**Red Sisterhood**

**Special Abilities**
- Furious Charge
- Rage
- Retaliation

**Crimson Mother**

**Special Abilities**
- Furious Charge
- Psychogenic Neophyte (Mark of the Beast)
- Rage
- Retaliation

**Mark of the Beast**

**Description**
Select 1 enemy model. The caster’s melee attacks, and the melee attacks of all models it squadlinks with, gain Critical Strike(3) against all models with the enemy model’s name until the next Lingering Phase.

**Critical Strike(3):** This attack Critically Hits on attack rolls of (3) or less.

**Malfunction:** Caster loses 1 HP.

**Skylynancer**

**Special Abilities**
- Guerrilla Tactics
- Power Generator
- Skylynancer Jets

**Forsaken Psychogenic**

**Description**

**Critical Strike(3):** This attack Critically Hits on attack rolls of (3) or less.

**Malfunction:** Caster loses 1 HP.

**Skylynancer Jets:** When this model powers its Armor via Power Generator it gains +1 MV and may ignore models and terrain when moving this activation.
**Warknight Captain**

**AG#1**

- Tribute Strike
- Finishing Blow

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**AG#2**

- Shield Bash
- Knockdown

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“Feel the weight of every soul you’ve slain!”

**Special Abilities**

- Shield Formation
- Psychogenic Neophyte (Weight of Sin)

---

**Weight of Sin**

**AS | RF | PW | RN | MAL | Proximity Strike(2)**

| 8  | 1  | -  | 17 | |

**Description**

Models hit by this attack must perform a PS Check at -2. On a failure they gain 1 Panic Counter and 1 Immobilized Counter. Immobilized Counters cannot be removed while this model has a Panic Counter.

**Immobilized Counter:** This model suffers -1 MV per Immobilized Counter. Remove all immobilized counters at the end of a model’s activation.

**Proximity Strike(2):** When this attack is selected, place the Blast(2) template anywhere completely in range of this attack. Make 1 separate attack roll against each enemy model under the template. Only the initial attack roll may suffer Malfunction or gain the benefits of Aiming.

**MALFUNCTION:** Caster loses 1 HP.

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**Repentant**

**AG#1**

- Crude Club

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“Only in death will you find atonement.”

**Special Abilities**

- Psychogenic Neophyte (Penitence Blast)

---

**Penitence Blast**

**TN | RF | RN | MAL**

| 14 | 1  | -  | 15 |

**Description**

When this psychogenic is cast, place the Blast(2) template with the center hole anywhere completely over this model’s base. All models, friendly and enemy, under the template must make a PS Check at -4. On a failure they suffer 1 automatic PW 6 hit and gain 1 Panic Counter and 1 Stun Counter. After this attack is complete the caster is killed. This psychogenic may be cast in place of a charge attack.

**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.

**MALFUNCTION:** Caster is killed.
**VOICE OF THE PREVAILERS**

AG#1  
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“’The path to heaven is paved with faith and righteous vengeance.’

**Special Abilities**

- Explosive End (PW: 6)
- Psychogenic Feedback
- Psychogenic Master
- Psychogenic Resolve (3)

**EXPLOSIVE END(x):** When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

**PSYCHOGENIC FEEDBACK:** Whenever an enemy within 8” casts a psychogenic it must perform a PS Check at -4 after that action is complete. On a failure it loses 1 HP.

**PSYCHOGENIC MASTER:** Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

**PSYCHOGENIC RESOLVE(x):** (x) times per game, when a malfunction is rolled from a psychogenic, that model may ignore the malfunction. This ability functions even if this model is killed.

---

**HOLY REVIVAL**

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

**Description**

Select 1 friendly non-Character model that has been killed. Place that model in contact with the caster and heal that model to 1 HP. That model may activate this round. At the end of that activation, remove it from play (it is not killed).

**MALFUNCTION:** Caster loses 1 HP.

---

**LIGHT OF THE LORD**

AS  RF  PW  RN  MAL
| 6  | 2  | -   | 6  | 17 |

**Description**

This model gains the Medic special ability at all times.

**MEDIC:** Other friendly, Living, models reduced to 0 HP while within 8” of this model are not killed, but instead gain 1 Dying Counter. **Dying Counter:** This model is prone and may not activate. If this model would ever lose HP, it is killed. At the start of the Lingering Effects Phase, if a friendly, non-dying, model with Medic is not within 8”, kill this model. Remove this Counter if this model is ever healed.

