

Vanguard

Mercenary Llaelese Light Warjack

VANGUARD						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	6	13	17	—

FA: U
Point Cost: 10
Base Size: Medium Base

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

VANGUARD

Assault Construct
Maker's Mark [Crucible Guard] - This warjack can be included in a battlegroup controlled by a Crucible Guard model. If it is, this warjack is a Crucible Guard model instead of a Mercenary model. If this warjack begins the game as part of a battlegroup controlled by a Crucible Guard model, it can be included in an army made using a theme force whether or not it can normally be included in armies made using the theme force.
Set Defense - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.
Shield Guard - Once per round, when a friendly model is directly hit by a non-spray ranged attack during your opponent's turn while within 3" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard while it is incorporeal, knocked down, or stationary.

WEAPONS [VANGUARD]

Shield Gun [1x] (Left) gun icon RNG: 8 ROF: 1 AOE: - POW: 12
Shield [1x] (Left) sword icon RNG: 0.5 POW: 2P+S: 11
Shield
Guisarme [1x] (Right) sword icon RNG: 2 POW: 5 P+S: 14

end of line

Gorman Di Wulfe, Rogue Alchemist

Mercenary Llaelese Solo

Damage:

GORMAN 1

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

FA: C
Point Cost: 4
Base Size: Small Base
Damage: 5

Mercenary - This model will work for the Crucible Guard, Cryx, Cygnar, Khador, and the Protectorate.
Partisan [Crucible Guard] - When included in a Crucible Guard army, this model is a Crucible Guard model instead of a Mercenary model.

GORMAN 1

Immunity: Corrosion
Immunity: Fire
Stealth

Alchemical Mask - This model does not suffer gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.
Smoke Bombs (★Action) - Center a 3" AOE cloud effect on this model. This AOE remains in play for one round.

WEAPONS [GORMAN 1]

Alchemical Grenades [1x] (None) **RNG: 6 ROF: 1 AOE: 3 POW: ***


Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:
•**Acid Bomb** - Models in the AOE are hit and suffer a POW 12 corrosion damage roll XICONX and the Corrosion continuous effect XICONX.
•**Black Oil** - This attack causes no damage. Instead, models in the AOE are hit and suffer Blind for one round. (A model suffering Blind cannot make ranged or magic attacks, suffers -4 MAT and DEF, and cannot run, charge, or make slam or trample power attacks. It must forfeit either its Normal Movement or Combat Action during its next activation. Blind can be shaken.)
•**Rust** - This attack causes no damage. Instead, constructs hit suffer -2 ARM for one turn.

Stiletto [1x] (None) **RNG: 0.5 POW: 2 P+S: 6**

end of line

Hutchuk, Ogrun Bounty Hunter

Mercenary Minion Solo

Damage: 

HUTCHUK 1

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

FA: C
Point Cost: 6
Base Size: Medium
Damage: 8

- Mercenary** - This model will work for Crucible Guard, Cygnar, and Khador.
- Minion** - This model will work for Circle, Skorne, and Trollbloods.
- Partisan [Crucible Guard]** - When included in a Crucible Guard army, this model is a Crucible Guard model instead of a Mercenary model.

HUTCHUK 1

- Tough**
- Alchemical Mask** - This model does not suffer gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.
- Ambush** - You can choose not to deploy this model at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place this model completely within 3" of the chosen table edge.
- Take Down** - Models disabled by a melee attack made by this model cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.
- Wild Shot** - This model can make one basic ranged attack during its activation before its Normal Movement. If it does, it can use its Combat Action only to make melee attacks that activation.

WEAPONS [HUTCHUK 1]

Alchemical Grenades [1x] (None)  **RNG: 8 ROF: 1 AOE: 3 POW: 12**

- Attack Type** - Each time this weapon is used to make an attack, choose one of the following special rules:
- Brain Damage** - A model damaged by an attack with this weapon cannot cast spells for one round.
 - Quake** - On a direct hit against an enemy model, all models hit become knocked down.
 - Rust** - This attack causes no damage. Instead, constructs hit suffer -2 ARM for one turn.

Mace [1x] (None)  **RNG: 2 POW: 5 P+S: 14**

Tactical Tip

Take Down — Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

end of line

Aurum Legate Lukas di Morray – Crucible Guard Force Book

Crucible Guard Llaelese Warcaster

LUKAS 1

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	6	7	6	15	16	8	5

Damage:

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Juice:

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FA: C

Warjack Points: +29

Base Size: Small

Damage: 16

Feat: Overdose

Unmark all marked juice boxes on Lukas's card. The effects of Juicer expire and Lukas gains +3 FOCUS for one round. Additionally, Lukas immediately suffers any number of damage points. Lukas gains one focus point for each damage point suffered as a result of Overdose. Lukas cannot exceed his current FOCUS in focus points as a result of Overdose.

LUKAS 1

Fixed Control Range [12"] - This model's control range is always 12".**Juicer** - At the start of each of your Control Phases, you can mark up to one juice box on this model's card. If you do so this model gains +3 FOCUS one round. Reduce this bonus by 1 for each juice box previously marked.**Rapid Healing** - When this model is damaged by an enemy attack, immediately after the attack is resolved remove d3 damage points from this model.

WEAPONS [LUKAS 1]

Hand Cannon [1x] (None) gun icon RNG: 12 ROF: 1 AOE: - POW: 12**Regulus [1x] (None)** sword icon RNG: 2 POW: 7 P+S: 13

Damage Type: Magical

Exothermic Reaction - When this attack boxes a living or undead model, center a 4" AOE on the boxed model, then remove the model from play. Models in the AOE are hit and suffer an unboostable POW 12 fire damage roll XICONX and suffer the fire continuous effect XICONX. This damage is not considered to have been caused by an attack.

SPELLS

Burning Ash

Cost	RNG	AOE	POW	DUR	OFF
2	Ctrl	3	-	RND	No

Place a 3" AOE cloud effect anywhere completely within the spellcaster's control range. While in the AOE, living enemy models without Immunity: Fire XICONX suffer -2 to attack rolls. The AOE remains in play for one round.

Disintegration

3	10	-	13	RND	Yes
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The model hit suffers -2 ARM for one round. A model boxed by Disintegration is removed from play.

Force Hammer

4	10	-	12	-	Yes
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Instead of suffering a normal damage roll, a non-incorporeal model Force Hammer hits is slammed d6" directly away from the spell's point of origin and suffers a POW 12 damage roll. Collateral damage from this slam is POW 12.

