



⚔ Revenger Warjack

Arc Node – The Revenger may channel spells.

Repulsor Shield – If hit with a melee weapon, or if the Revenger hits with its shield, opponent is pushed back 1”.

Halberd – The Revenger gets a +2 bonus to its charge attack roll. The halberd has 2” reach.

SPD	STR	MAT	RAT	DEF	ARM
5	9	5	4	12	17/19

Halberd

Special	POW	P+S
Multi	4	13

Repulsor Shield

Special	POW	P+S
Repel	-	9

Damage

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

System Status

Left Arm	<input type="checkbox"/>
Right Arm	<input type="checkbox"/>
Cortex	<input type="checkbox"/>
Move	<input type="checkbox"/>
Arc Node	<input type="checkbox"/>
Hull	<input type="checkbox"/>

Points	Allow	VP
76	U	2