**ICON-CL457 DESTRUCTION INCARNATE**

**AG#1**
- [3] Powered
- [4] Extreme Damage
- [5] Horrible Death

**AS RF PW RN MAL**
8 10 6 RE 20

**AG#2**
- [1] Mauling
- [2] Brutal
- [3] Extreme Damage

**AS RF PW RN MAL**
8 1 10 Arc 17

**Special Abilities**
- Power Generator
- Order
- Tough as Nails
- Upgrade (2)

**CENTURION WAR HOST ALPHA**

**AG#1**
- [1] Gladus

**AS RF PW RN MAL**
7 8 6 0 -

**AG#2**
- [1] Shield Bash

**AS RF PW RN MAL**
8 4 4 -

**Special Abilities**
- Controller (2)
- Riposte (2)
- Commander
- Upgrade (1)
- Order (C.O.R.E.)
- Parry

**LIGHTRINNER THE NEVER ANGEL**

**AG#1**
- [1] Faithkiller
- [2] Horrible Death

**AS RF PW RN MAL**
8 8 6 Arc -

**AG#2**
- [1] Hellish Gaze
- [2] Point Blank
- [3] Horrible Death

**AS RF PW RN MAL**
8 8 4 SP -

**Special Abilities**
- Explosive End (PW 6, Victimize)
- Horrific Visage
- Sadistic
- Vault

**BANSHREE ETERNAL TRAUMATOR**

**AG#1**
- [3] Critical Strike

**AS RF PW RN MAL**
8 8 10k2 RE 20

**AG#2**
- [1] Paiz Sonic Wail
- [2] Point Blank

**AS RF PW RN MAL**
8 1 6 SP 19

**Special Abilities**
- Echoes of Death
- Suppression (Never Panic)
- Upgrade (1)

---

**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.

**HORRIBLE DEATH:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**POWER GENERATOR:** When this model activates it may power either its armor or specific attacks. If armor is selected, roll 1 additional G20 when making AR Saves, discarding the highest result. After this is done, if there is a result of 1 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.

**STRIDER:** This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

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

**UPGRADE(x):** This model possesses (x) C.O.R.E. Upgrades, chosen before the beginning of the game. Some models will have specific Upgrades named as the (x).

---

**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).

**HORRIBLE DEATH:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**HORRIFIC VISAGE:** Enemies within 4" may not remove Panic Counters. Enemies with Panic Counters activating within 4" must make a PS Check. On a failure they lose 1 AP.

**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.

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

**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 and additional +1 AS and +1 PW to the charge attack.

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

**AS RF PW RN MAL**

- Node Staff 6 4 4 0 20

**Special Abilities**
- Controller (3)
- Unstopable
- Commander
- Upgrade (3)
- Mental Link (Menial Bot, Spartan Menial, Titan Menial)

---

**CHURGEON**

**AS RF PW RN MAL**

- Dissecting Claw 7 6 1 0 20
- Exsanguinator
- Bladed
- Discover
- Gunner Armor
- Neuro-Block
- Paralysis

**Special Abilities**
- Suppression (Medic, Regeneration, Restoration)
- Strider
- Upgrade (1)

---

**TYRREX-3**

**AS RF PW RN MAL**

- Shredding Grindjaws 8 6 2 0 20
- Draconic Vent
- Fire
- Vicious
- Victimize

**Special Abilities**
- Controller (4)
- Shockwave
- Furious Charge
- Upgrade (Void Battery)
- Order
- Paralytic
- Rage

**Upgradex (7)**

---

**RECOVERY UNIT**

**AS RF PW RN MAL**

- Arc Welder
- Restoration

**Special Abilities**
- Strider
- Superior Maintenance (3)
- Unstopable
- Upgrade (1)

---

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

**CONTROLLER(s):** During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time.

**MENTAL LINK:** All friendly (x) models use this model’s PS in place of their own PS for all PS Checks, taking into effect all current modifiers on both models.

**UNSTOPPABLE:** Each time 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).

**UPGRADE(x):** This model possesses (x) C.O.R.E. Upgrades, chosen before the beginning of the game. Some models will have specific Upgrades named as the (x).
**TSEUDO**

**AG#1**

- [1] Leg Slam
- [1] Finishing Blow
- AS: 6
- RF: 6
- PW: 0
- RN: -

"Shield protocol engaged."

**Special Abilities**
- Guard
- Shockwave
- Upgrade (Shield Generator)

---

**DRG-Y**

**AG#1**

- [1] Cyber Axe
- Bleed
- Devastating
- Charge
- AS: 6
- RF: 6
- PW: RE
- RN: 20

"For honor-ERROR 153a"

**Special Abilities**
- Masochist (gain Berserk Counter)
- Final Strike
- Unstoppable

---

**PATHFINDER MK-I**

**AG#1**

- [2] Buzz Saw
- Sunder Armor
- AS: 6
- RF: 6
- PW: 0
- RN: 19

"exterminate!!!"

