceleration can be cast only once per turn.						
TIME BOMB	4	10	4	14	NO	YES
A model hit by Time Bomb suffers –2 SPD and DEF for one round.						

TACTICAL TIPS

TEMPORAL SHIFT – You do not have to declare the entire order for the affected models to activate at once. You can activate one, see what happens, and then decide what to activate next.

DOMINATION – You cannot spend focus points on the affected warjack.

TIME BOMB – These penalties are not cumulative with additional castings of Time Bomb.

sought nothing less than to end her life and consume her soul. Faltering under Deneghra's onslaught, Haley fell, pushed to the edge of defeat.

Near death and with one arm ruined, Haley forced her mind to rupture the glyphs, locks, and arcane sigils securing the cortex of Deneghra's helljack. She turned the might of the Cryxian Slayer upon her wicked twin, ordering the foul machine to hold Deneghra fast. Then Haley struck, tearing the warwitch in half with her spear and instantly ending her life. Never before and never since has a warcaster been able to so completely wrest the control of a warjack from another.

The formidable warcaster still bears physical and mental scars from this battle. Her arm was ripped from her body during her fight with the warwitch, and even the finest of military surgeons could not save it. Now a mechanical prosthetic serves as a reminder of the fray. The sisters clashed again at the Battle of the Temple Garrodh, during which Haley witnessed Deneghra had been transformed

into a wraithlike creature by the power of Asphyxious. This confrontation left no clear victor, but subsequently Haley was at last able to grieve the child she remembered as her sister, and for a time she considered that part of her heart safely sealed.

Haley was distracted from this enmity by the needs of the northern border, where she fought alongside Sebastian Nemo to keep

the Khadorans at bay. She proved her valor time and again, but in the end the Khadoran onslaught proved impossible to stop. It was in the Thornwood after the fall of Northguard that Haley saw her twin once again. This latest meeting opened wounds Haley thought were healed, particularly when her sister did not attack her as expected. Deneghra came upon Haley after the Cygnaran warcaster was separated from the rest of her forces and was surrounded by Khadorans. Contrary to their past encounters, Deneghra saved her life by eliminating the Khadorans and then offered Haley her freedom. She professed to feel the renewal of long-buried sisterly affections and declared their antagonism at an end.

Haley distrusts Deneghra completely and would never admit it, but this encounter unsettled her greatly. She cannot fathom her sister connecting in death to emotions she clearly lacked in life, but Deneghra's true goals remain a mystery to her. Even as Haley tries to concentrate on the defense of Cygnar's northern border, she knows there is unfinished business between the two. Meanwhile, her arcane power grows with each passing battle, and she knows she must unleash her full potential to earn a decisive and overwhelming victory for Cygnar.



CAPTAIN JEREMIAH KRAYE

CYGNAR CAVALRY WARCASTER

That man brings single-minded determination and dogged persistence to any fight. He will find the enemy, engage, and overcome.

—Major Markus “Siege” Brisbane

KRAYE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	6	6	14	17	8

RADCLIFFE CARBINE				
RNG	ROF	AOE	POW	
13	2	—	11	

BITTER END		
POW	P+S	
7	13	

MOUNT	
POW	
10	

FOCUS	6
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+6
LARGE BASE	

FEAT: HORSEPOWER

Jeremiah Kraye can send forth a wave of charged energy to the warjacks around him that infuses them with his own aptitude for mobility and grants toppled 'jacks the strength to stand. They follow Kraye's lead in a thunderous assault across the battlefield that grinds anything caught in their path into the mud.

Friendly knocked down Faction warjacks currently in Kraye's control area that were not knocked down this turn immediately stand up. Friendly Faction warjacks currently in his control area can immediately turn to face any direction. Affected

warjacks can charge without spending focus. Affected charging models gain +2" movement. Melee attack rolls made by affected warjacks are boosted. Horsepower lasts for one turn.

KRAYE

Pathfinder

Iron Horse – Heavy warjacks in this model's battlegroup gain Cavalry model rules. Light warjacks in this model's battlegroup also gain Light Cavalry model rules and can run without spending focus. When a heavy warjack makes an impact attack, that attack has a base POW equal to its STR. The melee range of impact attacks is 0.5".

Parry – This model cannot be targeted by free strikes.

Steady – This model cannot be knocked down.

BITTER END

Magical Weapon

In previous centuries, salvation or doom was heralded by the sound of galloping hooves on the battlefield. The modern battlefield boasts the more fearsome sound of warjacks shaking the earth underfoot, but the meaning is unchanged. Captain Jeremiah Kraye of the Cygnaran Reconnaissance Service blends these old and new fighting disciplines into a doctrine of rapid, devastating assault. Kraye prefers to strike against an exposed flank or harass an enemy's reinforcements, and he instills his 'jacks with unprecedented mobility and crushing momentum.

Jeremiah Kraye comes from a long line of Cygnaran officers. His father Sheridan retired as a respected colonel, and history records Jeremiah's grandfather Nathan as one of the finest generals to serve King Vinter III. Jeremiah continued

SPELLS

	COST	RNG	AOE	POW	UP	OFF
--	------	-----	-----	-----	----	-----

ARCANE BLAST 3 10 3 13 NO YES
A magical energy blast radiates from a single point to strike all models in the AOE.

EASY RIDER 3 SELF CTRL – NO NO
Friendly Faction models beginning their activations in this model's control area gain Pathfinder . Easy Rider lasts for one turn.

FULL TILT 2 6 – – YES NO
Target warjack in this model's battlegroup doubles its base SPD during its normal movement but cannot make ranged attacks.

GUIDED FIRE 3 SELF CTRL – NO NO
While in this model's control area, models in its battlegroup gain boosted ranged attack rolls for one turn.

MAGE SIGHT 2 CTRL 5 – YES NO
Place a 5" AOE completely in this model's control area. While a model is within the AOE, models in this model's battlegroup ignore forests and cloud effects when drawing LOS to it and ignore Stealth when attacking it.

PURSUIT 2 8 – – YES YES
If target enemy model/unit advances during its activation, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.

TACTICAL TIPS

HORSEPOWER – Apply movement bonuses only during a model's activation.

IRON HORSE – Warjacks can spend focus points to boost impact attack and damage rolls during their activations.

GUIDED FIRE – This model gains the boosts as well.

PURSUIT – If an affected model made a full advance, ran, or charged during its activation, a model in this model's battlegroup gets to make a full advance.

this tradition by graduating with the highest honors from the Strategic Academy and entering the Cygnaran cavalry. His early career coincided with the Scharde Invasions, but he did not join in the fighting. He served instead with Cygnar's often-overlooked border defenders.

As Cygnar allocated more and more forces to the Broken Coast, it had fewer soldiers to guard the hundreds of miles of borderlands. The cavalry proved vital, and Kraye demonstrated he had the mettle to deliver crushing blows to the enemy. He learned how to make do with whatever supplies and resources the army could provide and often relied on foraging to survive. He always found a way to achieve victory against all odds.

In a move that did lasting damage to his career, Kraye resigned his commission in 589 AR after his uncle was arrested on charges of treason and later executed by Vinter Raelthorne IV. This was at the peak of the Inquisition's power, when they could arrest and execute any man speaking out against the king. Not until after the overthrow of the tyrant

and the rise of Leto did Kraye return to active duty. His reinstatement came at the urging of Scout General Bolden Rebald in 595 AR, at which time Kraye avenged his uncle by running many Vinter loyalists to ground. He brought his extensive experience along Cygnar's borderlands to the Cygnaran Reconnaissance Service during the early days of that fledgling organization. With Cygnar's defenses once more stretched thin, Captain Kraye remained busy leading men from one battlefield to the next.

Kraye is an outspoken man of intelligence and education. His refined breeding shows through despite his grimy, road-weary appearance. He enthusiastically debates military history, tactics, and strategy but has no patience for politics and claims no ambition to higher rank. He has

a unique rapport with his trusted and expertly trained war-horse Malagant, who responds with almost empathic awareness to his rider's will. Malagant heeds subtle shifts in weight and pressure as instructions to rear up and shred enemies with strikes of his iron-shod hooves.

Kraye requires no accolades or praise for his service to the army and King Leto, only the opportunity to lead his 'jacks to war and deliver swift retribution against Cygnar's enemies. Officers who have fought beside him claim Kraye can find the best fighting ground anywhere along Cygnar's borders, which he roams as a tireless and vigilant guardian. He needs only his horse, his warjacks, and soldiers courageous enough to plunge into peril when he sounds the charge.





COMMANDER ADEPT NEMO

CYGNAR WARCASTER

Like his namesake, the legendary Sebastian Kerwin, Nemo has proven himself the rarest of creatures: a visionary who forges his dreams into reality.

—Lord General Olan Duggan, Earl of the Thornwood and Lord of Fellig

NEMO							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	5	5	5	14	14	8	
		BALL LIGHTNING					
		RNG	ROF	AOE	POW		
		10	1	3	14		
		LIGHTNING ROD					
		POW		P+S			
		7		12			
FOCUS							7
DAMAGE							14
FIELD ALLOWANCE							C
WARJACK POINTS							+6
SMALL BASE							

FEAT: ELECTRICAL STORM

Commander Adept Nemo can control the forces of voltaic energy and bend electro-magnetism to his will aided by the advanced mechanika built into his warcaster armor. With a sufficient amount of arcane energy, he can unleash a static storm that causes tremendous damage to foreign warjack cortexes and mechanika systems while also charring the flesh off of oncoming beasts exposed to the rampant electrical surges.

Enemy warjacks and warbeasts currently in Nemo's control area suffer a POW 14 electrical damage roll ⚡. Warjacks damaged by Electrical Storm suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

NEMO

Immunity: Electricity

Arcane Accumulator – When another model casts a spell in this model's control area, this model gains one power token, up to a maximum of three. During your Control Phase, after this model replenishes its focus but before it allocates focus, replace each power token with 1 focus point.

Overpower – During your Control Phase, after this model replenishes its focus but before it allocates focus, this model can spend focus to increase its control area for one round at 1 focus point for each 1" increase.

Supercharge – During your Control Phase, this model can allocate up to 5 focus points to one warjack in its battlegroup that is in its control area.

BALL LIGHTNING

Damage Type: Electricity

Magical Weapon

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

LIGHTNING ROD

Magical Weapon

Reach

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

One of the most famous warcasters in Cygnaran history, Commander Adept Sebastian Nemo has served the nation he loves well into his twilight years. Despite his age, the commander adept remains a potent and welcome presence on any battlefield. Long after he is gone the changes he has wrought will serve as a lasting legacy within the Cygnaran Army.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
--	------	-----	-----	-----	----	-----

CHAIN LIGHTNING 3 10 – 10 NO YES
A model hit by Chain Lightning suffers a POW 10 electrical damage roll ⚡, 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 ⚡.

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.

DISRUPTION FIELD 2 6 – – YES NO
Target friendly warjack gains +2 STR, and its melee weapons gain Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

ELECTRIFY 2 6 – – YES NO
If target friendly model is hit by a melee attack, after the attack is resolved the attacker is pushed d3" directly away from the affected model and suffers an unboostable POW 14 electrical damage roll ⚡, then Electrify expires.

LOCOMOTION * 6 – – NO NO
This model spends up to 3 focus points to cast Locomotion. Target warjack in this model's battlegroup immediately advances up to 1" for each focus point spent. A warjack can be targeted by Locomotion only once per turn.

VOLTAIC SNARE 3 8 * – NO YES
Target warjack cannot advance and suffers –4 DEF. A warjack beginning an advance within 3" of the model hit cannot run or charge and can advance only directly toward it. Voltaic Snare lasts for one round. Voltaic Snare can be cast only once per turn.

TACTICAL TIPS

ELECTRICAL STORM – This damage roll can be boosted.

ARCANE ACCUMULATOR – A model can have more focus points than its FOCUS as a result of Arcane Accumulator.

CHAIN LIGHTNING – The lightning can arc to models with Immunity: Electricity; it just cannot damage them. Damage from Chain Lightning strikes is magic damage and is not considered to have been caused by a hit.

ELECTRIFY – If the model that is affected by Electrify is destroyed by the attack, Electrify expires before it is resolved and the attacker does not suffer its effects.

VOLTAIC SNARE – If a model cannot charge, it cannot make a slam or trample power attack either.

Young Sebastian was raised in a military household listening to tales of turmoil and glory from his grandfather, who had fought and lost two brothers in the Battle of the Tongue during the Thornwood War. Nemo showed a proclivity for magic and was enrolled in the Strategic Academy at an early age. He excelled as a student of the sciences as well as of magic and military history.

Nemo has endured more than his share of hardships. Among the worst of these was the loss of a brother serving under him, an event for which he blamed himself. He immersed himself in his military responsibilities after that, leaving time and energy for little else. His wife took their daughter

and left him upon realizing there was no space for them in his life. She died just months later of rip lung, and the guilt of not being there for her haunts him still. His daughter was sent back to his care, but he soon arranged for her to be raised by his family in Shieldpoint province instead. They have been estranged since.

Nemo became embittered with the crown during Vinter the Elder's reign. Preferring to avoid the atrocities committed by Vinter's hand-picked officers, Nemo refused promotion to focus on weapon research and development. It was during the Scharde Invasions that he earned his reputation as one of the most brilliant commanders in the Cygnaran Army. A few short years later, the graying warcaster fought on the side of Leto the Younger during the Lion's Coup. Since Leto's rise to the throne, Nemo has taken to the battlefield with a renewed commitment and has shaped the talents of several of Cygnar's foremost warcaster talents.

In combat, Nemo relies primarily on his magical prowess. His ability to control warjacks is legendary, as is the variety and power of his arcane repertoire. His armor makes him a curious sight as well: Nemo crackles with electrical energy that in the darkness emits a faint nimbus of light.

This senior warcaster is misunderstood by most of his contemporaries. He is viewed as harsh, arrogant, and demanding, an eccentric visionary lacking social refinement. In truth, Sebastian Nemo has spent his life giving all to his country. If his standards are high, it is because he drives himself as hard as he can and expects his subordinates to keep pace. If he flaunts his power, it is to show others what they can achieve if they persevere.



GENERAL ADEPT NEMO

CYGNAR EPIC WARCASTER

That our enemies tremble at the sound of thunder and fear the flash of lightning is the legacy of one man, and his name is Sebastian Nemo.

—King Leto Raelthorne

NEMO

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	5	5	14	16	9



GALVANIC BOLT

RNG	ROF	AOE	POW
10	1	—	13



FULGER

POW	P+S
7	12

FOCUS	7
DAMAGE	14
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: HIGH VOLTAGE

General Adept Sebastian Nemo boasts supreme mastery over the voltaic energies provided by the thrumming coils of his warcaster armor. He has refined these energies to provide a precisely controlled surge channeled straight into his warjacks' cortexes, which can then advance in a crushing offensive strike.

Each warjack in Nemo's battlegroup currently in his control area is allocated up to 3 focus points.

NEMO

Immunity: Electricity

Elite Cadre [Stormsmith Stormcallers] – Friendly Stormsmith Stormcallers have Stormcall [9] and gain +2 to Stormcall damage rolls.

Focus Matrix – This model can allocate focus points during its activation. Once per turn during its activation, you can remove focus points from warjacks in this model's battlegroup that are in its control area and give those focus points to this model. This model cannot have more focus points than its FOCUS as a result of Focus Matrix.

GALVANIC BOLT

Damage Type: Electricity

Magical Weapon

Tractor Field – When a warjack is hit by this attack it cannot advance and suffers –4 DEF. Warjacks beginning an advance within 3" of a warjack hit cannot run or charge and can advance only directly toward it. Tractor Field lasts for one round.

FULGER

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.

General Adept Sebastian Nemo has given lifetimes of service to his nation. During peacetime, the promotion of a warcaster to the rank of general serves as a prelude to retirement. The honorific provides a veteran commander with decades of service a chance to quit the field and leave the next battles to the young. Nemo defied this tradition. His nation needs his leadership on the front lines now more than ever, and so long as he has the strength to lift a weapon and his warjacks heed his call, Sebastian Nemo will never quit the battlefield.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
ELECTRICAL BLAST	3	8	3	13	NO	YES
Electrical Blast causes electrical damage . Warjacks damaged by Electrical Blast suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)						
ENERGIZER	*		SELF CTRL	—	NO	NO
This model spends up to 3 focus points to cast Energizer. Models in its battlegroup that are currently in its control area can immediately advance up to 1" for each focus point spent. Energizer can be cast only once per turn.						
FAIL SAFE	3	6	—	—	YES	NO
Target friendly warjack gains +2 ARM and does not suffer the effects of crippled systems.						
FORCE FIELD	3		SELF CTRL	—	YES	NO
This model does not suffer blast or collateral damage and cannot be knocked down. When an enemy AOE ranged attack deviates from a point in this model's control area, after the deviation distance is rolled you choose the deviation direction.						
LIGHTNING SHROUD	2	6	—	—	YES	NO
Target warjack in this model's battlegroup gains +2 STR and its melee weapons gain Electro Leap. (When a model is hit by a weapon with Electro Leap, you can choose to have lightning arc 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 .)						
POLARITY SHIELD	2	6	—	—	YES	NO
Target friendly model/unit cannot be targeted by a charge made by a model in its front arc.						

TACTICAL TIPS

HIGH VOLTAGE – A warjack cannot exceed normal focus allocation limits as a result of High Voltage.

TRACTOR FIELD – Remember that models that cannot charge also cannot slam or trample.

FAIL SAFE – When all its damage boxes have been marked, the warjack is still wrecked as normal.

LIGHTNING SHROUD – The lightning can arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap strikes is not considered to have been caused by a hit or by a melee or ranged attack.

POLARITY SHIELD – Remember, if a model cannot charge a target, it also cannot power attack slam the target.

Despite his age, the general adept's mind remains at its peak. No one can match Nemo's deep and fundamental understanding of warjacks and the voltaic technologies empowering the greatest weapons of Cygnar. His schematics race decades ahead of those created by his peers, who are content to slowly refine older technologies. Sebastian Nemo's intellectual leaps have created new power sources and provided unanticipated innovations in warjack cortex and weapons technology. The most brilliant minds of other nations continually struggle for even a basic understanding of Nemo's simplest designs. Meanwhile his genius moves on to the next level of invention. Even with the increased

time he spends at war, Nemo finds time to develop new projects, such as Cygnar's recently implemented military telegraph lines.

Many of Nemo's battlefield tactics evolved from the period when he led a brigade of the Third Army against the Cryxian menace during the reign of Vinter IV. Nemo learned to wrestle with an elusive enemy capable of striking anywhere, and these lessons served him well when he aided Prince Leto in overthrowing his tyrannical brother. Recent years have seen Nemo on the northern front, and the battles against Khador have prompted him to rethink his methods. Accustomed as an inventor to tearing up old schematics and starting fresh, Nemo has taken the same approach to his plans of war.

Such wars do not allow men like Sebastian Nemo long to rest. Even after suffering tremendous injury at the Battle of the Temple of Garroddh, he found the strength to hasten north just in time for the now famous Relief of Northguard. Without the warcaster's iron giants and his ability to push them past their normal limits, the fortress would have fallen months sooner. When Northguard at last gave way before the might of Supreme Kommandant Irusk, Nemo fought to save the lives of countless defenders as he led one of the most valiant rearguard actions of the current era.

Now, Khadoran army camps lie within sight of Corvis and Point Bourne. Whereas the northern aggressors previously threatened only fortresses and military bases, Nemo sees innocent Cygnaran civilians in the line of fire. Prepared to utilize every stratagem and trick from a lifetime of soldiering to make Khador pay dearly for every inch of Cygnaran soil they tread upon, Sebastian Nemo stands as an inspiration to his men, a legend to every mechanik lifting a wrench.



CAPTAIN KARA SLOAN

CYGNAR WARCASTER

It is the commander's duty and prerogative to find the most efficient route to victory. I find that victory can typically be achieved through the total elimination of the enemy.

—Captain Kara Sloan

SLOAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	8	16	14	8



SPITFIRE

RNG	ROF	AOE	POW
14	1	—	12



SWORD

POW	P+S
3	8

FOCUS	6
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: FIRING SQUAD

Captain Kara Sloan is a master of coordinating Cygnar's formidable firepower. Invoking her will, Sloan enhances the weapons of her men and machines with gleaming runes of power that enable them to deliver an artillery barrage no enemy can withstand intact.

While in Sloan's control area, friendly Faction models gain boosted ranged attack rolls. When a model in Sloan's battlegroup that is in her

control area hits an enemy model with a normal ranged attack during its activation, immediately after that attack is resolved one other model in Sloan's battlegroup that is in her control area can make one normal ranged attack. A model can make only one Firing Squad attack. Firing Squad lasts for one turn.

SLOAN

Arcane Precision – If this model forfeits its movement during its activation to gain the aiming bonus, it ignores Stealth that activation.

SPITFIRE

⚡ **Magical Weapon**

⚔ **Weapon Master**

Captain Kara Sloan goes to war as a one-woman rifle brigade. She orchestrates the unrelenting onslaught of her battlegroup with a watchmaker's sense of precision. When focused on the destruction of her foe, every warjack she commands becomes linked to the pull of her rifle's trigger to simultaneously unleash a barrage of unparalleled accuracy and power. She has concentrated her considerable talent and skills toward the arcane arts of annihilation, which she applies mercilessly. Armed with her custom magelock rifle, she walks into the most vicious of firefights without hesitation and always emerges the victor.

Sloan advanced swiftly through her training in the Militant Order of the Arcane Tempest. Her instructors noted her prodigious talents early and recognized her potential as a warcaster. While some gun mages approach combat with a duelist's disregard, Sloan sees herself as a soldier and her warjacks as simply another set of weapons at her disposal. When she graduated from the Tempest Academy near the top of her class, she was fortunate to be placed under Markus "Siege" Brisbane to serve her time as a journeyman warcaster, a mentor who suited her perfectly.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
--	------	-----	-----	-----	----	-----

ARCANE BLAST 3 10 3 13 NO YES
A magical energy blast radiates from a single point to strike all models in the AOE.

DEADEYE 2 6 — — NO NO
Target friendly model/unit gains an additional die on each model's first ranged attack roll this turn.

DUST TO DUST 3 10 — 13 NO YES
When a warrior model is boxed by Dust to Dust, center a 3" AOE cloud effect on it, then remove the model from play. The AOE remains in play for one round.

