



CYGNAR EPIC WARCASTER CHARACTER

of Vinter's former inquisitors under the guise of rooting out traitors among Cygnar's Menites. The act left the inquisitors exposed and allowed Caine to stalk them, interrogate those with information, and then execute them.

The vagaries of war have thrown Caine's plots into disarray and added additional strands to his web of deceptions. The beleaguered Lord Commander Stryker has used his clout to place Caine firmly under his command, forcing him to accept promotion to captain and thrusting him into battles along the eastern and northeastern borders. Saddled with the responsibilities of leading fresh troops, Allister Caine fears his narrow window of opportunity may be closing, and the risk of discovery by either the lord commander or King Leto himself

has increased ten-fold. Every move he makes now has become far more difficult.

The Exile pounds on Cygnar's eastern fortresses, and it seems more important than ever to find and eliminate the progeny of Raelthorne the Elder. At times Caine is forced by shadow orders and his legitimate superiors to be in two or three places at once. Only time will tell if he is up to such challenges and if the consequences of his deceit will be revealed. His actions in the weeks and months ahead may well change the course of history.

SPECIAL RULES

FEAT: OVERKILL

Honed by countless battles, Caine has achieved perfect and deadly synergy with his Spellstorm Pistols. Unleashing a focused onslaught of destruction, he infuses every bullet fired from his pistols with a sorcerous pulse of explosive potential that tears apart entire formations of those foolish enough to come against him in an escalating crescendo of destruction.

Caine gains a cumulative +1 Overkill bonus to his Spellstorm Pistol damage rolls after resolving each successful attack targeting an enemy model this activation. Models destroyed by Caine's Spellstorm Pistol attacks this activation explode with a 3" AOE and are removed from play. Models in the AOE suffer an unboostable POW 6 blast damage roll + Caine's Overkill bonus.

CAINE

CHAIN ATTACK - THUNDER CLAP - If Caine hits the same target with both initial Spellstorm Pistol attacks during the same activation, after resolving the attacks he may immediately make an additional Spellstorm Pistol attack against the target without spending a focus point. If the attack succeeds, the target suffers no damage but is pushed d3" directly away from Caine. On a critical hit, target model is slammed

d6" directly away from Caine and suffers a POW 12 damage roll. If the slammed model collides with another model with an equal or smaller-sized base, that model suffers a POW 12 collateral damage roll.

CRACK SHOT - Caine's targets do not benefit from being screened.

ELITE CADRE - Gun Mages included in an army with Caine gain +1 MAT, RAT, and CMD and the Gunfighter ability. A model with the Gunfighter ability may make ranged attacks targeting models in its melee range. These attacks do not suffer the normal attack roll penalty for targeting a model in melee and cannot hit another combatant if they miss their intended targets. A model with Gunfighter does not get an aiming bonus when targeting a model in its melee range. A model with Gunfighter may perform free strikes with its magelock pistol.

GUNFIGHTER - Caine has a melee range of 1/2". He may make Spellstorm Pistol attacks targeting models in his melee range. These attacks do not suffer the normal attack roll penalty for targeting a model in melee and cannot hit another combatant if they miss their intended targets. Caine does not get an aiming bonus when targeting a model in his melee range. Caine

may perform free strikes with his Spellstorm Pistols.

SPELLSTORM PISTOLS

RANGE AMPLIFIER - Caine's Spellstorm Pistols add 5" to the range of all spells cast directly from him. Channeled spells do not benefit from Range Amplifier.

NOTE: Captain Allister Caine is Lieutenant Allister Caine.

Focus 6

Cmd 8

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

	Spellstorm Pistol			
RNG	ROF	AOE	POW	
12	∞	—	12	

	Spellstorm Pistol			
RNG	ROF	AOE	POW	
12	∞	—	12	

Damage	15
Point Cost	80
Field Allowance	C
Victory Points	5
Base Size	Small

SPELL	COST	RNG	AOE	POW	UP	OFF
BLUR	2	6	-	-	X	
Target model/unit gains +3 DEF against ranged attacks.						
GATE CRASHER	3	SELF	-	-		
Place Caine anywhere completely within 8" of his current location. During this movement Caine cannot be targeted by free strikes. There must be room for Caine's base in the new location. Caine cannot move this activation after casting Gate Crasher. For the rest of this activation, when Caine makes a Spellstorm Pistol attack, it must target a model in his melee range. Gate Crasher may be cast once per activation.						
MAGIC BULLET	2	6	-	-		
Immediately after resolving the first successful ranged attack made by target friendly Cygnar model this turn, the model may make an additional ranged attack without spending a focus point targeting another model in LOS and within 4" of the original target. This attack is made with the same weapon and does not count against the weapon's ROF.						
REFLECTION	2	6	-	-	X	
When target friendly Cygnar warjack is directly hit by an enemy ranged or magic attack, roll a d6. On a roll of 4-6, the attack misses, after which this spell expires. The warjack's controller may immediately select a new legal target for the attack within the warjack's LOS and within a number of inches equal to the distance from the attacker to the warjack. The warjack's controller then makes an attack roll of 2d6 plus Caine's FOC against the target. If the new target is hit, it suffers the effects of the original attack.						
STASIS	2	6	-	-	X	
Target friendly model/unit cannot be knocked down or made stationary. Affected models suffer -2 DEF.						
TRUE SHOT	2	SELF	-	-	X	
When making Spellstorm Pistol attacks, Caine ignores Camouflage, concealment, and Stealth. Caine's Spellstorm Pistol attacks may be considered magic attacks instead of ranged attacks, but use Caine's RAT instead of his FOC to resolve the attack rolls.						

TACTICAL TIPS

GUNFIGHTER - Keep in mind that while Caine can target models within 1/2", he cannot make ranged attacks targeting models outside his melee range while engaged.

TRUE SHOT (SPELL) - True Shot allows Caine to make Spellstorm Pistol attacks against models that cannot be targeted by spells or models that cannot be targeted by magic attacks.

REFLECTION (SPELL) - Reflection does not change the nature of the attack. Even though the reflected attack is resolved using Caine's FOC, a ranged attack remains a ranged attack.



Orig. Chassis Design: Cygnaran Armory

Tempered amid the relentless firefights, muddy trenches, and waterlogged foxholes riddling the hostile ground between Northgard and Ravensgard, the Grenadier has proven a worthy addition



—Major Markus “Siege” Brisbane

CHAIN ATTACK - CLOBBER - If the Hammersmith has both arm systems functional and hits with both of its initial Hammer attacks against the same target during the same activation, after resolving the attacks it may immediately make an additional melee attack against the target. If the attack succeeds, the target suffers no damage but is immediately pushed d3" directly away from the Hammersmith. A pushed model moves at half rate in rough terrain and stops if it comes in contact with an obstacle, obstruction, or a model with an equal or larger-sized base. The pushed model cannot be targeted by free strikes during this movement. Immediately after the pushed model is moved, the Hammersmith may move up to

Although built on the same chassis as the Centurion, the Hammersmith takes the phrase “an unstoppable force” to a completely different level. Gone are the intricately mechanized armaments; massive twin Forge Hammers have replaced them. The Forge Hammers are direct, almost brutish weapons clearly designed for pounding metal—and anything else in their path—as flat as the farmlands of the Eastern Midlunds. They are capable of rocking even the heaviest warjack back on its heels and then pressing that advantage for everything its worth. Every titanic blow from the heavy “jack pushes its foe back as the Hammersmith keeps striding forward to strike again and again in a cacophonous rhythm that sounds like an ironworker shaping metal. At the end of the deafening sequence, the Hammersmith rears back and delivers one final resounding attack that violently knocks its enemy out of close quarters.



the distance the pushed model was moved directly toward the center of the pushed model. The Hammersmith may make melee attacks after following up.

BEAT BACK - When the Hammersmith makes a successful Hammer attack against a model, its target may be pushed 1" directly away from the Hammersmith immediately after the attack is resolved. A pushed model moves at half rate in rough terrain and stops if it collides with an obstacle, obstruction, or a model with an equal or larger-sized base. The pushed model cannot be targeted by free strikes during this movement. Immediately after the target model is moved, the Hammersmith may move up to 1" directly toward the center of the pushed model. The Hammersmith may make melee attacks after following up.

HEIGHT/WEIGHT: 12'7" / 8.8 tons

Armament: Forge Hammers (right and left arm)

FUEL LOAD/BURN USAGE: 180 kg / 5hrs general, 1 hrs combat

Initial Service Date: 604 AR

CORTEX MANUFACTURER: Cygnaran Armory

ORIG. CHASSIS DESIGN: Cygnaran Armory





RANGERS

CYGNAR UNIT

Swift Sergeant Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
7	5	7	7	14	11

Scout Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
7	5	6	6	14	11



Military Rifle

RNG	ROF	AOE	POW
10	1	—	11



Knife

SPECIAL	POW	P+S
—	2	7

Leader and 5 Troops 62

Field Allowance 1

Victory Points 2

Base Size Small

SWIFT SERGEANT

LEADER

UNIT

ADVANCE DEPLOYMENT - Place Rangers after normal deployment, up to 12" beyond the established deployment zone.

CAMOUFLAGE - A Ranger gains an additional +2 DEF when benefiting from concealment or cover.

CLOAK - While within 3" of a Ranger, friendly models gain Camouflage.

MARK TARGET (★ACTION) - Each activation, one Ranger in the unit can mark a target model within 12" and LOS. The Ranger's controller may immediately measure the distance from the target model to any one friendly Cygnar model in play. When attacking the marked model with AOE ranged attacks this round, friendly Cygnar models gain +2 to their attack rolls.

PATHFINDER - A Ranger ignores movement penalties from rough terrain and obstacles. A Ranger may charge across rough terrain.

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

SIGNAL - At the start of the game, the Rangers' controller may designate one friendly Cygnar unit to be left off the table instead of being deployed normally. Only one unit may be designated regardless of the number of Ranger units in the army. This player may put the designated unit into play during any of his Control Phases. The models must be placed within 3" of a table edge and a friendly Ranger or within 3" of the rear edge of his deployment zone. Models in the unit must be placed in formation. The placed models may only advance and must forfeit their actions the turn they are put into play.

TRAIL BLAZER - While within 3" of a Ranger, friendly models ignore movement penalties from rough terrain but cannot charge, slam, or trample across rough terrain.

TACTICAL TIPS

SIGNAL — Even if the Rangers are destroyed or removed from play, the Cygnar player always has the option to place the designated models at the rear of his deployment zone.

Silent sentinels at the edge of Cygnar's borders, Rangers stalk the fringes of Cygnaran territory carrying little more than their rifles, cloaks, and kits. Deep in the Thornwood, in the wastes of the Bloodstone Marches, and on the remote sandy shores of the Broken Coast, Rangers have died nameless deaths keeping Cygnar safe. Now as war presses upon the nation's borders with the weight of a warjack's fist, these scouts have become a deadly instrument of the Cygnaran military.

Cunning, resourcefulness, and decisive action are the traits that make a Cygnaran Ranger. Expert scouts and marksmen, these elite troops blaze

through the most remote terrain. Picked from the toughest and smartest the military has to offer, the Rangers are trained by the Cygnaran Reconnaissance Service in methods of survival, stealth, and secret communications.

Rangers can deploy for weeks at a time, even months if need be, without visiting a fortress or supply depot. 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 and are capable of taking an army of the heaviest warjacks through the most treacherous of passes without worry. Rangers 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 marksman's eye.

Each ranger carries an array of equipment designed to signal and convey information as well as complex cartographic maps of incredible accuracy. With mirrors, sophisticated optics, and the reckoning of 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, the Rangers prove useful in a variety of roles. Versatility adds to their value, and the scout general of Cygnaran Reconnaissance is eager to see more in service. Ranger recruits are being hand picked at a steady pace, and scores of ranger task forces have been added to detachments throughout Cygnar.



STORM LANCES

CYGNAR CAVALRY UNIT



We ride the lightning.

—Storm Lance Credo

The earth-shuddering charge of Storm Lances is an awe-inspiring vision of precision in motion. The knights pound into the enemy without remorse and are bound within a corona of crackling energy. The rippling surge of thundering hooves and weaponry shifts like a single living thing while bolts of volatile electrical power arc into the enemy.

As the tip of the Cygnaran spear, the Storm Lances aim themselves fearlessly at the enemy while their electro lances flicker in promise of the tumult to come. The Storm Lance credo has become synonymous with Lord Commander Stryker's Storm Division, and alongside Stormblade and Stormguard they serve as a symbol of Cygnar's desire to crush those who threaten its sovereign peace.

Uniting the galvanic power of the storm chamber with the tactical practicality of the cavalry lance, the armor-clad knights use their warhorses to bear them into battle amid a haze of voltaic might. Bearing electro-lances bestowed with the power of lightning, the Storm Lances are another confirmation of the superior technology and innovative spirit of the Cygnaran people brought to bear upon the nation's enemies.

Up close their elite training exemplifies discipline in the most heated of battles. Even when faced with massive opposition, the Storm Lance knight fearlessly drives his mount into combat where he crushes soldiers beneath deadly hooves, impales metal-clad 'jacks, and slashes men, machines, and the undying with the blade-guards of the lance. However, the reach of a Storm Lance is not limited to the weapon

LIEUTENANT

ELECTRICAL FIELD (ORDER) - Every Storm Lance who receives this order must advance. After the Storm Lances end their movement, enemy models crossed by any line that can be drawn between the bases of two Storm Lances who received the order and are within 3" of each other suffer a POW 10 damage roll. An enemy model may only suffer the effects of Electrical Field once per turn.

FRONTAL ASSAULT (ORDER) - Every Storm Lance who receives this order may charge an eligible target or run. When a Storm Lance damages a target with a charge attack, he may immediately make a POW 12 damage roll against the target. This additional damage roll is caused by the Electro Bolt.

LEADER

UNIT

FEARLESS - A Storm Lance never flees.

ELECTRO BOLT

POWER UP - When a Storm Lance advances or charges, he gains +2 to Electro Bolt damage rolls. Power Up lasts for one round.

ELECTRO LANCE

BRUTAL CHARGE - A Storm Lance gains +2 to Electro Lance charge attack damage rolls.

FIXED CHARGE - If a Storm Lance has charged at least 3", his Electro Lance has 2" melee range until the end of the activation.

Lieutenant Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
8	6	8	6	13	17

Knight Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
8	6	7	5	13	17



Electro Bolt			
RNG	ROF	AOE	POW
6	1	—	12



Electro Lance			
SPECIAL	POW	P+S	
Multi	7	13	



Mount			
SPECIAL	POW	P+S	
—	10	—	

Lieutenant's Damage	10
Knight's Damage	8
Leader & 2 Troops	93
Up to 2 Additional Troops	28ea
Field Allowance	1
Victory Points	3
Base Size	Large

TACTICAL TIPS

ELECTRICAL FIELD ORDER - Don't forget to make your normal attacks after cutting through the ranks of the enemy with electrical field.

FRONTAL ASSAULT ORDER - Remember Power Up adds to Frontal Assault Electro Bolt damage rolls.

he wields. A discharging lance can strike at a distance to rip through troops at range with deadly effectiveness.

Using the resonance of storm chambers to synchronize electrical fields, the knights form an electrical charge between the heavily insulated riders. This crackling barrier is deadly to anyone caught between the knights as they ride.

With incredible mobility Storm Lances furiously ride down the enemy. There is little living, undead, or mechanical stalking the battlefields of the Iron Kingdoms that can withstand a Storm Lance assault. With pride the Storm Lances stand true to their credo, show no mercy to the enemies of Cygnar, and bring the wrath of the storm where they ride.





STORMGUARD

CYGNAR UNIT

Sergeant Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
5	6	8	5	13	15

Guard Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
5	6	7	4	13	15



Nexus Generator
SPECIAL POW P+S
Multi 8 14



Voltaic Halberd
SPECIAL POW P+S
Multi 6 12

Leader and 5 Troops 68

Up to 4 Additional Troops 10ea

Field Allowance 2

Victory Points 2

Base Size Small

attack if he is not engaged. The Electric Discharge attack has RNG 6, AOE 3, and POW 6. Add +1 RNG and POW for each model in the unit in open formation with the

SERGEANT

LEADER

UNIT

COMBINED MELEE ATTACK – Instead of making melee attacks separately, two or more Stormguards in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a Stormguard must be able to declare a melee attack against the intended target. The Stormguard with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Stormguard, including himself, participating in the attack.

FEARLESS – A Stormguard never flees.

RANKED ATTACK – A Stormguard may make melee attacks through intervening Stormguard models in the same unit.

NEXUS GENERATOR (SERGEANT ONLY)

ELECTRIC DISCHARGE – After all models in the Stormguard unit have completed their actions, the Sergeant may make one Electric Discharge ranged attack if he is not engaged. The Electric Discharge attack has RNG 6, AOE 3, and POW 6. Add +1 RNG and POW for each model in the unit in open formation with the

When we rushed for the kill, a wall of halberds marched from the smoke to intercept. We were holding our own until our formation exploded in a flash of lightning and deafening thunder.

—Iron Fang survivor of a border skirmish near Fellig

Sergeant who made a successful melee attack during this activation, including the Sergeant. Friendly Stormguards in the AOE never suffer damage from an Electric Discharge attack.

ELECTRO LEAP – After a successful Nexus Generator melee attack, lightning may arc to the closest non-Stormguard model within 4". The model suffers a POW 10 damage roll.

REACH – 2" melee range.

SET DEFENSE – The Sergeant gains +2 DEF against charge and slam attacks originating from his front arc.

VOLTAIC HALBERD (GUARD ONLY)

ELECTRO LEAP – After a successful Voltaic Halberd melee attack, lightning may arc to the closest non-Stormguard model within 4". The model suffers a POW 10 damage roll.

REACH – 2" melee range.

SET DEFENSE – The Stormguard gains +2 DEF against charge and slam attacks originating from his front arc.

The Stormguard march to war darkening the air around them 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 deep into the ranks of the enemy. Every halberd strike by the Stormguard charges their sergeant's Nexus Generator, a weapon of electric wrath that hums with the accumulated

power. As it charges it fills the air with the smell of ozone and sends tongues of electricity across the armor of the gathered soldiers in the sergeant's unit. He can then unleash the coiled potential in a lightning strike that blasts apart enemy formations.

Stormguard train at Fort Falk where they endure endless grueling formation drills under the oversight of lightning-scarred sergeants. Each Stormguard knows his life depends on the men next to him, and as a result they fight as one. Stormguard are so proficient with their halberds that they are capable of landing telling blows from back ranks over the heads of their brothers. The Stormguard are deployed to hold strategic positions or shore up exposed flanks where they carve apart anything foolish enough to stand in their way.

Like their brothers in arms, the Stormblades, 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 recently 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.



LONG GUNNER OFFICER & STANDARD BEARER

CYGNAR LONG GUNNER UNIT ATTACHMENT



Lay it down thick boys. Any sod coming through will weigh a few pounds extra!

—Lieutenant Decker Hammond at the battle of Fisher's Vale.

LIEUTENANT

OFFICER - The Long Gunner Lieutenant is the unit leader.

SUPPRESSING FIRE (ORDER) - Every Long Gunner in the skirmish formation group containing the Lieutenant must forfeit his action. Place an AOE completely within 14" and LOS of the Long Gunner Lieutenant. The size of the AOE is based on the number of Long Gunners following the Suppressing Fire order within 14" of the AOE, not counting the Standard Bearer. If 2-4 Long Gunners participate, place a 3" AOE. If 5-7 Long Gunners participate, place a 4" AOE. If 8 or more Long Gunners participate, place a 5" AOE. The Lieutenant cannot participate in a Suppressing Fire order by himself. When an enemy model moves into or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participating Long Gunners have been removed from the table.

TACTICS: RANKING FIRE - Long Gunners may ignore intervening models in their unit when drawing LOS.

UNIT ABILITIES - The Lieutenant has Long Gunner unit abilities.

STANDARD BEARER

FALL BACK - Once per game, the Standard Bearer may use Fall Back during his activation. During this activation each model in the Standard Bearer's unit may make a ranged attack before moving. After attacking, Long Gunners may advance normally but cannot perform actions afterwards.

UNIT STANDARD - Models in the Long Gunner unit do not flee while the Standard Bearer remains in play. When the Standard Bearer suffers sufficient damage to be destroyed, a non-leader trooper of his unit within 1" of the Standard Bearer may take up the standard. Remove the trooper model from the table and replace it with the Standard Bearer model. Effects, spells, and animi on the replaced trooper are applied to the Standard Bearer model. Effects, spells, and animi on the destroyed Standard Bearer expire. If the Standard Bearer is not replaced, the unit must immediately pass a command check or flee.

REPEATING LONG GUN (LIEUTENANT ONLY)

Lieutenant Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
5	4	5	6	13	12

Standard Bearer Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
5	4	4	4	13	12



Repeating Long Gun

RNG	ROF	AOE	POW
14	2	—	10



Sword

SPECIAL	POW	P+S
—	3	7

Lieutenant's Damage	5
Point Cost	29
Field Allowance	1
Victory Points	+1
Base Size	Small

The massed firepower of the long gunner is a hallmark of Cygnaran battle tactics, and none are so well acquainted with the strengths of the long gunner as the veteran officers assigned to lead these riflemen into battle. The long gunner lieutenant lends confidence and tactical experience to any group of riflemen lucky to serve with him. With a determined glare and a hawk's eye for his target, the stalwart officer has earned his commission in bullets and blood. Respect for these men is instantaneous among the ranks.

Most lieutenants are seasoned soldiers promoted to command platoons in the field. With advanced tactical training, expert eyes, and veteran's wiles, the officers usually have enough combat experience to exceed the collective proficiency of the new recruits that serve as their charge in battle. Long gunner replacements constantly funnel into the ranks, so these skilled officers must make up for a lot of green experience and eager trigger fingers.

Accompanying the lieutenant is the standard bearer, a courageous enlisted man chosen to walk into battle with a blade and a banner, trading in his rifle for the platoon's war standard. Shouting battle cries, the bearer keeps morale high and serves as a stalwart example to his fellow gunners. When the enemy closes dangerously close, the ranks will retreat under his signal to wage war at a comfortable distance since their weaponry is ill suited to the rough exchange of melee. Should he fall, another will take his place eager to keep the ranks rallied.

Peppering tactical points on the battlefield with a barrage of gunfire, long gunners mark their commander's aim well. Yelling orders at the top of his lungs to be heard over the reports of the repeaters, the lieutenant directs the aim and focus of their volleys. Following his mark and aiming upon distant

targets, the long gunners can deny the enemy whole portions of the battlefield with a storm of bullets. Anyone trying to charge through the bullet-riddled lane claimed by long gunners often earns a blackpenny in the forehead for his troubles.





TRENCH OFFICER & SHARPSHOOTER

CYGNAR TRENCH UNIT ATTACHMENT

Lieutenant Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	6	8	7	13	13

Sharpshooter Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	7	13	13



Military Rifle

RNG	ROF	AOE	POW
10	1	—	11



Scoped Rifle

RNG	ROF	AOE	POW
14	1	—	10



Bayonet

SPECIAL	POW	P+S
—	3	9

Damage	5
Point Cost	41
Field Allowance	1
Victory Points	+1
Base Size	Small

LIEUTENANT

ASSAULT & BATTERY (ORDER) - Every Trencher who receives this order may make one ranged attack, after which he must charge or run. The ranged attack is made before declaring a charge target.

BAYONET CHARGE (ORDER) - Every Trencher who receives this order may charge an eligible target or run, firing his rifle as he closes. As part of the charge, after moving, the Trencher makes a ranged attack followed by a charge attack with his bayonet. A Trencher is not considered to be in melee when making the Bayonet Charge's ranged attack.

