**SAINT LUKE - SETHION OF WISDOM**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
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<tbody>
<tr>
<td>[1] Lancet of Longinus</td>
<td>8</td>
<td>∞</td>
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<td>RE</td>
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<tr>
<td>[1] Piston Horns</td>
<td>8</td>
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<td>8</td>
<td>RE</td>
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<table>
<thead>
<tr>
<th>AG#2</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
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<tbody>
<tr>
<td>[1] Rotary Arc Array</td>
<td>8</td>
<td>2</td>
<td>6</td>
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**Special Abilities**
- Commander
- Strider
- Environment
- Never Panic
- Smoke Bomb

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

**CONVULSIVE CHARGE:** This attack gains Extreme Damage when used as a charge attack.

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

**KNOCKDOWN(x):** 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.

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

**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.

**Smoke Cloud:** This terrain piece is represented by a Blast(2) Template. Models in a Smoke Cloud gain Heavy Cover. At the start of this model's activation, roll a d20. If the number rolled is equal to or under 10 then the model 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.

**SOFTENING:** 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.

**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.

**KNOCKDOWN(x):** 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.

**SUCCESS:** This model may only have 1 Smoke Bomb at any time.

**TOUGH AS NAILS:** This model ignores Critical AR Failure.

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

**COMBAT TACTICS:** This model has multiple Stat Cards. At the start of this model's activation it selects which Stat Card this model will use until its next activation.

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

**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.

**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.

**Smoke Cloud:** This terrain piece is represented by a Blast(2) Template. Models in a Smoke Cloud gain Heavy Cover. All melee attacks targeting models in a Smoke Cloud suffer -4 AS. Remove this terrain piece at the end of the next Lingering Effects Phase.

**VAULT:** Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as interfering models. If this move results in a charge, this model gains and additional +1 AS and +1 PW to the charge attack.

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

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

**EXTREME DAMAGE:** Models that fail an AR Save caused by this attack lose 2 HP.

**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 then removes 1 Paralyzed Counter. A model may only have 1 Paralyzed Counter at any time.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** When 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.
**Zuriel**

**Artificer of Luke**

- Dragonbane
- Incendiary Shells
- Flame Gout
- Breaching Spear
- Sweep
- Stun Grenade
- Frag Grenade
- Shotgun
- Combi-Gun
- Flame Gout

**Special Abilities**

- Enviro Filters
- Smoke Bomb
- Superior Maintenance
- Survivalist

"Don't touch that."

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**Asgard**

**Luke (4)**

- Combi-Gun
- Shotgun
- Point Blank
- Frag Grenade
- Stun Grenade
- Smoke Bomb

**Special Abilities**

- Enviro Filters
- Smoke Bomb

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**Stinger**

**Luke (4)**

- Breaching Spear
- Impale
- Sweep
- Knockdown

"No mercy for the sinful."

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**Enviros: This model ignores Smoke Clouds.**

**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 4 damage per Fire Counter. Remove these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

**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 all models in a Smoke Cloud suffer -2 to SP, and +2 to (x) for every size larger the attacking model is than the target. Point Blank: This ranged attack may be used while engaged. 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.

**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. Smoke Cloud: This terrain piece is represented by a Blast(3) Template. All models in a Smoke Cloud suffer -4 AS. Remove this terrain piece at the end of the next Lingering Effects Phase.

**Superior Maintenance:** This ability functions even if this model is killed.

**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.

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**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.

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