HIGH EXEMPLAR KREOSS
PROTECTORATE WARCASTER

KREOSS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	4	14	15	8

SPELLBREAKER	
POW	P+S
8	14

FOCUS 7

DAMAGE

WJ +5 | FA C

HIGH EXEMPLAR KREOSS

SPELLS	COST	RNG	AOE	POW	UP	OFF
CLEANSING FIRE Cleansing Fire causes fire damage. On a critical hit, models hit suffer the Fire continuous effect.	3	8	3	14	NO	YES
IGNITE Target friendly model/unit gains +2 on melee attack damage rolls. Affected models gain Critical Fire on their normal melee attacks.	2	6	–	–	YES	NO
IMMOLATION Immolation causes fire damage. On a critical hit, the model hit suffers the Fire continuous effect.	2	10	–	12	NO	YES
LAMENTATION Enemy models pay double the focus or fury point cost to cast or upkeep spells while in this model's control area.	2	SELF	CTRL	–	YES	NO
PROTECTION OF MENOTH Target friendly Faction model/unit gains +2 DEF and ARM.	2	6	–	–	YES	NO
PURIFICATION Continuous effects, animi, and upkeep spells in this model's control area expire.	3	SELF	CTRL	–	NO	NO

GRAND EXEMPLAR KREOSS
PROTECTORATE EPIC WARCASTER

KREOSS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	4	14	16	9

JUSTIFIER	
POW	P+S
8	14

FOCUS 7

DAMAGE

WJ +6 | FA C

GRAND EXEMPLAR KREOSS

SPELLS	COST	RNG	AOE	POW	UP	OFF
CASTIGATE For one round, enemy warjacks cannot channel spells while in this model's control area.	2	SELF	CTRL	–	NO	NO
CHASTEN Enemy upkeep spells and animi on target model/unit damaged by Chasten expire.	2	8	–	12	NO	YES
CLEANSING FIRE Cleansing Fire causes fire damage. On a critical hit, models hit suffer the Fire continuous effect.	3	8	3	14	NO	YES
INVIOLABLE RESOLVE Target friendly Faction model/unit gains +2 ARM and Fearless.	2	6	–	–	YES	NO
SACROSANCT Target a friendly Faction model/unit. When an enemy non-warcaster/warlock warrior model destroys one or more affected models with an attack, immediately after the attack is resolved the attacking model is knocked down.	2	6	–	–	YES	NO

HIGH EXEMPLAR KREOSS

SPELLBREAKER

CHAIN WEAPON – This attack ignores shields and Shield Wall.

DISPEL – When this weapon hits a model/unit, upkeep spells on the model/unit hit immediately expire.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HIGH EXEMPLAR KREOSS

FEAT: MENOTH'S WRATH

XXX

Enemy models currently in Kreoss' control area are knocked down.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

GRAND EXEMPLAR KREOSS

KREOSS

AEGIS OF FAITH – This model is immune to continuous effects.

ELITE CADRE (KNIGHTS EXEMPLAR) – Friendly Knights Exemplar models gain Aegis of Faith.

IMPERISHABLE CONVICTION – When a friendly Faction model in its control area is destroyed by an enemy attack, this model heals 1 damage point.

JUSTIFIER

ARMOR PIERCING (★ATTACK) – When calculating damage from this attack, halve the base ARM stats of targets with medium or larger bases. This attack gains a +2 bonus on damage rolls against models with small bases.

SMITE (★ATTACK) – Instead of making a normal damage roll, the model hit is slammed d6" directly away from this model and suffers a damage roll equal to this model's current STR plus the POW of this weapon. Collateral damage from this slam is equal to this model's current STR.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

GRAND EXEMPLAR KREOSS

FEAT: STRENGTH OF ARMS

XXX

When a friendly Faction model makes a melee attack against an enemy model while the enemy model is in Kroess' control area, the attack automatically hits. While in Kreoss' control area, friendly Faction models can make one additional melee attack during their combat actions. Strength of Arms lasts for one turn.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

THE HIGH RECLAIMER
PROTECTORATE WARCASTER

HIGH RECLAIMER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	14	15	8

CREMATOR

POW	P+S
7	14

FOCUS 5

DAMAGE

WJ +6 | FA C

THE HIGH RECLAIMER

SPELLS	COST	RNG	AOE	POW	UP	OFF
ASHES TO ASHES	4	8	*	10	NO	YES
If target model is hit, it and the d6 nearest enemy models within 5″ of it suffer a POW 10 fire damage roll.						
BURNING ASH	1	CTRL	3	–	NO	NO
Place a 3″ cloud effect anywhere within this model's control area. While in the AOE, living enemy models suffer –2 on attack rolls. The AOE remains in play for one round.						
IMMOLATION	2	10	–	12	NO	YES
Immolation causes fire damage. On a critical hit, the model hit suffers the Fire continuous effect.						
SACRIFICIAL LAMB	2	CTRL	–	–	NO	NO
Remove a friendly living Faction model in this model's control area from play to allocate 1 focus point to each warjack in this model's battlegroup currently in its control area. This model can cast Sacrificial Lamb only once per turn.						

TESTAMENT OF MENOTH
PROTECTORATE EPIC WARCASTER

TESTAMENT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	14	16	8

REQUIEM

POW	P+S
7	14

FOCUS 5

DAMAGE

WJ +6 | FA C

TESTAMENT OF MENOTH

SPELLS	COST	RNG	AOE	POW	UP	OFF
ASHEN VEIL	2	6	–	–	YES	NO
Target friendly model/unit gains concealment. Living enemy models suffer –2 to attack rolls while within 2″ of an affected model.						
DUST TO DUST	3	10	–	13	NO	YES
When a warrior model is boxed by this spell, center a 3″ AOE cloud effect on it, then remove the model from play. The AOE remains in play for one round.						
HALLOWED AVENGER	2	6	–	–	YES	NO
When an enemy attack destroys or removes from play one or more friendly Faction models within 5″ of target warjack in this model's battlegroup, after the attack is resolved the affected warjack can charge an enemy model, then Hallowed Avenger expires.						
REVIVE	3	CTRL	–	–	NO	NO
Return one destroyed friendly Faction grunt to play with one wound. It must be placed in formation completely in this model's control area.						

THE HIGH RECLAIMER

HIGH RECLAIMER

OATH OF SILENCE – This model does not have the Commander advantage.

RECLAIM – This model gains one soul token for each living Faction warrior model destroyed by an enemy attack or from collateral damage resulting from an enemy attack in its control area. During your Control Phase, replace each soul token with 1 focus point.