CAUTIOUS ADVANCE - Once per game, the Lieutenant may use Cautious Advance during his activation. During this activation every model in the Lieutenant's unit may advance, Dig In, and perform a combat action.

JACK MARSHAL (1) - The Trencher Lieutenant may start the game controlling one Cygnar warjack. The Trencher Lieutenant has a marshalling range equal to his CMD in inches. If a controlled warjack is in the Trencher Lieutenant's marshalling range, it can run, charge, or boost an attack or damage roll once per activation. If the Trencher Lieutenant is destroyed or removed from play, the warjack under his control does not become inert. The Trencher Lieutenant may reactivate one inert friendly Cygnar warjack per turn in the same manner as a warcaster.

The reactivated warjack comes under his control unless he already controls one other warjack.

Nothing teaches leadership faster than losing good men. Our first priority is the destruction of the enemy, but the safety of the men is critical. Every man we keep alive is another who can fight tomorrow. When men die, it's the officer's responsibility.

—Captain Maxwell Finn

OFFICER - The Trencher Lieutenant is the unit leader.

SMOKE ASSAULT (ORDER) - Every Trencher who receives this order may perform a Smoke Bomb special action and then either make a Bayonet Charge or run. Ignore Smoke Bomb cloud effects placed this activation when declaring charges.

SHARPSHOOTER

SNIPER - When damaging a warjack, the Trencher Sharpshooter's controller chooses which column takes the damage. When damaging a warbeast, the Trencher Sharpshooter's controller chooses which branch takes the damage. After a successful ranged attack, the Trencher Sharpshooter may automatically inflict one damage point instead of making a damage roll. The Sharpshooter cannot use the Sniper ability during a combined ranged attack.

UNIT

UNIT ABILITIES - The Trencher Lieutenant and Sharpshooter have Trencher Unit Abilities.

MILITARY RIFLE (LIEUTENANT ONLY)

SCOPED RIFLE (SHARPSHOOTER ONLY)

Straight out of training, pound for pound there's no soldier in the Cygnaran Army as tough and battle-ready as a Trencher. However, no matter how grueling the conditioning, nothing prepares a soldier for the reality of front-line battle. 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 as they clutch their military rifles.

Those who survive are bumped from private to corporal. After a couple years of service, a corporal with

the warrior spirit may become a sergeant and lead a squad. Many a capable soldier has proudly ended his career with a sergeant's stripe. Lifers demonstrating considerable ability to lead men and coordinate larger teams might earn an officer commission. In times of peace, this requires going to the Strategic Academy for a crash course in logistics, strategy, doctrines of war, and vitally important training to command warjacks. In the heat of war such men are often field promoted to replace a lieutenant killed in action. With education hard won in the trenches, they let their bayonet do the talking straight into the chest of an enemy, and they take only short reprieves for officer training after the heat dies down. Trencher lieutenants lead platoons of up to fifty soldiers, together comprising the Trencher companies that hold the line across Cygnar's borders.

Snipers are a respected specialty chosen from those who demonstrate exceptional skill and marksmanship. Sharpshooters are selected by their commanding officers to be sent to the nearest sizable field base or garrison for additional training which develops their natural talent and teaches the use of expensive scopes to improve accuracy. These rifles use special ammunition which is more accurate at longer ranges but strike with less impact. Squads with sharpshooters are powerful assets in the field that whittle away an enemy before the squad closes to lay down concentrated fire or make a bayonet charge.



TRENCHER GRENADE PORTER

CYGNAR TRENCHER SPECIAL WEAPON ATTACHMENT



It's a bomb I can fire from my rifle? Can I have two?

—Trencher corporal assigned to escort a grenade porter

Explosive grenades have been in use by Cygnar for decades, but these complicated, heavy, and unwieldy weapons have not been greeted with enormous enthusiasm. Old grenades relied upon a gear-based timing mechanism which was easily damaged in transit or when the weapon was thrown. Half the time the mix of blasting powders would explode early and tear the hapless soldier apart, or they would land by the enemy and keep on ticking, never mixing powders at all. 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 genius engineering design creates a grenade attachment extension that allows the grenades to be affixed to the barrel of a rifle. The gun makes use of rapidly expanding gasses from combustion to launch the grenade as a projectile at a surprising range. Smaller and sleeker, these grenades utilize a smaller quantity of fine grade blasting powder which is expensive but enables a powerful blast. They rely on an impact trigger to mix the powders and provide a highly reliable explosion of flesh and armor-tearing shrapnel.

Since the grenade only has to arrive at its point of impact—there is no worry about striking a vital organ or

PORTER

AMMO CARRIER - When the Porter suffers sufficient damage to be destroyed, a Soldier in his unit within 1" of him may take up his arms. Remove the Soldier model from the table and replace it with the Porter model. Effects, spells, and animi on the replaced Soldier are applied to the new Porter model. Effects, spells, and animi on the destroyed Porter expire.

RIFLE GRENADES - Instead of attacking with a Military Rifle, the Porter and models in his unit in base-to-base contact with him may make High Explosive attacks. A High Explosive attack is a RNG 10, AOE 3, POW 11 ranged attack. A model making a High Explosive attack cannot participate in a combined ranged attack.

UNIT ABILITIES - The Trencher Grenade Porter has Trencher unit abilities.

Porter Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	13	13

Military Rifle
RNG ROF AOE POW
10 1 — 11

Bayonet
SPECIAL POW P+S
— 3 9

Point Cost	16
Field Allowance	1
Victory Points	+0
Base Size	Small

TACTICAL TIPS

Don't get wise. You cannot add a Trencher Unit Attachment to a Trencher Chain Gun Crew.

missing thickened armor—the grenades suffer no effective range reduction compared to normal rifle fire. The grenades are highly efficient explosive devices that pack a tremendous punch, but they require a higher than normal grade which is in limited supply. These devices have proven particularly useful along the northern front where they have decimating packed formations of Winter Guard and more heavily armored targets. Men chosen to be porters are selected among Trenchers with an interest in demolitions, and they are trained in the assembly and safe prepping 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.



CYGNAR TRENCHER CHARACTER SOLO

them through to safety. Sergeant Finn was reallocated 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 after Khador's surprise invasion of Llael, fighting with the 95th in key engagements.

One particularly notable incident occurred during the withdrawal back to Northguard. Several young soldiers got separated from the main column after a miscommunication. Master Sergeant Finn went to find them personally and found the squad taking sniper fire from a pair of Widowmakers. With half of the unit shot down and the others taking cover, Finn took matters into his own hands. Not wanting to reveal his position, he detached his trencher knife from his rifle and stalked the Widowmakers one after the other. He took a bullet in his shoulder before taking them down, and then he led the survivors five miles back to their column. He bled from his injury the entire way and did not let his wounds be treated until the dead had been recovered for burial. This event sealed the legend of Maxwell Finn and is often told to young Trenchers in training.

In the Battle of Aliston Yard, the entire 58th Infantry Battalion, to which the 95th belonged, engaged in a desperate attack to relieve Northguard. The gambit paid off, but it came at great cost—the battalion suffered staggering losses including key officers. General Hagan Cathmore visited the battalion personally to award the survivors with honors, promoted Maxwell Finn straight to Captain, and put him in charge of the 95th.

Some of the brashness and cocksure attitude never left Captain Finn as he fought on the front lines against Khador. In one battle Finn tore loose an old fixed-emplacement mini-sluggger—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 courage to tell him to put it back, and now the 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, to shore up beleaguered forces, or to stall the enemy until reinforcements arrive. Wherever he fights, the Trenchers go eager to follow him to hell or to glory, whichever comes first.

SPECIAL RULES

CAPTAIN FINN

ADVANCE DEPLOYMENT — Place Finn after normal deployment, up to 12" beyond the established deployment zone.

DIG IN (★ACTION) — Finn may dig a hasty battle position into the ground, gaining cover (+4 DEF) and +4 ARM. Finn remains dug in until he moves or is engaged. Finn cannot dig into solid rock or man-made constructions. Finn may begin the game dug in.

DODGE — Finn immediately gains +2 DEF if he moves during his activation. Dodge lasts for one round or until Finn digs in.

FEARLESS — Finn never flees.

FIELD PROMOTION — Once per activation, Finn may promote a Soldier in a friendly Trencher unit that has had its Sergeant destroyed or removed from play. That Soldier

must be within a number of inches of Finn equal to Finn's current CMD. Replace the promoted model with a Trencher Sergeant model. Effects, spells, and animi on the replaced Soldier are applied to the new Sergeant.

SMOKE BOMBS (★ACTION) — Finn may place a Smoke Bomb anywhere within 3" of himself. A Smoke Bomb creates a 3" AOE cloud effect that remains in play for one round.

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

VETERAN LEADER — Friendly Trencher troopers gain +2 MAT and RAT while Finn is within their LOS.

WET WORK — When Finn makes a melee attack, he may make one melee attack roll against every opponent within melee range. When making a melee attack, Finn's front arc extends 360°. Completely resolve each attack individually and apply the target's special rules immediately as each attack is resolved. After a successful melee attack targeting a warrior model, Finn may automatically inflict one damage point instead of making a damage roll.

MINI-SLUGGER

STRAFE (D3) — A single attack with the Mini-Slugger has the potential to hit the target and several nearby models. First, make a normal ranged attack roll against an eligible target. If the initial attack hits, roll a d3 to determine the number of additional attacks the initial attack generates,

Captain Finn				Cmd 9	
SPD	STR	MAT	RAT	DEF	ARM
6	7	8	7	13	14
		Mini-Slugger			
RNG		ROF	AOE	POW	
8		1	—	10	
		Trench Knife			
SPECIAL		POW	P+S		
—		3	10		
Damage				8	
Point Cost				31	
Field Allowance				C	
Victory Points				1	
Base Size				Small	

then allocate those attacks among the original target and any models within 2" of it, ignoring intervening models when determining line of sight. Each model may be targeted by more than one attack but cannot be targeted by more attacks than the initial target. Make separate ranged attack and damage rolls for each Strafe attack generated. A model is ineligible to become a new target if it has a special rule preventing it from being targeted or if the attacker's line of sight is completely blocked by terrain.



Protectorate Epic Warcaster Character

Surrounded by the blazing inferno, Feora experienced a shift in her power over fire. She pulled the fire back to herself and let it erupt again as she willed it, filling her warjacks with power and annihilating whole ranked masses of the enemy. The Cygnarans balked and routed and the Great Temple of the Creator was preserved.

In the calm after the battle, Feora went below the temple to the catacombs of entombed holy ancestors. In a vigil at the tomb of Hierarch Luctine, she gave her vows as Protector of the Sacred Flame. Peering into the fire, she saw the weapon she must build to renew her fight. With the blessing of Visgoth

Rhoven, she took the holy weapon of Luctine and had its metal melted and reforged in the blessed armories of eastern Sul. Feora feels reforged as well, for she is filled with unshakable purpose. She will not rest until every Cygnaran is driven from the city and Caspia itself is reclaimed for Menoth. Her example has inspired a generation of followers who look to her as an embodiment of cleansing fire. The Synod of Visgoths have witnessed her rise from the ashes and seen her transformed from an ambitious upstart into an inspiring leader and true general.

Focus 6

Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	7	7	5	15	17



Flame Thrower

RNG	ROF	AOE	POW
SP	1	—	12



Apocalypse

SPECIAL	POW	P+S
Multi	7	14

Damage	16
Point Cost	76
Field Allowance	C
Victory Points	5
Base Size	Small

SPECIAL RULES

FEAT: WILD FIRE

Feora is the ultimate master of fire's all-consuming power. She has learned to bend the potency of conflagration to her will and transmute the flame into raw energy to strengthen her warjacks. By siphoning blazes around her and sending the flame where she chooses, she extinguishes burning allies and forces those same flames to leap across the battlefield and obliterate her enemies.

Feora gains a focus point for each model with a Fire continuous effect on it currently in her control area. These focus points may immediately be allocated to warjacks in her battlegroup in her control area. A warjack cannot exceed its normal allocation limit as a result of Wild Fire. Feora may then remove Fire continuous effects from any models in her control area. For each Fire continuous effect removed, Feora may cause a model in her control area to suffer Fire.

FEORA

DEATH PYRE - Feora explodes into flames if she is destroyed. Models within 3" suffer a POW 14 damage roll and Fire. Damage from Death Pyre cannot be boosted.

ELITE CADRE - Flameguard included in an army with Feora gain +1 MAT, RAT, and CMD. These Flameguard models gain +2" of movement during their first activation of the game.

FANNING THE FLAMES - While in Feora's control area, enemy models suffer +2 to Fire continuous effect damage rolls.

INSPIRATION - Friendly Flameguard models/units in Feora's command range never flee and immediately rally.

RIGHTEOUS FLAMES - Enemy models within 2" of Feora immediately suffer Fire. A model that suffers Fire because of its proximity to Feora does not suffer Fire again because of proximity to Feora as long as it remains within 2" of her.

WARJACK BOND - One non-unique warjack in Feora's battlegroup begins the game bonded to her. Feora may allocate one additional focus point to the warjack. Models hit by attacks made by the warjack suffer Fire.

FLAME THROWER

CRITICAL FIRE - On a critical hit, target model suffers Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

APOCALYPSE

REACH - 2" melee range.

SLAUGHTER (★ATTACK) - If Apocalypse damages a target, the target immediately suffers an additional POW 12 damage roll. This additional damage roll is caused by the Flame Thrower. The damage roll may be boosted.

NOTE: Feora, Protector of the Flame is Feora, Priestess of the Flame.

SPELL	COST	RNG	AOE	POW	UP	OFF
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BLAZING AURA 2 6 - - X
When a model in target friendly Protectorate unit is damaged by a damage roll, its attacker suffers an equal damage roll. Blazing Aura is not triggered by blast damage, collateral damage, or damage from continuous effects. Models in the target unit suffer -2 DEF and ARM and cannot make ranged attacks. If Blazing Aura expires, the unit must forfeit its next activation.

CONVECTION 2 10 - 12 X
When Feora destroys a living enemy model with Convection, place one focus point on a warjack in her battlegroup in her control area. A warjack cannot exceed its normal allocation limit as a result of Convection.

ESCORT 2 SELF - - X
Warjacks in Feora's battlegroup beginning their activation in her control area gain +2" of movement. Feora gains +2 ARM while any warjacks in her battlegroup are within 3" of her.

FIRE STEP 2 SELF * 13
Enemy models within 2" of Feora suffer a POW 13 damage roll. After damage is resolved, place Feora up to 3" from her current position. There must be room for Feora's base in the new location. During this movement Feora cannot be targeted by free strikes. Fire Step may be cast once per activation.

FLAME BURST 3 8 3 13 X
Models in the AOE suffer Fire.

HOT FOOT 2 6 - - X X
Target enemy model/unit must end its movement closer to Feora than it started. Affected models that do not end their movement closer to Feora immediately suffer an unboostable POW 12 damage roll.

TACTICAL TIPS

RIGHTEOUS FLAMES - If the fire goes out, the model doesn't catch fire again unless it is separated from Feora first.



DERVISH

PROTECTORATE LIGHT WARJACK

SPD STR MAT RAT DEF ARM
5 9 5 4 14 16

L **Sword**
SPECIAL POW P+S
Combo 4 13

R **Sword**
SPECIAL POW P+S
Combo 4 13

1 2 3 4 5 6

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

Point Cost 65

Field Allowance U

Victory Points 2

Base Size Medium

HEIGHT/WEIGHT: 8'7" / 3.5 tons

ARMAMENT: Swords (right and left arms)

FUEL LOAD/BURN USAGE: 60Kgs / 7hrs general, 2 hrs combat

INITIAL SERVICE DATE: 595 AR

CORTEK MANUFACTURER: Vassals of Menoth

ORIG. CHASSIS DESIGN: Sul-Menite Artificers

DERVISH

CHAIN ATTACK - SIDE STEP - If the Dervish has both arm systems functional and hits with either a Combo Strike or both of its initial Sword attacks against the same target in the same activation, after resolving the attacks it may immediately make an additional melee attack against the target without a spending focus point. If the attack succeeds, the target suffers no damage, but the Dervish may immediately move up to 2". The target model cannot target the Dervish with free strikes during this movement.

RIPOSTE - When the Dervish is the target of an enemy melee attack that misses, it may immediately make a melee attack targeting the attacking model if it is within the Dervish's melee range.

SWORDS

COMBO STRIKE (★ATTACK) - The Dervish has a pair of Swords that may be used simultaneously for a devastating attack. It may make a normal attack with each Sword individually, or it may make a special attack with both Swords at the same time. Both Swords must be operational to make the Combo Strike. Make one attack roll for the Combo Strike. Add the Dervish's STR once and the POW of both Swords to the damage roll.

Its blades are an effortless extension of my will; its movements are my movements. In its simple mind I find a brother in battle.

—High Allegiant Amon Ad-Raza

A work of divine inspiration, the Dervish utilizes the Devout chassis' unparalleled reflexes for a wholly offensive application. Rather than moving to protect, the Dervish's every motion is meant to end life. The warjack falls upon the enemies of the faithful like a forged-iron maelstrom of butchery as its twin blades work in tandem to sow death across the battlefield. From its first days outside the hidden foundries, the Dervish marked its successes with a wake of shorn limbs and fallen soldiers. Among the Cygnaran forces who fight daily through the streets of Sul, the Dervish has already become notorious for its death dealing capabilities.

Devoid of sophisticated weapon systems requiring either maintenance or ammunition, the Dervish is the perfect addition to a crusading army on the move. It is a light and agile combatant with greater reflexes than any other Protectorate warjack yet developed. Constructed with supreme flexibility in mind, the Dervish can bend and twist unhindered in ways that would sprain most bodies of flesh. Bringing its blades to bear at blinding speeds as it weaves through battle, the Dervish can sidestep attacks in the same motion used to dispatch enemies in its path.

A killing machine of the first order, the Dervish was visibly designed solely for war and not as a part of the façade of any Protectorate defensive force. Unable to justify the existence of the machine, the Synod decreed the Dervish would be constructed in secret and only in small numbers. Now in the days of the Crusade, these warjacks have been called forward to the front lines to carve a bloody swathe through the Protectorate's enemies.



—Visgoth Ark Razek, overseeing the Sul-Menite artificers

One major advantage of the Castigator is the ease with which it is refueled on distant fields of battle. Unlike the specially machined shells of the Reckoner's Condemner cannon, the Castigator needs only a fresh supply of Menoth's Fury to be ready to fight again. It has been sent forth to the front lines to bring the wrath of an inferno to all those who have

FIST – The Castigator's Flame Fists have the abilities of an Open Fist.

ORIG. CHASSIS DESIGN: Sul-Menite Artificers





DAUGHTERS OF THE FLAME

PROTECTORATE FLAMEGUARD UNIT

Captain Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
7	5	7	4	14	12

Daughter Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
7	5	6	4	14	12



Sword

SPECIAL	POW	P+S
—	4	9



Sword

SPECIAL	POW	P+S
—	4	9

Leader and 5 Troops 62

Field Allowance 2

Victory Points 2

Base Size Small

CAPTAIN

LEADER

UNIT

ACROBATICS - A Daughter of the Flame may move through other models if she has enough movement to move completely past the models' bases. A Daughter of the Flame cannot be targeted by free strikes. A Daughter of the Flame ignores intervening models when declaring a charge.

ADVANCE DEPLOYMENT - Place the Daughters of the Flame after normal deployment, up to 12" beyond the established deployment zone.

ASSASSINATE - Instead of making melee attacks separately with each of their Swords, two or more Daughters of the Flame in melee range of the same living or undead model may combine all of their initial Sword attacks. In order to participate in an Assassinate attack, a Daughter must be able to declare a melee attack against the intended target. The Daughter of the Flame with the highest MAT in the attacking group makes one

melee attack roll for the group and gains +1 to the attack roll for each Daughter of the Flame, including herself, participating in the attack. If the attack is successful, the target suffers a normal damage roll, after which the target suffers one additional damage point for each Daughter of the Flame beyond the first participating in the attack.

SHANK - A Daughter of the Flame gains +2 to melee attack rolls while completely within the back arc of a target model. A Daughter of the Flame does not receive back strike bonuses.

STEALTH - Attacks against a Daughter of the Flame from greater than 5" away automatically miss. If a Daughter of the Flame is greater than 5" away from an attacker, she does not count as an intervening model.

You shall be the shadow of death that moves unseen among them, and with their blood, Sul shall be washed clean.

—Feora, High Priestess of the Flame to the assembled Daughters of Sul

Silent and deadly, the Daughters of the Flame are feared even within the Protectorate of Menoth. The origin of the Daughters is largely unknown even among Menites. Founded by the Priestess of the Flame with the consent of the hierarchy, the Daughters were originally charged with the absolute security of Menite sanctuaries and sacred places. In the course of carrying out their duties, this secret order of the Flameguard Temple has evolved into a surgical tool adept at removing threats to the Protectorate both internally and externally. Organized into small strike forces known as hands, the Daughters stalk the enemies of the faithful with a single-minded devotion, emerging from the shadows only to spill the blood of heretics.

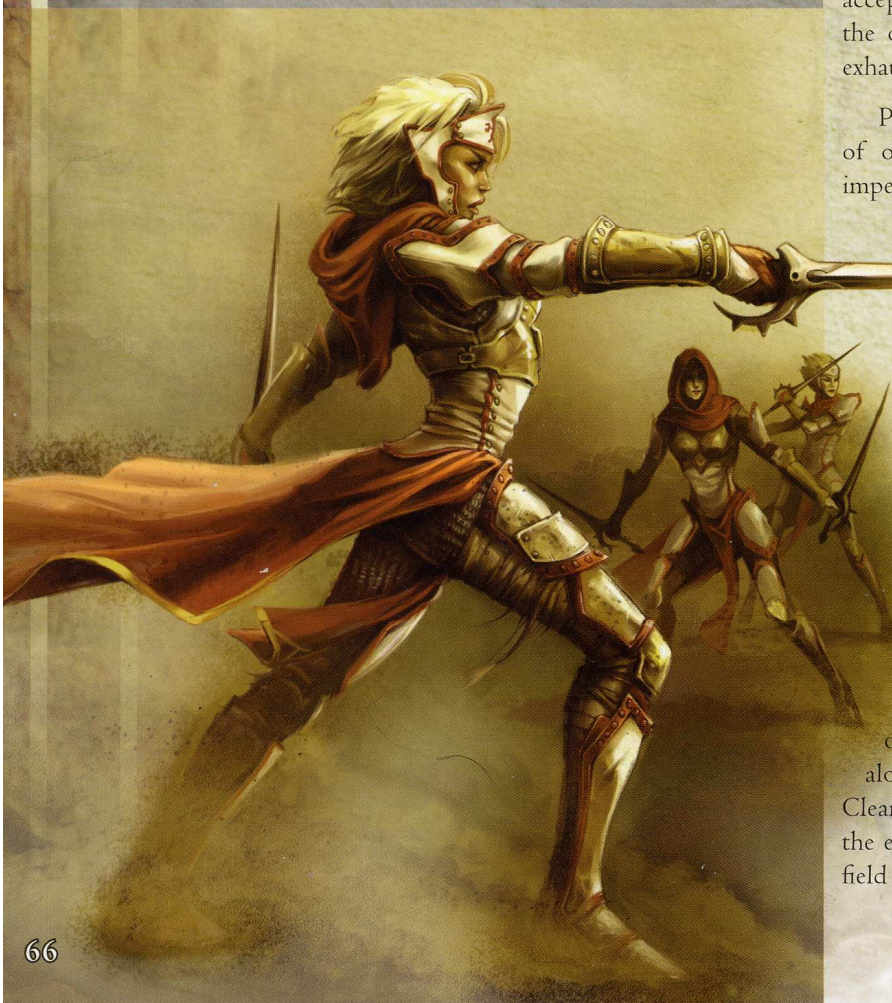
The Daughters of the Flame are chosen from among fresh Flameguard recruits based on their raw potential and total dedication. Virtually all the Daughters are the widows of fallen Menite soldiers who died in the defense of their faith. Though considered a part of the whole, those who are accepted into the ranks of the order are trained apart from the other branches of the Temple. Daughters undergo an exhaustive regimen of physical and mental conditioning.

