


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

HAND CANNON				
	RNG	ROF	AOE	POW
	12	1	—	12

VORTEX SPEAR	
	<div> <div>POW</div> <div>6</div> </div> <div> <div>P+S</div> <div>11</div> </div>



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WJ
+5


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

ARCANE BOLT	2	12	-	11	NO	YES
Magical bolts of energy streak toward the target model.						
ARCANE SHIELD	2	6	-	-	YES	NO
Target friendly model/unit gains +3 ARM.						
CHAIN LIGHTNING	3	10	-	10	NO	YES
A model hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that model to d6 additional models ignoring this model. The lightning then arcs and strikes the nearest model within 4" of the last model struck, but it cannot strike the same model more than once. Each model struck suffers a POW 10 electrical damage roll.						
DEADEYE	2	6	-	-	NO	NO
Target friendly model/unit rolls an additional die on each model's first ranged attack roll this turn.						
SCRAMBLE	3	10	-	-	NO	YES
Target enemy warjack immediately makes a full advance in a random direction determined by the deviation template. During this movement, it moves through smaller-based models if it has enough movement to move completely past them. Any smaller-based models it contacts are knocked down. The warjack is knocked down if it contacts an obstacle, an obstruction, or an equal- or larger-based model. A warjack can be affected by Scramble only once per turn.						
TEMPORAL BARRIER	3	SELF	CTRL	-	NO	NO
While in this model's control area, enemy models suffer -2 DEF. Enemy models beginning their activation in this model's control area cannot run or charge. Temporal Barrier lasts for one round.						

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

HAND CANNON				
	RNG	ROF	AOE	POW
	12	1	—	12

ECHO		
	POW	P+S
	7	13



DAMAD

WJ
+5

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

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

VORTEX SPEAR

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

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

FEAT: BLITZ

 XXY

While in Haley's control area, friendly Faction models can make one additional attack this turn regardless of a weapon's ROF.

HALEY

WARJACK BOND – One non-character warjack in Haley's battlegroup can begin the game bonded to her. If this warjack begins its activation in Haley's control area, it gains +2 SPD.

ECHO

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

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


FEAT: TEMPORAL SHIFT


 XXX

During your opponent's next Activation Phase, enemy models/units activating while in Haley's control area forfeit either their movement or their action during their activation, as their controller chooses. You determine the order affected models/units activate. Temporal Shift lasts for one round.



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

DISRUPTOR PISTOL				
RNG	ROF	AOE	POW	
10	1	—	10	

QUICKSILVER		
	POW	P+S
	7	13



DAMAGE



WJ
+6


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C

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

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

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

MAGNUM				
	RNG	ROF	AOE	POW
	10	2	—	12

QUICKSILVER MKII		
	POW	P+S
	8	15



DAMAG

WJ
+6

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

DEFLECTION	2	SELF	CTRL	-	NO	NO
While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls for one round.						
LIGHTNING STORM	3	8	3	10	NO	YES
Lightning Storm causes electrical damage. All models in the AOE suffer a POW 10 damage roll. The AOE remains in play for one round. Models entering or ending their activation in the AOE suffer a POW 10 electrical damage roll.						
POSITIVE CHARGE	2	6	-	-	NO	NO
Target friendly Faction warjack gains +2 on melee attack and melee damage rolls. While within 3" of the affected warjack, friendly Faction models gain +2 on melee attack and melee damage rolls. Positive Charge lasts for one turn.						
STORM WRACKED	2	8	-	-	YES	YES
Target enemy model/unit suffers -2 CMD and cannot give or receive orders.						
VELOCITY	*	SELF	-	-	NO	NO
This model can spend up to 3 focus points to advance immediately up to 2" for each focus point spent. Velocity can be cast only once per turn.						

DISRUPTOR PISTOL

QUICKSILVER

DISRUPTION – See above.

FEAT: INVINCIBILITY

 XXY

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

STRYKER

OVERLOAD – Once per activation, you can roll one to three dice. This model gains a STR bonus equal to the total rolled this activation. Then roll the same dice again. This model suffers damage equal to the total rolled.

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

MAGNUM

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

QUICKSILVER MK II

DISRUPTION – See above.

FEAT: ROLLING THUNDER

 XXX

After all friendly models have completed their activations this turn, friendly Faction models/units currently in Stryker's control area can advance up to 3" and then can make one normal melee attack. Affected models can spend focus points to boost attack and damage rolls when resolving these attacks.



LIEUTENANT ALLISTER CAINE CYGNAR WARCASTER

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

SPELLSTORM PISTOL				
RNG	ROF	AOE	POW	
12	2	-	12	

SWORD		
POW	P+S	
3	8	



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WJ +6 FA C

LIEUTENANT ALLISTER CAINE

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

CAPTAIN ALLISTER CAINE CYGNAR EPIC WARCASTER

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

SPELLSTORM PISTOL				
RNG	ROF	AOE	POW	
12	∞	-	12	



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WJ +7 FA C

CAPTAIN ALLISTER CAINE

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLUR	2	6	-	-	YES	NO
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
GATE CRASHER	3	SELF	-	-	NO	NO
Place this model anywhere completely within 8" of its current location. After casting Gate Crasher, it cannot advance this activation. For the rest of this activation, when it makes a ranged attack, it must target a model in its melee range. Gate Crasher can be cast only once per activation.						
MAGIC BULLET	2	6	-	-	NO	NO
If target friendly Faction model's next ranged attack directly hits this turn, after resolving the attack select a model within 4" of the model hit. The selected model suffers a POW 12 magic damage roll. The point of origin for this damage is the model hit.						
STASIS	2	6	-	-	YES	NO
Target friendly model/unit cannot be knocked down or made stationary but suffers -2 DEF.						
TRUE SHOT	2	SELF	-	-	YES	NO
This model ignores concealment, Camouflage, and Stealth.						

LIEUTENANT ALLISTER CAINE

CAINE
CRACK SHOT – Models do not benefit from screening when attacked by this model.
SPELLSTORM PISTOLS
RANGE AMPLIFIER – Add 5" to the range of all spells cast directly from this model.

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LIEUTENANT ALLISTER CAINE

FEAT: MAELSTROM

XXX

When resolving Maelstrom, Caine's front arc extends 360°. Caine makes a normal Spellstorm Pistol attack against every enemy model currently in his control area, ignoring intervening models. Caine cannot use Maelstrom if he is in melee.