SOULSTORM – While this model has one or more soul tokens, when an enemy model enters or ends its activation within 4″ of this model it immediately suffers 1 damage point.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

THE HIGH RECLAIMER

FEAT: RESURRECTION

XXX

Return d3+3 friendly destroyed Faction troopers to play. These models must be returned to their original units and must be placed in formation completely in the High Reclaimer's control area.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

TESTAMENT OF MENOTH

TESTAMENT

OATH OF SILENCE – This model does not have the Commander advantage.

RECLAIM – This model gains one soul token for each living Faction warrior model destroyed by an enemy attack or from collateral damage resulting from an enemy attack in its control area. During your Control Phase, replace each soul token with 1 focus point.

URCAEN'S GATE – Once per turn during your Maintenance Phase, this model can spend one soul token to be placed completely within 3″ of its current location.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

TESTAMENT OF MENOTH

FEAT: ESSENCE OF DUST

XXX

Friendly Faction models currently in the Testament's control area gain Incorporeal. When declaring charges and slam power attacks, an affected model can ignore other models when determining LOS. Essence of Dust lasts for one turn.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

GRAND SCRUTATOR SEVERIUS
PROTECTORATE WARCASTER

SEVERIUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	4	5	14	14	9

STAFF OF JUDGMENT	
POW	P+S
8	13

FOCUS 8

DAMAGE

WJ +6 | FA C

GRAND SCRUTATOR SEVERIUS

SPELLS	COST	RNG	AOE	POW	UP	OFF
ASHES TO ASHES	4	8	*	10	NO	YES
If target model is hit, it and the d6 nearest enemy models within 5″ of it suffer a POW 10 fire damage roll.						
DEATH SENTENCE	2	8	–	–	YES	YES
When a friendly Faction model misses a target enemy model/unit with an attack, it can reroll the attack roll. Each roll can be rerolled only once as a result of Death Sentence.						
EYE OF MENOTH	3	SELF	CTRL	–	YES	NO
While in this model's control area, friendly Faction models gain +1 to attack and damage rolls.						
IMMOLATION	2	10	–	12	NO	YES
Immolation causes fire damage. On a critical hit, the model hit suffers the Fire continuous effect.						
PROTECTION OF MENOTH	2	6	–	–	YES	NO
Target friendly Faction model/unit gains +2 DEF and ARM.						
VISION	2	6	–	–	YES	NO
The next time target friendly Faction model is directly hit by an attack, it suffers no damage roll from the attack, then Vision expires.						

HIERARCH SEVERIUS
PROTECTORATE EPIC WARCASTER

SEVERIUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	4	6	14	14	10

REIGN OF FIRE			
RNG	ROF	AOE	POW
8	1	—	10

STAFF OF AUTHORITY	
POW	P+S
8	13

FOCUS 8

DAMAGE

WJ +6 | FA C

HIERARCH SEVERIUS

SPELLS	COST	RNG	AOE	POW	UP	OFF
AWARENESS	3	SELF	CTRL	–	NO	NO
While in this model's control area, models in its battlegroup have their front arcs extended 360° and when determining LOS ignore cloud effects, forests, and intervening models. When making attack rolls, affected models ignore screening and elevation. Awareness lasts for one round.						
CREATOR'S WRATH	2	SELF	–	–	YES	NO
This model gains an additional die on melee attack and melee damage rolls. When making a melee attack, it ignores spell effects that add to the target's ARM or DEF.						
HEX BLAST	3	10	3	13	NO	YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast expire.						
HOLY WARD	3	6	–	–	YES	NO
Target friendly Faction unit gains +2 DEF and cannot be targeted by enemy spells or animi.						
INFLUENCE	1	10	–	–	NO	YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.						
WORD OF LAW	3	SELF	*	–	NO	NO
Enemy models/units in this model's command range cannot give or receive orders for one round.						

GRAND SCRUTATOR SEVERIUS

SEVERIUS

CONVERT (★ACTION) – Select a living enemy non-character trooper model. If it is not in this model's command range, nothing happens. If it is in this model's command range, the model selected must pass a command check or it becomes a friendly Faction solo under your control for the rest of the game. The converted model cannot activate this turn.

SACRED WARD – This model cannot be targeted by enemy spells.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

GRAND SCRUTATOR SEVERIUS

FEAT: DIVINE MIGHT

XXX

For one round, enemy models cannot cast or channel spells while within Severius' control area. While in Severius' control area, enemy models with the Focus Manipulation ability do not replenish focus points during their controller's next turn.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HIERARCH SEVERIUS

SEVERIUS

ADMONISHER – When this model directly hits an enemy model with a melee or ranged attack, the d3 nearest enemy models within 5″ of the enemy model hit suffer a POW 10 magical damage roll.

WARJACK BOND – One non-character warjack in Severius' battlegroup can begin the game bonded to him. Once per turn when the warjack is directly hit by an attack, it can immediately spend 1 focus point not to suffer a damage roll from the attack.

REIGN OF FIRE

SPIRITUAL CHANNELING – This attack can be channeled through an arc node.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HIERARCH SEVERIUS

FEAT: FIRES OF COMMUNION

XXX

Either you take control of d3+3 living enemy non-character warrior models currently in Severius' control area, or d3+3 undead models currently in Severius' control area suffer a POW 12 fire damage roll. Decide before rolling. You choose the models affected. Controlled models become friendly solos for one turn.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

FEORA, PRIESTESS OF THE FLAME
PROTECTORATE WARCASTER

FEORA

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	5	15	17	9

FLAME THROWER

RNG	ROF	AOE	POW
SP	1	—	12

TRUTH & CONSEQUENCE

POW	P+S
6	13

FOCUS 6

DAMAGE

WJ +6 | FA C

FEORA, PRIESTESS OF THE FLAME

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLAZING EFFIGY	4	8	*	*	NO	NO
Enemy models within 2″ of target friendly Faction warjack suffer a POW 14 fire damage roll.						
ENGINE OF DESTRUCTION	2	SELF	–	–	NO	NO
This model gains +2 SPD, +4 STR, and +4 MAT for one round.						
HEX HAMMER	3	SELF	CTRL	–	YES	NO
When an enemy model casts a spell or uses an animus while in this model's control area, the enemy model suffers d3 damage points.						
IGNITE	2	6	–	–	YES	NO
Target friendly model/unit gains +2 on melee attack damage rolls. Affected models gain Critical Fire on their normal melee attacks.						
IMMOLATION	2	10	–	12	NO	YES
Immolation causes fire damage. On a critical hit, the model hit suffers the Fire continuous effect.						
WALL OF FIRE	2	CTRL	WALL	–	YES	NO
Place the wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. When a model enters or ends its activation in the wall area, it suffers an unboostable POW 12 fire damage roll and the Fire continuous effect. Models within the wall template gain concealment.						