Possessing peerless grace and proficiency in the art of obfuscation, the Daughters of the Flame are virtually imperceptible on the battlefield. Moving at blinding speeds,

they dart from obstacle to obstacle, bending and contorting their bodies to maximize available protection and avoid the eyes of the enemy. They are rumored

to have been schooled in martial techniques by the Order of the Fist, and in battle they are a blur of fluid motion. The Daughters strike in synchronization, leaping and weaving through the ranks of the enemy while their blades cut through flesh and narrow spaces between plates of armor.

Though some may claim Feora overreached her authority by expanding the role of the Daughters of the Flame, none would claim the order has been anything but a boon to the Protectorate's war effort. Since the start of the crusade and subsequent Cygnaran invasion of Sul, the Daughters have served on the battlefield alongside the Temple Flameguard and Flameguard Cleansers. In addition to conducting precision strikes against the enemy, the Daughters also provide valuable Protectorate field commanders with vital reconnaissance.



EXEMPLAR VENGERS

PROTECTORATE CAVALRY UNIT



*The blood on our lances will water the fields of battle.
The crops of our victory will grow tall and strong, ever
laden with grain for the stallions that carry us to war.*

—Exemplar Seneschal Odan of the Exemplar Vengers

Nearly two thousand years ago, the Old Faith and the horselords joined and held dominion across the lands of the north. One by one the barbarian tribes were subjugated and forced to accept the True Law. Since the earliest days of the Exemplar Order, there have been mounted knights in service of the Creator—the Vengers. Consumed with boundless faith, the Vengers have long been paragons of ancient tradition and true instruments of Menoth's will.

Both powerful and relentless, Exemplar Vengers are among the deadliest warriors in the Protectorate's congregation. They wield thrice-blessed lances and stout blades and ride into battle on war-bred Idrian stallions of amazing strength and beauty. Fueled by their faith, they have no need for advanced mechanika of any kind. Through their Oath of Brotherhood they feel the pains of their brothers deeply and fight harder and more bravely with each drop of Venger blood spilled.

A Venger charge is a vision out of time, perfect in its terrible beauty. Whole lines of men simply disintegrate under the weight of hooves while blessed lances unerringly strike their mark. Should any be left standing, the Vengers draw blades to dispatch what could not be trampled.

After a battle the Exemplar Vengers take time to cleanse their weapons, steeds, and armor ritually. Once wiped away, the tainted blood of the enemy is sacrificed to the Creator in flaming braziers as thanks for victory. These rituals of purification are so important to the Venger tradition that they are performed even in times of war. The Vengers are summoned to battle with ever-greater frequency to crush the enemy under their thunderous hooves, and it is a duty they tirelessly pursue in the name of the Creator.

SENESCHAL

LEADER

UNIT

FEARLESS - An Exemplar Venger never flees.

VENGEANCE - When an Exemplar Venger in this unit is damaged by an enemy attack, all models in the unit gain +2 STR and ARM and may charge across rough terrain and obstacles without penalty. Vengeance lasts for one round.

WEAPON SPECIALIST - An Exemplar Venger rolls an additional die on his Sword damage rolls.

BLESSED LANCE

BLESSED - The Blessed Lance may damage models only affected by magic attacks. When making a Blessed Lance attack, ignore spell effects that add to the target's ARM or DEF.

LANCE - The Blessed Lance may only be used to make charge attacks. If an Exemplar Venger has charged at least 3", his Blessed Lance has 2" melee range until the end of the activation.

SWORD

CLOSE COMBAT - An Exemplar Venger may not make an initial attack with the Sword during an activation in which he charged at least 3".

Seneschal

Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
8	6	8	4	12	17

Knight

Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
8	6	7	4	12	17



Blessed Lance

SPECIAL	POW	P+S
Multi	8	14



Sword

SPECIAL	POW	P+S
Close	3	9

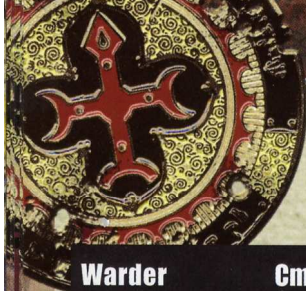


Mount

SPECIAL	POW	P+S
—	10	—

Seneschal's Damage	10
Knight's Damage	8
Leader and 2 Troops	85
Up to 2 Additional Troops	26ea
Field Allowance	1
Victory Points	3
Base Size	Large





EXEMPLARS ERRANT

PROTECTORATE KNIGHTS EXEMPLAR UNIT

Warder

Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
5	6	8	6	12	16

Knight

Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
5	6	7	5	12	16



Heavy Crossbow

RNG	ROF	AOE	POW
10	1	—	10



Sword

SPECIAL	POW	P+S
—	3	9

Leader and 5 Troops 79

Up to 4 Additional Troops 13ea

Field Allowance 1

Victory Points 2

Base Size Small

WARDER

LEADER

UNIT

ADVANCE DEPLOYMENT — Place Exemplars Errant after normal deployment, up to 12" beyond the established deployment zone.

BOND OF LIFE — When an Exemplar Errant suffers sufficient damage to be destroyed, another model in the unit within 3" may be destroyed instead.

FEARLESS — An Exemplar Errant never flees.

WEAPON MASTER — An Exemplar Errant rolls an additional die on his melee damage rolls.

HEAVY CROSSBOW

BLESSED — The Heavy Crossbow may damage models only affected by magic attacks. When making a Heavy Crossbow ranged attack, ignore spell effects that add to the target's ARM or DEF.

If the Knights Exemplar of the Protectorate stand as the sword of Menoth defending

His lands from the unfaithful, the Exemplars Errant are the lance of Menoth striking deep into the heart of His enemy abroad. Ranging outside the borders of the Protectorate, these zealous knights carry out missions of great importance for the priesthood and their creator.

As an advanced strike force, the Exemplars Errant forego the use of sacred Relic Blades, lest they fall into the hands of covetous heathens. Instead they bring lighter and

Though our duty may take us from His lands, our hearts will not waver from His flame.

—Excerpt from the Oath of the Exemplar Errant

more versatile weapons on their holy missions. The Exemplars Errant are still trained every bit as rigorously in the martial arts as every Exemplar. Each carries a heavy crossbow fortified by blessing and prayer to pierce arcane wards and magical sigils. Each likewise bears a shield inscribed with sacred passages taken from the Canon of the True Law to protect them in their sacred duty while they travel far from holy soil. However, should they fall in the service of Menoth, their deeds with go unrecognized as they lie unhallowed in foreign lands.

Though all Knights Exemplar are required to meet the highest standards of faith and dedication, Errants are chosen among those who embody the spirit of ultimate sacrifice. Driven by the Creator's mandate, nothing will deter them from ensuring the successful completion of their holy tasks. Their devotion is strong enough to defy even death. An Errant will sacrifice his own life to allow a threatened brother to shrug off wounds and fight on in Menoth's name, particularly if the other's role is more crucial to their cause. With a final prayer, he wills his life to another and passes on to join the Creator's armies in Urcaen while his brethren continue to press forward in the unending battles on heathen soil.



THE COVENANT OF MENOTH

PROTECTORATE CHARACTER SOLO



The Creator's promises to His children will be fulfilled, as long as they are worthy.

—The Harbinger of Menoth

COVENANT

ANCIENT SHROUD - When a damage roll exceeds the Covenant's ARM, it only takes one damage point regardless of the total rolled.

FEARLESS - The Covenant never flees.

MAN-SIZED - Even though the Covenant is on a large-sized base, it is treated as a small-based model.

PASSAGES

As a special action, a passage may be read. Each passage must be read and fulfilled in the order listed below. If a passage is not fulfilled on the turn it was read, it must be read again before it can be fulfilled.

- **1ST PASSAGE: SACRIFICE (★ACTION)** - After the passage has been read, friendly Protectorate models must destroy or remove from play 5 enemy models by the end of the turn. If this has not been done by the end of the

turn, the Covenant's controller must remove 5 friendly Protectorate models from play. After the passage has been fulfilled, no friendly Protectorate warcaster can be knocked down or become stationary while the Covenant is in his control area. Additionally, friendly Protectorate warcasters may forfeit their activations during any turn. If all friendly Protectorate warcasters forfeit their activations during the same turn, no friendly Protectorate model within 8" of the Covenant can be knocked down or become stationary for one round.

- **2ND PASSAGE: TRUE FAITH (★ACTION)** - This passage can only be read while the Covenant is within 8" of an enemy model that is engaged by a friendly Protectorate model. The passage is automatically fulfilled when read. Once the passage has been fulfilled, enemy models within 8" of the Covenant cannot cast spells.
- **3RD PASSAGE: WRATH (★ACTION)** - After all friendly models have activated this turn, the Covenant's controller must distribute 15 damage points to friendly Protectorate warcasters. Reduce this damage by 1 point for each enemy model destroyed this turn since the passage was read. A warcaster cannot be assigned more damage points than he has wounds remaining. Once the passage has been fulfilled, during each of the Covenant's controller's turns, including the turn the passage is fulfilled, friendly Protectorate models within 8" of the Covenant may make an additional melee attack after all friendly models have completed their activations.

Covenant

Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
5	6	1	1	12	13

Damage 5

Point Cost 20

Field Allowance C

Victory Points 1

Base Size Large

Ancient Ichthier had long been the site of battles between Menite pilgrims and barbaric Idrian tribes. One of the largest of the ancient conflicts occurred in 2209 BR when the Idrians broke through the city's defenses and fell upon the Menites like savage desert predators. The slaughter was fast and brutal. The few paladins present were quickly overrun. As they fell, their blood washed away the sand of ages to reveal an ancient scripture. Like the *Canon of the True Law*, so too was His holy Covenant inscribed on the walls of Ichthier and revealed only by the blood of martyrs.

As the last living Menites in Ichthier were encircled by the Idrians, a lowly acolyte named Pontithius began to read the Covenant loudly and without fear or hesitation. His words were like fire in the ears of his fellows. The Creator promised them victory, and they acted upon His word. Picking up stones and the weapons of the fallen, ten Menite pilgrims fought off a hundred Idrian warriors. After the battle Pontithius personally transcribed the Covenant into in a single massive tome that he chained on his own back and carried many weeks to the feet of Priest King Golivant himself before collapsing. It is said that with the Covenant in hand, Golivant was unstoppable. Soon the last of the *Gor-Murdrom* were driven from the Wyrmswall.

After Golivant's death, the Covenant was returned to Ichthier in secret. Hidden for over two millennia, the Covenant was only studied by select senior priests. However, now that the flames of crusade are spreading, its passages are being spoken across Immoren.

Where the *Canon of the True Law* is the guide by which all Menites live, the Covenant of Menoth is a call to war. Its holy scriptures summon powerful miracles when read aloud in the heat of battle. The Covenant was discovered by blood, and only by blood will its holy words be fulfilled.





RECLAIMER

PROTECTORATE SOLO

Reclaimer Cmd 8

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



Cinerator
SPECIAL POW P+S
Multi 5 11

Damage	5
Point Cost	16
Field Allowance	1
Victory Points	1
Base Size	Small

each soul token spent, he may allocate one focus point to a friendly Protectorate warjack within 7". A warjack cannot exceed its normal allocation limit as a result of Communion. A warjack may only receive one focus point from the Reclaimer each turn.

- **FINAL JUDGMENT (★ATTACK)** - The Reclaimer must spend one soul token to use Final Judgment. Final Judgment is a RNG IO, POW 12 magic attack that can only target a living or undead model.

RECLAIMER

FEARLESS - The Reclaimer never flees.

GATEKEEPER - The Reclaimer gains a soul token for each friendly Protectorate model destroyed within 7".

INVOCATION

As a special action or special attack, the Reclaimer may spend a number of soul tokens to use one of the following abilities. To resolve a magic attack, determine the success by rolling 2d6 and adding the Reclaimer's Invocation score of 7. If the roll equals or exceeds the target's DEF, the attack hits.

- **COMMUNION (★ACTION)** - The Reclaimer must spend one or more soul tokens to use Communion. For

The Testament has loosed the first of the bindings from the Reclaimant's Altar, and so his order is freed to move unfettered. So it was written, and so it comes to pass.

—Hierarch Garrick Voyle upon witnessing the silent progression of Reclaimers out of Imer

- **SPIRIT SHIELD (★ACTION)** - The Reclaimer must spend one soul token to use Soul Shield. He gains +4 ARM for one round.

CINERATOR

FIRE - Target model hit by the Cinerator suffers Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

REACH - 2" melee range.

TACTICAL TIPS

INVOCATION - Invocations are not spells. Invocations do not require a magic skill roll to use.

COMMUNION - That's one focus point per Reclaimer per turn.

From the moment a Reclaimer dons the iron mask that will forever be the tomb of his thoughts, he knows the sound of Menoth's Voice. The last words he speaks are a promise to send chosen souls to the Lawgiver in Urcaen on wings of flame and ash. He knows not pain or emotion, and he is driven only by the will to serve. Neither man nor machine can stand in his way once the Voice has whispered a name in his heart. No explanation, no refusal, no hesitation. He leaves only a simple rod iron at the place of reclamation to mark his work.

With the High Reclaimer's transformation into the Testament of Menoth, the reclaimants have begun to follow the hierarch's armies to ease the transition of death for the chosen. Whether with the blade or bullet of the enemy or with the cinerator's fiery touch, the Reclaimers send the souls of the fallen to the afterlife. The soul energy transferred into them during the exchange has powerful and mysterious uses. It can be wrapped around them like a cloak to protect them from mortal harm. A Reclaimer may pass silent judgment by unleashing blasts of spiritual energy capable of tearing apart any body capable of holding a soul, even the soul-abandoned undead. Bearing some mystical connection to their mute iron brethren, they can also fuel the divine cortexes of warjacks with the souls of the faithful.

It is said that the increased wartime appearance of these silent ferryman is the heralding of darker changes to come and that the souls of the dead are becoming a precious and worthy commodity on this plane to sate some forgotten prophecy. If any among the Order know what that is, their eternal silence will take it to their graves. Perhaps beyond.



TEMPLE FLAMEGUARD OFFICER & STANDARD BEARER

PROTECTORATE TEMPLE FLAMEGUARD UNIT ATTACHMENT

Feora has done well. I cannot tell the difference between the bowl of their weapons and the cries of the vanquished. They merge to become a symphony of His will. It is music to my ears.

—Grand Scrutator Severius on the newly restructured Temple Flameguard deployed at Fisherbrook

PRECEPTOR

OFFICER - The Preceptor is the unit leader.

SHIELD WALL - Every Temple Flameguard who receives the order who is in tight formation with the Preceptor at the end of the unit's movement gains +4 ARM. If the Preceptor is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper who does not receive the order cannot join the shield wall. The bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

TACTICS: MENOOTH'S HOWL - Models in the Preceptor's unit gain Terror, and their melee attacks cause Fire. Models hit by an affected model suffer Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water. Enemy models/units in melee range of a model with Terror and enemy models/units with a model with Terror in their melee range must pass a command check or flee.

Since the dawn of war, the Protectorate has taken great steps to militarize its formerly defensive forces. No longer relegated to watching over ancient reliquaries and other holy sites, the Temple Flameguard have managed a spectacular transformation from defensive bulwark to the core of a disciplined army.

With the transformation of the Flameguard nearing completion, Feora, Protector of the Flame granted military commissions with the rank of preceptor to veteran instructors from the Sovereign Temple and sent them to lead the Flameguard to battle. Having honed their martial prowess to a razor's edge, the Flameguard preceptors have proven consummate soldiers.

Flameguard preceptors have spent their lives mastering the flame spear, and under their expert supervision and constant drilling, the Flameguard they command are capable of nearly inhuman acts of martial prowess. Under the preceptors' tutelage, *Menoath's Howl* has become a signature maneuver of the new Temple Flameguard where once it was a tactic of desperation. When ordered to strike, a whole line of Flameguard simultaneously spin their weapons to drive fuel to the spear tips creating a whistle both ominous and terrifying.

The preceptors are accompanied by a zealous standard bearer chosen from the ranks for his uncompromising faith. More than just inspiring to look upon, the battle standards of the Temple Flameguard are engraved with a powerful passage from the *Canon of the True Law*: "Stand strong as the walls of My cities, and I will protect you always. Push against the tides of chaos, and I will move you. You are My will made flesh." When recited by the standard bearer, it drives the Flameguard forward with faith in their hearts and fire in their veins.

TACTICS: RANKED ATTACK - Models in the Preceptor's unit gain Ranked Attack. Models with Ranked Attack may make melee attacks through intervening models in the same unit.

UNIT ABILITIES - The Preceptor has Temple Flameguard unit abilities.

STANDARD BEARER

IRON ZEAL - Once per game, the Standard Bearer may use Iron Zeal during his activation. Every model in the open formation group containing the Standard Bearer gains +4 ARM and cannot be knocked down or become stationary. Iron Zeal lasts for one round.

UNIT STANDARD - Models in the Standard Bearer's unit do not flee while the Standard Bearer remains in play. When the Standard Bearer suffers sufficient damage to be destroyed, a non-leader trooper model of his unit within 1" of the Standard Bearer may take up the standard. Remove the trooper model from the table and replace it with the Standard Bearer model. Effects, spells, and animi on the replaced trooper are applied to the Standard Bearer model. Effects, spells, and animi on the destroyed Standard Bearer expire. If the Standard Bearer is not replaced, the unit must immediately pass a command check or flee.

FLAME SPEAR (PRECEPTOR ONLY)

REACH - 2" melee range.

SET DEFENSE - The Preceptor gains +2 DEF against charge and slam attacks originating from his front arc.

Preceptor Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	5	8	4	13	14

Standard Bearer Cmd 6

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



Flame Spear

SPECIAL	POW	P+S
Multi	5	10

Preceptor's Damage 5

Point Cost 27

Field Allowance 1

Victory Points +1

Base Size Small



Protectorate Paladin of the Wall Character Solo

he connects to the divine. He has sat at the feet of every sword master in the Protectorate, offered himself as a humble pupil and student, and endured whatever tasks or tests they required. None who have faced Vilmon blade to blade can leave the encounter less than awed. Even the former Grand Exemplar Baine Hurst spoke his praises and called him the finest swordsman ever to wear the Menofix.

It is more than swordplay that makes a paladin, and Dartan's singular ability would have been insufficient if not backed by spiritual strength and clarity. As with others of his order, Vilmon has had to walk a tightrope of duty and responsibility, obeying the clergy while retaining an awareness of mercy, compassion, honor, and valor. He has attempted to ameliorate the harsh dictates of the scrutators and has seen to the Protectorate's poor. He gives relief to those forced into hard labor, and sometimes he delivers a merciful death to those enduring unavoidable agony.

The Harbinger chose him to accompany her as protector during her pilgrimages in preparation for the crusade. Vilmon was present alongside Grand Exemplar Baine Hurst when the eldritch Goreshade ambushed the Harbinger. He was ordered by the grand exemplar to take her to safety while Hurst

sacrificed his life to buy them time. He was chosen again when she made her journey north to intercept a great evil in the Thornwood, and he witnessed the Harbinger's sacrifice to liberate Menite souls trapped in the Orgoth Temple of Garroth. Vilmon and the Testament fought side-by-side along with the Avatar of Menoth to preserve the Harbinger's body and soul and journeyed back to Imer to deliver her to Hierarch Voyle.

It was in recognition of these tireless deeds that he was promoted to high paladin. He has been given the freedom to return to Sul and join the fight alongside other paladins who have flocked to that ancient city to reclaim the wall. He put aside his shield in favor of his holy blade Censure and counts on his brothers in arms to serve as shields while he pits all of his strength against the Cygnarans who put the city and its people in peril. He brings hope to the displaced, those whose homes were reduced to rubble, and those whose loved ones lie among the ruins buried without proper rites. At the sight of the high paladin, the suffering men and women forget their difficulties and feel renewed strength. They remember the flesh is transitory and the faithful will have shelter in Urcaen.



SPECIAL RULES

VILMON

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

CORNERSTONE - While in base-to-base contact with one or more friendly Paladins of the Order of the Wall, Vilmon and the Paladins cannot be knocked down and can only be moved during their activation.

Incorporeal and trampling models cannot move through these models.

FEARLESS - Vilmon never flees.

FIELD OFFICER - An additional Paladin of the Order of the Wall may be fielded over normal Field Allowance limitations.

IMPEL - After Vilmon makes a charge attack, friendly Protectorate warrior models/units currently within 6" of him gain +2 to melee attack rolls this turn.

IMPERVIOUS WALL - Vilmon may forfeit his movement or action to enter the Impervious Wall. The

Impervious Wall lasts for one round. While in the Impervious Wall, Vilmon only suffers damage and effects from magic attacks and feats and does not suffer continuous effects.

SHIELDBREAKER STANCE - Vilmon and friendly Paladins of the Order of the Wall may forfeit their movement to enter the Shieldbreaker Stance. The Shieldbreaker Stance lasts for one round. While in the Shieldbreaker Stance, a model gains Swordmaster and increases the range of its melee weapons to 2". A model with

Vilmon Cmd 10

SPD	STR	MAT	RAT	DEF	ARM
6	7	9	4	13	15



Censure

SPECIAL	POW	P+S
Multi	8	15

Damage	8
Point Cost	38
Field Allowance	C
Victory Points	1
Base Size	Small

Swordmaster may make one additional melee attack.

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

CENSURE

FLYING STEEL - Vilmon may make d3 attacks with Censure each activation.

REACH - 2" melee range.

Zoktavar was put aside. His kommanders hoped he would cool like a sword pulled from the forge. It was a mistake though. The days of inactivity picked at his brain and brought back memories he had long avoided. It was a slow torture that ate through his always-tenuous self-control. This came to a head when Orsus went of his own accord to 'discipline' wayward officers and soldiers heard to be abusing citizens in an occupied town. Those who have served with him know it is harm to women that most easily stirs the berserk rage in his heart—remnants of an inner wound that will never heal. Lola in hand, Orsus and his Doom Reavers fell upon the soldiers until none were left. The ordeal left the witnessing townsfolk more terrified than ever, and the kommandants struggled to cover up rumors of the bloodbath to avoid demoralizing their own men.

Orsus was sent southwest, thrown into battle, and allowed to engage his appetites where they could bring little harm to the Motherland. He has roamed the western edge of the war front stalking prey like a blood-mad wolf. Pitted against soldiers at Deepwood Tower, Fellig, and lesser fortresses between, Orsus has lost count of the men who have fallen to his axe. He has even roamed into the hills and past the border of Ord to fall on rugged hill defenders. They have begun to speak of him as a spirit of bloodshed. Even his arcane powers are affected by his inner demons. They surge up and then simmer low like the memories haunting him. Incapable of restraint and never at peace with himself, Orsus Zoktavar is at home only amid the chaos of war.



SPECIAL RULES

FEAT: FEEL THE HATE

When Kommander Zoktavar enters battle, madness becomes infectious. As he flies into a berserk rage, those entering battle on his side become swept up in his maelstrom of hate, and they frenzy to tear the enemy apart like a pack of ravaging beasts.