**RESTORATION:** This attack may target, and automatically hit, friendly models. Friendly models hit by this attack suffer no damage and instead heal 1 HP. A model may only be healed by Restoration once per game.

**MALFUNCTION:** Caster loses 1 HP.

---

**WRATH OF GOD**

TN  RF  RN  MAL
| 14 | 2  | -   | 17 |

**Description**

Select 1 friendly non-Character model within 8”. That model gains 1 Wrath Counter.

**WRATH COUNTER:** This model’s melee attacks gain +2 AS and +2 PW. Once per activation, this model may re-roll 1 failed melee attack roll. At the end of this model’s activation it must make a PS Check. On a failure that model loses 1 HP and this counter is removed. A model may only have 1 Wrath Counter at any time.

**MALFUNCTION:** Caster loses 1 HP.
Special Abilities

• Incite
• Never Panic
• Psychogenic Neophyte (Final Judgment)
• Tough as Nails

“By God’s judgment, you are found guilty.”

Flock (5)

By God’s judgment, you are found guilty."

**Nekros**

- Critical Strike (3)
- Decapitate
- Arcing Death

**Deathblow**

- Critical Strike
- Arcing Death

**Tough as Nails**

- This model ignores Critical AR Failure.

**Psychogenic Neophyte (x)**

- This model may spend 1 AP to cast the (x) psychogenic.

**Decapitate**

- If this attack Critically Hits, its target loses 1 additional HP.

**Final Judgment**

- Select 1 model hit by this model’s melee attacks this activation. That model gains 1 Judgment Counter.

**Judgment Counter**

- Each time this model activates it must make a PS Check at -2. On a failure it loses 1 HP. A model may only have 1 Judgment Counter at any time.

**Malfunction**

- Caster suffers 1 automatic PW: 6 hit.

**Final Judgment**

- TN RF RN MAL
- 14 1 * 18

**Description**

Select 1 model hit by this model’s melee attacks this activation. That model gains 1 Judgment Counter.

**JUDGMENT COUNTER**

- Each time this model activates it must make a PS Check at -2. On a failure it loses 1 HP. A model may only have 1 Judgment Counter at any time.

**Mark for Death**

- During the Preparation Phase, select 1 enemy within 12” and line of sight. Models gain +1 AS and +1 PW to attacks made against that enemy this round.

**Toxic**

- Models hit by this attack gain 1 Toxic Counter.

**Toxic Counter**

- This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of this model’s activation. All negatives are cumulative.
  - 1+ Counters: -2 AS to all attacks
  - 2+ Counters: -2 PW to all attacks
  - 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.

**Explosive End (x)**

- When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

**Fire**

- Models hit by this attack gain 1 Fire Counter.

**Fire Counter**

- This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

**Medic**

- Other friendly, Living, models reduced to 0 HP while within 8” of this model are not killed, but instead gain 1 Dying Counter.

**Dying Counter**

- This model is prone and may not activate. If this model would ever lose HP, it is killed. At the start of the Lingering Effects Phase, if a friendly, non-dying, model with Medic is not within 8”, kill this model. Remove this Counter if this model is ever healed.

**Non-Living**

- This model may never gain Panic Counters. This model’s PS may never be modified.

**Restoration**

- This attack may target, and automatically hit, friendly models. Friendly models hit by this attack suffer no damage and instead heal 1 HP. A model may only be healed by Restoration once per game.

**Vault**

- Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains additional +1 AS and +1 PW to the charge attack.

**Angels of Divine Light**

- I am the bringer of His glory!

**Special Abilities**

- Explosive End (PW: 6)
- Medic
- Non-Living
- Vault

**Archangel Raphael**

- I am the bringer of His glory!

**Special Abilities**

- Explosive End (PW: 6)
- Medic
- Non-Living
- Vault

**Explosive End (x)**

- When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

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ARCHANGEL GABRIEL
ANGEL OF THE DIVINE SONG

A6#1
[1] Hammer of Wrath
- 8 6 0
[1] Angelic Choir
- 8 2 4 SP 19

"I am the bringer of His voice!"

Special Abilities
- Explosive End(PW: 6)
- Non-Living
- Shockwave
- Vault

GRAND TEMPLAR MARIUS
HAND OF THE PREVAILERS

A6#1
[1] Repenter
- 8 8 RE
[1] Hammer of Wrath
- 8 6 0

"The greatest among us."