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CAPTAIN ALLISTER CAINE

CAINE
CRACK SHOT – Models do not benefit from screening when attacked by this model.
ELITE CADRE (ARCANE TEMPEST) – Friendly Arcane Tempest models gain Gunfighter.
SPELLSTORM PISTOLS
RANGE AMPLIFIER – Add 5" to the range of all spells cast directly from this model.

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CAPTAIN ALLISTER CAINE

FEAT: OVERKILL

XXX

After resolving each ranged attack that hits an enemy model, Caine gains a cumulative +1 to his Spellstorm Pistol damage rolls. When a model is boxed by a Spellstorm Pistol attack, it explodes with a 3" AOE and is removed from play. Models in the AOE are hit and suffer an unboostable POW 10 blast damage roll. Overkill expires at the end of Caine's activation.

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COMMANDER ADEPT NEMO CYGNAR WARCASTER

NEMO							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	5	5	14	14	8	

BALL LIGHTNING				
RNG	ROF	AOE	POW	
10	1	3	14	

LIGHTNING ROD			
POW	P+S		
7	11		



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DAMAGE
WJ +6 FA C

COMMANDER ADEPT NEMO

SPELLS	COST	RNG	AOE	POW	UP	OFF
CHAIN LIGHTNING	3	10	-	10	NO	YES
A model hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that model to d6 additional models ignoring this model. The lightning then arcs and strikes the nearest model within 4" of the last model struck, but it cannot strike the same model more than once. Each model struck suffers a POW 10 electrical damage roll.						
DEFLECTION	2	SELF	CTRL	-	NO	NO
While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls for one round.						
DISRUPTION FIELD	2	6	-	-	YES	NO
Target friendly warjack gains +2 STR, and its melee weapons gain Disruption.						
ELECTRIFY	2	6	-	-	YES	NO
When target friendly model is hit by a melee attack, after the attack is resolved the attacker is pushed d3" directly away from the affected model and suffers an unboostable POW 14 electrical damage roll, then Electrify expires.						
LOCOMOTION	1	6	-	-	NO	NO
Target warjack in this model's battlegroup immediately advances up to 1".						
VOLTAIC SNARE	4	8	*	-	NO	YES
Target warjack cannot advance and suffers -4 DEF. While within 3" of the model hit, warjacks cannot run or charge and can advance only directly toward it. Voltaic Snare lasts for one round.						

GENERAL ADEPT NEMO CYGNAR EPIC WARCASTER

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

GALVANIC BOLT				
RNG	ROF	AOE	POW	
10	1	-	13	

FULGER			
POW	P+S		
7	11		



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DAMAGE
WJ +6 FA C

GENERAL ADEPT NEMO

SPELLS	COST	RNG	AOE	POW	UP	OFF
ELECTRICAL BLAST	3	8	3	13	NO	YES
Electrical Blast causes electrical damage. Warjacks damaged by Electrical Blast suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)						
ENERGIZER	*	SELF	CTRL	-	NO	NO
This model spends up to 3 focus points to cast Energizer. Models in its battlegroup currently in its control area can immediately advance up to 1" for each focus point spent. Energizer can be cast only once per turn.						
FAIL SAFE	3	6	-	-	YES	NO
Target friendly warjack gains +2 ARM and does not suffer the effects of crippled systems.						
FORCE FIELD	3	SELF	CTRL	-	YES	NO
This model does not suffer blast or collateral damage and cannot be knocked down. When an enemy AOE ranged attack deviates from a point in this model's control area, after the deviation distance is rolled you choose the deviation direction.						
LIGHTNING SHROUD	2	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 STR and its melee weapons gain Electro Leap. (When a model is hit by a weapon with Electro Leap, lightning arcs from that model and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.)						
POLARITY SHIELD	2	6	-	-	YES	NO
Target friendly model/unit cannot be targeted by a charge made by a model in its front arc.						

COMMANDER ADEPT NEMO

NEMO
ARCANE ACCUMULATOR – When another model casts a spell in this model's control area, this model gains one power token, up to a maximum of three. During your Control Phase, replace each power token with 1 focus point.
OVERPOWER – During your Control Phase, this model can increase its control area for one round by spending 1 focus point for each 1" increase.
SUPERCHARGE – During your Control Phase, this model can allocate up to 5 focus points to one warjack in its battlegroup in its control area.
BALL LIGHTNING
DISRUPTION – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.
LIGHTNING ROD
DISRUPTION – See above.

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COMMANDER ADEPT NEMO

FEAT: ELECTRICAL STORM

XXX

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

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GENERAL ADEPT NEMO

NEMO
ELITE CADRE (STORMSMITH STORMCALLERS) – Friendly Stormsmith Stormcallers have Stormcall [9] and gain +2 on Stormcall damage rolls.
FOCUS MATRIX – This model can allocate focus points during its activation. Once per turn during its activation, you can remove focus points from warjacks in this model's battlegroup in its control area and place them on this model. This model cannot have more focus points than its current FOC as a result of Focus Matrix.
GALVANIC BOLT
TRACTOR FIELD – When a warjack is hit by this attack it cannot advance and suffers -4 DEF. While within 3" of the model hit, warjacks cannot run or charge and can advance only directly toward it. Tractor Field lasts for one round.
FULGER
POWERFUL ATTACK – When attacking with this weapon, this model may spend 1 focus point to boost all attack and damage rolls for the attack.

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GENERAL ADEPT NEMO

FEAT: HIGH VOLTAGE


XXX

Give each friendly faction warjack that is currently in Nemo's control area up to 3 focus points. A warjack cannot exceed its normal focus allocation limit as a result of High Voltage.


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

STEAM CANNON				
	RNG	ROF	AOE	POW
	12	1	4	13

QUAKE HAMMER		
	POW	P+S
	7	15

WRENCH	
	<div> <div>POW</div> <div>3</div> </div> <div> <div>P+S</div> <div>11</div> </div>



																DAMAGE	

WJ
+5

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


	2	10	-	12	NO	YES
ARCANTRIK BOLT						
A warjack damaged by this attack becomes stationary for one round.						
FORTIFY	2	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 ARM. The affected model and any friendly model B2B with it cannot be knocked down.						
FULL THROTTLE	3	SELF	CTRL	-	NO	NO
Models in this model's battlegroup currently in its control area gain +2 SPD and can run, charge, or power attack trample or slam without spending focus.						
'JACK HAMMER	1	6	-	-	NO	NO
Target model in this model's battlegroup immediately makes one normal melee attack.						
JUMP START	1	SELF	CTRL	-	NO	NO
Models in this model's battlegroup currently in its control area can immediately turn to face any direction. Affected models that are stationary or knocked down are no longer stationary and stand up.						

