

Commander Coleman Stryker

Cygnar Warcaster Character

6
FOC



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

DISRUPTOR PISTOL			
RNG	ROF	AOE	POW
10	1	-	10

QUICKSILVER			
Special	POW	P+S	
Disrupt	7	13	

STRYKER'S DAMAGE



Disruptor Pistol

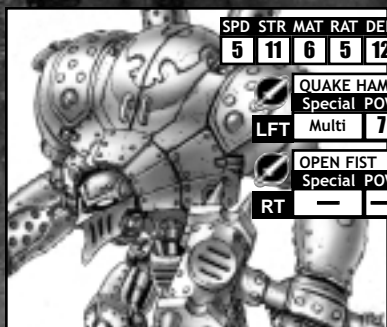
- Disruption
- Quicksilver
- Disruption

Feat: INVINCIBILITY

All friendly Cygnar models within Stryker's control area have gain +5 ARM for one round.

Ironclad

Cygnar Heavy Warjack



IRONCLAD					
SPD	STR	MAT	RAT	DEF	ARM
5	11	6	5	12	18

QUAKE HAMMER			
Special	POW	P+S	
LFT	Multi	7	18

OPEN FIST			
Special	POW	P+S	
RT	-	-	11

Quake Hammer

- Critical Knockdown
- Tremor (★Attack)

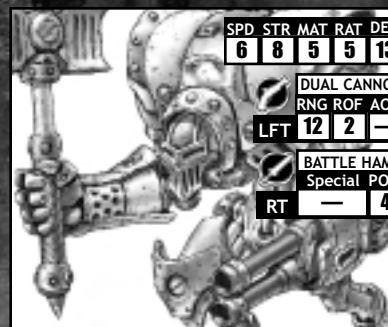
SYSTEM STATUS	1	2	3	4	5	6
Left Arm(L)						
Right Arm(R)						
Cortex(C)		L		R		
Movement(M)		L	L	M	C	R
		M	M	C	C	

DAMAGE

1	2	3	4	5	6

Charger

Cygnar Light Warjack



CHARGER					
SPD	STR	MAT	RAT	DEF	ARM
6	8	5	5	13	16

DUAL CANNON			
RNG	ROF	AOE	POW
LFT	12	2	-

BATTLE HAMMER			
Special	POW	P+S	
RT	-	4	12

SYSTEM STATUS

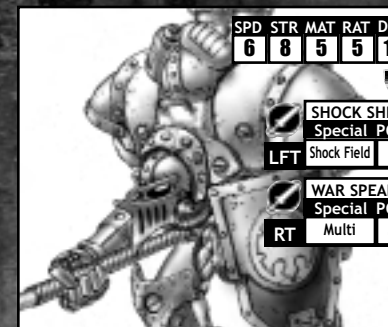
Left Arm(L)						
Right Arm(R)						
Cortex(C)		L		R		
Movement(M)		L	L	M	C	R
		M	M	C	C	

DAMAGE

1	2	3	4	5	6

Lancer

Cygnar Light Warjack



LANCER					
SPD	STR	MAT	RAT	DEF	ARM
6	8	5	5	13	16

SHOCK SHIELD			
Special	POW	P+S	
LFT	Shock Field	1	9

WAR SPEAR			
Special	POW	P+S	
RT	Multi	4	12

Arc Node

- Shock Shield
- Shock Field
- War Spear
- Reach
- Set Defense

SYSTEM STATUS

Left Arm(L)						
Right Arm(R)						
Cortex(C)		L	A	A	R	
Movement(M)		L	L	M	C	R
Arc Node(A)			M	M	C	C

DAMAGE

1	2	3	4	5	6

Commander Coleman Stryker
Point Cost **64** Field Allowance **6** Victory Points **5**

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Arcane Blast	3	10	3	13	✓	
A magical energy blast radiates from a single point to strike the surrounding models.						
Arcane Bolt	2	12	-	11	✓	
Magical bolts of energy fly from Stryker's hands.						
Arcane Shield	2	8	-	-	✓	
Target model/unit acquires a magical barrier, adding +3 to its ARM.						
Blur	2	6	-	-	✓	
Target model/unit gains +3 DEF against ranged attacks.						
Earthquake	3	10	5	-	✓	
All models hit by Earthquake are knocked down.						
Snipe	Spec	6	-	-	✓	
Increase target's ranged weapon's RNG by 1" per focus point spent						

Disruptor Pistol and sword, Quicksilver

- Disruption—Target Warjack loses all focus points and cannot be allocated focus points or channel spells on next turn.

Illustration by Matt Wilson
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Cygnar Ironclad Heavy Warjack
Point Cost **103** Field Allowance **U** Victory Points **3**

Quake Hammer
• Critical Knockdown—On a Critical Hit, target model is knocked down.
• Tremor (★Attack)—Roll 2d6 and add the weapon's POW. Compare the result to the DEF of every model within 2". These models are knocked down if the total equals or exceeds their DEF. This effect causes no damage and cannot be boosted.

Illustration by Steve Tappin
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Cygnar Charger Light Warjack
Point Cost **75** Field Allowance **U** Victory Points **2**



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Cygnar Lancer Light Warjack
Point Cost **76** Field Allowance **U** Victory Points **2**

Arc Node
The Lancer may channel spells.
Shock Shield
• Shock Field—If the Lancer hits a Warjack with the Shock Shield, or if the Lancer is hit by a Warjack with a melee weapon, its opponent takes one point of damage to its first available cortex system box. Mark this damage before making the damage roll.
War Spear
• Reach—2" melee range
• Set Defense—Lancer gets +2 DEF against Charge attacks.

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