



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

SCATTERGUN				
	RNG	ROF	AOE	POW
SP	1	—	12	

FOECLEAVER	
	POW 7 P+S 13

MECHANIKAL ARM		
	POW	P+S
	5	11




DAMAGE


WJ
+7


SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	-	11	NO	YES
Magical bolts of energy streak toward the target model.						

BLUR	2	6	-	-	YES	NO
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
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.						
OBLITERATION	4	10	4	15	NO	YES
The earth itself is blasted apart by the force of this attack.						
TEMPER METAL	2	6	-	-	YES	NO
Target friendly warjack gains +2 ARM and is immune to continuous effects.						

MAGNUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	14	17	8

SCATTERGUN				
	RNG	ROF	AOE	POW
	SP	1	—	12

FOECLEAVER X		
	POW 7	P+S 13

MECHANIKAL ARM		
	POW	P+S
	5	11



DAMAG

WJ
+6

SPELLS	COST	RNG	AOE	POW	UP	OFF
BULLET DODGER	2	6	-	-	YES	NO
Target friendly model gains +2 DEF against ranged attack rolls and						

<p>Dodge. When a model with Dodge is missed by an enemy attack, immediately after the attack is resolved it can advance up to 2" unless it was missed while advancing. This model cannot be targeted by free strikes during this movement.</p>						
CALAMITY	3	8	-	-	YES	YES
<p>Friendly models gain +2 to their attack and damage rolls against target enemy model/unit.</p>						
CONVECTION	2	10	-	12	NO	YES
<p>When this spell destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup in its control area.</p>						
MOBILITY	2	SELF	CTRL	-	NO	NO
<p>Models in this model's battlegroup currently in its control area gain +2 SPD and Pathfinder for one turn.</p>						
OBILITERATION	4	10	4	15	NO	YES
<p>The earth itself is blasted apart by the force of this attack.</p>						

MERCENARY
Magnus the Traitor will work for Cryx, Khador, and the Protectorate.

MAGNUS
BACKSTAB – This model rolls an additional die on its back strike damage rolls.

FEIGN DEATH – This model cannot be targeted by ranged or magic attacks while knocked down.

FOECLEAVER

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

MECHANIKAL ARM
KNOCKDOWN – When a model is hit by this attack, it is knocked down.

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$$XXX$$

Models in Magnus' battlegroup currently in his control area can make a full advance or run after all friendly models have completed their activations this turn. During this movement models cannot be targeted by free strikes.

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MERCENARY
Magnus the Warlord will work for Cryx, Khador, and the Protectorate.

MAGNUS
BACKSTAB – This model rolls an additional die on its back strike damage rolls.

SKORNE MINION WARCASTER – If you can have two or more warlocks in your army, Magnus and warjacks in his battlegroup can take the place of a Skorne warlock. Magnus counts toward the maximum number of warlocks allowed in an army and counts as a warlock for field allowances.

WARJACK BOND – One non-character warjack in Magnus' battlegroup can begin the game bonded to him. The warjack gains +2 to melee attack rolls and rolls an additional die on its back strike damage rolls.

FOECLEAVER X
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.

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

MECHANIKAL ARM
KNOCKDOWN – When a model is hit by this attack, it is knocked down.

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$$XXX$$

Select two table edges. Enemy models currently in Magnus' control area cannot advance toward those table edges for one round.

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RENEGADE
MERCENARY LIGHT WARJACK

