

COMMANDER COLEMAN STRYKER
CYGNAR WARCASTER

STRYKER

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

DISRUPTOR PISTOL

RNG	ROF	AOE	POW
10	1	—	10

QUICKSILVER

POW	P+S
7	13

6

Coleman in a word? Patriot.
—CAPTAIN VICTORIA HALEY

DAMAGE

WJ +6 FA C

COMMANDER COLEMAN STRYKER

DISRUPTOR PISTOL

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

QUICKSILVER

DISRUPTION – See above.

FEAT: INVINCIBILITY

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

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COMMANDER COLEMAN STRYKER

SPELLS

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

LANCER
CYGNAR LIGHT WARJACK

LANCER

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

SHOCK SHIELD

POW	P+S
1	9

WAR SPEAR

POW	P+S
4	12

DAMAGE

The Lancer is the most perfect tool of war at our disposal. Give me half a dozen, and keep the factories cranking.
—CAPTAIN VICTORIA HALEY

SYSTEM STATUS L R M C A PC 6 FA U

CHARGER
CYGNAR LIGHT WARJACK

CHARGER

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

DUAL CANNON

RNG	ROF	AOE	POW
12	2	—	12

BATTLE HAMMER

POW	P+S
4	12

DAMAGE

If the first shot doesn't get them, the second one will.
—CDR. COLEMAN STRYKER

SYSTEM STATUS L R M C PC 4 FA U

IRONCLAD
CYGNAR HEAVY WARJACK

IRONCLAD

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

QUAKE HAMMER

POW	P+S
7	18

OPEN FIST

POW	P+S
3	14

DAMAGE

Six tons of tempered iron and a hammer that can split the earth to knock a jack on its exhaust pipes? Pure perfection.
—GAMACK REDHAMMER

SYSTEM STATUS L R M C PC 7 FA U

LANCER

SHOCK SHIELD

CORTEX DAMAGE – When a warjack is hit by this weapon, it suffers 1 damage point to its first available Cortex system box.

SHOCK FIELD – If a warjack in this model's front arc hits it with a melee attack, immediately after the attack is resolved the attacker suffers 1 damage point to its first available Cortex system box. This model loses Shock Field while this weapon system is crippled or locked.

WAR SPEAR

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

CHARGER

DUAL CANNON

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

IRONCLAD

QUAKE HAMMER

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

TREMOR (*ATTACK) – Tremor affects every model within 2" of this model and does not require a target. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

CYGNAR

The crown jewel of the Iron Kingdoms, Cygnar is the birthplace of warjack technology. They are the progressive leaders of every industry, be it arcane or mundane. Disciplined, inventive, steadfast, unfaltering—these are the core traits of the Cygnaran people.



HIGH EXEMPLAR KREOSS

PROTECTORATE WARCASTER

KREOSS

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

SPELLBREAKER

POW	P+S
8	14

FEAT: MENOTH'S WRATH

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

If you didn't believe in the Creator before, you will today.
—LONG GUNNER SERGEANT TERSCHEL BAINOCK TO A FRESH RECRUIT SENT INTO BATTLE AGAINST THE KNIGHTS EXEMPLAR

HIGH EXEMPLAR KREOSS

SPELLBREAKER

CHAIN WEAPON – This attack ignores the Buckler and Shield advantages and Shield Wall.

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

FEAT: MENOTH'S WRATH

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

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HIGH EXEMPLAR KREOSS

SPELLS

	COST	RNG	AOE	POW	UP	OFF
CLEANSING FIRE	3	8	3	14	NO	YES
Cleansing Fire causes fire damage. On a critical hit, models hit suffer the Fire continuous effect.						
DEFENDER'S WARD	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +2 DEF and ARM.						
IMMOLATION	2	8	-	12	NO	YES
Immolation causes fire damage. On a critical hit, the model hit suffers the Fire continuous effect.						
LAMENTATION	3	SELF	CTRL	-	YES	NO
Enemy models pay double the focus or fury point cost to cast or upkeep spells while in this model's control area.						
PURIFICATION	3	SELF	CTRL	-	NO	NO
Continuous effects, animi, and upkeep spells in this model's control area immediately expire.						

