ARCHANGEL GABRIEL

ANGEL OF THE DIVINE SONG

4 5 20 3 16 3

AG#1	AS	RF	PW	RN	MAL
[1] Hammer of Wrath •Finishing Blow	8	∞	8	RE	-

AG#2	AS	RF	PW	RN	MAL
[1] Angelic Choir •Knockdown(14) •Point Blank •Stun	8	2	4x2	SP	19

Special Abilities
- Explosive End(PW: 6)
- Immune (Stun)
- Non-Living
- Shockwave
- Vault



L 40mm C 150

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)***.

FINISHING BLOW: This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

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

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.

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

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.

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.***

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.

2018

ARCHANGEL MICHAEL

ANGEL OF DIVINE WRATH

4 5 20 3 16 3

AG#1	AS	RF	PW	RN	MAL
[1] Sword of Wrath •Brutal •Fire	8	∞	8	RE	-

AG#2	AS	RF	PW	RN	MAL
[1] Purgation •Blast(2) •Fire	8	1	4x2	8	18

Special Abilities
- Deflection
- Explosive End(PW: 6)
- Immune (Fire)
- Non-Living
- Parry
- Vault



L 40mm C 150

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

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.

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.***

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

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

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.

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.

2018

ARCHANGEL RAPHAEL

ANGEL OF DIVINE LIGHT

4 5 20 3 16 3

AG#1	AS	RF	PW	RN	MAL
[1] Spear of Balance •Bleed	8	∞	6	RE	-

AG#2	AS	RF	PW	RN	MAL
[1] God's Judgment	8	2	8	*	19
[*] Damnation •Fire				ST	
[*] Benediction •Restoration				8	

Special Abilities
- Explosive End(PW: 6)
- Immune (Knockdown)
- Medic
- Non-Living
- Vault



L 40mm C 150

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.***

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.***

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

MEDIC: Other friendly, **Living,** models reduced to 0 HP while within 8" of this model are not killed, but instead gain 1 **Dying Counter**.

Dying Counter: *This model is* ***prone*** *and may not activate. If this model would ever lose HP, it is killed. 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.***

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

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.**

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.

2018

ESH

THE ANGEL OF JUDGMENT

4 4 16 3 16 3

AG#1	AS	RF	PW	RN	MAL
[1] Nekros •Decapitate •Victimize	8	∞	7	*	-
[*] Deathblow •Critical Strike(3)				RE	
[*] Arcing Death		1		Arc	

"By God's judgment, you are found guilty."

Special Abilities
- Incite
- Never Panic
- Psychogenic Neophyte (Final Judgment)
- Tough as Nails

Flock (5)



M 30mm C 150

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.

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

NEVER PANIC: This model may never gain Panic Counters.

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

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

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

2018

GRAND TEMPLAR MARIUS

HAND OF THE PREVAILERS

AG#1	AS	RF	PW	RN	MAL
[1] Repenter •Brutal •Extreme Damage •Sunder Armor	8	∞	8	RE	-

"The greatest among us."

Special Abilities
•Commander
•Furious Charge
•Order(Forsaken)(Furious Charge)
•Never Panic
•Tough as Nails

Commander*(6)

4 6 20 3 16 3



L 40mm C 150

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

COMMANDER: This model counts as having all Squadlink Keywords.

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

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

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.***

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

NEVER PANIC: This model may never gain Panic Counters.

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

2018

PREVAILER LILITH

ARCHITECT OF CHANGE

AG#1	AS	RF	PW	RN	MAL
[1] Katana •Critical Strike(3)	8	∞	4	0	-

AG#2	AS	RF	PW	RN	MAL
[1] Chem Gun	8	2	2	8	19
[*] Toxic Shot •Toxic					
[*] Paralysis Shot •Paralysis					
[*] Rot Shot •Rot					

Special Abilities
•Commander •Human Shield
•Volatile Enhancement
(Charge attacks(+1 power multi.)

Commander*(5)

3 4 14 3 16 2



M 30mm C 100

COMMANDER: This model counts as having all Squadlink Keywords.

