

# Protectorate Warcaster

## KREOSS 2

**FA: C**

**Warjack Points: +28**

**Base Size:** Small Base

**Damage: 18**

### Feat: Strength of Arms

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

**Imperishable Conviction** - When a friendly Faction model in its control range is destroyed by an enemy attack, this model can remove 1 damage point.

**Tactician [Exemplar]** - While in this model's command range, friendly Exemplar models can ignore other friendly Exemplar models when determining LOS. Friendly Exemplar models can advance through other friendly Exemplar models in this model's command range if they have enough movement to move completely past them.

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

**Damage Type: Magical**

**Smite (★Attack)** - The model hit is 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.

Cost   RNG   AOE   POW   DUR   OFF

## Castigate

Enemy models cannot be used to channel spells or be forced to cast an animus while in the spellcaster's control range.

Castigate lasts for one round.

<b>Chasten</b>	2	8	–	12	–	Yes
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Enemy upkeep spells and animi on target model/unit damaged by this attack expire.

<b>Cleansing Fire</b>	3	8	3	14	–	Yes
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Cleansing Fire causes fire damage XICONX. On a critical hit, models hit suffer the Fire continuous effect XICONX.

<b>Inviolable Resolve</b>	2	6	–	–	UP	No
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Target friendly Faction model/unit gains +2 ARM and cannot be moved by a push or a slam. Models are not affected while out of formation.

<b><i>Sacrosanct</i></b>	2	6	–	–	UP	No
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Target a friendly Faction model/unit. When an enemy non-warcaster, non-warlock warrior model destroys one or more affected models with an attack while the affected model is in formation, immediately after the attack is resolved the attacking model becomes knocked down. Models in the target unit are not affected while out of formation.

Tactician — Remember, a model is within its own command range.

*end of line*

## Protectorate Warcaster

# HARBINGER 1

**FA: C**

**Base Size:** Large Base

**Feat: Godhead**

# HARBINGER 1

**Awe** - While in this model's command range, living enemy models suffer -2 to attack rolls.

**Divinity** - This model cannot become knocked down and never suffers Blind. Models do not gain back strike bonuses against this model.

## WEAPONS [HARBINGER 1]

**Providence [1x] (None)**      sword icon      RNG: 0.5      POW: 8 P+S: 12

Damage Type: Magical

**Guided** - Attacks made with this weapon automatically hit.

## SPELLS

## Cataclysm

Reduce the base POW of Cataclysm by 1 for each full inch between the target and the spellcaster. Blast damage affects only enemy models. Cataclysm has no effect if the target model is out of range.

<b>Crusader's Call</b>	3	Self	Ctrl	—	Turn	No
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Friendly Faction models beginning a charge in the spellcaster's control range gain +2" movement. Crusader's Call lasts for one turn.

<b>Guided Hand</b>	2	6	–	–	Turn	No
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Target friendly Faction model/unit gains an additional die on each model's next melee attack roll this turn.

<b>Purification</b>	4	Self	Ctrl	–	–	No
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Continuous effects, animi, and upkeep spells in the spellcaster's control range immediately expire.

<b>Rebuke</b>	2	10	–	–	UP	Yes
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Target model/unit cannot give orders, receive orders, or make power attacks or special attacks.

### Tactical Tip

**Divinity** — 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 in which it was thrown.

**Martyrdom** — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.

**Cataclysm** — Modify the POW before calculating blast damage. Even if this spell is channeled, its damage is still based on the range of the target from the Harbinger.

*end of line*

# Devout

## Protectorate Light Warjack

DEVOUT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	4	13	16	—

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

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

### DEVOUT

**Construct**  
**Defensive Strike** - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one basic melee attack against it.  
**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.  
**Spell Barrier** - While this model is B2B with its battlegroup controller, its battlegroup controller cannot be targeted by enemy spells.