Iron Flesh

2	6	-	-	UP	No
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Target friendly Faction warrior model/unit gains +2 ARM and does not suffer blast damage. Models are not affected while out of formation.

Mirage

2	6	-	-	UP	No
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Target friendly Faction model/unit gains Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations.)

Tactical Tip

Fixed Control Range [XXX"] — This model's control range cannot be modified.**Exothermic Reaction** — Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.**Disintegration** — Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.**Force Hammer** — Incorporeal models are not slammed. They just suffer a damage roll.**Mirage** — Remember, troopers must be placed in formation.

end of line

Aurum Adeptus Syvestro – Crucible Guard Force Book

Crucible Guard Ordic Warcaster

Damage: 

SYVESTRO 1

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	6	6	6	15	15	8	7

FA: C

Warjack Points: +28

Base Size: Small

Damage: 16

Feat: Meta Principle

While in the Syvestro's control range, friendly Faction models gain an additional die on attack and damage rolls. Discard one die of your choice. Additionally, when an enemy model is destroyed while in Syvestro's control range, a friendly Faction model in Syvestro's control range can remove d3 damage points. Meta Principle lasts for one turn.

SYVESTRO 1

Immunity: Corrosion

Immunity: Fire

Alchemical Mask - This model does not suffer gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

Field Alchemy - This model can use one of the following special rules at any time during each of its activations.

- Ephemeral Vitae** - This model can cast one spell this activation without spending focus points.

- Impenetrable Haze** - Center a 4" AOE cloud effect on this model. This AOE remains in play for one round. While this model is completely in the AOE, ranged and magic attacks targeting this model from a point of origin greater than 5' away automatically miss. This model is not an intervening model when determining line of sight from a model more than 5' away.

- Super Fuel** - Warjacks in this model's battlegroup that are currently within 5" of it gain +2 SPD this turn.

WEAPONS [SYVESTRO 1]

Fulmination Grenade [1x] (None)  **RNG: 6 ROF: 1 AOE: 3 POW: 13**

Damage Type: Magical

Decrepitation - This weapon gains an additional die on damage rolls against construct and undead models.

Purified Blade [1x] (None)  **RNG: 0.5 POW: 4 P+S: 10**

Blessed

Damage Type: Magical

SPELLS

	Cost	RNG	AOE	POW	DUR	OFF
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Admonition	2	6	—	—	UP	No
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When an enemy model advances and ends its movement within 6" of target model in the spellcaster's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.

Explosivo	1	6	—	—	UP	No
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Target friendly Faction model's ranged weapons gain Damage Type: Magical XICONX. If the affected model directly hits and boxes an enemy model with an attack from a ranged weapon, center a 3" AOE on the boxed model, then remove that model from play. Models in the AOE are hit and suffer an unboostable POW 8 magical blast damage roll XICONX.

Purification	4	Self	Ctrl	—	—	No
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Continuous effects, animi, and upkeep spells in the spellcaster's control range immediately expire.

Revive	3	Ctrl	—	—	—	No
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Return one destroyed Grunt to a friendly Faction unit with one unmarked damage box. Place the returned Grunt in the spellcaster's control range, in formation, and completely within 3" of another model in its unit. The Grunt must forfeit its Combat Action the turn it is put into play.

Stygian Abyss	3	10	—	12	*	Yes
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On a critical hit, the model hit suffers Blind for one round. (A model suffering Blind cannot make ranged or magic attacks, suffers -4 MAT and DEF, and cannot run, charge, or make slam or trample power attacks. It must forfeit either its Normal Movement or Combat Action during its next activation. Blind can be shaken.)

Transmutation	2	8	—	—	UP	*
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When Transmutation targets an enemy model/unit, it is an offensive spell and requires a magic attack roll. When Transmutation effects a friendly model/unit, the affected models gain +2 STR and DEF and gain Pathfinder XICONX. When Transmutation effects an enemy model/unit, the affected models suffer -2 STR and DEF and loses Pathfinder XICONX.

Tactical Tip

Revive — If all models in the Grunt's unit have been destroyed, it cannot be placed within 3" of a model in its unit and therefore cannot return to play.

Crucible Guard Warcaster

GEARHART 1

FA: C

Warjack Points: +27

Base Size: Small

Feat: Destruction Initiative

GEARHART 1

Breather - This model does not suffer gas effects.

WEAPONS [GEARHART 1]

Acid Cannon [1x] (None)	gun icon	RNG: 12	ROF: 1 AOE: 4 POW: 14
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Continuous Effect: Corrosion

Damage Type: Corrosion

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

Mechanikal Axe [1x] (None)sword icon	RNG: 1 POW: 7	P+S: 13
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Damage Type: Magical

Mechanical Seizure - When a warjack is hit by this weapon, it becomes stationary for one round.

SPELLS

Boundless Charge	2	6	-	-	Turn	No
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During its activation, target friendly Faction model can charge without spending focus or being forced and gains +2" movement and Pathfinder XICONX when it charges. Boundless Charge lasts for one turn.

Deceleration	3	Self	Ctrl	–	RND	No
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While in the spellcaster's control range, friendly Faction models gain +2 ARM against ranged and magic attack damage rolls. Deceleration lasts for one round.

Hot-Shot	2	6	–	–	UP	No
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Target model in the spellcaster's battlegroup gains boosted ranged attack damage rolls.

Molten Metal	2	10	-	-	-	Yes
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Target warjack suffers 1 point of fire damage XICONX to each column on its damage grid unless it has Immunity: Fire XICONX.

Tactical Tip

Molten Metal — If a damage column is full, apply the damage to the next column to the right. If column 6 is full, continue recording damage in column 1.

end of line

Marshal General Baldwin Gearhart & Mr. Clogg (Continued) – Crucible Guard Force Book

Crucible Guard Solo

Damage: ■■■■■

CLOGG 1

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	4	4	13	11	6

Base Size: Small

Damage: 5

Attached [Gearhart] - This model is attached to Gearhart. Each warcaster can have only one model/unit attached to it.

CLOGG 1

Companion [Gearhart] - This model is included in any army that includes Gearhart. If Gearhart is destroyed or removed from play, remove this model from play. This model is part of Gearhart's battlegroup.

Encumbered - This model cannot make attacks.

Hit the Deck! - This model cannot be hit by AOE's. If it would be hit by an AOE, it instead becomes knocked down. While this model is knocked down, ranged attacks targeting it automatically miss.

