**Surgical Precision**

- *Critical Strike* (5)

**Bio-Shredder**

- *Extreme Damage*
- *Stun*

**Special Abilities**

- Commander
- Parry
- Enviro Filters
- Riposte (3)
- Inspiring
- Tough as Nails

---

**Problem Solving Codified**

**Surgical Precision**

- *Critical Strike* (3)

**Bio-Shredder**

- *Extreme Damage*
- *Stun*

**Special Abilities**

- Commander
- Parry
- Enviro Filters
- Riposte (3)
- Inspiring
- Tough as Nails

---

**C.O.R.E. Hound**

**Enhanced Claws**

- 4
- 5
- 0
- 0
- 20

**Pneumatic Bite**

- 4
- 4
- 2
- 0
- -

**Special Abilities**

- Non-Living
- Program (+2 AS on AG#1)
- Program (Vault)
- Regeneration
- Unusual Clients (Brood, C.O.R.E.)

---

**Jarl Ramsaur**

**Wotansnir**

- 8
- 7
- 7
- -

**Axe Swing**

- 8
- 7
- 7
- -

**Spear**

- *Sunder Armor*

**Chain Tether**

- 8
- 1
- 5
- 8
- 20

**Special Abilities**

- Berserk
- Furious Charge
- Rage
- Tough as Nails

---

**Software Striker**

**Axe Swing**

- 8
- 7
- 7
- -

**Spear**

- *Sunder Armor*

**Chain Tether**

- 8
- 1
- 5
- 8
- 20

**Special Abilities**

- Berserk
- Furious Charge
- Rage
- Tough as Nails

---

**Commander**

- This model counts as having all Squadlink Keywords.

**Critical Strike** (x)

- This attackCritical Strike (x) hits on Attack Rolls of (x) or less.

**Enviro Filters**

- This model ignores Smoke Clouds.

**Extreme Damage**

- Models that fail an AR Save suffered by this attack lose 2 HP.

**Inspiring**

- Other non-character models this model Squadlinks with gain 1 AS to all attacks, and an additional 1 PW to melee attacks.

**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.

**Riposte** (x)

- This model adds (x) to all AS Checks for the Parry special ability. When it successfully Parries, it may immediately make 1 melee attack against the attacking enemy.

**Stun**

- Models hit by this attack gain 1 Stun Counter.

**Stun Counter**

- Models hit by this attack gain 1 Stun Counter.

**Toxic Strike**

- Critical Strike (x) hits on Attack Rolls of (x) or less.

**Wotansnir**

- 8
- 8
- 205

**Chain Tether**

- 8
- 8
- 205

**Axe Swing**

- 8
- 8
- 205

**Pneumatic Bite**

- 8
- 8
- 205

**Eternal Edge**

- 9
- 0
- 10

**AG#1**

- AS
- RF
- PW
- RN
- MAL

**Program**

- (x)

**Program (Vault)**

- (x)

**Synthetic Knee**

- (x)

**Daisy Paddle**

- (x)

**Bio-Gen**

- (x)

**Aren's Playthings**

- (x)

**C.O.R.E. Hound**

- 8
- 1
- 1
- 1
- 1

**Riposte**

- (x)

**Critical Strike**

- (x)

**Commander**

- This model counts as having all Squadlink Keywords.

**Special Abilities**

- Inspiring
- Enviros Filters
- Commander

**Controller**

- (x)

**Unusual Clients (Brood, C.O.R.E.)**

- (x)

**Superior Maintenance**

- (x)

**Mental Link**

- (x)

**Broodhound**

- 3
- 2
- 0
- 0
- 0

**Latch On**

- (AG#x)

**Jarl Ramsaur**

- 8
- 1
- 1
- 1
- 1

**Critical Strike**

- (x)

**Commander**

- This model counts as having all Squadlink Keywords.

**Special Abilities**

- Inspiring
- Enviro Filters
- Commander

**Controller**

- (x)

**Unusual Clients (Brood, C.O.R.E.)**

- (x)

**Superior Maintenance**

- (x)

**Mental Link**

- (x)

**Broodhound**

- 3
- 2
- 0
- 0
- 0

**Latch On**

- (AG#x)

**Jarl Ramsaur**

- 8
- 1
- 1
- 1
- 1

**Critical Strike**

- (x)

**Commander**

- This model counts as having all Squadlink Keywords.