### WEAPONS [DEVOUT]

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

**Pole Axe [1x] (Right)** sword icon      RNG: 2 POW: 4P+S: 13

### Tactical Tip

**Spell Barrier** — Remember, animi are spells.

end of line

# Fire of Salvation

## Protectorate Heavy Warjack

### FIRE OF SALVATION 1

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	8	5	10	19	—

FA: C  
Point Cost: 16  
Base Size: Large Base

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

### FIRE OF SALVATION 1

**Construct**  
**Bond [Kreoss]** - If this model begins the game in Kreoss' battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent's control. While this model is bonded to Kreoss and in his control range, its weapons gain Dispel. (When a weapon with Dispel hits a model/unit, upkeep spells and animi on that model/unit immediately expire.)  
**Imprint: Holy Fervor** - At any time during its activation, this model can spend 1 focus point to use Holy Fervor. This activation, this model's melee attack rolls are boosted. When this model destroys one or more enemy models with a basic melee attack this activation, immediately after the attack is resolved this model can make one additional melee attack.  
**Righteous Vengeance** - If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during the last round, during your Maintenance Phase this model can advance up to 3" and make one basic melee attack.

### WEAPONS [FIRE OF SALVATION 1]

**Open Fist [1x] (Left)** sword icon      RNG: 1 POW: 3P+S: 14  
Open Fist

**Absolver [1x] (Right)** sword icon      RNG: 1 POW: 7P+S: 18  
Continuous Effect: Fire

### Tactical Tip

**Bond [Kreoss]** — Because they expire immediately, upkeep spells and animi that had an effect when the model was hit or damaged will have no effect.  
**Righteous Vengeance** — This model moves after continuous effects have been resolved during your Maintenance Phase.

end of line

# Knights Exemplar

Protectorate Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	4	12	15	8

FA: U  
Point Cost: Leader & 5 Grunts: 9  
Base Size: Small Base

LEADER & GRUNTS

**Battle-Driven** - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder XICONX for one round.

WEAPONS [LEADER & GRUNTS]

Relic Blade [1x] (None) sword icon RNG: 1 POW: 5 P+S: 11

Damage Type: Magical  
Weapon Master

end of line

# Exemplar Errants

## Protectorate Unit

### LEADER & GRUNTS

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

FA: 3  
Point Cost: Leader & 5 Grunts: 10  
                  Leader & 9 Grunts: 16  
Base Size: Small Base

### LEADER & GRUNTS

#### Advance Deployment

#### Pathfinder

Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed and this model removes 1 damage point.

### WEAPONS [LEADER & GRUNTS]

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

Blessed  
Damage Type: Magical

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

#### Weapon Master

### Tactical Tip

Self-Sacrifice — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.

end of line

# Exemplar Errant Officer & Standard

## Protectorate Command Attachment

Officer's Damage: ■■■■■

### OFFICER

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

### STANDARD BEARER

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

FA: 3

Point Cost: Officer & Standard: 4

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Exemplar Errant] - This attachment can be added to an Exemplar Errant unit.

## OFFICER

Advance Deployment

Officer

Pathfinder

**Purity** - This model can use Purity once per game at any time during its unit's activation. Enemy upkeep spells and animi on this unit immediately expire. Models in this unit cannot be targeted by enemy spells. Purity lasts for one round.

**Self-Sacrifice** - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed and this model removes 1 damage point.

**Tactics: Quick Work** - Models in this unit gain Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its Combat Action, immediately after the attack is resolved the model with Quick Work can make one basic ranged attack.)

## WEAPONS [OFFICER]

**Heavy Crossbow [1x] (None)** gun icon

RNG: 10

ROF: 1 AOE: - POW: 10

Blessed

Damage Type: Magical

**Sword [1x] (None)**

sword icon

RNG: 0.5

POW: 3P+S: 9

Weapon Master

## STANDARD BEARER

Advance Deployment

Pathfinder

**Self-Sacrifice** - see above

**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.

## Tactical Tip

**Self-Sacrifice** — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.

**Officer** — Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead the unit leader becomes the unit commander.

end of line

# Exemplar Bastions

## Protectorate Unit

### LEADER & GRUNTS

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

Bastion A's Damage:

Bastion B's Damage:

Bastion C's Damage:

Bastion D's Damage:

Bastion E's Damage:

FA: 2  
Point Cost: Leader & 2 Grunts: 8  
Leader & 4 Grunts: 13

Base Size: Medium Bases  
Damage: 5 each

### LEADER & GRUNTS

**Sanguine Bond** - When this model would suffer damage from an enemy attack while in formation, you can choose one or more models in its unit to suffer any amount of that damage instead, divided as you choose. If you do, this model does not suffer that damage. A model cannot suffer more damage as a result of Sanguine Bond than it has unmarked damage boxes.