Warcaster Benefits - While B2B with its warcaster, this model can use one of the following special rules:

- **Arms Caddy (★Action)** - Gearhart can replace his ranged weapon with one of the weapons on this model's card. This effect lasts until Gearhart is affected by Arms Caddy again.

- **Reloader (★Action)** - During its Combat Action this turn, this model's warcaster can make one additional ranged attack.

WEAPONS [CLOGG 1]

Acid Cannon [1x] (None) gun icon RNG: 12 ROF: 1 AOE: 4 POW: 14

Continuous Effect: Corrosion

Damage Type: Corrosion

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

Catalytic Detonator [1x] (None) gun icon RNG: 8 ROF: 1 AOE: - POW: 15

Momentum - A small- or medium-based model directly hit by this attack is slammed d3" directly away from this model. The POW of collateral damage is equal to the POW of this weapon. In addition to suffering a normal damage roll, large-based models hit by this attack become knocked down.

Cryo-Evaporator [1x] (None) gun icon RNG: SP 10 ROF: 1 AOE: - POW: 13

Damage Type: Cold

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold XICONX.

Vitriolic Ingression Catapult [1x] (None) gun icon RNG: 13 ROF: 1 AOE: - POW: 10

Damage Type: Magical

Shadow Bind - A model hit by this weapon suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers -3 DEF, and for one round when it advances it cannot move except to change facing. Shadow Bind can be shaken.)


Tactical Tip

Hit the Deck! — This model never suffers the effects of being hit by AOE's because it is not hit by them, regardless of whether it is directly hit or just caught in the AOE. Hit the Deck! is not triggered by AOE's that do not "hit" models, such as Blizzard.

end of line

Aurum Lucanum Athanor Locke – Crucible Guard Force Book

Crucible Guard Convergence Ordic Warcaster

Damage: 

LOCKE 1

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

FA: C

Warjack Points: +29

Base Size: Medium

Damage: 18

Feat: Arcanodynamic Catalysis

Enemy upkeep spells and animi in Locke's control range immediately expire. When an enemy model is forced, casts a spell, or spends 1 or more focus or fury points while in Locke's control range, after the spell is resolved Locke gains one focus point and can immediately cast one spell without spending focus. Locke can boost attack and damage rolls on spells cast as a result of Arcanodynamic Catalysis. If a model casts a spell by spending focus or fury, Arcanodynamic Catalysis triggers only once. Arcanodynamic Catalysis lasts for one round.

LOCKE 1

Field Marshal [Precision] - When a warjack in this model's battlegroup damages a warjack or warbeast with an attack, choose which column or branch suffers the damage.

Repair [d3 + 3] (★Action) - RNG B2B. Target friendly Faction construct model. If the model is in range, remove d3 + 3 damage points from it.

Resourceful - This model can upkeep spells on models in its battlegroup without spending focus.

Vital Magic - When a spell or special rule would cause one or more of this model's upkeep spells to expire, this model can keep one or more of its upkeep spells in play by suffering d3 damage points for each spell kept in play.

WEAPONS [LOCKE 1]

Flame Jet [2x] (None)

gun icon

RNG: SP 6

ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

Enhanced Fist [2x] (None)

sword icon

RNG: 1 POW: 5 P+S: 12

Critical Knockdown - On a critical hit, the model hit becomes knocked down.

SPELLS

Bombshell

Cost	RNG	AOE	POW	DUR	OFF
3	10	3	13	–	Yes

On a critical hit, models hit are thrown d6" directly away from the attacker. Roll distance once for all models affected. Models thrown do not deviate. Move models farthest from the attacker first. Instead of suffering blast damage, models hit but not directly hit suffer a POW 10 damage roll. The POW of collateral damage is 10.

Engine of Destruction

2	Self	–	–	Turn	No
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The spellcaster gains +2 SPD, +4 STR, and +4 MAT for one turn.

Jackhammer

1	6	–	–	–	No
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Target model in the spellcaster's battlegroup immediately makes one basic melee attack.

Redline

2	6	–	–	UP	No
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Target warjack in the spellcaster's battlegroup gains +2 STR and SPD and can run, charge, or make slam or trample power attacks without spending focus. At the end of each of its activations, the affected warjack suffers d3 damage points.

Road to War

3	Self	Ctrl	–	UP	No
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When a friendly Faction model in the spellcaster's control range destroys one or more enemy models with a melee or ranged attack during its activation, immediately after the attack is resolved one warjack in the spellcaster's battlegroup that is in its control range can advance up to 3". A warjack can advance as a result of Road to War only once per turn.

Sentry

2	6	–	–	UP	No
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Target friendly Faction model gains Rapid Fire. (A model with Rapid Fire can make one basic ranged attack during your Maintenance Phase.)

Tactical Tip

Bombshell — Incorporeal models are not thrown; they just suffer a damage roll.

end of line

Captain Eira Mackay – Crucible Guard Force Book

Crucible Guard Ordic Battle Engine Warcaster

Damage: 

MACKAY 1

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	15	7	7	10	19	10	6

FA: C

Warjack Points: +19

Base Size: Huge

Damage: 36

Feat: Overwhelming Force

Friendly Faction models currently in Mackay's control range gain Run & Gun. Additionally, while in Mackay's control range friendly Faction construct models gain boosted damage rolls and their weapons gain Damage Type: Magical XICONX. Overwhelming Force lasts for one turn. (At the end of its activation, if a model with Run & Gun destroyed one or more enemy models with ranged attacks that activation, it can make a full advance.)

MACKAY 1

Construct

Pathfinder

Bulldoze - When this model is B2B with an enemy model during its Normal Movement, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.

Exhaust Fumes - When this model advances during its Normal Movement, for one round other friendly models gain concealment while within 3" of this model.

Dual Attack - This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

Reposition [3"] - At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

Veteran Leader [Railless] - While in this model's command range, friendly Railless battle engines gain +1 to attack rolls.

WEAPONS [MACKAY 1]

Alchemical Mortar [1x] (<=>) gun icon RNG: 15 ROF: 1 AOE: 4 POW: 15

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

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

• **Alchemical Accelerant** - This attack causes no damage. A model hit by this attack suffers Oil for one round. (When a model affected by Oil suffers a fire damage roll XICONX, the roll is automatically boosted.)