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



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

DUAL CANNON				
	RNG	ROF	AOE	POW
	12	2	—	12

BATTLE HAMMER		
	POW	P+S
	4	12

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

SYSTEM STATUS ☐ L ☐ R ☐ M ☐ C

PC
4

DARIUS

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

DETONATE – During your Maintenance Phase, you can detonate one or more friendly Halfjack mine markers anywhere on the table. If you do, center a 4" AOE template on the mine and remove the mine marker from the table. Models in the AOE are hit and suffer an unboostable POW 14 blast damage roll.

QUAKE HAMMER

CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.

TREMOR (★ATTACK) – Tremor affects every model within 2" of this model. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. Tremor does not require a target.

FEAT: PIT STOP

 XXY

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

HALFJACK

COMPANION [DARIUS] – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.



PRIME MINE (★ACTION) – Replace this model with a Halfjack mine marker. You can have up to three Halfjack mines in play at a time.

DUAL CANNON

POWERFUL ATTACK – When attacking with this weapon, this model may spend 1 focus point to boost all attack and damage rolls for the attack.

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

SHOCK SHIELD	
POW	P+S
1	9


DISRUPTION SPEAR		
	POW	P+S
	5	13
R		


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

SYSTEM
STATUS **L R M C A**

PC
8

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

HEAVY BARREL				
	RNG	ROF	AOE	POW
	16	1	—	15

SHOCK HAMMER		
	POW	P+S
	5	16
R		



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

SYSTEM
STATUS L R M C

PC
9

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

QUAKE HAMMER		
	POW	P+S
	7	18

OPEN FIST		
	POW	P+S
	3	14
R		

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

SYSTEM
STATUS

PC
7

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

MAGNO SHIELD		
	POW	P+S
	1	13

PISTON SPEAR		
	POW	P+S
	6	18
R		

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

SYSTEM
STATUS L R M C

PC
9

THORN

AFFINITY (HALEY) – While Thorn is engaged and its arc node system is not disabled, Haley can channel spells through it.

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

REACTION DRIVE – Once per turn, immediately after this model's controlling warcaster casts a spell channeled through this model, this model can make a full advance.

SHOCK SHIELD

SHOCK FIELD – When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box. If a warjack in this model's front arc hits it with a melee attack, immediately after the attack is resolved the attacker suffers 1 damage point to its first available Cortex system box.

DISRUPTION SPEAR

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

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

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SHOCK HAMMER
CORTEX DAMAGE – A warjack hit by this weapon suffers 1 damage point to its first available Cortex system box. Mark this damage before making the damage roll.

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QUAKE HAMMER
CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.
TREMOR (★ATTACK) – Tremor affects every model within 2" of this model. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. Tremor does not require a target.

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CENTURION

POLARITY FIELD (★ACTION) – This model cannot be charged by a model that began the charge in this model's front arc for one round.

PISTON SPEAR

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

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JOURNEYMAN WARCASTER
CYGNAR SOLO

JOURNEYMAN WARCASTER

SPDSTRMATRATDEFARMCMD

655414147

HAND CANNON

RNGROFAOEPOW

121-12

MECHANIKA BLADE

POWP+S

510

FOCUS

3

DAMAGE

PC

3

FA

1

GUN MAGE CAPTAIN ADEPT
CYGNAR ARCANIC TEMPEST SOLO

CAPTAIN

SPDSTRMATRATDEFARMCMD

645815129

MAGELOCK PISTOL

RNGROFAOEPOW

121-10

SWORD

POWP+S

37

DAMAGE

PC

3

FA

2

STORMSMITH STORMCALLER
CYGNAR SOLO

STORMSMITH

SPDSTRMATRATDEFARMCMD

645413117

STORM ROD

POWP+S

37

DAMAGE

PC

1

FA

3

CAPTAIN MAXWELL FINN
CYGNAR TRENCHER CHARACTER SOLO

FINN

SPDSTRMATRATDEFARMCMD

668714149

MINI-SLUGGER

RNGROFAOEPOW

101-11

TRENCH KNIFE

POWP+S

39

DAMAGE

PC

3

FA

C

JOURNEYMAN WARCASTER

JOURNEYMAN WARCASTER

BATTLEGROUP COMMANDER – This model is a battlegroup commander.

FOCUS MANIPULATION – This model has the Focus Manipulation ability.

POWER FIELD – This model possesses a Power Field.

SPELLCASTER – This model is a spellcaster.

SPELLS

COSTRNGAOEPOWUPOFF

ARCANE BOLT212-11NOYES

Magical bolts of energy streak toward the target model.

ARCANE SHIELD26-YESNO

Target friendly model/unit gains +3 ARM.

GUN MAGE CAPTAIN ADEPT

CAPTAIN

ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:

• BRUTAL SHOT – Roll an additional die on the damage roll against a model directly hit.

• LONG SHOT – This attack gains +4" RNG.

• PHANTOM SEEKER – This model can target any model in range regardless of LOS. When resolving the attack, ignore cloud effects, concealment, cover, and intervening models.

TRUE SIGHT – This model ignores concealment, Camouflage, and Stealth.

STORMSMITH STORMCALLER

STORMSMITH

STORMCALL [8] – This model can make one of the following Stormcalls. Warjacks affected by a Stormcall suffer Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

• SINGLE STRIKE (★ACTION) – With a successful skill check, select a model. If it is not within 10" of this model, nothing happens. If it is within 10", the model selected suffers a POW 10 electrical damage roll.

• SURGE (★ACTION) – This model can make a Surge special action if there is another friendly Stormsmith Stormcaller within 20" of it. This model can select up to two models whose bases intersect any line drawn between the bases of the two Stormsmith Stormcallers. Make a skill check for each model. On a successful check, the model suffers a POW 10 electrical damage roll. Models can be targeted only once per Surge special action.