**Set Defense** - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

### WEAPONS [LEADER & GRUNTS]

Consecrated Halberd [1x] (None) sword icon      RNG: 2 POW: 4 P+S: 11

Blessed

Damage Type: Magical

Weapon Master

### Tactical Tip

Sanguine Bond — The model that was originally damaged can be assigned damage points. When taking damage from a simultaneous attack, note that a model in the unit still cannot be assigned more damage than it has unmarked damage boxes.

end of line



# Exemplar Cinerators

## Protectorate Unit

### LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	7	4	11	17	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: 9  
Leader & 4 Grunts: 15

Base Size: Medium Base  
Damage: 5 each

### LEADER & GRUNTS

Immunity: Fire  
Vengeance - During your Maintenance Phase, if one or more models in this unit were damaged by enemy attacks during the last round, each model in the unit can advance 3" and make one basic melee attack.

### WEAPONS [LEADER & GRUNTS]

Blazing Sword [1x] (None) sword icon RNG: 2 POW: 5P+S: 12

Continuous Effect: Fire  
Damage Type: Magical  
Weapon Master

### Tactical Tip

Vengeance — Models move after continuous effects have been resolved during your Maintenance Phase.

end of line

# Exemplar Vengers

## Protectorate Unit

### LEADER & GRUNTS

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

Model A's Damage:	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Model B's Damage:	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Model C's Damage:	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Model D's Damage:	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Model E's Damage:	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>

FA: 2  
Point Cost: Leader & 2 Grunts: 12  
                  Leader & 4 Grunts: 20  
Base Size: Large Base  
Damage: 5 each

### LEADER & GRUNTS

Cavalry  
**Battle-Driven** - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder XICONX for one round.  
**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 [LEADER & GRUNTS]

**Blessed Lance [1x] (None)**    sword icon    RNG: \* POW: 8P+S: 14

Blessed  
Damage Type: Magical  
**Lance** - This weapon can be used only to make charge attacks. This weapon's RNG is 0 unless this model charges. When this model charges, this weapon's RNG is 2 until the charge attack is resolved.

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

**Weapon Master**  
**Close Combat** - This model cannot make an initial attack with this weapon during an activation in which it charged at least 3".

**Mount [1x] (None)**    mount icon    RNG: 0.5    POW: 12

### Tactical Tip

Reposition — 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

# Exemplar Errant Seneschal

Protectorate Solo

Damage: 

## SENESCHAL

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	7	12	16	9

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

## SENESCHAL

Advance Deployment

### Pathfinder

**Call to Sacrifice [Exemplar Errant trooper]** - If this model is disabled by an enemy attack, you can choose a non-disabled friendly Exemplar Errant trooper model within 5" of this model to be destroyed. If another model is destroyed as a result of Call to Sacrifice, remove 1 damage point from this model.

**Leadership [Exemplar Errants]** - While in this model's command range, friendly Exemplar Errants models gain Unyielding.

**Quick Work** - When this model destroys one or more enemy models with a melee attack during its Combat Action, immediately after that attack is resolved this model can make one basic ranged attack.

**Unyielding** - This model gains +2 ARM against melee damage rolls.

## WEAPONS [SENESCHAL]

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

Blessed  
Damage Type: Magical

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

Weapon Master

## Tactical Tip

Call to Sacrifice — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.

end of line

# Knights Exemplar Seneschal

Protectorate Solo

Damage: 

## SENESCHAL

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	4	12	15	10

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

## SENESCHAL

**Inhuman Resolve** - When a living friendly Faction model in this model's command range is destroyed by an enemy attack, after the attack is resolved this model can remove 1 damage point. When this model is disabled, it becomes knocked down instead of becoming boxed and its activation immediately ends. While this model is disabled, it cannot activate. If this model is disabled at the beginning of your Maintenance Phase, it is destroyed.

