**ARCHANGEL GABRIEL**
*Angel of the Divine Song*

<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] Hammer of Wrath</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>RE</td>
<td>-</td>
</tr>
<tr>
<td>- Finishing Blow</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Special Abilities**
- Explosive End (PW: 6)
- Immune (Stun)
- Non-Living
- Shockwave

**ARCHANGEL MICHAEL**
*Angel of Divine Wrath*

<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] Sword of Wrath</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>RE</td>
<td>-</td>
</tr>
<tr>
<td>- Brutal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Special Abilities**
- Defense
- Explosive End (PW: 6)
- Parry
- Immune (Fire)

**ARCHANGEL RAPHAEL**
*Angel of Divine Light*

<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] Spear of Balance</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>RE</td>
<td>-</td>
</tr>
<tr>
<td>- Bleed</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Special Abilities**
- Explosive End (PW: 6)
- Immune (Knockdown)
- MediC
- Non-Living
- Vault

---

**ESH**
*The Angel of Judgment*

<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] Nekros</td>
<td>8</td>
<td>8</td>
<td>7</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>- Decapitate</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Vitalize</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>[4] Deathblow</td>
<td>RE</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Critical Strike**
- This attack Critically Hits on attack rolls of 6 or less.

**Decapitate**
- If this attack Critically Hits, its target loses 1 additional HP.

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

**Victimize**
- Models hit by this attack gain 1 Panic Counter.
**GRAND TEMPLAR MARIUS**

**HAND OF THE PREVAILERS**

<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>Repenter</td>
<td>8</td>
<td>8</td>
<td>RE</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

- **Repenter**
- **Brad**
- **Extreme Damage**
- **Sunder Armor**

"The greatest among us."

**Special Abilities**

- Commander
- Furious Charge
- Order (Forsaken) (Furious Charge)
- Never Panic
- Tough as Nails

**PREVAILER LILITH**

**ARCHITECT OF CHANGE**

<table>
<thead>
<tr>
<th>AG/1</th>
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<th>RF</th>
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<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Katana</td>
<td>8</td>
<td>4</td>
<td>0</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

- **Katana**
- Critical Strike

**AG/2**

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chem Gun</td>
<td>8</td>
<td>2</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>

- **Chem Gun**
- Time
- Paralysis Shot
- Paralysis
- Rot Shot
- Rot

**Special Abilities**

- Commander + Human Shield
- Volatile Enhancement
- (Charge attacks) +1 power multi.

**ZEPHON**

**ESH’S CHERUB**

<table>
<thead>
<tr>
<th>AG/1</th>
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<th>RF</th>
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<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dart Gun</td>
<td>6</td>
<td>2</td>
<td>1</td>
<td>6</td>
<td></td>
</tr>
</tbody>
</table>

- **Dart Gun**
- Toxic

"All will return to dust..."

**Special Abilities**

- Mark for Death

**NABU**

**MARIUS’ CHERUB**

<table>
<thead>
<tr>
<th>AG/1</th>
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<td>Dart Gun</td>
<td>6</td>
<td>2</td>
<td>1</td>
<td>6</td>
<td></td>
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</tbody>
</table>

- **Dart Gun**
- Toxic

"We defend the Grand Templar!"

**Special Abilities**

- Marius’ Cherub (Immune: Weapon Abilities)

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**GRAND TEMPLAR MARIUS**

**HAND OF THE PREVAILERS**

**PREVAILER LILITH**

**ARCHITECT OF CHANGE**

**ZEPHON**

**ESH’S CHERUB**

**NABU**

---

**GRAND TEMPLAR MARIUS**

**HAND OF THE PREVAILERS**

**PREVAILER LILITH**

**ARCHITECT OF CHANGE**

**ZEPHON**

**ESH’S CHERUB**

**NABU**

---
**Yael**

**Marius' Cherub**

- **AG#1**
  - [1] Dart Gun
  - AS: 6
  - RF: 2
  - PW: 1
  - RN: 0
  - MAL: 19

**Special Abilities**
- Marius' Cherub (Immune: Psychogenics)

"We defend the Grand Templar!"

