**RAZE**  
**UNSTOPPABLE TERRA**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
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<th>MAL</th>
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<tr>
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<td>8</td>
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</tbody>
</table>

- Headbutt
- Knockdown(14)

**Special Abilities**
- Enviro Filters
- Immune (Decapitate, Extreme Damage)
- Never Panic
- Tough as Nails
- Unstoppable

---

**JON WOE**  
**THE NEW SCORPION**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
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<th>MAL</th>
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</table>

- Critical Strike(3)
- Decapitate
- Über Claw
- Adaptability

**Special Abilities**
- Commander
- Lucky
- Volatile Enhancement (Melee: Decapitate)
- Volatile Enhancement (Melee: Stun)

---

**ANG-1E**  
**WOE’S ENLIGHTENED CREATION**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
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<th>MAL</th>
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- Jon’s Mercy
- Death lich
- Mar
- Morphine
- Paralysis

**Special Abilities**
- Fueled by Combat
- Infiltrate
- Non-Living
- Medic
- Sidestep

---

**SABER**  
**PINNACLE EXPERIMENT**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
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<tr>
<td>#2</td>
<td>8</td>
<td>4</td>
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</tbody>
</table>

- Dual Sabers

**Special Abilities**
- Assassination
- Immune (Critical Hits)
- Parry
- Regeneration
- Sadistic

---

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

**ENVY FILTERS**: This model ignores Smoke Clouds.

**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.

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

**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 the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

**NEVER PANIC**: This model may never gain Panic Counters.

**SUNDER ARMOR**: Models hit by this attack gain 1 Sunder Counter.

**Sonder Counter**: This model suffers –2 AR. A model may only have 1 Sunder Counter at any time.

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

**UNSTOPPABLE**: Each time this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter. Weakened Resolve Counter This model suffers –4 PS. (Weakened Resolve Counters are cumulative).

**This model may also be included as normal in a Followers of the Heretic subfaction force.**

**ADAPTABILITY**: Once per round, this model may select 1 weapon ability from any attack on a model it is in contact with (friendly or enemy). This attack gains the chosen weapon ability until the end of this model’s activation.

**COMMANDER**: This model counts as having all Squaddling Keywords.

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

**DECAPITATE**: If this attack Critically Hits, its target loses 1 additional HP.

**LUCKY**: This model begins the game with 1 Luck Counter. Luck Counter: This model may discard this counter at any time to re-roll 1 attack roll or All Save it performs.

**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.

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

**This model may also be included as normal in a Followers of the Heretic subfaction force.**

**DISRUPTION**: Models hit by this attack gain 1 Disruption Counter.  
Disruption Counter: This model’s attacks that have a MAL Value suffer –2 MAL per Disruption Counter. During the Lingering Effects Phase, roll 1 d20 for each Disruption Counter, removing it on a roll of 10 or less.

**FUELED BY COMBAT**: Once per round, when this model hits an enemy, it may make a PS Check. On a success, it may heal 1 HP.

**INFILTRATE**: This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12” from an enemy deployment zone.

**MEDIC**: Other non-friendly, Living, models reduced to 0 HP while within 10” 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. All hits that start the Lingering Effects Phase, if friendly, non-dying, model with Mod1 is not within 10”, 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 by enemy effects.

**PARALYSIS**: Models hit by this attack gain 1 Paralyzed Counter.

**Paralyzed Counter**: When this model activates, roll a d20. On a 33 or greater it loses 1 AP and must roll again, continuing until 70 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.

**ROT**: Living Models hit by this attack gain 1 Rot Counter.

**Rot Counter**: This model suffers –2 AP per Rot Counter. During the Lingering Effects Phase, roll 1 d20 for each Rot Counter, removing it on a roll of 10 or less.

**SIDESTEP**: When this model is hit by a non-critical hit from a melee or template attack, and is not prone, roll a d20. On a roll of 12 or less the attack roll is discarded.