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

## WEAPONS [SENESCHAL]

Relic Blade [2x] (None) sword icon RNG: 1 POW: 5 P+S: 11

Damage Type: Magical  
Weapon Master

**Chain Attack: Smite** - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against the model hit. If the additional attack hits, the target is slammed d6" directly away from this model and suffers a damage roll with POW equal to the STR of this model plus the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

## Tactical Tip

Inhuman Resolve — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.  
Chain Attack: Smite — (Warjack only TIP) A model with a crippled weapon system cannot use it to make chain attacks, special attacks, or power attacks.

end of line

# Judicator

## Protectorate Colossal Warjack

JUDICATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	18	6	5	8	19	—

FA: 2  
Point Cost: 35  
Base Size: Huge Base  
Damage: Left Grid

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

### JUDICATOR

Construct  
Pathfinder  
Reliquary - This model gains an additional die on attack and damage rolls. Discard the lowest die of each roll. While its S system is disabled, this model loses the benefits of Reliquary.

### WEAPONS [JUDICATOR]

Rocket Pod [2x] (Left and Right) gun icon RNG: 14 ROF: 1 AOE: 3 POW: 14

Inaccurate - This model suffers -4 to attack rolls with this weapon.  
Secondary Blast - After determining the point of impact, roll deviation for one additional 3" AOE from that point. A model hit by the additional AOE suffers a POW 7 blast damage roll.

Flame Thrower [2x] (Left and Right) gun icon RNG: SP 10 ROF: 1 AOE: - POW: 12  
Continuous Effect: Fire  
Damage Type: Fire

Fist [2x] (Left and Right) sword icon RNG: 2 POW: 3P+S: 21  
Open Fist

end of line

# Indictor

## Protectorate Heavy Warjack

INDICTOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	7	5	10	19	—

FA: U  
Point Cost: 14  
Base Size: Large Base

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

### INDICTOR

**Construct**  
**Consecration** - While within 8" of this model, enemy models cannot cast, channel, or upkeep spells.  
**Sacred Ward** - This model cannot be targeted by enemy spells.

### WEAPONS [INDICTOR]

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

**Banisher [1x] (Right)** sword icon RNG: 1 POW: 6P+S: 17  
Blessed  
Damage Type: Magical

### Notes

Indictor - =====LOCK5ED =====

2014  
3/5: Cost 15  
3/19: Cost 14  
3/20: MAT 7  
4/1: Banisher gains Melee Range 1"  
10/17: Shield POW 2  
11/13: Cost 15  
12/10: MAT 6

2015  
3/4: Shield melee range 1"  
5/6: MAT 7

=====LOCK5ED =====

2018  
2/15: Cost 14.  
4/26: Consecration is RNG 8".

end of line

# Exemplar Bastion Seneschal

Protectorate Solo

Damage:

## SENESCHAL

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	8	4	11	16	10

FA: 2  
Point Cost: 5  
Base Size: Medium  
Damage: 8

## SENESCHAL

**Jack Marshal**  
**Defensive Strike** - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one basic melee attack against it.  
**Drive: Rhythm of Steel** - While in this model's command range, a warjack under its control gains Flank [Bastion]. (When a model with Flank [Bastion] makes a melee attack against an enemy model in the melee range of a friendly Bastion model, the model with Flank gains +2 to attack rolls and gains an additional damage die.)  
**Leadership [Exemplar Bastions]** - Friendly Exemplar Bastion models can remove 1 damage point when they begin an activation in the command range of one or more Exemplar Bastion Seneschals.

