

General Strategic Advantages

1. Battlefield Entrenchment

This week, before deployment, a player can place one trench template terrain feature. This terrain cannot be placed within 3" of another terrain feature, unless that feature is also a trench.

2. Battlefield Recon

This week, after both players complete deployment but before the first player's turn, Faction players can redeploy any one model/unit.

3. Big-Game Hunter

This week, Faction light warjacks/warbeasts gain +1 to damage rolls against large-based models.

4. Cumbersome

This week, enemy models engaged by Faction heavy warjacks/warbeasts suffer -1 MAT.

5. Evasive

This week, before the start of the game, designate one Faction light warjack/warbeast as Evasive. Evasive models cannot be targeted by free strikes.

6. Feral

This week, before the start of the game, designate one Faction non-cavalry unit as Feral. Feral units gain Pathfinder and cannot receive orders from models other than their original unit leader. Feral units cannot have unit attachments.

7. Fierce Attack

This week, a Faction heavy warjack/warbeast can double the POW of one of its melee weapons after a successful initial melee attack roll with that weapon. Immediately after the damage is applied, mark off all remaining damage boxes of the weapon system that warjack used for the attack or all remaining circles of that warbeast's Body aspect. Warjack weapons without a system cannot benefit from Fierce Attack. A player can benefit from Fierce Attack only once per game.

8. Mage Guard

This week, Faction warjacks/warbeasts gain boosted attack rolls against models engaging a friendly warcaster/warlock in melee.

9. Man Eater

This week, Faction heavy warjacks/warbeasts gain +2 to damage rolls against small- and medium-based warrior models.

10. Mudder

This week, before the start of the game, designate one Faction heavy warjack/warbeast to gain All Terrain. Models with All Terrain ignore movement penalties from rough terrain and obstacles and can charge or slam across rough terrain.

11. Overdrive

This week, once per game during its activation, each Faction heavy warjack/warbeast can gain +3" of movement. If a warjack does, immediately after its activation mark off all remaining boxes of its Movement system. If a warbeast does, immediately after its activation mark off all remaining circles of its Body aspect. A warjack with a disabled Movement system or a warbeast that has lost its Body aspect cannot benefit from Overdrive.

12. Shieldmate

This week, Faction light warjacks/warbeasts in base contact with friendly heavy warjacks/warbeasts gain +1 ARM.

13. Slam Dance

This week, Faction heavy warjacks/warbeasts can move up to 1" after a successful slam attack.

14. Tenacious

This week, before the start of the game, designate one Faction warjack/warbeast as Tenacious. Tenacious models ignore the effects of lost systems/aspects.

HORDES Strategic Advantages

15. Organ Donor

This week, when a living Faction warbeast is destroyed, one living friendly warbeast within 2" of it can immediately heal d3 points of damage from anywhere on its life spiral.

16. Soothing Voice

This week, before leaching, Faction warlocks can discard a fury point from one friendly warbeast in their control area at the beginning of their control phase.

WARMACHINE Strategic Advantages

17. Durable

This week, Faction warjacks can lose four systems before being disabled.

18. Superior Cortex

This week, before the start of the game, designate one Faction warjack in a warcaster's battlegroup to have a Superior Cortex. That model gains 1 focus point at the start of its activation if it has 0 focus points at the start of its activation. A warjack cannot benefit from Superior Cortex if it is disrupted or its Cortex system is disabled.