### CABRAKAN

**AG#1**
- **War Macahuitl**
  - Brutal
  - Extreme Damage

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
7 | 0 | 8 | 20

**Special Abilities**
- Commander
- Deflection
- Non-Living
- Ritual Engine
- Tough as Nails

**AG#1**
- **Array of Skulls**
  - Burst
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 1 | 6 | 8 | 19

**Special Abilities**
- Commander
- Deflection
- Non-Living
- Ritual Engine
- Tough as Nails

**AG#1**
- **War Macahuitl**
  - Brutal
  - Extreme Damage

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
7 | 0 | 8 | 20

**Special Abilities**
- Commander
- Deflection
- Non-Living
- Ritual Engine
- Tough as Nails

---

### IXCHEL THE NOCTURNAL MOTHER

**AG#1**
- **Blades of Sacrifice**
  - Finishing Blow
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 0 | 4 | 0 | -

**Special Abilities**
- Commander
- Retaliation
- Scion of the Moon

**AG#2**
- **Lunar Grasp**
  - Knockdown(12)
  - Pull(12)

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 2 | 2 | 8 | 19

**Special Abilities**
- Commander
- Construct Mastery
- Superior Maintenance (2)
- Technomancy
- Tough as Nails

**AG#1**
- **Artificer’s Gauntlet**
  - Crush
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 0 | 6 | 0 | 20

**Special Abilities**
- Commander
- Construct Mastery
- Superior Maintenance (2)
- Technomancy
- Tough as Nails

**AG#2**
- **Energetic Rod**
  - Life Siphon
  - Point Blank
  - Restoration

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

**Special Abilities**
- Commander
- Construct Mastery
- Superior Maintenance (2)
- Technomancy
- Tough as Nails

---

### QUETZOL CHosen of KUKULKAN

**AG#1**
- **War Scepter**
  - Finishing Blow
  - Knockdown(12)
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 0 | 6 | RE | -

**Special Abilities**
- Bio-Enhance(2)
- Commanding (1)

**AG#2**
- **Entropic Storm**
  - Blast(2)
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 1 | 8 | 8 | 19

**Special Abilities**
- Bio-Enhance(2)
- Commanding (1)

---

**THE NOCTURNAL MOTHER**

**AG#1**
- **Blades of Sacrifice**
  - Finishing Blow
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 0 | 4 | 0 | -

**Special Abilities**
- Commander
- Never Panic
- Parry
  - Tough as Nails

**AG#2**
- **Lunar Grasp**
  - Knockdown(12)
  - Pull(12)

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 2 | 2 | 8 | 19

**Special Abilities**
- Commander
- Deflection
- Non-Living
- Ritual Engine
- Tough as Nails

---

**IXCHEL**

**AG#1**
- **Blades of Sacrifice**
  - Finishing Blow
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 0 | 4 | 0 | -

**Special Abilities**
- Commander
- Never Panic
- Parry
  - Tough as Nails

**AG#2**
- **Lunar Grasp**
  - Knockdown(12)
  - Pull(12)

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 2 | 2 | 8 | 19

**Special Abilities**
- Commander
- Deflection
- Non-Living
- Ritual Engine
- Tough as Nails

---

**CHAC XIB**

**AG#1**
- **Artificer’s Gauntlet**
  - Crush
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 0 | 6 | 0 | 20

**Special Abilities**
- Commander
- Construct Mastery
- Superior Maintenance (2)
- Technomancy
- Tough as Nails

**AG#2**
- **Energetic Rod**
  - Life Siphon
  - Point Blank
  - Restoration

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

**Special Abilities**
- Commander
- Construct Mastery
- Superior Maintenance (2)
- Technomancy
- Tough as Nails

---

**QUETZOL CHosen of KUKULKAN**

**AG#1**
- **War Scepter**
  - Finishing Blow
  - Knockdown(12)
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 0 | 6 | RE | -

