### Raze - Unstoppable Terra

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<tr>
<td>A6/1</td>
<td>[1] Halfed Saw</td>
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<td>RE 19</td>
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<td>-Stun</td>
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<td>-Finishling Blow</td>
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<td>-Sunder Armor</td>
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<td>A6/2</td>
<td>[1] Head Butt</td>
<td>8</td>
<td>6</td>
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<td>-Knockdown(14)</td>
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**Special Abilities:**
- Enviros Filters
- Immune (Decapitate, Extreme Damage)
- Never Panic
- Tough as Nails
- Unstoppable

**I follow The Scorpion!**

### Jon Woe - The New Scorpion

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<tr>
<td>A6/1</td>
<td>[1] Katana</td>
<td>8</td>
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<td></td>
<td>-Critical Strike(3)</td>
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<td></td>
<td>-Decapitate</td>
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<td></td>
<td>-Adaptability</td>
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**Special Abilities:**
- Commander
- Lucky
- Volatile Enhancement (Melee: Decapitate)
- Volatile Enhancement (Melee: Stun)

### Ang-1E - Woe's Enlightened Creation

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<tr>
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<tbody>
<tr>
<td>A6/1</td>
<td>[1] Jon’s Mercy</td>
<td>8</td>
<td>8</td>
<td>4</td>
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<td>-Death lichor</td>
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<td>-Morphine</td>
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<td></td>
<td>-Paralysis</td>
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**Special Abilities:**
- Fueled by Combat
- Infiltrate
- Non-Living
- Medic
- Sidestep

### Saber - Pinnacle Experiment

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<th>S</th>
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<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
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<tbody>
<tr>
<td>A6/1</td>
<td>[2] Dual Sabers</td>
<td>8</td>
<td>8</td>
<td>4</td>
<td>0</td>
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</tbody>
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**“One of my greatest accomplishments”** - Father Johann

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

### Jon Woe (1)

**“One of my greatest accomplishments”** - Father Johann

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

### Ang-1E (5)

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

### Saber (2)

**“One of my greatest accomplishments”** - Father Johann

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

### Jon Woe (1)

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

### Ang-1E (5)

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

### Saber (2)

**“One of my greatest accomplishments”** - Father Johann

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

---

** Giám đốc:** [Name]

**Người biên tập:** [Name]

**Người dịch:** [Name]
**BLAZON**

**AG#1**

[4] Commander

- Toxic

“\[48\] I fear what her existance means for the future...\]”

Saint Mary

Special Abilities

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

**ABOMINATION**

**AG#1**

[2] Crushing Claws

- Brutal
- Crush
- Horrible Death

**AG#2**

[1] Ion-Pod Array

- Disruption
[6] Cannon

- [6] Thower

Special Abilities

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

**WARHEAD**

**AG#1**

[1] Chain Halberd

- Brutal
- Knockdown (12)
[4] Smash

- Finishing Blow
[4] Sweep

“\[61\] 50% Muscle. 50% Death. No room for brains.\]”

Special Abilities

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

**GOLAB**

**AG#1**

[1] Greatsword

- Brutal
[4] Smash

- Devastating Charge
[4] Sweep

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

Special Abilities

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

---

May not be used in a Cult of Decay force.

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

**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).

**PSYCHOCENIC NEOPHYTE:** 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 Counter: -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 the 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 Lingering Effects Phase, roll 1 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:** At the start of this activation, the model may gain (x). If it does so, it loses 1 HP at the end of the activation.

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

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

**MASSACRIST:** This model’s melee attacks gain +1 AP per missing HP.

**FUELED BY COMBAT:** 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.

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

**FINISHING BLOW:** This attack gains an 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:** When this attack hits a model, it may make a PS Check. On a success, it may heal 1 HP.

**NEVER PANIC:** This model never gains 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.

**DEVASTATING CHARGE:** This attack gains Extreme Damage when used as a charge attack.

**EXHAUSTION COUNTER:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

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

**MASOCHIST:** At the start of this activation, the 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.

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

**AG#1**
- [Katana Strike](8 8 6 0 -)
- Critical Strike
- Decapitate

**AG#2**
- [Bad Mojo](6 1 - 6 18)
- Victimize

**Special Abilities**
- Commander
- Suppression (Never Panic)
- Masochist
- Weaken Resolve (Re-roll Charge Attacks)
- Parry
- Psychogenic Invoker

