



HIGH COMMAND™

EXPAND YOUR COMMAND



ESCALATING CONFLICT

CARD LIST

By David "DC" Carl

Escalating Conflict is the first expansion for WARMACHINE High Command: Faith & Fortune. *Escalating Conflict* gives Retribution of Scyrah, Convergence of Cyriss, Highborn Covenant, and Four Star Syndicate players their first taste of new options for their reinforcement decks. The *Escalating Conflict* expansion set expands upon the themes established in *Faith & Fortune* and introduces the first 5-cost warcasters to these new factions, giving *Faith & Fortune* players the choice between speed and power in their warcasters. Each faction gains one new warcaster card along with five copies each of four new army cards players can use to customize their detachments.



These colored pips represent the maximum number of times a card can appear in a particular detachment.



RETRIBUTION OF SCYRAH

Vyros, Incissor of the Dawnguard is an amazing warcaster to send into a big battle. He'll deliver not only death to your enemies but also a huge hand of cards for another offensive push next

turn. Speed, Power, Health—the Retribution's new army cards bring a broad range of new and potent options to the table. The Imperatus stands out even among this company for its ability to obtain temporary immortality when you need it most.



WARCASTER

- Vyros, Incissor of the Dawnguard

REINFORCEMENTS

- Griffon
- Imperatus
- Eiryss, Angel of Retribution
- House Nyarr Destors



CONVERGENCE OF CYRISS

Father Lucant, Divinity Architect is reminiscent of warcasters that reduce opposing cards' Power, but he brings more offense and can protect his cards from "destroy" effects as well.

Assimilators and Eradicators Complements deliver a whole lot of combat capability for 4 WAR or 4 CMD, respectively, while Transverse Enumerator Cores enhance the great machine, and Inverters smash opposing army cards to bits.



WARCASTER

- Father Lucant, Divinity Architect

REINFORCEMENTS

- Assimilator
- Eradicators Complement
- Inverter
- Transverse Enumerator Core





HIGHBORN COVENANT

The Highborn Covenant introduces an epic warcaster unknown to our WARMACHINE community: Ashlynn, Heart of the Resistance. Her recurring warrior cards can crush any defenses,

and the new Highborn Covenant warriors, the Ogrun Assault Corps and Dannon Blythe & Bull, are solid new additions. Meanwhile, the Duelist and Wroughthammer Rockram back up the resistance with their steam-powered support.



WARCASTER

- Ashlynn, Heart of the Resistance

REINFORCEMENTS

- Duelist
- Wroughthammer Rockram
- Ogrun Assault Corps
- Dannon Blythe & Bull



FOUR STAR SYNDICATE

Magnus the Warlord's Kill Box ability is virtually guaranteed to turn the tide of battle *and* to frustrate one or more of your opponents. The Mariner and Mule lend additional options to the Syndicate's warjack roster, and the Warrior Thrall Mob cranks up the damage output of the necromancy subtheme. Pirates are another great Four Star Syndicate subtheme, and First Mate Hawk is ready to step up to lead them.

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WARCASTER

- Magnus the Warlord

REINFORCEMENTS

- Mariner
- Mule
- Warrior Thrall Mob
- First Mate Hawk