## WEAPONS [SENESCHAL]

**Consecrated Halberd [1x] (None)** sword icon RNG: 2 POW: 5 P+S: 12

Blessed  
Damage Type: Magical  
Weapon Master

## Tactical Tip

Leadership [Exemplar Bastions] —

end of line

# Purifier

## Protectorate Light Warjack

PURIFIER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	4	13	16	—

FA: U  
Point Cost: 8  
Base Size: Medium Base

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

### PURIFIER

**Construct**  
**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.  
**Flame Trail** - When this model advances into B2B contact with an enemy model during its activation, the enemy model suffers the Fire continuous effect XICONX  
**Overtake** - When this model 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".

### WEAPONS [PURIFIER]

**Immolator [2x] (Left and Right)**      sword icon      RNG: 1 POW: 4P+S: 13

Chain Weapon  
Critical Fire

*end of line*



# Knights Exemplar Officer

Protectorate Command Attachment

Damage:

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	8	4	12	15	9

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

Attachment [Knights Exemplar] - This attachment can be added to a Knights Exemplar unit.

## OFFICER

**Officer**  
**Battle-Driven** - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder XICONX for one round.  
**Divine Retribution** - This model can use Divine Retribution once per game at any time during its unit's activation. This activation, models in this unit gain Divine Inspiration. (A model with Divine Inspiration gains an additional die on melee attack and melee damage rolls. Discard the lowest die of each roll.)  
**Granted: Cleave** - While this model is in formation, models in its unit gain Cleave. (When a model with Cleave destroys one or more enemy models with a basic melee attack during its Combat Action, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave per activation.)  
**Tactics: Overtake** - Models in this unit gain Overtake. (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".)

## WEAPONS [OFFICER]

Relic Blade [1x] (None)      sword icon      RNG: 1 POW: 5 P+S: 11  
Damage Type: Magical  
Weapon Master


## Tactical Tip

Officer — Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead the unit leader becomes the new unit commander.

*end of line*

# Hand of Silence – Exemplar Force Book

## Protectorate Reclaimer Solo

Damage: 

### HAND OF SILENCE 1

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	7	6	5	13	16	10

FA: C

Point Cost: 7

Base Size: Large Base

Damage: 10

### HAND OF SILENCE 1

**Assault**

**Cavalry**

**Ashen Veil** - This model has concealment. Living enemy models without Immunity: Fire XICONX suffer -2 to attack rolls while within 2" of this model.

**Direct Spirits** - When a friendly living Faction warrior model is destroyed in this model's command range and generates a soul token, you choose which model with the Soul Taker ability gains the destroyed model's soul, regardless of the proximity of other models. Enemy models are not eligible to gain soul tokens from models destroyed in this model's command range.

**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.

**Soul Taker: Gatekeeper** - This model can gain soul tokens. When a friendly living Faction model is destroyed while in this model's command range, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

- Grave Resonance** - This model can spend a soul token at any time during its activation to give friendly Faction warjacks within 5" of it 1 focus point.

- Soul-Powered** - During its Combat Action, this model can spend soul tokens to make additional melee attacks. It can make one additional attack for each token spent.

- Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

### WEAPONS [HAND OF SILENCE 1]

**Flame Thrower [1x] (None)** gun icon      RNG: SP 8      ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Fire

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

Continuous Effect: Fire

Damage Type: Magical

**Mount [1x] (None)** mount icon      RNG: 0.5      POW: 12

### Tactical Tip

**Soul Taker: Gatekeeper** — Remember, if more than one model is eligible to collect a model's soul token, the closest eligible model collects it. If this model already has three soul tokens it is not eligible to collect another one. This model cannot claim soul tokens from models that do not generate them.

**Grave Resonance** — A warjack cannot exceed normal focus limits as a result of Grave Resonance.

*end of line*

# Exemplar Cinerator Officer – Exemplar Force Book

Protectorate Exemplar Cinerator Command Attachment

Damage:

## OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	8	4	11	17	9

FA: 2  
Point Cost: 6  
Base Size: Medium  
Damage: 8

Attachment [Exemplar Cinerators] - This attachment can be added to an Exemplar Cinerator unit.