FIRE GROUP 2 SELF CTRL — NO NO
While in this model's control area, the ranged weapons of models in its battlegroup gain +2 RNG. Fire Group lasts for one turn.

REFUGE 2 6 — — YES NO
When target friendly Faction model hits an enemy model with an attack during its activation, immediately after its combat action ends the affected model can make a full advance. It cannot be targeted by free strikes during this movement.

RETURN FIRE 1 6 — — NO NO
When target friendly Faction model is targeted by an enemy ranged attack, after the attack is resolved the affected model can make one normal melee or ranged attack, then Return Fire expires. Return Fire lasts for one round.

TACTICAL TIPS

FIRING SQUAD – Remember, special attacks do not trigger Firing Squad. Because the other model is not activating, attacks gained from this feat cannot generate additional attacks. Attacks gained from Firing Squad do not count against a weapon's ROF. Firing Squad damage rolls cannot be boosted because they occur outside the model's activation.

ARCANE PRECISION – This includes when casting spells.

DUST TO DUST – The boxed model does not provide a soul or corpse token.

Although she was not Brisbane's first trainee, Sloan was the first with whom he felt genuine camaraderie. He was impressed with the young journeyman's cool professionalism and her methodical approach to warfare. Sloan quickly internalized the lessons Siege taught her, becoming a master of applied force in her own right.

Most of her formative combat experiences were against the legions of Cryx along the Broken Coast. The relentless undead raiders could not be demoralized or routed, and the necessity of their complete destruction left a lasting impression on Sloan. In addition to joining periodic patrols with the Third Army, she has proven herself against Khadoran border raiders while attached to the First and guarded the Black River from Menite incursions alongside soldiers of the Second.

Soon after her promotion to captain, Sloan was issued Spitfire, the custom rifle built to her exacting specifications

and one of the finest firearms ever produced in western Immoren. Chambered for truly massive rounds, it is a masterpiece of mechanical weaponry capable of blasting open the carapace of warjacks. Its steel alloy barrel is also reinforced to withstand the tremendous arcane energies Sloan channels with every shot.

Despite her successes, Captain Sloan is not popular with her troops. She holds herself apart from those under her command and has a reputation for chilly conversation even with fellow officers. To some extent, this distance is a result of overcompensation for the guilt she feels at having broken Cygnar's military code. While she has been careful to keep it secret, she is romantically involved with one of her junior officers. Such relationships are not

entirely uncommon but are nonetheless disallowed by the Cygnaran Army, and in all other respects Sloan is a believer in the need for professional conduct in a time of war. She is not proud of what she sees as a personal weakness but cannot abandon the relationship amid the stress of constant battles, bloodshed, and violence.

As the ceasefire between Cygnar and Khador on the Dragon's Tongue grows ever more tense, Sloan remains at the ready on the northern front. Her response to the border skirmishes that break out with alarming frequency is to crush the enemy as quickly and overwhelmingly as possible.



COMMANDER COLEMAN STRYKER

CYGNAR WARCASTER

Coleman in a word? Patriot.

—Captain Victoria Haley

STRYKER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	6	16	15	9	

DISRUPTOR PISTOL				
RNG	ROF	AOE	POW	
10	1	—	10	

QUICKSILVER		
POW	P+S	
7	13	

FOCUS	6
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

DISRUPTOR PISTOL

Magical Weapon

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

QUICKSILVER

Magical Weapon

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

FEAT: INVINCIBILITY

Commander Stryker is renowned for his strategic prowess and his protective regard for the soldiers under his command. With powerful arcane energies he shields those around him in a warding that deflects powerful explosions and disperses torrents of incoming fire.

While in Stryker's control area, friendly Faction models gain +5 ARM for one round.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BLAST	3	10	3	13	NO	YES
A magical energy blast radiates from a single point to strike all models in the AOE.						
ARCANE BOLT	2	12	—	11	NO	YES
Magical bolts of energy streak toward the target model.						
ARCANE SHIELD	2	6	—	—	YES	NO
Target friendly model/unit gains +3 ARM.						
BLUR	2	6	—	—	YES	NO
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
EARTHQUAKE	3	10	5	—	NO	YES
Models hit by Earthquake are knocked down.						
SNIPER	2	6	—	—	YES	NO
Target friendly model's/unit's ranged weapons gain +4 RNG.						

TACTICAL TIPS

EARTHQUAKE – This means every model in the AOE is knocked down, friendly and enemy alike.

Coleman Stryker was only nineteen years old when King Leto took the throne in 594 AR. He fought during the Lion's Coup palace revolt, and though he started the day on the side of Vinter's loyalists, in the end he was instrumental in Leto's success—forever changing the course of history as well as his own destiny.

Born with sorcerous ability, Stryker was a hotheaded youth who wanted nothing more than to become a celebrated hero. Time and experience would temper his passion, and eventually a senior warcaster named Sebastian Nemo would forge him into a great leader.

Under the direct tutelage of Commander Adept Nemo, Stryker mastered the art of martial spellcraft and honed his natural abilities to control the Cygnaran warjacks. They obeyed him with uncanny precision, and he demonstrated none of the usual fumbling and uncertainties of other fresh warcasters. One notable early demonstration of this talent was his ability to tame and control a particularly ornery Ironclad, a battle-seasoned 'jack nicknamed 'Ol' Rowdy that continues to fight alongside him today.

It was with no small measure of pride that Stryker accepted his mentor's pronouncement that he was ready to hold his own as a full warcaster. He had come a long way, inducted into military life by a less-than-scrupulous benefactor who had set the naive youth on an initially darker path. Had

things gone differently during the Lion's Coup, Coleman Stryker would surely be a different man. But under the often heavy-handed guidance of Nemo, Stryker's course was realigned, and he stalwartly pursued his role as a champion of Cygnar even before earning his first commission.

Not content to idly await the call to battle, Stryker committed to proactive patrols along the border regions, spending time in every significant post where hostile enemies threatened Cygnaran soil. He has had to kill many enemy soldiers and seen close friends die ugly deaths, and at times their faces haunt his thoughts. Still, he knows sacrifice is necessary to preserve the nation he loves.

His dedication to Cygnar's defense allowed him to advance rapidly through the ranks to the coveted position of commander—a distinction he achieved at a remarkably young age. King Leto himself was present for Stryker's promotion ceremony, publicly affirming that this warcaster was the nation's finest young battlefield leader.

Though Commander Stryker sees himself as just another soldier fighting for the crown and his young age may deceive some into believing he has not earned his rank compared to the aged generals leading the king's army, battlefield experience has made him wise beyond his years. He goes to great lengths to preserve the lives of his men.

A fine leader, a better soldier, and one of the most accomplished warcasters in the Iron Kingdoms, Coleman Stryker was born to be a hero of Cygnar and expects to die defending her.



LORD COMMANDER STRYKER

CYGNAR EPIC WARCASTER

There is no defeat so total that Stryker cannot snatch victory from it. He will personally pay any price to protect the Cygnaran people.

—King Leto Raelthorne

STRYKER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	16	16	10



MAGNUM

RNG	ROF	AOE	POW
10	2	—	12



QUICKSILVER MK II

POW	P+S
8	15

FOCUS	6
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: ROLLING THUNDER

Lord Commander Stryker is an unstoppable force of absolute vindication driven to rage by the atrocities committed by Cygnar's enemies. Pushing ever forward, Stryker's army thunders across the battlefield offering no mercy to those opposing them.

After all friendly models have completed their activations this turn, friendly Faction models/units currently in Stryker's

control area can advance up to 3" and then can make one normal melee attack. When resolving these attacks, affected models can spend focus points to boost attack and damage rolls at 1 focus point per boost.

STRYKER

Immunity: Electricity

Elite Cadre [Stormblade Infantry] – Before the start of the game, after both players have deployed, friendly Stormblade Infantry models can make a full advance.

Overload – Once per activation, you can roll one to three dice. This model gains a STR bonus equal to the total of that roll. Then roll the same dice again. This model suffers damage equal to the total of that roll. This bonus expires at the end of this model's activation.

Warjack Bond – One non-character warjack in Stryker's battlegroup can begin the game bonded to him. The bonded warjack gains an additional die on its first melee attack roll during its activation each turn.

MAGNUM

Magical Weapon

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

QUICKSILVER MK II

Magical Weapon

Reach

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

If King Leto has ever placed his faith in one man, it would be Coleman Stryker. Few others have been as tested in battle and character as Stryker has. The warcaster has proven his bravery and unfailing loyalty to the Cygnaran crown in dozens of battles, but the carnage he witnessed during the invasion of Llael scourged him clean of his youthful ideals. The once-merciful soldier became a man of pitiless inclinations, and many within Cygnar questioned his actions.

SPELLS

COST	RNG	AOE	POW	UP	OFF
------	-----	-----	-----	----	-----

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 STORM 3 8 3 10 NO YES
Models hit suffer a POW 10 electrical damage roll . The AOE remains in play for one round. Models entering or ending their activations in the AOE suffer a POW 10 electrical damage roll.

POSITIVE CHARGE 2 6 – – NO NO
Target friendly Faction warjack gains +2 to melee attack and melee damage rolls. While within 3" of the affected warjack, friendly Faction models gain +2 on melee attack and melee damage rolls. Positive Charge lasts for one turn.

REBUKE 2 10 – – NO YES
Target enemy model/unit cannot give orders, receive orders, or make special attacks for one round.

VELOCITY * SELF – – NO NO
This model can spend up to 3 focus points to advance up to 2" immediately for each focus point spent. Velocity can be cast only once per turn.

TACTICAL TIPS

ROLLING THUNDER – This feat affects models that are currently in Stryker's control area at the time he uses it.

Given carte blanche to wage war against the enemies of the crown as he saw fit, Lord Stryker assembled a force handpicked from the best of the Cygnaran Army to create his "Storm Division" to replace the 6th Division of the Second Army. He then ordered the arrest of every Menite man, woman, and child in eastern Cygnar. Stryker went so far as to pardon former Inquisitors of King Vinter Raelthorne IV and employ them to help root out hidden Menites among the Cygnaran populace. War barges delivered these civilians to Bloodstone Island, a prison previously reserved for Cygnar's worst criminals.

Commander Stryker fought the Sul-Menites with a bitter hatred that would have been unimaginable in the young man just a few years earlier. Under his command, Major Brisbane breached the walls of Sul and the flag of Cygnar was carried almost to the Great Temple of the Creator. Stryker spent a harsh year embattled in the streets of Sul, engaged in continuous strife to the extent that he nearly forgot all memories of peace.

During a brutal clash against Feora, the Protector of the Flame, Stryker's enemy ignited the temple where they fought in a desperate gamble to save her own life. Stryker had to choose between pursuit of his enemy and saving the innocent Menites around him. This was a choice that offered the last chance of redemption for his soul. After he ensured the safety of the Menites, the burning building collapsed on him and nearly ended his life.

Stryker was unconscious for weeks while he recovered. By the time he could walk again, the tides of war had turned. Cygnaran forces had been pushed out of Sul, and the emboldened Menites surged into the streets of Caspia. Joined by Hierarch Garrick Voyle, supreme leader of the Protectorate of Menoth, the Menite crusaders became an almost unstoppable force threatening to destroy everything in their path. Stryker armed himself and rejoined the defenders, hoping to place another obstacle in the way of a seemingly invincible foe.

Stryker initially sought to end the battle peaceably, going so far as to free the Menites he had once imprisoned. Voyle remained undeterred and so bent on conquest that he was willing to risk the lives of his own unarmed civilians. Stryker crossed blades with the hierarch to protect those he had once arrested for treason. The results of this titanic duel surprised all who watched,

including the lord commander, as Hierarch Voyle's reign ended by Stryker's hand. Some have taken this as a sign of divine providence.

Stryker is a changed man. He remains willing to commit to ruthlessness to earn victory, yet he has learned to balance these violent impulses with the need to protect the innocent. His battles are informed by the knowledge that the survival of his nation relies on his strength. His deeds have become legendary: those who confront him in battle know true fear, for he is the man who toppled the high priest of the Creator and emerged stronger than before.





WARJACKS OF CYGNAR

The Cygnaran Armory has the singular distinction of being able to call itself the birthplace of all warjacks, as it was in these same factories that the great colossals were assembled for the Rebellion against the Orgoth. After the overthrow of those oppressors, the machine shops, forges, and smelting furnaces continued to work to create the first truly Cygnaran colossals, which would shake the earth and battle with their Khadoran counterparts during the Colossal War from 250–257 AR.

These same machine shops and forges were put to work when colossals were decommissioned and Cygnar switched to the more efficient and maneuverable warjacks, and they have never ceased their constant production. The region of Caspia where these foundries run day and night is known as the Smoke District, but even its inhabitants do not begrudge the industry by which the safety and military might of the nation is maintained. While most of Cygnar's warjacks are assembled here, valuable contributions are also made by other army-contracted machine shops in Cygnar, including those in Corvis, Mercir, and Ceryl.

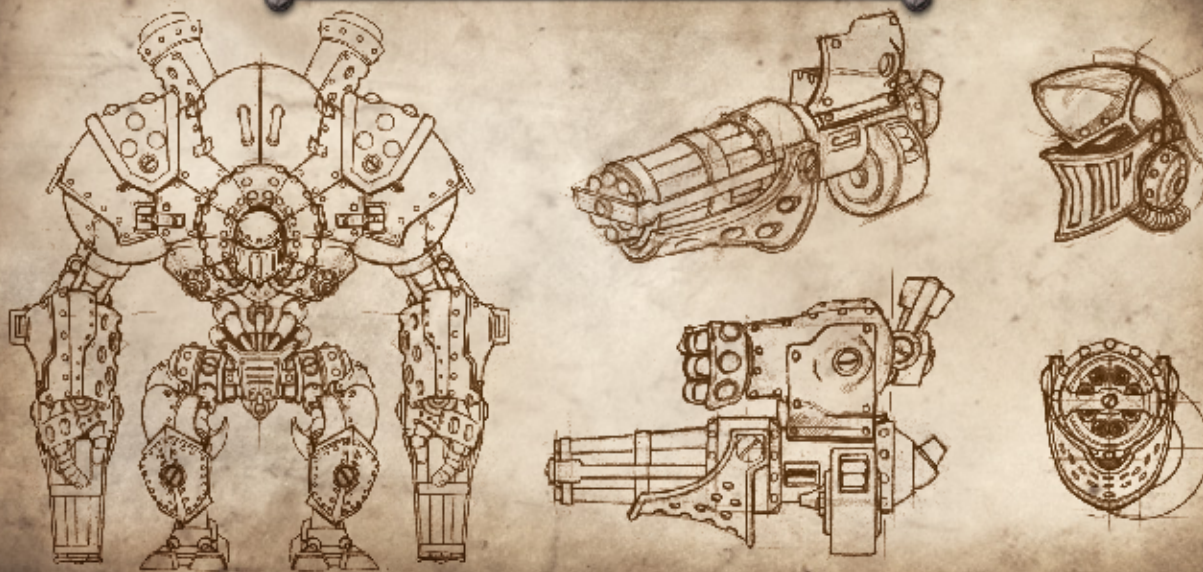
Although warjacks are more efficient than their colossal predecessors, they nonetheless require considerable resources to run battle-ready. They consume both coal and water at prodigious rates, and thus a smooth chain of supply to the front lines is critical. To avoid forcing them

to cross large distances on their own power, warjacks are hauled to their deployment locations on trains, boats, or horse-drawn wagons whenever possible. This may take some time but reserves both resources and warjack power for fighting. It is vital to the continued operation of the army that generals anticipate their needs for these machines so that they are readied in sufficient quantity before the outbreak of battle.

Whenever possible older warjacks are repaired to fighting trim after experiencing battlefield damage. So long as the cortex is intact and it receives the proper repairs and maintenance, a warjack can endure decades of battle. Yet despite the best efforts of Cygnaran mechaniks, many of these machines are destroyed every year and must be replaced.

Each of the major garrisons in Cygnar is kept supplied with a number of warjacks, whether of older or newer chassis, against the inevitability of war. It is the role of the support staff and command officers to ensure that Cygnar's warcasters need not concern themselves with details of supply so they can instead focus on the tactical requirements of the battle at hand. An entire network of support personnel oversees warjack allocations, repairs, and resupply to make this process as invisible as possible to the men and women fighting on the front lines.

CYCLONE CONCEPTUAL DESIGNS





CYGNARAN WARJACK SERVICE MARKERS

Warjacks that have served in notable battles are often decorated with service markers to denote their length and regions of service. The warjacks do not notice such

distinction, but the honors inspire confidence in the men fighting alongside them.



SCHARDE INVASIONS

This service marker was affixed to the few warjacks that served in the Scharde Invasions from 584–588 AR and survived. Primarily light warjacks, with several Defenders, these decorated 'jacks are considered particularly good luck to those who can maintain them, and some claim they are especially effective against Cryx.



DEFENSE OF LLAEL

Warjacks that participated in the defense of Llael's capital were awarded this service marker. Though the battle was ultimately a defeat, many see these icons as a symbol of what was lost in the name of Khadoran aggression.

CHARGER

CYGNAR LIGHT WARJACK

If the first shot doesn't get them, the second one will.

—Commander Coleman Stryker

CHARGER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	6	13	16	—



DUAL CANNON

RNG	ROF	AOE	POW
12	2	—	12



BATTLE HAMMER

POW	P+S
4	12

DAMAGE

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

DUAL CANNON

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

More Chargers have rolled off Cygnaran factory assembly lines and been hammered together in far-flung steamjack shops than any other light warjack in history. Commanders continue to rely on the Charger to bring versatility to the modern battlefield. This mainstay

HEIGHT/WEIGHT: 8'7" / 2.6 TONS

ARMAMENT: DUAL CANNON (LEFT ARM), BATTLE HAMMER (RIGHT ARM)

FUEL LOAD/BURN USAGE: 297 LBS / 6.5 HRS GENERAL, 75 MINS COMBAT

INITIAL SERVICE DATE: 567 AR

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY

ORIG. CHASSIS DESIGN: CYGNARAN ARMORY

remains a dependable element stationed at nearly every forward post of the army.

The combination of a powerful and reasonably accurate light dual cannon and a heavy battle hammer allows this 'jack to operate with equal ease at range or in close melee. Many journeyman warcasters have cut their teeth with Chargers, sending them forward to blast shells into oncoming infantry and support the advance of heavier warjacks.

The Charger is an improvement on the old reliable Talon, its immediate predecessor. The newer 'jack retains the Talon's powerful pistons and compact steam engine capable of driving it forward at surprising speeds. In addition, a number of subtle upgrades to the leg and hip components afford the Charger greater articulation, which enables it to react more quickly to threats in combat. Its cannon utilizes the reloading assembly originally developed for the Defender's heavy barrel but adds a recoil-based mechanism that helps reload the second cannon barrel for another shot.



—Captain Will Harlow, 18th Stormblades

ORIG. CHASSIS DESIGN: CYGNARAN ARMORY

GRENADIER

CYGNAR LIGHT WARJACK

When we have four firing in tandem on the enemy, we like to say they're enjoying a little "trencher rain."

—Master Sergeant Harris Taggin

GRENADIER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	6	14	15	—



GRENADE LAUNCHER

RNG	ROF	AOE	POW
10	1	3	12



MATTOCK

POW	P+S
5	12

DAMAGE

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE U

POINT COST 5

MEDIUM BASE

its combat action for each Trencher model B2B with it, up to a maximum of two additional attacks. These additional attacks do not count against the Grenade Launcher's ROF.

GRENADIER

► Advance Deployment

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.

GRENADE LAUNCHER

Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Manual Reload – This model can make one additional Grenade Launcher ranged attack during

HEIGHT/WEIGHT: 8' 5" / 2.8 TONS

ARMAMENT: GRENADE LAUNCHER (LEFT ARM), MATTOCK (RIGHT ARM)

FUEL LOAD/BURN USAGE: 350 LBS / 7.5 HRS GENERAL, 80 MINS COMBAT

INITIAL SERVICE DATE: 605 AR

CORTEX MANUFACTURER: CYGNARAN ARMORY

ORIG. CHASSIS DESIGN: CYGNARAN ARMORY

TACTICAL TIPS

MANUAL RELOAD – You do not have to spend focus for the additional attacks.

fire teams feed grenades into the launcher until their fingers burn with heat and effort. Those who survive the barrage may experience a brief moment of silence, but the reprieve ends with the roaring battle cry of valiant trenchers charging through mud and blood to close in for the kill.



Tempered in the relentless firefights and waterlogged trenches riddling the front lines, the Grenadier has proven a worthy addition to the battlefield. It is a welcome companion to trenchers, and the combined power of warjack and trencher forces working in unison presents a devastating partnership. Wielding a massive mattock, the 'jack easily tears up great clods of earth to dig makeshift emplacements. Its low profile makes for a hard target when it is nestled into a rough and muddy pit amid the farrow spikes and foxholes.

The Grenadier's most potent weapon is the grenade launcher that can rapidly lob deadly shells across the battlefield. While the 'jack zeroes in on multiple targets,

HUNTER

CYGNAR LIGHT WARJACK

Some lessons can only be taught by one's enemies. Today they have taught us that no armor is truly invulnerable.

—Prince Vladimir Tzepesci



HEIGHT/WEIGHT: 8' 5" / 2.75 TONS
ARMAMENT: LONG ARM CANNON (LEFT ARM), BATTLE AXE (RIGHT ARM)
FUEL LOAD/BURN USAGE: 400 LBS / 8.5 HRS GENERAL, 90 MINS COMBAT
INITIAL SERVICE DATE: 603 AR
CORTEX MANUFACTURER: CYGNAR ARMORY
ORIG. CHASSIS DESIGN: CYGNAR ARMORY

The Hunter was developed for one purpose and one purpose only: to seek out and destroy opposing warjacks. Swift and maneuverable, it is skilled at crippling enemy 'jacks before they even have the opportunity to engage Cygnar forces. The agile machine is able to traverse most terrain with ease to gain the perfect vantage point from which to rain down death on the enemy.

A sterling example of mobile firepower, the Hunter is armed with a precision-made high velocity long arm cannon. This weapon is unerringly accurate and fires alchemically hardened steel-alloy ammunition that can punch through the thickest armor, allowing the Hunter to engage and potentially disable the heaviest warjacks on the field.



HUNTER

🔗 Advance Deployment

🗺 Pathfinder

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



Parry – This model cannot be targeted by free strikes.