This turn, Zoktavar gains a rage token for each enemy model destroyed in his control area after using Feel the Hate. After all friendly models have completed their activations, Zoktavar may allocate up to 3 rage tokens to each friendly non-warcaster Khadoran model in his control area. Zoktavar gains no additional rage tokens after this. A model may spend one rage token to move up to its current SPD in inches immediately and make one melee attack. Additional rage tokens may be spent to make additional melee attacks or to boost melee attack or damage rolls. Remove unspent rage tokens at the end of the turn.

ZOKTAVIR

ARCANE DEMENTIA - Zoktavar's base FOC varies from round to round. At the beginning of the game and during each of his controller's Control Phases, roll a d6+1. This is Zoktavar's base FOC for the round. If Zoktavar destroyed three or more enemy models with melee attacks in the previous round, his base FOC is automatically 7 this round. Zoktavar's control area is always 12".

ELITE CADRE - Doom Reavers included in an army with Zoktavar gain +1 MAT, RAT, and CMD.

These Doom Reavers gain Relentless Charge. Models with Relentless Charge may charge across rough terrain and obstacles without penalty.

HOMICIDAL MANIAC - When Zoktavar makes a melee attack, he must make one melee attack against every model within melee range. When making a melee attack, Zoktavar's front arc extends 360°. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. Determine damage normally. After resolving these attacks, if Zoktavar destroyed at least one enemy model with his attack and there are no models within Zoktavar's melee range, he may move up to 1". After this movement, Zoktavar may spend focus to make additional melee attacks.

INFAMY - While within Zoktavar's command range enemy models suffer -2 CMD.

TERROR - Enemy models/units in melee range of Zoktavar and enemy models/units with Zoktavar in their melee range must pass a command check or flee.

RAGE DRIVES

Rage Drive bonuses are not cumulative with themselves.

EXCITABLE - If Zoktavar destroys one or more enemy models, warjacks in his battlegroup currently in his control area gain +2" of movement for one round.

KILLERS - When Zoktavar declares a charge, warjacks in his battlegroup currently in his control area gain +2 MAT for one round.

MURDER SPREE - While enemy models are in Zoktavar's control area, warjacks in his battlegroup in his control area may charge without spending a focus point.

LOLA

BRUTAL DAMAGE - Roll an additional die for Lola's damage rolls.

REACH - 2" melee range.

NOTE: Kommander Orsus Zoktavar is the Butcher of Kardov.

Focus ★

Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
5	8	9	5	14	18



Blunderbuss

RNG	ROF	AOE	POW
8	1	—	12



Lola

SPECIAL	POW	P+S
Multi	8	16

Damage	20
Point Cost	78
Field Allowance	C
Victory Points	5
Base Size	Medium

SPELL	COST	RNG	AOE	POW	UP	OFF
BOUNDLESS CHARGE	3	6	-	-	-	*
Target model's next activation is a charge at SPD +5" that crosses rough terrain and obstacles without penalty. When this spell targets an enemy model, it is an offensive spell and requires a magic attack roll.						
FURY	2	8	-	-	X	*
Target model/unit suffers -1 DEF but gains +3 to melee damage rolls. When this spell targets an enemy model, it is an offensive spell and requires a magic attack roll.						
HOWL	3	SELF	CTRL	-	-	-
Enemy models/units in Zoktavar's control area must pass a command check or flee.						
RETALIATION	3	6	-	-	X	-
Target model may make one melee attack out of turn against any model that hits it with a melee attack before taking damage. The retaliating model still suffers any damage rolled by the attacking model after resolving Retaliation. This spell expires after target model makes one retaliatory attack. Retaliation attack and damage rolls cannot be boosted.						
UNNATURAL DISASTER	4	8	5	13	-	X
Models destroyed by Unnatural Disaster explode with a 3" AOE and are removed from play. Each explosion AOE causes models in it to suffer an unboostable POW 10 blast damage roll. Models destroyed by an explosion also explode and are removed from play.						



ORIG. CHASSIS DESIGN: Khadoran
Mechaniks Assembly

The 'jack's tremendous weight allows it to stampe through infantry units and crush underfoot those too slow to avoid its lumbering assault. With its massive lance, it pierces enemy warjacks to the core before they even get close enough to strike. It can fend off blows with its formidable assault shield, which is sturdy enough to turn aside any weapon and heavy enough to deliver crushing counter-attacks. The Spriggan personifies the Khadoran Empire on the battlefield; it is brutal, versatile, and unstoppable.



IRON FANG UHLANS

KHADOR CAVALRY UNIT



In ages past our Uhlan brothers have rallied against Orgoth, Morgbul, and all the enemies of Khador. We swear that the Iron Fangs will bring great pride to the Uhlan legacy.

—Kapitan Brezlev Yvinov of the Iron Fang Uhlan. 431 AR

Uhlan traditions are the definition of cavalry-based warfare. They employ tactics and feats of riding skill few outside of Khador can hope to mimic. Serving as the forward fighting arm of an Iron Fang contingent, the Iron Fang Uhlans are often the first to ride into the enemy. In tightly bound formations these mounted Iron Fangs fluidly ride together, melding classical horselord cavalry tactics with the shoulder-to-shoulder fighting formations customary of Iron Fang assaults. This Iron Fang cavalry formation is effective as much for defense as for riding down enemy infantry.

Uhlans literally clear the way with blasting lances and the stomping hooves of their *Pozdyov* warhorses, allowing Iron Fang Pikemen to advance into hotly contested enemy territory. The swift-moving and hard-to-hit Uhlans rapidly respond to crisis along the lines and race swiftly across the battlefield to bolster already stalwart Iron Fang formations with their powerful mounts and ready weaponry.

Iron Fang blasting lances provide additional power to the already considerable might of the Uhlan charge. In close combat the riders rely on the more traditional spear blades attached to the haft of the lance. The damage the massive mount deals is comparable to that of the armored knight born atop his back, for Uhlan tradition demands that a horse fights as fiercely as its rider. The armor spike-shod horse can crush a man's skull with ease under its stomping hooves, and the horses are so powerful they have even knocked warjacks to the ground.

The *Pozdyov* warhorse is the Iron Fang Uhlan's mount of choice in battle and second only to the Karpathan destrier in size. These loyal and intelligent gigantic horses easily bear their proud riders, and they carry the massive weight of the Iron Fangs with ease. Unstoppable, they charge over obstacles that would stall the most skilled of light riders, moving with sinuous grace and bearing down upon the enemy with precise intent.

KAPITAN

LEADER

UNIT

COMBAT RIDER - An Iron Fang Uhlan may make one MELEE ATTACK WITH HIS MOUNT DURING A COMBAT ACTION IN WHICH HE DID NOT MAKE A CHARGE ATTACK.

DEFENSIVE LINE - Any Iron Fang Uhlan in tight formation with one or more Iron Fang Uhlans in the unit gains +2 ARM.

RELENTLESS CHARGE - Iron Fang Uhlans may charge across rough terrain and obstacles without penalty.

BLASTING LANCE

CRITICAL KNOCKDOWN - On a critical hit, target model is knocked down.

LANCE - The Blasting Lance may only be used to make charge attacks. If an Iron Fang Uhlan has charged at least 3", his Blasting Lance has 2" melee range until the end of the activation.

SHORT SPEAR

CLOSE COMBAT - An Iron Fang Uhlan may not make an initial attack with his Short Spear during an activation in which he charged at least 3".

MOUNT

CRITICAL KNOCKDOWN - On a critical hit, target model is knocked down.

Kapitan Cnd 9

SPD	STR	MAT	RAT	DEF	ARM
8	6	7	4	13	17

Uhlan Cnd 7

SPD	STR	MAT	RAT	DEF	ARM
8	6	6	4	13	17



Blasting Lance			
SPECIAL	POW	P+S	
Multi	10	16	



Short Spear			
SPECIAL	POW	P+S	
Close	4	10	



Mount			
SPECIAL	POW	P+S	
Critical	12	—	

Kapitan's Damage	10
Uhlan's Damage	8
Leader and 2 Troops	83
Up to 2 Additional Troops	27ea
Field Allowance	1
Victory Points	3
Base Size	Large





MAN-O-WAR DEMOLITION CORPS

KHADOR MAN-O-WAR UNIT

Kapitan Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
4	9	8	4	11	16

Demolisher Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
4	9	7	4	11	16



Ice Maul
SPECIAL POW P+S
Multi 5 14

Kapitan's Damage 10

Demolisher's Damage 8

Leader and Two Troops 54

Up to 2 Additional Troops 16ea

Field Allowance 2

Victory Points 3

Base Size Medium

KAPITAN

LEADER

UNIT

FEARLESS — A MAN-O-WAR DEMOLISHER NEVER FLEES.

ICE MAUL

BACK SWING (★ATTACK) — The Man-O-War Demolisher may immediately make two Ice Maul attacks.

ICE BREAKER (★ATTACK) — The Man-O-War Demolisher makes one Ice Maul attack. If the attack succeeds, roll an additional die on the damage roll. Double the number of damage points a structure takes from an Ice Breaker attack.

REACH — 2" melee range.

The steam-powered wrecking crew known as the Man-O-War Demolition Corps is the premier front line fighting unit in the Khadoran Army. Each member of the

Corps wields an enormous mechanically-enhanced ice maul invented by the Rigevnya Complex in Korsk. The mauls shimmer with super-cooled air and are able to flash-freeze metal or flesh in the instant before impact. Armor becomes brittle and shatters into lacerating shrapnel when the Man-O-War brings the hammer down. Leveraging the Man-O-War's ogrun-like strength along their long hafts, the mauls can cripple a warjack or explode even the thickest stone to dust in a few precise strikes. Few men can survive a direct impact; even a glancing blow causes frost burn and splintered bone.

When Man-O-War armor was first developed, the High Kommand intended to prove that the

Jarvin raised his shield in time to block the hammer's blow, but both shield and helm exploded in a thousand frozen pieces. It was a small mercy

—Captain Fend Hawkwood of the Cygnaran Sword Knights on an encounter with the Corps

challenges of siege warfare could be solved with the brute force embodied by these living steamjacks. Every soldier volunteering to join the Corps is required to pass a grueling obstacle course nicknamed "the crusher"—a three-day test of endurance, discipline, and strength. It is said those who emerge successfully from this ordeal are transformed. Some deem the members of the Corps half-mad not only for braving the dangerous Man-O-War armor, but also because they form the first line against the toughest areas of enemy opposition.

When the Corps is unleashed, they charge across the battlefield and rely upon their armor to shrug off enemy fire as they close with the enemy. Mauls at the ready, they pound warjacks to scrap, annihilate lesser soldiers, and shatter

perimeter walls. The only men who can fully understand the Corps are others who wear the steam-powered armor.

Theirs is a brotherhood of discipline and courage—soldiers who transform into an unstoppable force on the battlefield.



ASSAULT KOMMANDOS

KHADOR UNIT



Fear is our sword, Mercy our victim.

—Assault Kommando Credo

Assault Kommandos first appeared in battle on Donard 5th, Katesh 605 A.R. Covering the ground between Ravensgard and Northguard at nightfall with rapid strides, the crack troops easily avoided the flares and pitfalls set for them by the enemy. With charging shields forward and rifles cracking with rapid snaps of the trigger, the Kommandos lobbed noxious canisters of strangle gas into the Trencher foxholes. Their aim fouled by gas and their eyes burning and blurry, hundreds of gravediggers were swept up in the systematic slaughter visited upon them. By dawn the Cygnaran troops of Northguard had lost dozens of yards of precious territory to the brutal tactics of the Khadoran soldiers.

Since the arrival of the Kommandos, the warm comfort of mercy has fled the trenches riddling the front lines of Ravensgard and Northguard. Now Kommando and Trencher constantly engage each other in vicious close combat, each bent on crushing the other under heel. Determined to break Cygnar's resolve on this long contested front, the Kommandos continue to return vengeance upon Cygnar seven-fold.

These men are the most advanced light infantry the Motherland has to offer. By closing their shields together in formation, they can become either a deadly barricade or a brutal opponent in the close combat of trench warfare. They are armed with the latest Vislovski carbines complete with gunblades ready to rip through armor and flesh and under-slung canister launchers that deliver a debilitating payload of sickening strangle gas. Golden Crucible alchemy has refined their equipment so that Kommando armor is resistant to fire, acid, and arcane assault. Their masks allow them to navigate through lethal clouds of acid and fire, and their lenses allow their vision to pierce obscuring clouds of smoke.

Still, it is the man bearing these armaments who is the true weapon.

Using methods proven by the most successful Khadoran forces, Kommando tactics blend canny marksmanship and determination with methodical ruthlessness. The Motherland's struggle with the sovereign might of its enemies has born a new type of soldier bolstered with defiant patriotism and grim resolve. Brutal and effective, the Assault Kommandos are the edge of the Khadoran sword of conquest. Serving on the front lines of western Immoren's most hostile battlefields, these shock troops drive the enemy from the trenches and break their will using cold, calculated efficiency.

KAPITAN

FUMIGATE (ORDER) - As part of a charge, after moving but before performing his combat action, each Kommando who receives this order may make a single Strangle Gas Bomb ranged attack targeting the model charged. A Kommando is not considered to be in melee when making the Strangle Gas Bomb ranged attack, nor is the target considered to be in melee with him. If the target is not in melee range after moving, the Strangle Gas Bomb ranged attack may still be made before the Kommando's activation ends. A Kommando cannot target a model with which he was in melee at the start of his activation with the Strangle Gas Bomb ranged attack.

LEADER

SHIELD WALL (ORDER) - Every Kommando who receives the order who is in tight formation with the Kapitan at the end of the unit's movement gains +4 ARM. If the Kapitan is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper who does not receive the order cannot join the shield wall. The bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

UNIT

ALCHEMICAL MASK - Kommandos ignore gas effects. They also ignore cloud effects when determining LOS or making attacks.

DOUBLE TAP - If a Kommando hits with his initial Carbine ranged attack, he may make one additional Carbine ranged attack.

STRANGLE GAS BOMB (★ATTACK) - The Kommando makes a ranged attack targeting a model within 10". If the attack hits, center a 3" Strangle Gas Bomb AOE template gas effect on the target model. The template remains on the table for one round. If the attack misses, nothing happens. While in the Strangle Gas Bomb gas effect, living models suffer -2 DEF and -2 to attack rolls. The effects of multiple Strangle Gas Bombs are not cumulative.

TREATED ARMOR - Continuous effects on a Kommando expire on a roll of 1-4.

Kapitan Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	6	7	6	12	14

Soldier Cmd 7

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



Carbine

RNG	ROF	AOE	POW
10	2	—	10



Combat Shield

SPECIAL	POW	P+S
—	2	8



Gun Blade

SPECIAL	POW	P+S
—	3	9

Leader and 5 Troops 67

Up to 4 Additional Troops 10ea

Field Allowance 1

Victory Points 2

Base Size Small



WINTER GUARD FIELD GUN CREW

KHADOR UNIT

Gunner Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
1	5	5	4	12	13

Crewman Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
5	5	5	4	12	13

Field Gun					
RNG	ROF	AOE	POW		
14	1	—	12		

Blunderbuss					
RNG	ROF	AOE	POW		
8	1	—	12		

Axe			
SPECIAL	POW	P+S	
—	3	8	

Gunner and 2 Crewmen 24

Field Allowance 2

Victory Points 1

Gunner Base Size Large

Crewmen Base Size Small

CREWMAN

TARGETING (★ACTION) - The Gunner gains a cumulative +1 RAT for one round. The Crewman must be in base-to-base contact with the Gunner and not be engaged to use Targeting.

UNIT

WEAPON CREW - The Winter Guard Field Gun Crew is made up of a Gunner and 2 Crewmen. The Gunner is mounted on a large base with the Field Gun. The Winter Guard Field Gun Crew cannot run or charge. The Gunner gains +2" of movement per Crewman with whom he begins activation in base-to-base contact. If the Gunner suffers sufficient damage to be destroyed and a Crewman is within 1", the Crewman is removed from the table instead. Effects, spells, and animi on the damaged Gunner expire. Effects, spells, and animi on the removed Crewman are applied to the new Gunner.

FIELD GUN (GUNNER ONLY)

BATTER - Double the number of damage points a structure takes from the Field Gun.

CRITICAL KNOCKDOWN - On a critical hit, target model is knocked down.

LIGHT ARTILLERY - The Field Gun cannot be used

to make ranged attacks if the Gunner moves. The Gunner does not receive an aiming bonus for forfeiting movement when attacking with the Field Gun. The Gunner cannot make ranged attacks with the Field Gun and another ranged weapon during the same activation.

TEMPERED AMMUNITION - If the Field Gun damages a warjack, fill in the remaining damage boxes in the last column damaged. If the Field Gun damages a warbeast, fill in the remaining damage circles in the last branch damaged.

I have heard men speak of the hand of fate dictating the outcome of a battle, and I find such talk to be complete nonsense. In my experience fate is on the side of the army with the biggest guns.

—Kommandant Gurvaldt Irusk

Continuing the path to modernize the Khadoran military, Kommandant Irusk commissioned the development of yet another Winter Guard artillery unit. The new addition to the Khadoran arsenal is a brilliant combination of classic military might and applied industrial ingenuity. The Winter Guard field gun is a marvel of modern munitions. Tempered in the Motherland's hottest forges, the field gun's shells can penetrate the thickest armor. Once the unyielding projectile shreds the outer layer of protection, it lances its way through the vulnerable guts to turn everything it touches into a twisted unrecognizable mass.

Sometimes mistaken as an antiquated warship's deck gun, the weapon has proven to be a devastating surprise for more than one enemy commander. Once the field gun is in a firing position, there can be no doubt as to its true destructive power.

The gun is crewed by a three-man team of Winter Guard that operates like a finely oiled machine on the battlefield. They aim, fire, and reload the weapon with the ease that only comes from countless hours of relentless battle experience. Equipped like their fellow soldiers, the crewmen carry the standard axes and blunderbusses, but their first priority lies with their field gun. For the sake of efficiency and practicality, each member of the crew is thoroughly trained in all aspects of the weapon. Working in unison, the guardsmen blow holes through the enemy line with a constant barrage of precision cannon fire.

When operated with the ruthless efficiency of the Winter Guard, the field gun can clear a path through the hardest of targets with murderous regularity. As the thunderous onslaught falls upon the battlefield, it serves as a fatal reminder to those who oppose Khador. To silence her guns you must silence the Motherland herself.



WINTER GUARD OFFICER & STANDARD BEARER

KHADOR WINTER GUARD UNIT ATTACHMENT



Since my childhood I have dreamt of nothing more than to serve the Motherland like my forefathers. True patriots all, I stand proud with my brothers and sisters in arms.

—Boris Andreievich,
Winter Guard Standard Bearer 3rd Force, 5th Border Legion

LIEUTENANT

BOB AND WEAVE (ORDER) - Winter Guard who receive this order must advance this activation and gain +2 DEF for one round. A model that cannot advance does not gain this bonus.

OFFICER - The Winter Guard Lieutenant is the unit leader.

TACTICS: COMBINED MELEE ATTACK - Models in the Winter Guard unit gain Combined Melee Attack. Instead of making melee attacks separately, two or more Winter Guard in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a Winter Guard must be able to declare a melee attack against the intended target. The Winter Guard with the highest MAT in the attacking group makes one melee attack for the group and gains +1 to the attack and damage rolls for each Winter Guard, including himself, participating in the attack.

The Winter Guard is the foundation of the Khadoran military, and its stalwart officers form the bedrock of the Winter Guard. Even the lowest ranking commissioned officers are heroes of the people, for it is they who lead the Motherland's armies on the front lines. As the war rages on, more and more young Winter Guard officers are sent directly to the front after graduating from the Druzhina, the elite military academy and officer training school in the Khadoran capitol of Korsk. While there, cadets are drilled mercilessly day and night to ensure their battle readiness upon completion of their training. The intense exercises prepare the newest officers to push their units to the limits and well beyond. The officers' harshness, tempered with a fair and even hand instituted by centuries of tradition, garners them respect and even love from the men who realize a good leader means the difference between life and death.

The honor of becoming a Winter Guard standard bearer can only be earned through the trial and fire of the battlefield. Each and every Winter Guard knows he is capable of attaining this honor if he proves himself worthy. It is a great inspiration for the common soldiers of Khador to see one of their own selected for this honor and given the opportunity to become a living symbol of their beloved Empire.

A Winter Guard lieutenant is able to requisition lethal—and expensive—grapeshot for use as alternate ammunition for her unit's blunderbusses, and the standard bearer is charged with distributing the deadly shot to other guardsmen throughout the course of battle. Any soldier brave enough to place the colors of the Motherland before his own life is a true patriot. He can march into battle secure in the knowledge that if he should fall, one of his komrades will catch the standard even before it hits the ground and carry on the almost sacred duty in his place.

STANDARD BEARER

GRAPE SHOT - Models in the unit may make Grape Shot attacks instead of normal Blunderbuss attacks. A Grape Shot attack is a POW 10 spray ranged attack. Models making Grape Shot attacks cannot participate in combined ranged attacks.

HASTEN - Once per game, the Standard Bearer may use Hasten during his activation. During this activation each model in the Standard Bearer's unit may advance, perform a combat action, and then advance again. After attacking, the unit cannot perform additional actions.

UNIT STANDARD - Models in the Winter Guard unit do not flee while the Standard Bearer remains in play. When the Standard Bearer suffers sufficient damage to be destroyed, a non-leader trooper model of his unit within 1" of the Standard Bearer may take up the standard. Remove the trooper model from the table and replace it with the Standard Bearer model. Effects, spells, and animi on the replaced trooper are applied to the Standard Bearer model. Effects, spells, and animi on the destroyed Standard Bearer expire. If the Standard Bearer is not replaced, the unit must immediately pass a command check or flee.

UNIT

UNIT ABILITIES - The Lieutenant and Standard Bearer have Winter Guard unit abilities.

Lieutenant Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	5	7	6	12	13

Standard Bearer Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	12	13

Blunderbuss			
RNG	ROF	AOE	POW
8	1	—	12

Axe			
SPECIAL	POW	P+S	
—	3	8	

Lieutenant's Damage 5

Point Cost 29

Field Allowance 1

Victory Points +1

Base Size Small





WINTER GUARD ROCKETEER

KHADOR WINTER GUARD SPECIAL WEAPON ATTACHMENT

Rocketeer Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	12	13

	Rocket			
	RNG	ROF	AOE	POW
	14	1	3	12

A white silhouette of a blunderbuss, a short-barreled, wide-mouthed firearm, set against a dark green background.

Blunderbuss

RNG

ROF

AOE

POW

8

1

—

12

	Axe		
	SPECIAL	POW	P+S
	—	3	8

Rockets	3
Point Cost	15
Field Allowance	3
Victory Points	+0
Base Size	Small

boxes on the Rocketeer's card. After all three boxes have been marked, no more Rocket ranged attacks may be made by the Rocketeer or models in the Rocketeer's unit.

ROCKETEER

AMMO CARRIER - When the Rocketeer suffers sufficient damage to be destroyed, a Guardsman in his unit within 1" of him may take up his arms. Remove the Guardsman model from the table and replace it with the Rocketeer model. Effects, spells, and animi on the replaced Guardsman are applied to the new Rocketeer. Effects, spells, and animi on the destroyed Rocketeer expire.

UNIT ABILITIES - The Winter Guard Rocketeer has Winter Guard unit abilities.

ROCKET

BRUTAL SHOT - Roll an additional die on damage rolls against a model directly hit by a Rocket ranged attack.