• **Pyro Blossom** - This attack causes fire damage XICONX and gains Flare. (Models hit by an attack with Flare lose Stealth XICONX and suffer -2 DEF for one turn.)

• **Scather** - This attack's AOE is a hazard that remains in play for one round. Models without Immunity: Corrosion XICONX entering or ending their activations in the AOE suffer 1 point of corrosion damage XICONX.

Antiminator [2x] (Left and Right) gun icon RNG: SP 10 ROF: 1 AOE: - POW: 14

Damage Type: Cold

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold XICONX.

Flame Thrower [1x] (<=>) gun icon RNG: SP 8 ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

Bash [1x] (<=>) sword icon RNG: 0.5 POW: 0 P+S: 15

Ram - When an enemy model is hit by this weapon during this model's Combat Action, it becomes knocked down and can be pushed 1" directly away from this model. If the model hit is pushed, this model can immediately advance 1" directly toward it.

SPELLS

Spell	Cost	RNG	AOE	POW	DUR	OFF
Fail-Safe	2	6	-	-	UP	No
Jumpstart	1	Self	Ctrl	-	-	No
Mobility	3	Self	Ctrl	-	Turn	No
Return Fire	1	6	-	-	RND	No

Target friendly Faction warjack gains +2 ARM and does not suffer the effects of crippled systems.

Models in the spellcaster's battlegroup that are currently in its control range stand up and are no longer stationary. Affected models can turn to face any direction. Models that were knocked down this turn are not affected by Jumpstart.

Models in the spellcaster's battlegroup currently in its control range gain +2 SPD and Pathfinder XICONX for one turn.

When target friendly Faction model is targeted by an enemy ranged attack, after the attack is resolved the affected model can make one basic melee or ranged attack, then Return Fire expires. Return Fire lasts for one round.

Retaliator – Crucible Guard Force Book

Crucible Guard Light Warjack

RETALIATOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	6	13	17	—

FA: U
Point Cost: 9
Base Size: Medium Base

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

RETALIATOR

Construct
Immunity: Corrosion
Immunity: Fire

WEAPONS [RETALIATOR]

Enthalpic Distilator [1x] (Left) gun icon RNG: SP 8 ROF: 1 AOE: - POW: 12

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- Aetheric Blast** - This weapon's base POW becomes 8. On a critical hit, the model hit becomes knocked down. Cloud effects overlapping the spray template expire.
- Black Humor** - This attack causes corrosion damage XICONX. Models hit suffer the Corrosion continuous effect XICONX and suffers Grievous Wounds. (A model suffering Grievous Wounds loses Tough XICONX and cannot have damage removed from it for one round.)
- Incendiary** - This attack causes fire damage XICONX, and models hit suffer the Fire continuous effect XICONX.

Axe [1x] (Right) sword icon RNG: 1 POW: 4 P+S: 13

end of line

Liberator – Crucible Guard Force Book

Crucible Guard Light Warjack

LIBERATOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	6	13	17	—

FA: U
Point Cost: 10
Base Size: Medium Base

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

LIBERATOR

Arc Node
Construct
Immunity: Corrosion
Immunity: Fire

Ashen Veil - This model has concealment. Living enemy models without Immunity: Fire XICONX suffer –2 to attack rolls while within 2” of this model.
Node Capacitor - When a spell is channeled through this model, after the spell has been resolved roll a d6. On a 1 or 2, this model suffers 1 damage point to its first available Arc Node system box.

WEAPONS [LIBERATOR]

Shield [1x] (Left) sword icon RNG: 0.5 POW: 2P+S: 11
Shield

Thurible [1x] (Right) sword icon RNG: 2 POW: 4P+S: 13
Chain Weapon

end of line

Toro – Crucible Guard Force Book

Mercenary Ordic Heavy Warjack

TORO					
SPD	STR	MAT	RAT	DEF	ARM
5	11	6	5	11	18

FA: U
Point Cost: 13
Base Size: Large

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

TORO

Construct

Countercharge - When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. This model can use Countercharge only once per round and not while engaged.

Maker's Mark [Crucible Guard] - This warjack can be included in a battlegroup controlled by a Crucible Guard model. If it is, this warjack is a Crucible Guard model instead of a Mercenary model. If this warjack begins the game as part of a battlegroup controlled by a Crucible Guard model, it can be included in an army made using a theme force whether or not it can normally be included in armies made using the theme force.

WEAPONS [TORO]

Shield [1x] (Left) sword icon RNG: 1 POW: 2 P+S: 13
Shield

Sword [1x] (Right) sword icon RNG: 2 POW: 7 P+S: 18

end of line

Vindicator – Crucible Guard Force Book

Crucible Guard Heavy Warjack

VINDICATOR

SPD	STR	MAT	RAT	DEF	ARM
5	11	6	5	11	18

FA: U
Point Cost: 15
Base Size: Large

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

VINDICATOR

Construct
Immunity: Corrosion
Immunity: Fire

WEAPONS [VINDICATOR]

Multi-Chambered Compression Cannon [1x] (Left) gun icon RNG: 10 ROF: 1 AOE: 4 POW: 14

- Attack Type** - Each time this weapon is used to make an attack, choose one of the following special rules:
- Decrepitation** - This weapon gains an additional die on damage rolls against construct and undead models.
 - Psychoactive Gas** - Living warbeasts hit by the AOE gain 1 fury point unless they can ignore gas effects.
 - Psychomorphic Destabilizer** - This attack causes magic damage XICONX.

Steam Pressure - If this model uses its Normal Movement to aim, this weapon gains +4 RNG that activation.

Maul [1x] (Right) sword icon RNG: 2 POW: 6 P+S: 17

end of line

Suppressor – Crucible Guard Force Book

Crucible Guard Heavy Warjack

SUPPRESSOR

SPD	STR	MAT	RAT	DEF	ARM
5	11	6	5	11	18

FA: U
Point Cost: 13
Base Size: Large

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

SUPPRESSOR

Construct
Immunity: Corrosion
Immunity: Fire

Dual Attack - This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

WEAPONS [SUPPRESSOR]

Pyrodraulic Jet [2x] (Left and Right) gun icon RNG: SP 6 ROF: 1 AOE: - POW: 12

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- Ice Cage** - This attack causes no damage. Instead, a model hit suffers a cumulative –2 DEF for one turn unless it has Immunity: Cold XICONX. When a model without Immunity: Cold XICONX is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.
- Incendiary** - This attack causes fire damage XICONX, and models hit suffer the Fire continuous effect XICONX.
- Rust** - This attack causes no damage. Instead, constructs hit suffer –2 ARM for one turn.

