

Daemon

Retribution Vyre Heavy Warjack

DAEMON

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	12	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	■

DAEMON

Construct

WEAPONS [DAEMON]

Vortex Cannon [1x] (Right) gun icon RNG: 10 ROF: 1 AOE: * POW: 12

Damage Type: Magical

Vortex Blast - If this attack misses, nothing happens. If it directly hits an enemy model, before making the damage roll, push models within 2" of the model hit 2" directly toward it in the order you choose. Then center a 3" AOE on the model hit. Models in the AOE are hit and suffer a POW 12 damage roll.

Heavy Rune Fist [1x] (Left) sword icon RNG: 1 POW: 5P+S: 16

Blessed

Damage Type: Magical

Open Fist

Light Rune Fist [1x] (Right) sword icon RNG: 1 POW: 3P+S: 14

Blessed

Damage Type: Magical

Open Fist

Tactical Tip

Vortex Blast — The model directly hit suffers only one POW 12 damage roll.

end of line

Dawnguard Destor Thane

Retribution Solo

Damage: 

THANE

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	8	7	13	17	9

FA: 2

Point Cost: 7

Base Size: Large Base

Damage: 10

THANE

Cavalry

Dual Attack - This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

Leadership [Dawnguard Destors] - While in this model's command range, friendly Dawnguard Destors models gain Unyielding.

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.

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

WEAPONS [THANE]

Lance Cannon [1x] (None)  **RNG: 10** **ROF: 1** **AOE: -** **POW: 14**

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

Close Volley - When this model directly hits a model with this weapon, this model's ranged attacks against that model automatically hit for one turn.

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.

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

Tactical Tip

Quick Work — Impact attacks do not generate Quick Work ranged attacks because they do not take place during this model's combat action.

Notes

Dawnguard Destor Thane - Remove Assault, Gunfighter, Quick Work

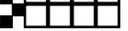
end of line

Dawnguard Destors

Retribution Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	6	13	17	9

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: 12
Leader & 4 Grunts: 20

Base Size: Large Base

Damage: 5 each

LEADER & GRUNTS

Cavalry

Dual Attack - This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

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]

Lance Cannon [1x] (None) gun icon RNG: 10 ROF: 1 AOE: - POW: 14

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

Close Volley - When this model directly hits a model with this weapon, this model's ranged attacks against that model automatically hit for one turn.

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.

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.

Notes

Dawnguard Destors - Remove Assault, Gunfighter, and Quick Work

end of line

Dawnguard Invictor Officer & Standard

Retribution Command Attachment

Officer's Damage: ■■■■■

OFFICER

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

STANDARD BEARER

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

FA: 2

Point Cost: Officer & Standard: 4

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Dawnguard Invictors] - This attachment can be added to a Dawnguard Invictor unit.

OFFICER

Assault

Combined Ranged Attack

Officer

Extended Fire - This model can use Extended Fire once per game at any time during its unit's activation. This activation, the ranged weapons of models in this unit gain Snipe. (An attack with a weapon with Snipe gains +4 RNG.)

Granted: Combined Arms - While this model is in formation, models in its unit gain Combined Arms. (When a model with Combined Arms misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms).

Tactics: Reposition [3"] - Models in this unit gain Reposition [3"]. (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.)

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

WEAPONS [OFFICER]

Sword Cannon [1x] (None) gun icon RNG: 10 ROF: 1 AOE: - POW: 12

Blade [1x] (None) sword icon RNG: 0.5 POW: 5P+S: 11

STANDARD BEARER

Officer

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.

Wall of Steel - see above

Tactical Tip

Tactics: Reposition [XXX"] — If a model is part of a unit, its activation does not end until all models in its unit have completed their activations.

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

Dawnguard Invictors

Retribution Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 9
Leader & 9 Grunts: 15

Base Size: Small Base

LEADER & GRUNTS

Assault

Combined Ranged Attack

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

WEAPONS [LEADER & GRUNTS]

Sword Cannon [1x] (None) gun icon RNG: 10 ROF: 1 AOE: - POW: 12

Blade [1x] (None) sword icon RNG: 0.5 POW: 5P+S: 11

end of line

Dawnguard Sentinel Officer & Standard

Retribution Command Attachment

Officer's Damage: ■■■■■

OFFICER

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

STANDARD BEARER

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

FA: 2

Point Cost: Officer & Standard: 4

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Dawnguard Sentinel] - This attachment can be added to a Dawnguard Sentinel unit.