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**WORM SHEPHERD**

**AG#1**
- [Drillhead Strike](6 6 6 RE 18)
- Bleed
- Brutal

**AG#2**
- [Heartseeker](8 1 8 RE 18)
- Brutal
- Extreme Damage
- Reaction Strike

**Special Abilities**
- Enhance (Drillhead) (Guard)
- Psychogenic Neon phyte
- Psychogenic Backlash
- Regeneration
- Worm Father

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**DISCIPLES OF RAZE**

**AG#1**
- [Pipegun](6 6 6 18)
- Knockdown (12)

**AG#2**
- [Ramming Helm](7 oo 4 0 -)
- Stun

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

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**DRILLHEAD**

**AG#1**
- [Grafted Drill](6 6 6 RE 18)
- Impaling Strike
- Horrible Death
- Calved Strike
- Extreme Damage
- Sunder Armor

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

**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.

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

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

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

**BLEED Counter:** During the Lingering Effects Phase roll a d20. 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:** 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. When this model is reduced to 0 HP it is not killed, but instead gains 1 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 squelk with this model may re-roll 1 attack roll this activation.

---

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**ENHANCE:** 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. When this model is reduced to 0 HP it is not killed, but instead gains 1 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.

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**ENHANCE:** 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. When this model is reduced to 0 HP it is not killed, but instead gains 1 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 squelk with this model may re-roll 1 attack roll this activation.

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

**ENHANCE:** 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. When this model is reduced to 0 HP it is not killed, but instead gains 1 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 squelk with this model may re-roll 1 attack roll this activation.

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**BLEED Counter:** During the Lingering Effects Phase roll a d20. 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:** 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. When this model is reduced to 0 HP it is not killed, but instead gains 1 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 squelk with this model may re-roll 1 attack roll this activation.

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**BLEED Counter:** During the Lingering Effects Phase roll a d20. 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:** 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. When this model is reduced to 0 HP it is not killed, but instead gains 1 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 squelk with this model may re-roll 1 attack roll this activation.
GRAFTER

AG#1
(1) Grafting Claw
-Crush
-AS 6
-RF 5
-PW 0
-RN 19
-MAL

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

Special Abilities
-Commander
-Superior Maintenance (2)
-Volatile Enhancement
(Melee: Melee: 1 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): (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(x): 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
(1) Bone Staff
-AS 4
-RF 4
-PW 0
-RN 19
-MAL

AG#2
(1) Bad Mojo
-Victimize
-AS 8
-RF 6
-PW 1
-RN 10
-MAL

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

COMMANDER: This model may spend 1 AP to cast one of its psychogensics.
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.
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.

SISTER OF CHARITY

AG#1
(1) Surgical Saw
-Critical Strike(2)
-Restoration
-AS 6
-RF 4
-PW 0
-RN 18
-MAL

"I will make the pain go away."

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

COMMANDER: 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.
MAGNIFICENT: 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
(2) Rending Claws
-Victimize
-AS 5
-RF 3
-PW 0
-RN 19
-MAL

"The sky belongs to us now."

Special Abilities
-Ambush
-Vault

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): (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(x): 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.
**Fell Pack**