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

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).*

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.*
All Toxic Counters are removed at the end of this model's activation*. All negatives are cumulative.*
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.*

PARALYSIS:Models hit by this attack gain 1 **Paralyzed Counter**.
Paralyzed Counter: *When this model activates, roll a d20. On a 11 or greater it loses 1 AP and must roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.*

ROT: Living Models hit by this attack gain 1 **Rot Counter.**
Rot Counter: *This model suffers -2 AR per Rot Counter. During the Lingering Effects Phase, roll 1 d20 for each Rot Counter, removing it on a roll of 10 or less.*

VOLATILE ENHANCEMENT(x): Other **non-Character** models this model squadlinks with may gain (x) this activation. If this is done, that model loses 1 HP at this end of this activation. A model may only benefit from Volative Enhancement once per activation.

2018

ZEPHON

ESH'S CHERUB

AG#1	AS	RF	PW	RN	MAL
[1] Dart Gun •Toxic	6	2	1	6	19

"All will return to dust..."

Special Abilities
•Mark for Death

Flock (1)

2 2 10 5 8 1



S 30mm C 0

•May only be fielded if force includes Esh, Angel of Judgment

MARK FOR DEATH: During the Preparation Phase, select 1 enemy within 12" and line of sight. Models gain +1 AS and +1 PW to attacks made against that enemy this round.

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.* ***All Toxic Counters are removed at the end of this model's activation****. All negatives are cumulative.*
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.*

2018

NABU

MARIUS' CHERUB

AG#1	AS	RF	PW	RN	MAL
[1] Dart Gun •Toxic	6	2	1	6	19

"We defend the Grand Templar!"

Special Abilities
•Marius' Cherub(Immune: Weapon Abilities)

Grand Templar (1)

2 2 10 5 8 1



S 30mm C 0

•May only be fielded if force includes Grand Templar Marius, Hand of the Prevailers.

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

MARIUS' CHERUB: While within 4" of this model, Grand Templar Marius gains (x).

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.* ***All Toxic Counters are removed at the end of this model's activation****. All negatives are cumulative.*
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.*

2018

YAEL
MARIUS' CHERUB

AG#1	AS	RF	PW	RN	MAL
[1] Dart Gun •Toxic	6	2	1	0	19

"We defend the Grand Templar!"

Special Abilities
•Marius' Cherub(Immune: Psychogenics)

Grand Templar (1)



S | 30mm | C | 0

•May only be fielded if force includes Grand Templar Marius, Hand of the Prevailers.

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

MARIUS' CHERUB: While within 4" of this model, Grand Templar Marius gains (x).

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.* ***All Toxic Counters are removed at the end of this model's activation****. All negatives are cumulative.*
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.*

2018

CRIMSON MOTHER

AG#1	AS	RF	PW	RN	MAL
[1] Stun Rod •Paralysis •Stun	8	∞	4	RE	19

"No sin escapes her gaze,
no sinner her wrath."

Special Abilities
•Furious Charge
•Psychogenic Neophyte(Mark of the Beast)
•Rage
•Retaliation

Red Sisterhood (5)



M | 30mm | [1]500 | 75

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

PARALYSIS:Models hit by this attack gain 1 **Paralyzed Counter**.
Paralyzed Counter: *When this model activates, roll a d20. On a 11 or greater it loses 1 AP and must roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.*

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

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

RETALIATION: 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.

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.***

2018

RED SISTER

AG#1	AS	RF	PW	RN	MAL
[1] Harrower •Decapitate	8	*	6	*	-
[*] Cleave		∞		0	
[*] Sweep		1		Arc	

"We will purge sin from this land!"

Special Abilities
•Furious Charge
•Rage
•Retaliation

Red Sisterhood (4)



M | 30mm | [4]500 | 75

DECAPITATE: If this attack **Critically Hits**, its target loses 1 additional HP.

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

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

RETALIATION: 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.

2018

SKYLANCER

AG#1	AS	RF	PW	RN	MAL
[1] Shock Lance •Point Blank •Stun	7	2	6	6	19
[*] Powered Lance •Conduction •Point Blank •Stun	7	2	6	SP	17

Special Abilities
•Guerrilla Tactics
•Power Generator
•Skylancer Jets

Skylancer (3)



M | 30mm | [3]500 | 75

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.

GUERRILLA TACTICS: Models with Guerilla Tactics may **Squadlink** from up to 8" away. This model only spends 1 AP to **Break 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.

POWER GENERATOR: When this model activates it may power either its armor or specific attacks. If armor is selected, roll 1 additional d20 when making AR Saves, discarding the highest result. After this is done, if there is a result of 16 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.