**Crimson Mother**

- **AG#1**
  - [1] Stun Rod
  - AS: 8
  - RF: 0
  - PW: 4
  - RN: 0
  - MAL: 19

**Special Abilities**
- Furious Charge
- Psychogenic Neophyte (Mark of the Beast)
- Rage
- Retaliation

"No sin escapes her gaze, no sinner her wrath."

**Red Sisterhood** (4)

- **AG#1**
  - [1] Harrower
  - AS: 6
  - RF: 6
  - PW: 1
  - RN: 0
  - MAL: 19

**Special Abilities**
- Furious Charge
- Paralysis
- Decapitate
- Sweep

"We will purge sin from this land!"

**Skylancer**

- **AG#1**
  - [1] Shock Lance
  - AS: 7
  - RF: 2
  - PW: 6
  - RN: 6
  - MAL: 19

**Special Abilities**
- Guerrilla Tactics
- Power Generator
- Skylancer Jets

"We defend the Grand Templar!"
SIGHT OF THE PREVAILERS

**AG#1**

- **Shock Lance**
- **Power Lance**
- **Conduction**
- **Point Blank**
- **Stun**

**Special Abilities**

- Guerrilla Tactics
- Psychogenic Feedback
- Power Generator
- Psychogenic Neophyte (Wrath of Heaven)
- Skylancer Jets

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
7 | 2 | 6 | 6 | 19
7 | 2 | 6 | SP | 17

VOICE OF THE PREVAILERS

**AG#1**

- **Sigil Staff**

**Special Abilities**

- Explosive End (PW: 6)
- Psychogenic Feedback
- Psychogenic Master
- Psychogenic Resolve (3)

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

WARKNIGHT CAPTAIN

**AG#1**

- **Tribute Strike**
  - **Finishing Blow**

**AG#2**

- **Shield Bash**
  - **Knockdown (10)**
  - **Stun**

**Special Abilities**

- Shield Formation
- Psychogenic Neophyte (Weight of Sin)

**WARKNIGHT**

**AG#1**

- **War Trident**
  - **Bleed**

**AG#2**

- **Shield Bash**
  - **Knockdown (10)**
  - **Stun**

**Special Abilities**

- Shield Formation

EXPLOSIVE END (x): When this model is killed, place a Blast (2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed. This is a Template Attack.

PSYCHOGENIC NEOPHYTE (x): This model may spend 1 AP to cast the (x) psychogenic.

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

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 -v2 to (x) for every size larger the attacking model is than the target.

PSYCHOGENIC NEOPHYTE (x): This model may spend 1 AP to cast the (x) psychogenic.

SHIELD FORMATION: While not prone, and within 1” of another model with Shield Formation, this model gains +2 AR.

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

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.

GUERRILLA TACTICS: Models with Guerrilla Tactics may SquadLink from up to 8” away. This model only spends 1 AP to Break Away.

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.

POWER GENERATOR: When this model activates it may power either its armor or specific attacks. If armor is selected, roll 1 additional d20 when making AR Saves, discarding the highest result. After this is done, if there is a result of 16 or higher, this model automatically fails its AR Save and loses 1 additional HP. If attack is selected, the attack must use the profile listed under its “Powered” version. These benefits last until the beginning of this model’s next activation.

PSYCHOGENIC RESOLVE (x): (x) times per game, when a malfunction is rolled from a psychogenics, that model may ignore the malfunction. This ability functions even if this model is killed.

STUN: 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.

STUN: Models hit by this attack gain 1 Stun Counter. A model may only have 1 Stun Counter at any time.