**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.

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

**PARRY**: When this model is targeted by melee 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.

**REGENERATION**: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter.

**Regeneration Counter**: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**SATISTIC**: This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.
BLAZON

UNHOLY EVOLUTION

AG#1
[2] Mother’s Blades
- Toxic

AS RF PW RN MAL
6 4 0 -

“Fear what her existence means for the future...”

Saint Mary

Special Abilities
- Commander
- Human Shield
- Psychogenic Neophyte (Mad Visions)
- Sadistic

GOLAB

GOLAB

AG#1
[1] Greatsword
- Brutal

AS RF PW RN MAL
7 8 0 -

“All it takes is one little trigger...”

Special Abilities
- Masochist (Berserk Counter)
- Parry
- Tough as Nails

ABOMINATION

AG#1
[2] Crushing Claws
- Brutal

AS RF PW RN MAL
6 8 18

Special Abilities
- Masochist (+1 AP)
- Non-Living
- Tough as Nails

AG#2
[1] Ion-Pod Array
- Disruption

AS RF PW RN MAL
6 1 6 12

WARHEAD

AG#1
[1] Chain Halberd
- Brutal

AS RF PW RN MAL
8 8 18

“50% Muscle, 50% Death. No room for brains.”

Special Abilities
- Fueled by Combat
- Never Panic
- Rage
- Tough as Nails

- Finisher

AG#2
[1] Smash
- Brutal

AS RF PW RN MAL
6 8 18

[2] Finisher
- Brutal

AG#2
[1] Sweep
- Brutal

AS RF PW RN MAL
6 8 18

HUMAN SHIELD: When this model is hit by an enemy non-template attack, it may force 1 friendly model within 4" 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).

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

SADISTIC: This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.

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.

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

CRUSH: If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be Parried.

DISRUPTION: Models hit by this attack gain 1 Disruption Counter.

Disruption Counter: This model’s attacks that have a MAL Value suffer -2 MAL per Disruption Counter. During the Lengendary Effects Phase, roll a d20 for each Disruption Counter, removing it on a roll of 10 or less.

HORRIBLE DEATH: If an enemy is killed by this attack, all enemies within 4” of the model receive 1 Panic Counter.

MASOCHIST(x): At the start of this activation, this model may gain (x). If it does so, it suffers 1 HP at the end of this activation.

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.

FUELED BY COMBAT: Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

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 the TN for every size smaller the attacking model is than the target.

NEVER PANIC: This model may never gain Panic Counters.

RAGE: This model’s melee attacks gain +2 PW for each missing HP.

TOUGH AS NAILS: This model ignores Critical AR Failure.

BERSERK COUNTER: This model gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which this model did not make a melee attack they gain an Exhaustion Counter.

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.

FUELED BY COMBAT: Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

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 the TN for every size smaller the attacking model is than the target.

NEVER PANIC: This model may never gain Panic Counters.

RAGE: This model’s melee attacks gain +2 PW for each missing HP.

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

<table>
<thead>
<tr>
<th>Model</th>
<th>AS RF PW RN MAL</th>
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<tbody>
<tr>
<td>AG#1</td>
<td></td>
</tr>
<tr>
<td>[1] Katana Strike</td>
<td>8 8 6 0 -</td>
</tr>
<tr>
<td>[2] Drillhead Strike</td>
<td>6 6 6 RE 18</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Commander
- Suppression (Never Panic)
- Immune
- Reaction Strike
- Parry
- Psychogenic Invoker

**WORM SHEPHERD**

<table>
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<tr>
<th>Model</th>
<th>AS RF PW RN MAL</th>
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<tbody>
<tr>
<td>AG#1</td>
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<tr>
<td>[1] Bad Mojo</td>
<td>8 1 6 1 18</td>
</tr>
<tr>
<td>[2] Drillhead Strike</td>
<td>6 6 6 RE 18</td>
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</tbody>
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**Special Abilities**
- Enhance (Drillhead) (Guard)
- Psychogenic Neophyte
- Psychogenic Blacklash
- Regeneration
- Worm Father