LONG ARM

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

The axe the warjack carries is less weapon than tool, primarily used for clearing obstacles and brush, but it can be brought to bear against enemies in close quarters nonetheless, often with lethal results.

The Hunter boasts additional specialized features to better fill its role in battle. First, it is equipped with the augmented cortex receiver, a device enabling the 'jack to register its warcaster's directives at almost twice the normal distance. The ACR makes the Hunter its warcaster's most distant eyes and ears in battle, enabling it to scout far ahead of the rest of the battlegroup and provide valuable information for the warcaster commander. Nearly as innovative are the warjack's upgraded joint and gyroscope components, which give the machine unparalleled mobility in even the roughest of terrain. This ability to navigate through any ground allows the Hunter to take full advantage of both its augmented cortex receiver and its potent long-range cannon.

HUNTER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	6	7	14	15	—	
 L		LONG ARM					
		RNG	ROF	AOE	POW		
		14	1	—	6		
 R		BATTLE AXE					
		POW	P+S				
		4	11				
DAMAGE							
1	2	3	4	5	6		
	L			R			
L	L	M	C	R	R		
	M	M	C	C			
FIELD ALLOWANCE							U
POINT COST							6
MEDIUM BASE							

LANCER

CYGNAR LIGHT WARJACK

The Lancer is the most perfect tool of war at our disposal. Give me half a dozen, and keep the factories cranking.

—Captain Victoria Haley

LANCER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	6	13	16	—



SHOCK SHIELD

POW	P+S
1	9



WAR SPEAR

POW	P+S
4	12

DAMAGE

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

FIELD ALLOWANCE **U**

POINT COST **6**

MEDIUM BASE

LANCER

⚡ Arc Node

SHOCK SHIELD

🛡️ Shield

Cortex Damage – When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box.

Shock Field – If a warjack in this model's front arc hits it with a melee attack, immediately after the attack is resolved the attacker suffers 1 damage point to its first available Cortex system box. This model loses Shock Field while this weapon system is crippled or locked.

WAR SPEAR

🏹 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.

HEIGHT/WEIGHT: 9'1" / 3.15 TONS

ARMAMENT: WAR SPEAR (RIGHT ARM), SHOCK SHIELD (LEFT ARM), ARC NODE

FUEL LOAD/BURN USAGE: 363 LBS / 7 HRS GENERAL, 70 MINS COMBAT

INITIAL SERVICE DATE: 601 AR

CORTEX MANUFACTURER: CYGNARAN ARMORY

ORIG. CHASSIS DESIGN: CYGNARAN MECHANICS COALITION AT THE ROYAL CYGNARAN UNIVERSITY

assessment and challenged the Royal Cygnaran University to provide a better platform for the costly arc node.

Adapted from the reliable Charger chassis, the Lancer is a rugged yet agile masterpiece. The Lancer was developed with an emphasis on defense and survivability. The machine's main weapon is a heavy spear designed to keep adversaries at bay, and its sturdy shield generates a shock field capable of burning out a warjack cortex on contact. These innovations are the basis for arguably the most valued light warjack in the Cygnaran arsenal.

TACTICAL TIPS

CORTEX DAMAGE – Because this damage is caused by the effect when the model is hit, mark it before making the damage roll.

The development of the arc node and its precursor, the arcantrik relay, is among the most significant advances in modern warfare. A device of unquestionable utility, the arc node allows a warcaster to extend his arcane reach across the battlefield.

For years before the creation of the Lancer, Cygnaran warcasters complained about lacking a proper chassis to support this arcane relay. Cygnaran mechanics had pioneered the field with such 'jack designs as the Javelin used in the Thornwood War and the Arcane of later years, but neither of these predecessors performed adequately. After several decisive Cryxian victories along Cygnar's western coast, King Leto pressured Warmaster General Turpin to heed the warcasters'



SENTINEL CYGNAR LIGHT WARJACK

I'd give my left jewel for a pair of those.
—Lieutenant Allister Caine



HEIGHT/WEIGHT: 8' 6" / 3.25 TONS
ARMAMENT: ASSAULT SHIELD (LEFT ARM), CHAIN GUN (RIGHT ARM)
FUEL LOAD/BURN USAGE: 300 LBS / 6 HRS GENERAL, 65 MINS COMBAT
INITIAL SERVICE DATE: 573 AR
CORTEX MANUFACTURER: CYGNARAN ARMORY
ORIG. CHASSIS DESIGN: ALBERE GUNGRIA, ARCANE MECHANIK AT ROYAL CYGNARAN UNIVERSITY

TACTICAL TIPS

STRAFE – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss.

The first Cygnaran warjack outfitted with the infantry-shredding chain gun, the Sentinel fills an essential role on the battlefield. Its rapid-fire weapon enables it to cut down swathes of infantry, making it invaluable against charging platoons of Winter Guard, tides of Menite zealots, or waves of Cryxian mechanithralls.

Closing with the Sentinel costs enemies dearly. Once within striking range of the machine, they encounter the crushing power of its assault shield. The warjack has few rivals when deployed in the hands of cunning warcasters who know how to exploit its firepower.

SENTINEL





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, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

CHAIN GUN

Strafe [d6] (★Attack) – Make d6 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.

ASSAULT SHIELD

② Shield

SENTINEL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	8	6	6	13	16	—	
		ASSAULT SHIELD					
		POW		P+S			
		2		10			
		CHAIN GUN					
		RNG		ROF		AOE POW	
		10		1		— 10	
DAMAGE							
1	2	3		4	5	6	
	L				R		
L	L	M	C	R	R		
	M	M	C	C			
FIELD ALLOWANCE						U	
POINT COST						4	
MEDIUM BASE							



THORN

CYGNAR CHARACTER LIGHT WARJACK

This is not just a machine: it knows my commands practically before I do. I wouldn't part with it any sooner than you would sacrifice your right leg.

—Major Victoria Haley to Lassiter Polk of the Cygnaran Armory

THORN	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	8	7	6	13	16	—



SHOCK SHIELD	POW	P+S
	1	9



DISRUPTION SPEAR	POW	P+S
	5	13

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

FIELD ALLOWANCE	C
POINT COST	8
MEDIUM BASE	

weapon, it suffers 1 damage point to its first available Cortex system box.

Shock Field – If a warjack in this model's front arc hits it with a melee attack, immediately after the attack is resolved the attacker suffers 1 damage point to its first available Cortex system box. This model loses Shock Field while this weapon system is crippled or locked.

DISRUPTION SPEAR

☞ Reach

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

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

THORN

⚡ Arc Node

Affinity [Haley] – While Thorn is engaged, Haley can channel spells through it as if it were not engaged.

Imprint: Disengage – During its activation, this model can spend 1 focus point to use Disengage. For one round, when this model is missed by an enemy melee attack anytime other than when it is advancing, this model can move up to 2". During this movement, it cannot be targeted by free strikes.

Reaction Drive – Once per turn, immediately after this model's controller channels a spell through it, this model can advance 3".

SHOCK SHIELD

🛡️ Shield

Cortex Damage – When a warjack is hit by this

HEIGHT/WEIGHT: 9' 1" / 3.3 TONS

ARMAMENT: DISRUPTOR SPEAR (RIGHT ARM), SHOCK SHIELD (LEFT ARM), GRADE IX ARC NODE

FUEL LOAD/BURN USAGE: 380 LBS / 7 HRS GENERAL, 70 MINS COMBAT

INITIAL SERVICE DATE: 601 AR

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY, WORKING WITH THE CYGNARAN ARMORY

ORIG. CHASSIS DESIGN: CYGNARAN MECHANICS COALITION AT THE ROYAL CYGNARAN UNIVERSITY

TACTICAL TIPS

CORTEX DAMAGE – Because this damage is caused by the effect when the model is hit, mark it before making the damage roll.

her impetuous first years in the service fighting Cryx along the Broken Coast, Thorn has stayed with her for virtually her entire career.

Thorn's transformation into one of the most efficient 'jacks in Cygnar's arsenal did not happen overnight. During its distinguished record of service it has been nearly battered into an unrecognizable heap time and time again. Haley, who feels a special connection to its cortex, saw that her mechaniks salvaged and rebuilt the 'jack on each occasion. She noticed a dramatic improvement in subsequent combat behavior every time, a demonstration of Thorn's ability to learn from its experiences. The warcaster pushed for additional technological improvements to the 'jack's chassis as part of these reconstructions to expand the capabilities of the singular machine.

Thorn's most recent upgrades included an experimental reaction drive that utilizes a high-end accumulator and reflexive trigger relay to translate overflow arcane energy into motive power. So long as the warjack regularly receives channeled spell energy, it can perform short bursts of exceptional speed. Thorn's reaction drive allows it to deliver Haley's magic exactly where she needs it the most and then reposition itself behind cover to avoid incoming fire. This makes pinning it down in combat almost impossible.

To bolster its ability to evade opposing 'jacks, Haley had Thorn outfitted with a disruptor spear. Since this modification Thorn behaves with almost reckless aggression in battle, as if it enjoys taunting the enemy into pursuit while it rushes forward. Haley's soldiers believe the warjack's willingness to go for the throat comes directly from the warcaster herself.

One of Thorn's most impressive capabilities is not derived from mechanical upgrades. Haley has fought so closely with the warjack that her control over it is unparalleled. Her senses are so finely tuned to Thorn's cortex sensorium

Even the most skeptical arcanists of the Fraternal Order admit there is something exceptional going on in the cortex of this Lancer for it to demonstrate intelligence so considerably above normal. Given Major Haley's prodigious arcane talents, it seems likely Thorn's singular capabilities result from nearly continuous exposure to her extraordinary will. Experts on cortex development at the Strategic Academy theorize the strength of Haley's mental influence has imprinted additional arcane connections on the intricate machinery and burned in myriad new pathways its creators never anticipated. The only 'jack Haley has retained from

that even the most intense close combat does not impede her ability to channel spells through its arc node. More than one enemy has closed to range with the 'jack expecting to neutralize its cortex only to be ripped apart by Haley's arcane will.

A number of mechaniks at the Cygnaran Armory hope to use Thorn as a guide for the next generation of arc node technology, but thus far they have found their efforts frustrated. Warjacks with less refined cortexes cannot operate the reaction drive, and the overflowing arcane power often causes the delicate arc node to suffer catastrophic failure. Every attempt they have made to get a closer look at Thorn itself has been firmly rebuffed by

the warcaster. They have even petitioned the warmaster general to requisition the warjack, but the importance of Major Haley's presence on the front lines has kept it out of their hands. Haley has flatly refused to allow Thorn to leave her force and would never endorse its disassembly by "curious gearheads" who cannot appreciate its true value.



CENTURION

CYGNAR HEAVY WARJACK

Place a Centurion at each flank and you can be certain, none shall pass.

—Commander Coleman Stryker

CENTURION

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	11	19	—



MAGNO SHIELD

POW P+S

1 13



PISTON SPEAR

POW P+S

6 18

DAMAGE

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE U

POINT COST 9

LARGE BASE

CENTURION

Polarity Field (★Action) –

For one round, this model cannot be charged by a model beginning the charge in this model's front arc.

MAGNO SHIELD

☞ Shield

PISTON SPEAR

☞ Reach

Critical Sustained Attack –

On a critical hit during this model's activation, attacks made with this weapon against the model critically hit by this weapon automatically hit it. If this model attacks another model with this weapon this activation, attacks against the last model critically hit with this weapon no longer automatically hit it.

HEIGHT / WEIGHT: 12' 7" / 8.5 TONS

ARMAMENT: MAGNO-SHIELD (LEFT ARM), PISTON SPEAR (RIGHT ARM)

FUEL LOAD/BURN USAGE: 700 LBS / 4.5 HRS GENERAL, 50 MINS COMBAT

INITIAL SERVICE DATE: 599 AR

CORTEX MANUFACTURER: CYGNARAN ARMORY

ORIG. CHASSIS DESIGN: CYGNARAN ARMORY

TACTICAL TIPS

POLARITY FIELD – Remember, if a model cannot be charged, it cannot be slam power attacked.

Even the hardest targets are ground to scrap at the working end of the Centurion's piston spear. The wickedly sharp point, crafted for piercing layers of armor, is hydraulically powered to rip through anything in the warjack's path. Once activated, the spear's piston hammers away relentlessly at anything within reach.

Cygnaran military doctrine is grounded in a preference for advanced technological development over brute force. Challenged to design a warjack to rival the size and strength of Khadoran 'jacks, the engineers of Caspia developed a hulking and heavily armored chassis and then outfitted it with some of the most advanced mechanika available. The largest and heaviest warjack in Cygnar's arsenal, the Centurion is a steam-belching behemoth of iron. Though the increased bulk makes it one of Cygnar's slowest warjacks, what the Centurion lacks in speed it makes up for in durability. Many of Cygnar's warcasters increasingly look to it as a cornerstone of their personal defense and battlefield strategy.

Nearly unassailable to frontal assault, the Centurion is both immovable and nearly invulnerable thanks to its augmented shield. Powerful techno-arcane coils embedded in the core can generate a field of arcano-magnetic force capable of stopping a charging warjack.



CYCLONE

CYGNAR HEAVY WARJACK

A single Metal Storm cannon can rotate through its barrels nearly once per second, giving it a maximum fire rate in excess of two hundred rounds per minute. The Cyclone has two of them.

—Senior Crew Chief Davlin Rodger



HEIGHT/WEIGHT: 12'3" / 6.5 TONS
ARMAMENT: DUAL CYCLONE CHAIN GUNS
FUEL LOAD/BURN USAGE: 638 LBS / 5 HRS GENERAL, 50 MINS COMBAT
INITIAL SERVICE DATE: 599 AR
CORTEX MANUFACTURER: FRATERNAI ORDER OF WIZARDRY/CYGNARAN ARMORY
ORIG. CHASSIS DESIGN: ENGINES EAST

TACTICAL TIPS

RAPID FIRE – Roll for each Metal Storm.

The Cygnaran Armory prides itself on its innovation and technological superiority. This tradition of excellence has been maintained with the recent introduction of the Cyclone, a singularly deadly warjack capable of terrifying displays of rapid firepower.

The Cyclone's chain guns are a refined evolution of their older counterparts on the smaller Sentinel, with smoother cycling of ammunition and a reduced likelihood of jamming after protracted fire. With two sets of spinning barrels at its disposal, this hulking 'jack is a nightmare to Cygnar's enemies. Those unfortunate enough to find themselves caught in its field of fire are literally ripped apart in a hail of smoke and lead.

METAL STORM





Dual Covering Fire

(★Action) – Place two 3" AOE anywhere completely within this weapon's RNG, centered on points in this model's LOS, ignoring intervening models. Place one less AOE for each crippled arm system on this model. A model entering or ending its activation in the AOE suffers a damage roll with POW equal to the POW of this weapon. The AOE remain in play for one round. If this model is destroyed or removed from play, immediately remove the AOE from play.

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.

OPEN FISTS

Open Fist

SPD	STR	MAT	RAT	DEF	ARM	CMD								
5	11	7	6	12	18	—								
 METAL STORM														
<div><div>L</div><div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>10</td><td>1</td><td>—</td><td>12</td></tr></table></div></div>							RNG	ROF	AOE	POW	10	1	—	12
RNG	ROF	AOE	POW											
10	1	—	12											
 METAL STORM														
<div><div>R</div><div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>10</td><td>1</td><td>—</td><td>12</td></tr></table></div></div>							RNG	ROF	AOE	POW	10	1	—	12
RNG	ROF	AOE	POW											
10	1	—	12											
 OPEN FIST														
<div><div>L</div><div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>3</td><td>14</td></tr></table></div></div>							POW	P+S	3	14				
POW	P+S													
3	14													
 OPEN FIST														
<div><div>R</div><div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>3</td><td>14</td></tr></table></div></div>							POW	P+S	3	14				
POW	P+S													
3	14													
DAMAGE														
1	2	3	4	5	6									
	L			R										
L	L	M	C	R	R									
	M	M	C	C										
FIELD ALLOWANCE						U								
POINT COST						9								
LARGE BASE														

Thanks to the warjack's furious suppressive fire, in the Cyclone Cygnaran commanders have a tool capable of supporting sweeping advances across the battlefield, affording them greater ability to engage the enemy where and when they choose.



DEFENDER

CYGNAR HEAVY WARJACK

Today we have revolutionized warfare. With the Defender there is no need to wait to see the whites of their eyes. We will engage the enemy before he realizes the battle has begun.

—Lord General Everett Cathmore upon observing field trials, 563 AR

DEFENDER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	6	12	18	—



HEAVY BARREL

RNG	ROF	AOE	POW
16	1	—	15



SHOCK HAMMER

POW	P+S
5	16

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

FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

SHOCK HAMMER

Cortex Damage – When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box.

The Defender is a stout heavy warjack boasting unprecedented long-range and accurate firepower without sacrificing effectiveness in melee. It is a deadly machine no enemy can ignore, as dangerous at a distance as when it closes.

The primary weapon of this impressive warjack is the enormous heavy barrel, a deceptively

HEIGHT/WEIGHT: 12' 2" / 6.5 TONS

ARMAMENT: HEAVY BARREL (LEFT ARM), SHOCK HAMMER (RIGHT ARM)

FUEL LOAD/BURN USAGE: 655 LBS / 5 HRS GENERAL, 45 MINS COMBAT

INITIAL SERVICE DATE: 564 AR

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY

ORIG. CHASSIS DESIGN: CYGNARAN ARMORY

TACTICAL TIPS

CORTEX DAMAGE – Because this damage is caused by the effect when the model is hit, mark it before making the damage roll.

simple-looking cannon. In addition to a rapid reloading mechanism, the cannon has mechanical stability enhancements that provide accurate fire at tremendous ranges, aided by custom-designed targeting protocols in the machine's advanced cortex. The armory also provided the 'jack with a shock hammer whose electrical jolt causes immediate damage to an enemy cortex.

The design of the Defender marks a significant evolution in Cygnaran military tactics. After bloody clashes with Khador along the northern border during the reign of Vinter III, Cygnaran generals demanded more accurate and longer-ranged firepower. The Cygnaran armory delivered by modifying the chassis of the Ironclad to create a uniquely powerful warjack that has yet to be surpassed in its performance on the battlefield.



—Major Markus "Siege" Brisbane

TACTICAL TIPS

CHAIN ATTACK: SMITE – A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

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.

</

IRONCLAD

CYGNAR HEAVY WARJACK

Six tons of tempered iron and a hammer that can split the earth to knock a 'jack on its exhaust pipes? Pure perfection.

—Gamack Redhammer, Engines East, Corvis

IRONCLAD

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	6	12	18	—



QUAKE HAMMER

POW	P+S
7	18



OPEN FIST

POW	P+S
3	14

DAMAGE

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

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

QUAKE HAMMER

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

Tremor (★Attack) – Tremor affects every model within 2" of this model and does not require a target. Make one melee 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.

OPEN FIST

Open Fist

The Ironclad is a walking behemoth of metal twice the height of a man. Gigantic smokestacks blow sooty "breath" from its heartfire's

furnace, and the bright orange glow emitting from its mechanical eyes gives it a fearsome demeanor. Armed with a powerful quake hammer, the Ironclad effortlessly smashes lesser combatants to scrap.

When it came time to upgrade Cygnar's frontline heavy warjack in the 550s, the contract went to Engines East in Corvis. This independent shop had earned its fame a century earlier creating several mainstays of the Cygnaran Army. As good as those predecessors were, they were designed on old principles evolved from mundane laborjacks. The Ironclad, by contrast, was built from the ground up to be nothing but a weapon of war.

HEIGHT/WEIGHT: 12'3" / 6 TONS

ARMAMENT: QUAKE HAMMER (LEFT ARM)

FUEL LOAD/BURN USAGE: 582 LBS / 5.5 HRS GENERAL, 60 MINS COMBAT

INITIAL SERVICE DATE: 556 AR

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY/CYGNARAN ARMORY

ORIG. CHASSIS DESIGN: ENGINES EAST

TACTICAL TIPS

TREMOR – This attack roll is boostable.

The two most notable advances in this design are the use of a more sophisticated cortex, allowing considerably better performance in combat, and the addition of its signature quake hammer. Even when completely surrounded, the Ironclad can seize victory by smashing the earth with its hammer to send surrounding enemies tumbling to the ground. If an Ironclad cannot break something, it is safe to say that thing cannot be broken.



STORMCLAD

CYGNAR HEAVY WARJACK

As you stood beside me through tyranny and fear, so shall these mighty machines stand beside you, lending their strength through the trials to come.

—King Leto Raelthorne to the Stormblades of Caspia



HEIGHT / WEIGHT: 12' 3" (NOT INCLUDING BANNER) / 6.5 TONS
ARMAMENT: GENERATOR BLADE (RIGHT ARM), BUCKLER (LEFT ARM)
FUEL LOAD/BURN USAGE: 650 LBS / 5.5 HRS GENERAL, 55 MINS COMBAT
INITIAL SERVICE DATE: 597 AR
CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY/CYGNARAN ARMORY
ORIG. CHASSIS DESIGN: ENGINES EAST

TACTICAL TIPS

ELECTRO LEAP – The lightning can arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

In the days following the Lion's Coup, King Leto set his engineers to the task of developing a new weapon to serve his loyal Stormblades in the field. The Stormclad was the resulting masterpiece, a suitable addition to their ranks. By taking the impressive bulk and chassis of the Ironclad and arming it with a weapon of incredible raw galvanic fury, Leto's engineers crafted a walking tempest of steel and lightning. When the new warjack was demonstrated for the Stormblades, the knights' roaring cheer confirmed that the Cygnaran engineers had created a machine of unprecedented capabilities.



STORMCLAD

Immunity: Electricity

Storm Accumulator –

When this model begins its activation within 3" of one or more friendly Stormblade Infantry models, it is allocated 1 focus point.

GENERATOR BLAST

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 ⚡.

OPEN FIST

Buckler

Open Fist

GENERATOR BLADE

Reach

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 ⚡.

STORMCLAD							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	7	6	12	18	–	

GENERATOR BLAST				
RNG	ROF	AOE	POW	
8	1	–	14	

OPEN FIST		
POW	P+S	
3	14	

GENERATOR BLADE		
POW	P+S	
8	19	

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

FIELD ALLOWANCE		U
POINT COST		10
LARGE BASE		

The Stormclad is equipped with an accumulator that draws on the excess galvanic energies emitted by storm glaives, processing the charges through a modified storm chamber into the 'jack's own cortex. The energy flowing through the generator blade allows the Stormclad to cleave through the heaviest armor like a storm splitting a tree, projecting cataclysmic electrical blasts with every hit.