**Special Abilities**
- Strider
- Vault

---

**PATHFINDER MK-II**

**AG#1**

- [1] Rock Drill
- [2] Horrible Death
- AS: 6
- RF: 6x2
- PW: RE
- RN: 18

**AG#2**

- [1] Flamethrower
- Fire
- Point Blank
- Victimize
- AS: 7
- RF: 1
- PW: 4x2
- RN: SP
- RN: 18

**Special Abilities**
- Explosive End (PW 4x2, Fire, Victimize)
- Strider

---

**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.

**GUARD:** When a friendly model within 4" of 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).

**SHOCKWAVE:** This model may spend 1 AP to 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.

**UPGRADE(s):** This model possesses (x) C.O.R.E. Upgrades, chosen before the beginning of the game. Some models will have specific Upgrades named as the (x).

---

**DRG-Y (3)**

**BERSEKER 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. A model may only have 1 Berserk Counter at a time.

**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.

**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.

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

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

**FINAL STRIKE:** When this model would be killed, it may make a PS Check. On a success it may select and perform 1 of its attacks before being removed.

**MASOCHIST(x):** At the start of this activation, this model may gain (x). If it does so, it loses 1 HP at the end of this activation.

**SHOCKWAVE:** When a friendly model within 4” and line of sight is targeted by a ranged attack they gain an Exhaustion Counter. (Guard may not trigger another model’s Guard ability). GUARD: 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 COUNTER:** This model suffers -2 AR.

**STRIDER:** 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 AP per Exhaustion Counter. A model may only have 1 Fire Counter at any time.

**SUDDER ARMOR:** Models hit by this attack gain 1 Sunder Counter. Sunder Counter: This model suffers -2 AR. A model may only have 1 Sunder Counter at any time.

**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 and additional +1 AS and +1 PW to the charge attack.

---

**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).

**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 hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

**HOBBLE DEATH:** If an enemy is killed by this attack, all enemies within 4” of the model killed receive 1 Panic Counter.

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

**STRIDER:** This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.
TB-13

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS RF PW RN MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[2] Psyphase Stimulators</td>
<td>6 6 4 0 -</td>
</tr>
</tbody>
</table>

"Come closer... I don't bite."

Special Abilities
- Assassination
- Backstab
- Sidestep

THUMPER

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS RF PW RN MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Thumper Cannon</td>
<td>5 2 12 19</td>
</tr>
</tbody>
</table>

[1] Thumper Cannon
- [1] Fragmentation
  - [1] Knockdown
- [1] Concussion
  - [1] Blast (2)
- [1] Incendiary
  - [1] Blast (1)
- [1] Concussion
  - [1] Blast (1)
  - [1] Blind
  - [1] Stun

Special Abilities
- Enviro-Filters
- Smoke Bomb

GHOST

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS RF PW RN MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Glove</td>
<td>7 4 0 20</td>
</tr>
</tbody>
</table>

[1] Glove
  - [1] Victimize

Special Abilities
- Controller
- Deflection
- Commander
- Infiltrate
- Crack Shot
- Quick Draw

COMMANDER: This model counts as having all Squadlink Keywords.

- Controller(x): During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time. Control Counters: Controllers are utilized by models with the (Program(x)) special ability. See those model's individual Stat Cards for more information.

- Crack Shot: This model ignores Light Cover, and treats Heavy Cover as Light Cover.

- Deflection: When this model is targeted by non-template ranged 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.

- Infiltrate: This model 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 place 1 Smoke Bomb anywhere completely within 6" inches. This may be done as an On-Hold Action.

- Victimize: Models hit by this attack gain 1 Panic Counter.

LEGIONARY

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS RF PW RN MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Broadsword</td>
<td>6 5 6 0 -</td>
</tr>
</tbody>
</table>

"Countermeasures activated."

Special Abilities
- Masochist (Free Move Action)
- Parry
- Program(Broadsword +1 power multiplier)
- Riposte(2)
- Vengeance

ASSASSINATION: This model does not deploy at the start of the game. During any Preparation Phase after round 1 this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point.

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

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

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.