REPENTER

PROTECTORATE LIGHT WARJACK

REPENTER

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

FLAME THROWER

RNG	ROF	AOE	POW
SP 8	1	-	12

WAR FLAIL

POW	P+S
4	13

DAMAGE

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

Our enemies fear its fire, as the cleansing flame inflicts unmitigable pain. Such excruciation forces repentance before death.
—GRAND SCRIBATOR SEVERIUS

REVENGER

PROTECTORATE LIGHT WARJACK

REVENGER

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

REPULSOR SHIELD

POW	P+S
1	10

HALBERD

POW	P+S
4	13

DAMAGE

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

We carry the words of the Lawgiver to the living, enact His will on Caen, and strike with His fist.
—HIERARCH CALTOR TURGIS

CRUSADER

PROTECTORATE HEAVY WARJACK

CRUSADER

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

OPEN FIST

POW	P+S
3	14

INFERNO MACE

POW	P+S
7	18

DAMAGE

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

By our combined strength we will wrest a nation loyal to the Creator from these forsaken sands!
—HIERARCH GERARD LUCTINE

REPENTER

WAR FLAIL

CHAIN WEAPON – This attack ignores the Buckler and Shield advantages and Shield Wall.

REVENGER

REPULSOR SHIELD

REPEL – When this model hits with this weapon during its activation, the model hit is pushed 1" directly away from this model. When this model is hit with a melee attack made by a model in its front arc, after the attack is resolved the attacking model is pushed 1" directly away from this model. This model loses Repel while this weapon system is crippled or locked.

HALBERD

POWERFUL CHARGE – This model gains +2 to charge attack rolls with this weapon.

CRUSADER

PROTECTORATE OF MENOTH

Devoted followers of the Creator of Man, the fervent Protectorate host marches forth from the gates of its cathedral fortresses to enlighten the vast heathen countries for Menoth's greater glory. With sacred fire and pain they punish heresy wherever it may be found – and that is everywhere.



KOMMANDER SORSCHA

Khador Warcaster

SORSCHA

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

HAND CANNON

RNG	ROF	AOE	POW
12	1	-	12

FROST FANG

POW	P+S
7	13

FEAT: ICY GAZE

Enemy models currently in Sorscha's control area and LOS become stationary for one round unless they have Immunity: Cold.

She is a perfect example of what a woman should be: pale as the ice that blankets us, beautiful but distant as the starry sky, yet deadly as a winter storm.
—Lieutenant Yurik Beladon

WJ +5 FA C

KOMMANDER SORSCHA

FROST FANG

CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold.

FEAT: ICY GAZE

Enemy models currently in Sorscha's control area and LOS become stationary for one round unless they have Immunity: Cold.

WJ +5 FA C

KOMMANDER SORSCHA

SPELLS

	COST	RNG	AOE	POW	UP	OFF
BOUNDLESS CHARGE	2	6	-	-	NO	NO
During its activation, target friendly model can charge without spending focus or being forced and gains +2" movement and Pathfinder when it charges. Boundless Charge lasts for one turn.						
FOG OF WAR	3	SELF	CTRL	-	YES	NO
Models gain concealment while in this model's control area.						
FREEZING GRIP	4	8	-	-	NO	YES
Target model/unit becomes stationary for one round unless it has Immunity: Cold.						
RAZORWIND	2	10	-	12	NO	YES
A blade of wind slices through the target model.						
TEMPEST	4	8	4	12	NO	YES
Models hit by Tempest are knocked down and suffer a POW 12 damage roll.						
WIND RUSH	2	SELF	-	-	NO	NO
This model can immediately make a full advance and gains +2 DEF for one round. Wind Rush can be cast only once per turn.						

JUGGERNAUT

Khador Heavy Warjack

JUGGERNAUT

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	-

OPEN FIST

POW	P+S
3	15

ICE AXE

POW	P+S
7	19

DAMAGE

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

It just keeps coming, shattering off everything you throw at it. The only way to deal with one is heavy and unrelenting concentrated fire.
—Major "Siege" Brisbane

PC 7 FA U

DESTROYER

Khador Heavy Warjack

DESTROYER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	-

BOMBARD

RNG	ROF	AOE	POW
14	1	3	14

EXECUTIONER AXE

POW	P+S
5	17

DAMAGE

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

Let the Cygnaran dogs hide in their trenches. Our Destroyers will flush them out like frightened hares and chop them into stew meat!
—Haresc Vorkin

PC 9 FA U

DEATHRIPPER

Cryx Bonejack

DEATHRIPPER

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

MANDIBLE

POW	P+S
6	13

DAMAGE

1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

Something primal in us fears the skulls and jaws of untamed beasts.
—Professor Viktor Pendrake

PC 4 FA U

JUGGERNAUT

ICE AXE

CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold.