**DISCIPLES OF RAZE**

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<tr>
<th>Model</th>
<th>AS RF PW RN MAL</th>
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<tbody>
<tr>
<td>AG#1</td>
<td></td>
</tr>
<tr>
<td>[1] Pipegun</td>
<td>6 2 6 6 18</td>
</tr>
<tr>
<td>[2] Ramming Helm</td>
<td>7 8 4 9</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Cabal (Raze)
- Enviro Filters
- Immune (Decapitate)
- Never Panic
- Tough As Nails

**DRILLHEAD**

<table>
<thead>
<tr>
<th>Model</th>
<th>AS RF PW RN MAL</th>
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<tbody>
<tr>
<td>AG#1</td>
<td></td>
</tr>
<tr>
<td>[1] Grafted Drill</td>
<td>6 8 6 6 RE 18</td>
</tr>
<tr>
<td>[2] Impaling Strike</td>
<td>6 8 6 RE 18</td>
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</table>

**Special Abilities**
- Burrow
- Immune (Crush, Knockdown)
- Regeneration

---

**COMMANDER**
This model counts as having all Squadlink Keywords.

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

**DECAPITATE**: If this attack Critically Hits, its target loses 1 additional HP.

**MASCOTIST(x)**: At the start of this activation, this model may gain (x). If it does so, it loses 1 HP at the end of this activation.

**PARRY**: When this model is targeted by melee 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.

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

**SUPPRESSION(x)**: While within 8” of this model, the (x) ability is ignored on models.

**VICTIMIZE**: Models hit by this attack gain 1 Panic Counter.

**WEAKEN RESOLVE**: While within 8” of this model, enemies suffer -1 PS.

---

**BLEED**: Models hit by this attack gain 1 Bleed Counter.

**BLEED Counter**: During the Lingering Effects Phase roll a 120. On a result of 11+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

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

**ENHANCE(x)(y)**: When this model is deployed, choose up to 6 (x). Those models gain (y).

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

**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).

**REACTION STRIKE**: Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This free attack occurs before charge attacks are resolved.

**REGENERATION**: At the start of this model’s activation, it heals 1 HP. If this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. Regeneration Counter: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**WORM FATHER**: Drillheads that squallink with this model re-roll 1 attack roll this activation.

---

**SUNDER ARMOR**: Models hit by this attack gain 1 Sunder Counter.

**SUNDER ARMOR**: Models hit by this attack gain 1 Sunder Counter. A model may only have 1 Sunder Counter at any time.

---

**BURROW**: For 1 AP this model may gain 1 Burrow Counter.

**BURROW Counter**: This model has -4 DF and +2 AR, but cannot make attacks. You may remove all Burrow Counters at the start of this model’s activation. A model may only have 1 Burrow Counter at any time.

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

**HORRIBLE DEATH**: If an enemy is killed by this attack, all enemies within 4” of the model killed receive 1 Panic Counter.

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

**NEVER PANIC**: This model may never gain Panic Counters.

**REACTION STRIKE**: Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This free attack occurs before charge attacks are resolved.

**REGENERATION**: At the start of this model’s activation, it heals 1 HP. If this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. Regeneration Counter: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

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

---

**Weaken Resolve**: When within 8” of this model, enemies suffer -1 PS.

**Weaken Resolve**: When within 8” of this model, enemies suffer -1 PS.
**GRAFTER**

**AG#1**
- Grafting Claw
  - [1] Crush

**AS** 6, **RF** 5, **PW** 0, **RN** 19

"So many experiments... So few test subjects..."