SUPPORT WEAPON - Instead of attacking with a Blunderbuss, the Rocketeer and models in his unit in base-to-base contact with him may make rocket ranged attacks. A Model making a Rocket ranged attacks cannot participate in combined ranged attack. When a model in the Rocketeer's unit makes a Rocket ranged attack, including the Rocketeer, mark one of the three Rocket

They watched us take position, and it was not until the rockets consumed their front ranks that the smug expression left their faces, illuminated by glorious fire.

—Winter Guard Sgt. Pachek Kasnovo,
89th Infantry Battalion, 1st Border Legion

Occupied Llael has become a most potent source of Khadoran military advancement. Under the watchful eye of the Greylords Covenant, the alchemists of the Order of the Golden Crucible have been forced to stoke the fire of the great Khadoran war machine and add to its growing arsenal. Upon instruction from Kommandant Irusk who envisioned his legions marching upon the Cygnaran front whilst delivering destruction from man to machine, the Order of the Golden Crucible set to work. Among the rewards of their oppressed labors is a portable one-shot rocket of devastating potential. Distributing these rockets to specialists among the Winter Guard known as Rocketeers has added tremendous punch to existing units.

Rocketeers are typically bold and almost maniacally loyal sons of the Motherland, and they learn to search out advantageous positions as their unit is moving forward. Once in position they fire their weapons from the waist while crouched or kneeling. After clearing an area with their lethal payload they can then advance and repeat the process.

Though special training is required for extended care and handling of the volatile weapons, a soldier actually needs little instruction to fire the weapon. Rocketeers in the field regularly hand off rockets to other members of their unit for firing simultaneously in brutal barrages.

The alchemical compound used to create the explosives is formed into a shaped charge in the head of the rockets. Upon impact the concentrated alchemical eruption causes a massive expansion of energy that can pierce the outer plating of a warjack while simultaneously exploding outward and creating havoc all around its primary target. Utilizing this new weapon, deadly Winter Guard units now have the ability to damage armored targets from great distances. Although many of the best and brightest masters from the Order of the Golden Crucible are dead or missing, those who are left are doing a brilliant job of fueling the Khadoran army. The enemies of the Motherland would do well to hope that the Khadoran occupation of Llael can be pushed back.



MAN-O-WAR DRAKHUN

KHADOR MAN-O-WAR DRAGOON SOLO



The fools claim the day of the horse has passed. How could one look upon such unstoppable fury and see anything less than the destiny of our people?

—Jachemir Venianminov, the father of the Man-O-War.

DRAKHUN

DRAGOON - A player may choose to add a Drakhun to his army with or without the dismounted option. The Drakhun begins the game mounted. The Mounted Drakhun has base SPD 7 and base ARM 19. When all the Mounted Drakhun damage boxes have been filled, the Drakhun is destroyed unless the dismounted option was taken. If it was, remove the Mounted Drakhun model from the table and replace it with the Dismounted Drakhun model. Damage points in excess of the Mounted Drakhun's wounds are lost. If this occurs during the Drakhun's activation, his activation ends immediately. Effects, spells, and animi on the Mounted Drakhun are applied to the Dismounted Drakhun. The Dismounted Drakhun is not a cavalry model, may not use his mount, and loses all Mounted abilities. The Dismounted Drakhun has base SPD 4 and base ARM 17.

FEARLESS - The Drakhun never flees.

FLYING STEEL - The Drakhun may make d3 attacks with his Annihilator Blade during his activation.

WEAPON SPECIALIST - The Drakhun rolls an additional die on his Annihilator Blade damage rolls.

MOUNTED

COMBAT RIDER - The Drakhun may make one melee attack with his Mount during a combat action in which he did not make a charge attack.

COUNTER CHARGE - The Drakhun may charge an enemy model that ends its normal movement within 6" and LOS of the Drakhun. Resolve this charge immediately after the enemy model completes its movement. If the Drakhun makes a counter charge, he cannot make another until after his controller's next turn. The Drakhun cannot make a counter charge while engaged.

EXPERT RIDER - The Drakhun cannot be knocked down.

ANNIHILATOR BLADE

REACH - 2" melee range.

MOUNT

CRITICAL KNOCKDOWN - On a critical hit, target model is knocked down.

Drakhun Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
7/4	9	8	6	11	19/17

Shield Cannon
RNG ROF AOE POW
6 1 — 14

Annihilator Blade
SPECIAL POW P+S
Reach 4 13

Mount
SPECIAL POW P+S
Critical 14 —

Mounted Drakhun's Damage	10
Dismounted Drakhun's Damage	10
Point Cost	50
With Dismounted Option	70
Field Allowance	1
Victory Points	2
Mounted Base Size	Large
Dismounted Base Size	Medium

The Drakhun was once a mighty mounted warrior clad in thick iron plate, but now he is a champion in steam-powered armor riding upon his Karpathan destrier's back. Uniting the ancient traditions of Uhlan heroes with the armor and weaponry of the Man-O-War, the Drakhun has transformed into a mechanical force of destruction able to fight even if his mount should fall.

The immense power of the Karpathan destrier is legendary among the Uhlans of Khador, and the broad shouldered warhorse dwarfs any other mounts across Immoren. Charging into battle faster than any warjack, the Drakhun is a maelstrom in the Khadoran vanguard, and the broad sweeps of his annihilator blade cut through man and machine with ease. He constantly holds his shield cannon ready to blast anyone who would dare cross his path.

Without peer, the Drakhuns are by nature the finest riders alive. These powerful warriors are not trained or chosen, but destined to be Drakhuns from birth. Only the most powerful warriors—gifted with Uhlan blood and born and raised in the saddle—are able to petition to become Drakhuns. Even then the Drakhun must train exhaustively by first becoming a Man-O-War and abandoning the traditional Uhlan Drakhun heavy armor for the modern power of mechanika. Once they have learned the ways of their steam armor, they must train their Karpathan destriers themselves before taking them into battle.

In the Drakhun's hands, the reins of the vast and powerful Karpathan destriers are as much a weapon as the mechanically bolstered axe and cannon

he bears into battle. The rush of a Drakhun's mount can pound men flat, crush bone, and mash flesh into gory paste beneath heavy iron shod hooves. The Drakhun's martial skill adds considerably to the lethality of his mounts charge. No one is so bold as to claim the same ground as a Drakhun, for he will die as the mighty knight rides forward eager to destroy anyone who would deem themselves better than this master of the fields of war.





KHADOR WINTER GUARD CHARACTER SOLO

Exceptionally tall and thick-framed even by Khadoran standards, Grigorovich is older than he looks, having enlisted at his home city of Skirov when Ivad Vanar was king. Many men his junior sit in comfortable retirement advising the High Kommand or serving as kommanders or kommandants from the comfort of command posts. This is of no concern to Grigorovich, for he thinks such men are jealous of him. He is allowed the daily joy of battle, the chance to fight directly in the wars of his nation, and the opportunity of pushing back their enemies by axe, sword, and gun. A day he cannot kill an enemy of the Motherland is a wasted day.

When Grigorovich served his first tours of duty among other fresh conscripts in the Anvil, he saw many posts, and he re-enlisted at every opportunity to explore Khador's extensive borders. He has watched the walls of Midfast in the south, been stationed to garrison Port Vladovar, and spent time in the frozen icy peaks bordering Rhul. It took twenty years of service to find his true home as a field-promoted kapitan sent to Ravensgard in 593. There he joined the 'Unbreakable 111th' Infantry Battalion, the core of the First Border Legion. Here was an assignment that would allow him to see regular combat action and come into his own. He has refused offers to move or promote him away from the 111th since he enjoys nothing more than pitting wits and abilities against the

southern enemy. In 598 AR he finally accepted a promotion to full kovnik only because he was given command over the entire battalion, allowing him to shape their destiny as the premiere Winter Guard fighting force.

The 111th did not participate in the invasion of Llael because its position at Ravensgard was too vital. There the fighting between the rival fortresses escalated, and each side saw more and more soldiers reinforcing the lines. The battles became heaviest in the summer of 605 AR where for several weeks there was constant battle night and day and the unremitting sounds of cannon and rifle fire. Kovnik Grigorovich has become one of the most recognizable and trusted officers on the war front. He is always sent to where the fighting will be thickest, and his battalion is entrusted with securing ground for the construction of extended fortifications west along the forest's edge. Grigorovich is famed for his oratory power. The commanding ring of his distinct voice rises in eloquent and passionate speech that pushes his men to heroic acts of sacrifice in the name of the Motherland. They love their kovnik like a god of battle, and they are willing even to throw themselves in harm's way to protect him.

SPECIAL RULES

GRIGOROVICH

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

COORDINATED ATTACK – When attacking enemy models that are within melee range of Grigorovich, other friendly Winter Guard models gain +2 to melee attack rolls and roll an additional die on their melee damage rolls.

FEARLESS – Grigorovich never flees.

FIELD PROMOTION – Once per activation, Grigorovich may promote a Guardsman in his command range that belongs to a friendly Winter

Guard unit that has had its Sergeant destroyed or removed from play. Replace the promoted Guardsman with the Sergeant model. Effects, spells, and animi on the replaced Guardsman are applied to the new Sergeant.

TRUE PATRIOTISM – Whenever Grigorovich is directly hit by an enemy ranged attack, his controller may choose to have a friendly Winter Guard model within 3" of Grigorovich and in his front arc be hit instead. That model is hit automatically and suffers full damage and effects.

PATRIOTIC SPEECHES

Grigorovich may make one of the following speeches anytime during his activation affecting himself and one Winter Guard unit within 3". All speeches last for one round.

• **BEAR'S STRENGTH** – Affected models gain Tough. When a model with Tough suffers sufficient damage to be destroyed, its controller rolls a d6. On a 5 or 6, the model is knocked down instead of being destroyed. If the model is not destroyed, it is reduced to one wound.

• **FOR THE MOTHERLAND** – When an affected model is destroyed, before being removed from the table, the destroyed model may immediately make one ranged or melee attack. Stationary models are not affected by For the Motherland.

Grigorovich Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	8	7	6	12	14



Hand Cannon

RNG	ROF	AOE	POW
12	1	—	12



Saber

SPECIAL	POW	P+S
—	4	12

Damage	8
Point Cost	28
Field Allowance	C
Victory Points	1
Base Size	Small

• **STRENGTH OF THE FOREFATHERS** – Affected models gain +2 STR and MAT.

TACTICAL TIPS

FOR THE MOTHERLAND – For the Motherland does not allow an engaged model to make ranged attacks.

THE COMBINATION OF TRUE PATRIOTISM WITH FOR THE MOTHERLAND – As you sacrifice Winter Guard to protect Rastovich, you can utilize For the Motherland to attack back.

Cryx Satyxis Epic Warcaster Character

authority of a favored lich lord. Whether there will come some future consequence of meddling with Asphyxious is unknown, but for now all the generals of Cryx operate in tandem to coordinate devastating strikes and offer no rest for the living.

Terminus has entrusted to Skarre the entire Cryxian armada, and over five hundred ships unleashed against the western shores of Immoren answer her summons. She has been given orders to open a war front over two thousand miles long and stretching across four nations. She commands an army of Satyxis, revenants, black ogrun, thralls, and helljacks with all of the resources of Terminus' army at her disposal. The coastal cities and villages of Khador, Ord, Cygnar, and even the Protectorate of Menoth are open game.

Skarre's raiding strikes may seem random when viewed separately, but together they are part of an intricate plan guided by visions that influence the very seas of fate. She is the master of entire wings of dark vessels that leap across the

waves to close on her enemies and spill their blood into the thirsty Sea of a Thousand Souls. Wind and fog answer her call as she executes daring maneuvers and ambushes that mortal navies cannot begin to anticipate. Their torpid and slow vessels are fat and juicy targets helpless to prevent their doom. The Queen of the Broken Coast stands on equal footing with the immortals as she manipulates the tides of war.

Focus 7 Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
7	6	7	5	16	15



Hand Cannon
RNG ROF AOE POW
12 1 — 12



Great Rack
SPECIAL POW P+S
Multi 4 10



Gun Blade
SPECIAL POW P+S
— 3 9



Takkaryx
SPECIAL POW P+S
Life Trader 7 13

Damage	16
Point Cost	74
Feild Allowance	C
Victory Points	5
Base Size	Small

SPECIAL RULES

FEAT: FATE WEAVER

The Queen of the Broken Coast knows the deepest secrets of blood magic, sacrifice, dark rites, and blasphemous rituals that can bend and pull the very strands of fate. She has learned to pluck those strands which bind any soul to its destiny to shield her allies from harm or render those who oppose her completely impotent and ineffectual.

Give Skarre 1 - 5 damage points. For each damage point she takes, one model in Skarre's control area may be affected by Fate Weaver. An affected friendly model cannot be targeted by enemy attacks for one round. An affected enemy model cannot make melee or ranged attacks for one round.

SKARRE

BLOOD TRADE - Skarre may take a damage point instead of spending a focus point to keep an upkeep spell in play.

ELITE CADRE - Satyxis included in an army with Skarre, other than Skarre, gain +1 MAT, RAT, and CMD. These Satyxis gain Advance Deployment. Place models with Advance Deployment after normal deployment, up to 12" beyond the established deployment zone.

PRECOGNITION - Anytime during her controller's turn, Skarre may remove an unspent focus point

she allocated to a warjack and place it on herself.

WARJACK BOND - One non-unique warjack in Skarre's battlegroup may begin the game bonded to her. Skarre may allocate one additional focus point to this warjack. When the warjack damages a warjack, the bonded warjack's controller chooses which column suffers the damage. When the warjack damages a warbeast, the warjack's controller chooses which branch suffers the damage.

GREAT RACK

KNOCKDOWN - A model hit by the Great Rack is knocked down.

RAM - After making a successful melee attack with her Great Rack, instead of making a damage roll Skarre may ram the target model. The rammed model is pushed d3" directly away from Skarre and knocked down but suffers no damage. The pushed model cannot be targeted by free strikes during this movement. After the model is moved, Skarre may immediately make a follow-up move toward the pushed model up to the distance the pushed model was moved.

TAKKARYX

LIFE TRADER - After a successful attack with Takkaryx, give Skarre

one damage point to roll one additional damage die.

NOTE: Skarre, Queen of the Broken Coast is Skarre, the Pirate Queen.

SPELL COST RNG AOE POW UP OFF

ADMONITION 2 6 - - X
When an enemy model ends its normal movement within 6" of target model in Skarre's battlegroup, target model may immediately move up to 3". The model cannot be targeted by free strikes during this movement. If a model moves due to Admonition, it may not move again due to Admonition until after Skarre's controller's next turn.

BACKLASH 3 8 - - X X
Whenever target warjack is damaged, its controlling warcaster takes one damage point.

BLACK SPOT 2 8 - - X X
Target enemy warrior model/unit suffers -2 DEF. When a friendly Cryx model destroys one or more affected models with a melee or ranged attack during its activation, it may immediately make one additional melee or ranged attack without spending focus and regardless of ROF.

BLOOD RAIN 3 8 3 12 X
Models in the AOE suffer Corrosion. Corrosion is a continuous effect that slowly erodes its target. A corroded model takes one damage point each turn during its controller's Maintenance Phase until the corrosion expires on a d6 roll of 1 or 2. Corrosion is not affected by water.

BLOOD RITUAL 2 10 - 10 X
Immediately after destroying a living model with Blood Ritual, Skarre may make one additional magic attack targeting a model in her LOS and within 4" of the original target. If the attack hits, the target suffers a damage roll equal to the ARM of the model destroyed.

DEATH WARD 2 6 - - X
Target friendly Cryx model/unit gains +2 ARM. If an affected warjack is damaged, Skarre's controller chooses which column takes the damage.

SEAS OF FATE 2 SELF CTRL - X
Models in Skarre's battlegroup in her control area may boost attack and damage rolls after making the rolls. Affected models may change their facing at the beginning of activation, before movement.



HELLDIVER

CRYX BONEJACK

SPD STR MAT RAT DEF ARM
5 8 5 4 14 15

HD **Jaws**
 SPECIAL POW P+S
 — 5 13

1 2 3 4 5 6

H	C	C	C	C	M
H	H	H	M	M	M

Point Cost **44**
 Field Allowance **U**
 Victory Points **1**
 Base Size **Medium**

HELLDIVER

BURROW (★ACTION) - Place a marker in base contact with the Helldiver in the center of its front arc, then remove the Helldiver from the table. The Helldiver cannot be targeted by free strikes when it is removed from the table. Effects, spells, and animi on the Helldiver expire. The Helldiver cannot burrow into solid rock or man-made constructions. The Helldiver cannot burrow if its movement is disabled. The Helldiver may surface during any of its controller's Control Phases before focus points are allocated. When the Helldiver surfaces, place it anywhere completely within 8" of the center of the marker. There must be room for the Helldiver's base in the new location. The Helldiver cannot move or burrow during a turn it surfaces. The first melee attack made by the Helldiver the turn it surfaces receives automatically boosted attack and damage rolls. On a critical hit, target model is knocked down. The Helldiver immediately surfaces in base contact with the marker if its controlling warcaster is destroyed or removed from play.

SINKHOLE - When the Helldiver burrows, it may create a sinkhole. Center a 5" AOE template on the Helldiver before removing the Helldiver from the table. The template is rough terrain that remains on the table for one round. Models suffer -2 DEF while in the AOE.

Their trenches are naught but open graves. We shall rise from beneath and consume them whole.

—Lich Lord Asphyxious

The legions of the Nightmare Empire have proven to be insidious, adaptable, and unpredictable foes. Even as the armies of men labor to expand their sprawling fortifications, Cryx strikes at them with impunity. When Toruk's enemies cannot be surmounted over land, the Helldiver moves beneath and erupts from trench floors to sow death and discord in the midst of soldiers supposedly safe behind earthen defenses. Many a squad has returned from a patrol in no man's land only to find an ominous pit strewn with the blood-soaked remains of those left behind.

The Helldiver drags itself through the ground with its powerful front claws. Though incredibly strong, the appendages serve only as a source of movement. The machine's primary weapon is its powerful jaws used to bite and shake apart its victims. There are few sights more terrible than witnessing a Helldiver pulling the mass of its metallic body from the earth underfoot and shredding every living body within reach.

The bonejack is capable of burrowing through the earth at a startling pace and surfacing to ambush unwary prey. It is a patient and methodical killer, and once positioned it can wait in ambush for an indefinite period of time, untouchable and impossible to detect. The machine's unique furnace burns little fuel and releases virtually no exhaust, so it is capable of prolonged periods of near hibernation. Once the Helldiver sets its furnace to simmer, it silently awaits a signal or a surface vibration to call it forth once more. Cryx has seeded many potential battlefields across the region with the black-iron monstrosities to prepare for untold slaughters ahead.

The Helldiver has proven to be a threat when it descends as well as when it surfaces on the battlefield. Cryxian raiders have become adept at exploiting the sinkholes left in the Helldiver's wake as it frenetically bores through the ground. Those dispatched by these coordinated onslaughts are left to molder half buried with their arms and legs jutting from the rent earth.

With the addition of the Helldiver, the Cryxian threat lurks not only in the shadows but just beneath the soil as well.



—Attributed to Lich Lord Daeamortus

Reminiscent of a soul in torment, the grating shriek of the Mortifier haunts the nightmares of any who hear it. Infused with soul energy, the Mortifier's shell exists partially within the spirit realm allowing it to pass through earthbound obstacles. To mortal eyes the shell becomes a sickly blur passing through anything in its path. It becomes whole only on impact with its intended target and shreds armor or flesh as the soul is instantly consumed in a necromantic conflagration. Wounds left by these weapons—on the rare occasion a victim does not die outright—are notoriously slow to heal and prone to tainted infection. It is a chilling remnant of the vile process by which the imprisoned soul is obliterated.



SCYTHE (★ATTACK) – The Harrower may make one melee attack with its Perisher against every model within melee range in its front arc. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. Determine damage normally.

Orig. Chassis Design: Unknown





BANE KNIGHTS

CRYX UNIT

Lieutenant Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
5	7	7	4	12	16

Knight Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
5	7	6	4	12	16



Bane Lance

SPECIAL	POW	P+S
Reach	4	11

Leader and 5 Troops 75

Up to 4 Additional Troops 12ea

Field Allowance 2

Victory Points 2

Base Size Small

LIEUTENANT

LEADER

UNIT

GHOSTLY – A Bane Knight may move through any terrain and obstacles without penalty. The Bane Knight may move through obstructions if it has enough movement to move completely past the obstruction. A Bane Knight cannot be targeted by free strikes.

SHADOW SHIFT – When a Bane Knight is directly hit by an enemy attack, after the attack has been resolved a model in the Bane Knight's unit may move up to 3" and make one melee attack. A model cannot end this movement out of formation.

UNDEAD – A Bane Knight is not a living model and never flees.

WEAPON MASTER – A Bane Knight rolls an additional die on its melee damage rolls.

BANE LANCE

REACH – 2" melee range.

We had taken up firing positions in a burned out farmhouse when those things came right through the wall. Half my men were dead before we even knew those monsters were there.

—Captain Gideon Sinclair, Cygnaran Gun Mage

For a soldier, jumping at shadows is at best laughable and at worst cowardice, but there are shadows in the world truly dark enough to be feared. Fell creations of blasphemous runes and animated bones, Bane Knights are unhallowed vessels of tenebrous malignancy. The accursed process that births these fearsome creatures also binds a cold fury within their forms. Fueled by chthonian magic, this hatred is focused on mortals and makes Bane Knights anathema to the living. The flicker of malevolent personality in their eyes is the last thing to be seen by many of their foes before the world fades to black.

Bound together by the rituals of their creation, Bane Knights draw strength from those who would strike at them. They relentlessly advance across the battlefield brutally punishing those foolish enough to attack. Many a warrior has destroyed one Bane Knight only to be struck down as the shadows coalesced into another.

These fiends bring with them an icy wind and the smell of the charnel house as they glide across the battlefield sowing blood and death. Bane Knights wield their shadow-forged lances with inhuman precision, cutting down any obstacle in their path. During their implacable pursuit, Bane Knights can become fully spectral for short periods of time, allowing them to pass through any barrier to reach their victims. Many exhausted soldiers have returned from the battlefield to the relative safety of the trenches only to be slain without warning by Bane Knights emerging from the walls around them.



BLACK OGRUN BOARDING PARTY

CRYX BLACK OGRUN UNIT



They be naturals to the life, 'tis certain true. Their cruel appetites be satisfied only in blood and gold by equal measure.

—Captain Rengrave

Of all the pirates preying on the Broken Coast, there are none more savage than the black ogrun of Cryx. Once a prize is within reach, these soot-black mountains of corded muscle leap from their vessels with reckless abandon. Possessed of an unquenchable blood-thirst, they fall upon their victims with a sanity-staggering howl and leave seas of gore and unidentifiable corpses in their wake. Any who dare look into the eyes of such a horror are held transfixed until exsanguinated by a thrust from a blood-forged blade. Those who survive a black ogrun assault are rounded up like human cattle and forced into the holds of the ogrun's charnel ships bound for the Nightmare Empire where they will serve as slaves in the black steel foundries of Cryx.

The ogrun pirates are experts in conducting brutally efficient boarding actions. Each is armed with a stout cannon capable of launching a wicked tempered-steel harpoon and nearly fifty-feet of chain. This cruel device is invaluable in securing vessels for boarding. Once joined in the slaughter, the black ogrun use their harpoons to fell victims at range, then they eagerly leave the corpses of their victims behind them as they run riot. Larger opponents are set upon by teams of ogrun and then torn asunder when the ogrun wrench their harpoons in several directions simultaneously.