Special Abilities
- Commander
- Furious Charge
- Order(Forsaken)(Furious Charge)
- Never Panic
- Tough as Nails

ARCHANGEL MICHAEL
ANGEL OF DIVINE WRATH

A6#1
[1] Sword of Wrath
- 8 8 0
[1] Purification
- 6 1 x2 8 18

"I am the bringer of His wrath!"

Special Abilities
- Deflection
- Explosive End(PW: 6)
- Non-Living
- Parry
- Vault

PREVAILER LILITH
ARCHITECT OF CHANGE

A6#1
[1] Katana
- 8 4 0
[1] Critical Strike(3)

Special Abilities
- Commander
- Volatile Enhancement
- Human Shield
- Charge attacks(+1 power multi.)

EXPLOSIVE END(x): When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

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

KNOCKDOWN(x): When this attack hits a model, after AR Saves are made, roll a d10. If the number rolled is equal to or less than (x), then the target is Knocked Prone. niece attacks suffer -2 to (x) for every size smaller the attacking model is than the target.

NON-LIVING: This model may never gain Panic Counters. This model’s PS may never be modified.

POINT BLANK: This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy model this model is engaged with.

SHOCKWAVE: This model may spend 1 AP to give all enemies within 2” 1 Star Counter. In addition, enemies with a smaller size than are knocked prone. Enemies at least two sizes smaller are automatically pushed directly away 6” as well. Star Counter: The next time this model activates, it immediately loses 1 AP, and then removes 1 Star Counter. A model may only have 1 Star Counter at any time.

VAULT: Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains and additional +1 AS and +1 PW to the charge attack.

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.

EXPLOSIVE END(x): When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

FIRE: Models hit by this attack gain 1 Fire Counter. Fire Counter: This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve those automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

HUMAN SHIELD: When this model is hit by an enemy non-template attack, it may force 1 friendly model within 6” to be hit by the attack instead. That attack gains an additional power multiplier for this hit (Hits from Human Shield cannot trigger Human Shield)

TOXIC: Models hit by this attack gain 1 Toxic Counter. Toxic Counter: This model suffers penalties based on the number of Toxic Counters on it.

All Toxic Counters are removed at the end of this model’s activation. All negatives are cumulative.

1+ Counters: 2-AS to all attacks
2+ Counters: 2-PS to all attacks
3+ Counters: Each time this model activates, it suffers 1 automatic PW: 1 hit before resolving those attacks.

PARALYSIS: Models hit by this attack gain 1 Paralyzed Counter. Paralyzed Counter: When this model activates, roll a d30. On a 11 or greater it loses 1 AP and must roll again, continuing until a 10 or less is rolled, or a 15 or less is rolled. If the check is successful it may discard 1 non-critical hit from those attacks.

REF: Models hit by this attack gain 1 Ref Counter. Ref Counter: This model suffers 2-AP per Ref Counter. During the Lingering Effects Phase, roll 1 d10 for each Ref Counter, removing it at a roll of 10 or less.

VOLATILE ENHANCEMENT(x): Other non-character models this model squadslinks with may gain (x) activation. If this is done, that model loses 1 AP at end of activation. A model may only benefit from Volatile Enhancement once per activation.

COMMANDER: This model counts as having all Squadlink Keywords.

CRITICAL STRIKE(5): This attack Critically Hits on attack rolls of (x) or less.

TOUGH AS NAILS: This model ignores Critical AR Failure.

HAND OF THE PREVAILERS

"No one among us may be toppled."

Special Abilities
- Commander
- Furious Charge
- Order(Forsaken)(Furious Charge)
- Never Panic
- Tough as Nails

COMMANDER: This model counts as having all Squadlink Keywords.

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

FURIOUS CHARGE: This model gains an additional +1 AS and +1 PW to charge attacks.

SUNDER ARMOR: Models hit by this attack gain 1 Sunder Counter. Sunder Counter: This model suffers -2 AS. A model may only have 1 Sunder Counter at any time.

ORDER(x): When this model squadslinks with (x), those models gain (x) activation. If this is done, that model loses 1 AP at the end of this activation. A model may only benefit from Volatile Enhancement once per activation.
MARIUS' CHERUB

AG#1

• Toxin

Special Abilities

• Marius' Cherub
  (Immune: Weapon Abilities)

NABU

“We defend the Grand Templar!”

Special Abilities

• Marius' Cherub
  (Immune: Psychogenics)

YAELE

“We defend the Grand Templar!”

Special Abilities

• Marius' Cherub
  (Immune: Weapon Abilities)