Fist [2x] (Left and Right) sword icon RNG: 1 POW: 3P+S: 14

Open Fist
end of line

Crucible Guard Infantry – Crucible Guard Force Book

Crucible Guard Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 5 Grunts: 9
Leader & 9 Grunts: 15

Base Size: Small

LEADER & GRUNTS

Combined Ranged Attack

Immunity: Corrosion

Immunity: Fire

Breather - This model does not suffer gas effects.

WEAPONS [LEADER & GRUNTS]

Crucible Arms Model 609 [1x] (None) gun icon RNG: 12 ROF: 1 AOE: - POW: 11

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- Psychomorphic Destabilizer - This attack causes magic damage XICONX.
- Pyrocatalyst - This attack causes fire damage XICONX. On a critical hit, models hit suffer the Fire continuous effect XICONX.

•Vitriolic Trajectory - This attack causes corrosion damage XICONX. On a critical hit, models hit suffer the Corrosion continuous effect XICONX.

Sword [1x] (None) sword icon RNG: 0.5 POW: 3 P+S: 9

end of line

Crucible Guard Infantry Officer & Standard – Crucible Guard Force Book

Crucible Guard Command Attachment

Officer's Damage: ■■■■

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	12	13	8

STANDARD BEARER

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

FA: 3

Point Cost: Officer & Standard: 4

Base Size: Small

Damage: Officer's Damage: 5

Attachment [Crucible Guard Infantry] - This attachment can be added to a Crucible Guard Infantry unit.

OFFICER

Combined Ranged Attack

Immunity: Corrosion

Immunity: Fire

Officer

Breather - This model does not suffer gas effects.

Granted: Reposition [3"] - While this model is in formation, models in its unit gain Reposition [3"]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)

Whites of Their Eyes - This model can use Whites of Their Eyes once per game at any time during its unit's activation. This activation, models in this unit gain Trained Fire. (A model with Trained Fire gains an additional die on ranged attack rolls against models within 8" of it.)

WEAPONS [OFFICER]

Crucible Arms Model 609 [1x] (None) gun icon RNG: 12 ROF: 1 AOE: - POW: 11

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- **Psychomorphic Destabilizer** - This attack causes magic damage XICONX.

- **Pyrocatalyst** - This attack causes fire damage XICONX. On a critical hit, models hit suffer the Fire continuous effect XICONX.

- **Vitriolic Trajectory** - This attack causes corrosion damage XICONX. On a critical hit, models hit suffer the Corrosion continuous effect XICONX.

Sword [1x] (None) sword icon RNG: 0.5 POW: 3P+S: 9

STANDARD BEARER

Immunity: Corrosion

Immunity: Fire

Breather - see above

Mage Static - While this model is in formation, enemy magic attacks targeting a model in its unit suffer -5 RNG.

Standard Bearer - While this model is within 5" of its unit commander, the unit commander gains +2 CMD.

Take Up - If this model is destroyed, you can choose a Grunt in this unit within 1" of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [STANDARD BEARER]

Sword [1x] (None) sword icon RNG: 0.5 POW: 3P+S: 9

Tactical Tip

Mage Static — This does not affect magic attacks with RNG SP.

Granted: Reposition [XXX"] — If a model is part of a unit, its activation does not end until all models in its unit have completed their activations.

end of line

Crucible Guard Storm Troopers – Crucible Guard Force Book

Crucible Guard Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	6	11	16	8

Model A's Damage:	
Model B's Damage:	
Model C's Damage:	
Model D's Damage:	
Model E's Damage:	

FA: 3
Point Cost: Leader & 2 Grunts: 10
 Leader & 4 Grunts: 16
Base Size: Medium
Damage: 5 each

LEADER & GRUNTS

Immunity: Corrosion
Immunity: Fire
Tough
Breather - This model does not suffer gas effects.
Carapace - This model gains +4 ARM against free strike damage rolls and ranged attack damage rolls.

WEAPONS [LEADER & GRUNTS]

Pneumatic Concussion Cannon [1x] (None) gun icon **RNG:** 12 **ROF:** 1 **AOE:** 3 **POW:** 14
Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.
High-Explosive - Blast damage caused by this weapon is POW 10.
Steam Pressure - If this model uses its Normal Movement to aim, this weapon gains +4 RNG that activation.
Pick Axe [1x] (None) sword icon **RNG:** 1 **POW:** 6**P+S:** 12

end of line

Crucible Guard Rocketmen – Crucible Guard Force Book

Crucible Guard Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	14	11	8

FA: 3

Point Cost: Leader & 5 Grunts: 10
Leader & 9 Grunts: 16

Base Size: Small

LEADER & GRUNTS

Flight

Gunfighter

Breather - This model does not suffer gas effects.

WEAPONS [LEADER & GRUNTS]

Gravity Bomb [1x] (None) gun icon RNG: 4 ROF: 1 AOE: 3 POW: 12

Cumbersome - This model cannot attack with this weapon and with another weapon on the same activation.

Sky Dropped - Attacks with this weapon ignore cover and elevation. Flying models do not suffer blast damage from this attack.

Carbine [1x] (None) gun icon RNG: 10 ROF: 1 AOE: - POW: 10

end of line

Crucible Guard Rocketman Captain – Crucible Guard Force Book

Crucible Guard Command Attachment

Damage: 

CAPTAIN

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	7	14	11	9

FA: 3
Point Cost: 4
Base Size: Small
Damage: 5

Attachment [Crucible Guard Rocketmen] - This attachment can be added to a Crucible Guard Rocketman unit.

CAPTAIN

Flight
Gunfighter
Officer

Breather - This model does not suffer gas effects.
Full Thrust - This model can use Full Thrust once per game at any time during its unit’s activation. For one round, models in this unit gain +2 SPD and +2 DEF.
Granted: Reposition [3’] - While this model is in formation, models in its unit gain Reposition [3’]. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3’] can advance up to 3’, then its activation ends.)

WEAPONS [CAPTAIN]

Gravity Bomb [1x] (None) gun icon **RNG: 4 ROF: 1 AOE: 3 POW: 12**

Cumbersome - This model cannot attack with this weapon and with another weapon on the same activation.
Sky Dropped - Attacks with this weapon ignore cover and elevation. Flying models do not suffer blast damage from this attack.