OL' ROWDY

CYGNAR CHARACTER HEAVY WARJACK

That 'jack of Stryker's is as stubborn as a mule, but it puts up one hell of a fight.

—Captain Dominic Darius

OL' ROWDY

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	8	6	12	19	—



QUAKE HAMMER

POW	P+S
7	18



OPEN FIST

POW	P+S
3	14

DAMAGE

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

FIELD ALLOWANCE	C
POINT COST	9
LARGE BASE	

OL' ROWDY

Affinity (Stryker) –

While B2B with Rowdy, Stryker gains +2 DEF against melee attack rolls and cannot be knocked down. While B2B with Stryker, Rowdy does not move when slammed.

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.

Imprint: Grudge – During this model's activation, it can spend 1 focus point to use Grudge. For one round, when this model is hit by one or more melee attacks during an enemy model's combat action, immediately after that combat action

ends this model can make one normal melee attack, then Grudge expires.

Aggressive – This model can run or charge without spending focus or being forced.

QUAKE HAMMER

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

Tremor (★Attack) – Tremor affects every model within 2" of this model and does not require a target. Make one melee 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.

OPEN FIST

☛ Buckler

☛ Open Fist

The image of Lord Commander Stryker fighting back-to-back with the 'jack affectionately named Ol' Rowdy is indelibly imprinted on the minds of those who fight under the banner of the Cygnus. The earth-shaking blows of the warjack's hammer striking in heavy counterpoint to the flash of the warcaster's heavy blade has become a familiar spectacle to the men and women of the Storm Division. Although Ol' Rowdy looks like any Ironclad at first glance, it is as much a simple warjack as Coleman Stryker is a

HEIGHT/WEIGHT: 12' 3" / 6.75 TONS

ARMAMENT: QUAKE HAMMER (LEFT ARM), BUCKLER (RIGHT ARM)

FUEL LOAD/BURN USAGE: 750 LBS / 6 HRS GENERAL, 70 MINS COMBAT

INITIAL SERVICE DATE: 557 AR, REFITTED 604 AR & 606 AR

CORTEX MANUFACTURER: FRATERNAL ORDER OF WIZARDRY

ORIG. CHASSIS DESIGN: ENGINES EAST

TACTICAL TIPS

AGGRESSIVE – Yes, this rule is HORDES friendly.

TREMOR – This attack roll is boostable.

simple soldier. Indeed, its eyes smolder with eagerness to charge into the heart of battle and reduce anything in its path to scrap.

Ol' Rowdy has five decades of service under its chassis. It hails from the first generation of Ironclads hammered together at the Cygnaran Armory. Many of the 'jacks produced that year possessed an unfortunate flaw in their cortexes that only emerged in the pressure of battle. Not until after years of fighting during the Scharde Invasions did the ornery temper that would characterize Ol' Rowdy come to the fore: the 'jack is so eager for a fight it will throw itself at any enemy that dares come near.

Of all the personality quirks a warjack might develop, warcasters and commanders consider the habit of charging into battle without prompting among the worst. A 'jack found to have a flaw of this nature generally has its cortex wiped clean, but Rowdy's service record gave the mechaniks reason to leave the machine's cortex untouched. Few 'jacks survived the war, and each boasted valuable combat experience impossible to replicate. Eventually commanders decided to retire Rowdy from the field to serve in the training of young warcasters at the Point Bourne Strategic Academy.

The warjack served in this capacity for several years, until a twenty-one-year-old Lieutenant Coleman Stryker received it for his journeyman tour as a test of skill. Stryker's instructors thought he would learn humility from the challenge of controlling Rowdy, but the journeyman warcaster enjoyed the machine's spirit and will to fight.

As the years go by, Ol' Rowdy stands further and further from its peers. In recent years Stryker has invested a large portion of his wages in the warjack, keeping it in prime fighting condition and enabling his mechaniks to squeeze every ounce of performance out of its systems. Huge armored plates have been custom-built to provide

additional protection for its arms, and its steam engine has been augmented to allow it to maintain its weight without sacrificing mobility. The 'jack's hull bears a collection of service markers earned in countless battles over the past fifty-odd years, further distinguishing it. Stryker has lost count of the number of times Ol' Rowdy has saved his life—as often by interposing itself in harm's way as by simply refusing to stop fighting no matter how much punishment it has taken.



THUNDERHEAD

CYGNAR CHARACTER HEAVY WARJACK

Thunder may walk the earth, and in its shadow is swift judgment.

—The Enkheiridion

THUNDERHEAD							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	7	6	12	19	—	



LIGHTNING COIL			
RNG	ROF	AOE	POW
10	3	—	14



SHOCK FIST	
POW	P+S
5	16



SHOCK FIST	
POW	P+S
5	16

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

FIELD ALLOWANCE	C
POINT COST	12
LARGE BASE	

warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

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.

THUNDERHEAD

Immunity: Electricity

LIGHTNING COIL

Damage Type: Electricity

Critical Disruption – On a critical hit on a warjack, it suffers Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Energy Pulse (★Attack) – Models within 6" of this model are hit and suffer a POW 12 electrical damage roll . Energy Pulse does not require a target.

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.

SHOCK FIST

Open Fist

Critical Disruption – On a critical hit on a warjack, it suffers Disruption. (A

HEIGHT / WEIGHT: 14' / 12.5 TONS

ARMAMENT: TWIN SHOCK FISTS (RIGHT AND LEFT ARMS), LIGHTNING COIL (INTEGRAL)

FUEL LOAD / BURN USAGE: NONE (ELECTRICALLY POWERED)

INITIAL SERVICE DATE: 606 AR

CORTEX MANUFACTURER: CYGNARAN ARMORY

ORIG. CHASSIS DESIGN: BRADIG GORMLEIGH, UNDER INSTRUCTION FROM COMMANDER ADEPT NEMO

TACTICAL TIPS

ENERGY PULSE – The Energy Pulse attack is simultaneous. All models hit are "the last model hit" and are eligible for Sustained Attack. Remember that after making an Energy Pulse attack, this model can spend focus to make up to two additional Lightning Coil attacks.

After several prototypes that failed in spectacular explosions, Nemo finalized construction plans in 604 AR. The size and complexity of the machine required every part to be carefully fabricated to the senior warcaster's exacting specifications. Its design pushes the envelope of modern mechanical science and integrates a number of technological advances initially developed by the Cult of Cyriss and reverse engineered by Nemo. Though thousands of crowns of equipment were destroyed and two assistants were badly burned developing its power generator, Nemo proceeded with the project until he knew he had a stable device that could generate sufficient power and still remain cool enough to be viable in a heavy warjack chassis. The result set a new standard in warjack design.

Large even for a heavy warjack, the Thunderhead's great lightning coils rise from the rear of the machine in place of conventional smokestacks. Its carapace is composed of huge, graceful plates of curving steel that bulge as if barely containing the energy within. A blue-tinged glow seeps from the joints and edges of the armor. The twin brass-capped coils tower a full five feet over the 'jack, and arcs of electricity continually lash out between them. So powerful are the galvanic forces involved that it took Nemo over six months to engineer shielding that could protect the 'jack's own cortex.

All the Thunderhead's weapon systems were designed to take advantage of its galvanic heart. A pair of enormous lightning coils channel the electricity generated by the oversized storm chamber into devastating pulses, annihilating anyone who comes too near without the protection of mechanical insulation. Alternatively, the pulse can be narrowed into directed blasts through the smaller arrays of coils that run down the warjack's massive fists.

Arguably the most sophisticated warjack ever built by human hands, the Thunderhead is a marvel of technological innovation and proud artistry. This powerhouse of a warjack, the source of awe and devastation on the battlefield, relies on technologies developed by Sebastian Nemo decades ahead of their time. It draws its power entirely from galvanic energy generated by its massive storm chamber. Nemo originally envisioned a warjack fueled by arcane electricity that could eschew the telltale signs of steam and function without coal or water, but he never found a way to disguise the brilliant corona of energy surrounding the massive construct. The air around the mechanical behemoth hums with pale, crackling arcs of electricity as its galvanic aura scorches the ground with each step. The Thunderhead is no subtle or quiet machine—but it does not need to be.

In melee combat, lightning plays across the Thunderhead's fists and grounds through anything smashed by its powerful blows. These energies sometimes surge unpredictably, frying the cortexes of enemy warjacks.

Given its staggering cost and technical complexities, this is not a machine Cygnar can afford to manufacture in great number. As a result, the Thunderhead is reserved for only the direst of battles where its presence can assure crucial victories for the crown. It stands for now as a singular testament to Sebastian Nemo's genius, as much a work of mechanical art as a deadly weapon of war.





TROOPS OF CYGNAR

The basic rank structure of the Cygnaran Army has remained largely unchanged for two hundred years, barring small adjustments to specific branches of the service. Some ranks have been expanded to include grades when finer distinctions or room for promotion were required. Although the fundamental purpose of the rank structure is to provide a clear chain of command, the Cygnaran Army is a large and complex organization. Some senior specialists and warcasters are afforded certain command exceptions when their unique talents warrant.

The army includes both enlisted soldiers and commissioned officers, with fraternization between the two strongly discouraged. Most fresh recruits enter the army as long gunners, and those demonstrating high endurance and mental fortitude may be selected for the far more intensive and grueling trencher training. Recruits with unusual



aptitudes may be recommended for specialist training. Any who rise to the top may be asked to join an elite branch of the military.



STORM KNIGHT EQUIPMENT

Cygnarans who begin careers as commissioned officers must first complete their courses at the Strategic Academy. Traditionally these individuals have come almost exclusively from affluent families, with preference given to children of former officers. The knightly orders prefer to induct youths of noble birth. In some cases the individuals have trained for these roles since early childhood and thus have a legitimate advantage over those who were not born to privilege. A merchant's son without these benefits seeking a military career and enrolling in the academy will likely earn a commission as a long gunner lieutenant on graduation instead.

Over the last two decades, the Cygnaran Army has increasingly sought to expand its officer pool by offering commissions to those who have proven themselves in battle. In times of war, this process is accelerated as officers are killed in action. It is not at all uncommon for a battle-tested sergeant to be promoted to lieutenant and quickly on to captain. Enlisted personnel promoted to officers are technically required to attend the Strategic Academy, although this duty is often postponed indefinitely. Very few trencher officers who have risen through the ranks, for example, have ever attended courses at Point Bourne or Caspia.

During training an enlisted soldier is referred to as a "recruit," and at the end of training receives the lowest rank of private. After his first year of service, an enlisted soldier becomes a private first class, although this is a designation primarily of interest to payroll masters, as it conveys little beyond a small increase in pay. After proving competence, a private first class may earn promotion to corporal. Corporals are the first grade of non-commissioned officers with the authority to lead other soldiers. They direct small units of privates and are often entrusted by their sergeants to supervise fire teams or to coordinate other tasks.

Above corporal is the sergeant. Sergeants lead squads formed from multiple fire teams and units. This highly respected rank has a number of grades, varying by service, and is as high as many soldiers will ever climb, even those who make the military their career. Cygnaran sergeants are required to serve at least two terms of enlistment, each lasting five years. A soldier may be promoted to sergeant before his first term ends, but acceptance of the rank requires reenlistment for a second term, and most become career soldiers.

Additional sergeant grades have been implemented over time to reward those who continue to lead at the squad level. These grades include sergeant first class, senior sergeant, staff sergeant (generally applied to those working in supply), training sergeant, swift sergeant (specific to the CRS), and master sergeant. Promotion to master sergeant is extremely rare, as this rank requires twenty years of service. Master sergeants generally have legendary reputations, as these grizzled veterans have likely refused officer commissions to stay at the squad level.

Officers in training are called "cadets" and graduate as lieutenants. Promotion above the rank of lieutenant is based on performance and the availability of positions. Some branches utilize grades such as lieutenant first class and senior lieutenant to allow for promotion when captain positions are filled. The actual role of a lieutenant varies considerably from one branch of the army to the next. In larger infantry companies such as of trenchers and long gunners, lieutenants lead entire platoons. This is not always the case with more specialized groups such as gun mages, where higher-ranking officers who lead the same number of soldiers as lower-ranking officers may also lead veteran subordinates on higher-priority missions.

Among the general infantry, captains lead companies, majors lead battalions, colonels lead regiments, commanders lead brigades, and generals lead army divisions. Lords general command three of Cygnar's four armies. Providing a single voice of authority above these generals is the warmaster general, who enacts the king's will across the shared efforts of the entire army. Unique ranks have been created by specific sovereigns, such as

CYGNAR MILITARY RANKS

Cygnaran officers are held to high standards regarding the proper presentation of their uniform and rank insignia. Each branch of the service has different standards for officer uniforms, including distinctions between full dress uniforms reserved for ceremonial purposes and battlefield dress worn for regular duty. For most service officers the gold Cygnus is displayed on the left shoulder, with rank insignia on the right. Many warcasters and certain branches such as the CRS are afforded liberties with the dress code. Rank insignia is sometimes placed on other locations of a uniform, such as the helmet or forearm.



SERGEANT



LIEUTENANT



CAPTAIN



MAJOR



COLONEL



COMMANDER



GENERAL



LORD GENERAL



**WARMASTER
GENERAL**

(GENERAL OF THE CROWN)

King Leto's recent elevation of Coleman Stryker to lord commander, a rank removed from the oversight of the generals and answering directly to the king.

ARCANE TEMPEST GUN MAGES

CYGNAR UNIT

Deliver the thunder and fire of your pistols to smite the enemies of our nation.

—Warmaster General Laddermore at the founding of the Militant Order of the Arcane Tempest

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	7	15	11	8



MAGELOCK PISTOL

RNG	ROF	AOE	POW
10	1	—	10



SWORD

POW	P+S
3	7

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 6

SMALL BASE

LEADER & GRUNTS

Arcane Inferno (Order) – Models that received this order can participate in a combined ranged attack this activation. The unit commander must be the primary attacker. When resolving this attack, the AOE of the unit commander's ranged weapon is 3". Do not choose an attack type for this attack. A unit can make only one Arcane Inferno attack per activation.

Attack Type – Each time this model makes a normal ranged attack, choose one of the following abilities:

- **Critical Brutal Damage** – On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.
- **Snipe** – This attack gains +4 RNG.
- **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.

MAGELOCK PISTOL

☞ **Magical Weapon**

Gun mages represent an elite caste of gun fighters within the Cygnaran military. For over two decades the Militant Order of the Arcane Tempest has trained pistol-attuned sorcerers to harness their unique powers. Tempest members focus arcane energy into ammunition for their magelock pistols, which are crafted from an expensive steel alloy noted to be particularly responsive to arcane forces. In the hands of members of the Arcane Tempest these pistols unleash a torrent of deadly energies to enhance their firepower with tactical versatility.

When gun mages of the Arcane Tempest march to join their comrades on the front line, the Tempest uniforms inspire immediate confidence. The mages' pistols portend pyrotechnics to come when these elite gunslingers spring into action. Working as a smoothly oiled machine, they unleash a hail of rune-carved bullets enchanted by their unique sorcery.

Since the invention of the firearm, only a select few have been born with the talent to become gun mages. Such sorcerers feel an instant affinity with pistols and an urge to

extend their power through the gun's barrel. Only recently organized by the Cygnaran military, this once secret and exclusive fellowship of duelists has been absorbed into the ranks as gun mages. Arcane Tempest instructors temper talent with discipline and instill each gun mage with unwavering patriotism and utter loyalty to the crown.

Gun mages must earn the right to wield the magelock pistol and wear the uniform of their order. Gun mages are deployed as precision teams to take down adversaries by attacking with coordinated strikes that can knock back enemy warjacks or tear entire ranks of soldiers to shreds with an inferno of concentrated arcane fire.



ARCANE TEMPEST GUN MAGE OFFICER

CYGNAR UNIT ATTACHMENT

Every gun sings its own tune. I lead the choir.

— Arcane Tempest Captain Larstin Jorimy



As battles intrude on Cygnar, the Militant Order of the Arcane Tempest has stepped up to answer its nation's call. Bringing an arsenal of arcane abilities together with deadly accurate magelock pistol fire, the order's captains and their teams are highly prized for their versatile fire support.

These specialized combatants rarely rise far in Cygnar's military ranks. A gun mage is expected to fight as long as he is able. It is typically only in old age or after suffering a crippling wound that one is elevated to the rank of colonel, and even then he will most likely spend the duration of his service as an Arcane Tempest instructor. The most talented of the younger lieutenants and captains are chosen to lead elite teams of gun mages, often under the direct command of a warcaster. The Militant Order expends considerable resources to requisition warjacks for these veteran teams.



Attachment [Arcane Tempest Gun Mages] –

This attachment can be added to a Arcane Tempest Gun Mages unit.

OFFICER

☛ Jack Marshal

☞ Officer

Attack Type – Each time this model makes a normal ranged attack, choose one of the following abilities:



- **Critical Brutal Damage** – On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.
- **Snipe** – This attack gains +4 RNG.
- **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.

Rune Shot – When a warjack controlled by this model makes a normal ranged attack during its activation, you can choose one attack type available to this unit to apply to the attack.

Tactics: True Sight – Models in this unit gain True Sight. (A model with True Sight ignores concealment, Camouflage, and Stealth.)

MAGELOCK PISTOL

☛ Magical Weapon

OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	6	8	15	11	9	
		MAGELOCK PISTOL					
		RNG	ROF	AOE	POW		
		10	1	—	10		
		SWORD					
		POW			P+S		
		3			7		
DAMAGE							5
FIELD ALLOWANCE							1
POINT COST							2
SMALL BASE							

TACTICAL TIPS

OFFICER - Remember this model can issue the Arcane Inferno order to its unit. Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander and Jack Marshal.

Research has demonstrated that experienced gun mages can prepare warjack ammunition to transmit arcane energy with the same techniques used to create rune bullets, and the Arcane Tempest has trained a number of its officers to master this process. Since warjack armament is not constructed from the same alloy as magelocks, firing rune-carved ammunition damages the 'jack's weaponry. A single battle usually does not render the weapons ineffective, however, and the benefits can mean the difference between victory and defeat.

LONG GUNNER INFANTRY

CYGNAR UNIT

"I heard they were going to start taking missed shots out of our wages."

"Well, I reckon we don't miss, then."

—Two long gunners conversing at the Falling Star tavern

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	4	5	13	12	8



REPEATING LONG GUN

RNG	ROF	AOE	POW
14	2	—	10



SWORD

POW	P+S
3	7

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 6

LEADER & 9 GRUNTS 10

SMALL BASE

LEADER & GRUNTS

☞ Combined Ranged Attack

Dual Shot – When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

Since the advent of the long gun, Cygnar has assembled skilled riflemen to support its vast armies.

Originally the guns were

TACTICAL TIPS

DUAL SHOT – This is how the model gets to take the second shot allowed by the ROF 2 of its weapon.

line, but now Cygnar relies on them to man its garrisons and defend its borders. Working together with squads of hardened trenchers, the long gunners are the face of the contemporary Cygnaran soldier. They are well trained in concentrating their fire and release barrages of withering shots that tear through even thickly armored enemies and warjacks. Fresh recruits who have just learned to handle their weapons fight alongside seasoned veterans who have earned widespread fame and notoriety for their skill.

muzzleloaders, and gunners had to line up in pairs with one gunner shooting while the other reloaded each ball down the barrel by hand. The introduction of the breechloader eliminated the need for firing in pairs and vastly improved the rate of fire. Current long guns employ the ammo wheel, with which single gunners can cycle up to six shots by cranking a lever atop the gun. Preloaded replacement wheels are easy to substitute even in the heat of combat, allowing ranks of long gunners to deliver a constant hailstorm of crippling fire.

Long gunners make up the majority of Cygnar's rank-and-file soldiers and represent Cygnar's relatively modern focus on outfitting its army with the best weapons for war. Rifle soldiers were once seen only in small squads providing support fire to the main



LONG GUNNER INFANTRY OFFICER & STANDARD CYGNAR UNIT ATTACHMENT

Lay it down thick, boys. Any sod getting through will weigh a few pounds extra!

—Lieutenant Decklan Hammond at the battle of Fisher's Vale



The long gunner lieutenant lends confidence and experience to any group of riflemen lucky enough to serve with him. Respect for these men is quickly earned; most are seasoned soldiers promoted to command in the field. These officers are experts in the tactics of their unit and ensure that their soldiers are drilled in specific firing sequences to allow for complex maneuvers in the midst of a frantic battle.

Peppering tactical points on the battlefield with a barrage of gunfire, long gunners mark their commander's aim well. The lieutenant directs their volleys at the top of his lungs to be heard over the reports of the repeaters. Anyone trying to charge through a bullet-riddled lane claimed by long gunners often earns a blackpenny in the forehead for his troubles.

Close by the lieutenant is the platoon's standard bearer, a courageous enlisted man chosen to walk into battle with a blade and a banner rather than a rifle. Shouting battle cries, the standard bearer keeps morale high and serves as a stalwart example to his fellow gunners. Should he fall, another will take his place, eager to keep the ranks rallied.

Attachment [Long Gunner Infantry] – This attachment can be added to a Long Gunner Infantry unit.

OFFICER

☞ Combined Ranged Attack

☞ Officer

Dual Shot – When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

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 14" 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.

Tactics: Ranked Attacks – Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

STANDARD BEARER

☞ Standard Bearer

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	5	6	13	12	9

REPEATING LONG GUN			
RNG	ROF	AOE	POW
14	2	—	10

SWORD	
POW	P+S
3	7

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	4	5	13	12	8

SWORD	
POW	P+S
3	7

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

TACTICAL TIPS

DUAL SHOT – This is how the model gets to take the second shot allowed by the ROF 2 of its weapon.

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander. Remember, only this model can issue the Suppressing Fire order.



PRECURSOR KNIGHTS

CYGNAR MORROWAN ALLY UNIT

Victory won without faith or honor is, in truth, a lasting defeat.

—Motto of the Precursor Knights, drawn from Morrow's words in the *Enkheiridion*

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	14	9



BLESSED MACE	
POW	P+S
6	12

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

Animosity [Thamarite and Undead] – This model cannot be included in an army that includes one or more models of the listed type.