FEORA, PROTECTOR OF THE FLAME
PROTECTORATE EPIC WARCASTER

FEORA

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	15	17	9

FLAME THROWER

RNG	ROF	AOE	POW
SP	1	—	12

APOCALYPSE

POW	P+S
7	14

FOCUS 6

DAMAGE

WJ +6 | FA C

FEORA, PROTECTOR OF THE FLAME

SPELLS	COST	RNG	AOE	POW	UP	OFF
CLEANSING FIRE	3	8	3	14	NO	YES
Cleansing Fire causes fire damage. On a critical hit, models hit suffer the Fire continuous effect.						
CONVECTION	2	10	–	12	NO	YES
When this spell destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup in its control area.						
ESCORT	2	SELF	CTRL	–	YES	NO
Warjacks in this model's battlegroup beginning their activations in its control area gain +2 movement. This model gains +2 ARM while any warjacks in its battlegroup are within 3″ of it.						
FIRE STEP	2	SELF	*	13	NO	NO
Enemy models within 2″ of this model suffer a POW 13 fire damage roll. After the damage is resolved, place this model completely within 3″ of its current location. Fire Step can be cast only once per activation.						
IGNITE	2	6	–	–	YES	NO
Target friendly model/unit gains +2 on melee attack damage rolls. Affected models gain Critical Fire on their normal melee attacks.						

FEORA, PRIESTESS OF THE FLAME

FEORA

INSPIRATION [Flameguard] – Friendly models/units of the listed type in this model's command range never flee and immediately rally.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

FEORA, PRIESTESS OF THE FLAME

FEAT: SCORCHED EARTH

XXX

Enemy models currently in Feora's control area suffer the Fire continuous effect.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

FEORA, PROTECTOR OF THE FLAME

FEORA

CAUSTIC PRESENCE [Fire] – Continuous effects of the type listed that affect enemy models in this model's control area do not expire.

INSPIRATION [Flameguard] – Friendly models/units of the listed type in this model's command range never flee and immediately rally.

RIGHTEOUS FLAMES – An enemy model that ends its activation within 2″ of this model suffers the Fire continuous effect.

WARJACK BOND – One non-character warjack in Feora's battlegroup begins the game bonded to her. When a model is hit by a ranged or melee attack made by the warjack, the model hit suffers the Fire continuous effect.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

FEORA, PROTECTOR OF THE FLAME

FEAT: WILD FIRE

XXX

Feora gains 1 focus point for each model currently in her control area suffering the Fire continuous effect and can immediately allocate them to warjacks in her battlegroup currently in her control area. Feora can then cause the Fire continuous effects on any number of models in her control area to expire. For each Fire continuous effect Feora causes to expire, select one model in her control area to suffer the Fire continuous effect.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

HIGH ALLEGIANT AMON AD-RAZA
PROTECTORATE WARCASTER

AMON

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	4	16	14	8

OBLIVION

POW	P+S
6	14

FOCUS 6

DAMAGE

WJ +6 | FA C

HIGH ALLEGIANT AMON AD-RAZA

SPELLS	COST	RNG	AOE	POW	UP	OFF
FLAGELLATION	2	SELF	–	–	NO	NO
When making melee attacks, this model ignores both focus points overboosting the target's Power Field and spell effects that add to its ARM or DEF. Models damaged by this model lose Tough and cannot be healed for one round.						
MOBILITY	2	SELF	CTRL	–	NO	NO
Models in this model's battlegroup currently in its control area gain +2 SPD and Pathfinder for one turn.						
HEX HAMMER	3	SELF	CTRL	–	YES	NO
When an enemy model casts a spell or uses an animus while in this model's control area, the enemy model suffers d3 damage points.						
SAND BLAST	3	SP	–	12	NO	YES
On a critical hit, the model hit is knocked down.						
SYNERGY	2	SELF	CTRL	–	YES	NO
Models in this model's battlegroup in its control area gain a +1 cumulative bonus on melee attack and melee damage rolls for each other model in this model's battlegroup in its control area that hit an enemy model with a melee attack this turn.						

THE HARBINGER OF MENOTH
PROTECTORATE WARCASTER

HARBINGER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	3	1	14	14	10

PROVIDENCE

POW	P+S
8	12

FOCUS 10

DAMAGE

WJ +5 | FA C

THE HARBINGER OF MENOTH

SPELLS	COST	RNG	AOE	POW	UP	OFF
CATACLYSM	5	8	5	20	NO	YES
Target enemy model is automatically hit. Reduce the base POW of Cataclysm by 1 for each full inch the target is away from this model. Blast damage affects only enemy models. Cataclysm has no effect if the target model is out of range.						
CRUSADER'S CALL	3	SELF	CTRL	–	NO	NO
Friendly faction models beginning a charge while in this model's control area gain +2″ movement.						
FORCE BLOW	3	10	–	12	NO	YES
Models damaged by this spell are knocked down.						
GUIDED HAND	2	6	–	–	NO	NO
Target friendly model/unit rolls an additional die on each model's first melee attack roll this turn.						
MARTYRDOM	3	SELF	CTRL	–	NO	NO
When a friendly Faction non-warcaster warrior model in this model's control area is disabled, this model can suffer d3 damage points to cause the disabled model to regain one wound and be knocked down. The model that regained the wound is no longer disabled. Martyrdom lasts for one round.						
PURIFICATION	3	SELF	CTRL	–	NO	NO
Continuous effects, animi, and upkeep spells in this model's control area expire.						
WORD OF LAW	3	SELF	*	–	NO	NO
Enemy models/units in this model's command range cannot give or receive orders for one round.						

HIGH ALLEGIANT AMON AD-RAZA

AMON

GROUND WORK – While knocked down, this model is not automatically hit by melee attacks and its DEF is not reduced.

PERFECT BALANCE – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

OBLIVION

CHAIN WEAPON – This attack ignores shields and Shield Wall.

SMITE (★ATTACK) – Instead of making a normal damage roll, the model hit is slammed d6″ directly away from this model and suffers a damage roll equal to this model's current STR plus the POW of this weapon. Collateral damage from this slam is equal to this model's current STR.

