**Haniel Ranger**

**AG#1**

- [ ] Storm Pistol
- [ ] Exploding Round
- [ ] Armor Piercing
  - [ ] Point Blank
  - [ ] Sunder Armor

Special Abilities
- Enhanced Optics
- Reconnaissance
- Hit and Run
- Infiltrate
- Strider

"They will never see us coming, lads. Lock and load."

**Ravage Leader**

**AG#1**

- [2] Double Maces
  - [ ] Knockdown(8)
- [1] Grenade
  - [ ] Blast(2)
- [2] Frag
  - [ ] Knockdown(10)
- [1] Stun
  - [ ] Slain

Special Abilities
- Furious Charge
- Order(Ravage)/(Furious Charge)
- Survivalist

**Ravage**

**AG#2**

- [2] Double Maces
  - [ ] Knockdown(8)
- [1] Grenade
  - [ ] Blast(2)
- [2] Frag
  - [ ] Knockdown(10)
- [1] Stun
  - [ ] Slain

Special Abilities
- Survivalist

**Sister of Compassion**

**AG#1**

- [ ] Needler Gun
  - [ ] Point Blank
- [ ] Adrenaline
  - [ ] Restoration
- [ ] Morphine
  - [ ] Mark
- [ ] Lifeline
  - [ ] Toxic

"Have faith, and you just might survive."

Special Abilities
- Medic

**Enhanced Optics:** When this model aims, it gains an additional +1 AS, ignores Light Cover, and treats Heavy Cover as Light Cover for this attack.

**Reconnaissance:** This model may always choose to deploy using its Infiltrate special ability before any other models using the Infiltrate special ability. It and any other friendly models with the Infiltrate special ability that share its Squadlink keyword may deploy up to 6” away from an enemy Deployment Zone instead of the normal distance allowed.

**Hit and Run:** When this model kills a model with an attack, it may immediately gain 1 AP to Move. This move action ignores the rules for Freeing Free and may result in a charge.

**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.

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

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

- **Stun Counter:** A model may have 1 Stun Counter at any time.
  - 2 Counters: -2 AS to all attacks
  - 2 Counters: -2 PW to all attacks

- **Point Blank:** Models hit by this attack gain 1 Point Blank Counter.
  - 2 Counters: -2 AP on Attacks resolving those attacks.

- **Sunder Counter:** This model suffers -2 AR.

- **Knockdown:** 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.

- **Toxic:** Models hit by this attack gain 1 Paralyzed Counter.
  - 2 Counters: -2 to all attacks
  - 2 Counters: -2 to all attacks

- **Paralyzed Counter:** This model suffers penalties based on the number of Paralyzed Counters on it. All Paralyzed Counters are removed at the end of this model’s activation.

- **Dying 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.

- **Paralyzed 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.

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

- **Paralyzed Counter:** When this model is killed, it is removed from the battlefield.

- **Dying Counter:** When this model is killed, all other friendly models lose 1 AP.

- **Melee-attacks:** -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

- **Deployment Zone:** Models deployed up from prone for no AP cost.

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

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

- **Knockdown:** 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 (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

- **Order:** When this model squadslinks with (a), those models gain (y) this activation.

- **Stun:** Models hit by this attack gain 1 Stun Counter.
  - 2 Counters: -2 PW to all attacks
  - 2 Counters: -2 PW to all attacks

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

<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] Spike Gauntlets - Bleed</td>
<td>8</td>
<td>oo</td>
<td>3</td>
<td>0</td>
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</tbody>
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**AG#2**

| [1] Claymore - Finishing Blow | 8 | oo | 6 | 0 | - |

**Special Abilities**
- Combat Reflexes
- Hit and Run
- Order (Strike) (Survivalist)
- Retaliation
- Survivalist

**STRIKE**

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**AG#2**

| [1] Claymore - Finishing Blow | 8 | oo | 6 | 0 | - |

**Special Abilities**
- Combat Reflexes
- Hit and Run
- Retaliation

**WEAPONS Smith**

<table>
<thead>
<tr>
<th>AG#1</th>
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<th>PW</th>
<th>RN</th>
<th>MAL</th>
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</thead>
<tbody>
<tr>
<td>[1] Rifle Bash - Sun</td>
<td>6</td>
<td>oo</td>
<td>2</td>
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</tbody>
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**AG#2**

