

GHRAKUN

THE HERALD OF TENACITY

| AG#1 | AS | RF | PW | RN | MAL |
|--|----|----|----|----|-----|
| [1] Mountainheart •Brutal •Extreme Damage •Knockback (12) | 8 | ∞ | 8 | RE | - |

"This Grand Arbiter commands, thus I obey."

Special Abilities

- Commander
- Never Panic
- Psychogenic Invoker
- Stoneskin
- Tough as Nails

Commander*(3)



H 50mm C 150

BRUTAL: The Parry special ability may not be used against this attack.

COMMANDER: This model counts as having all Squadlink Keywords.

EXTREME DAMAGE: Models that fail an AR Save caused by this attack lose 2 HP.

KNOCKBACK(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is **directly away 6"**. **Melee attacks** suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

NEVER PANIC: This model may never gain Panic Counters.

PSYCHOGENIC INVOKER: Once per turn, this model may spend 1 AP to cast one of its psychogenics.

STONESKIN: When this model is hit by a non-critical attack, roll a d20. On a 10 or less the model suffers one less HP of damage from the attack, but could still be affected by any weapon abilities triggered by the hit (**Knockdown, Sunder Armor**, etc.)

TOUGH AS NAILS: This model ignores **Critical AR Failure**.

2017

QUAKE

| AG#1 | AS | RF | PW | RN | MAL |
|--|----|----|----|----|-----|
| [1] Crystal Tetsubo •Brutal •Finishing Blow •Knockback (10) | 7 | ∞ | 7 | RE | - |

"No. You move."

Special Abilities

- Guard
- Immune (Knockback, Knockdown)
- Stoneskin
- Tough as Nails



H 50mm [3]500 100

BRUTAL: The Parry special ability may not be used against this attack.

EXTREME DAMAGE: Models that fail an AR Save caused by this attack lose 2 HP.

FINISHING BLOW: This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

GUARD: When a friendly model within 4" and line of sight is targeted by a **non-template** ranged attack, this model may become the target of the attack instead (*Guard may not trigger another model's Guard ability*).

IMMUNE(x): This model may never be affected by (x).

KNOCKBACK(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is **directly away 6"**. **Melee attacks** suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

STONESKIN: When this model is hit by a non-critical attack, roll a d20. On a 10 or less the model suffers one less HP of damage from the attack, but could still be affected by any weapon abilities triggered by the hit (**Knockdown, Sunder Armor**, etc.)

TOUGH AS NAILS: This model ignores **Critical AR Failure**.

2017

FISSURE

| AG#1 | AS | RF | PW | RN | MAL |
|---------------------------------------|----|----|----|----|-----|
| [1] Meteor Hammer •Brutal •Stun | 6 | ∞ | 6 | RE | 20 |

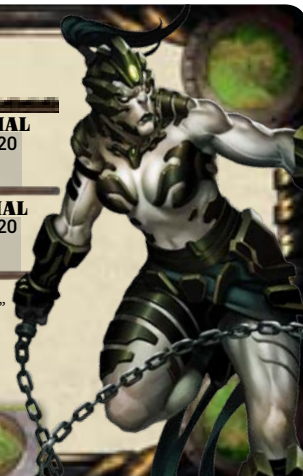
| AG#2 | AS | RF | PW | RN | MAL |
|-----------------------------------|----|----|----|----|-----|
| [1] Hurl Hammer •Knockback(12) | 7 | 1 | 6 | 4 | 20 |

"The daughters of the mountain persevere."

Special Abilities

- Deflection
- Survivalist

Fissure (2)



L 40mm [3]500 75

BRUTAL: The Parry special ability may not be used against this attack.

DEFLECTION: When this model is targeted by non-template ranged attacks, after attack rolls are made, this model may make an **AS Check**. If the check is successful it may discard 1 non-critical hit from those attacks

KNOCKBACK(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is **directly away 6"**. **Melee attacks** suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

STUN: Models hit by this attack gain 1 **Stun Counter**.
Stun Counter: The next time this model activates, it immediately loses 1 AP, and then removes 1 **Stun Counter**. **A model may only have 1 Stun Counter at any time.**

SURVIVALIST: If this model only spends AP on **Movement** during its activation, it may go **On Hold** for free at the end of that activation.

2017

PILLAR

| AG#1 | AS | RF | PW | RN | MAL |
|-------------------------------|----|----|----|----|-----|
| [2] Crystal Knuckles •Rend | 7 | ∞ | 4 | 0 | - |

| AG#2 | AS | RF | PW | RN | MAL |
|---|----|----|----|----|-----|
| [1] Haymaker •Knockdown(10) •Stun | 6 | 1 | 6 | RE | 20 |

"We have such strong, strong hands."

