**AMABILIA**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(2)** Crystal Fan | 8 | 6 | 0 | -
- Critical Strike(3)
- Decapitate

**AG#2**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(1)** Nightshade | 8 | 2 | 4 | 8 | -
- Blind

**Special Abilities**
- Combat Reflexes
- Commander
- Darkness Consumes You!
- Never Panic
- Psychogenic Master
- Sidestep

**HUNTRESS**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(2)** Toxic Claws | 8 | 6 | 0 | -
- Toxic

**AG#2**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(1)** Venom Spit | 6 | 1 | 2 | 8 | -
- Blasts(2)
- Blinded
- Toxik

**Special Abilities**
- Incite
- Never Panic
- Psychogenic Neophyte (Ensnaring Webs)
- Spike Shower
- Strider

**HOOD**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(2)** Hook Swords | 10 | 6 | 0 | -
- Toxic

**Special Abilities**
- Assassination
- Backstab
- Parry
- Psychogenic Invoker

**UMBRA SHADOW ELEMENTAL**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(2)** Claws and Hooks | 8 | 6 | 0 | -
- Blunted
- Vicious

**AG#2**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(1)** Living Nightmare | 8 | 5 | 1 | 8 | -
- Blasts(2)
- Vicious

**Special Abilities**
- Deflection
- Horrific Visage
- Immune (Critical Hits)
- Nightmare Aura
- Non-Living
- Sadistic

**BLIND:** Models hit by this attack gain 1 Blind Counter.

**COMBAT REFLEXES:** Enemies never gain bonuses for Charging or Gang-Up against this model. This model may stand up from being prone for no AP cost.

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

**CRITICAL STRIKE(s):** This attack critically hits on attack rolls of (x) or less.

**DARKNESS CONSUMES YOU:** Once per game, during the Preparation Phase, this model may make a PS Check. On a success, place 1 Blind Counter on up to 4 enemies.

**DECAPITATE:** If this attack critically hits, its target loses 1 additional HP.

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

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

**SIDESTEP:** When this model is hit by a non-critical hit from a melee or template attack, and is prone, roll a d20. If a roll of 12 or less the attack roll is discarded.

**CMADILIA**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(2)** Claws and Hooks | 8 | 6 | 0 | -
- Blunted
- Vicious

**AG#2**

**AS** | **RF** | **PW** | **RN** | **MAL**
-------|-------|-------|-------|-------
**(1)** Living Nightmare | 8 | 6 | 1 | 8 | -
- Blasts(2)
- Vicious

**Special Abilities**
- Deflection
- Horrific Visage
- Immune (Critical Hits)
- Nightmare Aura
- Non-Living
- Sadistic

**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.

**BACKSTAB:** This model gains +2 AS and +2 PW to all attacks made against a model that has not activated this round.

**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.

**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, its suffering 1 automatic PW: 2 hit before resolving those attacks.

**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.

**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.

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

**NIGHTMARE AURA:** Any model moving into base contact or starting their activation within 1" of this model must pass a PS Check or gain 1 Panic Counter. Models that already possess a Panic Counter that fail this check suffer an automatic PW: 4 hit.

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

**SADISTIC:** This model's melee attack gain +2 PW when targeting a model with a Panic Counter.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.
DEATH’S DEVICE OF SHADOW

**A6#1**
- Broadsword
- Bleed
- Victimize

**A6#2**
- Buckler
- Decapitate

**Special Abilities**
- Emotionsless
- Final Strike
- Nightmare Aura
- Suppression (Never Panic)
- Tough as Nails
- Unstoppable

---

"A monster amongst monsters..."

---

GOLIATH

**A6#1**
- Claws
- Bleed

**A6#2**
- Spikes
- Reaction Strike
- Toxic

**Special Abilities**
- Fueled by Combat
- Never Panic
- Nightmare Aura
- Spike Shower

---

"We strike. They die. It shall not be complicated."

---

SPIRIT LORD OF SHADOW

**A6#1**
- Bardiche
- Critical Strike(3)
- Decapitate

**A6#2**
- Barbed Chain
- Knockdown(12)
- Victimize

**Special Abilities**
- Commander
- Never Panic
- Psychogenic Invoker
- Retaliation

---

KEEPER

**A6#1**
- Hooks
- Toxic

**A6#2**
- Barbed Chain
- Knockdown(10)
- Victimize

**Special Abilities**
- Cabal(Hunteress)
- Immune(Toxic)
- Psychogenic Neophyte(Call to Darkness)
- Sadistic
- Strider

---

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

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

NEVER PANIC: This model may never gain Panic Counters.

NIGHTMARE AURA: Any model moving into base contact or starting its activation within 1" of this model must pass a PS Check or gain 1 Panic Counter. This model may never possess a Panic Counter but this check suffer an automatic PW: 4 hit.

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.

SPIKE SHOWER: Once per activation, this model may spend 1 AP to give all enemies within 2" 1 Blind Counter.

TOXIC: Models hit by this attack gain 1 Toxic Counter.

COMMANDER: This model counts as having all Squadlink Keywords.

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

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

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.

