**Yovanka**

**The Arbiter of Balance**

**AG#1**

- **Fan Throw**
  - Critical Strike (3)
  - Decapitate

**AG#1**

- **Crystal Fan**
  - Critical Strike (3)
  - Decapitate

**Special Abilities**

- COMMANDER
- Psychogenic Master
- Master of Air
- Never Panic
- We Are The Wind!

**Mha’Kin’Zhi**

**Yovanka’s Wayward Son**

**AG#1**

- **Blurring Sheerblade**
  - Brutal
  - Critical Strike (3)
  - Decapitate

**AG#1**

- **Windrazor Flourish**
  - Arc
  - Brutal
  - Decapitate

**Special Abilities**

- Combat Reflexes
- Grand Arbiters Blade
- Never Panic
- Psychogenic Invoker
- Sidestep

**Storm Elemental**

**AG#1**

- **Wind Claws**
  - Brutal

**AG#2**

- **Lightning Storm**
  - Stun

**AG#3**

- **Compression**
  - Horrible Death

**Special Abilities**

- Master of Air
- Non-Living
- Sidestep

**Death’s Device of Air**

**AG#1**

- **Bladed Circle**
- Deathspiral
  - Sunder Armor
  - Focused Whirl
  - Devastating Charge

**Special Abilities**

- Sidestep
- Non-Living
- Master of Air
- Never Panic
- Unstoppable

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*They elevate killing to an artform.*
**SPRIT LORD OF AIR**

**AG#1**

- Sasumata
- Knockdown(14)
- Finishing Blow

**Special Abilities**
- Commander
- Never Panic
- Parry
- Psychogenic Invoker
- Strider

**AG#2**

- Whirlwind
- Blast(2)
- Knockdown(12)

**Special Abilities**
- Commander
- Psychogenic Master
- Psychogenic Resolve (3)

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

**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 -1 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 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.

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

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

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**CYCLONE**

**AG#1**

- Dancing Blades
- Bleed
- Critical Strike(3)

**Special Abilities**
- Hit and Run
- Psychogenic Neophyte (Bladewind)
- Strider

**AG#2**

- Strider
- Psychogenic Invoker
- Parry
- Never Panic
- Commander

**SQUALL**

**AG#1**

- Lightning Bolt
- Conduction
- Point Blank
- Proximity Strike(2)

**Special Abilities**
- Master of Air
- Non-Living
- Sidestep

**AG#2**

- Thunder Clap
- Blast

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

**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 -1 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 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.

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

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

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**SOUL WARDEN**

**AG#1**

- Foci Staff

**AG#2**

- Whirlwind
- Blast(2)
- Knockdown(12)

**Special Abilities**
- Commander
- Psychogenic Master
- Psychogenic Resolve (3)

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

**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 -1 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 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.

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

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

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**BLEED:** Living Models lost 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.

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

**HIT AND RUN:** When this model hits 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.

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

**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.

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

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**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.

**MASTER OF AIR:** Enemies never gain bonuses for Charging or Gang-Up against this model. This model may never be knocked prone by enemies and ignores the Rough and Dangerous keywords of terrain pieces.

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

**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.

**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 model under the template. Only the initial attack roll may suffer Malfunction or gain the benefits of Aiming.

**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.

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

**Special Abilities**
- Combat Reflexes
- Survivalist

**Wail**

**Special Abilities**
- Psychogenic Neophyte (Screaming Gale)

**Whisper**

**Special Abilities**
- Elusive
- Hit and Run
- Psychogenic Neophyte (Shifting Crosswind)
- Quick Draw

**Disc Slave**

**Special Abilities**
- Quick Draw
**Taskmaster**

**Special Abilities**
- Human Shield
- Taskmaster (+2 AS or +1 MV)

**Shard Slave**

**Special Abilities**
- Infiltrate
- Shard Scatter (PW: 4, Stun)
- Shard Walk

**Slingshot Slave**

**Special Abilities**
- None
Special Abilities

• Distraction

DISTRACTION: While engaged with an enemy, other friendly models gain +1 AS and +1 PW to melee attacks against that enemy. Distraction is not cumulative.

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.

UNSTABLE(x): If this attack Malfunctions, this model, and all other models within 1”, suffer (x).

• Unstable (Stun)

[1] Wind Shard Spear

Wind Shard Spear: [1] Wind Shard Spear

SPEAR SLAVE

AG#1

Skill Level 4

AS 4

RF 4

PW 17

RN RE

Special Abilities

• Distraction

“EEEYYYAAHHH!!!”
**SHIFTING CROSSWINDS**

**Description**
On a successful cast, this model gains 1 Crosswinds Counter.

**CROSSWINDS COUNTER:** This model may discard this counter to re-roll 1 ranged attack roll, or force 1 enemy to re-roll 1 ranged attack roll targeting this model. A model may only have 1 Crosswinds at any time.

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

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**WIND GUST**

**Description**
Models hit are automatically knocked prone. Models hit may be forced up to 6” directly away.

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

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

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**WIND WALL**

**Description**
Until the start of its next activation, whenever the caster of this psychogenic is hit by a non-template Ranged Attack, roll a d20 for each hit. On a 10 or less, the hit is discarded.

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

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**ZEPHYR’S BLESSING**

**Description**
This model may Disengage for 1 AP.
At the end of each Lingering Effects Phase, if this model is unengaged, it may perform 1 free move action (this cannot result in a charge).