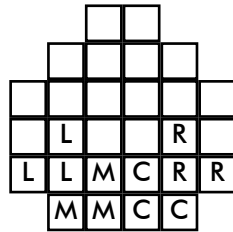


Slayer/Reaper

1 2 3 4 5 6

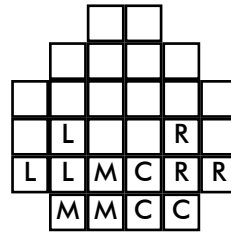
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Slayer/Reaper

1 2 3 4 5 6

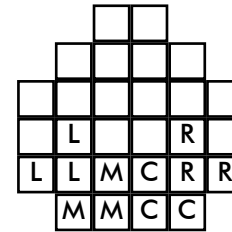
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Slayer/Reaper

1 2 3 4 5 6

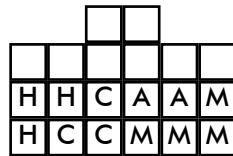
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Ripper/Defiler/  
Nightwretch

1 2 3 4 5 6

Head (H)   
 Cortex (C)   
 Arc Node (A)   
 Movement (M)



Ripper/Defiler/  
Nightwretch

1 2 3 4 5 6

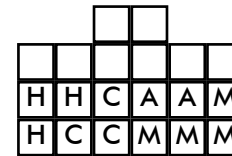
Head (H)   
 Cortex (C)   
 Arc Node (A)   
 Movement (M)



Ripper/Defiler/  
Nightwretch

1 2 3 4 5 6

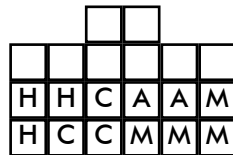
Head (H)   
 Cortex (C)   
 Arc Node (A)   
 Movement (M)



Ripper/Defiler/  
Nightwretch

1 2 3 4 5 6

Head (H)   
 Cortex (C)   
 Arc Node (A)   
 Movement (M)



Ripper/Defiler/  
Nightwretch

1 2 3 4 5 6

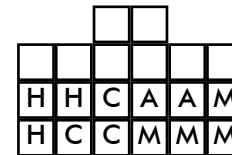
Head (H)   
 Cortex (C)   
 Arc Node (A)   
 Movement (M)



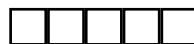
Ripper/Defiler/  
Nightwretch

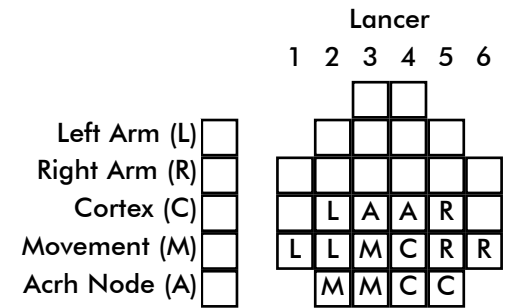
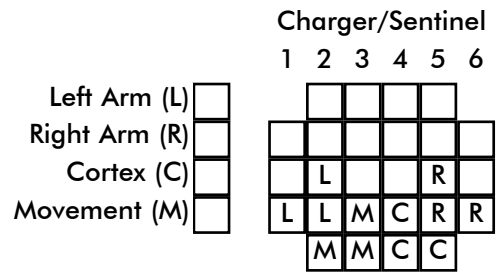
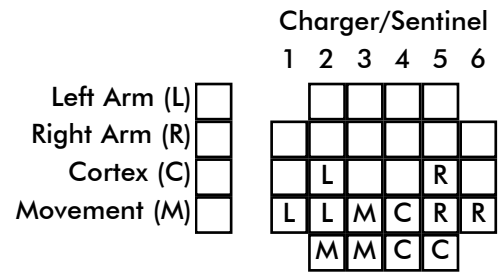
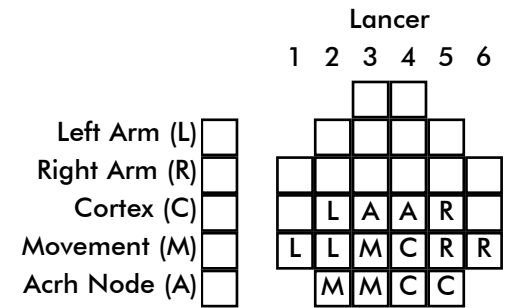
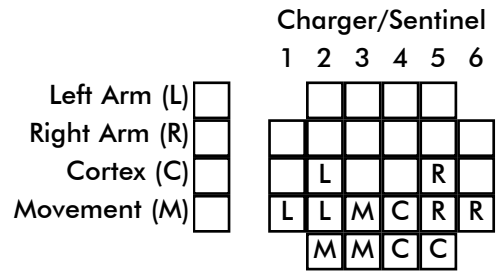
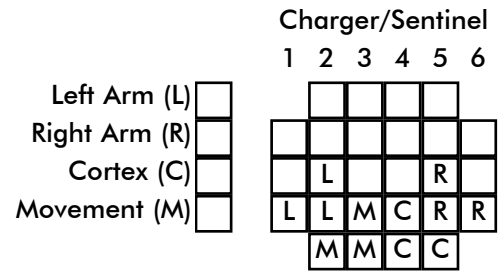
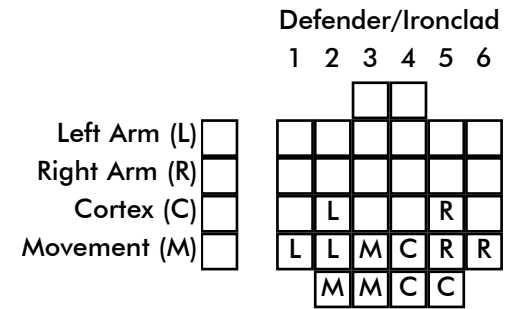
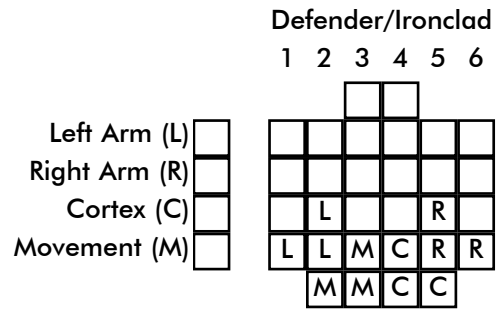
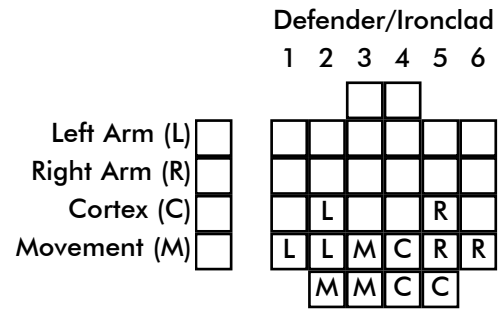
1 2 3 4 5 6

