**SAINT JOAN**

**DARKNESS UNLEASHED**

**AG#1**

Psychokinetic Lashes
- Brual: 8
- Fire: 8

**AS** RF PW RN MAL
8 4x2 4 2

Special Abilities
- Command: +Psychogenic Master
- Fueled by Combat: +Sadistic
- Never Panic

**AG#2**

Psychogenic Master
- Never Panic
- Point Blank
- Horrific Visage
- Never Panic

**AS** RF PW RN MAL
10 1 5 4 20

**THE GREY LADY**

**TIMELESS GUARDIAN**

**AG#1**

The Bloodsword
- Brual: 8
- Fire: 8

**AS** RF PW RN MAL
8 4 8 -

Special Abilities
- Assassination
- Never Panic
- Fueled by Combat
- Retaliation

**SAINT JOAN**

**DIVINE INQUISITOR**

**AG#1**

Damocles
- Brual: 8
- Fire: 4

**AS** RF PW RN MAL
8 4 - -

Special Abilities
- Command: +Psychogenic Master
- Fueled by Combat
- Masochist (Automatically cast 1 psychogenic for no AP cost)
- Never Panic
- Psychogenic Master

**AG#3**

Power Gauntlets
- Render
- Whiplash

**AS** RF PW RN MAL
6 6 6 0 19

**Ariel**

**SEEKER OF FIFTY**

**AG#1**

Power Gauntlets
- Render

**AS** RF PW RN MAL
6 8 6 0 19

Special Abilities
- Blinding Shockwave
- Matched Set (Salome, Tania)
- Oath of Fury

"Redemption is in our hands."

"I will always be there when needed. Always."

"May Choose from Joan or Pyrokinesis Psychogenics."

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

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

**CONTINUOUS**: If this attack successfully inflicts damage upon a target, the target suffers an automatic hit from this attack immediately. This additional hit receives no Charge or Gang-Up bonuses, cannot be discarded or charge targets due to special abilities, but can generate additional Continuous hits if it damages the target, and so on.

**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.

**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.

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

**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.

**PSYCHOGENIC MASTER**: Twice per turn, this model may spend 1 AP to cast one of its psychogenics. A model with 2 or more AP may spend 1 AP to cast 2 or more psychogenics. The next time this model activates, it immediately loses 1 AP per psychogenic casted.

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

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

**ASSASINATION**: 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. 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.

**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.

**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.

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

**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.

**BLINDING SHOCKWAVE**: This model may spend 1 AP to give all enemies within 2" 1 Blind Counter and 1 Stun Counter.

In addition, enemies with a smaller size are also knocked prone. Enemies at least two sizes smaller are automatically pushed directly away as well.

**Blind Counter**: This model suffers -4 AS. Remove all Blind Counters if the model’s activation ends with a Blister Channel or if the model is deployed. The next time this model activates, it immediately loses 2 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**MATCHED SET**: This model may only be included in a force that also includes (x).

**OATH OF FURY**: Each time a model with Oath of Fury is killed, all other models with Oath of Fury gain 1 Oath Counter. Models gain bonuses based on the number of Oath Counters they have (these effects are not cumulative).

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

**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).
**Flame Gout**

**Flaming Sword**

**Condemn**

**Dual Launchers**

**AG#1**

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 6 | 4 | 0 | -

**Special Abilities**
- Matched Set (Ariel, Tania)
- Oath of Fury

**AG#2**

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
7 | 8 | 2 | 6 | SP 18

**Special Abilities**
- Matched Set (Ariel, Salome)
- Oath of Fury

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**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 hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

**PROXIMITY STRIKE(x)**

When this attack is selected, place the Blast(x) Template anywhere completely in range of this attack. Make 1 separate attack roll against each enemy model under the template. Only the initial attack roll may suffer Malfunction or gain the benefits of Aiming.