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.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HIGH ALLEGIANT AMON AD-RAZA

FEAT: UNION

XXX

Warjacks in Amon's battlegroup currently in his control area gain Perfect Balance. When Amon spends a focus point this activation, he can allocate 1 focus point to a warjack in his battlegroup that was in his control area when he spent the focus point. Union lasts for one turn.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

THE HARBINGER OF MENOTH

HARBINGER

DIVINITY – This model cannot be knocked down and never suffers Blind. It has no back arc and its front arc extends 360°.

PROVIDENCE

GUIDED – Attacks made with this weapon automatically hit.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

THE HARBINGER OF MENOTH

FEAT: GODHEAD

XXX

For one round, when an enemy model ends its normal movement in the Harbinger's control area with LOS to her or forfeits its movement while in her control area with LOS to her, it immediately suffers an unboostable POW 14 damage roll. Ignore intervening models when determining LOS.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

HIGH EXECUTIONER SERVATH REZNIK
PROTECTORATE WARCASTER

REZNIK

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	4	14	17	7

CONFESSOR

POW	P+S
7	14

FOCUS 6

DAMAGE

WJ +6 | FA C

HIGH EXECUTIONER SERVATH REZNIK

SPELLS	COST	RNG	AOE	POW	UP	OFF
ASHES TO ASHES	4	8	*	10	NO	YES
If target model is hit, it and the d6 nearest enemy models within 5″ of it suffer a POW 10 fire damage roll.						
BRAND OF HERESY	2	8	–	–	YES	YES
Models in this model's battlegroup gain boosted attack and damage rolls against target enemy model/unit.						
CHASTEN	2	8	–	12	NO	YES
Enemy upkeep spells and animi on target model/unit damaged by Chasten expire.						
ENGINE OF DESTRUCTION	2	SELF	–	–	NO	NO
This model gains +2 SPD, +4 STR, and +4 MAT for one round.						
IRON AGGRESSION	2	6	–	–	YES	NO
Target friendly warjack gains +2 to melee attack rolls and can charge or perform power attacks without spending focus.						
PERDITION	2	10	–	10	NO	YES
When an enemy model is damaged by this spell, immediately after the attack is resolved one warjack in this model's battlegroup can make a full advance toward the nearest enemy model.						

REDEEMER
PROTECTORATE LIGHT WARJACK

REDEEMER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	12	17	—

SKYHAMMER (L)

RNG	ROF	AOE	POW
16	3	3	12

BATTLE MACE (R)

POW	P+S
4	13

DAMAGE 1 2 3 4 5 6

SYSTEM STATUS L R M C

PC 6 | FA U

REPENTER
PROTECTORATE LIGHT WARJACK

REPENTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	12	17	—

FLAME THROWER (L)

RNG	ROF	AOE	POW
SP	1	—	12

WAR FLAIL (R)

POW	P+S
4	13

DAMAGE 1 2 3 4 5 6

SYSTEM STATUS L R M C

PC 4 | FA U

HIGH EXECUTIONER SERVATH REZNIK

REZNIK

EXCRUCIATOR – Once per turn during this model's activation when it boxes a living enemy warrior model with a melee attack, you can place a Wrack into play within 3″ of this model and remove the boxed model from play.

WITCH HOUND – If a model in this model's battlegroup in its control area is hit by an enemy magic attack, immediately after the attack is resolved one model in this model's battlegroup in its control area can make a full advance and make one normal attack.

CONFESSOR

PURGATION – This model gains an additional die on melee attack and damage rolls against a model with an enemy upkeep spell on it.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HIGH EXECUTIONER SERVATH REZNIK

FEAT: JUDGMENT DAY

XXX

Enemy models currently in Reznik's control area lose all focus and fury points and cannot upkeep spells or be allocated focus. Enemy models casting spells while within Reznik's control area suffer the Fire continuous effect. Judgment Day lasts for one round.

© Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

REDEEMER

SKYHAMMER

INACCURATE – This model suffers -4 on attack rolls with this weapon.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

REPENTER

WAR FLAIL

CHAIN WEAPON – This attack ignores shields and Shield Wall.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

REVENGER
PROTECTORATE LIGHT WARJACK

REVENGER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	12	17	—

REPULSOR SHIELD		
	POW	P+S
L	1	10

HALBERD		
	POW	P+S
R	4	13

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 6 FA U

DEVOUT
PROTECTORATE LIGHT WARJACK

DEVOUT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	4	13	16	—

GREAT SHIELD		
	POW	P+S
L	1	10

POLE AXE		
	POW	P+S
R	4	13

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 5 FA U

DERVISH
PROTECTORATE LIGHT WARJACK

DERVISH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	4	13	16	—

SWORD		
	POW	P+S
L	4	13

SWORD		
	POW	P+S
R	4	13

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 4 FA U

BLESSING OF VENGEANCE
PROTECTORATE CHARACTER LIGHT WARJACK

BLESSING OF VENGEANCE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	5	12	17	—

REPULSOR SHIELD		
	POW	P+S
L	1	10

HALBERD		
	POW	P+S
R	4	13

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 7 FA C

REVENGER

REPULSOR SHIELD

REPEL – When this model hits with this weapon during its activation, the model hit is pushed 1″ directly away from this model. When this model is hit with a melee attack made by a model in its front arc, after the attack is resolved the attacking model is pushed 1″ directly away from this model.

HALBERD

POWERFUL CHARGE – When making a charge attack with this weapon, gain +2 to attack rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

DEVOUT

DEVOUT

DEFENSIVE STRIKE – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can make one normal melee attack against it.

SHIELD GUARD – Once per round, when this model's controlling warcaster is directly hit by a ranged attack during your opponent's turn and this model is within 2″ of the warcaster, this model becomes the target of the attack and is automatically hit. If this model is Incorporeal, knocked down, or stationary, it cannot use Shield Guard.

SPELL BARRIER – While B2B with its controlling warcaster during its activation, this model can spend 1 focus point to activate Spell Barrier. If it does, the warcaster cannot be targeted by enemy spells for one round.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

DERVISH

DERVISH

SIDE STEP – When this model hits with an initial attack or a ★Attack, it can advance 2″ after the attack has been resolved. This model cannot be targeted by free strikes during this movement.

SWORDS

COMBO STRIKE (★ATTACK) – Make a melee attack. Instead of making a normal damage roll, the damage roll is equal to this model's current STR plus twice the POW of this weapon.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

BLESSING OF VENGEANCE

BLESSING OF VENGEANCE

AFFINITY (SEVERIUS) – Once per turn when Severius channels a spell through this model, Severius gains +2 to damage rolls resulting from the spell.