## OFFICER

Immunity: Fire  
Officer

**Litany of Fire** - This model can use Litany of Fire once per game at any time during its unit's activation. This activation, the melee weapons of models in this unit gain Dispel. (When a weapon with Dispel hits a model/unit, upkeep spells and animi on that model/unit immediately expire.)

**Shield Wall (Order)** - Until the start of their next activation, each affected model gains +4 ARM while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

**Tactics: Take Down** - Models in this unit gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)

**Vengeance** - During your Maintenance Phase, if one or more models in this unit were damaged by enemy attacks during the last round, each model in the unit can advance 3" and make one basic melee attack.

## WEAPONS [OFFICER]

**Blazing Sword [1x] (None)**   sword icon   RNG: 2 POW: 5 P+S: 12  
Continuous Effect: Fire  
Damage Type: Magical  
Weapon Master

## Tactical Tip

Vengeance — Models move after continuous effects have been resolved during your Maintenance Phase.

end of line

# Exemplar Warder – Exemplar Force Book

Protectorate Solo

Damage: 

## WARDER

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

FA: 1  
Point Cost: 5  
Base Size: Small  
Damage: 5

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

## WARDER

**Guard Dog** - While this model is within 3" of its warcaster and is not knocked down or stationary, its warcaster gains Parry XICONX and +2 DEF against melee attack rolls, and models attacking the warcaster do not gain back strike bonuses.

**Inhuman Resolve** - When a living friendly Faction model in this model's command range is destroyed by an enemy attack, after the attack is resolved this model can remove 1 damage point. When this model is disabled, it becomes knocked down instead of becoming boxed and its activation immediately ends. While this model is disabled, it cannot activate. If this model is disabled at the beginning of your Maintenance Phase, it is destroyed.

**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 [WARDER]

Consecrated Halberd [1x] (None)      sword icon      RNG: 2 POW: 5 P+S: 11  
Blessed  
Damage Type: Magical  
Weapon Master

Shield [1x] (None)      sword icon      RNG: 0.5      POW: 2 P+S: 8  
Shield

## Tactical Tip

Attached — This model cannot be reassigned if its XXX is destroyed or removed from play.  
Inhuman Resolve — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.

end of line

# High Exemplar Cyrenia – Exemplar Force Book

## Protectorate Exemplar Warcaster

Damage: 

### CYRENIA 1

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
5	6	8	4	15	16	10	6

FA: C

Warjack Points: +28

Base Size: Small

Damage: 16

### Feat: Vigilance of the Faithful

While in Cyrenia's control range, friendly Faction models gain +2 DEF. When one or more friendly Faction models are destroyed or removed from play by an enemy attack while in Cyrenia's control range at any time except while advancing, immediately after the attack is resolved one friendly Exemplar model in Cyrenia's control range can advance up to 3". A model can only move once per turn as a result of Vigilance of the Faithful. Vigilance of the Faithful lasts for one round.

## CYRENIA 1

**Battle Plan** - This model can use one of the following plans at any time during its activation. A friendly Faction model/unit can be affected by only one plan each turn.

•**Desperate Mission** - RNG 5. Target friendly living Exemplar model. If the model is in range, it gains Last Word.

Desperate Mission lasts for one round. (When a model with Last Word is disabled by an enemy attack at any time except while it is advancing, it can immediately advance up to 3" and can make one basic melee attack. The affected model cannot be targeted by free strikes during this movement.)

•**Heroic Call** - RNG 5. Target friendly living Exemplar model/unit. If the model/unit is in range, it gains Tough XICONX.

Models are not affected while out of formation. Heroic Call lasts for one round.

•**Special Orders** - RNG 5. Target friendly living Exemplar model/unit. If the model/unit is in range, it gains Reposition [3"] for one turn. (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.)

**Righteous Vengeance** - If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during the last round, during your Maintenance Phase this model can advance up to 3" and make one basic melee attack.

