SAINT MARK
SAINT OF JUDGMENT

AG/1
[2] Venom Claws
‘Hand’
- Toxic

AG/2
[1] God’s Light Array
‘Empower’
- ‘Fire’
- ‘Penetration Strike (2)’
- ‘Slip’

Special Abilities
- ‘Commander’
- ‘Enhanced Optics’
- ‘Inspiring’
- ‘Never Panic’
- ‘Strider’

TOXIC
- ‘Toxic
- ‘Toxic
- ‘Toxic

{1} Dagger Throw
- ‘Toxic

{1} Katana
- ‘Toxic

{1} Venomb Claws
- ‘Hand’

[1] Cutter Gauntlet
- ‘Empower’
- ‘Fire’
- ‘Slip’

#30

Commander*(6)

HIT AND RUN:
When this model makes a move action, 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.

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

TOXIC:
Models hit by this attack gain 1 Toxic 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.

NEVER PANIC:
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THE SENTINEL
MARK’S WATCHMAN

AG/1
[1] Venom Cutlass
‘Brutal’
- ‘Toxic

AG/2
[1] Flechette Gun
- ‘Toxic

Special Abilities
- ‘Combat Reflexes’
- ‘Evasive’
- ‘Hit and Run’
- ‘Infiltrate’
- ‘Survivalist’

THE FIRST SAINT

AG/1
[1] God’s Light Array
‘Empower’
- ‘Fire’
- ‘Penetration Strike (2)’
- ‘Slip’

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Special Abilities
- ‘Commander’
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**Junker**

**Special Abilities**
- Berserk
- Tough as Nails
- Brutal
- Finishing Blow
- Knockdown (12)

"Our lives for the Saint!

**BERSERK:** This model may spend 1 AP to gain 1 Berserk Counter. A model may only have 1 Berserk Counter at any time.

**BERSERK COUNTER:** This model gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which this model did not make a melee attack they gain an Exhaustion Counter.

**EXHAUSTION COUNTER:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

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

**FINISHING BLOW:** This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

**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.

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

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**Shade**

**Special Abilities**
- Infiltrate
- Survivalist
- Toxic
- Paralysis

"Through us, the Saint's will is made manifest.

**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.

**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 must roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.

**TOXIC:** Models hit by this attack gain 1 Toxic Counter.

**Toxic 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. All negatives are cumulative:
- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those 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.