RENEGADE

SPDSTRMATRATDEFARMCMD

58661117—

OBLITERATOR

RNGROFAOEPOW

141416

L

SHREDDER

POWP+S


412


R

DAMAGE

123456

MARINER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	12	17	—

SHIP GUN				
	RNG	ROF	AOE	POW
	15	1	3	14


ANCHOR		
	POW	P+S
	5	16


DAMAGE						
	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						


SYSTEM STATUS ☐ L ☐ R ☐ M ☐ C

PC
8

EIRYSS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	6	9	16	12	9

CROSSBOW				
	RNG	ROF	AOE	POW
	12	1	—	10

BAYONET		
	POW	P+S
	2	6

SABER		
	POW	P+S
	3	7

DAMAGE

PC
3

REINHOLDT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	2	2	2	16	9	4

PC
1

GORMAN						
SPD	STR	MAT	RAT	DEF	ARM	CM
6	4	5	5	14	12	8

ALCHEMICAL GRENADE				
	RNG	ROF	AOE	POV
	6	1	3	*

STILETTO	
	POW P+S
2	6

DAMAGE

PC
2

<div><div><div>BOSUN GROGSPAR</div><div>MERCENARY PRIVATEER TROLLKIN CHARACTER SOLO</div></div><div><div><div>BOSUN GROGSPAR</div><div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>5</div><div>8</div><div>6</div><div>5</div><div>13</div><div>15</div><div>8</div></div></div><div><div><div><div></div></div><div><div></div></div></div></div></div><div><div><div>HARPOON GUN</div><div><div><div>RNG</div><div>ROF</div><div>AOE</div><div>POW</div></div><div><div>10</div><div>1</div><div>3</div><div>12</div></div></div></div></div><div><div><div>GIANT HOOK</div><div><div><div>POW</div><div>P+S</div></div><div><div>4</div><div>12</div></div></div></div></div><div><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div><div><div>PC</div><div>2</div><div>FA</div><div>C</div></div></div></div></div>	<div><div><div>DIRTY MEG</div><div>MERCENARY PRIVATEER CHARACTER SOLO</div></div><div><div><div>DIRTY MEG</div><div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>5</div><div>6</div><div>6</div><div>5</div><div>13</div><div>13</div><div>8</div></div></div><div><div><div><div></div></div><div><div></div></div></div></div></div><div><div><div>JUNKER</div><div><div><div>RNG</div><div>ROF</div><div>AOE</div><div>POW</div></div><div><div>10</div><div>1</div><div>—</div><div>12</div></div></div></div></div><div><div><div>GREAT WRENCH</div><div><div><div>POW</div><div>P+S</div></div><div><div>3</div><div>9</div></div></div></div></div><div><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div><div><div>PC</div><div>2</div><div>FA</div><div>C</div></div></div></div></div>	<div><div><div>DOC KILLINGSWORTH</div><div>MERCENARY PRIVATEER CHARACTER SOLO</div></div><div><div><div>DOC KILLINGSWORTH</div><div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>5</div><div>7</div><div>6</div><div>5</div><div>13</div><div>13</div><div>7</div></div></div><div><div><div><div></div></div><div><div></div></div></div></div></div><div><div><div>DIRTY THROWING KNIVES</div><div><div><div>RNG</div><div>ROF</div><div>AOE</div><div>POW</div></div><div><div>6</div><div>1</div><div>—</div><div>2</div></div></div></div></div><div><div><div>MEAT CLEAVER</div><div><div><div>POW</div><div>P+S</div></div><div><div>4</div><div>11</div></div></div></div></div><div><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div><div><div>PC</div><div>2</div><div>FA</div><div>C</div></div></div></div></div>	<div><div><div>FIRST MATE HAWK</div><div>MERCENARY PRIVATEER CHARACTER SOLO</div></div><div><div><div>HAWK</div><div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>7</div><div>5</div><div>7</div><div>5</div><div>15</div><div>13</div><div>9</div></div></div><div><div><div><div></div></div><div><div></div></div></div></div></div><div><div><div>CUTLASS</div><div><div><div>POW</div><div>P+S</div></div><div><div>4</div><div>9</div></div></div></div></div><div><div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div><div><div>PC</div><div>2</div><div>FA</div><div>C</div></div></div></div></div>
<div><div><div>BOSUN GROGSPAR</div><div><div><div>MERCENARY</div><div>Bosun Grogsparr will work for Cryx, Cygnar, Khador, and the Protectorate.</div><div>BOSUN GROGSPAR</div><div>NO SLEEPING ON THE JOB – This model and friendly Sea Dog models in its command range cannot be knocked down.</div><div>GIANT HOOK</div><div>PITCH – On a 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.</div></div></div></div></div>	<div><div><div>DIRTY MEG</div><div><div><div>MERCENARY</div><div>Dirty Meg will work for Cygnar, Khador, and the Protectorate.</div><div>DIRTY MEG</div><div>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.</div><div>DRIVE: OFF ROAD – 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 gains Pathfinder and must use its normal movement and combat action to charge or make a slam power attack during its activation this turn. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.</div><div>JUNKER</div><div>MONKEY WRENCH – When this attack hits a warjack, select one of the warjack's systems. That system suffers the effects of being crippled for one round. The warjack cannot be wrecked as a result of Monkey Wrench.</div></div></div></div></div>	<div><div><div>DOC KILLINGSWORTH</div><div><div><div>MERCENARY</div><div>Doc Killingsworth will work for Cryx, Cygnar, Khador, and the Protectorate.</div><div>DOC KILLINGSWORTH</div><div>SURGERY (★ACTION) – Select a friendly faction warrior model B2B with this model. That model heals d6 damage points.</div><div>NO, I'M FINE – While in this model's command range, other friendly Privateer models are no longer disabled on a Tough roll of 4, 5, or 6.</div><div>DIRTY THROWING KNIVES</div><div>POISON – Roll an additional die on this weapon's damage rolls against living models.</div><div>THROWN – Add this model's current STR to the POW of this ranged attack.</div></div></div></div></div>	<div><div><div>FIRST MATE HAWK</div><div><div><div>MERCENARY</div><div>Hawk will work for Cryx, Cygnar, Khador, and the Protectorate.</div><div>HAWK</div><div>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.</div><div>OBJECT OF DESIRE – While in this model's command range, friendly non-character Sea Dog models roll an additional damage die on Hand Weapon attacks against warrior models.</div><div>SUCKER! – If this model is directly hit by an enemy ranged attack, choose a friendly living non-incorporeal warrior model within 2" of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.</div><div>WEAPON MASTER [Cutlass] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.</div></div></div></div></div>
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ORIN MIDWINTER, ROGUE INQUISITOR