| [1] Angelos Rifle - Single Shot | * | 2 | 6 | * | 19 |

**Special Abilities**
- Superior Maintenance (3)

**BANE LEADER**

<table>
<thead>
<tr>
<th>AG#1</th>
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<th>PW</th>
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<th>MAL</th>
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</thead>
<tbody>
<tr>
<td>[2] Double Mace - *Knockdown(10)</td>
<td>6</td>
<td>oo</td>
<td>4</td>
<td>0</td>
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**Special Abilities**
- Guard
- Enhance (Bane) (Guard)

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"We are the Divine Shield!"

**ADVANCED GAME RULES**

- **Enhance (Bane) (Guard)**: This ability functions non-psychogenic attack, that model may ignore the malfunction.

- **Superior Maintenance (x)**: (x) times per game, when a malfunction is rolled from a non-template model, this model may select 1 of its attacks and perform it against that enemy.

**Bleeding**

- **Bleed Counter**: A model may only have 1 Bleed Counter at any time.

**Combat Reflexes**

- **Enemies never gain bonuses for Charging or Gang-Up against this model.**

- **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.

**Hit and Run**: When this model kills a model with an attack, this model may immediately gain 1 AP to Move. This move action ignores the rules for Breaking Free and may result in a charge.

**Retaliation**: When an enemy misses this model with a melee attack, this model may select 1 of its attacks and perform it against that enemy.

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

**Special Abilities**
- None

**KNOCKDOWN**(x): When this attack hits a model, after All 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 (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

### Coil Leader

**Special Abilities**
- Sniper(3)
- Order(Coils)(Quick Draw)
- Quick Draw

**ORDER**(x)(y): When this model squadlinks with (x), those models gain (y) this activation.

**SNIPER**(x): When this model Aims, its ranged attacks gain Critical Strike(x), where (x) is equal to this model’s Sniper(x) value.

**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.

### Coil

**Special Abilities**
- Sniper(3)

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

**SNIPER**(x): When this model Aims, its ranged attacks gain Critical Strike(x), where (x) is equal to this model’s Sniper(x) value.

### Firestorm Leader

**Special Abilities**
- Explosive End(PW: 4x2, Fire, Victimize)
- Order(Firestorm)(Quick Draw)
- Quick Draw

**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.

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

**AG#1**

- [1] Flamethrower
- [1] Mystic
- [1] Spray
- [1] Stream

**Special Abilities**
- Explosive End (PW: 4x2, Fire, Victimize)

**HANIEL**

**AG#1**

- [1] Storm Rifle
- [1] Scattershot
- [1] Armor Piercing

**Special Abilities**
- Enhanced Optics
- Hit and Run
- Infilitrate
- Strider

**FIELD MEDIC**

**AG#1**

- [1] Laser Scapel (Restoration)
- [1] Restoration

**Special Abilities**
- Commander
- Human Shield
- Medic

**SHEPHERD**

**AG#1**

- [1] Saw Strike

**Special Abilities**
- Final Strike
- Furious Charge
- Human Shield
- Order (Flock) (Furious Charge)

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**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 hits after the action is completed. A model may only have 1 Fire Counter at any time.

**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 fire attack occurs before charge attacks are resolved.

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

---

**ENHANCED OPTICS:** When this model Aims, it gains an additional +1 AS, ignores Light Cover, and treats Heavy Cover as Light Cover for this attack.

**HIT AND RUN:** When this model kills a model with an attack, it may immediately gain 1 AP to Move. This move action ignores the rules for Breaking Free and may result in a charge.

**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.

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

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

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**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).

**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.
Flock

"In death we shall find glory!"

Special Abilities
• Final Strike

Militia

Special Abilities
• Quick Draw

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.

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.