• TRIANGULATION (★ACTION) – This model can make a Triangulation special action if it and two other friendly Stormsmith Stormcallers are within 20" of each other. This model can target up to three models whose bases are within the triangular area between the three Stormsmith Stormcallers. Make a skill check for each model. On a successful check, the model suffers a POW 10 electrical damage roll. Models can be targeted only once per Triangulation special action.

CAPTAIN MAXWELL FINN

FINN

ANATOMICAL PRECISION – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

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

SMOKE BOMBS (★ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

VETERAN TRENCHER LEADER – Friendly Trencher troopers gain +2 to attack rolls while this model is in their LOS.

MINI-SLUGGER

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

TRENCH KNIFE

THRESHER (★ATTACK) – When making a Thresher attack, this model makes one normal melee attack with this weapon. Compare the total rolled to the DEF of each model in this model's LOS and this weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

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





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<div><div>MAJOR KATHERINE LADDERMORE</div><div>CYGNAR STORM KNIGHT CHARACTER DRAGON SOLO</div></div> <div><div><div>LADDERMORE</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>8/6</td><td>6</td><td>8</td><td>6</td><td>13</td><td>17/14</td><td>9</td></tr></table><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div></div><div><div><div>VOLTAIC ACCELERATOR</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>8</td><td>1</td><td>—</td><td>12</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div>VOLTAIC LANCE</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>8</td><td>14</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div>MOUNT</div><table><tr><th>POW</th></tr><tr><td>10</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div></div><div><div><div>PC</div><div>5</div></div><div><div>FA</div><div>C</div></div></div></div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	8/6	6	8	6	13	17/14	9	RNG	ROF	AOE	POW	8	1	—	12	POW	P+S	8	14	POW	10	<div><div>SQUIRE</div><div>CYGNAR SOLO</div></div> <div><div><div>SQUIRE</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>2</td><td>3</td><td>1</td><td>14</td><td>14</td><td>—</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div></div> <div><div><div>ACCUMULATOR CIRCLE</div><div>ACCUMULATOR CIRCLE</div><div>ACCUMULATOR CIRCLE</div></div><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div><div><div><div>PC</div><div>2</div></div><div><div>FA</div><div>1</div></div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	2	3	1	14	14	—	<div><div>CAPTAIN ARLAN STRANGEWAYES</div><div>CYGNAR CHARACTER SOLO</div></div> <div><div><div>STRANGEWAYES</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>5</td><td>7</td><td>5</td><td>5</td><td>12</td><td>16</td><td>8</td></tr></table><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div>VOLTAIC GAUNTLET</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>SP</td><td>1</td><td>—</td><td>10</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div>FIXER</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>5</td><td>12</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div></div><div><div><div>PC</div><div>2</div></div><div><div>FA</div><div>C</div></div></div></div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	5	7	5	5	12	16	8	RNG	ROF	AOE	POW	SP	1	—	10	POW	P+S	5	12	<div><div>ARCANE TEMPEST GUN MAGES</div><div>CYGNAR UNIT</div></div> <div><div><div>LEADER & GRUNTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>4</td><td>5</td><td>7</td><td>15</td><td>11</td><td>8</td></tr></table></div><div><div><div>MAGELOCK PISTOL</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>12</td><td>1</td><td>—</td><td>10</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div>SWORD</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>3</td><td>7</td></tr></table><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div></div><div><div><div>PC</div><div>Leader and 5 Grunts</div><div>7</div></div><div><div>FA</div><div>2</div></div></div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	4	5	7	15	11	8	RNG	ROF	AOE	POW	12	1	—	10	POW	P+S	3	7
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<div><div>MAJOR KATHERINE LADDERMORE</div></div> <div><div><div>LADDERMORE</div><p>ASSAULT – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged. During that attack, this model and its target are not considered in melee with each other. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends. This model cannot target a model it was in melee with at the start of its activation with the ranged attack.</p><p>DRAGON – While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, has base ARM 14, and loses Assault, Electro Charger, and Power Up.</p><p>ELECTRO CHARGER – While within 5" of this model, friendly Storm Lance models gain +2 on their ranged attack and ranged damage rolls.</p><p>VOLTAIC ACCELERATOR</p><p>ELECTRO LEAP – After hitting a model with this weapon, lightning arcs and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.</p><p>POWER UP – This model gains +2 to damage rolls with this weapon during activations it ends its normal movement at least 1" from where it began its activation.</p><p>VOLTAIC LANCE</p><p>BRUTAL CHARGE – This model gains +2 to this weapon's charge attack damage rolls.</p><p>ELECTRO LEAP – See above.</p></div></div>	<div><div>SQUIRE</div></div> <div><div><div>SQUIRE</div><p>ARCANE REALIGNMENT – While within 5" of this model, its warcaster can reroll one failed magic attack roll each turn.</p><p>ARCANE REPEATER – While this model's warcaster is within 5" of it, that warcaster's control area is extended by 2".</p><p>ATTACHED – Before the start of the game, attach this model to a friendly faction warcaster for the rest of the game. Each warcaster can have only one model assigned to it.</p><p>RESERVE ACCUMULATOR – During your Control Phase, if this model is within 5" of its controlling warcaster, you can mark one unmarked accumulator circle on this model's card to give 1 focus point to its warcaster.</p></div></div>	<div><div>CAPTAIN ARLAN STRANGEWAYES</div></div> <div><div><div>STRANGEWAYES</div><p>EVASIVE ACTION (★ACTION) – Select a friendly Faction warjack. If it is not within 5" of this model, nothing happens. If it is within 5", the model selected gains Evasive for one round. (A model with Evasive cannot be targeted by free strikes. When an enemy model misses it with a ranged attack, immediately after the attack is resolved it can advance up to 2".)</p><p>POWER BOOSTER (★ACTION) – Select a friendly Faction warjack. If it is not within 5" of this model, nothing happens. If it is within 5" and has no focus points, the warjack selected gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.</p><p>REPAIR [10] (★ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.</p><p>VOLTAIC GAUNTLET</p><p>DISRUPTION – A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.</p></div></div>	<div><div>ARCANE TEMPEST GUN MAGES</div></div> <div><div><div>LEADER & GRUNTS</div><p>ARCANE INFERNO (ORDER) – Models who received this order can participate in a Combined Range Attack. The unit commander must participate in this attack and is the primary attacker. This attack has RNG 12, AOE 3", and POW 10. Do not choose an Attack Type for this attack. A unit can make only one Arcane Inferno attack per activation.</p><p>ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:</p><ul style="list-style-type: none">• CRITICAL BRUTAL SHOT – On a critical hit, roll one additional die on the damage roll against the model directly hit.• LONG SHOT – This attack gains +4" RNG.• THUNDERBOLT – Enemy models hit are pushed d3" directly away from the attacking model. On a critical hit, the enemy model is also knocked down after being pushed.</div></div>																																																																																														