OFFICER

Officer

Iron Zeal - This model can use Iron Zeal once per game at any time during its unit's activation. Models in this unit gain +3 ARM and cannot become stationary or knocked down. Models are not affected while out of formation. Iron Zeal lasts for one round.

Tactics: Relentless Charge - Models in this unit gain Relentless Charge. (While advancing as part of a charge, a model with Relentless Charge gains Pathfinder XICONX.)

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.

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

WEAPONS [OFFICER]

Great Sword [1x] (None) sword icon RNG: 2 POW: 6P+S: 12

Weapon Master

STANDARD BEARER

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.

Vengeance - see above

Wall of Steel - see above

WEAPONS [STANDARD BEARER]

Tactical Tip

Iron Zeal — 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.

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

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

Dawnguard Sentinels

Retribution Unit

LEADER & GRUNTS

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

FA: 2

Point Cost: Leader & 5 Grunts: 10
Leader & 9 Grunts: 17

Base Size: Small Base

LEADER & GRUNTS

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.

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

WEAPONS [LEADER & GRUNTS]

Great Sword [1x] (None) sword icon RNG: 2 POW: 6P+S: 12

Weapon Master

Tactical Tip

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

end of line

Dawnguard Trident

Retribution Battle Engine

Damage: 

TRIDENT

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	12	6	6	12	19	7

FA: 2

Point Cost: 16

Base Size: Huge

Damage: 30

TRIDENT

Construct

Flight

Build Up Power - If this model advances during its Normal Movement, it gains d3 power tokens. This model can have up to three power tokens at any time. During its activation, this model can spend power tokens to boost one attack or damage roll for each token spent.

Coordinated Movement - Friendly models can ignore this model when determining LOS and can advance through this model if they enough movement to move completely past it.

Dual Attack - This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

Psycho Matrix - At any time during its activation, this model can spend power tokens to use one of the following effects for each token spent.

•**Force Shield** - This model gains Force Barrier for one round. Models are not affected while out of formation. (A model with Force Barrier gains +2 DEF against ranged attack rolls and does not suffer blast damage.)

•**Telekinetic Wave** - When this model ends its Normal Movement, it can spend a power token to use Telekinetic Wave. When it does so, choose one non-huge-based friendly Faction model it moved within 2" of. You can place the chosen model completely within 2" of its current location. A model can be placed as a result of Telekinetic Wave only once per turn.

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 [TRIDENT]

Thresher Cannon [3x] (Left and Right and -) gun icon

RNG: 12

ROF: d3

AOE: - POW: 13

Ram Prow [1x] (None)

sword icon

RNG: 1 POW: 4P+S: 16

Momentum - A small- or medium-based model directly hit by this attack is slammed d3" directly away from this model. The POW of collateral damage is equal to the POW of this weapon. In addition to suffering a normal damage roll, large-based models hit by this attack become knocked down.

end of line

Gorgon

Retribution Shyeel Light Warjack

GORGON

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

FA: U

Point Cost: 8

Base Size: Medium Base

Field Damage: 6



GORGON

Construct

Field-Dependent - While its Field Generator system is crippled, this model loses Force Lock and cannot attack with the Polarity Cannon.

Force Lock - Enemy models beginning an advance in this model's melee range cannot advance except to change facing.

WEAPONS [GORGON]

Polarity Cannon [1x] (<->) gun icon RNG: 10 ROF: 1 AOE: - POW: 12

Damage Type: Magical

Kinetic Grip - When a model is hit by this attack, it suffers -2 SPD for one round.

Glaive [2x] (Left and Right) sword icon RNG: 0.5 POW: 4P+S: 12

Open Fist

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.

Tactical Tip

Combo Strike — (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

House Shyeel Artificer

Retribution Battle Mage Solo

Damage: ■■■■■

ARTIFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	4	12	17	9

FA: 2

Point Cost: 5

Base Size: Medium Base

Damage: 5

ARTIFICER

Jack Marshal

Pathfinder

Drive: Field Reinforcement - When a warjack under this model's control activates in this model's command range, remove d3 damage points from the warjack's force field unless the warjack's Field Generator system is currently crippled.

Force Barrier - This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.

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

Magic Ability [6]

•**Force Manipulation (★Action)** - This model gains Polarity Field for one round. (A model with Polarity Field cannot be charged or slam power attacked by a model beginning the charge or slam in the front arc of the model with Polarity Field.)