DEFENSIVE STRIKE – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can make one normal melee attack against it.

IMPRINT: PREACTIVE STRIKE – During its activation, this model can spend 1 focus point to make its combat action before its normal movement this activation. If it does, it must use its normal movement to make a full advance this activation.

REPULSOR SHIELD

REPEL – When this model hits with this weapon during its activation, the model hit is pushed 1″ directly away from this model. When this model is hit with a melee attack made by a model in its front arc, after the attack is resolved the attacking model is pushed 1″ directly away from this model.

HALBERD

POWERFUL CHARGE – When making a charge attack with this weapon, gain +2 to attack rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

CRUSADER
PROTECTORATE HEAVY WARJACK

CRUSADER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	5	10	19	—

OPEN FIST		
	POW	P+S
	3	14

INFERNO MACE		
	POW	P+S
	7	18

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 6 FA U

VANQUISHER
PROTECTORATE HEAVY WARJACK

VANQUISHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	5	10	19	—

FLAME BELCHER			
RNG	ROF	AOE	POW
8	1	4	14

BLAZING STAR		
	POW	P+S
	5	16

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 8 FA U

GUARDIAN
PROTECTORATE HEAVY WARJACK

GUARDIAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	5	10	19	—

OPEN FIST		
	POW	P+S
	3	14

FLAME PIKE		
	POW	P+S
	6	17

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 9 FA U

RECKONER
PROTECTORATE HEAVY WARJACK

RECKONER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	10	19	—

CONDEMNER			
RNG	ROF	AOE	POW
12	1	—	13

CONSECRATOR		
	POW	P+S
	6	17

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 8 FA U

CRUSADER

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

VANQUISHER

BLAZING STAR

CHAIN WEAPON – This attack ignores shields and Shield Wall.

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.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

GUARDIAN

FLAME PIKE

CRITICAL PITCH – On a critical hit, this model can throw the model hit rather than make a normal damage roll as if it had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll equal to this model's current STR plus the current POW of this weapon. Collateral damage is equal to this model's current STR.

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

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

RECKONER

RECKONER

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.

CONDEMNER

FLARE – Models hit by this weapon suffer –2 DEF for one round.

CONSECRATOR

CHOKING VEIL – Living enemy models within 2″ of this model suffer –2 to attack rolls. This model has concealment.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast,* and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

AVATAR OF MENOTH
PROTECTORATE CHARACTER HEAVY WARJACK

AVATAR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	8	6	10	19	—

DIVINE SHIELD		
	POW	P+S
L	1	13

BURNING WRATH		
	POW	P+S
R	7	19

DAMAGE 1 2 3 4 5 6

L L M M R R
L M M R

SYSTEM STATUS L R M

PC 10 FA C

CASTIGATOR
PROTECTORATE HEAVY WARJACK

CASTIGATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	10	19	—

FLAME FISTS		
	POW	P+S
L	5	16

FLAME FISTS		
	POW	P+S
R	5	16

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 8 FA U

FIRE OF SALVATION
PROTECTORATE CHARACTER HEAVY WARJACK

FIRE OF SALVATION						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	5	10	19	—

OPEN FIST		
	POW	P+S
L	3	14

ABSOLVER		
	POW	P+S
R	7	18

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 FA C

PALADIN OF THE ORDER OF THE WALL
PROTECTORATE SOLO

PALADIN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	13	15	9

FIREBRAND		
	POW	P+S
	7	14

DAMAGE

PC 2 FA 2

AVATAR OF MENOTH

AVATAR

HOLY VESSEL – This model cannot be part of a battlegroup. During your Control Phase, this model receives d3+1 focus points. This model does not suffer Disruption and is not affected by effects requiring a functional Cortex.

MENOTH'S GAZE – During its activation, this model can spend 1 focus point to use Menoth's Gaze. For one round, while within 8″ of this model and in its LOS, enemy models can advance only toward this model.

SACRED WARD – This model cannot be targeted by enemy spells.

BURNING WRATH

FLAME BURST – When this model boxes an enemy model with this weapon, enemy models within 1″ of the boxed model suffer the Fire continuous effect.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

CASTIGATOR

CASTIGATOR

COMBUSTION (★ATTACK) – Models within 2″ of this model suffer a POW 12 fire damage roll and the Fire continuous effect. This model can make additional melee attacks after making this special attack.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

FIRE OF SALVATION

FIRE OF SALVATION

AFFINITY (KREOSS) – While this model is in Kreoss' control area, Kreoss can target it with upkeep spells regardless of range or LOS and enemy models cannot upkeep spells on it. Kreoss can upkeep a spell on this model without spending focus.

IMPRINT: HOLY FERVOR – During its activation, this model can spend 1 focus point to use Holy Fervor. This activation, this model gains boosted melee attack rolls. When it destroys one or more enemy models with an attack made with one of its melee weapons this activation, immediately after the attack is resolved it can make one additional melee attack.

RIGHTEOUS VENGEANCE – If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5″ of this model during your opponent's last turn, during your Maintenance Phase this model can make a full advance followed by one normal melee attack.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

PALADIN OF THE ORDER OF THE WALL

PALADIN

STONE-AND-MORTAR STANCE – During its activation, this model can forfeit its normal movement or action to gain +5 DEF and ARM. The affected model cannot be knocked down. Stone-and-Mortar Stance lasts for one round.

WEAPON MASTER [Firebrand] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

KNIGHTS EXEMPLAR SENESCHAL
PROTECTORATE SOLO

SENESCHAL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	13	15	9

RELIC BLADE	
POW	P+S
5	11

DAMAGE

PC 3 | FA 2

THE WRACK
PROTECTORATE SOLO

WRACK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
—	1	—	—	5	10	10

PC 3 Wracks 1 | FA 1

THE COVENANT OF MENOTH
PROTECTORATE CHARACTER SOLO

COVENANT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	4	4	12	12	10

DAMAGE

PC 2 | FA C

RECLAIMER
PROTECTORATE SOLO

RECLAIMER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	6	4	13	13	8

CINERATOR	
POW	P+S
5	10

DAMAGE

PC 2 | FA 2

KNIGHTS EXEMPLAR SENESCHAL

SENESCHAL

AEGIS OF FAITH – This model is immune to continuous effects.

CHAIN ATTACK: SMITE – If this model hits the same model with both its initial melee attacks, after resolving the attacks it can immediately make an additional melee attack against that model. If the attack hits, the target is slammed d6″ directly away from this model. The slam damage roll is equal to the current STR of this model + the POW of one of its melee weapons. Collateral damage is equal to the current STR of this model + the POW of one of its melee weapons.