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.***

SKYLANCER JETS: When this model powers its Armor via Power Generator it gains +1 MV and may ignore models and terrain when moving this activation.

2018

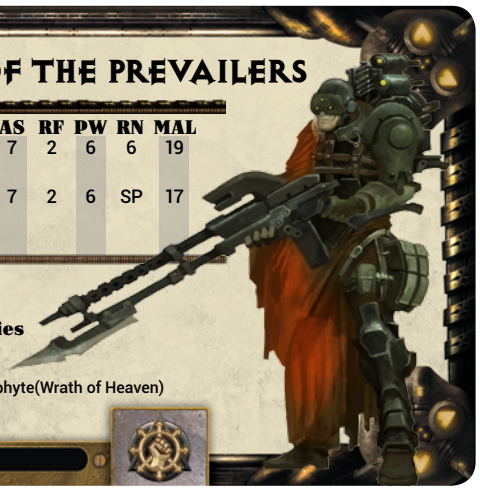
SIGHT OF THE PREVAILERS

AG#1	AS	RF	PW	RN	MAL
[1] Shock Lance •Point Blank •Stun	7	2	6	6	19
[*] Powered Lance •Conduction •Point Blank •Stun	7	2	6	SP	17

Special Abilities
- Guerrilla Tactics
- Power Generator
- Psychogenic Neophyte(Wrath of Heaven)
- Skylancer Jets

3 3 14 3 12 2

Skylancer (4)



M 30mm [1]500 75

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.

GUERRILLA TACTICS: Models with Guerilla Tactics may **Squadlink** from up to 8" away. This model only spends 1 AP to **Break 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.

POWER GENERATOR: When this model activates it may power either its armor or specific attacks. If armor is selected, roll 1 additional d20 when making AR Saves, discarding the highest result. After this is done, if there is a result of 16 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.

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

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.***

SKYLANCER JETS: When this model powers its Armor via Power Generator it gains +1 MV and may ignore models and terrain when moving this activation.

2018

VOICE OF THE PREVAILERS

AG#1	AS	RF	PW	RN	MAL
[1] Sigil Staff	4	∞	4	0	-

"The path to heaven is paved with faith and righteous vengeance."

Special Abilities
- Explosive End(PW: 6)
- Psychogenic Feedback
- Psychogenic Master
- Psychogenic Resolve(3)

3 6 14 3 16 2

Commander*(4)



M 30mm [1]500 75

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)***.

PSYCHOGENIC FEEDBACK: Whenever an enemy within 8" casts a psychogenic it must perform a PS Check at -4 after that action is complete. On a failure it loses 1 HP.

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

PSYCHOGENIC RESOLVE(x): (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.**

2018

WARKNIGHT CAPTAIN

AG#1	AS	RF	PW	RN	MAL
[1] Tribute Strike •Finishing Blow	8	∞	6	0	-

AG#2	AS	RF	PW	RN	MAL
[1] Shield Bash •Knockdown(10) •Stun	8	∞	2	0	-

Special Abilities
- Shield Formation
- Psychogenic Neophyte(Weight of Sin)

3 6 18 3 14 2

Warknight (5)



M 30mm [1]500 75

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 (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.

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

SHIELD FORMATION: While not **prone**, and within 1" of another model with Shield Formation, this model gains +2 AR.

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.***

2018

WARKNIGHT

AG#1	AS	RF	PW	RN	MAL
[1] War Trident •Bleed	6	∞	4	RE	-

AG#2	AS	RF	PW	RN	MAL
[1] Shield Bash •Knockdown(10) •Stun	6	∞	2	0	-

Special Abilities
- Shield Formation

3 6 18 3 12 1

Warknight (4)



M 30mm [4]500 50

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.

SHIELD FORMATION: While not **prone**, and within 1" of another model with Shield Formation, this model gains +2 AR.

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.***

2018

WARKNIGHT BONDSMAN

AG#1	AS	RF	PW	RN	MAL
[1] Net Launcher •Blast(2) •Immobilize	6	∞	-	6	19

AG#2	AS	RF	PW	RN	MAL
[1] Shield Bash •Knockdown(10) •Stun	6	∞	2	0	-

Special Abilities
•Shield Formation

3 6 18 3 12 1

Warknight (4)



M 30mm [2] 500 50

IMMOBILIZE: Models hit by this attack gain 1 **Immobilized Counter.**
Immobilized Counter: *This model suffers -1 MV per Immobilized Counter. Remove all Immobilized Counters at the end of a model's activation.*

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.