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

POW	P+S
5	9

--	--	--	--	--

PC 2 FA C

STANNIS BROCKER

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	5	13	17	9

RNG	ROF	AOE	POW
12	1	—	12

POW	P+S
6	12

POW
10

--	--	--	--	--	--	--	--

PC 3 FA C

THOR STEINHAMMER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	5	12	14	9

RNG	ROF	AOE	POW
4	1	—	12

POW	P+S
12	12

POW	P+S
2	8

--	--	--	--	--

PC 2 FA C

GREYGORE BOOMHOWLER & CO.

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	12	16	8

RNG	ROF	AOE	POW
8	1	—	12

POW	P+S
5	12

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	12	16	8

RNG	ROF	AOE	POW
8	1	—	12

POW	P+S
5	12

PC Boomhowler and 5 Grunts Boomhowler and 9 Grunts 6 9 FA C

ORIN MIDWINTER, ROGUE INQUISITOR

MERCENARY

Orin Midwinter will work for Cryx, Khador, and the Protectorate.

MINION

Orin Midwinter will work for the Skorne.

MIDWINTER

MAGIC ABILITY [7]

• **ARC LIGHTNING (★ATTACK)** – Arc Lightning is a RNG 10 magic attack. A model hit by this spell suffers a POW 10 electrical damage roll, and lightning arcs from that model to d3 additional models, ignoring this model. The lightning then arcs to 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.

• **NULL MAGIC (★ACTION)** – Models cannot cast spells while within 12" of this model for one round.

• **STEALTH (★ACTION)** – This model gains Stealth for one round.

VOID STAFF

ENERGY VACUUM – When an enemy model casts a spell within 12" of this model, this model gains one power token. This model can spend power tokens for additional attacks or to boost attack or damage rolls during its activation. It can have up to three power tokens at any time.

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STANNIS BROCKER

MERCENARY

Stannis Brocker will work for Cryx, Cygnar, Khador, and the Protectorate.

STANNIS BROCKER

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.

STEELHEAD TACTICIAN – While in this model's command range, friendly Steelhead models ignore other friendly Steelhead models when drawing LOS. Friendly Steelhead models can advance through other friendly Steelhead models in this model's command range without effect if they have enough movement to move completely past the models' bases.

THRASHER

BACK SWING (★ATTACK) – Make two attacks with this weapon.

BRUTAL CHARGE – This model gains +2 to this weapon's charge attack damage rolls.

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THOR STEINHAMMER

MERCENARY

Thor Steinhammer will work for Cygnar and Khador.

STEINHAMMER

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.

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

TUNE UP (★ACTION) – Select a friendly Rhulic warjack. If it is not within 5" of this model, nothing happens. If it is within 5", the warjack selected gains boosted attack or damage rolls this turn.

TORCH

INDEPENDENT ATTACK – Do not add this model's STR to this weapon's damage rolls.

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GREYGORE BOOMHOWLER & CO.

MERCENARY

Greygore Boomhowler will work for Cryx, Cygnar, and Khador

MINION

Greygore Boomhowler will work for the Trollbloods.

BOOMHOWLER

FELL HOWL – This model can make one of the following Fell Calls at anytime during its unit's activation. A friendly Faction model/unit can be affected by only one Fell Call each turn.

• **CALL TO ACTION** – Knocked down models in this unit in formation immediately stand up.

• **CALL OF DEFIANCE** – On a Tough roll of 4, 5 or 6, models in this unit in formation regain one wound for one round.

