

# SHATTERED GROUNDS: THUNDERCLIFF PEAKS

Shattered Grounds: Thundercliff Peaks takes place among the treacherous mountains and mines of western Rhul. Amid these rocky crags and looming peaks, Rhul, the Legion of Everblight, and the Retribution of Scyrrah find themselves pitched in heated battle. The attached cards replace their respective models for the course of the Thundercliff Peaks league season. They are not legal cards for any event besides Thundercliff Peaks league games. For more information on WARMACHINE and HORDES league play, go to [www.privateerpress.com/organized-play/leagues](http://www.privateerpress.com/organized-play/leagues).



**BERSERKER MH II**  
KHAHOR BERSERKER HEAVY WARRIACK

**BERSERKER**

SPD	STR	MAT	RAT	DEF	ARM	CHD
4	11	6	4	12	18	-

WAR AXE POW 5 16  
WAR AXE POW 5 16

**BERSERKER MH II**

CHAIR ATTACK: BRUTALITY - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one head-but power attack against that model.

WAR AXE

AGGRESSIVE - This model can run or charge without spending focus or being forced.

OVERTAKE - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

HEAVY WARRIACK

**STORMSPEARS**  
CYGNAR STORM KNIGHT STORMGUARD UNIT

**LEADER & GRUNTS**

SPD	STR	MAT	RAT	DEF	ARM	CHD
5	6	7	5	12	15	9

VOLTAIC POLEARM POW 6 12

**STORMSPEARS**

LEADER & 5 Grunts  
Leader and 9 Grunts

VOLTAIC POLEARM - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unpoosable POW 10 electrical damage roll.

DEFENSIVE LIME - While this model is B2B with one or more models in its unit, it gains +2 ARM.

ELECTRICALLY INSULATED - Ignore this model when lightning arcs to the nearest model.

RANKED ATTACKS - Friendly Faction models can ignore this model when determining LOS.

**GRAP/GRUORIGHT SEETHER**  
CRYX SEETHER HELLIACK

**SEETHER**

SPD	STR	MAT	RAT	DEF	ARM	CHD
6	10	7	5	13	17	-

DEATH CLAW POW 6 16  
DEATH CLAW POW 6 16

TUSKS POW 2 2

**GRAP/GRUORIGHT SEETHER**

NECROMANCY - While this model is in its controller's control area, it can spend focus points to cast its controller's spells. When this model casts its controller's spells, the controller is considered to have cast them but this model is their point of origin. When making a magic attack roll, this model uses its controller's FOCUS. This model cannot cast spells with a RING of SELF or CTRL.

SOUL DRIVE - This model is allocated 1 additional focus point during your Control Phase.

DEATH CLAW

CHAIN ATTACK: GRAB & SMASH - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-but, headlock/weapon lock, push, or throw power attack against that target.

### DRUID STORMWARD & WOLDSHOCKERS



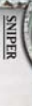
**STORMWARD**  
**MAGIC ABILITY**  
**CONCENTRATED FIRE (\*ACTION)** - This activation models in this unit gain a +1 cumulative bonus to ranged damage rolls for each other model in this unit that has hit an enemy model with a ranged attack this activation.  
**ZEPHYR (\*ACTION)** - Models in this unit that are in formation can immediately advance up to 3". They cannot be targeted by free strikes during this movement.  
**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. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.  
**STONE HEART** - This model never flees and automatically passes command checks.  
**ARCANE STRIKE**  
**ELECTRICAL CURRENT** - If this attack directly hits a model during this unit's activation, ranged attacks against that model made by models in this unit later this activation automatically hit it.