RESTORATION – When a living friendly Faction model in this model's command range is destroyed by an enemy attack, after the attack is resolved this model heals 1 damage point. When this model is disabled, it is knocked down instead of becoming boxed. If this model regains a damage point while disabled it is no longer disabled. If this model is still disabled at the beginning of your next Maintenance Phase, it is destroyed.

RIGHTEOUS FURY – When one or more friendly Faction warrior models are destroyed by an enemy attack while in this model's command range, this model gains +2 STR and ARM for one round.

WEAPON MASTER [Relic Blade] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

THE WRACK

WRACK

DEATH BLAST – When this model is disabled, center a 5″ AOE on it. Models in the AOE suffer a POW 14 blast damage roll. This model is then removed from play.

IMMOBILE – This model has no movement phase or action phase and cannot be knocked down. It has no back arc and its front arc extends 360˚. It has no melee range, cannot engage, and is automatically hit by melee attacks.

SUFFERING'S PRAYER – This model begins the game with 1 focus point. It receives 1 focus point during your Control Phase if it does not currently have a focus point. This model cannot have more than 1 focus point at a time. While a focus point remains on this model, ranged attacks automatically miss it. During a friendly Faction warcaster's activation, it can remove 1 focus point from this model in its control area and add that focus point to its current total. Each warcaster can do this only once per turn. When a focus point is removed from this model, roll a d6. On a 1, 2, or 3 this model explodes with the same effect as Death Blast and is removed from play.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

THE COVENANT OF MENOTH

COVENANT

ANCIENT SHROUD – When a damage roll exceeds this model's ARM, it suffers 1 damage point instead of the total rolled.

FLAMES OF WRATH (★ACTION) – Select a friendly Faction model/unit. While that model is in this model's command range, for one round, enemy models directly hit by its melee or ranged attacks suffer the Fire continuous effect.

LAWGIVER'S CREED (★ACTION) – For one round, enemy models cannot cast spells while in this model's command range.

POWER OF FAITH (★ACTION) – For one round, friendly Faction models cannot be knocked down or made stationary while in this model's command range.

SPELL WARD – This model cannot be targeted by spells.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

RECLAIMER

RECLAIMER

COMMUNION (★ACTION) – Select a friendly Faction warjack and spend up to three soul tokens. If the warjack is not within 5″ of this model, this special action has no effect but the soul tokens are still spent. If the warjack is within 5″ of this model it is allocated 1 focus point for each soul token spent.

GATEKEEPER – This model gains one soul token for each friendly living Faction warrior model destroyed by an enemy attack or collateral damage of an enemy attack in its command range. This model can have up to five soul tokens. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls.

SOULSTORM – While this model has one or more soul tokens, when an enemy model enters or ends its activation within 4″ of this model it immediately suffers 1 damage point.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

HIGH PALADIN DARTAN VILMON
PROTECTORATE CHARACTER SOLO

VILMON

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	9	4	13	17	10

CENSURE

POW	P+S
8	15

DAMAGE

PC 3 | FA C

ALLEGIANT OF THE ORDER OF THE FIST
PROTECTORATE SOLO

ALLEGIANT

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	4	15	12	9

PUNCHING GAUNTLET

POW	P+S
2	9

DAMAGE

PC 2 | FA 2

HIEROPHANT
PROTECTORATE SOLO

HIEROPHANT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	5	4	13	13	7

STAFF

POW	P+S
3	7

DAMAGE

PC 2 | FA 1

HIGH EXEMPLAR GRAVUS
PROTECTORATE DRAGOON CHARACTER SOLO

HIGH EXEMPLAR GRAVUS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/5	5	8	4	12	17/15	9

REVERENCE

POW	P+S
6	11

MOUNT

POW
10

MOUNTED DAMAGE

DISMOUNTED DAMAGE

PC 5 | FA C

HIGH PALADIN DARTAN VILMON

VILMON

ELITE CADRE (PALADINS OF THE ORDER OF THE WALL) – Friendly Paladin of the Order of the Wall models gain Impervious Wall.

IMPERVIOUS WALL – During its activation, this model can forfeit its normal movement or action to enter Impervious Wall for one round. While in Impervious Wall, this model is immune to continuous effects, does not suffer damage or effects from non-magical ranged or melee attacks, and cannot be knocked down.

RAPID STRIKE – This model can make one additional melee attack each combat action.

WEAPON MASTER [Censure] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

ALLEGIANT OF THE ORDER OF THE FIST

ALLEGIANT

GROUND WORK – While knocked down, this model is not automatically hit by melee attacks and its DEF is not reduced.

PERFECT BALANCE – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

SHIFTING SANDS STANCE – During its activation, this model can forfeit its normal movement or action to gain +2 DEF. Unless it is advancing, if an enemy attack misses it, this model can make a full advance after the attack is resolved. Shifting Sands Stance lasts for one round.

WEAPON MASTER [Punching Gauntlet] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HIEROPHANT

HIEROPHANT

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.

HARMONIOUS EXALTATION (★ACTION) – If this model is not within 3″ of its warcaster when it makes this special action, nothing happens. If this model is within 3″ of its warcaster when it makes this special action, once this turn, when the warcaster casts a spell reduce its COST by 1.

HEAL (★ACTION) – Select a friendly living model B2B with this model. That model heals d3 damage points.

SPIRITUAL CONDUIT – While its warcaster is in this model's command range, spells directly cast from the warcaster gain +2″ RNG.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HIGH EXEMPLAR GRAVUS

GRAVUS

BROTHER'S KEEPER – While in this model's command range, friendly non-warcaster Exemplar models cannot be knocked down or made stationary.

CRUSADER'S REQUIEM – This model gains one soul token for each friendly Exemplar model destroyed or removed from play by an enemy attack in its command range. This model can have up to three soul tokens at a time. It can spend soul tokens during its activation for additional attacks or to boost attack or damage rolls.

DRAGOON – While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 5 and base ARM 15.

WEAPON MASTER [Reverence] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

REVERENCE

CHAIN WEAPON – This attack ignores shields and Shield Wall.

DISPEL – When this weapon hits a model/unit, upkeep spells on the model/unit hit immediately expire..