**Special Abilities**
- Bio-Enhance(2)
- Commanding (1)

**AG#2**
- **Entropic Storm**
  - Blast(2)
  - Life Siphon

**AS** | **RF** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
8 | 1 | 8 | 8 | 19

**Special Abilities**
- Bio-Enhance(2)
- Commanding (1)
**COATLAI**

**AG/1**

- Ravage
- Brutal
- Bite
- Extreme Damage
- Wing Blades

**AS RF PW RN MAL**

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**AG/2**

- Entropic Blast
- Blast (2)
- Life Siphon

**AS RF PW RN MAL**

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**Special Abilities**

- Ambush
- Bio-Enhance (Rage)
- Deflection
- Improved Climb

**COATLAI (1)**

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**SUPREME WAR CAPTAIN**

**AG/1**

- Macahutul
- Critical Strike (3)
- Decapitate

**AS RF PW RN MAL**

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**AG/2**

- Entropic Gauntlet
- Conduction
- Life Siphon

**AS RF PW RN MAL**

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**Special Abilities**

- Bio-Enhance (Re-roll AG/1 misses)
- Commander
- Parry
- Tough as Nails

**SUPREME WAR CAPTAIN (5)**

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**TUUCHA’NAK**

**AG/1**

- Hammering Fists
- Stun

**AS RF PW RN MAL**

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**AG/2**

- Skull Discharge
- Blast (2)
- Life Siphon

**AS RF PW RN MAL**

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**Special Abilities**

- Immune (Critical Hits)
- Non-Living
- Tough as Nails
- Unstoppable

**TUUCHA’NAK (1)**

---

**AH’CHU’KUK**

**AG/1**

- Entropic Cannons
- Conduction
- Life Siphon
- Bio-Cannon
- Bio-Arc
- Point Blank

**AS RF PW RN MAL**

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“In death they shall find purpose.”

**Special Abilities**

- Bio-Enhance (Bio-Arc gains RN: SP or ST)
- Deflection
- Tough as Nails

---

**AMBITUS**: 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 possible to the location of the scatter. Models with Ambitius that share a squadlink value may deploy using 1 scatter roll, placing the first model on the point and the rest within 4".

**BIO-ENHANCE(x)**: During this model’s activation, you may discard 1 Bio-Energy Counter to trigger Bio-Enhance(x). If you do, this model gains (x) until the end of its activation. Each instance of Bio-Enhance may be triggered once per activation.

**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.

**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.

**IMPROVED CLIMB**: This model may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword.

**LIFE-SIPHON**: If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

**RAGE**: This model’s melee attacks gain +2 PW for each missing HP.

---

**BIO-ENHANCE(x)**: During this model’s activation, you may discard 1 Bio-Energy Counter to trigger Bio-Enhance(x). If you do, this model gains (x) until the end of its activation. Each instance of Bio-Enhance may be triggered once per activation.

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

**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.

**CRITICAL STRIKE(x)**: This attack critically hits on attack rolls of (x) or less.

**DECAPITATE**: If this attack critically hits, its target loses 1 additional HP.

**LIFE-SIPHON**: If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

**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.

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

---

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

**LIFE-SIPHON**: If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

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

**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.

**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.

---

**BIO-ENHANCE(x)**: During this model’s activation, you may discard 1 Bio-Energy Counter to trigger Bio-Enhance(x). If you do, this model gains (x) until the end of its activation. Each instance of Bio-Enhance may be triggered once per 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.

**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.

**LIFE-SIPHON**: If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

**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.

**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.

**TOUGH AS NAILS**: This model ignores Critical AR Failure.
**ENTROPIC CLAWS**
- **Special Abilities**: Ambush, Bio-Enhance(Furious Charge), Bio-Enhance(Entropic Glob: Blast(+2)), Deflection

**PROJECTION GUN**
- **Special Abilities**: Ambush, Bio-Enhance(Furious Charge), Command

**LIFE-SIPHON**
- This attack gains an additional +1 AS and +1 PW to melee attacks.
- **Keyword**: Life Siphon

**INFILTRATE**
- This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone.

**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.

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

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

**HUMAN SHIELD**
- This attack gains an additional power multiplier and Extreme Damage when targeting models that are prone.

**DEFLECTION**
- Each instance of Bio-Enhance may be triggered once per activation.

**ENGAGING SHOT**
- This attack gains an additional power multiplier and Extreme Damage when targeting models that are prone.