## WEAPONS [CYRENIA 1]

**Relic Blade [1x] (None)**

sword icon

RNG: 1 POW: 5 P+S: 11

Damage Type: Magical

Weapon Master

## SPELLS

	Cost	RNG	AOE	POW	DUR	OFF
--	------	-----	-----	-----	-----	-----

<b>Dash</b>	2	Self	Ctrl	–	Turn	No
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The spellcaster and friendly Faction warrior models activating in its control range gain +1 SPD. While in the spellcaster's control range, friendly Faction warrior models gain Parry XICONX. Dash lasts for one turn.

<b>Hex Blast</b>	3	10	3	13	–	Yes
------------------	---	----	---	----	---	-----

Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

<b>Inviolable Resolve</b>	2	6	–	–	UP	No
---------------------------	---	---	---	---	----	----

Target friendly Faction model/unit gains +2 ARM and cannot be moved by a push or a slam. Models are not affected while out of formation.

<b>Positive Charge</b>	2	6	–	–	Turn	No
------------------------	---	---	---	---	------	----

Target friendly Faction warjack gains +2 to melee attack and melee damage rolls. While within 3" of the affected warjack, friendly Faction models gain +2 on melee attack and melee damage rolls. Positive Charge lasts for one turn.

<b>Rock Wall</b>	2	Ctrl	Wall	–	UP	No
------------------	---	------	------	---	----	----

Place a wall template anywhere completely within the spellcaster's control range where it does not touch a model's base, an obstruction, or an obstacle. The wall is an obstacle that provides cover.

## Tactical Tip

**Special Orders** — Remember, if a model is part of a unit, its activation does not end until all models in its unit have completed their activations.

**Righteous Vengeance** — This model moves after continuous effects have been resolved during your Maintenance Phase.

**Hex Blast** — Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

Full name is Danon Cyrenia.

end of line

# Exemplar Warder Elias Gade – Company of Iron Model

Protectorate Exemplar Errant Solo

Damage: 

## GADE 1

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

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

## GADE 1

Advance Deployment  
Pathfinder

**Call to Sacrifice [Exemplar Errant]** - If this model is disabled by an enemy attack, you can choose a non-disabled friendly Exemplar Errant model within 5" of this model to be destroyed. If another model is destroyed as a result of Call to Sacrifice, remove 1 damage point from this model.

**Desperate Pace [small- or medium-based Exemplar] (★Action)** - RNG CMD. Target friendly small- or medium-based Exemplar unit. If the unit is in range, small- or medium-based Exemplar models in the unit gain +2" movement during their Normal Movement this turn.

**Prey** - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

**Quick Work** - When this model destroys one or more enemy models with a melee attack during its Combat Action, immediately after that attack is resolved this model can make one basic ranged attack.

**True Sight** - This model ignores cloud effects when determining LOS. This model also ignores Stealth XICONX.

## WEAPONS [GADE 1]

**Heavy Crossbow [2x] (None)** gun icon      RNG: 10      ROF: 1 AOE: - POW: 10  
Blessed  
Damage Type: Magical

**Bayonet [2x] (None)** sword icon      RNG: 0.5      POW: 3P+S: 9  
Weapon Master

## Tactical Tip

Call to Sacrifice — Remember, if a damage point is removed from a disabled model, the model is no longer disabled.


end of line

# Shrine of the Lawgiver – Exemplar Force Book

## Protectorate Exemplar Structure

### SHRINE

SPD	STR	MAT	RAT	DEF	ARM	CMD
—	—	0	6	5	20	10

Damage: 

FA: 2  
Point Cost: 14  
Base Size: Huge  
Damage: 28

### SHRINE

#### Construct

**Forward Deployment** - This model can be deployed up to 8" beyond your deployment zone.

**Soul Taker: Gatekeeper** - This model can gain soul tokens. When a friendly living Faction model is destroyed while in this model's command range, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

- Path of Urcaen** - RNG CMD. Choose a friendly Faction model. If the model is within range, it gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. It cannot be targeted by free strikes.)

- Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

- Vault of the Faithful** - During your Maintenance Phase, you can remove up to three soul tokens from this model to return one destroyed small- or medium-based friendly Faction Grunt to play for each token removed. Models return with 1 unmarked damage box. Place the returned Grunts completely within this model's command range, in formation, and completely within 3" of another model in their unit. Returned Grunts must forfeit their Combat Actions the turn they are returned to play.