Carbine [2x] (None) mount icon **RNG: 10 POW: 10**

Tactical Tip

Granted: Reposition [XXX’] — If a model is part of a unit, its activation does not end until all models in its unit have completed their activations.

end of line

Crucible Guard Mechanics – Crucible Guard Force Book

Crucible Guard Solo

MECHANIK

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

FA: 3
Point Cost: 2
Base Size: Small

MECHANIK

Gunfighter
Immunity: Corrosion
Immunity: Fire
All-Terrain (★Action) - RNG B2B. Target friendly Faction construct model. If the model is in range, it gains Pathfinder XICONX for one turn.
Breather - This model does not suffer gas effects.
Repair [d3 +1] (★Action) - RNG B2B. Target friendly Faction construct model. If the model is in range, remove d3 +1 damage from it.

WEAPONS [MECHANIK]

Carbine [1x] (None) gun icon RNG: 10 ROF: 1 AOE: - POW: 10
Torch [1x] (None) sword icon RNG: 1 POW: 4 P+S: 10

Critical Fire
Damage Type: Fire

end of line

Combat Alchemists – Crucible Guard Force Book

Crucible Guard Unit

LEADER & GRUNTS

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

FA: 3

Point Cost: Leader & 2 Grunts: 7

Base Size: Small

LEADER & GRUNTS

Advance Deployment

Immunity: Corrosion

Immunity: Fire

Alchemical Mask - This model does not suffer gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

Prowl - While this model has concealment, it gains Stealth XICONX.

Smoke Bombs (★Action) - Center a 3" AOE cloud effect on this model. This AOE remains in play for one round.

WEAPONS [LEADER & GRUNTS]

Alchemical Grenade [1x] (None) gun icon RNG: 6 ROF: 1 AOE: 3 POW: 12

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- Acid Blast** - Models hit by this attack suffer the Corrosion continuous effect XICONX.
- Blood of Urcaen** - This attack causes magic damage XICONX. On a critical hit, upkeep spells and animi on the model/unit hit immediately expire.
- Ice Cage** - This attack causes no damage. Instead, a model hit suffers a cumulative –2 DEF for one turn unless it has Immunity: Cold XICONX. When a model without Immunity: Cold XICONX is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.

Dagger [1x] (None) sword icon RNG: 0.5 POW: 2P+S: 7

end of line

Doctor Adolpheus Morely – Crucible Guard Force Book

Crucible Guard Command Attachment

Damage: 

MORELY 1

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

FA: C

Point Cost: 3

Base Size: Small

Damage: 5

Attachment [Small- or Medium-Based Mercenary] - This attachment can be added to a small- or medium-based Mercenary unit.

MORELY 1

Officer

Breather - This model does not suffer gas effects.

“Field Work” - This model can use one of the following special rules at the start of its unit’s activation. Each model in this unit gains the benefits listed while in formation.

- Coagulum of Entropy** - Affected models gain Immunity: Corrosion XICONX. When an affected model is hit by a melee attack, the attacking model suffers the corrosion continuous effect XICONX. Coagulum of Entropy lasts for one round.

- Fortemorphic Elixir** - Affected living models gain +2 STR and gain Overtake. Fortemorphic Elixir lasts for one round. (When a model with Overtake destroys one or more enemy models with a basic melee attack during its Combat Action, after the attack is resolved it can immediately advance up to 1”.)

- The Good Stuff** - Affected living models gain Tough XICONX and cannot be knocked down but suffer –1 to attack rolls. The Good Stuff lasts for one round.

Heal [d3 +2] (★Action) - RNG B2B. Target friendly living Faction model. If the model is in range, remove d3 +2 damage points from it.

Ranking Officer - This model is a Ranking Officer. While this model is in play, models in its unit are Crucible Guard models instead of Mercenary models.

Revivifier - This model can use Revivifier once per game at any time during its activation. While in this model’s command range, friendly Faction warrior models gain Tough XICONX. Additionally, when a friendly Faction warrior model makes a Tough roll of 4, 5, or 6 while in this model’s command range, that model can remove 1 damage point. Revivifier lasts for one round.

WEAPONS [MORELY 1]

Combat Syringe [1x] (None)

sword icon

RNG: 0.5

POW: - P+S: 5

Anesthesia - A living model damaged by an attack with this weapon becomes stationary for one round.

Needle - Instead of suffering a damage roll, a living model hit by this weapon automatically suffers 1 damage point. This weapon cannot damage non-living models.

Tactical Tip

No P+S!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Use “★”.

end of line

Trancer – Crucible Guard Force Book

Crucible Guard Solo

TRANCER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	4	3	13	11	5

Model A's Damage:	
Model B's Damage:	
Model C's Damage:	
Model D's Damage:	

FA: 4
Point Cost: 4
Base Size: Small
Damage: 5

TRANCER

Advance Deployment

Pathfinder

Force Barrier - This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.
Mental Force - This model can use Mental Force at the beginning of each attack. If it does, all attack and damage rolls resulting from the attack are boosted. After the attack is resolved, this model suffers d3 damage points.
Poltergeist - When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from this model.
Psychokinetic Blast - When this model is disabled, center a 4" AOE on it. Models in the AOE suffer a POW 12 blast damage roll XICONX and are pushed 2" directly away from the this model in the order you choose. After pushes are resolved this model is removed from play.
Steady - This model cannot become knocked down.

WEAPONS [TRANCER]

Force Blow [1x] (None) sword icon RNG: 2 POW: 7 P+S: 14

Damage Type: Magical

Smite - A model directly hit by this attack can be slammed d6" directly away from this model. If the model hit has a larger base than the attacking model, it is moved only half the distance rolled. The POW of collateral damage is equal to the STR of this model.

Tactical Tip

Steady — Remember, even if a thrown model cannot be knocked down, it must still forfeit its Normal Movement or Combat Action if it activates later in a turn it was thrown.

end of line

Prospero – Crucible Guard Force Book

Crucible Guard Solo

Damage: 

PROSPERO 1

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	8	6	5	13	16	6	4

FA: C

Point Cost: 5

Base Size: Medium

Damage: 8

PROSPERO 1

Construct

Battlegroup Controller - This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Focus Manipulation, Power Field, and Spellcaster. This model must have at least one warjack in its battlegroup at the start of the game.

Field Marshal [Dispel] - The melee weapons of warjacks in this model's battlegroup gain Dispel. (When a weapon with Dispel hits a model/unit, upkeep spells and animi on that model/unit immediately expire.)

