SAINT ISAAC

"Make the droid the threat. That way, they don't shoot at you as much."

Special Abilities
- Commander
- Stun Shot

SAINT ISAAC

"Let them feel the very fires of Hell itself!"

Special Abilities
- Explosive End
- Non-Living
- Tough as Nails
- Program

CAPTAIN CORA MACHARIEL

"The best of the best"

Special Abilities
- Commander
- Controller

COMMANDER: This model counts as having all Guerilla Tactics Keywords.

CONTROLLER(2):
- Program:
  - Aimed (3): This attack critically misses on attack rolls of (x) or less.
- Terrain:
  - Decapitate: Each time this attack is selected, choose 1 of the following boosts to give it: +1 AS, +1 Power, or +1 Range. This model may spend additional AP when making this attack. For each additional AP, select 1 additional boost (each boost may be selected up to 2 times). These boosts only last for the current attack.

AJAX OVERCHARGE: Each time this attack is selected, choose 1 of the following boosts to give this attack: +2 AS, +4 Power, or +4 Range. This model may spend additional AP when making this attack. For each additional AP, select 1 additional boost (each boost may be selected up to 2 times). These boosts only last for the current attack.

COMMANDER: This model counts as having all Guerilla Tactics Keywords.

CONTROLLER(2): During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time. Control Counter: Control Counters are utilized by models with the Program(x) special ability. See those model’s individual Stat Cards for more information.

AJAX'S MIGHT: Each time this attack is selected, choose 1 of the following boosts to give it: +1 AS, +1 Power, or +1 Range. This model may spend additional AP when making this attack. For each additional AP, select 1 additional boost (each boost may be selected up to 2 times). These boosts only last for the current attack.

COMMANDER: This model counts as having all Squadlink Keywords.

CONTROLLER(2): During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time. Control Counter: Control Counters are utilized by models with the Program(x) special ability. See those model’s individual Stat Cards for more information.

COMMANDER: This model counts as having all Squadlink Keywords. CONTROLLER(2): During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time. Control Counter: Control Counters are utilized by models with the Program(x) special ability. See those model’s individual Stat Cards for more information.

COMMANDER: This model counts as having all Squadlink Keywords.

CONTROLLER(2): During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time. Control Counter: Control Counters are utilized by models with the Program(x) special ability. See those model’s individual Stat Cards for more information.
**AJAX EXO-FRAME**

<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] Blister Gun</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>8</td>
<td>20</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Masochist (Ajax Overcharge)
- Never Panic
- Tough as Nails
- Strider

**HELDIVER SHOCK TROOPER**

<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] Cycler Rifle</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Ambush
- Death From Above
- Enhanced Optics
- Quick Draw
- Vault

**CENTIPEDE**

<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] Stun Claw</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>20</td>
<td></td>
</tr>
</tbody>
</table>

**Special Abilities**
- Non-Living
- Program (Free Move Action)
- Program (Stealth Counter)
- Program (Laserbeam, Conduction)
- Strider

**CONTROLLER**

<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] Power Rifle</td>
<td>6</td>
<td>1</td>
<td>6</td>
<td>8</td>
<td>19</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Controller

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**AJAX OVERCONFEDERATION**

Each time this attack is selected, choose 1 of the following boosts to give this attack: +2 AS, +4 Power, or +4 Range. This model may spend additional AP when making this attack. For each additional AP, select 1 additional boost (each boost may be selected up to 2 times). These boosts only last for the current attack.

**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.

**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 move the Fire Counter. This model suffers 3 automatic PW 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.

**NEVER PANIC**

This model may never gain Panic Counters.

**STRIDER**

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

**TOUGH AS NAILS**

This model ignores Critical AR Failure.

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**AMBRUSH**

Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choosing 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”.

**BURST**

All attacks made from this assault group must target the same model. Attacks with burst may not be Aimed.

**DEATH FROM ABOVE**

After Deployment, this model may choose to make an immediate ranged attack at a target within 4”. This does count against the attack’s RF for the game round.

**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.

**REND**

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

**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.

**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.

**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 additional +1 AS and +1 PW to the charge attack.

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**Conduction**

This attack gains an additional power multiplier against the highest AR model hit. In the case of a tie, the attacking model decides who suffers the additional multiplier.

**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.

**Program(s)**

This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**Stun as Nails**

This model ignores Critical AR Failure.

**Stealth Counter**

This model always has Heavy Cover. Remove this counter at the start of this model's next activation.

**Strider**

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

**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.

---

**Controller**

During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time.

**Control Counter**

Control Counters are utilized by models with the Program(x) special ability. See those model's individual Stat Cards for more information.

**Rend**

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

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"Is this really the power mankind used to wield?"