•**Force Wall (★Action)** - RNG 6. Target friendly Faction model/unit. If the model/unit is in range, it gains Force Barrier for one round.

•**Magno Bolt (★Attack)** - Magno Bolt is a RNG 10, POW 13 magic attack. If the attack hits an enemy model, before resolving damage immediately push models within 2" of the model hit 1" directly away or directly toward it in the order you choose.

WEAPONS [ARTIFICER]

Power Gauntlet [2x] (None) sword icon RNG: 1 POW: 4P+S: 13

Damage Type: Magical

Combo 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. When resolving damage for this attack, the model hit suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

Tactical Tip

Magic Ability — Performing a Magic Ability special action or special attack counts as casting a spell.

Combo 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

House Shyeel Battle Mages

Retribution Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	13	12	7

FA: U

Point Cost: Leader & 5 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Magic Ability [6]

•**Force Bolt (★Attack)** - Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3" directly toward or directly away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model becomes knocked down after being pushed.

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]

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

Damage Type: Magical

Beat Back - Immediately after a basic attack with this weapon is resolved during this model's Combat Action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1" directly toward it.

Tactical Tip

Magic Ability — Performing a Magic Ability special action or special attack counts as casting a spell.

Beat Back — You cannot move toward a model you destroyed.

Notes

House Shyeel Battle Mages - Remove Force Barrier

end of line

House Shyeel Magister

Retribution Battle Mage Solo

Damage: ■■■■■

MAGISTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	13	12	7

FA: 2

Point Cost: 4

Base Size: Small Base

Damage: 5

MAGISTER

Force Barrier - This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.

Magic Ability [7]

•**Force Bolt (★Attack)** - Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3" directly toward or directly away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model becomes knocked down after being pushed.

•**Whip Snap (★Attack)** - Whip Snap is a RNG 6, POW 12 magic attack. If this attack hits an enemy model, immediately after the attack is resolved this model or a friendly Faction model within 3" of it can advance up to 2". A model can advance only once per turn as a result of Whip Snap.

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 [MAGISTER]

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

Damage Type: Magical

Beat Back - Immediately after a basic attack with this weapon is resolved during this model's Combat Action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1" directly toward it.

Combo 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. When resolving damage for this attack, the model hit suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

Tactical Tip

Magic Ability — Performing a Magic Ability special action or special attack counts as casting a spell.

Beat Back — You cannot move toward a model you destroyed.

Combo 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

Hyperion

Retribution Shyeel Colossal Warjack

HYPERION

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	17	6	5	10	19	—

FA: 2

Point Cost: 36

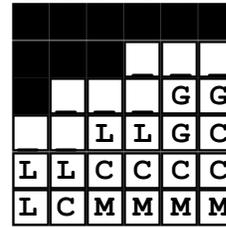
Base Size: Huge Base

Field Damage: 12

Damage: Left Grid



1 2 3 4 5 6



HYPERION

Construct

Pathfinder

Field-Dependent - While its Field Generator system is crippled, this model cannot make Star Burst attacks.

WEAPONS [HYPERION]

Starburst [1x] (<-->) gun icon RNG: 12 ROF: 1 AOE: 5 POW: 18

Damage Type: Magical

Critical Consume - On a critical hit, if the attack hit a small-based non-warcaster, non-warlock model the model hit is removed from play.

Thresher Cannon [2x] (Left and Right) gun icon RNG: 12 ROF: d3 AOE: - POW: 12

Blade Fist [2x] (Left and Right) sword icon RNG: 2 POW: 4P+S: 21

Open Fist

end of line

Hypnos

Retribution Vyre Heavy Warjack

HYPNOS 1

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	6	12	19	—

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

FA: C

Point Cost: 17

Base Size: Large Base

HYPNOS 1

Arc Node

Construct

Bond [Ossyan] - If this model begins the game in Ossyan's 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 Ossyan and in his control range, enemy models directly hit by this model's ranged weapon suffer Shadow Bind.

Sacred Ward - This model cannot be targeted by enemy spells.

WEAPONS [HYPNOS 1]

Phase Gun [1x] (Right) gun icon RNG: 10 ROF: 1 AOE: 4 POW: 14

Damage Type: Magical

Ghost Shot - This model ignores LOS, concealment, and cover when making attacks with this weapon.

Heavy Arcano-Pulse Fist [1x] (Left) sword icon RNG: 1 POW: 6P+S: 17

Damage Type: Magical

Shadow Bind - A model hit by this weapon suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers -3 DEF, and for one round when it advances it cannot move except to change facing. Shadow Bind can be shaken.)