The black ogrun stand out as barbaric even among the degenerate standards of the Scharde Isle crews forced to ferry them into battle. They are not only chosen for their seamanship but also for their murderous tendencies, and they are organized into small boarding parties left to their own devices until a prize is in sight. Each party is commanded by a bosun not only charged with leading the pirates into battle, but also keeping order lest their notoriously foul tempers throw the whole ship into chaos.

BOSUN

LEADER

UNIT

COMBINED RANGED ATTACK - Instead of making ranged attacks separately, two or more Black Ogrun may combine their attacks against the same target. In order to participate in a combined ranged attack, a Black Ogrun must be able to declare a ranged attack against the intended target and be in a single open formation group with the other participants. The Black Ogrun with the highest RAT in the attacking group makes one ranged attack roll for the group and gains +1 to the attack and damage rolls for each Black Ogrun, including himself, participating in the attack.

FIERCE GAZE - A living enemy non-warcaster/warlock warrior model within 2" of a Black Ogrun must immediately pass a command check or become stationary for one round if the model and the Black Ogrun are in each other's LOS. Make only one command check even if several Black Ogrun in the same unit are within 2". Make this command check after the active model/unit completes its movement but before it performs any actions. After making this command check, a model does not make further Fierce Gaze command checks because of the same Black Ogrun unit as long as the unit remains within 2" of it.

HARPOON

DRAG - If the Harpoon damages a target model with a small or medium-sized base, the model is moved directly into base-to-base contact with the Black Ogrun, stopping short only if it contacts another model, an obstacle, or an obstruction. During this movement the model cannot be targeted by free strikes. After the model has been moved, the Black Ogrun may immediately make one melee attack targeting the model.

Bosun Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	9	8	5	13	15

Pirate Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
6	9	7	4	13	15



Harpoon

RNG	ROF	AOE	POW
8	1	—	12



Hand Weapon

SPECIAL	POW	P+S
—	5	14

Bosun's Damage 10

Pirate's Damage 8

Leader and 2 Troops 66

Up to 2 additional troops 19ea

Field Allowance 2

Victory Points 3

Base Size Medium





SOULHUNTERS

CRUX CAVALRY UNIT

Lieutenant Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
8	7	7	4	13	15

Thrall Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
8	7	6	4	13	15



Scythe	SPECIAL	POW	P+S
Multi	5	12	



Sickle	SPECIAL	POW	P+S
Life Eater	4	11	



Mount	SPECIAL	POW	P+S
	—	10	—

Lieutenant's Damage	10
Thrall's Damage	8
Leader and 2 Troops	78
Up to 2 Additional Troops	25ea
Field Allowance	1
Victory Points	3
Base Size	Large

LIEUTENANT

LEADER

UNIT

BODY COUNT - A Soulhunter gains a soul token for each living model it destroys. A Soulhunter may have a maximum of three soul tokens at any time. A Soulhunter may spend a soul token to boost an attack or damage roll.

UNDEAD - A Soulhunter is not a living model and never flees.

SCYTHE

BRUTAL CHARGE - A Soulhunter gains +2 to scythe charge attack damage rolls.

REACH - 2" melee range.

SICKLE

LIFE EATER - When a Soulhunter destroys a living model with the Sickle, remove d3 damage points from the Soulhunter.

With a hunger insatiable my riders shall pick the battlefield clean.

—Lich Lord Terminus

Silent, terrible, and unrelenting can only begin to describe the whispering charge of the Soulhunters. The bilious glow of necrotite burning deep within them lights their oily undead flesh and mottled iron plates. Fearless in undeath, the creatures tread through darkness seeking souls.

Among the most powerful thralls ever built, the Soulhunters are an unholy vision of terror incarnate. The menacing mass of plating, piping, gears, furnace, and flesh is an amalgamation designed for swiftness and ferocity. They have slick skin cured by dark alchemical processes and riveted carapaces handcrafted by necrotechs. The hungry necrotite furnace within its equine ribcage burns with a baleful corpse-fire as it vents choking black smoke from the ominous flues running along its reinforced spine.

A thrall torso, head, and exposed steam-enhanced musculature are fused with the lithe and powerful body of a Scharde-bred charger, and these creations are a necrosurgeon's proudest creations—undead horse flesh and thrall unified by repulsive arts of dark intent. Composed of necro-tech, cured tissue, and the runic inscriptions of thrall magic, the necrotic carcass of a Soulhunter is a fearsome sight in battle.

The lethal wake of a Soulhunter's mechanical scythe is painted in a spray of blood and entrails as it shreds through flesh and bone like summer chaff. Following the plunge of its scythe is the hungry swipe of its black sickle. The ominous whispering of the creature's sickle harvests the vitality of those the Soulhunter slays with a horrible sigh. Filthy emulsions channel the newly spilled essence of the dead through the creature's flesh. Like rasping plague victims, the fetid riders breathe in the souls of those they kill. This energy further riles their undead

flesh and allows them to expend it in bursts of power. Eager to claim the vitality of the living, the abominations scavenge the souls of those who would stand against them.



BRUTE THRALL

CRYX MECHANITHRALL SPECIAL WEAPON ATTACHMENT



That thing barreled out of the fog and straight into an Ironclad. I'll never forget the sound of its fists biting into the hull before the rest of the thralls tore it to scrap. After the battle, I tried for the better part of the next morning to salvage parts. The best I could do was something that looked like a piece of armored cowling.

—Dunley Boggs, Field Mechanik

As a further development of the necro-mechanical research that led to the creation of the Mechanithrall, the Brute Thrall is a natural evolution for the meatsmiths of Cryx who have long prided themselves on the integration of local fauna into their malignant creations. These hulking monstrosities are cobbled together from the carcasses of Sharde trollkin and black ogrun, masses of conduit, steel plate, and nameless mechanika powered by a necrotite-fueled boiler. Though the end result is lacking both subtlety and cognitive capacity, it is unquestionably well suited to its role on the battlefield: crushing any obstacle crossing its path.

Like all thralls, the Brute Thrall knows no fear, and it is often sent to lead scores of Mechanithralls into combat. Soft targets are quickly pummeled into unidentifiable blood-soaked heaps under the sheer power of the Brute Thrall's steam-driven fury. Those foes capable of temporarily withstanding the savage assault are grappled in the thrall's immense fists while the accompanying horde of Mechanithralls rip it to pieces. The result is a wide field of scattered metal and assorted unidentifiable debris.

Towering head and shoulders above ordinary Mechanithralls, the first Brute Thralls were created as personal bodyguards by a particularly gifted necrosurgeon. When it first appeared, the twisted beauty of the abomination sparked a fierce competition between his peers to see who could craft the largest and most powerful thrall. As more of the Brute Thralls were manufactured they were utilized to provide the vicious broods of Mechanithralls additional muscle in battle. Some necrosurgeons continue to be wary of producing too many of these brutal horrors, for they do not want to lose control over such enormous killing machines capable of fighting unhindered despite tremendous punishment.

BRUTE THRALL

IRON GRIP – If the Brute Thrall hits with a melee attack, in addition to dealing damage, the target model is caught in the Brute Thrall's Iron Grip. A caught model cannot move until Iron Grip is released or the Brute Thrall has been destroyed or removed from play. A caught model is released if either model is moved or if the Brute Thrall moves, makes an attack targeting another model, or becomes stationary. Mechanithralls in the Brute Thrall's unit can make combined melee attacks targeting the caught model. Instead of making melee attacks separately, two or more Mechanithralls in melee range of the caught model may combine their attacks. In order to participate in a combined melee attack, a Mechanithrall must be able to declare a melee attack against the caught model. A Mechanithrall making a Combo Strike cannot participate in a combined melee attack. The Mechanithrall with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Mechanithrall, including itself, participating in the attack.

UNDEAD – The Brute Thrall is not a living model and never flees.

HEAVY STEAMFISTS

COMBO STRIKE (★ATTACK) – The Brute Thrall has a pair of Heavy Steamfists that can be used simultaneously for a devastating attack. It can make a normal attack with each Heavy Steamfist individually, or it may make a special attack with both Heavy Steamfists at the same time. Make one attack roll for the Combo Strike. Add the Brute Thrall's STR once and the POW of both Heavy Steamfists to the damage roll.

Brute Thrall Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
6	9	6	4	12	14



Heavy Steamfist

SPECIAL	POW	P+S
Combo	5	14



Heavy Steamfist

SPECIAL	POW	P+S
Combo	5	14

Damage	8
Point Cost	18
Field Allowance	3
Victory Points	+0
Base Size	Medium





SATYXIS RAIDER SEA WITCH

CRYX SATYXIS RAIDER UNIT ATTACHMENT

Sea Witch

Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
7	5	7	5	14	12

Hand Cannon	RNG	ROF	AOE	POW
	12	1	—	12

Horns	SPECIAL	POW	P+S
	Critical	3	8

Piercer	SPECIAL	POW	P+S
	Multi	6	11

Damage	5
Point Cost	21
Field Allowance	1
Victory Points	+1
Base Size	Small

model in its melee range, friendly or enemy. Models in the unit cannot make combined melee attacks this activation.

SEA WITCH

COILED STANCE (ORDER) - Every Satyxis Raider who receives this order must forfeit her action. Affected models gain +2 DEF against melee attacks. When a Satyxis Raider is the target of an enemy melee attack that misses, she may immediately make a melee attack targeting the attacking model if it is within her melee range. Coiled Stance lasts for one round.

OFFICER - The Sea Witch is the unit leader.

POWER SWELL - Once per game, the Sea Witch may use Power Swell during her activation. During this activation models in the Sea Witch's unit gain an additional die on melee damage rolls.

WITCHCRAFT

The Sea Witch may use one of the following abilities during each of her activations:

- **BLOODLETTING** - This activation, models in the the Sea Witch's unit gain Berserk. Every time a Berserk model destroys another model with a melee attack, it must immediately make one melee attack against another

Even after she wrenched out Gifford's heart and bit into it, I would've licked the blood from her lips like wine.

—Sgt. Jezzan Cree, 568th Long Gunners, 1st Platoon

- **BRUME** - This activation, models in the the Sea Witch's unit gain Pathfinder and Camouflage. Models with Pathfinder ignore movement penalties from rough terrain and obstacles. Models with Camouflage gain an additional +2 DEF when benefiting from concealment or cover.

- **LAMPREY** - This activation, each time a model in the Sea Witch's unit damages a warjack with her Lacerator or Piercer, instead of suffering Feedback the warjack's controlling warcaster receives one less focus point during his controller's next Control Phase.

HORNS

CRITICAL KNOCKDOWN - On a critical hit, target model is knocked down. (Small-based models only)

PIERCER

FEEDBACK - Anytime the Piercer damages a warjack, its controlling warcaster takes a damage point.

REACH - 2" melee range.

The Satyxis are the source of many a mariner's tale, and as any salty dog will tell you, the enchanting beauty and menacing cruelty of the warrior maidens of Satyx are no legend. The sea witches in particular are bold, relentless, wicked, and seductive. They use their call to seize men with a mixture of lust and fear and then slake their dark thirst with the lives of their male captives. Feared along the Broken Coast, these hellish witches ply the open sea with ancient craft and magic.

The Satyxis sea witches are exalted in their status among the warrior clans of these bleak amazons. Each pirate sorceress serves under the fierce gaze of her captain as the navigator and taskmaster of a raiding ship. She is the captain's right hand and the conjurer of mists and numinous winds that carry their black ships in silence.

Wielding such power bestows great status upon these witches, and each is attended by a coven of Satyxis raiders. These Satyxis cruelly serve as her enforcers and regulators among the sordid crew, and they are eager to keep in check even the slightest infraction or hint of mutiny with a deadly reprisal. Bound in a union forged in blood under the Calder moon, the sea witch and her raider coven share an uncanny arcane bond.

During battle the sea witch uses her arcane talents to whip her warrior sisters into a frenzy of bloodlust. Driven by this fell sorcery the Satyxis raiders lash madly about with their lacerators, blindly seeking to kill anything in their way. The witch's intent can be visited upon them with a surge of power drawn from the depths of dark waters, and it bolsters their lithe muscular forms with uncanny strength. The sorcerous sea witch can call upon the elements to conceal, bewitch, enervate, and punish. The raiders who serve her are an extension of her will, and they deliver her wrath upon those who deserve little more than death.



CAPTAIN RENGRAVE

CRUX REVENANT CREW CHARACTER SOLO



Captain Rengrave be Toruk's first vassal, and he'll likely be the last.

—Revenant Prize Captain Garvor Magrott of the cinder ship *Dirge*

RENGRAVE

CABIN BOY - When Rengrave suffers sufficient damage to be destroyed, a friendly Revenant Crew model in his command range may be destroyed instead. Rengrave is reduced to one wound.

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

FIELD PROMOTION - Once per activation, Rengrave may promote a Pirate in a friendly Revenant Crew unit that has had its Quartermaster destroyed or removed from play. That Pirate must be in Rengrave's command range. Replace the promoted model with the Quartermaster model. Effects, spells, and animi on the replaced Pirate are applied to the new Quartermaster.

PRESSED - When Rengrave destroys a living enemy model, before it is removed from the table, it must make a command check. If the check fails, Rengrave's controller may add a Pirate to a friendly Revenant Crew unit in his command range. The model must be placed in formation and may activate normally this turn.

REIGN OF TERROR - When an enemy model/unit flees in Rengrave's command range, Rengrave and friendly Revenant Crew models/units in his

command range cannot be damaged. Reign of Terror lasts for one round.

SQUALL - Once per activation, an enemy model/unit within Rengrave's LOS and in his command range may be cursed by Squall. Cursed models suffer -2 CMD and cannot give or receive orders. The curse lasts for one round.

SWORDMASTER - Rengrave may make one additional melee attack.

TERROR - Enemy models/units in melee range of Rengrave and enemy models/units with Rengrave in their melee range must pass a command check or flee.

UNDEAD - Rengrave is not a living model and never flees.

HAND CANNON

GHOST SHOT - Rengrave ignores intervening models when making Hand Cannon ranged attacks.

INSULT TO INJURY - After resolving his melee attacks, Rengrave may make a Hand Cannon ranged attack if he is not engaged.

TACTICAL TIPS

REIGN OF TERROR - Reign of Terror only takes affect when an enemy model/unit initially flees and does not take affect if a model that is already fleeing moves into Rengrave's command range.

Rengrave Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	7	7	6	14	14

Hand Cannon			
RNG	ROF	AOE	POW
12	1	—	12

Fathom		
SPECIAL	POW	P+S
—	6	13

Damage	5
Point Cost	28
Field Allowance	C
Victory Points	1
Base Size	Small

The ghost ship *Atramentous* has been conducting an ongoing reign of terror for sixteen centuries. Its unliving and seemingly indestructible Revenant crew is led by Captain Rengrave, the first of their ilk who was both cursed and blessed by Lord Toruk's fire. All of the Revenants spawned thereafter have sworn him oaths of fealty, and through him they serve the Dragonfather. Rengrave leads them to war, and in their midst he is impossible to defeat.



Captain Rengrave was already a pirate of horrible reputation when he was alive. He stole the *Atramentous* as an act of singular blasphemy. The ship was the largest of the dirgenmast funeral ships sent across the waves to carry the body of an honored noble of Tordor. This desecration may have invoked his doom, for Lord Toruk came to him and offered the choice of eternal service or utter destruction. When he accepted, the dragon's flame washed over him, his crew, and even his crow Squall, consuming and changing them into indestructible Revenants. Captain Rengrave was sent against the pirate kings of the Scharde Isles where he slaughtered their gathered warriors to demonstrate the consequences of defying the dragon. Captain Rengrave witnessed the indoctrination of the first lich lords and feels smug satisfaction knowing that he came into his power first.

Nothing delights Rengrave more than killing, plunder, and the sight of the terrified faces of the living as his men swing to and board a ship to take its valuables and sink it to the deep. In past centuries he was told to restrain his appetites and strike at times and places dictated by the lich lords. By the command of Skarre Ravenmane, his fleet has been unleashed to attack at will. Rengrave has the power to add names to his register and capture new prize ships to add to his ghost fleet to swell the ranks of Revenants as required. He captures the living and gives them a choice: they can join his crew and be transformed or die. The great attacks put forward by Skarre are an opportunity he has waited a millennium to savor. No western coastal town will escape unscathed.

Cryx Character Solo



cunning and malicious weapons forever linked to the void and its consuming darkness. Some souls are particularly resonant with bane energy and retain their own identity and power. Tartarus is one singularly potent soul, recovered and reborn by artifice into something truly unholy.

Nearly three thousand years ago, a chieftain arose among the Molgur named Horfar Grimm who led a doomed attack against a wall called the Shield of Thrace. It was one of the last great battles of the Molgur against priest-king Golivant, and in the battle the Molgur were shattered. Grimm was captured and tormented for a month by the Menites before being thrown on the flames in rituals conducted to purify his soul of the Devourer-taint they saw in him. As his flesh burned, Horfar's soul raged and lashed out. It was too powerful to be contained yet permanently scarred and disfigured by Menite rites. His weighty soul fell through the rift, and due to Menite curses it did not reach Urcaen, languishing instead in the void. There it became something other. Past memories erased, it seeped in bane energy and

turned unspeakably malevolent. Over two thousand years it writhed in this hellish state until discovered and plucked by Tenebrous and inserted into unliving flesh as a unique necromantic masterpiece. Encased in rune-inscribed armor and given the unholy axe Rivener, Bane Lord Tartarus was put into the world to rule over and dominate all bane thralls in service of the Dragonfather.

He has wandered in the shadows of western Immoren for centuries lurking in cursed forests, in the caverns below mountains, and across swamps where the forgotten dead lie deep below the murk. He has brought forth his vassals and pulled other potent souls from the void to give them bodies, armor, weapons, and purpose. The bane lord does not require the taxing and time-consuming rites and rituals normally utilized to create these bane warriors, for his own essence provides a continuous conduit to the void. By Goresshade's summons he has travelled north to build a terrible army from the remains of the slain.

SPECIAL RULES

TARTARUS

BECKON (★ACTION) – Remove one friendly Bane Thrall or Bane Knight unit in Tartarus' command range and place the models in the unit completely within 4" of Tartarus. There must be room for the models' bases in the new location. Affected models cannot be targeted by free strikes during this movement. After being beckoned, affected models cannot move this turn.

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

CURSE – Once per activation, Tartarus may curse an enemy

model/unit within LOS and in his command range. Tartarus and friendly Bane Thrall and Bane Knight units charging cursed models do so at SPD +5. When attacking a cursed model, Tartarus, Bane Thralls, and Bane Knights gain +2 to attack rolls. Curse lasts for one round.

DARK SHROUD – Enemy models within melee range of Tartarus suffer –2 ARM. Dark Shrouds are not cumulative.

FIELD OFFICER – An additional Bane Thrall or Bane Knight unit may be fielded over normal Field Allowance limitations.

FIELD PROMOTION – Once per activation, Tartarus may promote a Bane Thrall or Bane Knight in his command range that belongs to a friendly unit that has had its Lieutenant destroyed or removed

from play. Replace the promoted model with an appropriate Lieutenant model. Effects, spells, and animi on the replaced model are applied to the new Lieutenant.

STEALTH – Attacks against Tartarus from greater than 5" away automatically miss. If Tartarus is greater than 5" away from an attacker, he does not count as an intervening model.

UNDEAD – Tartarus is not a living model and never flees.

WEAPON MASTER – Tartarus rolls an additional die on his melee damage rolls.

RIVENER

DEATH TOLL – When Tartarus destroys a living enemy model, his

Tartarus						Cmd 9
SPD	STR	MAT	RAT	DEF	ARM	
6	7	7	4	12	16	
						 Rivener
						SPECIAL POW P+S
						Multi 5 12
Damage						8
Point Cost						40
Field Allowance						C
Victory Points						1
Base Size						Medium

controller may add a non-leader model to a friendly Bane Thrall or Bane Knight unit in Tartarus' command range. The model must be placed in formation and may activate normally this turn.

REACH – 2" melee range.

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

TACTICAL TIPS

DEATH TOLL - No, you can't add a Lieutenant even if the unit has an officer.

MERCENARY WARCASTER CHARACTER



Ashlynn hedges every bet on the battlefield, and she turns to her formidable arcane abilities when her skill with a blade falls short. She can command the air around her to become a blur of motion, and like a storm of steel Ashlynn unleashes torrential attacks with her saber that tear through any man unlucky enough to cross her path. Enemy formations are split apart by furious gales that kick up clouds of obscuring dust and debris and plunge the battlefield into chaos. Her allies move as if propelled by the wind, apparently dodging bullets while charging into battle at blinding speeds.

Though forced from her homeland, Ashlynn has not lost her fight. Since the occupation she has turned to freelancing to fund her ongoing operations against Khador. Though

she has no love for the Protectorate and blames Cygnar's withdrawal for Llael's defeat, she gladly accepts their gold. The coin from such enterprises goes to rebellious groups in the homeland and to support her own operations. Vengeful and independent enough to accomplish anything, she wages a guerilla war that costs Khador thousands in supplies and stolen funds. Though only biting at the Motherland for now, Ashlynn hopes not only to repel the invaders, but one day to drive her saber through the heart of the man who robbed her father of an honorable death with indiscriminate mortar fire—Kommandant Gurvaldt Irusk himself.

Focus 6				Cmd 8	
SPD	STR	MAT	RAT	DEF	ARM
6	4	8	6	17	14
		Hand Cannon			
		RNG	ROF	AOE	POW
		12	1	—	12
		Nemesis			
		SPECIAL	POW	P+S	
		Multi	5	9	
Damage				14	
Point Cost				67	
Field Allowance				C	
Victory Points				5	
Base Size				Small	

SPECIAL RULES

FEAT: ROULETTE

They say a true gambler never takes risks. Through arcane heightened skills and senses, Ashlynn stacks the odds of battle around her to cheat fate itself.

While in Ashlynn's control area this turn, friendly models roll two extra dice on all attack rolls. Two of the attack dice rolled, determined by Ashlynn's controller, are discarded. In addition, enemy models targeting a friendly model in Ashlynn's control area with an attack this round roll two additional dice. Two of the attack dice rolled, determined by Ashlynn's controller, are discarded.

MERCENARY

Ashlynn d'Elyse will not work for Cryx or Khador.

ASHLYNN

POINT BLANK - Ashlynn may make a melee attack with her Hand Cannon targeting a model in melee range. Use Ashlynn's MAT

when resolving this attack. If the attack succeeds, the target suffers a damage roll equal to the POW of the Hand Cannon. Ashlynn rolls an additional damage die for Weapon Master on this attack but does not roll an additional damage die on charge attacks. Ashlynn cannot spend focus points for additional Hand Cannon attacks and cannot perform free strikes or Riposte attacks with her Hand Cannon.

RIPOSTE - When Ashlynn is the target of an enemy melee attack that misses, she may immediately make a melee attack targeting the attacking model if it is within her melee range.

WEAPON MASTER - Ashlynn rolls an additional die on her melee damage rolls.

NEMESIS

LUNGE - Once per activation, Ashlynn may make a Nemesis attack with a 2" melee range.

PARRY - Ashlynn cannot be targeted by free strikes.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
DISTRACTION	2	8	-	-	-	X
Target enemy warrior model/unit cannot make ranged attacks and suffers -2 MAT and DEF.						
FEINT	2	6	-	-	-	X
Target friendly model may move up to 3" immediately after an enemy model ends its normal movement engaging the model. During this movement the model cannot be targeted by free strikes. The spell expires after the model moves.						
FLASHING BLADE	2	CASTER	-	-	-	-
Ashlynn may immediately make one melee attack with Nemesis against every model within melee range in her front arc. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. Determine damage normally.						
KISS OF DEATH	3	10	-	13	-	X
When the damage roll fails to exceed its target's ARM, the target automatically suffers one damage point. When damaging a warjack, choose which column takes the damage. When damaging a warbeast, choose which branch takes the damage.						
QUICKEN	3	6	-	-	-	X
Target friendly model/unit gains +2" of movement and +2 DEF against ranged attacks.						
TWISTER	2	8	3	10	-	X
After dealing damage, the Twister AOE remains in play for one round as a cloud effect.						