LEADER & GRUNTS

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.

Spell Ward – This model cannot be targeted by spells.

BLESSED MACE

Magical Weapon

Blessed – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

immorality. Among their sacred duties is ensuring the proper burial of the dead, and they take equal care with the corpses of comrades and enemies alike. Precursors gladly lay down their lives in battle to preserve the safety of innocents or to bring Immoren even one step closer to a lasting peace.

While Morrow is worshipped across western Immoren, the Precursors are a distinctly Cygnaran order. Originally sanctified on the holy grounds of Caspia's Archcourt Cathedral, they occupy a number of far-flung fortress monasteries. The knights dwelling in these strongholds watch Cygnar's rugged western coastline and add their strength of arms to the Third Army's vigil against Cryx, protected from malignant magic by the blessings of Ascendants Katrena, Solovin, and Markus.

Hope is a rare commodity in these troubled times, but so long as the Precursor Knights endure, they will remain a shining beacon keeping the darkness at bay.

TACTICAL TIPS

SPELL WARD – This model is shielded from friendly and enemy spells alike.

Western Immoren has seen its share of horrors, but the violence of this war has challenged the faith of even veteran soldiers. The Precursor Knights stand resolutely at the forefront of the worst battles to serve in the bloody clashes between mankind and the unholy terrors preying on body and soul. Precursors value peace but know well that only bloodshed can resolve some conflicts.

Precursors follow a strict code of honorable conduct that brings to the battlefield the virtues taught by the warrior-philosopher Morrow and his martial ascendants. These knights hold to the conviction that war does not excuse depravity, and victory does not excuse



PRECURSOR KNIGHT OFFICER & STANDARD

CYGNAR MORROWAN ALLY UNIT ATTACHMENT

A wise leader loves peace but does not shirk from war. He serves as an example of righteousness to guide his men in battle and fears not death.

—The Enkheiridion, Morrowan canto 5, 17:3

The stalwart Precursor Knights blur the line between priest and knight as they defend Cygnar and the Morrowan Church against numerous reprehensible enemies in the name of their patron, Ascendant Katrena. This potent combination of holy and martial disciplines reaches its ultimate expression in the renowned Morrowan battle chaplains. Pious leaders who carry forth the example of the martial ascendants, these warrior-priests march to battle on the bidding of the primarch, preaching the word of their god. They swear their lives to preserve the souls and bodies of their comrades from the rapacious clutches of Cryxian horrors, to grant the injured surcease from pain, and to drive the wicked from Caen.

Any who think of Morrowans as meek quickly lose this misapprehension upon confronting the Precursors and their tireless battle chaplains on the field. These leaders of the faith have taken upon their shoulders the burden of earning peace by conducting

Attachment [Precursor Knights] – This attachment can be added to a Precursor Knights unit.

OFFICER

☞ Officer

Morrow's Name – Once per game during its unit's activation, this model can use Morrow's Name. Models in this unit in formation gain an additional die on melee damage rolls this activation.

Tactics: Ranked Attacks –

Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

Heal (★Action) – Choose a friendly living model B2B with this model. That model heals d3 damage points.

Spell Ward – This model cannot be targeted by spells.

STANDARD BEARER

☞ Standard Bearer

Spell Ward – This model cannot be targeted by spells.

BLESSED MACE

☞ Magical Weapon

Blessed – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	8	4	13	14	9	

BLESSED MACE			
POW	P+S		
6	12		

STANDARD BEARER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	4	13	14	9	

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

TACTICAL TIPS

SPELL WARD – This model is shielded from friendly and enemy spells alike.

OFFICER – Remember this model can issue the Shield Wall order to its unit. Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

honorable war. Standing shield to shield beneath their banners, the Precursors do not shy from battle even against other Morrowans. When they invoke the name of their god in the midst of the fray, their blows resound with the weight of holy power.



RANGERS

CYGNAR UNIT

Our unit slipped through their lines and signaled to the defenders on the ridge. Those Khadoran bastards didn't even hear the shells coming.

—Swift Sergeant Codley Werthbell

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	6	6	14	11	8	



MILITARY RIFLE			
RNG	ROF	AOE	POW
10	1	—	11



KNIFE	
POW	P+S
2	7

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

SMALL BASE

LEADER & GRUNTS

☛ Advance Deployment

☛ Pathfinder

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

Mark Target – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5" of this model and in its LOS.

Prowl – This model gains Stealth (S) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Each ranger carries an array of signaling devices as well as maps they continually update and revise. With basic mirrors, sophisticated optics, and the reckoning of highly skilled eyes, rangers can identify distances with unerring precision and signal enemy positions to waiting forces.

Whether functioning as covert strike forces, guides, or forward observers, rangers prove useful in a variety of roles. Versatility adds to their value, and the scout general of the Cygnaran Reconnaissance is eager to see more in service. Recruits are being handpicked at a steady pace, and scores of task forces have been added to detachments throughout Cygnar.

TACTICAL TIPS

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

MARK TARGET – This includes other models in its unit.

Silent sentinels at the edges of Cygnar's borders, rangers stalk the fringes of Cygnaran territory carrying little more than their rifles, cloaks, and kits. Many have died nameless deaths deep in the Thornwood, in the wastes of the Bloodstone Marches, and on the remote sandy shores of the Broken Coast keeping Cygnar safe. These scouts have become a deadly instrument of the Cygnaran military. Picked from the toughest and brightest the military has to offer, rangers are trained by the Cygnaran Reconnaissance Service in methods of survival, stealth, and secret communications.

Rangers can disappear into deployment for months if need be. These lightly armed and armored soldiers tear through thickets and underbrush quicker than most can run across level ground. Ideal guides through harsh terrain, they have escorted entire offensives through hostile territory. They are trained to blend into the terrain, and they use underbrush and uneven ground to their advantage, relying on camouflage as a shield against even the most skilled sniper's eye.



STORM LANCES

CYGNAR STORM KNIGHT CAVALRY UNIT

Ride the lightning to victory.

—Storm Lance motto



TACTICAL TIPS

ASSAULT (ORDER) – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

ELECTRO LEAP – The lightning can arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

The earth-shuddering charge of Storm Lances is an awe-inspiring vision of might and precision in motion. The knights pound into the enemy without hesitation, bound within a corona of crackling energy. The rippling surge of thundering hooves and weaponry shifts like a living thing while bolts of electrical power arc into enemy forces.

Even when faced with massive opposition, the Storm Lance knight fearlessly urges his mount into the midst of combat. He crushes enemy soldiers beneath deadly hooves and impales metal-clad combatants on his lance, using its galvanically charged blade to cut down men and machines alike. His reach extends even beyond the length of the weapon he wields; a discharging lance can strike at a distance to rip through troops with deadly effectiveness. A well-timed Storm Lance assault finds the enemy still reeling from the blasts even as the knights crash into their line to furiously ride down the enemy.

There is little stalking the battlefields of the Iron Kingdoms that can withstand a Storm Lance assault, whether living, undead, or mechanical.

LEADER & GRUNTS

Immunity: Electricity

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.

ELECTRICAL BOLT

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 ⚡.

ELECTRO LANCE

Reach

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

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 ⚡.

With pride the Storm Lances stand true to their mission: show no mercy to the enemies of Cygnar but bring upon them the wrath of the storm.

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8	6	7	5	12	17	9	

ELECTRICAL BOLT			
RNG	ROF	AOE	POW
8	1	—	12

ELECTRO LANCE			
POW	P+S		
7	13		

MOUNT	
POW	
10	

DAMAGE	5EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	7
LEADER & 4 GRUNTS	11
LARGE BASE	



STORMBLADE INFANTRY

CYGNAR STORM KNIGHT UNIT

Gods use lightning to wage war. Now Leto can, too!

—Chief Mechanik Garrison Grohl immediately after firing the first storm glaive

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	12	15	9



STORM GLAIVE BLAST

RNG	ROF	AOE	POW
4	1	—	12



STORM GLAIVE

POW	P+S
7	13

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

SMALL BASE

LEADER & GRUNTS

☑ Combined Melee Attack

⚡ Immunity: Electricity

Electrical Arc – The Leader and models in this unit within 5" of it gain +2 RNG to ranged attacks and +2 to melee and ranged attack damage rolls.

STORM GLAIVE BLAST

⚡ Damage Type: Electricity

storm. They have become the finest fighting men serving the king, supplementing ancient martial tradition with state-of-the-art weaponry.

Upon selection for the Stormblades, each soldier begins intensive training in the use of the storm glaive. This ingenious weapon builds on the Caspian enthusiasm for sword warfare with powerful mechanical storm technology. The blade itself, forged to exacting specifications, contains a lattice of conductive materials to direct and regulate the flow of powerful electrical energies from its storm chamber. In properly trained hands, a storm glaive can even send lightning forth to blast enemies at a distance.

Each Stormblade sergeant carries a modified storm glaive specifically designed to work in synergy with the glaives of his unit and capable of conducting massive electrical surges. In wielding this weapon, the sergeant becomes the heart of an electrical storm that feeds on the energy of each glaive and amplifies each weapon's electrical charge.

A Stormblade's armor insulates him against the currents of his weapon and is designed to withstand the deadly fingers of energy that arc from each member to the next. In combat Stormblades are surrounded by a nimbus of flashing lightning, a sight that represents a fearsome presage of the future of Cygnaran warfare.

Stormblades are ready to face insurmountable odds and wield the most advanced mechanika Cygnar has to offer. Part of an initiative begun by Warmaster General Leto Raelthorne in the years before he seized the crown from his brother, these heavily armored soldiers were each handpicked to become knights of



STORMBLADE INFANTRY OFFICER & STANDARD

CYGNAR STORM KNIGHT UNIT ATTACHMENT

Stormblades are the sons of thunder, and their commanders, the eye of the storm.

—Stormblade Major Vincent Remington



A single rank of Stormblades is an awesome sight, but to observe a whole company fighting under the standard of their order is to witness the finest warriors in all of Cygnar. Commanded by knight lieutenants, the Stormblades march in defense of crown and country wielding some of the most potent mechanika entrusted to any foot soldiers in western Immoren.

Proudly borne by an honored knight, a company's banner signifies both its allegiance to Cygnar and its history. Above the noble banner, the standard is capped by a tempest generator, a device that causes the atmosphere directly around it to roil with the localized force of a thunderstorm. Interacting with the storm glaives carried by the knights, this generator transforms their weapons' normally narrow fire into devastating electrical blasts.

The knight lieutenants whom the standard bearers accompany are brilliant commanders and valorous combatants. Years of training have made them experts in the tactics of the Stormblades and the use of the storm glaive. These men and those of higher rank are held to the highest standards of conduct, as they embody the traditions of the Stormblades.



Attachment [Stormblade Infantry] – This attachment can be added to a Stormblade Infantry unit.

OFFICER

- ☑ Combined Melee Attack
- ⚡ Immunity: Electricity
- ♣ Jack Marshal
- 👤 Officer

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.

STANDARD BEARER

- ☑ Combined Melee Attack
- ⚡ Immunity: Electricity
- 👤 Standard Bearer

Storm's Eye – While this model is in formation, when a model in its unit directly hits a model with a ranged attack the ranged weapon used in the attack becomes AOE 3".

STORM GLAIVE BLAST

- ⚡ Damage Type: Electricity

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	6	12	15	10

STORM GLAIVE BLAST			
RNG	ROF	AOE	POW
4	1	—	12

STORM GLAIVE	
POW	P+S
7	13

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	12	15	9

STORM GLAIVE BLAST			
RNG	ROF	AOE	POW
4	1	—	12

STORM GLAIVE	
POW	P+S
7	13

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	3
SMALL BASE	

TACTICAL TIPS

ASSAULT (ORDER) – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander and 'Jack Marshal. Remember, only this model can issue the Assault order.

STORMBLADE INFANTRY STORM GUNNER

CYGNAR STORM KNIGHT WEAPON ATTACHMENT

The path of the weapon's discharge guides the fire of similarly attuned weapons. This arc terminates when it grounds through the target. Yes, I would say "terminate" is the correct word.

—Arcane mechanik Dalton Tressel

STORM GUNNER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	12	15	9	



STORM THROWER				
RNG	ROF	AOE	POW	
10	1	—	12	



ELECTRICAL BLADE		
POW	P+S	
7	13	

FIELD ALLOWANCE	
1 GUNNER	1
UP TO 2 ADD'L GUNNERS	1EA
SMALL BASE	

table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

STORM THROWER

Damage Type: Electricity

Electrical Current – If this attack directly hits a model during this unit's activation, ranged attacks against that model made by models in this unit later this activation automatically hit it.

Attachment [Stormblade Infantry] – This attachment can be added to a Stormblade Infantry unit.

STORM GUNNER

Combined Melee Attack

Immunity: Electricity

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

TACTICAL TIPS

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

ELECTRICAL CURRENT – This includes ranged attacks made by this model.

ranged electrical discharges it is capable of firing. A further shortcoming of the storm glaive's blast is its inaccuracy, which leaves Stormblade units vulnerable to enemy gunfire and other long-range threats. In response to these issues, Cygnar's arcane mechaniks devised the storm thrower both to provide storm knights with covering fire and to enhance the accuracy of those blasts.

A unit of Stormblades becomes exponentially more lethal when accompanied by one or more storm gunners. The storm thrower that each gunner carries is a complex weapon designed to interact with and complement the standard equipment of Stormblade knights. These bolts of mechanically generated electricity act as channels for the rest of the units' storm glaive attacks, drawing their blasts unerringly towards the target. A foe who survives an initial storm thrower bolt will find no reprieve as his enemies' weapons fire white lightning into him over and over again.

The signature armament of Cygnar's Stormblades, the storm glaive is one of the best-known mechanical weapons in all the Iron Kingdoms. It is primarily intended as a close combat weapon, though, despite the short-



STORMGUARD

CYGNAR STORM KNIGHT UNIT

When we rushed for the kill, a wall of halberds marched from the smoke to intercept us. We were holding our own until our formation exploded in a flash of lightning and deafening thunder.

—Iron Fang Pikeman Yurikov, survivor of a border skirmish near Fellig



TACTICAL TIPS

ELECTRO LEAP – The lightning can arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

GUNFIGHTER – Gunfighter is on this unit so the Leader can make Electric Discharge attacks while in melee.

When the Stormguard march to war, the air around them darkens with the promise of an electrical reckoning. Each is a master of the voltaic halberd, a mechanical polearm constructed to hack through flesh and steel while torrents of energy leap far into the ranks of the enemy. Every halberd strike charges their sergeant's nexus generator, a weapon of electric wrath that hums with the accumulated power. The air fills with the smell of ozone as the generator charges, and tongues of electricity play across the armor of the gathered soldiers in the sergeant's unit. At the right moment, he can unleash the destructive potential in a lightning strike that blasts apart enemy formations.

The Stormguard are deployed to hold strategic positions or shore up exposed flanks where they carve apart

LEADER & GRUNTS

⚡ Combined Melee Attack

🔫 Gunfighter

⚡ Immunity: Electricity

Electrical Discharge – After all models in this unit have completed their actions, its Leader can make one ranged attack. The attack has base RNG 10, AOE 3, and POW 6. It gains +1 POW for each model in this unit that hit an enemy model with a melee attack this activation. Damage from this attack is electrical.

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

VOLTAIC HALBERD

🔫 Reach

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 ⚡.

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

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	12	15	9

VOLTAIC HALBERD	
POW	P+S
6	12

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	6
LEADER & 9 GRUNTS	9
SMALL BASE	

anything in their way. In their training at Fort Falk they endure endless grueling drills. Each Stormguard knows his life depends on the men next to him, and as a result they fight as one.

Like all storm knights, these hardened men are living symbols of Cygnaran advances in the science of war. King Leto trusts his own safety to their protection and has ordered more of their number to take to the front lines. The sight of the Stormguard inspires common soldiers and reminds them of their king's admiration and support.



SWORD KNIGHTS

CYGNAR UNIT

Your sword and shield represent your prowess and fealty. These are sacred trusts because they serve life, crown, and Morrow.

—From the initiation ceremony of the Sword Knights

LEADER & GRUNTS

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



BATTLE BLADE

POW	P+S
4	10

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 4

LEADER & 9 GRUNTS 6

SMALL BASE

this model gains +2 to attack rolls and gains an additional damage die.

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.

LEADER & GRUNTS

★ Jack Marshal

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

Flank [Faction Warjack] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated,

For centuries the Sword Knights have served Cygnar, keeping the countryside free of brigands and rampaging beasts. Since the advent of the warjack, the Sword Knights have adapted their time-honored tactics to deal with monsters of metal as well as flesh. Trained to fight against as well as alongside warjacks, the knights are expected to learn their inner workings. This knowledge enables the knight to inflict considerable damage by targeting the warjack's most vulnerable points.

Sword Knights reach their full fighting potential when accompanied by warjacks in battle. Well versed in warjack maneuvers, the knights use their massive counterparts to spearhead daring advances and flank the 'jacks as they make their way across the battlefield, felling any enemy within striking range of the knights' cleaving blades.

Among the oldest of the knightly orders in western Immoren, the legendary Sword Knights are one of the cornerstones of Cygnar's armies. Each knight is the inheritor of an illustrious heritage marked by faith, service, and courage in defense of crown and country. Whereas some modern knightly orders carry advanced mechanika, the Sword Knights fight with the same weapons and armor they have for centuries—a testament to their deadly prowess.

Sword Knights are masters of the Caspian battle blade. Every knight practices tirelessly with the weapon until it becomes an extension of his mind and body. Upon a knight's acceptance into this order, two swords are bestowed upon him: the battle blade that will serve as his weapon and a ceremonial blade to be kept with him at all times. He is expected to maintain this ornamental weapon throughout his life. It is never to be drawn in battle, and upon a valiant knight's death, the blade is buried alongside him to keep him safe in the wilds of Urcaen.



SWORD KNIGHT OFFICER & STANDARD CYGNAR UNIT ATTACHMENT

Let me awaken in Urcaen with my sword in hand. Let the Beast beware my coming, for I am armed eternal, in death as well as in life.

—From the Sword Knight officer Vow of Steel



TACTICAL TIPS

OFFICER - Because this model is an Officer, it is the unit 'Jack Marshal while it is in play. When it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the new unit commander and 'Jack Marshal.

Sword Knight officers carry forward the proud tradition of their order and prove that some methods of waging war never become obsolete. Such warriors fight unrestrained by reliance on charged accumulators, storm chambers, or mechanically insulated armor and require nothing but a stout shield, a sharp blade, and their amazing skill. No man wearing the Cygnus can compare with these senior knights' ability to coordinate precise and devastating strikes that tear apart rushing warjacks or hulking warbeasts with surpassing ease.

Most Sword Knight companies serve alongside other heavy infantry, but several battalions in each army remain composed solely of Sword Knights, led by a major with decades of decorated service to the crown. The men



Attachment [Sword Knights] - This attachment can be added to a Sword Knights unit.

OFFICER

⚔ Officer

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

Drive: Pronto - This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

Flank [Faction Warjack] - 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.

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.

Tactics: Precision Strike - Models in this unit gain Precision Strike. (When a model with Precision Strike damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.)

STANDARD BEARER

🚩 Standard Bearer

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

holding these esteemed ranks descend from the noble blood of the ruling families comprising the Royal Assembly. Years of experience fighting and leading knights has given these officers tremendous insight into the best way to direct their soldiers and 'jacks in battle and to coordinate complex and precisely timed maneuvers that bring untold destruction onto the enemy.

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	14	9



BATTLE BLADE

POW	P+S
4	10

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	14	9

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

TRENCHER CANNON CREW

CYGNAR WEAPON CREW UNIT

Put some cannons on that hill, and I guarantee we'll still hold it next winter.

—Captain Maxwell Finn

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	5	13	13	9



CANNON

RNG	ROF	AOE	POW
15	1	3	13



TRENCH KNIFE

POW	P+S
3	9

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	5	13	13	9



MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11



TRENCH KNIFE

POW	P+S
3	9

FIELD ALLOWANCE 2

LEADER & 2 GRUNTS 3

LEADER LARGE BASE
GRUNT SMALL BASE

LEADER & GRUNTS

► Advance Deployment

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.

CANNON

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.

Range Finder – While B2B with one or more Grunts in this unit, this model gains +2 to attack rolls with this weapon.

Constantly battling their way forward, Trencher artillery crews haul their cannons into the fray across any terrain. The crews dig hasty positions on high ground, throw up sandbag barricades, and prepare to fire. These cool, professional gunners, chosen as much for their steady nerves as their killer's eye, calmly consult tactical maps and shout orders above nearby explosions. The gunner checks wind, elevation, and range before launching the shell with a muffled explosion. The cannon crews have gained a reputation among their fellows, not so much for turning the tide of battle themselves as for sending the enemy flying with tremendous precision and clearing the way for Trencher platoons to pour forth from cover and end the exchange with a rush of cold steel.

With their short barrels the Trencher cannons may resemble close-ranged naval ordnance, but in truth the Cygnaran army engineered these quite-modern cannons to maximize portability and accuracy. They enhanced the latter with a conical shell and rifled barrel instead of the older ball shot and smooth-bore guns. Though the range does not equal the Khadoran mortar's, it remains impressive and comes with no appreciable loss of precision. The Khadorans have learned a grudging respect for these cannons, particularly after discovering them dug in and fortified right up against the forward lines.



TRENCHER CHAIN GUN CREW

CYGNAR WEAPON CREW UNIT

We may not have a shortage of enemies but at least we have enough bullets for them.

—Trencher Gunner Hank Larsen



LEADER

► Advance Deployment

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.

GRUNT

► Advance Deployment

Ammo Feeder – If B2B with the Leader, the Grunt can forfeit its action to use Ammo Feeder. This activation, if the Leader makes a Strafe special attack, it makes +3 attacks.

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.





CHAIN GUN

Covering Fire (★Action) – Place a 3" AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in this model's LOS, ignoring intervening models. A model entering or ending its activation in the AOE suffers a damage roll with POW equal to the POW of this weapon. The AOE remains in play for one round or until this model is destroyed or removed from play.

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.

Range Finder – While B2B with one or more Grunts in this unit, this model gains +2 to attack rolls with this weapon.

Strafe [d3] (★Attack) – Make d3 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.