DESTROYER

BOMBARD

ARCING FIRE – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

EXECUTIONER AXE

CRITICAL AMPUTATION – On a critical hit, warjack arms and weapon systems that suffer damage from this attack are crippled.

DEATHRIPPER

MANDIBLE

SUSTAINED ATTACK – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

KHADOR
Only the strong survive in this boreal hinterland of thick woodland, high mountains, and long, harsh winters. Khador is home to a proud tradition of strength, shown in both the powerful sinews of her people and the endurance of their tremendous war machines.

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WARWITCH DENEGHRA
CRYX WARCASTER

DENEGHRA

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

SLIVER

POW	P+S
7	12

7

She is proof of the malleability of young flesh and minds, as well as its infinite potential. Asphyxious shaped what was once frail and gentle into a cruelly sublime weapon.
—SKARRE RAYDENHANE

DAMAGE

WJ +5 FA C

WARWITCH DENEGHRA

DENEGHRA

CULL SOUL – This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

PARRY – This model cannot be targeted by free strikes.

SLIVER

SHADOW BIND – A model hit by this weapon suffers –3 DEF and when it advances it cannot move except to change facing. Shadow Bind expires after one round.

FEAT: THE WITHERING

Enemy models currently in Deneghra's control area suffer –2 to their SPD, STR, MAT, RAT, DEF, ARM, and FOCUS and cannot run or make special attacks. The Withering lasts for one round.

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WARWITCH DENEGHRA

SPELLS

	COST	RNG	AOE	POW	UP	OFF
CRIPPLING GRASP	3	8	–	–	YES	YES
Target model/unit suffers –2 SPD, STR, DEF, and ARM and cannot run or make special attacks.						
GHOST WALK	3	6	–	–	NO	NO
Target friendly model/unit 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. An affected model cannot be targeted by free strikes.)						
INFLUENCE	1	10	–	–	NO	YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.						
PARASITE	3	8	–	–	YES	YES
Target model/unit suffers –3 ARM and this model gains +1 ARM.						
SCOURGE	4	8	3	13	NO	YES
Models hit by Scourge are knocked down.						
VENOM	2	SP 8	–	10	NO	YES
Venom causes corrosion damage 2. Models hit suffer the Corrosion continuous effect 2.						

DEATHRIPPER
CRYX BONEJACK

DEATHRIPPER

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

MANDIBLE

POW	P+S
6	13

DAMAGE

Something primal in us fears the skulls and jaws of untamed beasts.
—PROFESSOR VIKTOR PENDRAKE

SYSTEM STATUS: W M C A PC 4 FA U

DEFILER
CRYX BONEJACK

DEFILER

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

SLUDGE CANNON

RNG	ROF	AOE	POW
SP 8	1	–	12

BASH

POW	P+S
0	7

DAMAGE

Tis a shame they are so effective. They leave so little for us to salvage.
—WARWITCH DENEGHRA

SYSTEM STATUS: W M C A PC 5 FA U

SLAYER
CRYX HELLJACK

SLAYER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	–

DEATH CLAW

POW	P+S
6	16

DEATH CLAW

POW	P+S
6	16

TUSKS

POW	P+S
2	12

DAMAGE

SYSTEM STATUS: C R M C PC 6 FA U

DEATHRIPPER

MANDIBLE

SUSTAINED ATTACK – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

DEFILER

SLAYER

DEATH CLAWS

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



CRYX

The dark vision of the Dragonlord Toruk has created the Cryxian Empire, a terrifying legion of undying beings. Led by horrible, necromantic warcasters, this nightmare kingdom of the restless dead seeks to spread its blight of malevolence and life-devouring savagery over the entire Iron Kingdoms.