Soul Vessel - This model generates soul tokens as if it were a living model.

Veteran Leader [Warjack] - While in this model's command range, friendly Faction warjacks gain +1 to attack rolls.

WEAPONS [PROSPERO 1]

Exothermic Pulse [1x] (None)

gun icon

RNG: 10

ROF: 1 AOE: - POW: 12

Critical Fire

Damage Type: Fire

Flst [2x] (None)

sword icon

RNG: 0.5

POW: 4P+S: 12

SPELLS

Guided Fire

Cost	RNG	AOE	POW	DUR	OFF
3	Self	Ctrl	—	Turn	No

While in the spellcaster's control range, models in its battlegroup gain boosted ranged attack rolls for one turn.

Instability Equation

1	6	—	—	Turn	No
---	---	---	---	------	----

Target friendly warjack stands up if it was knocked down, is no longer stationary, and can turn to face any direction. If the warjack was suffering Disruption XICONX, it is no longer disrupted. The warjack gains up to 3 focus points. The warjack also gains the Unstable special rule for one turn. (At the end of an activation in which a model with Unstable spent more than 1 focus point, roll a d6. If the roll is equal to or less than the number of focus points spent, the model with Unstable explodes and other models within 3" of it suffer an unboostable POW 14 blast damage roll. Remove the model with Unstable from play.)

Tactical Tip

Battlegroup Controller — This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.

Soul Vessel — This model is not otherwise considered to be a living model.

Guided Fire — The spellcaster gains the boosts as well.

Instability Equation — A warjack can not exceed three focus points as a result of Instability Equation.

end of line

Railless Interceptor – Crucible Guard Force Book

Crucible Guard Battle Engine

Damage: 

INTERCEPTOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	15	6	6	9	19	10

FA: 2
Point Cost: 18
Base Size: Huge
Damage: 36

INTERCEPTOR

Construct
Pathfinder

Bulldoze - When this model is B2B with an enemy model during its Normal Movement, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.

Dual Attack - This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

Exhaust Fumes - When this model advances during its Normal Movement, for one round other friendly models gain concealment while within 3" of this model.

Reposition [3"] - At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

WEAPONS [INTERCEPTOR]

Alchemical Cannon [1x] (<->) gun icon RNG: 15 ROF: 1 AOE: 4 POW: 15

Scather - This attack's AOE is a hazard that remains in play for one round. Models without Immunity: Corrosion XICONX entering or ending their activations in the AOE suffer 1 point of corrosion damage XICONX.

Antiminator [2x] (Left and Right) gun icon RNG: SP 10 ROF: 1 AOE: - POW: 14

Damage Type: Cold

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold XICONX.

Flame Thrower [1x] (<->) gun icon RNG: SP 8 ROF: AOE: POW: 12

Continuous Effect: Fire

Damage Type: Fire

Bash [1x] (<->) sword icon RNG: 0.5 POW: 0 P+S: 15

Ram - When an enemy model is hit by this weapon during this model's Combat Action, it becomes knocked down and can be pushed 1" directly away from this model. If the model hit is pushed, this model can immediately advance 1" directly toward it.

end of line

Aurum Ominus Alyce Marc – Crucible Guard Force Book

Crucible Guard Llaeese Solo

MARC 1 (HUMAN FORM)

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	11	7

Alyce Marc's Damage:

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

Big Alyce's Damage:

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

FA: C

Point Cost: 5

Base Size: Small

Damage: Alyce Marc Damage: 5

Big Alyce Damage: 8

Attached - Before the start of the game, attach this model to a friendly warcaster for the rest of the game. Each warcaster can have only one model/unit attached to it.

MARC 1 (HUMAN FORM)

Breather - This model does not suffer gas effects.

Magic Ability

•**Empower (★Action)** - RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

•**Guidance (★Action)** - RNG CMD. Target friendly model. If the model is in range, it gains Eyeless Sight XICONX and its weapons gain Damage Type: Magical XICONX for one turn.

•**Harmonious Exaltation (★Action)** - RNG CMD. Target this model's warcaster. If it is in range, once this turn when the warcaster casts a spell, reduce the COST of the spell by 1.

Transmogrification Elixir - This model can use Transmogrification Elixir once per game during your Control Phase. When this model uses Transmogrification Elixir immediately mark all of its damage boxes and replace this model with Big Alyce.

Traumatic Transformation - This model begins the game in Human Form. When all of this model's damage boxes are marked, instead of becoming disabled this model is replaced with Big Alyce. Damage points in excess of this model's remaining unmarked damage boxes are not applied to Big Alyce's damage boxes. If this model is replaced by Big Alyce while advancing, it cannot continue to advance; if this model is replaced by Big Alyce during its activation, its activation ends. After this model has been replaced with Big Alyce apply effects that were on it to Big Alyce. When Big Alyce replaces this model, Big Alyce is not considered to have entered an area and does not trigger effects triggered by entering that area. Once this replacement is complete, any further damage this model suffers will be applied to Big Alyce's damage boxes.

WEAPONS [MARC 1 (HUMAN FORM)]

Acid Bomb [1x] (None) gun icon RNG: 6 ROF: 1 AOE: 3 POW: 12

Continuous Effect: Corrosion

Damage Type: Corrosion

Knife [1x] (None) sword icon RNG: 0.5 POW: 2P+S: 7

Tactical Tip

Attached — This model cannot be reassigned if its XXX is destroyed or removed from play.

end of line

Aurum Ominus Alyce Marc (Continued) – Crucible Guard Force Book

Crucible Guard Llaelese Solo

MARC 1 (BIG ALYCE)

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	8	8	2	13	17	1

Base Size: Medium

MARC 1 (BIG ALYCE)

Tough

Breather - This model does not suffer gas effects.

Countercharge - When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. This model can use Countercharge only once per round and not while engaged.

Hyper-Regeneration - Remove d3 damage points from this model at the start of each of its activations.

Jump - After it makes a full advance during its Normal Movement but before it performs its Combat Action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent charging also prevent this model from using Jump.

WEAPONS [MARC 1 (BIG ALYCE)]

Claw [2x] (None) sword icon RNG: 1 POW: 6 P+S: 14

end of line

Rocketman Gunner – Crucible Guard Force Book

Crucible Guard Weapon Attachment

GUNNER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	14	11	8

FA: U
Point Cost: 2
Base Size: Small

Attachment [Crucible Guard Rocketmen] - This attachment can be added to a Crucible Guard Rocketman unit.