**MATCHED SET(x):** This model may only be included in a force that also includes (x).

**OATH OF FURY:** Each time a model with Oath of Fury is killed, all other models with Oath of Fury gain 1 Oath Counter. Models gain bonuses based on the number of Oath Counters they have (these effects are not cumulative).

- 1 Counter: +1 AP, +2 AS, and the Unstoppable special ability
- 2 Counter: +2 AP, +2 AS, and the Unstoppable special ability

**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 Unstoppable Resolve Counter.

**Weakened Resolve Counter:** This model suffers -4 PS (Weakened Resolve Counters are cumulative).

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

**EMPOWER:** This attack gains 1 additional power multiplier each time it is used after the first. These bonus power multipliers last until the next Liningner Effects Phase.

**KNOWLEDGE:** 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.

**MALIGNANT:** At the start of this activation, this model may gain (x). If it does so, it suffers -2 to (x) for every size larger the attacking model is than the target.

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

**SADISTIC:** This model’s melee attacks gain +2 AS to all attacks.

**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 Unstoppable Resolve Counter.

**Weakened Resolve Counter:** This model suffers -4 PS (Weakened Resolve Counters are cumulative).

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

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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).

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

**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 hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

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

**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.
SIN EATER

Special Abilities
- Fueled by Combat
- Masochist (Scythe Blades gain Rend)
- Parry
- Sadistic

BLEED: Living 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.

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.

HORRIBLE 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.

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.

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

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

HORRIFIC VISIONS

Description
Models hit by this attack must make a PS Check at -2. On a failure, they gain 1 Panic Counter. If the target already had a Panic Counter, they instead lose 1 HP. This attack ignores the Never Panic special ability.

MALFUNCTION: Caster loses 1 AP.

PRECOGNITION

Description
1 model within 6" 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 any time.

MALFUNCTION: Caster loses 1 HP.

SINNER’S REWARD

Description
Models hit by this attack must make a PS Check at -4. On a failure, they gain 1 Judgment Counter. Judgment Counter: This model suffers -2 AS and -1 MV. This model may spend 1 AP to make a PS Check. On a success it removes the Judgment Counter. A model may only have 1 Judgment Counter on it at any time.

MALFUNCTION: Caster loses 1 AP.

FURIOUS FLAMES

Description
This model and all models squadlinking with it add the Fire weapon ability on all melee attacks until the end of the current game round. All models affected by Furious Flames gain a Fire Counter at the end of their activation.

FIRE: Models hit by this attack gain 1 Fire Counter.

Fire Counter: This model may spend 1 AP to roll a d30. On a result of 10 or less remove the Fire Counter. 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 hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

MALFUNCTION: Caster gains a Fire Counter automatically.

FEEDING THE FLAMES

Description
This attack can target ANY model (friendly or enemy) currently possessing a Fire Counter. If the attack hits, all other models under the attack’s blast template automatically gain a Fire Counter.

Fire Counter: This model may spend 1 AP to roll a d30. 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 hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

MALFUNCTION: Caster gains a Fire Counter automatically.

THE PHOENIX ADAPTS

Description
This model gains the Immune(x) special ability at all times, where the (x) is any Weapon Ability chosen by this model’s owning player at the time of Deployment. The Fire weapon ability may NOT be chosen, however.

IMMUNE(x): This model may never be affected by (x).
### PHOENIX FIRE

**Description**

**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 hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

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

**MALFUNCTION:** As Normal

### PSYCHOCGENIC MIMICRY

**Description**

Once per activation, this model may spend 1 AP to cast any Psychogenic possessed by a model with 12" of this model as if it were possessed by this model.

### VENGEFUL SACRIFICE

**Description**

All models squadlinking with this model gain Masochist (+2AS, +2PW on melee attacks) until the end of the current game round.

**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.

**MALFUNCTION:** Caster suffers an automatic PW 6 hit.

### WINGS OF FLAME

**Description**

This model has the Strider and Vault special abilities at all times.

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

**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.