**SAN’TRIAHN**

**The Arbiter of Purpose**

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**Special Abilities**
- Commander
- Knockdown (12)

**PSYCHOGENIC INVOKER:** Once per turn, this model may spend 1 AP to cast one of its psychogenics.

**PSYCHOGENIC MASTER:** Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

**DEFLECTION:** A model may only re-roll a single PS Check with Centered Focus once per failed Check.

**COMMANDER:** A model may choose to gain an Immobilized Counter to re-roll the failure. This model may never lose an Immobilized Counter.

**IMMUNE:** This model may never be affected by (x).

**KNOCKDOWN:** When this model is hit by an Attack gained from a template attack, roll a d20. If the number rolled is equal to or under (x) then the target is knocked down. 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.

**TOUGH AS NAILS:** This model counts as having all Squadlink Keywords.

**UNFORGIVING GROUND:** Once per game, in the Preparation Phase, this model may attempt a PS Check. If successful, the area within 4" of friendly Trueborn models are treated as having the Rough Terrain Keyword for enemy models. Terrain already possessing the Rough Terrain Keyword are treated as having the Dangerous Terrain Keyword. These effects last until the Legerism Phase.

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**GHRAKUN**

**The Herald of Tenacity**

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**Special Abilities**
- Commander
- Knockdown (12)
- Knockdown (14)

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**GREATER AVALANCHE ELEMENTAL**

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**Special Abilities**
- Commander
- Knockdown (12)

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**SPIRIT LORD OF EARTH**

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**Special Abilities**
- Commander
- Knockdown (12)
- Knockdown (14)

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

**EXPLOSIVE END:** When this model is killed, place a Blast(2) template with the center hole anywhere directly away 6". If the target is prone, roll a d20. If the number rolled is equal to or under (x) then the target is knocked down. 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.

**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.

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

**MOMENTUM:** This model ignores the Rough and Dangerous terrain keywords. Additionally, during its activation, this model gains a cumulative +1 MV for each movement action after the first. These movements CAN be Charge Actions. The model’s MV stat returns to normal at the end of its activation.

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

**STONESKIN:** This model may be hit by a non-critical attack, roll a d20. On a 1 or less the model suffers one less HP of damage from the attack, but could still be affected by any weapon abilities triggered by the hit (Knockdown, Sunder Armor, etc.)

**UNFORGIVING GROUND:** Once per game, in the Preparation Phase, this model may attempt a PS Check. If successful, the area within 4" of friendly Trueborn models are treated as having the Rough Terrain Keyword for enemy models. Terrain already possessing the Rough Terrain Keyword are treated as having the Dangerous Terrain Keyword. These effects last until the Legerism Phase.

**CENTRIFIED FOCUS:** Whenever a friendly model within 8" of this model fails a PS Check for any reason, it may choose to gain an Immobilized Counter to re-roll the failure.

A model may only re-roll a single PS Check with Centered Focus once per failed Check.

**COMMANDER:** A model may choose to gain an Immobilized Counter to re-roll the failure. This model may never lose an Immobilized Counter.

**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.

**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.

**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.
**QUAKE**

**Crystal Knuckles**
- Brutal
- Finishing Blow
- Knockback (10)

**Sandstorm**
- Blast (2)
- Bind

**Special Abilities**
- Guard
- Immune (Knockback, Knockdown)
- Stoneskin
- Tough as Nails

**AG#1**

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**Bedrock Sentry**

**Stone Punches**
- Knockdown (10)
- Stun

**Sandstorm**
- Blast (2)
- Bind

**Special Abilities**
- Immune (Critical Hits, Knockback, Knockdown)
- Momentum
- Non-Living
- Shield Formation
- Stoneskin

**AG#1**

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**Fissure**

**Meteor Hammer**
- Brutal

**Hurl Hammer**
- Knockback (12)

**Special Abilities**
- Deflection
- Survivalist

**AG#1**

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**Pillar**

**Crystal Knuckles**
- Rend

**Haymaker**
- Knockdown (10)
- Stun

**Special Abilities**
- Deflection
- Psychogenic Neophyte (Center of Gravity)

**AG#1**

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**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.

**Guard:** When a friendly model within 4” 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).

**Immune:** This model may never be affected by (x).

**Knockback:** 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 directly away 6". 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.

**Stoneskin:** When this model is hit by a non-critical attack, roll a D20. On a 10 or less the model suffers one less HP of damage from the attack, but could still be affected by any weapon abilities triggered by the hit (Knockdown, Sunder Armor, etc.).