Special Abilities

- Deflection
- Psychogenic Neophyte (Center of Gravity)

Pillar (3)



H 50mm [3]500 75

DEFLECTION: When this model is targeted by non-template ranged attacks, after attack rolls are made, this model may make an **AS Check**. If the check is successful it may discard 1 non-critical hit from those attacks

KNOCKDOWN(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is **Knocked Prone**. **Melee attacks** suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

PSYCHOGENIC NEOPHYTE(x): This model may spend 1 AP to cast the (x) psychogenic.

REND: If all attacks from this assault group hit the same target, they gain 1 additional **power multiplier** for this attack.

STUN: Models hit by this attack gain 1 **Stun Counter**.
Stun Counter: The next time this model activates, it immediately loses 1 AP, and then removes 1 **Stun Counter**. **A model may only have 1 Stun Counter at any time.**

2017

AFTERSHOCKS

| TN | RF | RN | MAL |
|----|----|----|-----|
| 14 | 1 | * | 17 |

Description
 On a successful cast, all non-Earth Caste models within 4 inches of caster gain an **Immobilized Counter**.
Immobilized Counter: This model suffers -1 MV per Immobilized Counter. Remove all Immobilized Counters at the end of a model's activation.

MALFUNCTION: Caster suffers 1 automatic PW: 6 hit.

Earth Caste Psychogenic

EARTH CASTE



PSYCHOGENIC

CENTER OF GRAVITY

| TN | RF | RN | MAL |
|----|----|----|-----|
| 16 | 1 | * | 18 |

Description
 On a successful cast, enemy models that move (or are moved) within 2 inches of the caster cannot move (or be moved) farther than 2 inches away from the caster. Additionally, enemies never gain bonuses for **Charging** or the **Vault** special ability against this model while this psychogenic is in effect. The effects of this psychogenic last until the beginning of this model's next activation.

MALFUNCTION: Caster suffers 1 automatic PW: 6 hit.

Earth Caste Psychogenic

EARTH CASTE



PSYCHOGENIC

FERROUS PULSE

| TN | RF | RN | MAL |
|----|----|----|-----|
| 14 | 1 | 10 | 17 |

Description
 On a successful cast, choose a Terrain Feature in range and place a Blast (3) template anywhere so the hole at its center is somewhere completely over the Terrain Feature. All non-Earth Caste models under the template are pushed directly away from the center hole 6 inches.
 If the Terrain Feature has the **Dangerous** or **Xenosathic** keywords, models pushed by this psychogenic also take an automatic PW 4 hit (as if from a Template attack).

MALFUNCTION: Caster suffers 1 automatic PW: 6 hit.

Earth Caste Psychogenic

EARTH CASTE



PSYCHOGENIC

ROOTED TO THE BEDROCK

| AS | RF | PW | RN | MAL |
|----|----|----|----|-----|
| 8 | 1 | - | 8 | 18 |

Models hit by this attack gain two **Immobilized Counters**.
Immobilized Counter: This model suffers -1 MV per Immobilized Counter. Remove all Immobilized Counters at the end of a model's activation.

MALFUNCTION: Caster suffers 1 automatic PW: 6 hit.

Earth Caste Psychogenic

EARTH CASTE



PSYCHOGENIC

SANDBLAST

| AS | RF | PW | RN | MAL | •Blind |
|----|----|-----|----|-----|--------|
| 6 | 1 | 1x3 | SP | 18 | |

BLIND: Models hit by this attack gain 1 **Blind Counter**.
Blind Counter: This model suffers -4 AS. Remove the **Blind Counter** at the end of this model's activation. A model may only have 1 **Blind Counter** at any time.

MALFUNCTION: Caster suffers 1 automatic PW: 6 hit.

Earth Caste Psychogenic

EARTH CASTE



PSYCH⊕GENIC

STAND AS STONE

Description
 This model gains the **Immune (Knockback, Knockdown)** special ability at all times.

IMMUNE(x): This model may never be affected by (x).

Earth Caste Psychogenic

EARTH CASTE



PSYCH⊕GENIC

TREMOR

| AS | RF | PW | RN | MAL | •Blast (2) |
|----|----|----|----|-----|-----------------|
| 4 | 1 | - | 8 | 18 | •Knockdown (14) |

KNOCKDOWN(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is **Knocked Prone**. **Melee attacks** suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

MALFUNCTION: Caster suffers 1 automatic PW: 6 hit.

Earth Caste Psychogenic

EARTH CASTE



PSYCH⊕GENIC