• **RAGE HOWLER** – Enemy models/units currently within 8" of this model must pass a command check or flee. Warjacks and warbeasts currently within 8" of this model suffer –2 MAT and RAT for one round.

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<div>HERNE & JONNE RHULIC MERCENARY CHARACTER UNIT</div> <div> <div>HERNE</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>4</td><td>6</td><td>6</td><td>6</td><td>12</td><td>13</td><td>9</td></tr> </table> <div> <div>PISTOL</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>10</td></tr> </table> <div> <div>AXE</div> <table> <tr><th>POW</th><th>P+S</th></tr> <tr><td>3</td><td>9</td></tr> </table> </div> </div> <div> <div>JONNE</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>8</td><td>6</td><td>4</td><td>12</td><td>15</td><td>9</td></tr> </table> <div> <div>BARRAGE ARQUEBUSS</div> <table> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td>12</td><td>1</td><td>3</td><td>14</td></tr> </table> <div> <div>GREAT AXE</div> <table> <tr><th>POW</th><th>P+S</th></tr> <tr><td>5</td><td>13</td></tr> </table> </div> </div> <div> <div>PC</div> <div>3</div> <div>FA</div> <div>C</div> </div> </div> </div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	4	6	6	6	12	13	9	RNG	ROF	AOE	POW	8	1	—	10	POW	P+S	3	9	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	8	6	4	12	15	9	RNG	ROF	AOE	POW	12	1	3	14	POW	P+S	5	13	<div>CAPTAIN SAM MACHORNE & THE DEVIL DOGS MERCENARY CHARACTER UNIT</div> <div> <div>SAM</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>6</td><td>15</td><td>12</td><td>9</td></tr> </table> <div> <div>HAND CANNON</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>12</td></tr> </table> <div> <div>STUN SWORD</div> <table> <tr><th>POW</th><th>P+S</th></tr> <tr><td>4</td><td>10</td></tr> </table> </div> </div> <div> <div>PC</div> <div>Sam and 5 Grunts</div> <div>5</div> <div>FA</div> <div>C</div> </div> </div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	7	6	15	12	9	RNG	ROF	AOE	POW	12	1	—	12	POW	P+S	4	10	<div>CAPTAIN SAM MACHORNE & THE DEVIL DOGS MERCENARY CHARACTER UNIT</div> <div> <div>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>6</td><td>4</td><td>13</td><td>13</td><td>8</td></tr> </table> <div> <div>SLUG GUN</div> <table> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td>4</td><td>1</td><td>—</td><td>14</td></tr> </table> <div> <div>CHAIN NET</div> <table> <tr><th>POW</th><th>P+S</th></tr> <tr><td>—</td><td>—</td></tr> </table> </div> <div> <div>PICK AXE</div> <table> <tr><th>POW</th><th>P+S</th></tr> <tr><td>4</td><td>10</td></tr> </table> </div> </div> </div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	6	4	13	13	8	RNG	ROF	AOE	POW	4	1	—	14	POW	P+S	—	—	POW	P+S	4	10	<div>CROE'S CUTTHROATS MERCENARY CHARACTER UNIT</div> <div> <div>CROE</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>5</td><td>7</td><td>6</td><td>13</td><td>11</td><td>8</td></tr> </table> <div> <div>HISS</div> <table> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td>10</td><td>1</td><td>—</td><td>10</td></tr> </table> <div> <div>TWO-HANDED SWORD</div> <table> <tr><th>POW</th><th>P+S</th></tr> <tr><td>4</td><td>10</td></tr> </table> </div> </div> <div> <div>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>5</td><td>6</td><td>5</td><td>13</td><td>11</td><td>7</td></tr> </table> <div> <div>CROSSBOW</div> <table> <tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr> <tr><td>10</td><td>1</td><td>—</td><td>10</td></tr> </table> <div> <div>MURDER WEAPONS</div> <table> <tr><th>POW</th><th>P+S</th></tr> <tr><td>3</td><td>8</td></tr> </table> </div> </div> <div> <div>PC</div> <div>Croe and 5 Grunts</div> <div>7</div> <div>FA</div> <div>C</div> </div> </div> </div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	5	7	6	13	11	8	RNG	ROF	AOE	POW	10	1	—	10	POW	P+S	4	10	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	5	6	5	13	11	7	RNG	ROF	AOE	POW	10	1	—	10	POW	P+S	3	8
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<div>HERNE & JONNE</div> <div>MERCENARY</div> <div>Herne & Jonne will work for Cygnar, Khador, and the Protectorate.</div> <div>BARRAGE ARQUEBUSS</div> <div>RANGE FINDER – While B2B with Herne, Jonne gains +2 to attack rolls with this weapon.</div> <div>SCATTER SHOT (★ATTACK) – To make a Scatter Shot special attack, Herne and Jonne must be B2B. Make a normal attack with this weapon. After determining point of impact for that attack, roll deviation for two additional 3" AOE's centered on that point. A model hit by one of the additional AOE's suffers a POW 7 blast damage roll.</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>CAPTAIN SAM MACHORNE & THE DEVIL DOGS</div> <div>MERCENARY</div> <div>The Devil Dogs will work for Cygnar and the Protectorate.</div> <div>SAM</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>IRON WALL – This model gains +2 ARM for each warjack it controls B2B with it. When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those warjacks become the target and automatically be hit by the attack instead.</div> <div>STUN SWORD</div> <div>STALL – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7, and it cannot run or charge.</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>CAPTAIN SAM MACHORNE & THE DEVIL DOGS</div> <div>CHAIN NET</div> <div>CUMBERSOME – If this model attacks with this weapon during its activation, it cannot attack with another weapon this activation.</div> <div>ENTANGLE – When a warjack or warbeast is hit by this weapon it is knocked down.</div> <div>PICK AXE</div> <div>TRASH – Roll an additional damage die against knocked down targets.</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>CROE'S CUTTHROATS</div> <div>MERCENARY</div> <div>Croe's Cutthroats will work for Cryx, Khador, and the Protectorate.</div> <div>CROE</div> <div>BACKSTAB – This model rolls an additional die on its back strike damage rolls.</div> <div>BUSHWHACK – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation. If this ability is on a unit and any models in the unit use it, all models in the unit must use it.</div> <div>NINE LIVES – When Croe is destroyed or removed from play, select another model in his unit and replace it with Croe. When this happens, Croe regains one wound. Remove the replaced model from play.</div> <div>HISS</div> <div>SILENCER – A model directly hit by this weapon cannot cast spells for one round.</div> <div>TWO-HANDED SWORD</div> <div>POISON – Roll an additional die on this weapon's damage rolls against living models.</div> <div>GRUNTS</div> <div>BACKSTAB – See above.</div> <div>BUSHWHACK – See above.</div> <div>CROSSBOW</div> <div>POISON – See above.</div> <div>MURDER WEAPONS</div> <div>POISON – See above.</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>																																																																																																																																																																