Light Arcano-Pulse Fist [1x] (Right) sword icon RNG: 1 POW: 4P+S: 15

Damage Type: Magical

Shadow Bind - see above

end of line

Imperatus

Retribution Shyeel Heavy Warjack

IMPERATUS 1

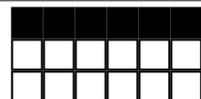
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	8	6	13	18	—

FA: C

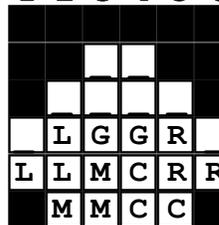
Point Cost: 20

Base Size: Large Base

Field Damage: 12



1 2 3 4 5 6



IMPERATUS 1

Construct

Bond [Vyros] - If this model begins the game in Vyros' 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 Vyros and in his control range, it can run or charge without spending focus.

Field-Dependent - While its Field Generator system is crippled, this model loses Phoenix Field and cannot attack with the Halation Cannon.

Phoenix Field - Remove d6 damage points from this model's force field after resolving continuous effects during your Maintenance Phase.

Phoenix Protocol - This model can use Phoenix Protocol once per game during your Maintenance Phase or when disabled. Remove up to 1 damage point from each of its systems and remove all damage points from its force field.

Side Step - When this model hits an enemy model with an initial melee attack or a melee special attack, it can advance up to 2" after the attack is resolved.

WEAPONS [IMPERATUS 1]

Halation Cannon [1x] (<->) gun icon RNG: 10 ROF: 1 AOE: - POW: 14

Damage Type: Fire

Damage Type: Magical

Flame Burst - When this model boxes an enemy model with this weapon, enemy models within 1" of the boxed model suffer the Fire continuous effect XICONX.

Thermal Blade [2x] (Left and Right) sword icon RNG: 2 POW: 7P+S: 17

Continuous Effect: Fire

Damage Type: Magical

end of line

Lord Ghyrrshyld, the Forgiven

Retribution Vyre Warcaster

Damage: 

GORESHADE 4

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6	7	7	4	15	16	8	7

FA: C

Warjack Points: +28

Base Size: Medium Base

Damage: 17

Feat: Whispers of the Veld

When an enemy model without Immunity: Cold XICONX destroys one or more friendly models in Ghyrrshyld's control range with a melee attack, the enemy model becomes stationary for one round after the attack is resolved. Additionally, when a friendly living Faction warrior model is destroyed by an enemy attack or collateral damage from an enemy attack while in Ghyrrshyld's control range, Ghyrrshyld gains the destroyed model's soul token. When Ghyrrshyld replenishes his focus during your next Control Phase, replace each soul token on him with 1 focus point, then Whispers of the Veld expires.

GORESHADE 4

Immunity: Cold

Arcane Vortex - This model can immediately negate any spell that targets it or a model within 3" of it by spending 1 focus point. The negated spell does not take effect, but its COST remains spent.

Field Marshal [Arcane Vortex] - Warjacks in this model's battlegroup gain Arcane Vortex.

WEAPONS [GORESHADE 4]

Voass [1x] (None) sword icon RNG: 2 POW: 8P+S: 15

Damage Type: Magical

Freeze - A model hit by this weapon becomes stationary for one round unless it has Immunity: Cold XICONX.

SPELLS

	Cost	RNG	AOE	POW	DUR	OFF
Dauntless Resolve	2	6	-	-	UP	No
Target friendly Faction warrior model/unit gains +3 ARM and Tough XICONX. Models are not affected while out of formation.						
Freezing Mist	2	Ctrl	3	-	RND	No
Place a 3" AOE cloud effect completely within the spellcaster's control range. While in the AOE, models without Immunity: Cold XICONX suffer -2 to their attack rolls. The AOE remains in play for one round.						
Ghost Walk	2	6	-	-	Turn	No
Target friendly Faction 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. It cannot be targeted by free strikes.)						
Hand of Ice	2	8	-	-	UP	Yes
Target model/unit suffers -2 ARM unless it has Immunity: Cold XICONX.						
Light of Wrath	3	8	4	13	*	Yes
Models hit by Light of Wrath lose Stealth XICONX and suffer -2 DEF for one turn.						
Revive	3	Ctrl	-	-	-	No
Return one destroyed Grunt to a friendly Faction unit with one unmarked damage box. Place the returned Grunt in the spellcaster's control range, in formation, and completely within 3" of another model in its unit. The Grunt must forfeit its Combat Action the turn it is put into play.						