RHULIC MERCENARY WARCASTER CHARACTER

payload is limited by the boundaries of mechanical artifice and sheer expense.

Madly swinging Leveler, Durgen attacks in roaring swaths of steam-powered wrath. The impact of the hammer can be charged with violent energy to releasing a ferocious burst that sends warjacks sprawling, tosses men aside like rag dolls, and topples entire buildings like a pile of matchsticks.

His Rhulic warjacks are constantly in need of repair, for they are pushed far beyond their limits. Most mercenaries see a charter with Madhammer as a death sentence. The dwarf's arcane ministrations have gained a reputation as being deadly to both friend and foe alike, and few sane soldiers of fortune

will actually work within leagues of Durgen. Those down enough on their luck to need the work avoid him like the riplung and stay well clear of his aim until he has literally blown his payload.

Like a half-mad gorax, Durgen rips through his enemies without fear. Cackling madly amid detonations and discharges—the earth literally steaming with the half-cooked remains of the slain around him—Madhammer is mindless when caught in the rapture of the fray. Drawing upon the turmoil of combat to drive him higher and higher, the dwarf rides the rush of battle on a wave of devastation to an eventual collision with his own spectacular end.

SPECIAL RULES

FEAT:

CONSOLATION PRIZE

The study of explosive force and the precise application of kinetic energy is Madhammer's specialty. All potential energies are apparent to his enhanced vision, and he can maximize the destructive potential of those around him. Bullets shift to strike weak points of armor, blade points sink into narrow gaps, and the shrapnel from explosive blasts always finds its target.

Friendly models currently in Madhammer's control area gain the following abilities for one round: When damaging a warjack, an affected model's controller chooses which column takes the damage. When damaging a warbeast, an affected model's controller chooses which branch takes the damage. If an affected model makes a successful melee or ranged attack but fails to exceed the target's ARM with the damage roll, the target automatically takes one damage point.

MERCENARY

Durgen Madhammer will not work for Cryx.

MADHAMMER

BLAST ARMOR - Madhammer does not suffer blast damage. Madhammer gains a focus point any time he would have suffered a blast damage roll. Focus gained from Blast Armor cannot exceed Madhammer's current FOC.

RHULIC MERCENARY WARCASTER - Madhammer may only have Rhulic mercenary warjacks in his battlegroup

and may only reactivate Rhulic mercenary warjacks.

BUSTER

ARCING FIRE - When attacking with Buster, Madhammer may ignore intervening models except those that would normally screen the target.

SPECIALIZED AMMO - When declaring a Buster attack, choose one of the following ammo types. Each ammo type may be fired once per game.

- **CARPET BOMB** - This is an AOE 3, POW 14 attack. After determining the initial shot's point of impact, d3 additional 3 AOE shots deviate d6" from that point. Each additional shot causes models in its AOE to suffer a POW 7 blast damage roll.

- **CASE CRACKER** - Target model hit by Case Cracker suffers a POW 8 damage roll. A target with a medium-sized or larger base has its ARM stat halved when calculating damage from this attack. Effects that further modify ARM are not reduced. The damage roll gains +2 POW against models with small bases. If the target is destroyed, it explodes with a 5" AOE and is removed from play. Do not replace the model destroyed by Case Cracker with a wreck marker. Models in the AOE suffer a POW 8 blast damage roll.

- **CONCUSSION BOMB** - This is an AOE 5, POW 10 attack. The model directly hit suffers Concussion. A model suffering Concussion forfeits its next

activation and cannot allocate focus for one round.

LEVELER

BACK BLAST - Immediately after resolving a successful Leveler melee attack, Madhammer may spend one focus point to use Back Blast. Center a 3" AOE on the model that was hit by Leveler. Models in the AOE suffer a POW 10 blast damage roll.

POWERFUL CHARGE - When making a charge attack with Leveler, Madhammer gains +2 to his attack roll.

REACH - 2" melee range.

Focus 6

Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
5	6	6	5	14	17

	Buster			
	RNG	ROF	AOE	POW
	12	1	*	*

	Leveler		
	SPECIAL	POW	P+S
	Multi	6	12

Damage	16
Point Cost	66
Field Allowance	C
Victory Points	5
Base Size	Small

SPELLS

	COST	RNG	AOE	POW	UP	OFF
BUMP & GRIND	2	6	-	-	X	
If target friendly Rhulic warjack moves into base-to-base contact with an enemy model, the enemy model is moved in the direction the warjack is moving as it continues its movement. The model moved by Bump & Grind cannot move through another model. Models moved by Bump & Grind cannot be targeted by free strikes during this movement.						
GROUND ZERO	3	SELF	5	13		
Center the AOE on Madhammer. Models in the AOE, other than Madhammer, suffer a POW 13 damage roll. Models damaged by Ground Zero are pushed d6" directly away from Madhammer. Madhammer's controller chooses the order in which the models are moved. A pushed model moves at half rate in rough terrain and stops if it comes in contact with an obstacle, obstruction, or a model with an equal or larger-sized base. A pushed model cannot be targeted by free strikes during this movement.						
PRIMED	2	6	-	-	X	
Target friendly warrior model/unit gains +2 on melee attack and melee damage rolls but suffers -2 ARM. If an affected model is destroyed by an enemy attack, it explodes with a 3" AOE and is removed from play. Models in the AOE suffer an unboostable POW 14 blast damage roll.						
REDLINE	2	6	-	-	X	
Target warjack in Madhammer's battlegroup gains +2 STR and can run, charge, slam, or trample without spending a focus point. After the warjack's normal movement each activation, it suffers d3 damage points.						
SCREE	2	8	-	-	X	X
Target model/unit suffers -2 DEF and cannot run, charge, power attack slam or trample.						
SHELL SHOCK	2	10	-	12		X
Target model damaged by Shell Shock cannot make attacks or make or receive orders. Shell Shock lasts for one round.						

MERCENARY EPIC WARCASTER CHARACTER

The eruption of war and the arrival of the skorne have pushed Magnus to renew his efforts, and he moves to ensure the pieces fall into place. He is taking greater risks, gathering those who will serve, and putting forward his own agenda. Nations that hire him seek to use him as a tool, but each battle is a piece in an intricate puzzle of his own design. He has accumulated ample coin, weapons, and mechanikal stockpiles and secured them in hidden caches from Five Fingers to Terson Crag and remote points along the western fringe of the Bloodstone Marches. He buys weapons, supplies, and the loyalty of unlikely allies like trollkin renegades willing to sell out their own people, ruthless assassins, and Cygnaran Army deserters willing to swear fealty to Vinter Raelthorne.

He keeps a mental list of those secretly loyal to the Exile, including influential nobles, and they all owe favors. In the days ahead they will be required to pay in full. All of Magnus' old enemies will be destroyed—first the arrogant upstart who crippled his body, next the usurper king. Cygnar will see the return of Vinter, and Magnus will stand beside him with Foecleaver in hand, and the severed heads of their enemies will peer down from spikes on the gates of Caspia.

SPECIAL RULES

FEAT: KILL BOX

The Warlord is cunning in the art of ambush and betrayal. By the time enemies engage him in battle, they are already caught in his trap. The battlefield is always of his choosing, and he plans his maneuvers to force his enemies into moving exactly where he wishes them. Just as the terrain turns against and pins down his enemies, Magnus and his army move in for the kill, show no mercy, and never accept surrender.

When Magnus uses this feat, his controller selects two table edges. Enemy models currently in Magnus' control area cannot end their movement closer to a selected edge than they started. Kill Box lasts for one round.

MERCENARY

Magnus the Warlord will not work for Cygnar.

MAGNUS

BACKSTAB - Magnus rolls an additional die on his back strike damage rolls.

HUMAN SHIELD - While screened, Magnus gains an additional +2 DEF against ranged attacks. Attacks that ignore screening also ignore this bonus.

SKORNE MINION WARCASTER - Magnus and warjacks in his battlegroup may be included in 1000-point or larger Skorne armies.

Magnus counts toward the maximum number of warlocks allowed in an army and counts as a warlock for field allowances.

WARJACK BONDS - Up to two custom warjacks in Magnus's battlegroup may begin the game bonded to him. Magnus may allocate up to one additional focus point to each bonded warjack. A bonded warjack rolls an additional die on its back strike damage rolls.

FOECLEAVER X

After declaring a Foecleaver X melee attack, Magnus may spend one focus point to activate one of the following abilities which lasts for the duration of the attack. Foecleaver X attack and damage rolls may only be boosted by Powerful Attack.

- **ARMOR-PIERCING** - Targets with medium-sized or larger bases have their ARM halved when calculating damage from Foecleaver X. Effects that further modify ARM are not reduced. Foecleaver X gains +2 POW against models with small bases.
- **POWERFUL ATTACK** - Boost both attack roll and damage roll.
- **STALL** - Target warjack hit by Foecleaver X suffers Stall. Stall is a continuous effect that reduces the warjack's base SPD to 1 and base DEF to 7. Stall expires in the model's controller's Maintenance Phase on a d6 roll of 1 or 2.

MECHANIKAL ARM

DISRUPTION - Target warjack hit by the Mechanikal Arm suffers Disruption. Warjacks suffering Disruption lose any unused focus points and cannot be allocated focus points or channel spells for one round.

STAGGER - Target model hit by the Mechanikal Arm loses its initial attacks this round.

NOTE: Magnus the Warlord is Magnus the Traitor. Yes, this means a battlegroup controlled by Magnus the Warlord may

Focus 6						Cmd 8	
SPD	STR	MAT	RAT	DEF	ARM		
5	6	6	5	14	17		
						Scattergun	
						RNG	ROF
						AOE	POW
						SP	1
							12
						Foecleaver X	
						SPECIAL	POW
						P+S	
						Multi	6
							12
						Mechanikal Arm	
						SPECIAL	POW
						P+S	
						Multi	5
							11
Damage						17	
Point Cost						77	
Field Allowance						C	
Victory Points						5	
BASE SIZE						SMALL	

include custom warjacks that can only be included in a battlegroup controlled by Magnus the Traitor.

SPELL	COST	RNG	AOE	POW	UP	OFF
BULLET DODGER	2	6	-	-	X	
Target model gains +2 DEF against ranged attacks. When the affected model is targeted by an enemy ranged attack that misses, it may immediately move up to 2" after the attack is resolved. The affected model cannot be targeted by free strikes during this movement.						
LETHARGY	2	6	-	-	X	*
Target model/unit suffers -2 MAT, RAT, and STR. If Lethargy expires, the affected model/unit gains +2 MAT, RAT, and STR for one round. Lethargy may be cast once per turn. When this spell targets an enemy model, it is an offensive spell and requires a magic attack roll.						
MISDIRECTION	2	SELF	-	-	X	
Immediately after suffering damage, Magnus may transfer the damage to a friendly Mercenary model in his control area. The model suffers all damage from that attack instead of Magnus. Transferred damage exceeding the model's wounds is applied to Magnus. Magnus is still considered to have suffered damage even if the damage is transferred. If Magnus transfers damage, he may not transfer damage again until his controller's next turn.						
MOBILIZE	3	SELF	-	-		
Models in Magnus' battlegroup currently within his control area gain +2" of movement and ignore movement penalties from rough terrain and obstacles. Affected models may charge, slam, or trample across rough terrain. Mobilize lasts for one round.						
RAINING STEEL	4	10	5	13		X
Wreckage violently rains down upon the battlefield.						
THE BIGGER THEY ARE...	2	8	-	10		X
Add +2 to the damage roll when targeting a model with a medium-sized base and +4 when targeting a model with a large-sized base.						

TACTICAL TIPS

Skorne Minion Warcaster - Keep in mind that even when included in a Skorne army, Magnus can only give orders to Mercenary models, and only Mercenary models can use his CMD when making CMD checks.

1	2	3	4	5	6
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Point Cost	53
Field Allowance	U
Victory Points	1
Base Size	Medium

Orig. Chassis Design:
Aruhn Grundback



	STR	MAT	RAT	DEF	ARM
	9	5	5	13	17

—Ashlynn d'Elyse, on the Vanguard

Nearly all of Llael's warcasters died or fell into Khadoran custody during the invasion, and the surviving Vanguard's slipped through the borders with refugees willing to sell them to the highest bidder to escape their war-torn homes. Now any mercenary with the coin can use these masterworks in the craft of war.

Only a small number of Vanguards escaped the invasion unscathed, and mercenaries who did manage to get their hands on one spend small fortunes keeping them running. There are precious few mechanics capable of major repairs on the Vanguard outside of Llael, and those who can charge exorbitant fees to do so. Once a badge of honor for noble warriors, the Vanguard now shows the success of sell-swords, as only truly affluent mercenaries can afford to have them.

ASSAULT - As part of a charge, after moving, the Vanguard may make a single ranged attack targeting the model charged. The Vanguard is not considered to be in melee when making the Assault ranged attack, nor is the target considered to be in melee with it. If the target is not in melee range after moving, the Assault ranged attack may still be made before the Vanguard's activation ends. The Vanguard cannot target a model with which it was in melee at the start of its activation with an Assault ranged attack.

SET DEFENSE - The Vanguard gains +2 DEF against charge and slam attacks originating from its front arc.

GUARD - A model screened by the Vanguard gains an additional +2 DEF. Attacks that ignore screening also ignore this bonus. This bonus is not cumulative with itself.

ORIG. CHASSIS
DESIGN: Crucible
Arms

WROUGHTHAMMER ROCKRAM

RHULIC MERCENARY HEAVY WARJACK

SPD	STR	MAT	RAT	DEF	ARM
4	12	5	4	9	19

L	Pulverizer
SPECIAL	POW P+S
Multi	6 18

R	Sledge Cannon
RNG ROF AOE POW	
7 1 - 15	

1 2 3 4 5 6

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

Point Cost	117
Field Allowance	U
Victory Points	3
Base Size	Large

HEIGHT/WEIGHT: 11'6" / 9.7 tons

ARMAMENT: Pulverizer (left arm), Sledge Cannon (right arm)

FUEL LOAD/BURN USAGE: 225 Kgs / 14 hrs general, 3 hrs combat

INITIAL SERVICE DATE: 502 AR

CORTEX MANUFACTURER: Brand of Odom

ORIG. CHASSIS DESIGN: Unknown (attributed to Varl Ghordson)

WROUGHTHAMMER ROCKRAM

RHULIC MERCENARY WARJACK - The Wroughthammer Rockram may only be included in a battlegroup controlled by a Rhulic mercenary warcaster or assigned to a Rhulic mercenary 'jack marshal. The Wroughthammer Rockram may only be reactivated by a friendly Rhulic mercenary warcaster or friendly Rhulic mercenary 'jack marshal.

PULVERIZER

BATTER - Double the number of damage points a structure takes from the Pulverizer.

BELLRINGER (★ACTION) - While within 3" of the Wroughthammer Rockram, models move at half rate. A model beginning its activation within 3" of the Wroughthammer Rockram cannot run, charge, slam, or trample. Bellringer lasts for one round. Bellringer immediately expires if the Wroughthammer Rockram moves or is moved.

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

SLEDGE CANNON

CRITICAL TEMPERED AMMUNITION - On a critical hit, if the Sledge Cannon damages a warjack, fill in the remaining damage boxes in the last column damaged. On a critical hit, if the Sledge Cannon damages a warbeast, fill in the remaining damage circles in the last branch damaged.

I watched this lovely smash its way into a fortified Cryxian position. The Pulverizer went through the reinforced wall like it was made of tinder. Then its Sledge Cannon ripped the entire side of one of them Slayer 'jacks right off like tender cooked meat from rib bone.

—Gorten Grundback

It is quite possible that there is no better word to sum up the Rhulfolk than practicality. The Wroughthammer Rockram is an excellent demonstration of that watchword. The heavy 'jack is based on the tried and true chassis of the Ghordson Driller, a mining steamjack that has not only been in service for over a hundred years but has also seen great success on the battlefield. The Rockram was designed by the mechanics of the Wroughthammer clan who are long time allies of the Ghordsons. The Wroughthammer engineers purchase unarmed Ghordson chassis at a discount and arm them personally.

As with all Rhulic 'jacks, the Rockram has multiple purposes. Its extremely powerful Sledge

Cannon was originally designed to crack open rock walls deep within the mines of Rhul, but on the battlefield it splits armor and sends its tempered ammunition rocketing through the internal systems of enemy warjacks, shredding gears and puncturing pressure tanks. It is a short-range weapon, but

with one well-placed shot it can cripple even the most brutish warjacks. In the Rhulic mines its mechanically enhanced hammer, known as the Pulverizer, is used to crush solid stone into powder, and enemy fortifications fall to its mighty blows just as easily. A strike from the powerful weapon is more than enough to send any foe reeling, and it leaves any target too foolish to fall down woefully unprepared to mount a counterattack. The

Rockram can hammer the earth so resoundingly with the Pulverizer that the ground beneath it shakes and shifts treacherously for those nearby.



PD	STR	MAT	RAT	DEF	ARM
5	11	5	4	10	18

—Grover Hollenbach, Devil Dog company mechanic

Though it is a pack animal to some, no one argues with the Mule's effectiveness once they have been kicked by it.

STEAM PRESSURE - The Mule may forfeit its movement to add 4" to the range of the Steam Lobber. The Mule also gains an aiming bonus for forfeiting its movement.

Point Cost	110
Field Allowance	U
Victory Points	3
Base Size	Large

ORIG. CHASSIS DESIGN:
Engines East





CROE'S CUTTHROATS

MERCENARY CHARACTER UNIT

Croe **Cmd 8**

SPD	STR	MAT	RAT	DEF	ARM
6	5	7	6	13	11

Cutthroat **Cmd 6**

SPD	STR	MAT	RAT	DEF	ARM
6	5	6	5	13	11



Hiss
RNG ROF AOE POW
10 1 — 10



Two-Handed Sword
SPECIAL POW P+S
Poison 5 10



Crossbow
RNG ROF AOE POW
10 1 — 8



Murder Weapons
SPECIAL POW P+S
Poison 3 8

Leader and 5 Troops	72
Up to 4 Additional Troops 10ea	
Field Allowance	C
Victory Points	2
Base Size	Small

MERCENARY

Croe's Cutthroats will not work for Cygnar.

CROE

LEADER

NINE LIVES - If Croe suffers sufficient damage to be destroyed, a Cutthroat in Croe's unit in formation is destroyed instead. Remove the Cutthroat from the table and replace him with Croe.

UNIT

ADVANCE DEPLOYMENT - Place the Cutthroats after normal deployment, up to 12" beyond the established deployment zone.

BACKSTAB - A Cutthroat rolls an additional die for his back strike damage rolls.

BUSHWHACK - The Cutthroats may make ranged attacks before moving. After all Cutthroats have completed their attacks, models in the unit may advance normally but can take no additional actions.

Most assassins prefer to work alone and practice their solitary profession from dark alleyways, but Jarok Croe has always been a more personable and affable murderer. He enjoys the company of his peers and teaches by example while instructing his subordinates in the fine art of stalking humans and slitting throats.

Jarok Croe was born in the slums of Fharin where he learned the way of the blade as a child. He later apprenticed as a pistolier under a discredited former officer of the Cygnaran Army. Once he had mastered the gun, he provoked his teacher to a duel, gunned him down, and claimed the enchanted pistol Hiss as a prize. He later spent time in rough neighborhoods across Cygnar serving a variety of crime lords as an enforcer.

No coin too dirty, no task too bloody, no one untouchable.

—Motto of Jarok Croe

PATHFINDER - A Cutthroat ignores movement penalties from rough terrain and obstacles. A Cutthroat may charge across rough terrain.

STEALTH - Attacks against a Cutthroat from greater than 5" away automatically miss. If a Cutthroat is greater than 5" away from an attacker, he does not count as an intervening model.

Hiss (CROE ONLY)

SILENCER - Target model hit by Hiss cannot cast spells for one round.

TWO-HANDED SWORD (CROE ONLY)

POISON - After a successful attack against a living model, roll an additional damage die.

CROSSBOWS & MURDER WEAPONS (CUTTHROATS ONLY)

POISON - After a successful attack against a living model, roll an additional damage die.

Croe soon went into business for himself. He has assembled a honed team of hunters, killers, and skilled highwaymen who are all experts in the art of stealth and ambush, and he expects nothing less than perfection. Well versed in the use of poisons, Croe's men are disciplined and capable of great coordination in battle. They strike from cover with a barrage of poisoned crossbow bolts before closing to cut survivors down with their murderous weapons, and then they slip unseen into the woods. Their unconventional tactics have baffled and decimated considerably larger forces pitted against them.

Croe is blithely disdainful of legal authorities and enjoys tormenting agents of the Cygnaran government and army. His death or capture is a top priority of the crown, and Scout General Rebald has several agents assigned to nothing other than bringing him to justice. Croe remains undeterred, but being hunted has forced his group to leave Cygnar and seek refuge abroad.

Fortunately for Croe, the outbreak of war has opened lucrative opportunities. Though Croe and his men call themselves a mercenary company, they value no code nor do they follow a written charter. Their only rule is obedience to Jarok Croe who pays and equips them well. Their company is scorned by more "reputable" mercenaries yet also feared for their brutal efficiency. Croe has his own peculiar work ethic and scrupulously stalks those he has been hired to destroy.

Croe has earned a reputation as a survivor without equal who repeatedly evades certain death. In battle he is difficult to spot. He hides among his men, and his unassuming face blends with theirs. Bullets intended for him invariably find his subordinates instead, and he always seems to find a means of escape. Some of his men whisper that Croe sold his soul to bolster his luck, and all tread carefully around him.

CYLENA RAEFYLL & NYSS HUNTERS

MERCENARY CHARACTER UNIT



My soul is ice and I am bereft of tears. I have stared into the eyes of oblivion. I will endure your loathsome company if it brings me even a single step closer to Etbrunbal's destruction. Use us as you will.

—Cylena Raefyll to Goresshade the Bastard

The Nyss believed themselves secluded from the horrors of war in the far frozen north, but the rise of an all-consuming blighted horror proved them wrong. Attacked by unholy terrors and betrayed and subverted from within, many shards realized immediately that the fight was lost and the only way to avoid assimilation was to flee. The Nyss culture has been shattered; they are a refugee people. There is one shard though that refuses to let fear consume them, and it retains a sense of purpose.

Cylena Raefyll leads a strong band of loyal warrior hunters from this shard. When she witnessed the doom of her people made real, it was a watershed in her mind, and she became filled with a hunger for vengeance. She will do anything to avenge those who brought an end to her people, but she knows such a task will require time and patience.

The horrors of fighting for survival have honed her followers into peerless killers. They pull back the taut strings of their bows to unleash withering arcing volleys that impale and pin foes regardless of attempts to hide or evade. They are equally adept with elegantly curved Nyss claymores bearing edges so sharp they can cleave through flesh, bone, and metal with ease.

Cylena's hatred is so strong she is even willing to fight even alongside the Nightmare Empire, knowing their king and master seeks Everblight to consume his athane. She is convinced that such an alliance is their only hope for the true destruction of her sworn enemy, and she cares not that such assistance will aid a creature every bit as perfidious as the one that destroyed her people. Hers is a personal lust for vengeance directed at Everblight and all the minions that brought ruin to her race. She is willing to lend her loyal hunters to fight in any war as long as she earns favors to be turned against the Blighted Legion.