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

VASSAL OF MENOTH
PROTECTORATE SOLO

VASSAL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	4	4	12	12	6

DAMAGE

PC 2 | FA 2

CHOIR OF MENOTH
PROTECTORATE UNIT

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	4	4	12	12	8

BATTLE STAFF	
POW	P+S
2	6

PC		
	Leader and 3 Grunts	2
	Leader and 5 Grunts	3

FA 3

DELIVERERS
PROTECTORATE UNIT

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	4	5	12	11	7

SKYHAMMER			
RNG	ROF	AOE	POW
16	1	3	12

SWORD	
POW	P+S
3	7

PC		
	Leader and 5 Grunts	5
	Leader and 9 Grunts	8

FA 1

HOLY ZEALOTS
PROTECTORATE UNIT

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	4	4	12	12	8

FIRE BOMB			
RNG	ROF	AOE	POW
5	1	3	12

MACE	
POW	P+S
3	7

PC		
	Leader and 5 Grunts	4
	Leader and 9 Grunts	6

FA 3

VASSAL OF MENOTH

VASSAL

BATTLEFIELD MANEUVERS – While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

MAGIC ABILITY [7]

- **ANCILLARY ATTACK (★ACTION)** – Select a friendly Faction warjack. If it is not within 5″ of this model, nothing happens. If it is within 5″, the warjack selected immediately makes one normal melee or ranged attack. A warjack can be affected by Ancillary Attack only once per round.
- **ARCANE BOLT (★ATTACK)** – Arcane Bolt is a RNG 12, POW 11 magic attack.
- **ENLIVEN (★ACTION)** – Select a friendly Faction warjack. If it is not within 5″ of this model, nothing happens. If it is within 5″ and suffers damage from an enemy attack, unless it is advancing, immediately after the attack is resolved the warjack can make a full advance, then this spell expires. The warjack cannot be targeted by free strikes during this movement. Enliven lasts for one round.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

CHOIR OF MENOTH

LEADER & GRUNTS

HYMN – All models in this unit performing a Hymn special action must perform the same Hymn. Each model performing a Hymn can select a friendly Faction warjack. If a warjack selected is not within 3″ of the selecting model, nothing happens. If a warjack is within 3″, it is affected by the Hymn. While affected by a Hymn, a warjack cannot be affected by another Hymn. Hymns last for one round.

- **BATTLE HYMN (★ACTION)** – The selected warjack gains +2 to attack and damage rolls.
- **HYMN OF PASSAGE (★ACTION)** – The selected warjack cannot be targeted by non-magical ranged attacks.
- **HYMN OF SHIELDING (★ACTION)** – The selected warjack cannot be targeted by enemy spells.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

DELIVERERS

SKYHAMMER

ROCKET VOLLEY – Instead of making ranged attacks separately, two or more models in this unit can make a combined ranged attack. Do not add a damage roll bonus for the number of models participating in this combined ranged attack. If 3–4 models participate in the attack, increase the AOE to 4″. If 5 or more models participate, increase the AOE to 5″.

INACCURATE – This model suffers -4 on attack rolls with this weapon.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

HOLY ZEALOTS

LEADER & GRUNTS

NON-STANDARDIZED WEAPONS – The leader is armed with a Mace. The grunts are armed with Fire Bombs and Maces.

PRAYERS – The leader of this unit can recite one of the following prayers each turn during its unit's activation. Each model in this unit gains the listed benefits for one round.

- **PRAYER OF FERVOR** – Affected models gain +2 to attack and damage rolls.
- **PRAYER OF WARDING** – Affected models cannot be targeted by enemy spells.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

MONOLITH BEARER
PROTECTORATE HOLY ZEALOT UNIT ATTACHMENT

BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	5	12	12	9

MACE

POW	P+S
3	9

DAMAGE

PC 2 | FA 1

KNIGHTS EXEMPLAR
PROTECTORATE UNIT

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	4	12	15	9

RELIC BLADE

POW	P+S
5	11

PC		
	Leader and 5 Grunts	5
	Leader and 9 Grunts	8

FA 2

TEMPLE FLAMEGUARD
PROTECTORATE UNIT

LEADER & GRUNTS

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

FLAME SPEAR

POW	P+S
5	10

PC		
	Leader and 5 Grunts	4
	Leader and 9 Grunts	6

FA 3

TEMPLE FLAMEGUARD OFFICER & STANDARD
PROTECTORATE UNIT ATTACHMENT

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	13	13	9

FLAME SPEAR

POW	P+S
5	10

STANDARD BEARER

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

OFFICER'S DAMAGE

PC 2 | FA 1

MONOLITH BEARER

BEARER

GRANTED: FEARLESS – While this model is in play, models in this unit gain Fearless.

GREATER DESTINY – Once per game, this model can use this ability during its unit's activation. For one round, models in this unit do not suffer damage from melee or ranged attacks.

HOLY MONOLITH – When one or more models in this unit are destroyed by an enemy attack, after the attack is resolved models in this unit gain +4 ARM for one turn.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

KNIGHTS EXEMPLAR

LEADER & GRUNTS

BATTLE DRIVEN – When a model in this unit is damaged by an enemy attack, after the attack is resolved, models in this unit gain +2 STR and ARM and Pathfinder for one round.

WEAPON MASTER [Relic Blade] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

TEMPLE FLAMEGUARD

LEADER & GRUNTS

SHIELD WALL (ORDER) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

FLAME SPEAR

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

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

TEMPLE FLAMEGUARD OFFICER & STANDARD

OFFICER

GRANTED: RANKED ATTACK – While this model is in play, models in this unit gain Ranked Attack. (A model with Ranked Attack can ignore intervening models in its unit when drawing LOS.)

TACTICS: MENOTH'S HOWL – Models in this unit gain Terror and their melee weapons gain the Fire continuous effect.

FLAME SPEAR

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

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

DELIVERER SUNBURST CREW
PROTECTORATE WEAPON CREW UNIT

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	4	5	12	11	7

SUNBURST

RNG	ROF	AOE	POW
16	1	4	16

SWORD

POW	P+S
3	7

PC Leader and 2 Grunts 3

FA 2

FLAMEGUARD CLEANSERS
PROTECTORATE UNIT

LEADER & GRUNTS

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

PURIFIER

RNG	ROF	AOE	POW
SP	1	—	12

PURIFIER BLADE

POW	P+S
3	8

PC Leader and 5 Grunts 5
Leader and 9 Grunts 8

FA 2

DAUGHTERS OF THE FLAME
PROTECTORATE FLAMEGUARD UNIT

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	14	12	8

SWORD

POW	P+S
4	9

PC Leader and 5 Grunts 5

FA 2

EXEMPLAR ERRANTS
PROTECTORATE UNIT

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	12	16	9

HEAVY CROSSBOW

RNG	ROF	AOE	POW
10	1	—	10

SWORD

POW	P+S
3	9

PC Leader and 5 Grunts 5
Leader and 9 Grunts 8

FA 2

DELIVERER SUNBURST CREW

LEADER & GRUNTS

NON-STANDARDIZED WEAPONS – The leader is armed with a Sunburst and Sword. The grunts are armed with Swords.