Tactical Tip

Revive — If all models in the Grunt's unit have been destroyed, it cannot be placed within 3" of a model in its unit and therefore cannot return to play.

end of line

Mage Hunter Infiltrators

Retribution Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	4	14	11	8

FA: 2

Point Cost: Leader & 5 Grunts: 9
Leader & 9 Grunts: 15

Base Size: Small

LEADER & GRUNTS

Pathfinder

Stealth

Gang - When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

WEAPONS [LEADER & GRUNTS]

Blade [2x] (None) sword icon RNG: 0.5 POW: 3P+S: 9

Blessed

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.

Tactical Tip

Combo Strike — (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

Mage Hunter Strike Force

Retribution Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	6	14	11	8

FA: 2

Point Cost: Leader & 5 Grunts: 10

Leader & 9 Grunts: 16

Base Size: Small Base

LEADER & GRUNTS

Combined Melee Attack

Pathfinder

Stealth

'Jack Hunter' - This model gains an additional die on its melee and ranged damage rolls against warjacks.

WEAPONS [LEADER & GRUNTS]

Crossbow [1x] (None) gun icon RNG: 12 ROF: 1 AOE: - POW: 10

Blessed

Saber [1x] (None) sword icon RNG: 0.5 POW: 4P+S: 9

Blessed

end of line

Mage Hunter Strike Force Commander

Retribution Command Attachment

Damage: ■■■■■

COMMANDER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	7	14	11	9

FA: 2

Point Cost: 4

Base Size: Small Base

Damage: 5

Attachment [Mage Hunter Strike Force] - This attachment can be added to a Mage Hunter Strike Force unit.

COMMANDER

Combined Melee Attack

Officer

Pathfinder

Stealth

'Jack Hunter - This model gains an additional die on its melee and ranged damage rolls against warjacks.

Granted: Arcane Ammo - While this model is in formation, the ranged weapons of models in this unit gain Damage Type: Magical XICONX.

Phantom Barrage - Once per game at any time during its unit's activation, this model can use Phantom Barrage. This activation, models in this unit can ignore cloud effects, forest terrain, and intervening models when determining LOS.

Tactics: Advance Deployment - Models in this unit gain Advance Deployment XICONX.

WEAPONS [COMMANDER]

Crossbow [1x] (None) gun icon RNG: 12 ROF: 1 AOE: - POW: 10

Blessed

Saber [1x] (None) sword icon RNG: 0.5 POW: 4P+S: 9

Blessed

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 unit commander.

end of line

Moros

Retribution Shyeel Light Warjack

MOROS 1

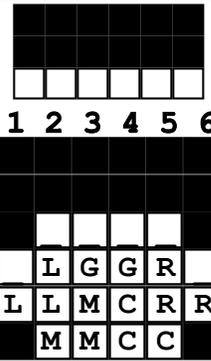
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	8	7	6	14	16	—

FA: C

Point Cost: 11

Base Size: Medium Base

Field Damage: 6



MOROS 1

Construct

Parry

Pathfinder

Stealth

Bond [Garryth] - If this model begins the game in Garryth's battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent's control. While bonded to Garryth and in his control range, it gains Acrobatics. (A model with Acrobatics can advance through other models if it has enough movement to move completely past their bases. A model with Acrobatics ignores intervening models when declaring its charge target.)

Field-Dependent - While its Field Generator system is crippled, this model loses Fleet and Stealth XICONX and cannot make Death Shadow attacks.

Fleet - Once per activation, this model can spend 1 focus point to gain +2" movement when advancing as part of its Normal Movement that activation.

WEAPONS [MOROS 1]

Death Shadow [1x] (<->) gun icon RNG: 8 ROF: 1 AOE: - POW: 12

Damage Type: Magical

Paralysis - A living model hit by this weapon has its base DEF reduced to 5 and cannot run, charge, or make slam or trample power attacks. Paralysis lasts for one round.

Blade [2x] (Left and Right) sword icon RNG: 1 POW: 5P+S: 13

Paralysis - see above

end of line

Phoenix

Retribution Shyeel Heavy Warjack

PHOENIX

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	12	18	—

FA: U

Point Cost: 17

Base Size: Large Base

Field Damage: 10



PHOENIX

Arc Node

Construct

Combustion (★Attack) - This attack does not need a target. Other models within 2" of this model suffer a POW 12 fire damage roll XICONX and the Fire continuous effect XICONX. Combustion damage is simultaneous. This model can make additional melee attacks after making this special attack.