RETAILATION: When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.
STREGA

**[AG#1]**

- **Double Pike**
  - AS: 8
  - RF: 6
  - PW: 0
  - RN: -

*“Look upon the abyss and tremble...”*

**Special Abilities**
- Enviro Filters
- Never Panic
- Psychogenic Invoker
- Smoke Bomb
- Vigilence

**VESPA**

**[AG#1]**

- **Serrated Sword**
  - AS: 8
  - RF: 6
  - PW: 0
  - RN: -

**[AG#2]**

- **Elbow Pincer**
  - AS: 8
  - RF: 1
  - PW: 4
  - RN: -

*... from the light...”*

**Special Abilities**
- Ambush
- Sidestep

**GATHERER**

**[AG#1]**

- **Sickle**
  - AS: 7
  - RF: 6
  - PW: 0
  - RN: -

*“Come with me, little sister.”*

**Special Abilities**
- Backstab
- Hit and Run
- Psychogenic Neophyte (Shadewalk)

**HAVIK**

**[AG#1]**

- **Claw Gauntlets**
  - AS: 7
  - RF: 4
  - PW: 0
  - RN: 19

*“Not all shadows fade away into the light.”*

**Special Abilities**
- Immune (Toxic)
- Infiltrate
- Retaliation

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

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

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

**SMOKE BOMB:**
This model may spend 1 AP to place 1 Smoke Cloud anywhere completely within 6” inches. This may be done as an On-Hold Action.

**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.

**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.

**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.

**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 suffer 1 automatic PW: 2 hit before resolving those attacks.
**NAEDRAE**

**Special Abilities**
- Psychogenic Neophyte (Ghostform)
- Sadistic
- Survivorist

**Blink:** If this attack kills an enemy, you may place this model anywhere within 6" after the attack is resolved.

**Psychogenic 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.

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

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

---

**RAAF**

**Special Abilities**
- Combat Reflexes
- Parry
- Tough as Nails

**Combat Reflexes:** Enemies never gain bonuses for Charging or Gang-Up against this model. This model may stand up from being prone for no AP cost.

**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.

---

**SHADOWFINDER BOT**

**Special Abilities**
- Non-Living
- Strider
- Vault

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

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

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

**Strider:** This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

**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.

**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.

---

**SOUL WARDEN**

**Special Abilities**
- Commander
- Psychogenic Master
- Psychogenic Resolve (3)

**Umbra Shadow Elementals gain Availability [2][|0]|0].

**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.

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

**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.
GREATER SPIDERLING

AG#1  AS   RF   PW   RN   MAL
3  6   ∞   4   0   -

Special Abilities
- Spike Shower
- Strider
- Vault

"Its bite... it burns!!!"

LESSER SPIDERLING

AG#1  AS   RF   PW   RN   MAL
4  4   ∞   2   0   -

Special Abilities
- Strider
- Vault

"So many eyes... eyes in the dark!"

SHADOW MENCIAL

AG#1  AS   RF   PW   RN   MAL
4  4   ∞   4   0   18

Special Abilities
- Masochist (+2 AS, +2 PW)
- Non-Living
- Unstoppable

"My toys. My murder elementals..."

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.

SPIKE SHOWER: Once per activation, this model may spend 1 AP to give all enemies within 2" 1 Blind Counter.

STRIDER: This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

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 suffer 1 automatic PW: 2 hit before resolving those attacks.

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.

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.

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

UNSTOPPABLE: Whenever 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.
**CALL TO DARKNESS**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Call to Darkness</td>
<td>6</td>
<td>1</td>
<td>-</td>
<td>8</td>
<td>18</td>
</tr>
</tbody>
</table>

**Description**

Enemies hit by this attack are moved into contact with this model (moved by the caster).

**MALFUNCTION**

Caster suffers 1 automatic PW: 6 hit.

---

**ENSNARING WEBS**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[2] Ensnaring Webs</td>
<td>6</td>
<td>1</td>
<td>-</td>
<td>ST</td>
<td>18</td>
</tr>
</tbody>
</table>

**Description**

**IMMOBILIZE**: Models hit by this attack gain 1 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.

---

**FREEZING VOID**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Freezing Void</td>
<td>6</td>
<td>1</td>
<td>-</td>
<td>6</td>
<td>18</td>
</tr>
</tbody>
</table>

**Description**

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

**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**

Caster suffers 1 automatic PW: 6 hit.

---

**GHOSTFORM**

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<tr>
<th>TN</th>
<th>RF</th>
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<tbody>
<tr>
<td>14</td>
<td>1</td>
<td>-</td>
<td>18</td>
</tr>
</tbody>
</table>

**Description**

On a successful cast, caster gains the Strider special ability, and cannot be targeted by non-Template Ranged attacks, until the beginning of its next activation.

**STRIDER**: This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

**MALFUNCTION**

Caster suffers 1 automatic PW: 6 hit.
**Puppeteering**

**AG#1**

<table>
<thead>
<tr>
<th>TN</th>
<th>RF</th>
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<th>RN</th>
<th>MAL</th>
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<tbody>
<tr>
<td>8</td>
<td>1</td>
<td>-</td>
<td>8</td>
<td>17</td>
</tr>
</tbody>
</table>

**Description**

Enemies hit by this attack must make a PS Check. On a failure, gain control of that model and force it to perform 1 action. It may target friendly models with attacks during this action, and may charge friendly models. This action does not count toward that model's activation for the round.

**Malfunction**

Caster suffers 1 automatic PW: 6 hit.

---

**Shadewalk**

**TN**

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<th>RN</th>
<th>MAL</th>
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<tr>
<td>14</td>
<td>18</td>
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</tbody>
</table>

**Description**

On a successful cast, the caster may immediately move in a straight line up to 6", ignoring models and terrain. It must end this movement in contact with a terrain feature. If it does not (or cannot), it is killed.

**Malfunction**

Caster suffers 1 automatic PW: 6 hit.

---

**Venomous Gift**

**Description**

This model's melee attacks gain the *Toxic* special ability at all times. If these attacks already possess that ability, it places 2 *Toxic Counters* per hit, instead of the normal 1.

*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.