STUN: Models hit by this attack gain 1 Stun Counter. A model may only have 1 Stun Counter at any time.
**Warknight Bondsman**

**AG#1**
- Net Launcher
- |Net Launcher| Blast(2)
- Immobilize

**AG#2**
- Shield Bash
- Knockdown(10)
- Stun

**Special Abilities**
- Shield Formation

**Warknight (4)**

---

**Repentant**

**AG#1**
- Crude Club

**Special Abilities**
- Psychogenic Neophyte(Penitence Blast)

---

**IMMOBILIZE:** Models hit by this attack gain 1 Immobilized Counter.

**Immobilized Counter:** This model suffers -1 MV per Immobilized Counter. Remove all Immobilized Counters at the end of a model’s activation.

**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.

**SHIELD FORMATION:** While not prone, and within 1" of another model with Shield Formation, this model gains +2 AR.

**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.

---

**Psychogenic Neophyte(x):** This model may spend 1 AP to cast the (x) psychogenic.
**MALFUNCTION:** Caster is killed.

**STUN COUNTER:** The next time this model activates, it immediately loses 1 AP, and makes a PS Check at -4. On a failure they suffer 1 automatic PW: 6 hit and gain 1 Panic Counter.

**Description**

This psychogenic may be cast in place of a charge attack.

**RESTORATION**

Select 1 model hit by this model’s melee attacks this activation. That model gains the Medic special ability at all times. Friendly, Living, models reduced to 0 HP while within 8” of this model are not killed, but instead gain a Dying Counter.

**Dying Counter:** This model is prone and may not activate. It may be healed by Restoration once per game. Any models hit by this attack suffer no damage and instead heal 1 HP.

**Description**

This model gains the Medic special ability at all times.

**PENITENCE BLAST**

**Description**

When this psychogenic is cast, place the Blast(2) template with the center hole 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 an Immobilized Counter at the end of a model’s activation.

**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.

**MALFUNCTION:** Caster is killed.

**LIGHT OF THE LORD**

**Description**

This model gains the Medic special ability at all times.

**RESTORATION**

Select 1 friendly non-Character model that has been killed. Place that model in contact with the caster and heal that model to 1 HP. That model may activate this round. At the end of that activation, remove it from play (it is not killed).

**MALFUNCTION:** Caster loses 1 HP.

**WEIGHT OF SIN**

**Description**

Models hit by this attack must perform a PS Check at -2. If they fail, they gain 1 Panic Counter and 1 Immobilized Counter. Immobilized Counters cannot be removed while this model has a Panic Counter.

**Immobilized Counter:** This model suffers -1 MV per Immobilized Counter. Remove all Immobilized Counters at the end of a model’s activation.

**PROXIMITY STRIKE:** 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.

**MALFUNCTION:** Caster loses 1 HP.

**MARK OF THE BEAST**

**Description**

Select 1 enemy model. The caster’s melee attacks and the melee attacks of all models it squadlinks with, gain Critical Strike(3) against all models with the enemy model’s name until the next Lingering Phase.

**CRITICAL STRIKE:** This attack Critically Hits on attack rolls of (x) or less.

**MALFUNCTION:** Caster loses 1 HP.

**WRATH OF GOD**

**Description**

Select 1 friendly non-Character model within 8”. That model gains 1 Wrath Counter.

**WRATH COUNTER:** This model’s melee attacks gain +2 AS and +2 PW. Once per activation, this model may make 1 failed melee attack roll. At the end of this model’s activation it must make a PS Check. On a failure that model loses 1 HP and this counter is removed. A model may only have 1 Wrath Counter at any time.

**MALFUNCTION:** Caster loses 1 HP.

**WRATH OF HEAVEN**

**Description**

This attack gains +1 AS and +1 PW for every “Skylancer” this model has squadlinked with this activation.

**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.

**PROXIMITY STRIKE:** 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.

**MALFUNCTION:** As normal.

**Malfunction or gain the benefits of Aiming.**