Includes for Shared Grunts: Thundercliff Peaks see only.  
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FA 2  
 PC 5  
 Leader and 5 Grunts

STORMWARD					
SPD	STR	MAT	RAT	DEF	ARM
6	6	6	4	14	12
9					
WOLDSHOCKER GRUNT					
SPD	STR	MAT	RAT	DEF	ARM
6	4	0	6	12	14
4					
ARCANE STRIKE					
ENG	ROF	AGE	POW		
10	1	1	12		

### MAGE HUNTER SNIPER



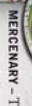
**SNIPER**  
**CAMOUFLAGE** - This model gains an additional +2 DEF when benefiting from concealment or cover.  
**SPELL WARD** - This model cannot be targeted by spells.  
**SWIFT HUNTER** - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".  
**BLESSED** - When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

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FA 2  
 CC 2

SNIPER					
SPD	STR	MAT	RAT	DEF	ARM
6	4	4	7	14	11
8					
MAGEBANE CANNON					
ENG	ROF	AGE	POW		
14	1	1	12		
SWORD					
POW	P+S				
3	7				

### OGRUN HOPLITE



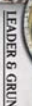
**MERCENARY** - This model will work for Gryx, Cygnar, and Khador.  
**MINION** - This model will work for Trollblood, Skorne, and Thornfall Alliance.  
**HOPLITE**  
**DEFENSIVE STANCE** - While B2B with one or more friendly warrior models, this model gains +2 ARM.  
**SHIELD GUARD** - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.  
**OGRUN POLE ARM**  
**POWERFUL CHARGE** - This model gains +2 to charge attack rolls with this weapon.  
**SET DEFENSE** - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

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FA 2  
 CC 3

HOPLITE					
SPD	STR	MAT	RAT	DEF	ARM
5	9	6	3	13	17
8					
OGRUN POLE ARM					
POW	P+S				
6	15				
SHIELD					
POW	P+S				
1	10				

### GRUVUS REDOUBT



**LEADER & GRUNTS**  
**RELENTLESS ADVANCE** - When a model in this unit is damaged by an enemy attack, models in this unit gain +2 SPD for one round.  
**RIGHTIOUS FLAMES** - An enemy model that ends its activation within 2" of this model suffers the Fire continuous effect.  
**SHIELD WALL (ORBER)** - For one round, each affected model gains a +4 ARM bonus 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.

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FA 1  
 CC 6  
 Grunts & one Orber  
 Grunts & one Orber

LEADER & GRUNTS					
SPD	STR	MAT	RAT	DEF	ARM
4	7	7	4	11	17
9					
BLAZING SWORD					
POW	P+S				
5	12				

MODEL A'S DAMAGE	
100%	100%
MODEL B'S DAMAGE	
100%	100%
MODEL C'S DAMAGE	
100%	100%
MODEL D'S DAMAGE	
100%	100%
MODEL E'S DAMAGE	
100%	100%

### DRUID STORMWARD & WOLDSHOCKERS



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**MAGIC ABILITY**  
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 Leader and 5 Grunts

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6	6	6	4	14	12
9					
WOLDSHOCKER GRUNT					
SPD	STR	MAT	RAT	DEF	ARM
6	4	0	6	12	14
4					
ARCANE STRIKE					
ENG	ROF	AGE	POW		
10	1	1	12		

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FA 2  
 CC 2

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SPD	STR	MAT	RAT	DEF	ARM
6	4	4	7	14	11
8					
MAGEBANE CANNON					
ENG	ROF	AGE	POW		
14	1	1	12		
SWORD					
POW	P+S				
3	7				

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FA 2  
 CC 3

HOPLITE					
SPD	STR	MAT	RAT	DEF	ARM
5	9	6	3	13	17
8					
OGRUN POLE ARM					
POW	P+S				
6	15				
SHIELD					
POW	P+S				
1	10				

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 CC 6  
 Grunts & one Orber  
 Grunts & one Orber

LEADER & GRUNTS					
SPD	STR	MAT	RAT	DEF	ARM
4	7	7	4	11	17
9					
BLAZING SWORD					
POW	P+S				
5	12				

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100%	100%
MODEL B'S DAMAGE	
100%	100%
MODEL C'S DAMAGE	
100%	100%
MODEL D'S DAMAGE	
100%	100%
MODEL E'S DAMAGE	
100%	100%