LEADER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	5	13	13	9	
							
CHAIN GUN							
RNG		ROF		AOE		POW	
10		1		—		10	
							
TRENCH KNIFE							
POW				P+S			
3				9			
GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	5	13	13	9	
							
MILITARY RIFLE							
RNG		ROF		AOE		POW	
10		1		—		11	
							
TRENCH KNIFE							
POW				P+S			
3				9			
FIELD ALLOWANCE							2
LEADER & GRUNT							2
LEADER LARGE BASE							
GRUNT SMALL BASE							

Armed with one of the most pivotal weapons in Cygnar's arsenal, chain gun crews serve a crucial role. Once in position the crews open up on the enemy and force them to take cover or be cut down where they stand; the withering fire of the chain guns is more than capable of chewing apart whole units of men in seconds.

The chain guns fire so quickly it is scarcely possible to distinguish the sound of one shot from another among the continuous blaring gunfire as the weapons are cranked into action.

The trenchers themselves

find the distinct report soothing, a constant reminder that the chain gunners have their backs in battle.

Gunners are grim even by the standards of the Trencher "Gravediggers." They know that even with the protection of shoveled-out trenches defended by a weapon delivering a devastating rate of fire, the odds are stacked against them. Every chain gunner carries a vast amount of ammunition into battle—and prays he lives to fire every shot.



TACTICAL TIPS

STRAFE – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss.

TRENCHER COMMANDOS

CYGNAR UNIT

Sergeant Bothwell's commandos crept into the woods and slit the throats of seven Widowmakers before the battle. When I asked him how they did it, he smirked and said they were "letting off steam."

—Lieutenant Alain Moorehouse, 332nd Long Gunners

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	5	13	13	9



GRENADE

RNG	ROF	AOE	POW
6	1	3	12



CARBINE

RNG	ROF	AOE	POW
10	1	—	10



TRENCH KNIFE

POW	P+S
3	9

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 6

LEADER & 9 GRUNTS 10

SMALL BASE

LEADER & GRUNTS

► Advance Deployment

🕵️ 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.

GRENADE

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.

Commandos often operate behind enemy lines. Whether crawling across a no man's land to eliminate enemy sentries or appearing out of nowhere to take down units in key positions in seconds, they are adept at neutralizing advance threats. They can clear even more substantial fortifications with coordinated grenade attacks. More than one foxhole full of Winter Guard has been devastated by commandos lurking just a few feet away.

Once they have crossed the enemy line, commandos wreak deadly havoc among artillery batteries, advance command posts, and other critical positions. Often squads are tasked with specific objectives necessary to ensure the success of a larger military action. At other times a squad may spend weeks deep in enemy territory, where they disrupt supply trains, sabotage rail tracks, and generally cause hell with the enemy's logistics and morale alike. When their mission is complete they return to their trencher brothers and prepare for the next assault.

The toughest soldiers of the Cygnaran Army have always been those who serve in the Trenchers. But even among these hard-as-nails grunts there exists an elite few. Honed by years of warfare in some of the most brutal fighting in all of the Iron Kingdoms, these "best of the best" are singled out for intense special training in a variety of advanced skills, including infiltration, covert action, and knife fighting. Those who pass this grueling course earn the right to become commandos, highly specialized trenchers who are the first of Cygnar's special forces sent into harm's way.



TRENCHER COMMANDO SCATTERGUNNER

CYGNAR WEAPON ATTACHMENT

There is a time for subtlety, and there is a time for sweeping trenches clean of Khadoran rats.

—Commando Sergeant Arin Bemeck



The dangerous task of clearing the enemy's advance positions invariably falls to the trencher commandos. Such bases overlook the deadliest kill zones of no man's land and bristle with vicious barbed wire, emplaced guns, and quick-shot sentries. Even the commandos, masters of covert operations, are hard pressed to neutralize these fortified concentrations of enemy troopers with their standard-issue carbines and grenades. It is in precisely such situations that scatterguns show their value.

Every trencher commando receives instruction in the use of a scattergun as part of his training, though each platoon is issued only a few of the powerful-but-cumbersome weapons. When the squad reaches an entrenched enemy position, the scattergunners prepare for action. In a synchronized effort, the bulk of the commandos overrun the position and cut down the sentries while the scattergunners fire into concentrations of the enemy. The blasts of grapeshot are unbelievably lethal in the close confines of a trench, and few survive the disfiguring wounds. A coordinated commando assault supported by grenades and scatterguns rapidly turns units of enemy of soldiers into so much ground meat.

Attachment [Trencher Commando]

– This attachment can be added to a Trencher Commando unit.

SCATTERGUNNER

➤ **Advance Deployment**

🔇 **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.

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.

SCATTERGUNNER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	5	13	13	9	

SCATTERGUN			
RNG	ROF	AOE	POW
SP 8	1	—	12

TRENCH KNIFE		
POW	P+S	
3	9	

FIELD ALLOWANCE	2
1 GUNNER	1
UP TO 2 ADD'L GUNNERS	1 EA
SMALL BASE	

TACTICAL TIPS

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.



TRENCHER INFANTRY

CYGNAR UNIT

They endure a life hunkered down in hip-deep mud as explosions rattle the landscape. Armed against war's horrors with only a rifle and courage, it is by their sacrifice our borders stay safe.

—King Leto Raelthorne

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	13	13	9



MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11



BAYONET

POW	P+S
3	9

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 6

LEADER & 9 GRUNTS 10

SMALL BASE

LEADER & GRUNTS

➤ Advance Deployment

⚙ Combined Ranged Attack

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.

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.

Smoke Bombs (★Action) – Place a 3" AOE cloud effect in play. Its center point must be within 1" of this model. This AOE remains in play for one round.

TACTICAL TIPS

ASSAULT (ORDER) – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

and they carry hazer smoke grenades that emit thick, gray clouds of smoke to obscure their position from the enemy. When the time is right, trenchers charge forth from their ditches to decimate the enemy with bayonets flashing and rifles roaring.

Trenchers began as an experiment by Cygnaran generals to see if hard training could shape surly or even insubordinate youths into skillful warriors. Every trencher endures a harsh regimen to be forged into a soldier capable of enduring war's horrors. Over the years many retired veterans have eagerly answered the call back to duty to train the next generation for war, teaching recruits their first lesson: "Once a trencher, always a trencher."

The trenchers have earned a reputation as being men of grit who can be found at the forefront of every battlefield. Sometimes informally called "gravediggers," they are the first onto the field and often the last to leave. It is the trenchers' duty to precede the van and prepare the battlefield. Across trench lines and hastily dug emplacements, they seize ground and hold it, enduring the concussive blasts of cannon and warjack fire to buy time for the rest of the army to advance.

These steadfast soldiers embody the courage of young Cygnaran patriots, and each is aware that every day he or his friends may be returning home in a box. Trenchers are armed with heavy rifles ready to be set with trench knife bayonets,



TRENCHER INFANTRY OFFICER & SNIPER

CYGNAR UNIT ATTACHMENT

Nothing teaches leadership faster than losing good men. Every man we keep alive is another who can fight tomorrow. When men die, it's the officer's responsibility.

—Captain Maxwell Finn



TACTICAL TIPS

OFFICER - Remember this model can issue the Assault Order. Only this model can issue the Cautious Advance order. Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander and 'Jack Marshal.

Pound for pound there's no soldier in the Cygnaran Army as tough and battle-ready as a trencher. Even so, only time and experience uncover the man who can dig in under heavy fire and keep his edge for weeks of unrelenting tension when food and ammunition run low. The lives of many of these soldiers end in wet ditches cloaked in smoke.

Those who survive may be promoted through the ranks; many a capable soldier has proudly ended his career with a sergeant's stripe. Lifers demonstrating considerable leadership ability might earn an officer's commission. In times of peace, this requires attendance at the Strategic Academy for a crash course in logistics, strategy, doctrines of war, and the vital training to command warjacks. More often, a newly promoted officer receives his training in the bloody school of no man's land.

Chosen for their natural talent and coolness under fire, the highly trained snipers demonstrate exceptional skill and marksmanship. They are powerful assets in the field who can whittle away an enemy before their squad closes to lay down concentrated fire or make a bayonet charge.

Attachment [Trencher Infantry] - This attachment can be added to a Trencher Infantry unit.

OFFICER

➤ **Advance Deployment**

⚡ **Combined Ranged Attack**

⚔ **'Jack Marshal**

⚔ **Officer**

Cautious Advance (Order) -

Each model in the unit that received this order must make a full advance as its normal movement, perform the Dig In special action, then can perform a combat action as its action.

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.

Smoke Bombs (★Action) - Place a 3" AOE cloud effect in play. Its center point must be within 1" of this model. This AOE remains in play for one round.

SNIPER

➤ **Advance Deployment**

⚡ **Combined Ranged Attack**

Dig In (★Action) - See above.

Smoke Bombs (★Action) - See above.

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.

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	13	13	9

MILITARY RIFLE			
RNG	ROF	AOE	POW
10	1	—	11

BAYONET	
POW	P+S
3	9

SNIPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	7	13	13	9

SCOPED RIFLE			
RNG	ROF	AOE	POW
14	1	—	11

BAYONET	
POW	P+S
3	9

OFFICER'S DAMAGE 5

FIELD ALLOWANCE 1

POINT COST 3

SMALL BASE



TRENCHER INFANTRY RIFLE GRENADIER

CYGNAR WEAPON ATTACHMENT

Sometimes you just can't wait for the artillery.

—Trencher rifle grenadier Aaron Hannock

GRENADIER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	13	13	9



MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11



BAYONET

POW	P+S
3	9

FIELD ALLOWANCE 2

1 GRENADIER 1

UP TO 2 ADD'L GRENADIERS 1EA

SMALL BASE

Attachment [Trencher

Infantry] – This attachment can be added to a Trencher Infantry unit.

GRENADIER

► Advance Deployment

☑ Combined Ranged Attack

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.

Smoke Bombs (★Action) – Place a 3" AOE cloud effect in play. Its center point must be within 1" of this model. This AOE remains in play for one round.

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.

MILITARY RIFLE

Rifle Grenade (★Attack) – Make a ranged attack with this weapon with AOE 3". When making a Rifle Grenade special attack, this model cannot participate in a combined ranged attack.

TACTICAL TIPS

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

Explosive grenades have been in use by Cygnar for decades, but the traditionally heavy and unwieldy weapons have significant drawbacks. Old grenades relied on a gear-based timing mechanism that was easily damaged in transit or when the weapon was thrown. Half the time the mix of blasting powders would explode early and tear a hapless soldier apart. The trenchers were content with their simple but effective smoke grenades and relied on their military rifles and bayonets to do the killing.

Recent improvements by demolitions engineers at Point Bourne have provided a simple and elegant solution. The design incorporates an extension attachment that allows the grenades to be affixed to the barrel of a rifle. The weapon makes use of rapidly expanding gasses from combustion to launch the grenade at a surprising range. Smaller and sleeker than their forebears, these grenades utilize a small quantity of fine-grade blasting powders and rely on an impact trigger to mix the powders and provide a highly reliable explosion of flesh- and armor-tearing shrapnel. The grenades are extremely efficient and pack a tremendous punch.

Grenadiers are selected from among trenchers with an interest in demolitions and are then thoroughly trained in the safe assembly and preparation of these explosive devices. Once the grenades are primed and ready, regular trenchers can handle them easily to unleash considerable

firepower against their enemies on the front line. The weapons have proven particularly useful along the northern front, where they are used to decimate packed formations of Winter Guard and more heavily armored targets.



FIELD MECHANIKS

CYGNAR UNIT

There's nothing heavier, more expensive, or more useless than a disabled warjack a hundred miles from home.

—Commander Coleman Stryker



Armor gets mangled. Firearms misfire. Warjacks break down.

Any of these things could spell doom to a battlefield commander if it were not for the mechaniks who brave the combat zone. These staunch soldiers dive into the midst of battle wearing little in the way of armor. They shun anything that would impede their ability to move into position and make necessary repairs quickly. Their fixes can be miraculous, and many battles have been turned at the point of defeat by the reappearance of a warjack thought to have been destroyed just moments earlier.

TACTICAL TIPS

REPAIR – A wreck marker cannot be repaired.

CREW CHIEF – Note that as the unit commander, this model is a 'jack marshal. Because the Crew Chief is an Officer, it is the unit 'jack marshal while it is in play. When it is destroyed it does not replace a Gobber Grunt model. Instead a Gobber Grunt in the unit becomes the new unit commander and 'jack marshal.

CREW CHIEF

✦ Jack Marshal

⊞ Officer

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




Repair [9] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

GOBBER GRUNTS

Assist Repair (★Action) –

This model can make this special action only when B2B with a friendly Faction warjack. When this model makes an Assist Repair special action, choose another model in this unit with the Repair ability also B2B with that warjack. The chosen model gains a cumulative +1 to its Repair skill on its next Repair skill check to repair that warjack this activation. If it passes the Repair check, remove 1 additional damage point from the warjack for each model that used Assist Repair on the chosen model.

Repair [6] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

CREW CHIEF							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	3	4	12	11	7	
		RIVET GUN					
		RNG	ROF	AOE	POW		
		4	1	—	10		
		MONKEY WRENCH					
		POW		P+S			
		2		6			
GOBBER GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	2	2	14	9	4	
		MONKEY WRENCH					
		POW		P+S			
		2		6			
FIELD ALLOWANCE							3
CREW CHIEF & 3 GRUNTS							2
CREW CHIEF & 5 GRUNTS							3
SMALL BASE							

A mechanik's pockets, pouches, and satchels overflow with extra parts and tools. Any self-respecting field mechanik can never have enough gear, as not having a single specific piece might mean disaster for hundreds of soldiers. This is why they keep company with the ever-present and ever-willing gobber bodgers.

Gobbers love to tinker—no matter what, where, or how. They earn a pittance for the dangers they endure to carry extra parts and tools for their crew chiefs, but to them the adventure and excitement of the work is at least half its reward. Nevertheless, the buggers are known for tossing equipment and diving for cover until danger has passed.



BLACK 13TH GUN MAGE STRIKE TEAM

CYGNAR ARCANE TEMPEST CHARACTER UNIT

Your Majesty does not approve of "black operations." If Your Majesty were to change his stance, however, we have a unit in mind for just such missions.

—Scout Master General Rebal reporting to the king's war council

LYNCH

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9



MAGELOCK PISTOL
RNG ROF AOE POW
10 1 — 10

RYAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9



MAGELOCK PISTOL
RNG ROF AOE POW
10 1 — 10

WATTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9



MAGELOCK PISTOL
RNG ROF AOE POW
10 1 — 10

DAMAGE	5EA
FIELD ALLOWANCE	C
LYNCH, RYAN & WATTS	4
SMALL BASE	

True Sight – This model ignores concealment, Camouflage, and Stealth.

TACTICAL TIPS

LYNCH - Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

The Black 13th is the elite strike force of the Militant Order of the Arcane Tempest and a weapon of war sharpened to a razor's edge by relentless service to the crown. The exact number of men and women serving in this tight-knit organization has varied since its founding, but it has always consisted of a select few who demonstrate deadly skill with the magelock pistol. Until recently, the Black 13th was based at Northguard, from which its company undertook highly secret missions deep into Khador and occupied Llaeese territory. These sensitive assignments included lightning raids, daring rescues, and flawless assassinations. The members of the Black 13th have carried out missions that would break the nerve of lesser combatants, and they have done so knowing they can never receive more recognition than a handshake and the quiet thanks of their superiors.

After the fall of Merywyn in 605 AR, the Black 13th covered Cygnar's withdrawal from Llael by harrying vast numbers of Khadoran forces and buying time for weary soldiers to regroup at the northern fortresses. Since that time, intense

LYNCH

Gunfighter

Officer

Attack Type – Each time this model makes a normal ranged attack, choose one of the following abilities:

- **Black Penny** – This attack ignores the firing into melee penalty.
- **Brutal Damage** – Gain an additional die on this weapon's damage rolls.
- **Fire Beacon** – This attack becomes AOE 5 and POW – for this attack. While a model is within the AOE, it loses Camouflage and Stealth, and other models can ignore cloud effects when determining LOS to it. The AOE lasts for one turn.
- **Snipe** – This attack gains +4 RNG.

RYAN

Gunfighter

Attack Type – Each time this model makes a normal ranged attack, choose one of the following abilities:

- **Black Penny** – This attack ignores the firing into melee penalty.
- **Brutal Damage** – Gain an additional die on this weapon's damage rolls.
- **Snipe** – This attack gains +4 RNG.

WATTS

Gunfighter

Attack Type – Each time this model makes a normal ranged attack, choose one of the following abilities:

- **Black Penny** – This attack ignores the firing into melee penalty.
- **Brutal Damage** – Gain an additional die on this weapon's damage rolls.
- **Snipe** – This attack gains +4 RNG.

Granted: Prowl – While this model is in play, models in its unit gain Prowl. (Models with Prowl gain Stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)

MAGELOCK PISTOL

Magical Weapon

RYAN ONLY

Mage Storm (★Attack) – Make a ranged attack with this weapon with AOE 4. Models hit suffer a POW 12 magical damage roll. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer a POW 12 magical damage roll. This model does not suffer damage from Mage Storm.

fighting near Northguard has cut the unit's complement to three. Captain Dixon Lynch is the only surviving member of the original Black 13th. Lynch does not talk about the team's history, whether from a desire to preserve its secrets or due to an abundance of painful memories, and he will not identify the ultimate source of its sometimes-enigmatic orders.

Many at the Tempest Academy see Lynch as a legend, even excepting his current service. Perhaps the eldest gun mage still serving in the field, Lynch once belonged to the Brothers of the Tempest, the secretive fraternity that predated the founding of the Militant Order and its formal adoption as a branch of the Cygnaran Army. Despite being a man of few words, his cold but steady leadership has earned him the unshakable loyalty of his team.

Those who see Lynch as taciturn view Sergeant Samuel Watts as downright unfriendly. The gaunt and scarred gun mage, infamous for his biting wit and loud mouth, has few friends. Rumor has it Watts remains a sergeant despite

over seven years with the unit after earning the ire of Lord General Olan Duggan, who allegedly declared, "That man will never be an officer so long as I am still breathing." Those who know Watts' reputation carefully avoid responding to his baiting. He is said to have a habit of taunting fools into reaching for a weapon as an excuse to demonstrate his own lighting-fast draw.

This might lead people to think of Lieutenant Darsey Ryan as the friendly face of the team. A coolly polite and professional duelist of unsurpassed skill, Ryan joined the Black 13th just before the invasion of Llael and remains as tough an opponent as ever. She attracts challengers like a flame attracts moths and has left dozens of overconfident pistoleers dead in the dirt. Even Watts admits she once beat him at his own game. In battle, she wields a magelock in

each hand with no apparent inhibition to her sorcerous power. When she focuses her arcane energy into striking down a hard target, the bullets from her pistols erupt in a blinding flash into a devastating explosion.

When these three fight together, each effortlessly watches the blind spots of the others while combining their fire to tear apart any opposition. What was true in its earliest days still holds today: for the Black 13th there can never be capture or surrender, only victory or death.



GUN MAGE CAPTAIN ADEPT

CYGNAR ARCANES TEMPEST SOLO

Victory and the smell of burning powder are linked to the trigger's pull.

—Captain Adept Everett Wallis

CAPTAIN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	8	15	11	9



MAGELOCK PISTOL

RNG	ROF	AOE	POW
10	1	—	10



SWORD

POW	P+S
3	7

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

CAPTAIN

➤ Advance Deployment

★ Commander

Arcane Precision – If this model forfeits its movement during its activation to gain the aiming bonus, it ignores Stealth that activation.

Attack Type – Each time this model makes a normal ranged attack, choose one of the following abilities:

- **Brutal Damage** – Gain an additional die on this weapon's damage rolls.

- **Phantom Seeker** – This model ignores LOS when making ranged attacks. This model ignores concealment and cover when resolving ranged attacks.

- **Snipe** – This attack gains +4 RNG.

MAGELOCK PISTOL

☞ Magical Weapon

The journey to becoming a gun mage is difficult and long, and few are born with the gift and the unique connection to the firearm that lets them take even the first step. Of those who survive the trials of the Arcane Tempest and have the mettle required to take up the magelock, only a very few make captain, and fewer still earn the title of adept. Gun mages of this power are rare, and the army reserves them for the most crucial battles and demanding missions.

Captain adepts would be among the deadliest pistoleers in all of western Immoren even without their sorcerous talents. Each has the eyes of a hawk and the ability to discern the subtlest movement in battle. Their vision is so uncanny that some say the rounds they fire must travel through Urcaen itself, reappearing in the realm of the living at the perfect location to strike down those who think themselves safe behind cover.

With an arsenal of arcane knowledge at his disposal, the gun mage captain is the nexus of the artillery corps. He commands soldiers with an unfaltering voice and consigns the enemy to their deaths with each blast from his magelock pistol as he strides the battlefield. Uttering words of power, he can greatly enhance the range and accuracy of his weapon to hit targets at incredible distances or blast apart those who venture too close with gunshots that hit with the force of cannon balls.



JOURNEYMAN WARCASTER

CYGNAR SOLO

*When you can caress a flower with the same hand you use to render stone to dust,
only then are you ready.*

—Ideal given to apprentice warcasters by their mentors



SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	—	11	NO	YES
Magical bolts of energy streak toward the target model.						
ARCANE SHIELD	2	6	—	—	YES	NO
Target friendly model/unit gains +3 ARM.						

The tales of warcaster accomplishments have brought many hopefuls to the Strategic Academy to see if they have the spark. It is difficult to predict who will manifest the ability to meld his mind with a warjack cortex. Those who prove promising begin training with veterans of the warcaster discipline in the hopes of unlocking their potential. Finding new warcasters is one of the kingdom's highest priorities.

Becoming a warcaster requires a soldier to reinvent himself. Many fresh warcasters have already served for years before realizing their ability to sense cortexes and



JOURNEYMAN WARCASTER

⚔ Fearless

Journeyman Warcaster –
This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

MECHANIKA BLADE

⚔ Magical Weapon

JOURNEYMAN WARCASTER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	14	14	7	
		HAND CANNON					
		RNG		ROF	AOE	POW	
		12		1	—	12	
		MECHANIKA BLADE					
		POW		P+S			
		5		10			
FOCUS						3	
DAMAGE						5	
FIELD ALLOWANCE						1	
POINT COST						3	
SMALL BASE							

must work hard to master these new skills. Beginning as apprentices, they control labor-exclusive steamjacks. Soon they move to disarmed warjacks and eventually earn the right to command a warjack—albeit typically an old or battered one—when reaching journeyman rank.