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<div><div><div><div>HORGENHOLD FORGE GUARD RHULIC MERCENARY UNIT</div></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>4</td><td>6</td><td>7</td><td>4</td><td>10</td><td>16</td><td>9</td></tr></table></div></div><div><div><div><div>MECHANICAL WARHAMMER</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>5</td><td>11</td></tr></table><div><div><div></div></div></div></div></div><div><div><div><div>PC</div><div>Leader and 5 Grunts Leader and 9 Grunts</div><div>5 8</div><div>FA 2</div></div></div></div></div></div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	4	6	7	4	10	16	9	POW	P+S	5	11
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<div><div><div>HORGENHOLD FORGE GUARD</div><div><div><div>MERCENARY</div><div>The Horgenhold Forge Guard will work for Cygnar and the Protectorate.</div></div><div><div><div>LEADER & GRUNTS</div><div>DEFENSIVE LINE – While this model is B2B with one or more models in this unit, it gains +2 ARM.</div></div><div><div><div>RANKED ATTACKS</div><div>– This model can ignore intervening models in its unit when drawing LOS.</div></div><div><div><div>WEAPON MASTER [Mechanical Warhammer]</div><div>– When attacking with the listed weapon, this model rolls an additional die on its damage rolls.</div></div><div><div><div>MECHANICAL WARHAMMER</div><div>CRITICAL SMITE – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll equal to this model's current STR plus the current POW of this weapon. Collateral damage is equal to this model's current STR.</div></div></div></div></div></div></div></div></div>
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<div><div><div><div>STEELHEAD HALBERDIERS MERCENARY UNIT</div></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>5</td><td>4</td><td>13</td><td>13</td><td>8</td></tr></table></div></div><div><div><div><div>HALBERD</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>5</td><td>11</td></tr></table><div><div><div></div></div></div></div></div><div><div><div><div>PC</div><div>Leader and 5 Grunts Leader and 9 Grunts</div><div>4 6</div><div>FA 3</div></div></div></div></div></div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	5	4	13	13	8	POW	P+S	5	11
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<div><div><div>STEELHEAD HALBERDIERS</div><div><div><div>MERCENARY</div><div>Steelhead Halberdiers will work for Cryx, Cygnar, Khador, and the Protectorate.</div></div><div><div><div>HALBERD</div><div>POWERFUL CHARGE – When making a charge attack with this weapon, gain +2 to attack rolls.</div></div><div><div><div>SET DEFENSE</div><div>– 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></div></div></div>
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<div><div>ALEXIA CIANNOR & THE RISEN</div><div>MERCENARY CHARACTER UNIT</div><div><div><div>ALEXIA</div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>6</div><div>4</div><div>5</div><div>4</div><div>15</div><div>14</div><div>9</div></div></div><div><div><div>PISTOL</div><div><div>RNG</div><div>ROF</div><div>AOE</div><div>POW</div></div><div><div>8</div><div>1</div><div>—</div><div>10</div></div></div><div><div><div>WITCHFIRE</div><div><div>POW</div><div>P+S</div></div><div><div>8</div><div>12</div></div></div><div><div><div>RISEN GRUNTS</div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>5</div><div>4</div><div>3</div><div>3</div><div>10</div><div>11</div><div>3</div></div></div><div><div><div>CLAWS</div><div><div>POW</div><div>P+S</div></div><div><div>2</div><div>6</div></div></div><div><div><div>PC</div><div>Alexia and 6 Risen Grunts</div><div>5</div><div>FA</div><div>C</div></div></div></div></div><div><div>THRALL WARRIOR</div><div>MERCENARY SOLO</div><div><div><div>THRALL WARRIOR</div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>5</div><div>6</div><div>6</div><div>3</div><div>11</div><div>14</div><div>7</div></div></div><div><div><div>GREAT SWORD</div><div><div>POW</div><div>P+S</div></div><div><div>4</div><div>10</div></div></div></div></div><div><div><div>THE COMMODORE CANNON & CREW</div><div>MERCENARY PRIVATEER SEA DOG CHARACTER UNIT</div><div><div><div>CREWMEN</div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>6</div><div>5</div><div>5</div><div>4</div><div>13</div><div>12</div><div>7</div></div></div><div><div><div>PISTOL</div><div><div>RNG</div><div>ROF</div><div>AOE</div><div>POW</div></div><div><div>8</div><div>1</div><div>—</div><div>10</div></div></div><div><div><div>HAND WEAPON</div><div><div>POW</div><div>P+S</div></div><div><div>3</div><div>8</div></div></div><div><div><div>PC</div><div>Commodore and 3 Crewmen</div><div>4</div><div>FA</div><div>C</div></div></div></div></div><div><div><div>THE COMMODORE CANNON & CREW</div><div>MERCENARY PRIVATEER SEA DOG CHARACTER UNIT</div><div><div><div>COMMODORE</div><div><div>SPD</div><div>STR</div><div>MAT</div><div>RAT</div><div>DEF</div><div>ARM</div><div>CMD</div></div><div><div>0</div><div>0</div><div>—</div><div>—</div><div>5</div><div>18</div><div>—</div></div></div><div><div><div>CANNON</div><div><div>RNG</div><div>ROF</div><div>AOE</div><div>POW</div></div><div><div>*</div><div>1</div><div>*</div><div>*</div></div></div></div></div></div><tr><td><div><div>ALEXIA CIANNOR & THE RISEN</div><div><div>MERCENARY</div><div>Alexia Ciannor & the Risen will work for Cygnar and Khador.