GUNNER

Flight
Gunfighter
Breather - This model does not suffer gas effects.

WEAPONS [GUNNER]

Slug Gun [1x] (None) gun icon RNG: 4 ROF: 1 AOE: - POW: 14

end of line

Rocketman Ace – Crucible Guard Force Book

Crucible Guard Solo

Damage:

ACE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	7	14	11	9

FA: 2
Point Cost: 4
Base Size: Small
Damage: 5

ACE

Flight
Gunfighter
Breather - This model does not suffer gas effects.
Dodge - This model can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.
Dog Fighter - This model gains boosted attack and damage rolls against models with Flight XICONX.
Leadership [Crucible Guard Rocketmen] - While in this model's command range, friendly Crucible Guard Rocketmen models gain Dodge.
Reposition [3"] - At the end of an activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

WEAPONS [ACE]

Gravity Bomb [1x] (None) gun icon RNG: 4 ROF: 1 AOE: 3 POW: 12
Sky Dropped - Attacks with this weapon ignore cover and elevation. Flying models do not suffer blast damage from this attack.
Carbine [1x] (None) mount icon RNG: 10 POW: 10

end of line

Crucible Guard Assault Troopers – Crucible Guard Force Book

Crucible Guard Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	4	11	16	8

Model A's Damage:	
Model B's Damage:	
Model C's Damage:	
Model D's Damage:	
Model E's Damage:	

FA: 2
Point Cost: Leader & 2 Grunts: 8
 Leader & 4 Grunts: 13
Base Size: Medium
Damage: 5 each

LEADER & GRUNTS

Immunity: Corrosion
Immunity: Fire

Tough
Ashen Veil - This model has concealment. Living enemy models without Immunity: Fire XICONX suffer –2 to attack rolls while within 2” of this model.
Breather - This model does not suffer gas effects.
Carapace - This model gains +4 ARM against free strike damage rolls and ranged attack damage rolls.

WEAPONS [LEADER & GRUNTS]

Thermal Hammer [1x] (None) sword icon **RNG: 2 POW: 7P+S: 13**

Critical Fire
Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.
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 XICONX.

end of line

Dragon's Breath Rocket – Crucible Guard Force Book

Crucible Guard Weapon Crew Unit

GUNNER

SPD	STR	MAT	RAT	DEF	ARM	CMD
2	6	6	5	12	13	5

GRUNTS

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

FA: 2

Point Cost: Gunner & 2 Grunts: 6

Base Size: Gunner: Large Base
Grunt: Small Base

GUNNER

Immunity: Corrosion

Immunity: Fire

Officer

Breather - This model does not suffer gas effects.

Man-Sized - This model is treated as a small-based model and occupies the space from the bottom of its base to a height of 1.75".

Mobile Artillery - When this model advances as part of its Normal Movement, it gains +1" movement for each Grunt in this unit within 2" of it at the start of its advance.

Take Up - If this model is destroyed, you can choose a Grunt in this unit within 1" of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [GUNNER]

Rocket [1x] (None) gun icon **RNG:** 14 **ROF:** 1 **AOE:** 4 **POW:** 14

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

Withering Humor - Living and undead models hit by this attack suffer -2 ARM and lose Tough XICONX for one turn unless they unless they can ignore gas effects.

Sword [1x] (None) sword icon **RNG:** **POW:** 3 **P+S:** 9

GRUNTS

Immunity: Corrosion

Immunity: Fire

Breather - see above

WEAPONS [GRUNTS]

Carbine [1x] (None) gun icon **RNG:** 10 **ROF:** 1 **AOE:** - **POW:** 10

Sword [1x] (None) sword icon **RNG:** **POW:** 3 **P+S:** 9

end of line

Vulcan – Crucible Guard Force Book

Crucible Guard Colossal Warjack

VULCAN

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD**
6 16 6 6 8 19 —

FA: 2

Point Cost: 37

Base Size: Huge Base

Damage: Left Grid

1	2	3	4	5	6		
						X	X
				S	S		
		L	L	S	C	X	X
L	L	C	C	C	C		
L	C	M	M	M	M	X	X

VULCAN

Construct

Immunity: Corrosion

Immunity: Fire

Pathfinder

Alchemical Vents - At the beginning of this model's activation, choose one of the following Alchemical Vents effects. While within 5" of this model, models are affected by the chosen effect. While its S system is crippled, this model loses the benefits of Alchemical Vents. Alchemical Vent effects last for one round.

•**Iron Bane** - Affected constructs without Immunity: Corrosion suffer Rust. A construct suffering Rust suffers –2 ARM.

•**Miasma of Death** - Affected living models lose Tough XICONX and cannot have damage removed from them unless they can ignore gas effects.

•**Unnatural Affliction** - Affected enemy models lose Immunity: Cold XICONX, Immunity: Corrosion XICONX, Immunity: Electricity XICONX, and Immunity: Fire XICONX.

Bulldoze - When this model is B2B with an enemy model during its Normal Movement, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.

WEAPONS [VULCAN]

Aqua Mortuum Rocket [1x] (Right) gun icon **RNG:** 14 **ROF:** 1 **AOE:** 4 **POW:** 14

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

Chem Trail - The AOE remains in play for one round. While in the AOE, models are affected by the chosen Alchemical Vents effect. While its S system is disabled, this model loses the benefits of Chem Trail.

Minimum Range [5"] - Attacks made with this weapon cannot target models within 5" of this model.

Primary Weapon - This model can only make attacks with this weapon during its Combat Action.

Reload [1] - This model can spend 1 focus point to make one additional ranged attack with this weapon during its Combat Action.

Vitriolic Deflagrator [2x] (Left and Right) gun icon **RNG:** SP 10 **ROF:** 1 **AOE:** - **POW:** 14

Continuous Effect: Corrosion

Damage Type: Corrosion

Fist [2x] (Left and Right) sword icon **RNG:** 2 **POW:** 3P+S: 19

Open Fist

end of line

Vulcan - Right Damage Grid – Crucible Guard Force Book

Crucible Guard Colossal Warjack

SPD STR MAT RAT DEF ARM

Damage: Right Grid

WEAPONS []

end of line

1	2	3	4	5	6		
						X	X
S	S						
C	S	R	R			X	X
C	C	C	C	R	R		
M	M	M	M	C	R	X	X