<div>ARCANE TEMPEST GUN MAGE OFFICER CYGNAR UNIT ATTACHMENT</div> <div> <table> <tr><th colspan="8">OFFICER</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>6</td><td>4</td><td>6</td><td>8</td><td>15</td><td>11</td><td>9</td><td></td></tr> </table> <table> <tr><th colspan="4">MAGELOCK PISTOL</th></tr> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td></td><td>12</td><td>1</td><td>10</td></tr> </table> <table> <tr><th colspan="3">SWORD</th></tr> <tr><th>POW</th><th>P+S</th><th></th></tr> <tr><td></td><td>3</td><td>7</td></tr> </table> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>DAMAGE</div> <div> <div>PC</div> <div>2</div> </div> <div> <div>FA</div> <div>1</div> </div> </div>	OFFICER								SPD	STR	MAT	RAT	DEF	ARM	CMD		6	4	6	8	15	11	9		MAGELOCK PISTOL				RNG	ROF	AOE	POW		12	1	10	SWORD			POW	P+S			3	7	<div>LONG GUNNER INFANTRY CYGNAR UNIT</div> <div> <table> <tr><th colspan="8">LEADER & GRUNTS</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>5</td><td>4</td><td>4</td><td>5</td><td>13</td><td>12</td><td>8</td><td></td></tr> </table> <table> <tr><th colspan="4">REPEATING LONG GUN</th></tr> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td></td><td>14</td><td>2</td><td>10</td></tr> </table> <table> <tr><th colspan="3">SWORD</th></tr> <tr><th>POW</th><th>P+S</th><th></th></tr> <tr><td></td><td>3</td><td>7</td></tr> </table> <div> <div>PC</div> <div>Leader and 5 Grunts</div> <div>6</div> </div> <div> <div>FA</div> <div>2</div> </div> <div> <div>Leader and 9 Grunts</div> <div>10</div> </div> </div>	LEADER & GRUNTS								SPD	STR	MAT	RAT	DEF	ARM	CMD		5	4	4	5	13	12	8		REPEATING LONG GUN				RNG	ROF	AOE	POW		14	2	10	SWORD			POW	P+S			3	7	<div>LONG GUNNER INFANTRY OFFICER & STANDARD CYGNAR UNIT ATTACHMENT</div> <div> <table> <tr><th colspan="8">OFFICER</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>5</td><td>4</td><td>5</td><td>6</td><td>13</td><td>12</td><td>9</td><td></td></tr> </table> <table> <tr><th colspan="4">REPEATING LONG GUN</th></tr> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td></td><td>14</td><td>2</td><td>10</td></tr> </table> <table> <tr><th colspan="3">SWORD</th></tr> <tr><th>POW</th><th>P+S</th><th></th></tr> <tr><td></td><td>3</td><td>7</td></tr> </table> <table> <tr><th colspan="8">STANDARD BEARER</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>5</td><td>4</td><td>4</td><td>5</td><td>13</td><td>12</td><td>8</td><td></td></tr> </table> <table> <tr><th colspan="3">SWORD</th></tr> <tr><th>POW</th><th>P+S</th><th></th></tr> <tr><td></td><td>3</td><td>7</td></tr> </table> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>OFFICER'S DAMAGE</div> <div> <div>PC</div> <div>2</div> </div> <div> <div>FA</div> <div>1</div> </div> </div>	OFFICER								SPD	STR	MAT	RAT	DEF	ARM	CMD		5	4	5	6	13	12	9		REPEATING LONG GUN				RNG	ROF	AOE	POW		14	2	10	SWORD			POW	P+S			3	7	STANDARD BEARER								SPD	STR	MAT	RAT	DEF	ARM	CMD		5	4	4	5	13	12	8		SWORD			POW	P+S			3	7	<div>FIELD MECHANIKS CYGNAR UNIT</div> <div> <table> <tr><th colspan="8">CREW CHIEF</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>5</td><td>4</td><td>3</td><td>4</td><td>12</td><td>11</td><td>7</td><td></td></tr> </table> <table> <tr><th colspan="4">RIVET GUN</th></tr> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td></td><td>4</td><td>1</td><td>10</td></tr> </table> <table> <tr><th colspan="3">MONKEY WRENCH</th></tr> <tr><th>POW</th><th>P+S</th><th></th></tr> <tr><td></td><td>2</td><td>6</td></tr> </table> <table> <tr><th colspan="8">GOBBER GRUNTS</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>6</td><td>4</td><td>2</td><td>2</td><td>14</td><td>9</td><td>4</td><td></td></tr> </table> <table> <tr><th colspan="3">MONKEY WRENCH</th></tr> <tr><th>POW</th><th>P+S</th><th></th></tr> <tr><td></td><td>2</td><td>6</td></tr> </table> <div> <div>PC</div> <div>Leader and 2 Grunts</div> <div>1</div> </div> <div> <div>FA</div> <div>3</div> </div> <div> <div>Leader and 5 Grunts</div> <div>2</div> </div> </div>	CREW CHIEF								SPD	STR	MAT	RAT	DEF	ARM	CMD		5	4	3	4	12	11	7		RIVET GUN				RNG	ROF	AOE	POW		4	1	10	MONKEY WRENCH			POW	P+S			2	6	GOBBER GRUNTS								SPD	STR	MAT	RAT	DEF	ARM	CMD		6	4	2	2	14	9	4		MONKEY WRENCH			POW	P+S			2	6
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<div>ARCANE TEMPEST GUN MAGE OFFICER</div> <div>ARCANE TEMPEST GUN MAGE OFFICER</div> <p>ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:</p> <ul style="list-style-type: none"> CRITICAL BRUTAL SHOT – On a critical hit, roll one additional die on the damage roll against the model directly hit. LONG SHOT – This attack gains +4" RNG. THUNDERBOLT – Enemy models hit are pushed d3" directly away from the attacking model. On a critical hit, the enemy model is also knocked down after being pushed. <p>RUNE SHOT – When a warjack controlled by this model makes a normal ranged attack during its activation, you can choose one Attack Type available to this unit to apply to the attack.</p> <p>TACTICS: TRUE SIGHT – Models in this unit gain True Sight. (A model with True Sight ignores concealment, Camouflage, and Stealth.)</p> <p><small>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved. All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</small></p>	<div>LONG GUNNER INFANTRY</div> <div>LEADER & GRUNTS</div> <p>DUAL SHOT – When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.</p> <p><small>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved. All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</small></p>	<div>LONG GUNNER INFANTRY OFFICER & STANDARD</div> <div>OFFICER</div> <p>DUAL SHOT – When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.</p> <p>SUPPRESSING FIRE (ORDER) – Each model in this unit in formation must forfeit its action. Place an AOE completely within 14" of the Unit Commander with its center point in the Unit Commander's LOS. Ignore intervening models when drawing this LOS. The size of the AOE is based on the number of models that received the order within 14" of the AOE, not counting the Standard Bearer. If 2-4 models participate, place a 3" AOE. If 5-7 models participate, place a 4" AOE. If 8 or more models participate, place a 5" AOE. The Unit Commander cannot participate in a Suppressing Fire order by itself. When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participating models have been destroyed or removed from play.</p> <p>TACTICS: RANKED ATTACK – Models in this unit gain Ranked Attack. (Models with Ranked Attack can ignore intervening models in its unit when drawing LOS.)</p> <p><small>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved. All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</small></p>	<div>FIELD MECHANIKS</div> <div>CREW CHIEF</div> <p>REPAIR (7) (★ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.</p> <p>GOBBER GRUNTS</p> <p>BODGE (★ACTION) – This model performs minor repairs to one damaged friendly Faction warjack with which it is B2B. Remove 1 damage point from the warjack's damage grid.</p> <p>ASSIST REPAIR (★ACTION) – This model can make this special action only when B2B with a Friendly faction warjack. When this model uses this ability, select another model in its unit with the Repair ability also B2B with that warjack. The selected model gains a cumulative +1 to its Repair skill on its next Repair skill check to repair that warjack this activation. If the Repair check is successful, remove 1 additional damage point from the warjack for each model that made an Assist Repair special action.</p> <p><small>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved. All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</small></p>
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STORMBLADE INFANTRY CYGNAR STORM KNIGHT UNIT