Head (H)   
 Cortex (C)   
 Arc Node (A)   
 Movement (M)



Skarlock





Journeyman Warcaster

Destroyer/  
Juggernaut/  
Marauder

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

Left Arm (L)   
Right Arm (R)   
Cortex (C)   
Movement (M)

Destroyer/  
Juggernaut/  
Marauder

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

Left Arm (L)   
Right Arm (R)   
Cortex (C)   
Movement (M)

Man-O-War

Kapitan 

--	--	--	--	--	--	--	--	--	--	--	--

Trooper 


Destroyer/  
Juggernaut/  
Marauder

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

Left Arm (L)   
Right Arm (R)   
Cortex (C)   
Movement (M)

Destroyer/  
Juggernaut/  
Marauder

1 2 3 4 5 6

	L			R	
L	L	M	C	R	R
	M	M	C	C	

Left Arm (L)   
Right Arm (R)   
Cortex (C)   
Movement (M)

Man-O-War

Kapitan 

--	--	--	--	--	--	--	--	--	--	--	--

Trooper 

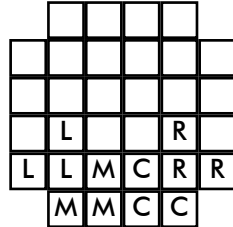

Manhunter 

--	--	--	--	--

Crusader/  
Vanquisher

1 2 3 4 5 6

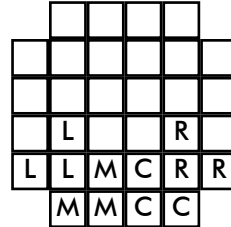
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Crusader/  
Vanquisher

1 2 3 4 5 6

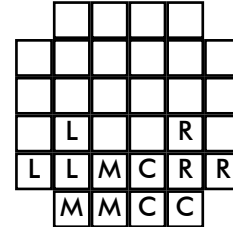
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Crusader/  
Vanquisher

1 2 3 4 5 6

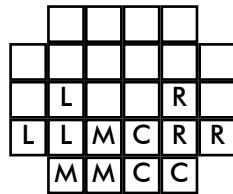
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Redeemer/  
Repenter

1 2 3 4 5 6

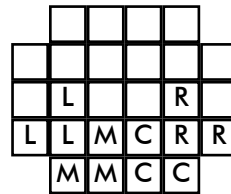
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Redeemer/  
Repenter

1 2 3 4 5 6

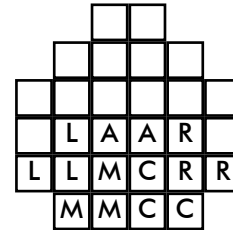
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Revenger

1 2 3 4 5 6

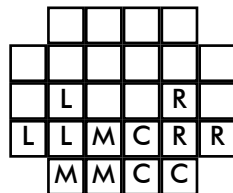
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)   
 Arch Node(A)



Redeemer/  
Repenter

1 2 3 4 5 6

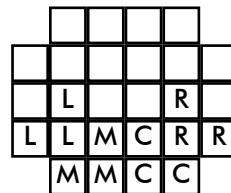
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Redeemer/  
Repenter

1 2 3 4 5 6

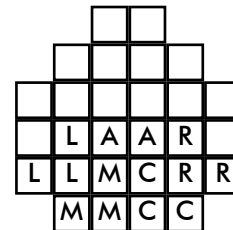
Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)



Revenger

1 2 3 4 5 6

Left Arm (L)   
 Right Arm (R)   
 Cortex (C)   
 Movement (M)   
 Arch Node(A)



Paladin of the Wall