MERCENARY

Cylena Raefyll & the Nyss Hunters will not work for the Protectorate.

CYLENA RAEFYLL

LEADER

UNIT

CONCENTRATED VOLLEY—Instead of making ranged attacks separately, two or more Nyss Hunters in open formation may concentrate their volley. When concentrating a volley, place an AOE template anywhere completely within 12" and within LOS of all participants. Ignore intervening models when placing the AOE. The size of the template depends on the number of Nyss Hunters participating in the attack. If 2-4 Nyss Hunters participate, place a 3" AOE. If 5-7 Nyss Hunters participate, place a 4" AOE. If 8-10 Nyss Hunters participate, place a 5" AOE. The Nyss Hunter with the highest RAT in the attacking group makes one ranged attack roll against each model in the AOE adding +1 to the attack roll for each Nyss Hunter participating in the attack, including himself. When making Concentrated Volley attacks, the Nyss Hunters never get an aiming bonus, but they ignore Camouflage, concealment, elevation, intervening models, Invisibility, and Stealth. A model hit by a Concentrated Volley attack suffers a POW 10 damage roll. The Nyss Hunters unit may make one Concentrated Volley attack per activation.

PATHFINDER—A Nyss Hunter ignores movement penalties from rough terrain and obstacles. A Nyss Hunter may charge across rough terrain.

WEAPON MASTER—A Nyss Hunter rolls an additional die on his melee damage rolls.

Cylena Raefyll Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
7	5	7	7	15	11

Hunters Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
7	5	6	6	15	11



Nyss Bow

RNG	ROF	AOE	POW
12	1	—	10



Nyss Claymore

SPECIAL	POW	P+S
—	4	9

Leader & 5 Troops 77

Up to 4 Additional Troops 12ea

Field Allowance C

Victory Points 2

Base Size Small





HAMMERFALL HIGH SHIELD GUN CORPS

RHULIC MERCENARY UNIT

Sergeant Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
4	6	6	5	11	15

Gunmen Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
4	6	5	4	11	15



Double-Barreled Rifle			
RNG	ROF	AOE	POW
10	1	—	10



AXE		
SPECIAL	POW	P+S
—	3	9

Leader and 5 Troops 53

Up to 4 Additional Troops Sea

Victory Points 2

Field Allowance 2

Base Size Small

MERCENARY

The Hammerfall High Shield Gun Corps will not work for Cryx or the Protectorate.

SERGEANT

JACK MARSHAL (1) - The Sergeant may start the game controlling one Rhulic Mercenary warjack. The Sergeant has a marshalling range equal to his CMD in inches. If a controlled warjack is within the Sergeant's marshalling range, it can run, charge, or boost an attack or damage roll once per activation. If the Sergeant is destroyed or removed from play, warjacks under his control do not become inert. The Sergeant may reactivate one friendly inert Rhulic Mercenary warjack per turn in the same manner as a warcaster. The reactivated warjack comes under his control unless he already controls another warjack.

LEADER

SHIELD WALL (ORDER) - Every High Shield who receives the order who is in tight formation with the Sergeant at the end of the unit's movement gains +4 ARM. If the Sergeant is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group

with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper that did not receive the order cannot join the shield wall. This bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

UNIT

COVERED FUSILLADE - During any round in which the High Shields have received the Shield Wall order, all models in the unit benefiting from Shield Wall may make Covered Fusillade attacks. Make one ranged attack roll for each affected High Shield. If the attack roll succeeds, the target model suffers a POW 13 damage roll. If the unit makes Covered Fusillade attacks, models in the unit cannot make ranged attacks during their next activation.

RANKING FIRE - High Shields may ignore intervening models in their unit when drawing LOS.

STEADY SHOT - While benefiting from Shield Wall, a High Shield gains +1 to ranged attack rolls.

The officers managing the Rhulic fortress of Hammerfall select and train master gunners from among numerous rifledwarves to form the long-standing High Shield Gun Corps. Members of the Gun Corps exemplify the skill, discipline, and powerful resolve of their people, and the Corps' commanders have recently made a small fortune under the tax collectors' noses by hiring their units out for the Immorse coin flowing so freely in these times of war.

Well equipped and armored, the Gun Corps forms crack units of riflemen trained to maneuver and fight in formation. Their shields were first designed for use in close quarters with axes but are ideally suited to hold up the heavy dual-barrels of their Rhulic war-rifles. Used like arrow slits in a battlement, the Gun Corps' shields bristle with rifles blasting away at every target in sight.

I never tire of watching their formations assemble, especially when those stout cousins line up on my side of the paymaster's ticket!

—Gorten Grundback, Rhulic mercenary

Although impressively equipped with Rhulic arms and armor, the Gun Corps' real strength lies in its ability to act as a cohesive unit at the sergeant's firm orders. Years of training allow them to position so that all Corps members in a unit can fire over or between their comrades to unleash lethal clouds of lead.

Trained as 'jack marshals to defend Hammerfall, the sergeants of the Gun Corps occasionally supplement the firepower of their units with Rhulic warjacks. Though only available to the highest paying customers, the sight of a Ghordson Driller towering over a solid line of dwarven guns has changed the outcome of more than one battle. Until peace settles on western Immoren or the coffers of younger races run dry, the Hammerfall High Shield Gun Corps *will* continue to sweep the battlefields clean for the right price.



STEELHEAD HALBERDIERS

MERCENARY UNIT

Numerous, effective, and tenacious; they are qualities I admire in my allies, not enemies. We must remember to hire them next time.

—Vladimir Tzepesci, Dark Prince of Umbrey

The Steelhead Mercenary Company boasts a charter spanning western Immoren with chapter houses from Ternon Crag to the Khardic Sea. Serious soldiers and dispassionate killers distinguished by their prominent badges and distinct helmets, the Steelheads can find a use for anyone willing to train and work no matter from where they may hail.

Formed nearly two centuries ago, the early Steelheads realized that training and professionalism lead to success. They created a structured and detailed training and recruiting manual for all of their units. Skilled halberdiers emerge from Steelhead camps monthly and march to battlefields in every corner of the Iron Kingdoms. Using simple halberds and well-drilled fighting formations, these common Steelhead units can bring down more sophisticated enemies in short order.

The halberdiers can lay low most targets as they approach with their long-practiced maneuvers and a series of verbal commands to coordinate their strikes. The doctrine of destroying an enemy's advance truly exemplifies their chapter's founding philosophy of "ye never need defend against the offender ye have already killed." When larger opponents stand against them—like the warjacks that make up the backbone of most modern armies—the Steelheads bury their halberds into them like Ordic harpooners would a hullgrinder. Though brave, if timed poorly such tactics cost many halberdiers more than just their wage at the close of the day.

Often hired and deployed in large numbers, the Steelhead Halberdiers demonstrate just how many good men will put their lives on the line for enough money. The Steelheads do not care if that money comes as Cygnaran crowns, Khadoran talons, or Cryxian dragoncoin. They never ask why, only "how much?"

MERCENARY

The Steelhead Halberdiers will work for any faction.

SERGEANT

LEADER

UNIT

COMBINED MELEE ATTACK - Instead of making melee attacks separately, two or more Steelhead Halberdiers in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a Steelhead Halberdier must be able to declare a melee attack against the intended target. The Steelhead Halberdier with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Steelhead Halberdier, including himself, participating in the attack.

FOREFEND - A Steelhead Halberdier may make a melee attack against an enemy model that moves into and ends its movement within the Steelhead Halberdier's melee range. Resolve the attack immediately after movement ends. If a Steelhead Halberdier makes a Forefend attack, he may not make another until after his controller's next turn.

HALBERD

POWERFUL CHARGE - When making charge attacks, Steelhead Halberdiers gain +2 to their attack rolls.

REACH - 2" melee range.

SET DEFENSE - A Steelhead Halberdier gains +2 DEF against charge and slam attacks originating from his front arc.

Sergeant Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	4	13	13

Halberdier Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
6	6	5	4	13	13

Halberd
SPECIAL POW P+S
Multi 5 11

Leader and 5 Troops 58

Up to 4 Additional Troops 9ea

Victory Points 2

Field Allowance 3

Base Size Small



ALEXIA CIANNOR

MERCENARY SOLO CHARACTER

Alexia **Cmd 9**

SPD	STR	MAT	RAT	DEF	ARM
6	4	5	4	15	14



Pistol

RNG	ROF	AOE	POW
8	1	—	10



Witchfire

SPECIAL	POW	P+S
Multi	8	12

Damage **5**

Point Cost **52**

Field Allowance **C**

Victory Points **1**

Base Size **Small**

MERCENARY

Alexia Ciannor will not work for Cryx or the Protectorate.

ALEXIA

COMMAND UNDEAD - During her activation, Alexia may attempt to take control of one enemy undead unit in her command range. Target unit must make a command check. If it fails, Alexia's controller may activate and control the unit once this round.

COMMANDER - Alexia has a command range equal to her current CMD in inches. Friendly mercenary models/units in her command range may use her CMD when making command checks. Alexia may rally and give orders to friendly mercenary models/units in her command range.

DEATH MAGIC - Alexia may remove a friendly Risen in her command range from play to prevent one damage point, to make an additional attack, or to boost an attack

or damage roll. Alexia may remove any number of Risen from play each round.

RISEN - When deploying Alexia, place a friendly unit of six Risen in play. Immediately remove friendly Risen from play if Alexia is destroyed or removed from play.

MAGIC ABILITY

As a special attack or action, Alexia may cast one of the following spells during her activation. Instead of making a skill check to resolve a magic attack, determine the success by rolling 2d6 and adding Alexia's Magic Ability score of 8. If the roll is equal to or exceeds the target's DEF, the attack succeeds.

- **CRAFT THRALL RUNE (★Action)** - Remove target friendly Risen within 5" and replace it with a Thrall Warrior under your control. The Thrall may activate this turn if the Risen model did not activate yet this turn.

She's no mercenary—she's a menace! Ask any citizen of Corvis about the Longest Night when the risen came from the sewers at her call. You can't trust her, and you can't control her.

—Commander Julian Helstrom, leader of the Corvis Watch

- **PARALYTIC FEAR (★Attack)** - Target model within 10" and LOS suffers a POW 12 magic attack. A living model/unit hit by Paralytic Fear must pass a command check or forfeit its movement during its next activation.

- **STRENGTH OF DEATH (★Action)** - Friendly Risen in Alexia's command range gain boosted attack and damage rolls this turn.

WITCHFIRE

MAGE KILLER - Witchfire attacks may damage models only affected by magic attacks. When resolving Witchfire attacks, ignore unspent focus on target models with the Focus Manipulation ability.

RAISE DEAD - When a living model is destroyed within 15" of Alexia, place a Risen model in play within her command range. This model is part of her Risen unit. If all models in the Risen unit have been destroyed or removed from play, this model forms a new unit. Alexia cannot have more than 20 Risen models in play at a time.

SPELL WARD - Alexia cannot be targeted by spells, friendly or enemy.

TACTICAL TIPS

MAGIC ABILITY - Magic Abilities do not require a skill roll to use.

Few individuals have been at the crux of so many infamous events in so brief a time as Alexia Ciannor. Her life has been filled with tragedy and terror. Alexia's mother Lexaria was decapitated as a witch in the Corvis Witch Trials when Alexia was only seven years old. She was raised by her uncle, a Morrowan priest, who hoped to spare Alexia these horrors. He could not predict either the power that would blossom in her or her need to reconnect with her mother.

This unhealthy obsession led her to unearth the Witchfire, the instrument of execution for her mother's coven and a prison for their souls. Formerly wielded by the head of Vinter Raelthorne's Inquisition, this sword has brought both misery and salvation to the City of Ghosts. The sword has raised armies of the Risen first to ravage the city and later to save it from a skorne invasion.

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THE RISEN MERCENARY UNIT

Do not underestimate risen. Yes, they are shambling dead and easily put down, but in a pack they can swarm both man or machine and leave them defenseless and easy prey.

—Lorimer Kex, Magus of the Fraternal Order of Wizardry in Corvis

Alexia is not entirely sane. In one misguided attempt to resurrect her mother, she used a giant Cyrissist mechanism to free the souls from the Witchfire, but she became their unwilling receptacle. She is now haunted by voices only she can hear. Her sanity is in question, but perhaps the counsel of her mother's spirit has prevented her from succumbing entirely to evil. It is sometimes difficult to tell whether her will is her own, or if she is a pawn to the sword dominating her destiny.

She was free of the blade for a short time after the liberation of Corvis when the relic was taken by the Church of Morrow. Feeling out of his depth, High Prelate Dumas sent the blade south to the Sancteum. Alexia heard its siren call and attacked the caravan to steal the sword from its guardians. She is now hunted by the Order of Illumination.

Alexia has since turned to the mercenary life. She is drawn to the chaos of the war between Khador and Cygnar and has offered her services to both sides. She is careful to avoid battle-chaplains of the church but intends them no violence, for they remind her of her beloved uncle. Despite laws against necromancy, many beleaguered captains and kovniks are eager for any assistance and are willing to turn a blind eye so they can wield death against itself. Alexia sifts through the remains of thralls, skarlocks, and bonejacks in an attempt to understand their fabrication and broaden her mastery of death magic.

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RISEN

COMBINED MELEE ATTACK - Instead of making melee attacks separately, two or more Risen in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a Risen must be able to declare a melee attack against the intended target. The Risen with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Risen, including itself, participating in the attack.

MOB - Instead of making normal melee attacks, two or more Risen may attempt to mob a model in base-to-base contact with them to knock it down and pin it. In order to participate in a mob attack, a Risen must be able to declare a melee attack against the intended target. No attack roll is required for a mob attack. The Risen with the highest STR in the attacking group rolls a d6 and adds its STR. The Risen gains +1 for each Risen, including itself, participating in the attack. The target then rolls a d6 and adds its STR. If the total for the Risen exceeds the defender's total, the defender takes no damage but is knocked down and pinned. At the start of the pinned model's activation, both the pinned model and one Risen in base-to-base contact with the pinned model roll a d6 and add their STR. The Risen gains +1 for each Risen, including itself, in base-to-base contact with the pinned model. If the defender's total exceeds the Risen total, it may stand up normally. If the Risen win, the pinned model's activation ends and it remains pinned. A model that cannot be knocked down cannot be mobbed.

RAISED - A player including Alexia in his army also begins the game with a unit of six Risen. This unit has no leader and may from Alexia. If Alexia is destroyed or removed from play, her Risen unit is immediately removed from play. Risen put in play by Alexia are part of this unit. If the last model in this unit has been destroyed, additional Risen put in play form a new unit.

UNDEAD - Risen models are not living models and never flee.

Risen Cmd 3

SPD	STR	MAT	RAT	DEF	ARM
5	4	3	3	10	11



Claws

SPECIAL	POW	P+S
—	2	6

6 Troops	0
Field Allowance	0
Victory Points	0
Base Size	Small



THRALL WARRIOR

MERCENARY SOLO

Thrall Warrior Cmd 7

SPD	STR	MAT	RAT	DEF	ARM
5	6	6	3	11	14



Great Sword

SPECIAL	POW	P+S
—	4	10

Field Allowance 0

Victory Points 0

Base Size Small

THRALL WARRIOR

CREATED - The Thrall Warrior does not begin the game in play. When Alexia Ciannor casts Craft Thrall Rune on a Risen, the model is removed from play and replaced by a Thrall Warrior mercenary solo under your control. Any number of Thrall Warriors can be in play at any time. A Thrall Warrior may activate the turn it was created if the Risen that was removed did not activate yet this turn.

UNDEAD - The Thrall Warrior is not a living model and never flees.

WEAPON MASTER - The Thrall Warrior rolls an additional die on its melee damage rolls.

Thrall warriors are more formidable. The rune on their brow gives them unholy strength, and their dead flesh somehow retains their skill with a blade.

— Lorimer Kex, Magus of the Fraternal Order of Wizardry in Corvis

Her ultimate desire is the power of life over death, so she can exorcise her mother's spirit and restore her to life. The rites of the Menites also fascinate Alexia. She has heard the legends of the Testament and thinks he may know secrets she requires. She will not ask politely, but she hopes to witness him crushed and forced to break his vow of silence at the tip of the Witchfire. It is a deranged goal, but Alexia has never been prudent or cautious.

The Cryxians are eager to destroy her and reclaim the Witchfire, which was once buried and forgotten under the ruins of Castle Moorcraig. She is also shunned and loathed by the Menites, for her sorcery is an abomination of their god's will. With no home, no kingdom, and no place of refuge, Alexia is doomed to a life of constant battle. She is a fugitive safe only at the heart of tumult in the front lines of war.

Alexia can call upon two types of the unliving in battle. The Risen are a spontaneous manifestation of the enormous dark power of the Witchfire, which animates the slain and forces them into temporary service. Risen make up for their lack of hardiness with sheer numbers. Furthermore, Alexia can draw power from the Risen and use the death energy animating them to strengthen herself in battle.

Alexia's unique and disturbing aptitude for necromancy is embodied by her thrall warriors. By taking a normal Risen and affixing it with runes of unholy power, she can transform it into a powerful guardian. These glyphed undead are stronger and more capable at warfare than their mindless kin, and they are capable of following complex orders and acting on their own initiative.



OGRUN BOKUR

MERCENARY SOLO



They may be hard as warjacks, but what we save on coal we spend on mutton to keep 'em fed.

—Wagner Holt, Steelhead Halberdier Sergeant, Corvis Chapter

Young ogrun who have yet to forge a bond with a Korune often go to great lengths to impress one; they can spend months or years outside their homelands trying to make a name for themselves. Called bokur, the reckless youths attach themselves to important people across the continent in order to prove their worth by demonstrating their martial skill. Through a binding pledge of service that is both oath and contract, they ward over their clients for reputation, profit, and adventure.

In a time-honored tradition of swearing their lives to another, bokur choose clients, no matter the region or employer, and protect them for as long as the oath, coin, or life lasts. From the black ogrun who look after necromancers in the Schardes to the clannish ogrun of Rhul who tower above their dwarven allies, any that might bring harm to bokur stand against their clients.

Whether crushing enemies with their shield or cleaving them with an enormous ogrun pole arm, the bokur follow their clients into any situation. They glory in the thrill of battle, and few can survive their rapid, vicious blows or powerful charge. Even warjacks stutter and fall to the unyielding barrage.

Many bokur have begun collecting trophies or getting tattoos to track their successes in great detail. Some Korune will not care who they protected or how many they killed doing so. Only the bokur's journey matters, and lately that seems inevitably entangled with the wars of men.

MERCENARY

The Ogrun Bokur will not work for the Protectorate.

BOKUR

CLIENT - Before the start of the game, the Ogrun Bokur's controller may declare one warcaster, solo, or unit leader to be the Bokur's client. A Bokur cannot be the client of another Bokur. A Bokur cannot have the same client as another Bokur. While within 6" of his client, the Bokur never flees and rolls an additional die on all attack and damage rolls. If the Bokur's client has Advance Deployment, the Bokur gains Advance Deployment.

SLAM (★ATTACK) - The Bokur can perform slams.

OGRUN POLE ARM

FLYING STEEL - The Bokur may make d3 attacks with the Ogrun Pole Arm each activation.

POWERFUL CHARGE - When making a charge attack with the Ogrun Pole Arm, the Bokur gains +2 to his attack rolls.

REACH - 2" melee range.

SHIELD

CRITICAL SLAM - On a critical hit, instead of making a normal damage roll, the Bokur may slam the target model d6" directly away from him. The model suffers a damage roll equal to the Bokur's current STR plus the current POW of his shield. If the slammed model collides with another model with an equal or smaller-sized base, that model suffers a collateral damage roll equal to the Bokur's current STR.

Bokur Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
5	9	6	3	13	17



Ogrun Pole Arm
SPECIAL POW P+S
Multi 6 15



Shield
SPECIAL POW P+S
Critical 0 9

Damage	10
Point Cost	39
Field Allowance	2
Victory Points	1
Base Size	Medium



MERCENARY SOLO CHARACTER

Bailoch has the distinction of having survived being a wanted criminal under the reign of Vinter Raelthorne IV. His crimes have kept him on Cygnar's wanted list after the coup and the rise of King Leto. He is also—as far as he is aware—the last remaining survivor of the expedition aboard the *Ocean's Mistress* led by Head Inquisitor Dexter Sirac in 591 AR. This was an ill-fated trip to recover the *Witchfire* from below Castle Moorcraig in Cryx. It was during this messy job that Kell was given his signature rifle *Silence*, a mechanically enhanced rifle magically muffled to make no sound when fired. Kell has achieved many silent kills with his rifle in the last fifteen years, and he has earned a reputation as a marksman par excellence.

Even before his peculiar business arrangement with Cygnar's head inquisitor, Kell Bailoch had a colorful past. He began his career as a rifleman in the Cygnaran Army, but he did not enjoy the military lifestyle. He had no respect for authority and found it difficult to suck-up to his superiors as was required to advance. He left the army, turned to the mercenary life, and joined up with the now infamous Black Talons, one of the few mercenary companies in recent memory to be discredited publicly and disbanded on charges of crimes against humanity. That this happened under the reign of the brutal tyrant Vinter IV is a testament to the

severity of atrocities committed by such a bloody-minded group of paid brigands.

Some former Black Talon mercenaries were able to evade imprisonment by bribing the right parties and keeping a low profile. Kell is still in touch with these men, several of whom have moved to Corvis, and they provide him with ongoing information and serve as proxies for new jobs. Kell has spent considerable time in Five Fingers and has an ongoing arrangement with the Four Star Syndicate, but rumor has it one of the city's powerful High Captains has it in for him related to an 'incident with a sniper'.

Kell has a knack for disguises and an ability to blend into the shadows. He has passed himself off as a priest, a privateer, and as military officers in the course of executing his targets. He remains a wanted criminal in Cygnar, and it has been whispered that agents of Cryx have offered a large bounty for his skull—the rest of his body is optional. He means to keep out of the hands of both of those agencies, but he has no qualms earning coin taking down targets of opportunity across the theaters of war. A victim of Bailoch's hears nothing and sees nothing. He experiences only a moment of surprise and a keen, if brief, sensation of agony before a precisely targeted bullet ends his life.

SPECIAL RULES

MERCENARY

Kell Bailoch will not work for Cryx or Cygnar.

Bailoch

ADVANCE DEPLOYMENT - Place Bailoch after normal deployment, up to 12" beyond the established deployment zone.

CRACK SHOT - Bailoch's targets do not benefit from being screened.

DUAL SHOT - Bailoch may

voluntarily forfeit his movement to make one additional ranged attack this turn in addition to receiving the aiming bonus.

LURK - Bailoch may forfeit his movement to Lurk for one round in addition to receiving the aiming bonus and benefiting from Dual Shot. While lurking, Bailoch gains an additional +4 DEF when benefiting from concealment or cover. Lurk expires if he makes an attack or

performs a special action. Bailoch may begin the game lurking.

SNIPER - When damaging a warjack, Bailoch's controller chooses which column takes the damage. When damaging a warbeast, Bailoch's controller chooses which branch takes the damage. After a successful ranged attack, Bailoch may automatically inflict one damage point instead of making a damage roll.

Bailoch				Cmd 8	
SPD	STR	MAT	RAT	DEF	ARM
6	5	5	8	13	12
		Silence			
RNG		ROF	AOE	POW	
14		2	—	10	
		Sword			
SPECIAL		POW	P+S		
—		3	8		
Damage					5
Point Cost					27
Field Allowance					C
Victory Points					1
Base Size					Small

SILENCE

SOUNDLESS - Making a ranged attack with Silence does not cause Lurk to expire.