LEADER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	12	15	9	 
STORM ROD BLAST							
	RNG	ROF	AOE	POW			
	6	1	—	14			
STORM ROD							
	POW	P+S					
	9	15					
GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	7	5	12	15	9	 
STORM GLAIVE BLAST							
	RNG	ROF	AOE	POW			
	4	1	—	12			
STORM GLAIVE							
	POW	P+S					
	7	13					
PC	Leader and 5 Grunts Leader and 9 Grunts				5 8	FA	2


STORMBLADE INFANTRY OFFICER & STANDARD CYGNAR STORM KNIGHT UNIT ATTACHMENT

OFFICER																	
SPD	STR	MAT	RAT	DEF	ARM	CMD											
5	6	8	6	12	15	10											
STORM GLAIVE BLAST																	
RNG	ROF	AOE	POW														
4	1	—	12														
STORM GLAIVE																	
POW	P+S																
7	13																
STANDARD BEARER																	
SPD	STR	MAT	RAT	DEF	ARM	CMD											
5	6	7	5	12	15	9											
STORM GLAIVE BLAST																	
RNG	ROF	AOE	POW														
4	1	—	12														
STORM GLAIVE																	
POW	P+S																
7	13																
PC	Leader and 5 Grunts						FA										
3	Leader and 9 Grunts						1										

TRENCHER INFANTRY CYGNAR UNIT











LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CM	
6	6	6	5	13	13	9	 

MILITARY RIFLE				
	RNG	ROF	AOE	POW
	10	1	—	11

BAYONET		
	POW	P+S
	3	9

PC	Leader and 5 Grunts	7	F
	Leader and 9 Grunts	11	

TRENCHER INFANTRY OFFICER & SNIPER CYGNAR UNIT ATTACHMENT

OFFICER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	6	13	13	9	   
MILITARY RIFLE							
	RNG	ROF	AOE	POW			
	10	1	—	11			
BAYONET							
	POW	P+S					
	3	9					
SNIPER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	7	13	13	9	 
SCOPED RIFLE							
	RNG	ROF	AOE	POW			
	14	1	—	11			
BAYONET							
	POW	P+S					
	3	9					
PC				FA			
3				1			

STORMBLADE INFANTRY

STORM ROD (LEADER ONLY)

ELECTRICAL ARC – Other models in this unit within 5" of this model gain +2 RNG on ranged attacks and +2 on melee and ranged damage rolls.

STORMBLADE INFANTRY OFFICER & STANDARD

OFFICER

ASSAULT (ORDER) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model must, if possible, make one ranged attack targeting the model charged. When resolving these ranged attacks, those models are not considered in melee with each other. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends. An affected model cannot target a model that it was in melee at the start of its activation with the ranged attack.

STANDARD BEARER

STORM'S EYE – While this model is in formation, the ranged weapons of models in this unit become AOE 3".

TRENCHER INFANTRY

LEADER & GRUNTS

ASSAULT (ORDER) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model must, if possible, make one ranged attack targeting the model charged. When resolving these ranged attacks, those models are not considered in melee with each other. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends. An affected model cannot target a model that it was in melee at the start of its activation with the ranged attack.

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

SMOKE BOMBS (★ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

TRENCHER INFANTRY OFFICER & SNIPER

OFFICER

CAUTIOUS ADVANCE (ORDER) – Each model in the unit that received this order must make a full advance as its normal movement, perform the Dig In special action, and then perform a combat action as its action.

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

SMOKE BOMBS (★ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

SNIPER

DIG IN (★ACTION) – See above.

SMOKE BOMBS (★ACTION) – See above.