Field-Dependent - While its Field Generator system is crippled, this model loses Phoenix Field and cannot attack with the Halo Cannon.

Phoenix Field - Remove d6 damage points from this model's force field after resolving continuous effects during your Maintenance Phase.

WEAPONS [PHOENIX]

Halo Cannon [1x] (<->) gun icon RNG: 10 ROF: 1 AOE: 3 POW: 14

Critical Fire

Damage Type: Fire

Damage Type: Magical

Open Fist [1x] (Left) sword icon RNG: 1 POW: 3P+S: 13

Open Fist

Thermal Blade [1x] (Right) sword icon RNG: 2 POW: 7P+S: 17

Continuous Effect: Fire

Damage Type: Magical

Tactical Tip

Combustion — This model cannot use Combustion if it charges, because Combustion is not a melee attack.

end of line

Ravyn, The Eternal Light

Retribution Mage Hunter Warcaster

Damage: 

RAVYN 1

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

FA: C

Warjack Points: +29

Base Size: Small Base

Damage: 16

Feat: Firestorm

While in Ravyn's control range this turn, friendly Faction models gain boosted ranged attack rolls and Swift Hunter.

RAVYN 1

Dual Attack - This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

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.

Sprint - At the end of an activation in which it destroyed or removed from play one or more enemy models with melee attacks, this model can immediately make a full advance, then its activation ends.

Swift Hunter - When this model destroys one or more enemy models with a basic ranged attack, immediately after the attack is resolved it can advance up to 2".

WEAPONS [RAVYN 1]

Hellebore [1x] (None) gun icon RNG: 12 ROF: 1 AOE: - POW: 12

Damage Type: Magical

Blaster - When this model makes an attack with this weapon, before the attack roll it can spend 1 focus point to give the attack a 3" AOE. All models hit suffer a POW 12 blast damage roll.

Blade [1x] (None) sword icon RNG: 2 POW: 7 P+S: 13

Damage Type: Magical

Weapon Master

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS that is in this weapon's melee range. Thresher attacks are simultaneous.

SPELLS

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

Countermeasure	2	6	-	-	UP	No
-----------------------	---	---	---	---	----	----

While within 5" of target friendly Faction model/unit, enemy models cannot make ranged attacks.

Locomotion	*	6	-	-	-	No
-------------------	---	---	---	---	---	----

The spellcaster spends up to 3 focus points to cast Locomotion. Target warjack in the spellcaster's battlegroup immediately advances up to 1" for each focus point spent. A warjack can be targeted by Locomotion only once per activation.

Open Fire	2	Ctrl	-	-	-	No
------------------	---	------	---	---	---	----

Target warjack in this model's battlegroup that is in its control range can immediately make one basic melee or ranged attack. A model can be targeted by Open Fire only once per turn.

Snipe	2	6	-	-	UP	No
--------------	---	---	---	---	----	----

Target friendly Faction model's/unit's ranged weapons gain +4 RNG.

Veil of Mists	2	Ctrl	4	-	UP	No
----------------------	---	------	---	---	----	----

Place a 4" AOE cloud effect anywhere completely within the spellcaster's control range. This AOE does not block friendly Faction models' LOS. While in the AOE, friendly Faction models gain Pathfinder XICONX and can move through obstructions and other models if they have enough movement to move completely past them.

Tactical Tip

Thresher — These attacks are not optional.

Notes

Ravyn, The Eternal Light - Remove Eliminator and Vortex of Destruction spells.

end of line

Stormfall Archers

Retribution **Houseguard** Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	5	5	13	13	6

FA: 2

Point Cost: Leader & 3 Grunts: 9

Base Size: Small Base

LEADER & GRUNTS

WEAPONS [LEADER & GRUNTS]

Great Bow [1x] (None) gun icon RNG: 12 ROF: 1 AOE: 3 POW: 12

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- Brutal Shot** - Gain an additional die on the damage roll against a model directly hit.

- Snipe** - This attack gains +4 RNG.

- Star Strike** - This attack causes no damage. Instead, on a direct hit models in the AOE suffer the Fire continuous effect

XICONX.

Sword [1x] (None) sword icon RNG: 0.5 POW: 3P+S: 7

Tactical Tip

Star Strike — If the attack misses, nothing happens.

end of line