**STUN**
- Models hit by this attack gain 1 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.
CHOSEN OF THE COATLAI

HONORED DEAD

HONOR GUARD

DOOM SEER

"THE GUNS AREN'T WORKING!!!"
### MOON WARRIOR

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| [1] Kukulkan’s Tooth  
- Critical Strike (3) | 7 | 6 | 0 | - | - |

**Special Abilities**
- Bio-Enhance (Hit and Run and +1MV)
- Elusive
- Solar Balance
- Never Panic

### SUN WARRIOR

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</table>
| [1] Kukulkan’s Tooth  
- Critical Strike (3) | 7 | 6 | 0 | - | - |

**Special Abilities**
- Bio-Enhance (Fueled by Combat and +4PS)
- Furious Charge
- Lunar Balance
- Never Panic

### DEVOTED PRIEST

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| [1] Tepatl Blade  
- Finishing Blow  
- Life Siphon | 6 | 4 | 0 | - | - |

**Special Abilities**
- Commander
- Human Shield
- Technomancy

### KAACHIKA

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<th>AS</th>
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| [1] Bio-Pulsar  
- Point Blank  
- Slain  
- Life Siphon | 6 | 2 | 6 | 8 | 19 |

**Special Abilities**
- Bio-Enhance (Bio-Pulsar Blast(1) or RN: SP)
- Quick Draw
- Ritual Sacrifice

---

**BIO-ENHANCE(x):** During this model’s activation, you may discard 1 Bio-Energy Counter to trigger Bio-Enhance(x). If you do, this model gains (x) until the end of its activation. Each instance of Bio-Enhance may be triggered once per activation.

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

**ELUSIVE:** This model automatically passes the PS Check in order to Evade while On Hold. Additionally, enemy models may never target this model with an Aimed Ranged Attack.

**HIT AND RUN:** When this model kills a model with an attack, it may immediately gain 1 AP to Move. This move ignores the rules for breaking Free and may result in a charge.

**LIFE-SIPHON:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

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

**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.

**SOLAR BALANCE:** This model may only be chosen to be included in a Force as long as an equal number of models with the Solar Balance special ability are also chosen to be included.

---

**BIO-ENHANCE(x):** During this model’s activation, you may discard 1 Bio-Energy Counter to trigger Bio-Enhance(x). If you do, this model gains (x) until the end of its activation. Each instance of Bio-Enhance may be triggered once per activation.

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

**FUELED BY COMBAT:** Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

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

**LIFE-SIPHON:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

**LUNAR BALANCE:** This model may only be chosen to be included in a Force as long as an equal number of models with the Solar Balance special ability are also chosen to be included.

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

**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.

---

**COMMANDER:** This model counts as having all Squaddlin keywords.

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

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

**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)

**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.

**LIFE-SIPHON:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

**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.

**TECHNOMANCY:** This model may cast Kukulkan Rituals.

---

**BIO-ENHANCE(x):** During this model’s activation, you may discard 1 Bio-Energy Counter to trigger Bio-Enhance(x). If you do, this model gains (x) until the end of its activation. Each instance of Bio-Enhance may be triggered once per activation.

**LIFE-SIPHON:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

**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.

**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.

**RITUAL SACRIFICE:** When this model is killed, it may make a PS Check. On a success add 1 Bio-Energy to your Bio-Energy pool.

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

**Stun Counter:** The next time this model activates, it immediately loses 1 AS, and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.
**Kukulkan Warrior**

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| [1] Entropic Club  
 *-Knockdown (10)*  
 *-Life Siphon* | 5 | ∞ | 4 | 0 | - |
| [1] Conduit Bite  
 *-Life Siphon* | 6 | 1 | 3x2 | 0 | 20 |

**Actions:**
- **Furious Charge**: This model gains an additional +1 AS and +1 PW to charge attacks.
- **Ritual Sacrifice**: When this model is killed, it may make a PS Check. On a success add 1 Bio-Energy to your Bio-Energy pool.
- **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.

**Special Abilities:**
- **Furious Charge**
- **Ritual Sacrifice**


**Ocelotl**

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| [2] Bladed Forelimbs  
 *-Bladed* | 4 | ∞ | 4 | 0 | - |
| [1] Conduit Bite  
 *-Life Siphon* | 5 | 1 | 3x2 | 0 | 20 |

**Actions:**
- **Bleed Counter**: During the Lingering Effects Phase roll a d20. On a result of 11+ this model becomes an additional +1 Bleed Counter. A model may only have 1 Bleed Counter at any time.
- **Life Siphon**: If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy pool.
- **Life Siphon**: Models hit by this attack gain 1 Life Siphon and remove 1 Weakened Resolve Counter from any model it is currently Squadlinking with.
- **Construct Mastery**: This model may use the listed (x) Kukulkan Ritual, once per activation.