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

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TRENCHER INFANTRY GRENADEIER

CYGNAR WEAPON ATTACHMENT

TRENCHER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	5	13	13	9	

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	—	11	


BAYONET		
POW	P+S	
3	9	


PC 1 Trencher
Up to 2 additional Trenchers 1 ea


FA 2


TRENCHER CHAINGUN CREW

CYGNAR CREW UNIT

LEADER & GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	5	13	13	9	

CHAIN GUN				
RNG	ROF	AOE	POW	
10	1	—	10	

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	—	11	


TRENCH KNIFE		
POW	P+S	
3	9	


PC Leader and Grunt 2


FA 2


TRENCHER CANNON CREW

CYGNAR WEAPON CREW UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	6	6	5	13	13	9	

CANNON				
RNG	ROF	AOE	POW	
15	1	3	13	

MILITARY RIFLE				
RNG	ROF	AOE	POW	
10	1	—	11	


TRENCH KNIFE		
POW	P+S	
3	9	


PC Leader and 2 Grunts 3

FA 2

SWORD KNIGHTS

CYGNAR UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	13	14	9	

BATTLE BLADE		
POW	P+S	
4	10	

PC Leader and 5 Grunts
Leader and 9 Grunts

4
6

FA 2

TRENCHER INFANTRY GRENADEIER

TRENCHER

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

SMOKE BOMBS (★ACTION) – Place a 3" AOE cloud effect in play. The center of the AOE must be within 3" of this model. This AOE remains in play for one round.

TAKE UP – If this model is destroyed or removed from play, a grunt in its unit within 1" of this model can take its place. Remove the grunt from the table instead of this model. Effects on this model expire. Effects on the removed grunt are applied to this model.

MILITARY RIFLE

RIFLE GRENADE (★ATTACK) – Make a ranged attack with this weapon with AOE 3. When making a Rifle Grenade attack, this model cannot participate in a combined ranged attack.

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TRENCHER CHAINGUN CREW

LEADER & GRUNT

AMMO FEEDER – If B2B with the leader, the grunt can forfeit its action to use Ammo Feeder. This activation, if the leader makes a Strafe special attack, it makes +3 attacks.

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

NON-STANDARDIZED WEAPONS – The leader is armed with a Chain Gun, Military Rifle, and Trench Knife. The grunt is armed with a Military Rifle and Trench Knife.

CHAIN GUN

COVERING FIRE (★ACTION) – Place a 3" AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in this model's LOS. Ignore intervening models when drawing LOS. A model entering or ending its activation in the AOE suffers a damage roll equal to the POW of this weapon. The AOE remains in play for one round or until this model is destroyed or removed from play.

LIGHT ARTILLERY – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

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

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TRENCHER CANNON CREW

LEADER & GRUNTS

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

NON-STANDARDIZED WEAPONS – The leader is armed with a Cannon, Military Rifle, and Trench Knife. The grunts are armed with a Military Rifle and Trench Knife.

CANNON

LIGHT ARTILLERY – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

RANGE FINDER – While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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SWORD KNIGHTS

LEADER & GRUNTS

DEFENSIVE LINE – While this model is B2B with one or more models in this unit, it gains +2 ARM.

FLANK (CYGNAR WARJACK) – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the listed type, this model gains +2 to attack rolls and rolls an additional damage die.

PRECISION STRIKE – When this model damages a warjack or warbeast with a melee attack, you choose which column or branch suffers the damage.

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<div> <div>SWORD KNIGHT OFFICER & STANDARD</div> <div>CYGNAR UNIT ATTACHMENT</div> </div> <div> <table> <tr><th colspan="8">OFFICER</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>6</td><td>6</td><td>7</td><td>4</td><td>13</td><td>14</td><td>9</td><td></td></tr> </table> <table> <tr><th colspan="4">BATTLE BLADE</th></tr> <tr><th>POW</th><th>P+S</th><th></th><th></th></tr> <tr><td></td><td>4</td><td>10</td><td></td></tr> </table> <table> <tr><th colspan="8">STANDARD BEARER</th></tr> <tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr> <tr><td>6</td><td>6</td><td>6</td><td>4</td><td>13</td><td>14</td><td>9</td><td></td></tr> </table> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>OFFICER'S DAMAGE</div> </div> <div> <div>PC</div> <div>2</div> </div> <div> <div>FA</div> <div>1</div> </div> </div>	OFFICER								SPD	STR	MAT	RAT	DEF	ARM	CMD		6	6	7	4	13	14	9		BATTLE BLADE				POW	P+S				4	10		STANDARD BEARER								SPD	STR	MAT	RAT	DEF	ARM	CMD		6	6	6	4	13	14	9	
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<div>SWORD KNIGHT OFFICER & STANDARD</div> <div> <div>OFFICER</div> <div>DEFENSIVE LINE – While this model is B2B with one or more models in this unit, it gains +2 ARM.</div> <div>DRIVE: PRONTO – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.</div> <div>FLANK [CYGNAR WARJACK] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the listed type, this model gains +2 to attack rolls and rolls an additional damage die.</div> <div>GRANTED: PRACTICED MANEUVERS – While this model is in play, models in this unit gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when drawing LOS and can advance through other models in its unit if it has enough movement to move completely past their bases.)</div> <div>PRECISION STRIKE – When this model damages a warjack or warbeast with a melee attack, you choose which column or branch suffers the damage.</div> <div>STANDARD BEARER</div> <div>DEFENSIVE LINE – See above.</div> </div> <div> <div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div> <div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div> </div>
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<div>RANGERS</div> <div> <div>LEADER & GRUNTS</div> <div>CAMOUFLAGE — This model gains an additional +2 DEF when benefiting from concealment or cover.</div> <div>MARK TARGET – Other friendly Faction models gain +2 on ranged attack rolls against enemy models within 5" of this model.</div> <div>PROWL – This model gains Stealth while within a terrain feature that provides concealment or the AOE of a spell providing concealment.</div> </div> <div> <div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div> <div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div> </div>

<div>STORMGUARD</div> <div> <div>LEADER & GRUNTS</div> <div>ELECTRIC DISCHARGE – After all models in this unit have completed their actions, its leader can make one ranged attack if not in melee. The attack has base RNG 10, AOE 3, and POW 6. Add +1 POW for each model in this unit that hit an enemy model with a melee attack this activation. Damage from this attack is electrical.</div> <div>RANKED ATTACKS – This model can ignore intervening models in its unit when drawing LOS.</div> <div>VOLTAIC HALBERD</div> <div>ELECTRO LEAP – After hitting a model with this weapon, lightning arcs and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.</div> <div>SET DEFENSE – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.</div> </div> <div> <div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div> <div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div> </div>
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<div>STORM LANCES</div> <div> <div>LEADER & GRUNTS</div> <div>ASSAULT (ORDER) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model must, if possible, make one ranged attack targeting the model charged. When resolving these ranged attacks, those models are not considered in melee with each other. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends. An affected model cannot target a model that it was in melee at the start of its activation with the ranged attack.</div> <div>ELECTRICAL BOLT</div> <div>ELECTRO LEAP – After hitting a model with this weapon, lightning arcs and strikes the nearest model within 4" of the model hit, ignoring the attacking model. The model struck suffers a POW 10 electrical damage roll.</div> <div>ELECTRICAL LANCE</div> <div>BRUTAL CHARGE – This model gains +2 to this weapon's charge attack damage rolls.</div> <div>ELECTRO LEAP – See above.</div> </div> <div> <div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div> <div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div> </div>