As part of a tradition as old as the Strategic Academy, each journeyman spends a tour of duty under the tutelage of a veteran warcaster before graduating to the title of magus. In a time of war, this means journeymen must learn vital lessons while evading death, and some will not survive the tour. New warcasters are juicy targets of opportunity, and enemies seek to kill them before they can mature into greater threats. As they develop they become great assets, fighting alongside their mentors and learning to become leaders of men and machines. Some mentors wince at allowing a rookie to command a six-ton powerhouse with lives on the line, but most know it is a crucial step in their development. Only the heat of battle burns hot enough to forge even the strongest talents into accomplished warcasters.

TACTICAL TIPS

JOURNEYMAN WARCASTER – This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.



STORMSMITH STORMCALLER

CYGNAR SOLO

In this advanced age we have even the forces of nature at our command.

—General Adept Nemo

STORMSMITH

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	4	13	11	7



ROD

POW	P+S
3	7

FIELD ALLOWANCE 3

POINT COST 1

SMALL BASE

STORMSMITH

Immunity: Electricity

Stormcall [8] – This model can make one of the following stormcalls. Warjacks affected by a stormcall suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

- **Single Strike (★Action)** – RNG 10. Target model. This model makes a skill check. If it passes and the target model is in range, the target model suffers a POW 10 electrical damage roll ⚡.
- **Surge (★Action)** – Choose a friendly Stormsmith Stormcaller. If when this model makes this special action the chosen model is within 20" of it, this model can target up to two models whose bases are intersected by any line drawn between its base and that of the chosen Stormsmith Stormcaller. This model makes a skill check for each model targeted. If it passes, that model suffers a POW 10 electrical damage roll ⚡. Models can be targeted only once per Surge special action. If the chosen model is not within 20" of this model when it makes this special action, nothing happens.
- **Triangulation (★Action)** – Choose two other friendly Stormsmith Stormcallers. If when this model makes this special action it and they are all within 20" of each other, this model can target up to three models whose bases are within the triangular area between all three Stormsmith Stormcallers. This model makes a skill check for each model targeted. If it passes, that model suffers a POW 10 electrical damage roll ⚡. Models can be targeted only once per Triangulation special action. If this model and the chosen models are not all within 20" of each other when this model makes this special action, nothing happens.

ROD

⚡ Reach

Many of the most brilliant minds in the field of mechanika can be found in the service of the Cygnaran Army. After being recruited for their mechanical aptitude and trained by the Strategic Academy, stormsmiths become potent arcanists who specialize in the art of harnessing and focusing electrical forces.

Cygnar's enemies have learned to fear the great electrical storms that accompany the nation's armies on the battlefield. Stormsmiths, central to this fear, are foremost among the Swan's galvanic forces. Wielding the mechanical devices known as stormcallers, the highly

TACTICAL TIPS

STORMCALL – Remember that stormcalls follow normal targeting restrictions and require LOS.

trained arcanists summon lightning from empty air to lay waste to any who stand against the crown. The precision of their guided strikes can neutralize warjacks, kill enemy officers, and scorch the earth from a great distance.

Though a single stormsmith is dangerous, they become truly deadly as a group. Working in concert, several stormsmiths can light up a whole field with scores of lightning strikes.

Stormsmiths are respected specialists in the Cygnaran Army and can be called to serve the crown on the battlefield at any time. When summoned to march with the army, they carry their stormcallers as proudly as any knight does his blade or long gunner does his rifle.



STORMSMITH STORM TOWER

CYGNAR WEAPON CREW UNIT

The Khadorans came over the hill and the sky lit up with lightning. You couldn't even hear them screaming over the thunder.

—Private Derryl Tomson



TACTICAL TIPS

LIGHTNING GENERATOR – The lightning arcs to models with Immunity: Electricity, it just cannot damage them. Damage from Lightning Generator strikes is not considered to have come from a hit or by a melee or ranged attack.

Supported by stormsmiths skilled in calling down the powers of the heavens, knights and warjacks march to battle armed with the most advanced weaponry known to man. With so many of Cygnar's arcanists fascinated—some would even say obsessed—with the destructive capabilities of electricity, new electromechanical weapons are constantly being developed.

The storm tower is one of the most potent applications of storm technology, an outgrowth of developments made when Sebastian Nemo was perfecting Cygnar's new telegraph system. After creating the massive generator towers required for sending signals at long distance, the mechaniks of the Cygnaran Armory went on to refine these components toward developing more portable variants designed to manifest and control raw electrical energy across the battlefield.



LEADER & GRUNT

Immunity: Electricity

STORM TOWER

Damage Type: Electricity

Critical Disruption – On a critical hit on a warjack, it suffers Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

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.

Lightning Generator – When a model is hit with this weapon, lightning arcs from that model to d3 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 .

Range Finder – While B2B with one or more Grunts in this unit, this model gains +2 to attack rolls with this weapon.

When activated, the tower emits a field that aggravates the atmosphere directly above. Storm clouds coalesce instantly, and lightning streaks downward, creating a circuit between the tower and the sky. The stormsmith operating the weapon aims the apparatus via a mechanical rod with which he can direct its galvanic fury. Precise timing is vital for the proper use of a storm tower, as its operator must cease the atmospheric agitation within a narrow time frame or invite his own electrocution.

LEADER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	11	7

STORM TOWER				
RNG	ROF	AOE	POW	
14	1	—	14	

SWORD	
POW	P+S
3	7

GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	11	7

SWORD	
POW	P+S
3	7

FIELD ALLOWANCE	2
LEADER & GRUNT	2
LEADER LARGE BASE	
GRUNT SMALL BASE	

SQUIRE

CYGNAR SOLO

The fulcrum of our military strength is the warcaster. Magnify that power, and our might increases exponentially.

—Master Mechanik Lassiter Polk of the Cygnaran Armory

SQUIRE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	4	1	14	14	—

DAMAGE	5
ACCUMULATOR CIRCLES	3
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

SQUIRE

☞ Construct

Arcane Realignment –

While this model's warcaster is within 5" of it, that warcaster can reroll one failed magic attack roll each turn.

Arcane Repeater –

While this model's warcaster is

within 5" of it, that warcaster's control area is extended 2".

Attached – Before the start of the game, attach this model to a friendly Faction warcaster for the rest of the game. Each warcaster can have only one model attached to it.

Reserve Accumulator – Once per turn during your Control Phase, after replenishing focus, if this model is within 5" of its controlling warcaster, you can mark one unmarked accumulator circle on this model's card to give 1 focus point to its warcaster.

TACTICAL TIPS

ATTACHED – This model cannot be reassigned if its warcaster is destroyed or removed from play.

RESERVE ACCUMULATOR – A model can have more focus points than its FOCUS as a result of Reserve Accumulator.

Its other powerful features include enhanced spell targeting technology and a refined accumulator that temporarily stores reserves of arcane energy. With its compact cortex and many difficult-to-engineer components, development and production costs for the Squire are tremendous, which means very few have been manufactured.

The recently unveiled Squire represents the culmination of decades of painstaking work by the experimental engineering branches of three of the most advanced centers of thinking in Cygnar: the Strategic Academy, the Royal Cygnaran University, and Caspia's Cygnaran Armory. This compact, steam-powered drone utilizes an advanced arcane turbine similar to those found in warcaster armor. What it does not have is tools or weaponry, as its designers intended it to neither labor nor fight. Instead, this compact mechanical marvel enhances the innate powers of the warcaster controlling it.

While its designers admit the fact only reluctantly even in their most secret reports, some of the final pieces needed to assemble the Squire fell into place only once the Cult of Cyriss consented to provide certain key technologies as part of an undisclosed agreement with King Leto. The main difficulties on the project involved finding a way to miniaturize a tremendous volume of extremely sensitive and fragile equipment into a portable armored shell that would hold up when exposed to the hazards of the battlefield.

To augment the enigmatic mental field warcasters use to control warjacks in combat, the Squire integrates sensitive relays that expand this field to allow warcasters to control 'jacks at significantly extended distances.



TRENCH MASTER GUNNER

CYGNAR SOLO

Morrow fights on the side of the big guns.
—Major Markus “Siege” Brisbane



Years spent managing the forward trencher field cannons grants the master gunners expertise that cannot be taught in a classroom—expertise that makes them some of the most valued artillerists in all of Cygnar. These men and women are versed in every artillery skill, from barrage firing patterns to the effective use of defilades. They are also experts in the complex commands used to coordinate a battery of field guns. Where other armies make use of artillery as support, the master gunners orchestrate their batteries into precision instruments of war.

Master gunners accompany trencher ordnance and warjacks to the very edge of the front lines. Quickly digging in, they coordinate the emplacement of gun crews and artillery. Once in position they are able to gauge the range of enemy forces with uncanny precision. Artillerists under a master gunner's command are terrifyingly accurate, inspiring dread in enemy troops and envy in enemy commanders. Such is the skill of these gunners that they can execute devastating bombardments without harming nearby friendly forces.

MASTER GUNNER



➤ **Advance Deployment**

⊙ **Commander**

Artillerist (★Action) – Choose a friendly Faction model. While in this model's command range, the chosen model gains +2 to AOE ranged attack rolls. When the chosen model's AOE ranged attacks deviate, you can reroll the direction and/or distance of deviation. Each roll can be rerolled only once as a result of Artillerist. Artillerist lasts for one turn.

Close Fire (★Action) – RNG CMD. Target friendly Faction model. If the model is in range, friendly models do not suffer ranged blast damage from its attacks this turn.

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.

MASTER GUNNER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	6	13	13	9	
	SCATTERGUN						
	RNG	ROF	AOE	POW			
	SP 8	1	—	12			
	TRENCH KNIFE						
	POW			P+S			
	3			9			
DAMAGE							5
FIELD ALLOWANCE							2
POINT COST							2
SMALL BASE							



CAPTAIN MAXWELL FINN

CYGNAR TRENCHER CHARACTER SOLO

I half believe if I sent Maxwell alone to storm the walls of Ravensgard he'd make a go of it. Knowing they'd kill him eventually is the only reason I've never tried!

—The late General Hagan Cathmore, Earl of Bloodsbane and Lord of Northguard

FINN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	7	14	14	10

MINI-SLUGGER			
RNG	ROF	AOE	POW
10	1	—	11

TRENCH KNIFE	
POW	P+S
3	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	3
SMALL BASE	

unit. If the Trencher unit is in range, it gains +2" movement during its activation this turn.

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.

Smoke Bombs (★Action) – Place a 3" AOE cloud effect in play. Its center point must be within 1" of this model. This AOE remains in play for one round.

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 [Trencher] – Friendly Trencher trooper models gain +2 to attack rolls while this model is in their LOS.

MINI-SLUGGER

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.

TRENCH KNIFE

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

FINN

➤ **Advance Deployment**

★ **Commander**

✳ **Fearless**

✳ **Tough**

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.

Desperate Pace [Trencher] (★Action) – RNG CMD. Target Friendly Trencher

Bourne. He joined the Trenchers as soon as he was able and quickly demonstrated the stamina and strength for which he would become famous. Private Finn was a natural soldier who chewed through every challenge his instructors threw his way and continually rose from the mud to ask for more.

There was never any doubt Finn would be a lifer, and he earned the rank of sergeant in record time. He was a man who could lead others in battle and see them through to safety. As a sergeant he was assigned to Northguard and attached to the prestigious 95th Trencher Company known as the "Northguard Gravediggers," where he served for nearly a decade and rose to the rank of master sergeant. He further distinguished himself fighting with the 95th in key engagements after Khador's invasion of Llael. Maxwell remembers each friend lost in those conflicts and is able to recount battle stories about every one of them.

One particularly notable incident occurred during the withdrawal from Llael, when several young soldiers got separated from the main column after a miscommunication. Master Sergeant Finn personally went to find them and found the squad taking sniper fire from a pair of Widowmakers. With half the unit shot down and the others under cover, Finn took matters into his own hands. Not wanting to reveal his position with gunfire, he detached his trencher knife from his rifle and stalked the Widowmakers one after the other. He took a bullet in his shoulder before bringing down the second sniper, and then he led the survivors the five miles back to their column. He bled the entire way, but he would not allow his wounds to be treated until his men were safe. This event sealed the larger-than-life status of Maxwell Finn and is often described to young trenchers in training.

The fighting at Northguard further cemented Finn's reputation among the Trenchers as "the toughest bastard alive." Most of his men were killed in the battle, and he was knocked unconscious and listed among the missing. When he regained consciousness and realized that the front had moved south, putting him behind enemy lines, he wasted no time in finding the other survivors. The story of how he and that ragged group of Trenchers rejoined the Cygnaran Army at Point Bourne quickly became the stuff of legend.

The brashness and cocksure attitude of his youth never left Captain Finn as he fought on the front lines against Khador. In one battle Finn tore loose an old fixed-emplacement mini-sluggers—a precursor of the chain gun too cumbersome to be wielded by most—and charged forward, spraying the enemy with bullets. No one has had the guts to tell him to put it

TACTICAL TIPS

THRESHER – The melee attacks are all simultaneous.

Captain Maxwell Finn is a fearless veteran of countless engagements. His scar-riddled skin serves as a reminder that the best officers lead from the front. Maxwell charges forward and dodges bullets to seize key strategic positions ahead of his troops, and his inspired soldiers push themselves to emulate his example.

None of his men would ever credit it, but Maxwell Finn was once young, growing up in the military town of Point

back, and now that slugger and his trusty trench knife are his weapons of choice. Under his command the 95th has become the go-to company to hold any flank, shore up beleaguered forces, or stall the enemy until reinforcements arrive.

Where Finn fights, the Trenchers follow: to hell or to glory, whichever comes first.



MAJOR KATHERINE LADDERMORE

CYGNAR STORM KNIGHT CHARACTER DRAGOON SOLO

Thunder pealed as lightning lit the night and smote the enemy. She came through the clearing smoke astride her horse like an answered prayer.

—Trencher Sergeant Alger Fullet

LADDERMORE

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	6	8	7	13	17/15	9



VOLTAIC ACCELERATOR

RNG	ROF	AOE	POW
8	1	—	12



VOLTAIC LANCE

POW	P+S
7	13



MOUNT

POW
10

MOUNTED DAMAGE 10

DISMOUNTED DAMAGE 5

FIELD ALLOWANCE C

POINT COST 5

LARGE BASE MOUNTED
SMALL BASE DISMOUNTED

LADDERMORE

☉ Commander

☉ Fearless

☉ Immunity: Electricity

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.

Dragoon – While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6 and base ARM 15 and loses Assault and Electro Charger, and the Voltaic Accelerator loses Power Up.

Electro Charger [Storm Lances] – While within 5" of this model, friendly Storm Lance models gain +2 to their ranged attack and ranged damage rolls.

VOLTAIC ACCELERATOR

⚡ 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 ⚡.

Power Up – This model gains +2 to damage rolls with this weapon during activations it ends its normal movement at least 1" from where it began its activation.

VOLTAIC LANCE

☉ Reach

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

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 ⚡.

Katherine Laddermore demonstrates her unflinching loyalty and dedication to the ideals of the Cygnaran Army on almost a daily basis. A superlative, battle-proven cavalry officer, she often volunteers for high-risk assignments and extra patrols, and her combat skills while leading the charge inspire all serving under her command.

TACTICAL TIPS

ASSAULT – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

ELECTRO CHARGER – Laddermore does not gain this bonus, and it does not apply to Electro Leap damage rolls.

ELECTRO LEAP – The lightning can arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

To understand Major Laddermore, one must realize that every day she serves in uniform she does so in open defiance of her father, Archduke Fergus Laddermore, the most powerful landed noble in Cygnar. The major would be the first to insist that others not judge her or treat her differently because of her family name, yet some names carry such inherent power as to make this impossible. Her father, the Lord of Durnkeep and ruler of the Southern Midlunds, controlled all of the Midlunds during Vinter's reign. This gave him governorship over a substantial portion of Cygnar's most prosperous lands. Even reduced in power under King Leto, her family controls the breadbasket of Cygnar and the lands that feed Caspia. The archduke has plagued King Leto since he took the throne. Fergus Laddermore would lose his life if the king discovered that the archduke had betrayed the crown by secretly aiding Asheth Magnus and the skorne. Such a man does not appreciate defiance. It speaks volumes to Katherine's strength of will that she opposed his wishes by enlisting in the Cygnaran Army and qualifying to join the Storm Lances.

Although she is ignorant of her father's treason, Major Laddermore discovered her family's reprehensible actions of Vinter IV's reign despite efforts to shelter her from this truth. History remembers her grandfather for endorsing the creation of the Tempest Academy during his time as Vinter's first Warmaster General, but his son Fergus helped foster the rising power of the Inquisition. As Katherine learned more, she became increasingly appalled at her father's actions and amazed that King Leto had not banished her family from Cygnar entirely. She vowed to redeem their name through service to this righteous king.

Her drive to rectify these misdeeds adds to the uncompromising zeal with which Major Katherine Laddermore executes her duties. She vigilantly patrolled Cygnar's eastern border with the handpicked members of the 33rd Heavy Cavalry Battalion. She served bravely during the Menite invasion of Caspia, at one point fighting directly at King Leto's side, and she later witnessed the fall

of Hierarch Voyle. Her battalion is presently assigned to Lord Commander Stryker's Storm Division.

Laddermore's interest in the technology behind Cygnar's storm weaponry eventually brought her into contact with Sebastian Nemo, and she has volunteered on several occasions to field test Nemo's mechanical wonders. Most recently, Nemo entrusted her with his experimental new voltaic lance, outfitted with a powerful internal electro charger and a voltaic accelerator. The accelerator is a marvel of modern mechanika, translating the kinetic energy generated by the major's charging steed into raw

electrical force. This power hums through the coils of her lance with the pounding of her mount's hooves as arcs of electricity flicker between her and the Storm Lance knights riding nearby. Bolts of lightning fired from the tips of these lances strike deep into the enemy ranks and clear paths through opposing infantry to lay bare the enemy's heart. The weapon becomes painfully hot after several uses, even through her gauntlets, but Laddermore never allows this discomfort to deter her from turning her horse around to deliver another crippling blow to the enemy.



CAPTAIN ARLAN STRANGEWAYES

CYGNAR CHARACTER SOLO

If you want to learn how to put 'jacks together, go and kneel at the feet of Arlan Strangeways.

—Captain Dominic Darius

STRANGEWAYES						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	5	12	16	8



VOLTAIC GAUNTLET			
RNG	ROF	AOE	POW
SP 8	1	—	10



FIXER	
POW	P+S
5	12

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

STRANGEWAYES

Immunity: Electricity

Jack Marshal

Magic Ability

- **Evasive Action (★Action)** – RNG 5. Target friendly Faction warjack. If the warjack is in range, it gains Evasive for one round. (A model with Evasive cannot be targeted by free strikes. It can advance up to 2" immediately after an enemy ranged attack

that missed it is resolved unless it was missed while advancing.)

- **Power Booster (★Action)** – RNG 5. Target friendly Faction warjack. If the target warjack is in range and has no focus points, it gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

Repair [10] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

VOLTAIC GAUNTLET

Damage Type: Electricity

Disruption – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

FIXER

Reach

TACTICAL TIPS

REPAIR – A wreck marker cannot be repaired.

The arcane mechanik Arlan Strangeways views every challenge in life or battle as a puzzle with a corresponding actionable solution. Whether handling an arrogant superior, repairing a hopelessly mangled arcane turbine, or facing a charging Khadoran Juggernaut, Strangeways discovers and executes the best course of action. He finds the chaos of battle and the complex inner workings of warjacks easier to fathom than military politics, and he boasts to have "solved" many of his most difficult dilemmas just by swinging his enormous mechanikal wrench.

Strangeways is first and foremost a battlefield mechanik. While some of his colleagues enter the fray only reluctantly, Strangeways seeks out danger. Younger men have often mistaken Arlan's recklessness in battle as a death wish, but his behavior actually arises from his complete and utter

faith in Cygnaran warjacks. With a Defender, a Stormclad, or even a simple Charger in front of him, Strangeways becomes oblivious to peril. He concentrates only on the 'jacks in his charge, watching pressure gauges and weighing the impact of damaged systems, and he stands ready to use his potent magic to enhance the capabilities of these machines. With a little arcane boost, 'jacks near him spring into a blur of motion and nimbly evade blows or destructive magic.

When not on the battlefield, Strangeways focuses on lovingly repairing the machines in his charge. He takes every damaged armor plate, torn connecting rod, and burst conduit as a personal affront and goes to great lengths to restore machines to full functionality. Unlike many arcane mechaniks, Strangeways prefers to find simple solutions to repairs in the field. All too aware that a rushed job can lead to breakdown in battle, he has developed a hammer-and-nails approach whose results rarely needs to be revisited.

Strangeways can ignore many ordinary dangers of combat because of the safety afforded him by his massive customized, steam-powered armor. While not as elaborate as the full rig preferred by Captain Dominic Darius, Strangeways' armor grants considerable protection and allows him to shrug off explosions or blows that would easily fell an unprotected man. He has become quite comfortable in his armor despite the hassles of keeping it refueled and maintained—from time to time he forgets he is even wearing it. He also relies on its enhanced strength to manipulate oversized warjack parts during field repairs. Adding to the armor's utility, Strangeways adapted Cygnaran voltaic technology to create an electromechanical gauntlet that can send forth a powerful electrical surge capable of frying both men and machines.

Strangeways is a paragon of expertise among the field mechaniks serving the Cygnaran Army, and most of its best mechaniks heed his advice. Those who spend time under his tutelage find him a grueling taskmaster unforgiving of mistakes and prone to demonstrating design or repair flaws in the most painful fashion possible. Though few enjoy such harsh lessons, they rarely forget them. Even in more casual settings Strangeways comes across as gruff and difficult to please, a man of action and few words. His eyes bore into anyone addressing him as if suggesting he has more important things to do than waste time in conversation.

One might expect a sense of kinship between Sebastian Nemo and Arlan Strangeways—and they have indeed fought together—but the two men share an uncomfortable awareness of their differences. Nemo is a warcaster, inventor, and theoretician fascinated by ideas for the future,

while Strangewayes is a pragmatic nuts-and-bolts man focused on keeping warjacks running in the here and now. That Strangewayes has openly called the Thunderhead an “overly complicated and impractical bit of business” has only strained their already tense relationship.