SHIELD FORMATION: While not **prone**, and within 1" of another model with Shield Formation, this model gains +2 AR.

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.***

2018

REPENTANT

AG#1	AS	RF	PW	RN	MAL
[1] Crude Club	4	∞	4	0	-

"Only in death will you find absolution."

Special Abilities
•Psychogenic Neophyte(Penitence Blast)

3 6 10 3 8 1

Repentant (4)



M 30mm [4] 500 25

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

2018

FINAL JUDGMENT

TN	RF	RN	MAL
14	1	*	18

Description

Select 1 model hit by this model's melee attacks this activation. That model gains **1 Judgment Counter.**

JUDGMENT COUNTER: *Each time this model activates it must make a PS Check at -2. On a failure it loses 1 HP.* ***A model may only have 1 Judgment Counter at any time.***

MALFUNCTION: Caster suffers 1 automatic PW: 6 hit.

Prevailer Psychogenic

HOLY REVIVAL

TN	RF	RN	MAL
14	1	-	17

Description

Select 1 friendly non-Character model that has been killed. Place that model in contact with the caster and heal that model to 1 HP. That model may activate this round. At the end of that activation, remove it from play **(it is not killed)**.

MALFUNCTION: Caster loses 1 HP.

Prevailer Psychogenic

LIGHT OF THE LORD

AS	RF	PW	RN	MAL	•Restoration
6	2	-	6	17	

Description

This model gains the **Medic** special ability at all times.

MEDIC: Other friendly, **Living,** models reduced to 0 HP while within 8" of this model are not killed, but instead gain 1 **Dying Counter**.

Dying Counter: *This model is* ***prone*** *and may not activate. If this model would ever lose HP, it is killed. 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.***

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.

MALFUNCTION: Caster loses 1 HP.

Prevailer Psychogenic

MARK OF THE BEAST

TN	RF	RN	MAL
14	1	0	17

Description

Select 1 **enemy model**. The caster's **melee attacks**, and the melee attacks of all models it squadlinks with, gain **Critical Strike(3)** against all models with the **enemy model's** name until the next Lingering Phase.

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

MALFUNCTION: Caster loses 1 HP.

Prevailer Psychogenic

PENITENCE BLAST

TN	RF	RN	MAL
14	1	*	15

Description

When this psychogenic is cast, place the Blast(2) template with the center hole anywhere completely over this model's base. All models, friendly and enemy, under the template must make a PS Check at -4. On a failure they suffer 1 automatic PW: 6 hit and gain **1 Panic Counter** and **1 Stun Counter**. After this attack is complete the caster is killed.
This psychogenic may be cast in place of a charge attack.

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 is killed.

Prevailer Psychogenic

WEIGHT OF SIN

AS	RF	PW	RN	MAL	•Proximity Strike(2)
8	1	-	8	17	

Description

Models hit by this attack must perform a PS Check at -2. On a failure they gain **1 Panic Counter** and **1 Immobilized Counter.** Immobilized Counters cannot be removed while this model has a Panic Counter.

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

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

MALFUNCTION: Caster loses 1 HP.

Prevailer Psychogenic

WRATH OF GOD

TN	RF	RN	MAL
14	2	-	17

Description

Select 1 friendly non-Character model within 8". That model gains **1 Wrath Counter**.

WRATH COUNTER: *This model's melee attacks gain +2 AS and +2 PW. Once per activation, this model may re-roll 1 failed melee attack roll. At the end of this model's activation it must make a PS Check. On a failure that model loses 1 HP and this counter is removed.* ***A model may only have 1 Wrath Counter at any time.***

MALFUNCTION: Caster loses 1 HP.

Prevailer Psychogenic

WRATH OF HEAVEN

AS	RF	PW	RN	MAL	•Conduction •Proximity Strike(2)
5*	1	5*	8	17	

Description

This attack gains +1 AS and +1 PW for every "Skylancer" this model has squadlinked with this 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.*

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

MALFUNCTION: As normal.

Prevailer Psychogenic