**Special Abilities**

- Inspiring
- Enviro Filters
- Commander

**Controller**

- (x)

**Unusual Clients (Brood, C.O.R.E.)**

- (x)

**Superior Maintenance**

- (x)

**Mental Link**

- (x)

**Broodhound**

- 3
- 2
- 0
- 0
- 0

**Latch On**

- (AG#x)
**Scorpion Strike**

- Unusual Clients (Brood, Outcasts)
- Quick Draw
- First Generation

**Mantis Strike**

- Unusual Clients (Trigger Happy, Non-Living)
- Quick Draw
- First Generation

**Rivets 4**

- Unusual Clients (Trigger Happy, Non-Living)
- Quick Draw
- First Generation

---

**AG#1**

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**Blade Dance**

- Unusual Clients (Point-Blank)
- Quick Draw
- First Generation

**Mantis Strike**

- Unusual Clients (Point-Blank)
- Quick Draw
- First Generation

**Scorpion Strike**

- Unusual Clients (Point-Blank)
- Quick Draw
- First Generation

**Cobra Strike**

- Unusual Clients (Infiltrate)

---

**AG#2**

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**Mini-Missile Barrage**

- Unusual Clients (Point-Blank)
- Quick Draw
- First Generation

**Proximity Strike**

- Unusual Clients (Point-Blank)
- Quick Draw
- First Generation

**Cobra Strike**

- Unusual Clients (Infiltrate)

---

**Special Abilities**

- Deflection: Non-Living
- Enviro Filters: Trigger Happy
- Infiltrate: Unknown Purpose
- Parry: (Sunder Armor)
- Unusual Clients (All Factions)

---

**BLADES**

**Commander**

- Unusual Clients (Bread, Outcasts, Skarrd)

---

**GRISTLE**

**Fisto-Matic 2.0**

- Unusual Clients (Forsaken, Outcasts)

**The Gristler**

- Unusual Clients (Forsaken, Outcasts)

**Staples**

- Unusual Clients (Forsaken, Outcasts, Skarrd)

---

**Special Abilities**

- Combat Reflexes
- Deflection
- Parry

---

**ONIX**

**ALPHA HUNTSWOMAN**

- Unusual Clients (Brood, Outcasts)
- Quick Draw
- First Generation

**Special Abilities**

- Enhanced Optics
- Volatile Enhancement (+1 AS, +1 MV)
- Patch Em Up
- Field Maintenance (2)
- Unusual Clients (Forsaken, Outcasts, Skarrd)

---

**DEFLECTION:** When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Check. If the check is successful you may disregard 1 non-critical hit against this model from these attacks.

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

**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.

**NON-LIVING:** This model may never gain Panic Counters. This model’s PS may never be modified by enemy effects.

**POLE BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy model that this model is engaged with.

**PROXIMITY STRIKE:** When this attack is selected, place the Blast template anywhere completely in this model’s range of this attack. Make 1 separate attack roll against each enemy model under the template. Only 1 initial attack roll may suffer Malfunction or gain the benefit of Aiming.

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

**TRIGGER HAPPY:** At the start of each activation, this model must make a PS Check. If a failure occurs it does not activate as normal, does not move, and instead uses its activation to immediately make AG#1 Ranged Attacks upon the nearest target with a different model name in range and size of this. If the targets are available when the PS Check is failed, this model goes On Hold and ends its activation.

**UNUSUAL CLIENTS:** This model cannot attack or interact with Objective Markers.

---

**GRISTLE**

**Fisto-Matic 2.0**

- Unusual Clients (Forsaken, Outcasts)

**The Gristler**

- Unusual Clients (Forsaken, Outcasts)

**Staples**

- Unusual Clients (Forsaken, Outcasts, Skarrd)

---

**Special Abilities**

- Combat Reflexes
- Deflection
- Parry

---

**GRISTLE**

**Fisto-Matic 2.0**

- Unusual Clients (Forsaken, Outcasts)

**The Gristler**

- Unusual Clients (Forsaken, Outcasts)

**Staples**

- Unusual Clients (Forsaken, Outcasts, Skarrd)

---

**Special Abilities**

- Enhanced Optics
- Volatile Enhancement (+1 AS, +1 MV)
- Patch Em Up
- Field Maintenance (2)
- Unusual Clients (Forsaken, Outcasts, Skarrd)

---

**ONIX**

**ALPHA HUNTSWOMAN**

- Unusual Clients (Brood, Outcasts)
- Quick Draw
- First Generation

**Special Abilities**

- First Generation
- Regeneration
- Infiltrate
- Parry
- Unusual Clients (Brood, Outcasts)
**Phadras, Maximo (2)**

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**Special Abilities**
- Matched Set (Maximo)
- Maximo’s Guardian
- Tough as Nails
- Unstoppable

---

**Suzy Belle, Wroth (2)**

<table>
<thead>
<tr>
<th>Title</th>
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**Special Abilities**
- Animosity (Jake Flay)
- Parry
- Unusual Clients (Outcasts, Skarrd)

---

**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.

**Matched Set(s):**
- This model may only be included in a force that also includes (x).

**Maximo’s Guardian:**
- Once per round, if Maximo is within 8" and targeted by an attack, place this model in contact with Maximo. It becomes the new target of the attack. This ability cannot be used if there is no space to place Phadras. When Maximo is killed, or gains a Possum Counter, this model gains 1 Rage Counter.