Despite his voltaic gauntlet, Strangewayes advocates steam power and has a keen admiration for the older 'jack chassis, particularly those of the Ironclad and the Defender. This has added to his reputation as a curmudgeon, but he nonetheless remains the man every Cygnaran warcaster wants patching his 'jacks back together after a major battle.





CYGNAR PAINTING GUIDE

The Cygnar color scheme catches the eye and holds it easily through its elegant use of contrast. Large areas of rich, cool blue contrast with warm gold areas, causing the eye to glide over the model. On some models the rich Cygnar blue is replaced with denim and the gold takes on the warm tones of tan and leather, but the contrast between cool and warm colors is

always maintained. It is this contrast that defines the Cygnar paint scheme, so be sure to preserve it when redesigning or modifying the palette; if you remove a cool color from the faction scheme, for example, it should be replaced with another cool color to keep the scheme in harmony.

What follows is a guide to realizing the most common colors used in the studio paint scheme. We'll cover the staple colors of Cygnar blue and rich gold as well as accent colors like white and yellow and describe techniques for painting tricky sections like the electrical coils found on many of the high-tech Cygnaran machines. We'll also go over a selection of the colors used on the clothing of troopers and warcasters alike, such as rucksack tan and bootstrap leather. With these tutorials as your guide you'll have all you need to begin painting your own army of proud Cygnaran warriors.



PAINTING TERMINOLOGY

BASECOAT

The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

HIGHLIGHTING

A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like the shingles on a roof.

SHADING

A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH

A tinted mix liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts Mixing Medium, 1 part paint/ink, and 3 parts water.

CYGNAR BLUE

Step 1) Start by basecoating the area using Cygnar Base Blue.

Step 2) Begin defining shadows by applying a coat of Exile Blue to the recesses and undersides of the area.

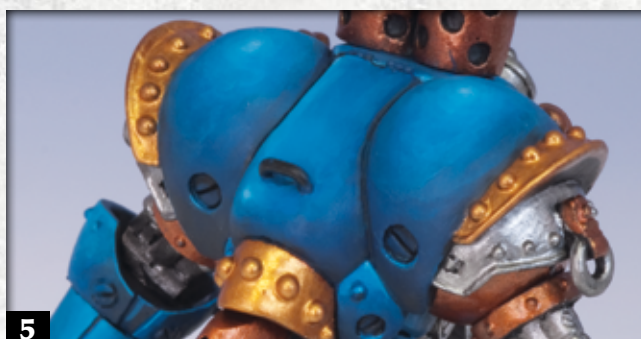
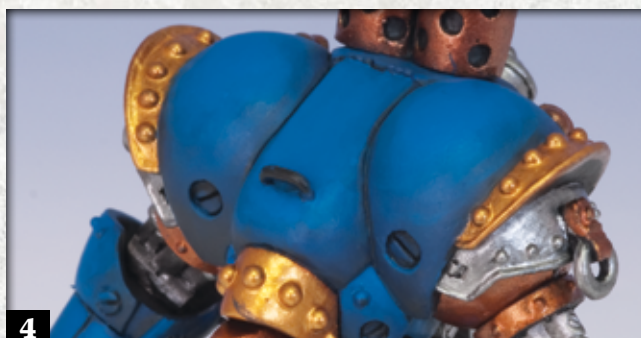
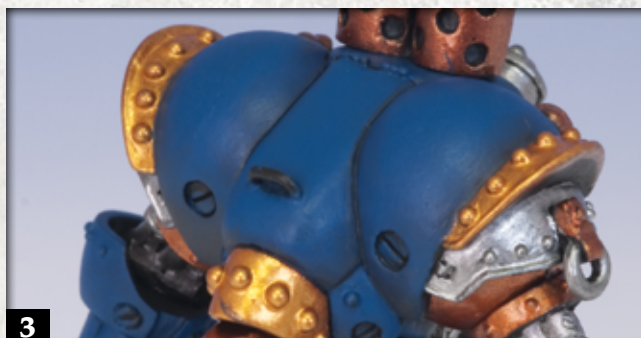
Step 3) Deepen the shadows with a mixture of Exile Blue and Battlefield Brown. Make sure the blue dominates the paint mix, or your model may turn out looking muddy and battle-worn.

Step 4) Once the blue area is shaded, it is time to highlight. Cygnar Blue Highlight is perfectly suited for this. Apply it to the upper portions of the model where light would naturally catch.

Step 5) Lastly, apply the final highlights with a mixture of Cygnar Blue Highlight and Frostbite. Imagine this layer as the shine of light glinting off the armor, defining the edges and uppermost sections.



	Battlefield Brown		Exile Blue
	Cygnar Base Blue		Frostbite
	Cygnar Blue Highlight		





1



2



3



4



5

STEEL

Step 1) A solid basecoat of Pig Iron is the first step to painting the steel of Cygnar.

Step 2) Next, make a wash of Greatcoat Grey and Armor Wash and use this to shade the steel.

Step 3) For the final shading, add Exile Blue and Umbral Umber to the mixture and apply a layer of dark shadows.

Step 4) Continue by highlighting the steel using Cold Steel. As with the gold, it is important to leave any rings of shadow accumulated around rivets and bolts intact when highlighting.

Step 5) Finally, apply a few sharp highlights with Quick Silver.



Armor Wash

Cold Steel

Exile Blue

Greatcoat Grey

Pig Iron

Quick Silver

Umbral Umber

CYGNUS YELLOW





Step 1) When painting very bright colors it can be much easier to start with the darkest shadow and simply add highlights. In this case we begin with a basecoat mixture of Ember Orange and Bloodtracker Brown.

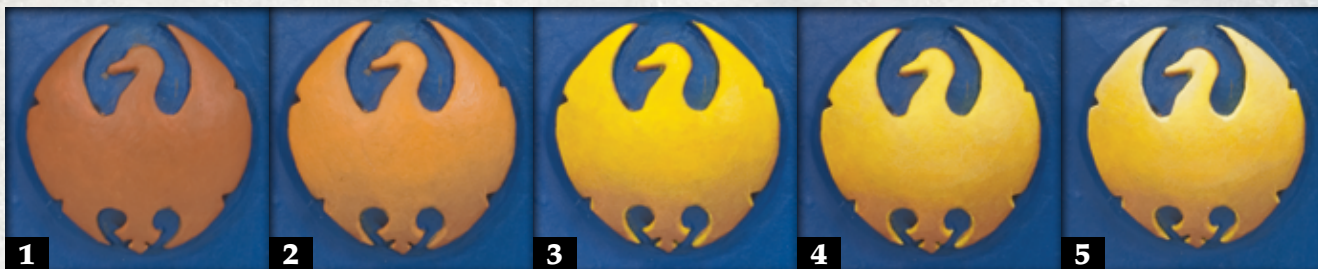
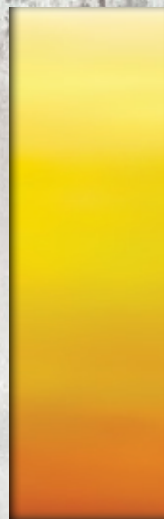
Step 2) Highlight the Cygnus with Ember Orange.

Step 3) Apply the second stage of highlights using Cygnus Yellow.

Step 4) Mix Menoth White Highlight with Cygnus Yellow for the next highlighting stage.

Step 5) To finish the Cygnus, add extra Menoth White Highlight to the mixture and apply highlights to the upper edge of the swan.

-  Bloodtracker Brown
-  Cygnus Yellow
-  Ember Orange
-  Menoth White Highlight



WHITE

Step 1) White appears quite often in the Cygnar paint scheme, and the way it is painted differs quite a bit from that used for Morrowan knights or the forces of Menoth. To start things off, apply a basecoat of Trollblood Highlight.





Step 2) Use Bastion Grey to shade the white areas. This is the only shading step, so make sure it does the job.

Step 3) Next, mix a thin glaze of Bloodtracker Brown and water and apply it sparingly to suggest rust and grime. Note that this rust is applied before highlighting to ensure that it remains subtle.



Step 4) After the rust is applied, highlight with a mixture of Trollblood Highlight and Menoth White Highlight.

Step 5) Apply the final highlights with a few thin, well-placed coats of Menoth White Highlight.

-  Bastion Grey
-  Bloodtracker Brown
-  Menoth White Highlight
-  Trollblood Highlight



GOLD

Step 1) Begin by applying multiple layers of Rhulic Gold as a basecoat. This layering is essential in achieving a brilliant gold, as any patchiness in the basecoat will be visible and cause the metal to appear tarnished and worn.








Step 2) Mix Sanguine Base and Brown Ink with a single drop of mixing medium and thin this with water to create a wash. Apply this for the first stage of shading.

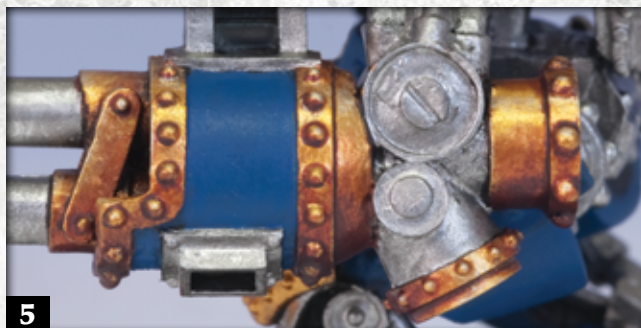
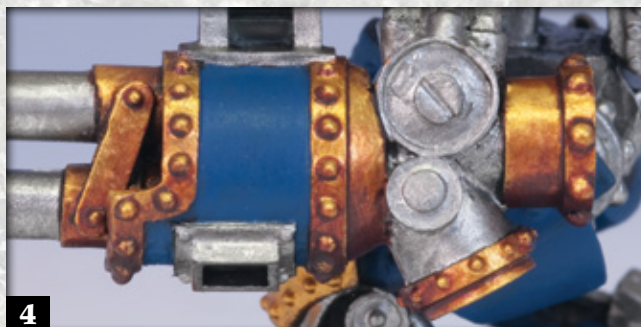
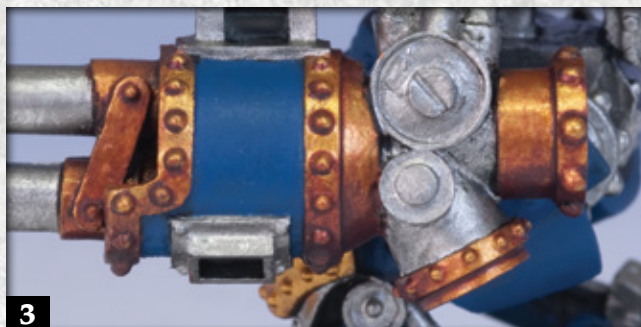
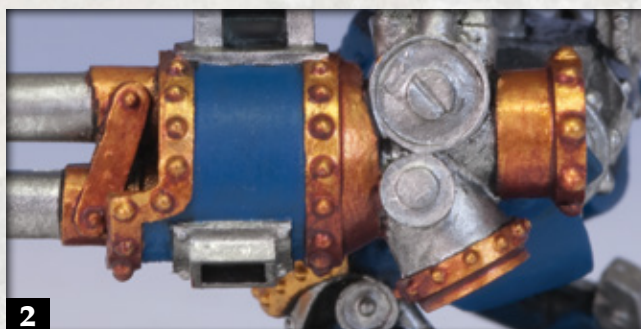
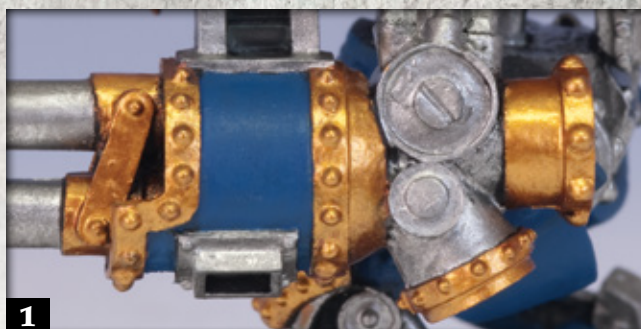
Step 3) Next add Exile Blue and Umbral Umber to the previous mixture and apply a second layer of shadows to the area.

Step 4) Use Solid Gold for the first-stage highlights. It is important to leave any rings of shadow accumulated around rivets and bolts intact when highlighting.

Step 5) Apply a mix of Radiant Platinum and Solid Gold for the final, glinting highlights.



	Brown Ink		Sanguine Base
	Exile Blue		Solid Gold
	Radiant Platinum		Umbral Umber
	Rhulic Gold		



LEATHER

Step 1) When painting the leather straps and boots of the Cygnaran uniform, start with a basecoat of Bootstrap Leather.

Step 2) Mix Brown Ink with Bootstrap Leather to make the wash for the first layer of shading.

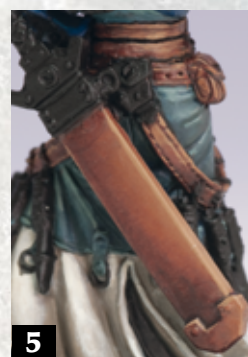
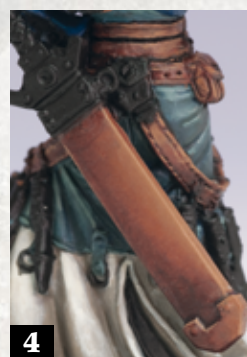
Step 3) For the final shading, use Brown Ink with a small amount of Thamar Black. Pay special attention to

defining the lines that separate sections of leather from one another.

Step 4) Next highlight with a mix of Bootstrap Leather and Beast Hide.

Step 5) Lastly, add 'Jack Bone to the previous mix and use this to add line highlights to the edges of the straps, causing them to "pop."

	Beast Hide		'Jack Bone
	Bootstrap Leather		Thamar Black
	Brown Ink		



TAN






Step 1) To paint the tan seen on many Cygnaran fatigues, start with a basecoat of Rucksack Tan.

Step 2) Use Gun Corps Brown for the first layer of shading.

Step 3) Next, use Battlefield Brown for the second layer of shading.

Step 4) Mix Rucksack Tan with Menoth White Base for highlighting. Apply this to the upper half of each fold of cloth.

Step 5) Lastly, simply add some Menoth White Highlight to the previous mixture for the final highlights.

	Battlefield Brown		Menoth White Highlight
	Gun Corps Brown		Rucksack Tan
	Menoth White Base		



DENIM


Step 1) To realize the denim color found on many Cygnar trooper and character models, start with a basecoat of Trollblood Base and Greatcoat Grey.


Step 2) Add Exile Blue to the basecoat mixture for the first stage of shading.


Step 3) Continue with the denim areas by adding Coal Black to the mixture and applying a second layer of shading.


Step 4) Highlight with a mix of the base color and Underbelly Blue.


Step 5) For the final highlights, apply Underbelly Blue sparingly.

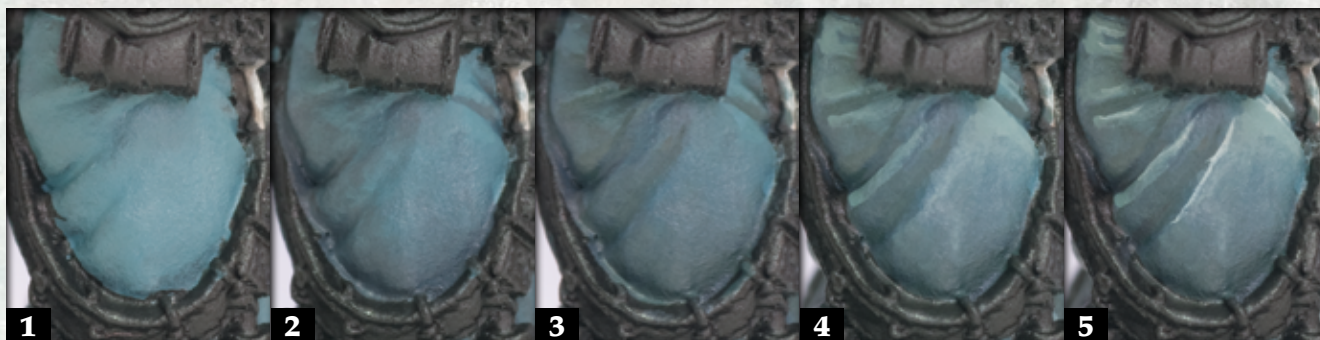
 Coal Black

 Exile Blue

 Greatcoat Grey

 Trollblood Base

 Underbelly Blue



MIDLUND FLESH

Step 1) Start with a basecoat of Midlund Flesh. Be sure to apply enough thin coats of paint for a solid basecoat with no patchiness.


Step 2) Apply a thin shade of Midlund Flesh mixed with Skorne Red to the flesh. This shade defines the features and tints the flesh, and the result should look unnaturally flushed.


Step 3) Apply a thin mixture of Midlund Flesh and Battledress


Green as in the previous step. This greenish shade should balance out the red and return the flesh to a natural tone.


Step 4) Next, mix Skorne Red with Battledress Green to make a dark brown color. Apply this sparingly to the deepest recesses of the flesh.

Step 5) Lastly, carefully apply some highlights with a mixture of Midlund Flesh and Ryn Flesh.

 Battledress Green

 Midlund Flesh



 Ryn Flesh

 Skorne Red





 Arcane Blue
 Coal Black
 Menoth White Highlight

 Meredius Blue
 Turquoise Ink

ARCANE GLOW

Step 1) Naturally, the first step to painting the glowing arcane coils of Cygnar voltaic technology is with a basecoat of Arcane Blue.

Step 2) Apply the first layer of shadows with a wash of thinned Meredius Blue.

Step 3) Next, mix Turquoise Ink and Coal Black and apply this sparingly to the deepest shadows of the model.

Step 4) Use a mix of Arcane Blue and Menoth White Highlight for the first layer of highlights.

Step 5) Lastly, add more Menoth White Highlight to the previous mixture. Carefully apply small dots to realize the final highlights.



CYGNAR MODEL GALLERY



**COMMANDER
COLEMAN STRYKER**
Warcaster



**COMMANDER
COLEMAN STRYKER VARIANT**
Warcaster



**LORD COMMANDER
STRYKER**
Epic Warcaster



**LIEUTENANT
ALLISTER CAINE**
Warcaster



**CAPTAIN
ALLISTER CAINE**
Epic Warcaster



**CAPTAIN
VICTORIA HALEY**
Warcaster



**CAPTAIN
VICTORIA HALEY VARIANT**
Warcaster



**MAJOR
VICTORIA HALEY**
Epic Warcaster



COMMANDER ADEPT NEMO
Warcaster



GENERAL ADEPT NEMO
Epic Warcaster



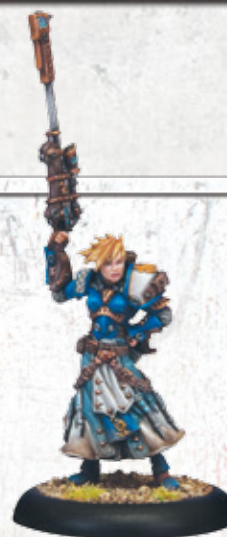
**CAPTAIN E. DOMINIC DARIUS
& HALFJACKS**
Warcaster & Solos



**MAJOR MARKUS
"SIEGE" BRISBANE**
Warcaster



CAPTAIN JEREMIAH KRAYE
Warcaster



CAPTAIN KARA SLOAN
Warcaster



SQUIRE
Solo



MAJOR KATHERINE LADDERMORE
Dragoon Solo



STORM LANCES
Unit



DEFENDER
Heavy Warjack



IRONCLAD
Heavy Warjack



**JOURNEYMAN
WARCASTER**
Solo



FIREFLY
Light Warjack



**JOURNEYMAN
WARCASTER VARIANT**
Solo



OL' ROWDY
Heavy Warjack



CYCLONE
Heavy Warjack



CENTURION
Heavy Warjack



CHARGER
Light Warjack



STORMBLADE INFANTRY
OFFICER & STANDARD
Unit Attachment



SENTINEL
Light Warjack



STORMBLADE INFANTRY
Unit



STORMGUARD
Unit



RANGERS
Unit



ARCANE TEMPEST GUN MAGES
Unit



**BLACK 13TH GUN MAGE
STRIKE TEAM**
Unit



THUNDERHEAD
Heavy Warjack



STORMCLAD
Heavy Warjack



GUN MAGE CAPTAIN ADEPT
Solo



HAMMERSMITH
Heavy Warjack



**ARCANE TEMPEST
GUN MAGE OFFICER**
Unit Attachment



LONG GUNNER INFANTRY
Unit



**LONG GUNNER INFANTRY
OFFICER & STANDARD**
Unit Attachment



**CAPTAIN ARLAN
STRANGEWAYS**
Solo



HUNTER
Light Warjack



TRENCHER CHAIN GUN CREW
Weapon Crew Unit



TRENCHER INFANTRY OFFICER & SNIPER
Unit Attachment



TRENCHER INFANTRY
Unit



FIELD MECHANIKS
Unit



TRENCHER INFANTRY RIFLE GRENADE
Weapon Attachment



**TRENCHER MASTER
GUNNER**
Solo



TRENCHER CANNON CREW
Weapon Crew Unit



**TRENCHER COMMANDO
SCATTERGUNNER**
Weapon Attachment



TRENCHER COMMANDOS
Unit



GRENADIER
Light Warjack



CAPTAIN MAXWELL FINN
Solo



LANCER
Light Warjack



SWORD KNIGHTS
Unit



**PRECURSOR KNIGHT
OFFICER & STANDARD**
Unit Attachment



**SWORD KNIGHT
OFFICER & STANDARD**
Unit Attachment



PRECURSOR KNIGHTS
Unit



THORN
Light Warjack



STORMSMITH STORMCALLERS
Solos



**CLASSIC LIEUTENANT
ALLISTER CAINE**
Warcaster



**CLASSIC COMMANDER
COLEMAN STRYKER**
Warcaster



**CLASSIC COMMANDER
ADEPT NEMO**
Warcaster



CLASSIC LANCER
Light Warjack



CLASSIC CHARGER
Light Warjack



CLASSIC SENTINEL
Light Warjack



CLASSIC IRONCLAD
Heavy Warjack



CLASSIC DEFENDER
Heavy Warjack