SUNBURST

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.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

FLAMEGUARD CLEANSERS

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

DAUGHTERS OF THE FLAME

LEADER & GRUNTS

ACROBATICS – This model can advance through other models if it has enough movement to move completely past their bases. This model cannot be targeted by free strikes. This model ignores intervening models when declaring its charge target.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

EXEMPLAR ERRANTS

LEADER & GRUNTS

SELF SACRIFICE – If this model is disabled by an enemy attack you can select another model in this unit within 3″ of this model to be disabled instead. If another model in its unit is disabled instead, this model regains one wound.

WEAPON MASTER [Sword] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

HEAVY CROSSBOW

BLESSED – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

EXEMPLAR VENGERS
PROTECTORATE CAVALRY UNIT

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	4	12	17	9

BLESSED LANCE

POW	P+S
8	14

SWORD

POW	P+S
3	9

MOUNT

POW
10

MODEL A'S DAMAGE
MODEL B'S DAMAGE
MODEL C'S DAMAGE
MODEL D'S DAMAGE
MODEL E'S DAMAGE

PC		
	Leader and 2 Grunts	7
	Leader and 4 Grunts	11

FA 1

EXEMPLAR BASTIONS
PROTECTORATE UNIT

LEADER & GRUNTS

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

CONSECRATED HALBERD

POW	P+S
5	12

MODEL A'S DAMAGE
MODEL B'S DAMAGE
MODEL C'S DAMAGE
MODEL D'S DAMAGE
MODEL E'S DAMAGE

PC		
	Leader and 2 Grunts	5
	Leader and 4 Grunts	8

FA 1

VISGOTH JUVIAH RHOVEN & HONOR GUARD
PROTECTORATE CHARACTER UNIT

VISGOTH RHOVEN

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	4	12	16	10

STAFF OF SULON

POW	P+S
6	12

GIUS AND CASSIAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	4	12	16	9

CONSECRATED HALBERD

POW	P+S
5	11

RHOVEN'S DAMAGE
GUIS' DAMAGE
CASSIAN'S DAMAGE

PC		
	Rhoven, Gius and Cassian	5

FA C

IDRIAN SKIRMISHERS
PROTECTORATE ALLY UNIT

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	13	12	8

MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11

KOPIS

POW	P+S
4	10

PC		
	Leader and 5 Grunts	7
	Leader and 9 Grunts	11

FA 2

EXEMPLAR VENGERS

LEADER & GRUNTS

BATTLE DRIVEN – When a model in this unit is damaged by an enemy attack, after the attack is resolved, models in this unit gain +2 STR and ARM and Pathfinder for one round.

WEAPON MASTER [Sword] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

BLESSED LANCE

BLESSED – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

LANCE – This weapon can be used only to make charge attacks. When this model charges, this weapon gains reach until its charge is resolved.

SWORD

CLOSE COMBAT – This model cannot make an initial attack with this weapon during an activation it charged at least 3".

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

EXEMPLAR BASTIONS

LEADER & GRUNTS

SANGUINE BOND – When this model suffers damage from an enemy attack, you can assign any number of the damage points to one or more models in this model's unit, dividing them at your discretion. A model cannot be assigned more damage points than it has wounds remaining.

WEAPON MASTER [Consecrated Halberd] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

VISGOTH JUVIAH RHOVEN & HONOR GUARD

VISGOTH RHOVEN

BATTLE DRIVEN – When a model in this unit is damaged by an enemy attack, after the attack is resolved, models in this unit gain +2 STR and ARM and Pathfinder for one round.

CLEANSE (★ACTION) – Animi on models/units in this model's command range expire.

MENOTH'S SIGHT (★ACTION) – Select a friendly Faction model. While in this model's command range, for one round the selected model ignores Stealth and ignores cloud effects when drawing LOS.

GIUS & CASSIAN

BATTLE DRIVEN – See above.

EXEMPLAR – Gius and Cassian are Exemplar models.

WEAPON MASTER [Consecrated Halberd] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

IDRIAN SKIRMISHERS

LEADER & GRUNTS

CAMOUFLAGE — This model gains an additional +2 DEF when benefiting from concealment or cover.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS

IDRAIN SKIRMISHER CHIEFTAIN & GUIDE

PROTECTORATE ALLY UNIT ATTACHMENT

CHIEFTAIN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	13	12	9

MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11

KOPIS

POW	P+S
4	10

GUIDE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	13	12	8

MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11

KOPIS

POW	P+S
4	10

CHIETAIN'S DAMAGE

GUIDE'S DAMAGE

PC 2

FA 1

IDRAIN SKIRMISHER CHIEFTAIN & GUIDE

CHIEFTAIN

ASSAULT & BATTERY (ORDER) – Before their normal movement, affected models can make one ranged attack, after which they must charge or run. The ranged attack is made before declaring a charge target.

CAMOUFLAGE — This model gains an additional +2 DEF when benefiting from concealment or cover.

GUIDE

CAMOUFLAGE — See above.

GO TO GROUND – Once per game during its unit's activation while in formation, this model can use Go To Ground. Models in this unit in formation gain cover, do not suffer blast damage, and do not block LOS for one round or until they move, are placed, or are engaged.

HUNTSMAN – After deployment but before the first player's turn, select an enemy model/unit to be this unit's prey. While this model is in play, models in this unit beginning their activation within 10″ of the prey gain +2 SPD. While this model is in play, models in this unit gain +2 to attack and damage rolls against the prey. When the prey is destroyed or removed from play, select another model/unit as the prey.

Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.
All faction names, logos, *warjack*, *warcaster*, & *warbeast* are TM of Privateer Press, Inc.

 Contents and Game Rules ©2001-2009 Privateer Press Inc. All Rights Reserved. *Privateer Press, WARMACHINE®, Cygnar, Khador, Cryx, Protectorate of Menoth, Retribution of Ios, warcaster, warjack, warbeast*, and all associated logos and slogans are trademarks of Privateer Press, Inc. Permission is hereby granted to photocopy and retain electronic copies. Any such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof. Privateer Press reserves the right to remove this permission at any time for any reason.

PRIVATEER PRESS