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

**AG#1**
- [2] Buzz Saw
  - Horrible Death
  - Unstoppable

**AG#2**
- [1] Shrapnel Cannon
  - Blast
  - Blend

**Special Abilities**
- [Unstoppable](#)
- Program (Attacks gain Sunder Armor)
- Program (Plasma Vent: Gains Fire)

**Wrecking Maul**

**AG#1**
  - Arc
  - Finishing Blow

**AG#2**
- [1] Quick Draw
  - Crack Shot

**Special Abilities**
- Unstoppable
- Program (Attacks gain Sunder Armor)
- Program (Attacks gain Sunder Armor)

**Shrapnel Cannon**

**AG#1**
- [2] Shrapnel Cannon
  - Blend
  - Burst
  - Paint Blank

**AG#2**
- [1] Shrapnel Cannon
  - [Blind]
  - Blend

**Special Abilities**
- Crack Shot
- Program (Quick Draw)
- Program (Quick Draw)

**Disassembly protocol engaged.**

**Furious Abilities**

**Fire**

**Program (Plasma Vent: Gains Fire)**

**Explosive End (PW 6, Fire)**

**Special Abilities**

**Tallman**

**AG#1**
- [3] Flechette Fusillade
  - Blend
  - Burst
  - Paint Blank

**AG#2**
- [1] Shrapnel Cannon
  - [Blind]
  - Blend

**Special Abilities**
- Crack Shot
- Program (Quick Draw)

**Zetamax**

**AG#1**
- [1] Plasma Vent
  - Empower

**AG#2**
- [1] Plasma Vent
  - Empower

**Special Abilities**

**EXPLOSIVE END(s):** 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)

**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 11+ this model is killed. If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**Empower:** This model gains an additional +1 AS and +1 PW to charge attacks.

**Furious Charge:** This model gains an additional +1 AS and +1 PW to charge attacks.

**HORRIBLE DEATH:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**PROGRAM(s):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

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

**SUNDER ARMOR:** Models hit by this attack gain 1 Sunder Counter. Sunder Counter: This model suffers -2 AR. A model may only have 1 Sunder Counter at any time.

**UNSTOPPABLE:** Each time 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).

**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.

**Burst:** All attacks made from this assault group must target the same model. Attacks with Burst may not be Aimed.

**Crack Shot:** This model ignores Light Cover, and treats Heavy Cover as Light Cover.

**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.

**Program(s):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.

**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.

**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.

**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.

**Point Blank:** 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.

**Program(s):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.

**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.

**Burst:** All attacks made from this assault group must target the same model. Attacks with Burst may not be Aimed.

**Crack Shot:** This model ignores Light Cover, and treats Heavy Cover as Light Cover.

**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.

**Program(s):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.

**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.

**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.

**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.

**Point Blank:** 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.

**Program(s):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.

**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.

**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.

**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.

**Point Blank:** 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.

**Program(s):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.

**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.

**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.

**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.

**Point Blank:** 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.

**Program(s):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.
**GROTESQUE**

**AG#1**

- Collector
  - Crush
  - Victimize

**AG#2**

- Projection Gun
  - Crush
  - Victimize

**Special Abilities**
- Horrific Visage
- Sadistic
- Unstoppable
- Upgrade (Consumption Engine)

**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 may not be Parried.

**HORRIFIC VISAGE:** Enemies within 4” may not remove Panic Counters. Enemies with Panic Counters activating within 4” must make a PS Check. On a failure they lose 1 AP.

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

**UNSTOPPABLE:** Each time 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. This model suffers -4 PS (Weakened Resolve Counters are cumulative).

**UPGRADE(x):** This model possesses (x) C.O.R.E. Upgrades, chosen before the beginning of the game. Some models will have specific Upgrades named as the (x).

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

---

**INFILTRATOR**

**AG#1**

- Combat Claw
  - Crush
  - Rend

**AG#2**

- Carbine

**Special Abilities**
- Infiltrate
- Program (Carbine: 2 additional attacks; Burst)
- Survivalist

**BURST:** All attacks made from this assault group must target the same model. Attacks with Burst may not be Aimed.

**INFRINGE:** 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.

**PROGRAM(x):** This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.

---

**L-CST**

**AG#1**

- Cutter Claw
  - Crush
  - Rend

**AG#2**

- Trapjaw
  - Crush
  - Immobilize

**Special Abilities**
- Ambush
- Guerrilla Tactics
- Vault

“*The worst part is the ceaseless buzzing.*”

-Finn Deadeye

---

**RAPTR-7**

**AG#1**

- Sawing Talons
  - Crush

**AG#2**

- Trapjaw
  - Crush
  - Immobilize

**Special Abilities**
- Program (+1 MV)
- Superior Gang-Up
**REPAIR MENIAL**

**AG#1**

- Plasma Cutter
- Restoration

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
5 | oo | 3x2 | 0 | 18

**AG#2**

- Welding Arc

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
4 | 2 | 3x2 | 4 | 20

**Special Abilities**
- Diagnostics
- Superior Maintenance(1)
- Unstoppable

---

**MENIAL BOT**

**AG#1**

- Hook Claw

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
4 | oo | 4 | 0 | 17

**Program (Masochist (+2 AS, +2 PW))**
- Unstoppable

---

**SPARTAN MENIAL**

**AG#1**

- Spartan Launcher

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
4 | 2 | 4 | 6 | 17

"Targeting parameters accepted."

