

High Exemplar Kreoss

Protectorate Warcaster Character

7 FOC



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

	SPELLBREAKER		
	Special	POW	P+S
	Multi	8	14

KREOSS'S DAMAGE

Spellbreaker

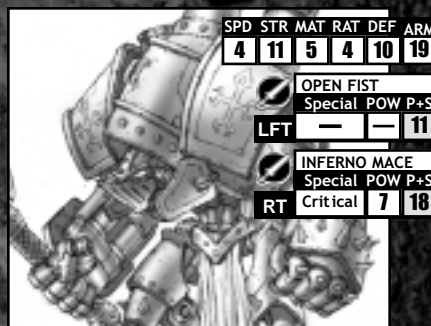
- Dispel
- Reach

Feat: MENOTH'S WRATH

All enemy models within Kreoss's control area are knocked down.

Crusader

Protectorate Heavy Warjack



SPD	STR	MAT	RAT	DEF	ARM
4	11	5	4	10	19

OPEN FIST	Special	POW	P+S
LFT	—	11	

INFERNO MACE	Special	POW	P+S
RT	Critical	7	18

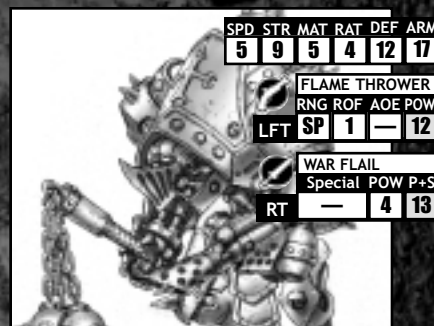
Inferno Mace

- Critical Fire

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	R
	M	M	C	C		

Repenter

Protectorate Light Warjack



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

FLAME THROWER	RNG	ROF	AOE	POW
LFT	SP	1	—	12

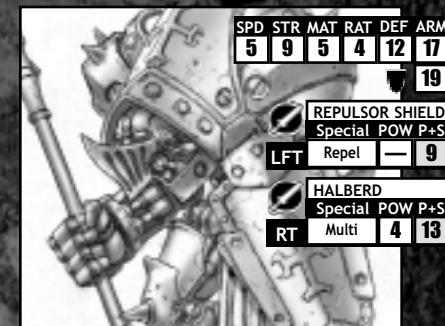
WAR FLAIL	Special	POW	P+S
RT	—	4	13

SYSTEM STATUS

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	R
	M	M	C	C		

Reverger

Protectorate Light Warjack



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

REPULSOR SHIELD	Special	POW	P+S
LFT	Repel	—	9

HALBERD	Special	POW	P+S
RT	Multi	4	13

Arc Node

- Repulsor Shield
- Repel
- Halberd
- Powerful Charge
- Reach

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

High Exemplar Kreoss

Point Cost **64** Field Allowance **C** Victory Points **5**

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Anti-Magic Pulse	2	Caster	CTRL	—		
All Upkeep spells in AOE expire.						
Cleansing Fire	4	8	4	14	✓	
A massive blast of flames erupts, causing Fire on a Critical Hit.						
Immolation	2	8	—	12	✓	
Target model is engulfed in flame, causing Fire on a Critical Hit.						
Lamentation	2	Caster	CTRL	—	✓	
Enemy warcaster in AOE pays double to cost or upkeep spells.						
Protection of Menoth	2	8	—	—	✓	
Target model/unit gains +2 DEF and +2 ARM.						
Retribution	2	8	—	—	✓	
If target Warjack is damaged, its attacker suffers an equal damage roll, then the spell expires.						
Ward	2	6	—	—	✓	
Target Warjack may not be targeted by enemy spells.						

Spellbreaker

- Reach—2" melee range
- Dispel—All Upkeep spells on target model expire when hit by Spellbreaker.

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Protectorate Crusader Heavy Warjack

Point Cost **93** Field Allowance **U** Victory Points **3**

Inferno Mace

•Critical Fire—On a Critical Hit, target model suffers Fire. Fire is a continuous effect that sets the target ablaze. A model on fire takes a POW 12 damage roll each turn during its maintenance until the Fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.



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Protectorate Repenter Light Warjack

Point Cost **76** Field Allowance **U** Victory Points **2**



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Protectorate Reverger Light Warjack

Point Cost **76** Field Allowance **U** Victory Points **2**

Arc Node

The Reverger may channel spells.

Repulsor Shield

- Repel—If the Reverger hits with the Repulsor Shield, or if the Reverger is hit with a melee weapon, its opponent is pushed back 1".

Halberd

- Powerful Charge—The Reverger gets a +2 bonus to its Charge attack roll.
- Reach—2" melee range

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