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

**No. You move.”**

**Earth Sentries (2)**

**Special Abilities**
- Guard
- Immune (Knockback, Knockdown)
- Stoneskin
- Rend

**Earth Sentries (2)**

**Special Abilities**
- Deflection
- Survivalist

**Bedrock Sentry (2)**

**Special Abilities**
- Deflection
- Survivalist

**Fissure (3)**

**Special Abilities**
- Deflection
- Survivalist

**Pillar (3)**

**Special Abilities**
- Deflection
- Psychogenic Neophyte (Center of Gravity)
**Soul Warden**

**AG#1**
- Foci Staff
  - AS: 8
  - RF: ∞
  - PW: 6
  - RN: RE
  - MAL: -

**AG#2**
- Tremor Stomp
  - Knockdown (12)
  - Stun
- AS: 8
- RF: 1
- PW: 6
- RN: 0
- MAL: 19

**Special Abilities**
- Shard Walk
- Shard Scatter (PW 4, Knockdown (8))
- Infiltrate

**Earth Splinter Shard**
- Availability: [4] [500]

**Earth Shard Whip**
- Availability: [1] [500]

**Earth Shard Mattock**
- Availability: [1] [500]

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

**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.

**PSYCHOCENIC MASTER:** Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

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

**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.

**AMBUSH:** Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choose a point on the battlefield and performing a scatter roll from that point. Placing this model as close as as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 scatter roll from that point. Placing this model as close as as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 scatter roll from that point. Placing this model as close as as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 scatter roll from that point. Placing this model as close as as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 scatter roll from that point.

**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.

**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. A model may only have 1 Bleed Counter at any time.

**HUMAN SHIELD:** When this model is hit by an enemy non-template attack, it may force 1 friendly model within 4" to be hit by the attack instead. That attack gains an additional power multiplier for this hit (hits from Human Shield cannot trigger Human Shield).

**TASKMASTER**:
- Other non-Trueborn models this model squadlinks with may gain (x) this activation.
- If this is done, that model must make a PS Check at the end of its activation. On a failure, it loses 1 HP. A model may only benefit from Taskmaster once per activation.

**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.

**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.

**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) 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.

**Shard Scatter:** Once per activation, this model may spend 1 AP to place 1 Shard Field (anywhere completely within 2" inches). This may be done as an On-Hold Action. Shard Field: This terrain piece is represented by a Blast(1) Template. Any model entering, or beginning their activation within, the Shard Shield suffers (x) damage. The Shard Field is removed.

**Shard Walk:** This model ignores Shard Fields.

**UNSTABLE:** If this attack Malfunctions, this model, and all other models within 1", suffer (x).
**SLING SLAVE**

**Earth Splinter Sling**

- **Special Abilities**
  - None

**AG#1**

- **Earth Splinter Sling**
  - Knockdown (6)

**AIM FOR EYES!!!**

**SPEAR SLAVE**

**Earth Splinter Spear**

- **Special Abilities**
  - Distraction

**AG#1**

- **Earth Splinter Spear**
  - Unstable (Knockdown (10))

**EEEYYYAAHHH!!!**

**AFTERSHOCKS**

- **Earth Caste Psychogenic**

**Description**

On a successful cast, all non-Earth Caste models within 4 inches of caster gain an Immobilized Counter. Immobilized Counter: This model suffers -1 MV per Immobilized Counter. Remove all Immobilized Counters at the end of a model’s activation.

**MALFUNCTION**: Caster suffers 1 automatic PW: 6 hit.

**CENTER OF GRAVITY**

- **Earth Caste Psychogenic**

**Description**

On a successful cast, enemy models that move (or are moved) within 2 inches of the caster cannot move (or be moved) farther than 2 inches away from the caster. Additionally, enemies never gain bonuses for Charging or the Vault special ability against this model while this psychogenic is in effect. The effects of this psychogenic last until the beginning of this model’s next activation.

**MALFUNCTION**: Caster suffers 1 automatic PW: 6 hit.

**FERROUS PULSE**

- **Earth Caste Psychogenic**

**Description**

On a successful cast, choose a Terrain Feature in range and place a Blast (3) template anywhere so the hole at its center is somewhere completely over the Terrain Feature. All non-Earth Caste models under the template are pushed directly away from the center hole 6 inches.

If the Terrain Feature has the Dangerous or Xenosathic keywords, models pushed by this psychogenic also take an automatic PW 4 hit (as if from a Template attack).

**MALFUNCTION**: Caster suffers 1 automatic PW: 6 hit.

**ROOTED TO THE BEDROCK**

- **Earth Caste Psychogenic**

**Description**

Models hit by this attack gain two Immobilized Counters.

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

**MALFUNCTION**: Caster suffers 1 automatic PW: 6 hit.
**SANDBLAST**

**Description**

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.

**MALFUNCTION**: Caster suffers 1 automatic PW: 6 hit.

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**STAND AS STONE**

**Description**

This model gains the Immune (Knockback, Knockdown) special ability at all times.

**IMMUNE(x)**: This model may never be affected by (x).

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**TREMOR**

**Description**

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.

**MALFUNCTION**: Caster suffers 1 automatic PW: 6 hit.