**Program (Quick Draw)**
- Unstoppable

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**WELDER DRONE**

**AG#1**

- Grinder Assembly

**AS** | **RF** | **PW** | **RN** | **MAL**
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3 | oo | 3 | 0 | 19

**Burrow Assembly**
- Horrible Death
- Victimize

**Special Abilities**
- Burrow
- Commander
- Universal Redundancies

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**DIAGNOSTICS**: Friendly models within 8" of this model add +1 to their MAL numbers (ie: 17 to 18, 18 to 19, etc.), to a maximum adjusted MAL of 20. The effects of Diagnostics are cumulative.

**RESTORATION**: This attack may target, and automatically hit, friendly models. Friendly models hit by this attack suffer no damage and instead heal 1 HP. A model may only be healed by Restoration once per game.

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

**UNSTOPPABLE**: Each time 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).

**MASOCHIST**(x): At the start of this activation, this model may gain (x). If it does so, it loses 1 HP at the end of this activation.

**PROGRAM**(x): This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

**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.

**BURROW**: For 1 AP this model may gain 1 Burrow Counter. Burrow Counter: This model has -4 DF and +2 AR, but cannot make attacks. You may remove all Burrow Counters at the start of this model’s activation. A model may only have 1 Burrow Counter at any time.

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

**HORRIBLE DEATH**: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**UNIVERSAL REDUNDANCIES**: This model may choose to lose 1 HP in order to allow any one friendly model it is squadlinking with to ignore a single MAL at the time it is rolled.

**VICTIMIZE**: Models hit by this attack gain 1 Panic Counter.
C.O.R.E. Faction Rules

Description
All C.O.R.E. models are considered to have the Non-Living special ability. This is not printed on their stat cards, as that is a faction-wide special ability.

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

C.O.R.E. Upgrades

Description
C.O.R.E. models that have the Upgrade (x) special ability selects (x) cards out of the available C.O.R.E. Upgrades; adding the listed bonuses, abilities, and Attack Groups to the model for the duration of the game.

Only one of each specific C.O.R.E. Upgrade may be chosen in a force, the only exception being when a model’s Upgrade (x) lists a specific Upgrade as the (x). When this is the case, it does not count as having chosen that card for the force.

Alpha Override

Description
This model gains the Commander special ability. If it does not have a Squadlink Value, it gains a Squadlink Value of (1).

This model gains the Controller (2) special ability. If the model already possesses this ability, it increases their existing value by +2 instead.

COMMANDER: This model counts as having all Squadlink Keywords.

CONTROLLER(s): During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time.

Control Counter: Control Counters are utilized by models with the Program(x) special ability. See those model’s individual Stat Cards for more information.

Consumption Engine

Description
When this model’s melee attack reduces a living model to 0 HP, the enemy model may not trigger special abilities based upon reaching 0 HP (Explosive End(x), Final Strike, Medic, Unstoppable, etc.) and is instead immediately removed from play.

Flamethrower

Description
Once per activation, this model may attack with the profile above without spending any AP.

FIRE: Models hit by this attack gain 1 Fire Counter.

Victimize: Models hit by this attack gain 1 Panic Counter.

Grinding Saw

AG#1
[1] Grinding Saw
8 1 4 0 19

Description
Once per activation, this model may attack an enemy it is in contact with using the profile above without spending any AP.

SUNDER ARMOR: Models hit by this attack gain 1 Sunder Counter. Sunder Counter: This model suffers -2 AR. A model may only have 1 Sunder Counter at any time.

Prototype Power Cell

Description
This model adds the Empower special ability to one of its attack groups, but also reduces its MAL by -2.

EMPOWER: This attack gains 1 additional power multiplier each time it is used after the first. These bonus power multipliers last until the next Lingering Effects Phase.
**Rock Drill**

**Description**
Once per activation, this model may attack an enemy it is in contact with using the profile above without spending any AP.

**Horrible Death:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

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**Self-Destruct System**

**Description**
This model gains the Explosive End (PW6x2, Fire) special ability.

**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).

**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 hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

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**Self-Repair Program**

**Description**
Once per activation this model may spend one AP and attempt a PS Check. If successful, this model may heal 1 HP.

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**Void Battery**

**Description**
Upon deployment, give three Void Counters to this model. Whenever this model begins its activation, it may choose to discard 1 Void Counter to gain +1 AP. If this model still possesses Void Counters when it is killed, all models within a radius of 2" per Void Counter remaining suffer a PW 8 automatic hit as per a Ranged Attack.

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**Shield Generator**

**Description**
This model and any friendly models currently within a 2" range gain +2 AR. This bonus no longer applies if this model is Prone.