**Special Abilities:**
- **Non-Living**
- **Unstoppable**
- **Vault**


**Technomantic Apprentice**

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| [1] Energic Rod  
 *-Life Siphon*  
 *-Point Blank* | 4 | 2 | 4 | 4 | - |

**Actions:**
- **Bio-Enhance (add Restoration to AG#1)**
- **Bio-Enhance (Construct Mastery)**
- **Commander**
- **Ritual Sacrifice**
- **Superior Maintenance (1)**
- **Technomantic Apprentice (Open the Void Road)**

**Special Abilities:**
- **Bio-Enhance**
- **Construct Mastery**

**Harvester**

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| [1] Claw Strike  
 *-Life Siphon* | 4 | ∞ | 2 | 0 | - |
| [1] Entropic Blast  
 *-Life Siphon* | 6 | 2 | 4 | 4 | 18 |

**Actions:**
- **Ritual Sacrifice**

**Special Abilities:**
- **Ritual Sacrifice**

---

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

**Life Siphon:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy pool.

**Immobilize:** Models hit by this attack gain 1 Immobilized Counter. A model may only have 1 Immobilized Counter. Remove all Immobilized Counters at the end of a model’s activation.

**Ritual Sacrifice:** When this model is killed, it may make a PS Check. On a success add 1 Bio-Energy to your Bio-Energy pool.
**Kukulkani Rituals**

**Description**
When a model with the Technomancy special ability is deployed, it may select 1 Kukulkani Ritual and gain the effects listed on its card.

At the start of this model’s activation, it may freely switch out its known Kukulkani Ritual with another Kukulkani Ritual.

**BIO-ENERGY COUNTERS:** Many abilities and effects are powered via the use of Bio-Energy Counters. Bio-Energy Counters are usually generated via the Life-Siphon special ability. Bio-Energy Counters are not placed on an individual model, but instead form a pool owned by the player.

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

**MEDIC:**
Other friendly, Living, models reduced to 0 HP while within 8” of this model are not killed, but instead gain 1 Dying Counter. A model may only have 1 Dying Counter at any time. At the start of the Lingering Effects Phase, if a friendly, non-dying, model with Medic is not within 8”, kill this model. Remove this Counter if this model is ever healed.

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**Flame of the Three Sun Gods**

**AS** 6 1 6 8 10
**RF** 1
**PW** 6
**RN** 8
**MAL** 18

**Description**
Discard 1 Bio-Energy to use this attack. You may discard 1 additional Bio-Energy to have this attack gain Blast(2).

**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.

**MALFUNCTION:** As normal.

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**Gaze of the Moon Goddess**

**Description**
Whenever an enemy model within 6” passes an AR Save, this model may discard 1 Bio-Energy. That model must re-roll 1 successful result.

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**Curse of the Ancients**

**Description**
Whenever an enemy model within 6” passes an AR Save, this model may discard 1 Bio-Energy. That model must re-roll 1 successful result.

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**Curse of the Ancients**

**Description**
Whenever an enemy model within 6” passes an AR Save, this model may discard 1 Bio-Energy. That model must re-roll 1 successful result.

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**Death is Not the End**

**Description**
When a friendly model within 4” would be reduced to 0 HP, this model may spend 1 Bio-Energy. If it does, that friendly model may make a PS Check. On a success, it may immediately perform 1 of its attacks, ignoring Rate of Fire, before being removed.

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**Glory to the Masters!**

**Description**
At the start of this model’s activation it may discard 1 Bio-Energy to gain the Incite special ability this activation.

INCITE: When this model Squadlinks, all other non-Character models in that link gain +2 AS to their attacks this activation.

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**Gravitic Blessing**

**Description**
At the start of this model’s activation it may discard 1 Bio-Energy to gain the Vault and Order(Kukulkani/Vault) special abilities this activation.

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

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.
**INFUSION OF POWER**

**Description**
This model may discard up to 3 Bio-Energy. For each Bio-Energy discarded, this model gains +1 AS and +1 PW to all melee attacks this activation.

**EXPLOSIVE END:**
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).

**LIFE-SIPHON:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

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**KUKULKAN’S LAST LAUGH**

**Description**
When a friendly model within 4" is killed, this model may spend 2 Bio-Energy to give that model the Explosive End(PW: 4, Life Siphon) special ability.

**EXPLOSIVE END:**
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).

**LIFE-SIPHON:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

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**OPEN THE VOID ROAD**

**Description**
At the beginning of this model's activation, it may spend 1 AP and discard 1 Bio-Energy Counter to move up to 10" Directly Toward the nearest friendly model with either the Bio-Enhance or Non-Living special abilities. This movement ignores terrain and all other models, but may not end with this model’s base overlapping another model’s base. This movement CANNOT be used as a Charge.