**True Sight** - This model ignores cloud effects when determining LOS. This model also ignores Stealth XICONX.

### WEAPONS [SHRINE]

**Divine Wrath [1x] (<—>)**      gun icon      RNG: 14      ROF: 1 AOE: - POW: 14

Damage Type: Magical

**Jaws of Urcaen** - If this attack boxes its original target, you can make a SP 6 attack using the boxed model as the attack's point of origin. The SP 6 attack can target models in the boxed model's back arc. Models hit suffer a POW 14 magical damage roll XICONX. Models boxed as a result of an attack with this weapon are removed from play.

**Rear Attack** - When declaring attacks with this weapon, this model can target models in its back arc.

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

### Tactical Tip

**Soul Taker: Gatekeeper** — Remember, if more than one model is eligible to collect a model's soul token, the closest eligible model collects it. If this model already has three soul tokens it is not eligible to collect another one. This model cannot claim soul tokens from models that do not generate them.

end of line

# High Exemplar Gravus

## Protectorate Venger Dragoon Solo

### GRAVUS 1 (MOUNTED)

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	5	8	4	12	17	10

Mounted Damage:

Dismounted Damage:

FA: C  
Point Cost: 8  
Base Size: Large  
Damage: Mounted Damage: 10  
Dismounted Damage: 5

### GRAVUS 1 (MOUNTED)

**Cavalry**  
**Brother's Keeper** - While in this model's command range, friendly Exemplar models cannot become knocked down or stationary.  
**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.  
**Soul Taker: Crusader's Requiem** - This model can gain soul tokens. When a friendly living Exemplar model is destroyed while in this model's command range, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:  
•**Soul-Powered** - During its Combat Action, this model can spend soul tokens to make additional melee attacks. It can make one additional attack for each token spent.  
•**Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

### WEAPONS [GRAVUS 1 (MOUNTED)]

**Reverence [1x] (None)** sword icon RNG: 1 POW: 6P+S: 11

Chain Weapon  
Damage Type: Magical  
Weapon Master

**Dispel** - When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.

**Mount [1x] (None)** mount icon RNG: 0.5 POW: 12

### Tactical Tip

**Brother's Keeper** — This includes Gravus. 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.  
**Soul Taker: Crusader's Requiem** — Remember, if more than one model is eligible to collect a model's soul token, the closest eligible model collects it. If this model already has three soul tokens it is not eligible to collect another one.  
**Dispel** — Because they expire immediately, upkeep spells or animi that had an effect when the model was hit or damaged will have no effect.

end of line



# High Exemplar Gravus (Continued)

Protectorate Venger Dragoon Solo

## GRAVUS 1 (DISMOUNTED)

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	8	4	12	15	10

Base Size: Small

## GRAVUS 1 (DISMOUNTED)

**Brother's Keeper** - While in this model's command range, friendly Exemplar models cannot become knocked down or stationary.

**Soul Taker: Crusader's Requiem** - This model can gain soul tokens. When a friendly living Exemplar model is destroyed while in this model's command range, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

- Soul-Powered** - During its Combat Action, this model can spend soul tokens to make additional melee attacks. It can make one additional attack for each token spent.
- Strength of Death** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

## WEAPONS [GRAVUS 1 (DISMOUNTED)]

**Reverence [1x] (None)** sword icon RNG: 1 POW: 6P+S: 11

Chain Weapon

Damage Type: Magical

Weapon Master

**Dispel** - When this weapon hits a model/unit, upkeep spells and animi on that model/unit immediately expire.

## Tactical Tip

**Brother's Keeper** — This includes Gravus. 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.

**Soul Taker: Crusader's Requiem** — Remember, if more than one model is eligible to collect a model's soul token, the closest eligible model collects it. If this model already has three soul tokens it is not eligible to collect another one.

**Dispel** — Because they expire immediately, upkeep spells or animi that had an effect when the model was hit or damaged will have no effect.

end of line