</div><div>ALEXIA</div><div>DEATH MAGIC – This model can remove any number of friendly Risen in its command range from play to prevent damage to itself, to make an additional attack, or to boost an attack or damage roll for each Risen model removed. This model prevents 1 damage point to itself for each Risen model removed.</div><div>GRANTED: SPELL WARD – While this model is in play, models in its unit gain Spell Ward. (A model with Spell Ward cannot be targeted by spells.)</div><div>MAGIC ABILITY [8]</div><div><div>CRAFT THRALL RUNE (★ACTION) – Select a Risen in this unit and replace it with a Thrall Warrior. The Risen model is removed from play.</div><div>PARALYTIC FEAR (★ATTACK) – Paralytic Fear is a RNG 10, POW 12 magic attack. When a living model/unit is hit by Paralytic Fear it makes a command check. If it fails, affected models must forfeit their movement during their next activation.</div><div>STRENGTH OF DEATH (★ACTION) – Risen models in this unit gain boosted attack and damage rolls this turn.</div></div><div>RAISE DEAD – When a living model within 12" of it is destroyed, this model gains one corpse token. During your next Control Phase, remove all corpse tokens from this model and add one Risen model to this unit for each corpse token removed. Risen models must be placed in formation completely in this model's command range. This unit cannot have more than 20 Risen models in play at a time.</div></div></div><div><div>THRALL WARRIOR</div><div><div>THRALL WARRIOR</div><div>CREATED – This model does not begin the game in play.</div><div>WEAPON MASTER [Great Sword] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.</div></div></div><div><div>THE COMMODORE CANNON & CREW</div><div><div>MERCENARY</div><div>The Commodore Cannon & Crew can only be included in armies that include Shae.</div><div>CREWMEN</div><div>CROSS TRAINED – A Sea Dog Crew grunt ending its normal movement within 3" of the Commodore can join this unit if it has fewer than three Crewmen. Replace the grunt with the Crewman model. Effects on the replaced grunt are applied to the new Crewman, except for upkeep spells on the grunt's unit. Sea Dog Crew grunts replaced in this way do not count toward Massive Casualties in their original unit.</div><div>FIRE! (★ATTACK) – This model must be B2B with the Commodore and not engaged to make a Fire! special action. Only one model in this unit can make a Fire! special action each activation. This model makes a ranged attack with the Commodore. Both models must have LOS to the target, but this model ignores the Commodore when determining this LOS. This model cannot gain the aiming bonus, and the RNG and all modifiers are based on the Commodore.</div><div>GUNNERY (★ACTION) – This model must be within 2" of the Commodore to make the Gunnery special action. 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<div>LADY AIYANNA & MASTER HOLT MERCENARY PRIVATEER CHARACTER UNIT</div> <div><div>LADY AIYANNA</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>4</td><td>4</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>AIYANNA'S DAMAGE</div><div><div></div><div></div><div></div><div></div><div></div></div><div>MODEL B'S DAMAGE</div></div> <div><div>MASTER HOLT</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>5</td><td>5</td><td>8</td><td>15</td><td>12</td><td>8</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div><div>HAND CANNON</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>12</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div><div>GUN BLADES</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>3</td><td>8</td></tr></table></div> <div><div>PC</div><div>Lady Aiyanna and Master Holt</div><div>4</div><div>FA</div><div>C</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	4	4	4	15	12	9	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	5	5	8	15	12	8	RNG	ROF	AOE	POW	12	1	—	12	POW	P+S	3	8	<div>PRESS GANGERS MERCENARY PRIVATEER SEA DOG UNIT</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>5</td><td>4</td><td>13</td><td>12</td><td>8</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div><div>HAND WEAPON</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>3</td><td>9</td></tr></table></div> <div><div>PC</div><div>Leader