<div><div>BLACK 13TH GUN MAGE STRIKE TEAM</div><div>CYGNAR ARCANE TEMPEST CHARACTER UNIT</div></div> <div><div><div>LYNCH</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>4</td><td>5</td><td>8</td><td>15</td><td>12</td><td>9</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div>MAGELOCK PISTOL</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>12</td><td>1</td><td>—</td><td>10</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>LYNCH'S DAMAGE</div></div> <div><div>PC Lynch, Ryan and Watts</div><div>5</div><div>FA C</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	4	5	8	15	12	9	RNG	ROF	AOE	POW	12	1	—	10	<div><div>BLACK 13TH GUN MAGE STRIKE TEAM</div><div>CYGNAR ARCANE TEMPEST CHARACTER UNIT</div></div> <div><div><div>RYAN</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>4</td><td>5</td><td>8</td><td>15</td><td>12</td><td>9</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div>MAGELOCK PISTOL</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>12</td><td>1</td><td>—</td><td>10</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>RYAN'S DAMAGE</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>WATTS'S DAMAGE</div></div> <div><div><div>WATTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>4</td><td>5</td><td>8</td><td>15</td><td>12</td><td>9</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div>MAGELOCK PISTOL</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>12</td><td>1</td><td>—</td><td>10</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>WATTS'S DAMAGE</div></div> <div><div>PC Leader and 5 Grunts Leader and 9 Grunts</div><div>8</div><div>FA 2</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	4	5	8	15	12	9	RNG	ROF	AOE	POW	12	1	—	10	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	4	5	8	15	12	9	RNG	ROF	AOE	POW	12	1	—	10	<div><div>PRECURSOR KNIGHTS</div><div>CYGNAR MORROWAN ALLY UNIT</div></div> <div><div><div>LEADER & GRUNTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>6</td><td>7</td><td>4</td><td>13</td><td>14</td><td>9</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div>BLESSED MACE</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>6</td><td>12</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>OFFICER'S DAMAGE</div></div> <div><div>PC 2</div><div>FA 1</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	7	4	13	14	9	POW	P+S	6	12	<div><div>PRECURSOR KNIGHT OFFICER & STANDARD</div><div>CYGNAR MORROWAN ALLY UNIT ATTACHMENT</div></div> <div><div><div>OFFICER</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>6</td><td>8</td><td>4</td><td>13</td><td>14</td><td>9</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div>BLESSED MACE</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>6</td><td>12</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>OFFICER'S DAMAGE</div></div> <div><div>PC 2</div><div>FA 1</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	8	4	13	14	9	POW	P+S	6	12
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<div><div>BLACK 13TH GUN MAGE STRIKE TEAM</div><div><div><div>LYNCH</div><div>ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:</div><div><div>• BLACK PENNY – This attack ignores concealment, screening, and the firing into melee penalty.</div><div>• BRUTAL SHOT – Roll an additional die on the damage roll against a model directly hit.</div><div>• FIRE BEACON – This attack becomes AOE 5, POW -. While a model is within the AOE, it loses Camouflage and Stealth, and models can ignore cloud effects when drawing LOS to it. The AOE lasts for one turn.</div><div>• LONG SHOT – This attack gains +4" RNG.</div></div></div></div></div>	<div><div>BLACK 13TH GUN MAGE STRIKE TEAM</div><div><div><div>RYAN</div><div>ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:</div><div><div>• BLACK PENNY – This attack ignores concealment, screening, and the firing into melee penalty.</div><div>• BRUTAL SHOT – Roll an additional die on the damage roll against a model directly hit.</div><div>• LONG SHOT – This attack gains +4" RNG.</div></div><div>CHAIN ATTACK: MAGE STORM – If this model hits the same model with both initial ranged attacks, after resolving the attacks it can immediately make an additional ranged attack against that model regardless of ROF. Do not choose an Attack Type for this attack. If the attack hits, instead of dealing damage normally, center a 4" AOE cloud effect on the model hit. Models in the AOE when it is placed, entering it, or ending their activation in it suffer a POW 12 magical damage roll. This model does not suffer damage from Mage Storm. The cloud effect remains in play for one round.</div><div><div>WATTS</div><div>ATTACK TYPE – See above.</div><div><div>• BLACK PENNY – See above.</div><div>• BRUTAL SHOT – See above.</div><div>• LONG SHOT – See above.</div></div><div>GRANTED: PROWL – While this model is in play, models in its unit gain Prowl. (While within a terrain feature that provides concealment, the AOE of a spell providing concealment, or the AOE of a cloud effect, a model with Prowl gains Stealth.)</div></div></div></div></div>	<div><div>PRECURSOR KNIGHTS</div><div><div>ANIMOSITY (Thamarite) – This unit cannot be included in an army that includes one or more models of the listed types.</div><div>LEADER & GRUNTS</div><div>SHIELD WALL (ORDER) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.</div><div>BLESSED MACE</div><div>BLESSED – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.</div></div></div>	<div><div>PRECURSOR KNIGHT OFFICER & STANDARD</div><div><div>OFFICER</div><div>MORROW'S NAME – Once per game during this unit's activation, this model can use Morrow's Name. Models in this unit in formation roll an additional die on melee damage rolls this activation.</div><div>TACTICS: KNEEL – Models in this unit gain Kneel. (Friendly Faction models can ignore this model when determining LOS).</div><div>BLESSED MACE</div><div>BLESSED – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.</div><div>STANDARD BEARER</div><div>HEAL (★ACTION) – Select a friendly living model B2B with this model. That model heals d3 damage points.</div><div>PURITY – While this model is in formation, models in this unit cannot be targeted by enemy spells.</div></div></div>																																																																																																						