**THE SCORPIUS**

**JOHNN’S PET**

**AG#1**

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- **Toxic Pincers** - Toxic

**AG#2**

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- **Stinger** - Paralysis - Toxic

**Special Abilities**

- Ambush
- Regeneration
- Strider

**SAINT JOHANN**

**THE ORIGINAL HERETIC SAINT**

**AG#1**

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- **Dual Katanas** - Critical Strike - Decapitate

**AG#2**

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- **Blackblades** - Reaction Strike - Rand

**Special Abilities**

- Commander
- Never Panic
- Parry
- Volatile Enhancement (+1 MV and +1 AS on melee attacks)

**JON WOE**

**THE NEW SCORPION**

**AG#1**

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- **Katana** - Critical Strike - Decapitate

**AG#2**

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- **Blackblades** - Reaction Strike - Rand

**Special Abilities**

- Commander - Lucky
- Volatile Enhancement (Melee: Decapitate)
- Volatile Enhancement (Melee: Stun)

**WÖE’S ENLIGHTENED CREATION**

**ANG-1E**

**JOHN WOE’S PET**

**AG#1**

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- **Jon’s Mercy** - Paralysis

**AG#2**

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- **Jon Beam** - Disruption

**Special Abilities**

- Fueled by Combat
- Infiltrate
- Medic
- Non-Living
- Sidestep

**COMMANDER**

**THIS MODEL COUNTS AS HAVING ALL SQUADLINK KEYWORDS.**

**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.

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

**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.

**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.

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

**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 D60 for each Disruption Counter, removing it on a 12 or less."

**FUELED BY COMBAT:** Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may gain 1 PS per level of this model.

**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 any enemy deployment zone.

**LUCKY:** This model begins the game with 1 Luck Counter. Luck Counter: This model may discard this counter at any time to re-roll 1 attack roll or All save if performs.

**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.

**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.
**QUIETUS**

**JOHANN’S MAD DOG**

**AG#1**

- **[2] Dual Katanas**
- **Decapitate**
- **Villainize**

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"Completely loyal. Insane. But loyal."

**Special Abilities**
- **Fueled by Combat**
- **Masochist (Dual Katanas, RN: Arc)**
- **Never Panic**
- **Sadistic**

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**DEXUS**

**ARCHITECT OF MADNESS**

**AG#1**

- **[1] Grafting Claw**
- **Crush**

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"Let me improve you..."

**Special Abilities**
- **Commander**
- **Stim Injection**
- **Superior Maintenance (2)**
- **Volatile Enhancement (Charge Attacks: +1 power multiplier)**

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**DOMINIQUE**

**MISTRESS OF PAIN**

**AG#1**

- **[1] Tyrant’s Whip**
- **Brutal**
- **Villainize**
- **Whiplash**

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"I will teach them to serve!"

**Special Abilities**
- **Human Shield**
- **Incite**
- **Order (Buzzblade) (Hit and Run)**
- **Sadistic**

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**HARBORYA**

**ALPHA HARPY**

**AG#1**

- **[2] Rending Claws**
- **Rend**

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"Johann... What madness have you created?"

**Special Abilities**
- **Ambush**
- **Buzzblade**
- **Hit and Run**
- **Order (Harpy) (Hit and Run)**
- **Sidestep**

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**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 cannot be Parried.

**STIM INJECTION**: When this model Squadlinks, any non-Character model(s) marked with this ability may gain +1 VP this activation. If this is done, that model gains 1 PS. A model may only benefit from Volatile Enhancement once per activation.

**SUPERIOR MAINTENANCE(x)**: (x) times per game, when a malfunction is rolled from a non-psychoactive attack, that model may ignore the malfunction. This ability functions even if this model is killed.

**VOLATILE ENHANCEMENT(x)**: Other non-Character models that this model squadlinks with may gain (x) this activation. If this is done, that model gains 1 AP at the end of this activation. A model may only benefit from Volatile Enhancement once per activation.

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**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). Models hit by this attack who pass their AR Save gain 1 VICTIMIZE.

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

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

**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.

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**WHIPLASH**: Models hit by this attack who pass their AR Save gain 1 Whiplash Counter. Whiplash Counter: The next time this model activates, it immediately loses 1 AP for Whiplash Counter, and then all Whiplash Counters are removed.

---

**AMBUSH**: Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choose 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".

**HARPY QUEEN**: "Harpy" models this model squadlinks with may re-roll 1 attack roll this activation.

**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.

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

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

**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.

**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.
**Special Abilities**

- **Enhance(Drillhead)(Guard)**
- **Psychogenic Neophyte**
- **Psychogenic Backlash**
- **Regeneration**
- **Worm Father**

---

**RE 18**

- **Brutal**
- **Extreme Damage**
- **Reaction Strike**

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**Reaper**

- **Brutal**
- **Extreme Damage**
- **Reaction Strike**

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**Worm Shepherd**

- **Force may include “Drillhead” models.**
- **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. 
  
  **BRUTAL:** The Parry special ability may not be used against this attack. 
  
  **ENHANCE(x)(y):** 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. 
  
  **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 squadlink with this model may re-roll 1 attack roll this activation.