**Special Abilities**
- Commander
- Superior Maintenance (2)
- Volatile Enhancement
  - (Melee): Re-roll per activation
- Volatile Enhancement
  - (Melee): Victimize

**COMMANDER:** This model counts as having all Squadlink Keywords.

**CRUSH:** If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be Parried.

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

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

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

---

**BONE DOC**

**AG#1**
- Bone Staff
  - [1] Bad Mojo

**AS** 4, **RF** 0, **PW** 0, **RN** 19

**AG#2**
- Bad Mojo
  - [1] Victimize

**AS** 8, **RF** 1, **PW** 6, **RN** 19

**Special Abilities**
- Psychogenic Master
- Psychogenic Resolve (3)
- Suppression (Never Panic)
- Weak Resolve

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

**PSYCHOGENIC RESOLVE:** (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.**

**SUPPRESSION:** While within 8" of this model, the (x) ability is ignored on models.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

**WEAKEN RESOLVE:** While within 8" of this model, enemies suffer -1 PS.

---

**SISTER OF CHARITY**

**AG#1**
- Surgical Saw
  - [1] Critical Strike (2)

**AS** 6, **RF** 4, **PW** 0, **RN** 18

"I will make the pain go away."

**Special Abilities**
- Masochist (+1 AP; Melee: Decapitate)
- Medic
- My Pretty Toys
- Stim Injection

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

**DECAPITATE:** If this attack Critically Hits, its target loses 1 additional HP.

**MASOCHIST:** At the start of this activation, this model may gain (x). If it does so, it loses 1 HP at the end of this activation.

**MENDING:** 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.

**MY PRETTY TOYS:** When this model is deployed, select up to 6 Buzzblade models. Upgrade those models to either "Charity’s Might" or "Charity’s Zeal."

**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.

**STIM INJECTION:** When this model Squadlinks, any non-Character model it links with may receive +1 MV this activation. If this is done, that model gains 1 Stun Counter at the end of this activation.

---

**HARPY**

**AG#1**
- Rending Claws
  - [1] Rend

**AS** 5, **RF** 3, **PW** 0, **RN** 18

"The sky belongs to us now."

**Special Abilities**
- Ambush
- Vault

**AMBUSH:** Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choose a point on the battlefield and performing a scatter roll from that point. Placing this model as close as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 Scatter Roll, placing the first model on the point and the rest within 4.**

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

**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.
**FELL PACK**

**Special Abilities**
- Frenzied
- Pack Attack
- Vault

**Scourge (3)**

**AG#1**
- [Bite] 4
- AS: 4
- RF: 0
- PW: 4
- RN: 0
- MAL:

**AG#2**
- [Fetish Wack] 6
- AS: 1
- RF: 3
- PW: RE
- RN: -
- MAL:

**FRENZIED:** At the start of each activation, this model must make a PS Check. On a failure, it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**PACK ATTACK:** This model’s melee attacks roll a number of dice to hit equal to their current remaining HP.

**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.

---

**FETISH BEARER**

**Special Abilities**
- Psychogenic Neophyte
- Psychogenic Resolve (1)
- Weaken Resolve

**Bone Doc (3)**

**AG#1**
- [Mace] 4
- AS: 4
- RF: 0
- PW: 4
- RN: 0
- MAL:

**AG#2**
- [Fetish Wack] 6
- AS: 1
- RF: 3
- PW: RE
- RN: -
- MAL:

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

**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.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

**WEAKEN RESOLVE:** While within 8” of this model, enemies suffer -1 PS.

---

**SCOURGE**

**Special Abilities**
- Commander
- Incite
- Suppression (Frenzied)

**Commander*(1)**

**AG#1**
- [Hooked Lash] 5
- AS: 5
- RF: 2x2
- PW: 19
- RN: 1
- MAL:

**AG#2**
- [Hooked Lash] 5
- AS: 1
- RF: 6
- PW: 6
- RN: 20
- MAL:

**COMMANDER:** This model counts as having all Squadlink Keywords.

**INCITE:** When this model Squadlinks, all other non-Character models in that link gain +2 AS to melee attacks this activation.