**AG#1**

- **Bite**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

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

**Scourge (3)**

**AG#1**

- **Bite**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**Fetish Bearer**

**AG#1**

- **Mace**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**AG#2**

- **Fetish Wack**
  - AS: 6
  - RF: 3
  - PW: RE
  - RN: -
  - MAL: -

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

**Bone Doc (3)**

**AG#1**

- **Mace**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**AG#2**

- **Fetish Wack**
  - AS: 6
  - RF: 3
  - PW: RE
  - RN: -
  - MAL: -

**Scourge**

**AG#1**

- **Hooked Lash**
  - AS: 5
  - RF: 2x2
  - PW: 2x2
  - RN: 19

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

**Commander (1)**

- **Victimize**
- Whiplash

**Scourge**

**AG#1**

- **Falchion**
  - AS: 6
  - RF: 4
  - PW: 0
  - RN: -
  - MAL: -

**AG#2**

- **Hurled Spear**
  - AS: 6
  - RF: 6
  - PW: 20

**Warblade**

**AG#1**

- **Falchion**
  - AS: 6
  - RF: 4
  - PW: 0
  - RN: -
  - MAL: -

**AG#2**

- **Hurled Spear**
  - AS: 6
  - RF: 6
  - PW: 20

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

**Fell Pack**

**AG#1**

- **Bite**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**Fetish Bearer**

**AG#1**

- **Mace**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**AG#2**

- **Fetish Wack**
  - AS: 6
  - RF: 3
  - PW: RE
  - RN: -
  - MAL: -

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

**Bone Doc (3)**

**AG#1**

- **Mace**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**AG#2**

- **Fetish Wack**
  - AS: 6
  - RF: 3
  - PW: RE
  - RN: -
  - MAL: -

**Scourge**

**AG#1**

- **Hooked Lash**
  - AS: 5
  - RF: 2x2
  - PW: 2x2
  - RN: 19

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

**Commander (1)**

- **Victimize**
- Whiplash

**Scourge**

**AG#1**

- **Falchion**
  - AS: 6
  - RF: 4
  - PW: 0
  - RN: -
  - MAL: -

**AG#2**

- **Hurled Spear**
  - AS: 6
  - RF: 6
  - PW: 20

**Warblade**

**AG#1**

- **Falchion**
  - AS: 6
  - RF: 4
  - PW: 0
  - RN: -
  - MAL: -

**AG#2**

- **Hurled Spear**
  - AS: 6
  - RF: 6
  - PW: 20

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

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**

**AG#1**

- **Mace**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**AG#2**

- **Fetish Wack**
  - AS: 6
  - RF: 3
  - PW: RE
  - RN: -
  - MAL: -

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

**Bone Doc (3)**

**AG#1**

- **Mace**
  - AS: 4
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: -

**AG#2**

- **Fetish Wack**
  - AS: 6
  - RF: 3
  - PW: RE
  - RN: -
  - MAL: -

**Scourge**

**AG#1**

- **Hooked Lash**
  - AS: 5
  - RF: 2x2
  - PW: 2x2
  - RN: 19

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

**Commander (1)**

- **Victimize**
- Whiplash

**Scourge**

**AG#1**

- **Falchion**
  - AS: 6
  - RF: 4
  - PW: 0
  - RN: -
  - MAL: -

**AG#2**

- **Hurled Spear**
  - AS: 6
  - RF: 6
  - PW: 20

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

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.

**Warblade**

**AG#1**

- **Falchion**
  - AS: 6
  - RF: 4
  - PW: 0
  - RN: -
  - MAL: -

**AG#2**

- **Hurled Spear**
  - AS: 6
  - RF: 6
  - PW: 20

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

**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.**

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

**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.
### Buzzblade

**AG#1**

<table>
<thead>
<tr>
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<th>RF</th>
<th>PW</th>
<th>RN</th>
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<tbody>
<tr>
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<td>0</td>
<td>3</td>
<td>0</td>
<td>-</td>
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**Special Abilities**
- Masochist (Crude Club: Horrible Death)
- Sadistic

**Characteristics**

![Buzzblade Image]

**Description**

"Madness incarnate."

### Charity's Might

**AG#1**

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<th>RN</th>
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<tr>
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<td>0</td>
<td>5</td>
<td>0</td>
<td>-</td>
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</tbody>
</table>

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

**Characteristics**

![Charity's Might Image]

**Description**

"The embodiment of rage and hate."

### Charity's Zeal

**AG#1**

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<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>0</td>
<td>4</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Final Strike
- Masochist (Crude Club: Horrible Death)
- Sadistic

**Characteristics**

![Charity's Zeal Image]

**Description**

"A mass of twitching insanity."

### Bola

**AG#1**

<table>
<thead>
<tr>
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<th>RF</th>
<th>PW</th>
<th>RN</th>
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<tbody>
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<td>2</td>
<td>0</td>
<td>2</td>
<td>0</td>
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</table>

**AG#2**

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<th>PW</th>
<th>RN</th>
<th>MAL</th>
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<tbody>
<tr>
<td>6</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>20</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Infiltrate
- Quick Draw

**Characteristics**

![Bola Image]

**Description**

"May only be created via the My Pretty Toys special ability."

### Horrible Death: When an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**Masochist(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.

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

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

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

**Horrific Death:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**Masochist(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.

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

**Final Strike:** When this model would be killed, it may make a PS Check. On a success it may select and perform 1 of its attacks before being removed.

**Horrific Death:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**Masochist(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.

**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.

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

**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.

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

**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.

**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.

**Quick Draw:** This model may spend 1 AP to make an Aimed ranged attack, or move up to their MV value and make a ranged attack.
**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.

---

**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.

---

**HORRIFIC 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.

---

**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.

---

**CATACLYSMIC ANEURYSM**

*Description*
Models hit by this attack do not roll a normal AR save to avoid damage. Instead they must pass a PS Check or suffer 1 HP of damage.

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

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

---

**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.

---

**PSYCHOGENIC BACKLASH**

*Description*
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.
**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.

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