and 5 Grunts Leader and 9 Grunts</div><div>4 6</div><div>FA</div><div>2</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	5	4	13	12	8	POW	P+S	3	9	<div>SEA DOG CREW MERCENARY PRIVATEER UNIT</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>5</td><td>5</td><td>4</td><td>13</td><td>12</td><td>7</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div><div>PISTOL</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>10</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div><div>HAND WEAPON</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>3</td><td>8</td></tr></table></div> <div><div>PC</div><div>Leader and 5 Grunts Leader and 9 Grunts</div><div>5 8</div><div>FA</div><div>U</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	5	5	4	13	12	7	RNG	ROF	AOE	POW	8	1	—	10	POW	P+S	3	8	<div>MR. WALLS, SEA DOG CREW QUARTERMASTER MERCENARY PRIVATEER CHARACTER UNIT ATTACHMENT</div> <div><div>MR. WALLS</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>6</td><td>4</td><td>13</td><td>12</td><td>8</td></tr></table><div><div></div><div></div><div></div><div></div><div></div></div><div>HEAVY PISTOLS</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>PC</div><div>2</div><div>FA</div><div>C</div></div> <div><div></div><div></div><div></div><div></div><div></div></div> <div>MR. WALLS' DAMAGE</div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	6	4	13	12	8	RNG	ROF	AOE	POW	8	1	—	12
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<div>LADY AIYANNA & MASTER HOLT</div> <div>MERCENARY</div> <div>Lady Aiyanna & Master Holt will work for Cygnar, Khador, the Protectorate, and the Retribution.</div> <div>LADY AIYANNA</div> <div>MAGIC ABILITY (8)</div> <div><div>• AYISLA'S VEIL (★ACTION) – This model gains Stealth. While Holt is B2B with her, he also gains Stealth. Ayisla's Veil lasts for one round.</div><div>• KISS OF LYLISS (★ATTACK) – This is a RNG 10 magic attack. For one round, when a model hit by this spell suffers a damage roll add +2 to the roll.</div><div>• LURYNSAR'S TOUCH (★ACTION) – Select a model/unit. If it is not in this model's command range, nothing happens. If it is in this model's command range, that model's/unit's weapons gain Magical Weapon.</div></div> <div>MASTER HOLT</div> <div>CRACK SHOT – Models do not benefit from screening when attacked by this model.</div> <div>QUICK DRAW – Once during your opponent's turn, when Holt or Aiyanna is targeted by a ranged attack by an enemy model within 12" of Holt and in his LOS, Holt can make a ranged attack against that model before the enemy makes the attack roll. If Holt's ranged attack hits, the enemy model suffers no damage but its attack automatically misses.</div> <div>VIRTUOSO – This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.</div>	<div>PRESS GANGERS</div> <div>MERCENARY</div> <div>Press Gangers will work for Cryx, Cygnar, Khador, and the Protectorate.</div> <div>LEADER & GRUNTS</div> <div>GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.</div> <div>SHANGHAI – When a living enemy warrior model in the melee range of two or more models in this unit is boxed by a melee attack made by this model, it is removed from play. You can add one grunt to a friendly Sea Dog Crew unit within 8" of the attacking model. The grunt added must be placed in formation.</div> <div>WAYLAY – When this model hits a warrior model with a back strike, the warrior model is knocked down.</div>	<div>SEA DOG CREW</div> <div>MERCENARY</div> <div>The Sea Dog Crew will work for Cryx, Cygnar, Khador, and the Protectorate.</div> <div>LEADER & GRUNTS</div> <div>GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.</div> <div>POINT BLANK – During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Do not roll an additional die on charge attacks it makes with a ranged weapon.</div>	<div>MR. WALLS THE QUARTERMASTER</div> <div>MR. WALLS</div> <div>GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.</div> <div>MONKEY BITE – Living enemy models suffer –2 to melee attack rolls while in melee with this model.</div> <div>NO QUARTER – Once per game during its unit's activation, this model can use No Quarter. Models in this unit gain Fearless, Pathfinder, and Terror. A model in this unit that charges gains +2" movement. No Quarter lasts for one round.</div> <div>POINT BLANK – During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Do not roll an additional die on charge attacks it makes with a ranged weapon.</div> <div>TACTICS: ADVANCE DEPLOYMENT – Models in this unit gain Advance Deployment.</div>																																																																																																										
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PC Lady Aiyanna and Master Holt 4