**SUPPRESSION(x):** While within 8” of this model, the (x) ability is ignored on models.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

**WHIPLASH:** Models hit by this attack who pass their AR Save gain 1 Whiplash Counter.

**Whiplash Counter:** The next time this model activates, it immediately loses 1 AP per Whiplash Counter, and then all Whiplash Counters are removed.

---

**WARBLADE**

**Special Abilities**
- Furious Charge
- Sadistic

**Buzzblade (4)**

**AG#1**
- [Falchion] 6
- AS: 6
- RF: 4
- PW: 0
- RN: -
- MAL:

**AG#2**
- [Hurled Spear] 6
- AS: 1
- RF: 6
- PW: 6
- RN: 20
- MAL:

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

**SADISTIC:** This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.
**Special Abilities**

- **Masochist (Crude Club: Horrible Death)**
- **Sadistic**

---

**CHARITY’S MIGHT**

"The embodiment of rage and hate."

---

**Special Abilities**

- **Masochist (Furious Charge, Crude Club: Horrible Death)**
- **Sadistic**

---

**CHARITY’S ZEAL**

"A mass of twitching insanity."

---

**Special Abilities**

- **Infiltrate**
- **Final Strike**
- **Masochist (Crude Club: Horrible Death)**
- **Sadistic**
**Animosity**

**Description**
Models hit by this attack gain 1 Frenzied Counter.

**Frenzied Counter:** At the start of this model’s next activation, remove a Frenzied Counter and make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

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

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**Death’s Calling**

**Description**
Models hit by this attack gain 1 Deathcurse Counter.

**Deathcurse Counter:** Whenever targeted by an attack, an attacking model may remove 1 Deathcurse Counter from this model to gain an additional power multiplier to the attack. A model may possess more than 1 Deathcurse Counter at a time.

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

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**Anger’s Enthusiasm**

**Description**
This model gains the Commander (1) and Incite special abilities at all times.

**Commander:** This model counts as having all Squadlink Keywords.

**Incite:** When this model Squadlinks, all other non-Character models in that link gain +2 AS to melee attacks this activation.

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**Horror’s Visage**

**Description**
This model gains the Horrific Visage special ability at all times.

**Horrific Visage:** Enemies within 4” may not remove Panic Counters. Enemies with Panic Counters activating within 4” must make a PS Check. On a failure they lose 1 AP.

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**Cataclysmic Aneurysm**

**Description**
This model gains the Horrific Visage special ability at all times.

**Horrific Visage:** Enemies within 4” may not remove Panic Counters. Enemies with Panic Counters activating within 4” must make a PS Check. On a failure they lose 1 AP.

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

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**Cripple the Body**

**Description**
Models hit by this attack must PS Check at -2. On failure they gain 1 Paralyzed Counter and must immediately perform another PS Check at -2. On a second failure they gain 1 Blind Counter.

**Blind Counter:** This model suffers -4 AS. Remove all Blind Counters at the end of this model’s activation. A model may only have 1 Blind Counter at any time.

**Paralyzed Counter:** When this model activates, roll a d20. On a 11 or greater it loses 1 AP and must roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.

**Malfunction:** As normal.

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**Psychogenic Backlash**

This model, or 1 model that it is squadlinking with, gains 1 Backlash Counter.

**Backlash Counter:** If this model is affected by any psychogenic effect, it may discard a Backlash Counter to inflict an automatic PW 4 hit upon the model casting or attacking with the psychogenic. A model may only ever possess 1 Backlash Counter.

**Malfunction:** Caster takes 1 automatic PW 6 hit.
**Psychogenic (Blazon)**

**Description**
The caster or 1 model within range gains 1 Precognition Counter.

*Precognition Counter:* This model may discard this counter to re-roll 1 failed attack roll or AR Save. A model may only have 1 Precognition Counter on it at a time.

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