**Rage Counter:**
- This model suffers -2 AS, but gains +2 PW to all melee attacks. A model may only have 1 Rage Counter at any time.

**Tough as Nails:**
- This model ignores Critical AR Failure.

**Unstoppable:**
- Whenever 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.

**Playing Possum**
- The first time this model would be reduced to 0 HP, you may instead give it 1 Possum Counter.

**Possum Counter:**
- This model may not activate, and may not be targeted by attacks.
- During the Preparation Phase of any round, this model must make a PS Check, on a failure, remove its Possum Counter. During the Preparation Phase, this model may also voluntarily remove its Possum Counter.

**Quick Draw**
- This model may spend 1 AP to make an Aimed ranged attack, or move up to its MV value and make a ranged attack.

**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 per Whiplash Counter, and then all Whiplash Counters are removed.

**ANOMISTRY(x):**
- This model may not be included in any force that has a model named (x).

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

**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 the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

**PARRY:**
- When this model is targeted by melee attacks, after attack rolls are made, this model may make an Aimed attack as a counter attack.

**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.

**Unusual Clients(x):**
- This Bounty Hunter may only be included in (x) faction forces.
**CONTINUOUSLY CHRISTIAN**

**BACKSTAB:** This model gains +2 AS and +2 PW to all attacks made against a model that has not activated this round.

**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.

**CORROSION:** Models hit by this attack gain 1 Corrosion Counter.

**Corrosion Counter:** This model suffers -1 AP per Corrosion Counter. During the Lingering Effects Phase, roll 1d20 for each Corrosion Counter, removing it on a roll of 10 or less.

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

**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.

**SURVIVABILITY:** If this model only spends AP on Movement during its activation, it may go On Hold for free at the end of that activation.

**UNUSUAL CLIENTS:** This Bounty Hunter may only be included in (x) faction forces.

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

**Special Abilities**

- Backstab
- Survivalist
- Sadistic
- Animosity (Suzy Belle)
- Combat Reflexes
- Tough as Nails
- Vault

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

**FACING THE WASTELAND**

**ENHANCED OPTICS:** When this model Aims it gains an additional +1 AS, ignores Light Cover, and treats Heavy Cover as Light Cover for this attack.

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

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

**PROXIMITY STRIKE:** When this attack is selected, place the Blast 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.

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

**Special Abilities**

- Lucky
- Vault
- Tough as Nails
- Immobilize

**BULLETPROOF**

**BLIND:** Models hit by this attack gain 1 Blind Counter.

**Blind Counter:** This model suffers -4 AS. Remove the Blind Counter at the end of this model’s activation. A model may only have 1 Blind Counter at any time.

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

**INSPIRING:** Other non-Character models this model Squadlinks with gain +1 AS to all attacks, and an additional +1 PW to melee attacks.

**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 AR Save it performs.

**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.

**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.
**Nathaniel: Righteous Hunter**

**AG#1**
- **Claymore**
  - **AS**: 6
  - **RF**: 8
  - **PW**: 0
  - **RN**: -
  - **MAL**: -

**AG#2**
- **Helfire Pistol**
  - **AS**: 7
  - **RF**: 6
  - **PW**: 8
  - **RN**: 18

---

**Special Abilities**
- Cabal (Orchid)
- Combat Reflexes
- Good Aim
- Hit and Run
- Matched Set (Orchid)

---

**Tortured, Broken, and Transformed**

**Skars**

**AG#1**
- **War Club**
  - **AS**: 7
  - **RF**: 4
  - **PW**: 0
  - **RN**: -
  - **MAL**: -

**AG#2**
- **Machine Pistol**
  - **AS**: 7
  - **RF**: 1
  - **PW**: 6
  - **RN**: 8
  - **MAL**: 18

---

**Special Abilities**
- Immune (Critical Hits)
- Never Panic
- Regeneration
- Unusual Clients (Kukulkani, Skarrd)

---

**Orchid: Ruthless Hunter**

**AG#1**
- **Claymore**
  - **AS**: 7
  - **RF**: 8
  - **PW**: 0
  - **RN**: -
  - **MAL**: -

**AG#2**
- **Helfire Pistol**
  - **AS**: 6
  - **RF**: 6
  - **PW**: 8
  - **RN**: 18

---

**Special Abilities**
- Cabal (Nathaniel)
- Combat Reflexes
- Good Aim
- Hit and Run
- Matched Set (Nathaniel)
- Retaliation