FA C

SEA DOG CREW RIFLEMAN MERCENARY PRIVATEER WEAPON ATTACHMENT

RIFLEMAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	5	4	13	12	7	

LONG RIFLE				
RNG	ROF	AOE	POW	
14	1	—	10	

HAND WEAPON		
POW	P+S	
3	8	

PC	Rifleman	1	FA
	Up to 2 additional Riflemen	1 ea	U

SEA DOG DECK GUN MERCENARY PRIVATEER WEAPON CREW UNIT

LEADER & GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	5	5	4	13	12	7	

DECK GUN				
RNG	ROF	AOE	POW	
14	1	3	13	

HAND WEAPON		
POW	P+S	
3	8	

PC	Leader and Grunt	2	FA
			2

STEELHEAD HEAVY CAVALRY MERCENARY UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8	6	5	5	13	16	8	

BLUNDERBUSS				
RNG	ROF	AOE	POW	
8	1	—	12	

CAVALRY AXE		
POW	P+S	
5	11	

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	6	FA
	Leader and 4 Grunts	10	1

SEA DOG RIFLEMAN

RIFLEMAN

GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

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.

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SEA DOG DECK GUN

MERCENARY

The Sea Dog Deck Gun will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNTS

GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

NON-STANDARDIZED WEAPONS – The leader is armed with a Deck Gun and Hand Weapon. The grunt is armed with a Hand Weapon.

DECK GUN

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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STEELHEAD HEAVY CAVALRY

MERCENARY

The Steelhead Heavy Cavalry will work for Cryx, Cygnar, Khador, and the Protectorate.

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.

FLANK (Steelhead Halberdier) – 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.

CAVALRY AXE

BACK SWING (★ATTACK) – Make two attacks with this weapon.

BRUTAL CHARGE – This model gains +2 to this weapon's charge attack damage rolls.

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