**FATHER MAYHEM**

**SCION OF BLOOD**

**AG#1**

- Sickle Strikes
- Bleed

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
8 | infinitely | 6 | 0 | -

**Special Abilities**
- Bloodlust
- Commander
- Never Panic
- Parry
- Psychogenic Invoker

**AG#2**

- Disembowel
- Bleed
- Brutal
- Extreme Damage

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
8 | 1 | 10 | 0 | -

**Special Abilities**
- Bloodlust
- Commander
- Psychogenic Invoker

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**RED**

**THE CRIMSON DEMON**

**AG#1**

- Mutated Claws
- Bleed

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | infinitely | 4 | 0 | -

"That's not a "he", it's a thing."

**Special Abilities**
- Assassination
- Bloodlust
- Sidestep

**AG#2**

- Saw Launcher
- Bleed
- Decapitate

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 1 | 6x2 | 2 | 18

"It brings such beautiful death..."

**Special Abilities**
- Furious Charge
- Non-Living
- Tough as Nails

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**BLOOD ABOMINATION**

**AG#1**

- Sawblades
- Bleed
- Sunder Armor

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
8 | infinitely | 8 | RE | 19

**AG#2**

- Saw Launcher
- Bleed
- Decapitate

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 1 | 5x2 | 3 | 18

**Special Abilities**
- Bleed
- Critical AR Failure
- Sunder Armor

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**KEEPSAKE**

**AG#1**

- Blood Staff
- Bleed

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 6 | infinitely | 4 | RE | -

**AG#2**

- Bloodcourse
- Bleed

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

**Special Abilities**
- Bloodlust
- Commander
- Psychogenic Invoker

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**ASSASSINATION**

- This model does not deploy at the start of the game. During any Preparation Phase after round 1 this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point.

**BLEED**

- Living Models hit by this attack gain 1 Bleed Counter.
  - Model Counter: When this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**BLEEDLUST**

- Whenever this model makes an attack that has a Bleed Counter, it gains 1 Bloodlust Counter.
  - Bloodlust Counter: When this model would lose HP, it may discard this counter to prevent losing that HP. A model may only have 1 Bloodlust Counter at any time.

**BRUTAL**

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

**COMMANDER**

- This model counts as having all Squadlink Keywords.

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**NON-LIVING**

- This model may never gain Panic Counters.

**PSYCHOGENIC MASTER**

- Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

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**PRECISE MEDICATION**

**BLOOD ABOMINATION**

**AG#1**

- Sawblades
- Bleed
- Sunder Armor

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
8 | infinitely | 8 | RE | 19

**AG#2**

- Saw Launcher
- Bleed
- Decapitate

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 1 | 5x2 | 3 | 18

**Special Abilities**
- Bleed
- Critical AR Failure
- Sunder Armor

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**KEEPSAKE**

**AG#1**

- Blood Staff
- Bleed

**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 6 | infinitely | 4 | RE | -

**AG#2**

- Bloodcourse
- Bleed

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

**Special Abilities**
- Bloodlust
- Commander
- Psychogenic Invoker
BLOOD MISTRESS

AG#1
(1) Barbed Whip
• Bleed
• Brutal

“What a lovely shade of red...”

Special Abilities
- Bloodlust
- Masochist (Furious Charge)

BLOOD REIGN

AG#1
(2) Jagged Blades
• Bleed

“DYE THE SANDS RED!”

Special Abilities
- Bloodlust
- Order (Buzzblade) (Bloodlust)

PUPPET

AG#1
(1) Razor Claw
• Bleed

“My life... For you...”

Special Abilities
- Blood Sacrifice
- Masochist (Razor Claw. Bleed)
**Gift of Evolution (Blood)**

*Description*

Blood Cult models count Non-Living models as if they were Living models for the purposes of the Bleed weapon ability. Additionally, the Blood Cult player may spend 3 Blood Frenzy Counters to give 1 Luck Counter to any Blood Cult model currently without a Luck Counter.

*Luck Counter:* This model may discard this counter at any time to re-roll 1 attack roll or AR Save it performs.

**Blood Frenzy**

*Description*

Anytime a model is removed as a casualty. During the Preparation Phase, the Blood Cult player may spend 3 Blood Frenzy Counters to give 1 Luck Counter to any Blood Cult model currently without a Luck Counter.

**Bleed**

During the Lingering Effects Phase roll a d20. On a result of 11 or greater this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Bloodlust**

When this model would lose HP, it may discard this counter to prevent losing that HP. A model may only have 1 Bloodlust Counter at any time.

**Malfunction:** Caster takes 1 automatic PW 6 hit.

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**Bleed Pathogens**

*Description*

Enemy models within 8" of this model must roll 10 or less TWICE to successfully remove Bleed Counters.

**Bleed Counter:**

During the Lingering Effects Phase roll a d20. On a result of 11 or greater this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Bleed:**

Living Models hit by this attack gain 1 Bleed Counter.

**Malfunction:** Caster takes 1 automatic PW 6 hit.

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**Bleed Dominance**

*Description*

This model’s attacks gain Critical Strike (3) against targets currently possessing a Bleed Counter.

**Critical Strike:**

This attack Critically Hits on attack rolls of (x) or less.

**Malfunction:** As normal.

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**Slow the Blood**

*Description*

If the model already has a Bleed Counter when this attack hits, it gains a Stun Counter.

**Stun:**

Models hit by this attack gain 1 Stun Counter.

**Malfunction:** As normal.

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**Sanguine Plague**

*Description*

May only target models with a Bleed Counter. Target takes PS Check. On a failure, caster places a BL (2) template with the center hold anywhere completely over the target’s base. All models under the template gain 1 Bleed Counter.

**Bleed Counter:**

During the Lingering Effects Phase roll a d20. On a result of 11 or greater this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Malfunction:** Caster takes 1 automatic PW 6 hit.