---

**Old Man: The Legendary Hunter**

**AG#1**
- **Multi-Pistol**
  - **AS**: 7
  - **RF**: 6
  - **PW**: 8
  - **RN**: 19

**AG#2**
- **Vice Blank**
- **Impact Shell**
- **Knockback (12)**
- **Uranium Shell**
- **Corrosion**
- **Widowmaker**
- **Extreme Damage**
- **Sunder Armor**

---

**Skars**

**AG#1**
- **War Club**
  - **AS**: 7
  - **RF**: 4
  - **PW**: 0
  - **RN**: -
  - **MAL**: -

**AG#2**
- **Machine Pistol**
  - **AS**: 7
  - **RF**: 1
  - **PW**: 6
  - **RN**: 8
  - **MAL**: 18

---

**Special Abilities**
- Immune (Critical Hits)
- Never Panic
- Regeneration
- Unusual Clients (Kukulkani, Skarrd)

---

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

**AG#2:** If this model begins its activation within 8” of (x), it may re-roll 1 Attack Roll this activation.

**COMBAT REFLEXES:** Enemies never gain bonuses for Charging or Gang-Up against this model. This model may stand up from being prone for no AP cost.

**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 hits after the action is completed. A model may only have 1 Fire Counter at any time.

**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.

**GOOD AIM:** When this model makes an Aimed Ranged Attack, it gains an additional +1 AS to that attack. Additionally, this model only ever suffers -2 AP when Firing into Melee.

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

**AG#1**

- **[1] Dagger Throw**
  - Toxic
  - AS: 6, RF: 3x2, PW: 0, RN: 6

**AG#2**

- **[1] Taleni Hook**
  - Pull (10)
  - AS: 6, RF: 2x2, PW: 6

**Special Abilities**

- Animosity (Saint Mark)
- Infiltrate
- Quick Draw
- Retaliation
- Unusual Clients (Dragyri Air Caste, Forsaken, Outcasts)

---

**TALEN SCOUTS**

**AG#1**

- **[1] Taleni Gladius**
  - Bleed
  - AS: 5, RF: 5, PW: 5

**AG#2**

- **[1] Taleni Hook**
  - Pull (10)
  - AS: 6, RF: 4, PW: 6

**Special Abilities**

- Guerrilla Tactics
- Infiltrate
- Reconnaissance

---

**Trent Enforcers**

**AG#1**

- **[1] Judgel**
  - Stun
  - AS: 5, RF: 4, PW: 0

**AG#2**

- **[1] Manstopper**
  - Critical Strike (2)
  - AS: 6, RF: 1, PW: 6

**Special Abilities**

- Crack Shot
- Executioner
- Hit and Run

---

**X’cess**

**AG#1**

- **[1] Dual Blades**
  - Toxic
  - AS: 8, RF: 3x2, PW: 0, RN: 6

**AG#2**

- **[1] Dagger Throw**
  - Toxic
  - AS: 6, RF: 2x2, PW: 6

**Special Abilities**

- Animosity (Saint Mark)
- Infiltrate
- Quick Draw
- Retaliation

---

**ANIMOSITY(x):** This model may not be included in any force that has a model named (x).

**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.

**QUICK DRAW:** This model may spend 1 AP to make an Aimed ranged attack, or move up to their MV value and make a ranged attack.

**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.

**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.
  - 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.

**UNUSUAL CLIENTS(x):** This Bounty Hunter may only be included in (x) faction forces.

---

**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.

**Guerrilla Tactics:** Models with Guerrilla Tactics may Squadlink from up to 8” away.

**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.
**Mind Blast**

**Description**

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.

**Malfunction:** As normal.

**Mind Control**

**Description**

Enemies hit by this attack must make a PS Check. On a failure, gain control of that model and force it to perform 1 action. It may target friendly models with attacks during this action, and may Charge friendly models. This action does not count toward that model's activation for the round.

**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.

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

**Psychic Shield**

**Description**

Until this model's next activation, all hits upon this model that were generated from a source not currently in base contact with it suffer -3PW (minimum PW 1).

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

**Telekinesis**

**Description**

If this attack hits, you may move the target in any single direction a number of inches based on its Size. Size S models are moved up to 8", Size M models are moved up to 6", Size L models are moved up to 4", Size H models are moved up to 2", and Size G models are immune to this attack. This movement stops if the model touches terrain or other models of an equal or larger Size rating.

**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.

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

**Telekinetic Shockwave**

**Description**

When successful, give all enemies within 2" 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 6" as well.

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 suffers an automatic PW 6 hit.