

# SPECIAL ABILITIES

These are the unique abilities and skills each model possesses. Unless stated otherwise, all models have the Living Special Ability.

## **ACID BLOOD**

This model ignores the automatic hits from Acid and Acid Blood. When this model loses HP from a melee attack all models in base contact suffer an automatic hit at PW: 2

## **ACROBATICS**

This model does not have to pay the additional AP to Jump. Reduce the PW of any falling damage this model suffers by 2 to a minimum of 1.

## **AEROBATICS**

This model does not have to pay the additional AP to Jump and may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword. Reduce the PW of any falling damage this model suffers by 2.

## **ANIMOSITY (x)**

This model may not be included in any force that has a model named (x).

## **ALPHA PROGRAM**

Friendly models that begin their activation within 8 inches of this model ignore the Gamma Program special ability, and may use this model's PS Stat in place of their own for all purposes.

## **ART OF WAR**

This model has multiple Stat Cards. When selected in a force, choose one of these Stat Cards to be used.

## **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.

## **AUGMENTED**

This model may not be targeted by Grafting.

## **AURA OF DEATH**

At the beginning of the Preparation Phase this model gains 1 Bio-Energy Counter. Only 1 model in your force may use this ability per round. See that model's appropriate Faction Document for more on Bio-Energy Counters.

## **BACKLASH**

Any model that hits this model with a melee attack gains a Fire Counter. When a model with a Fire Counter activates it may spend 1 AP to roll a d20. The Fire Counter is removed if the roll is equal to or under 10. The model may repeat this. After these rolls are made, a model possessing a Fire Counter suffers an automatic PW:7 hit with the Cauterize weapon ability. A model may only have 1 Fire Counter at any time.

## **BACKSTAB**

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

## **BAD MOJO**

Enemy models within 8 inches of this model suffer a -1 penalty to all target numbers. Bad Mojo is not cumulative.

## **BAIT AND SWITCH**

Once per round, the first time an enemy engages this model, another model within 4 inches with Bait and Switch may switch positions with this model. If On Hold, the model that has switched positions may immediately roll for Get the Jump.

## **BERSERK**

This model may spend 1 AP to gain a Berserk Counter. While a model has a Berserk Counter it gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which a model with a Berserk Counter did not make a melee attack they gain an Exhaustion Counter. A model suffers -1 AP per Exhaustion Counter. If a model activates with 0 AP due to Exhaustion Counters, remove any Berserk and Exhaustion Counters and end their activation. A model may only have 1 Berserk Counter at any time.

## **BIO-ENHANCED**

When this model kills an enemy model, this model may permanently gain +1 MV, +1 HP, increase its AR Stat by 2, or give all melee attacks +2 PW. This model may gain this benefit multiple times, but may only increase each stat once per game.

## **BIO-GEN (x)**

Before deployment, this model gains (x) Bio-Gens. See the model's appropriate Faction Document for more on Bio-Gens.

## **BITE REFLEX (x)**

The first time this model becomes engaged each round it may immediately make a free attack with (x) before charge attacks are resolved.

## **BLOK STOPPER**

This model always has Light Cover. This model grants Light Cover if it is between the target of an attack and the attacker.

## **BLOOD CULT**

When a force contains a model with Blood Cult the following rules apply: When any Living model is killed place a Blood Counter in base contact with that model before it is removed. At the start of this model's activation check to see how many Blood Counters are within 8 inches. This model gains the following benefits based on the number of Blood Counters. These effects are cumulative:

1+: +1 AS to all melee attacks

5+: +1 PW to all melee attacks

9+: This model gains the Cause Panic and Never Panic special abilities

13+: This model gains a Berserk Counter

## **BLOOD DOMINANCE**

Living models engaged with this model suffer -2 AS.

## **BOUNTY HUNTER**

Before deployment this model may select a Character from the opposing force. This model gains +2 AS to attacks against that Character.

## **BURROW**

For 1 AP this model may gain or remove a Burrowed Counter. While this model has a Burrowed Counter is has -4 DF and +2 AR, but may not make attacks.

## **CABAL(x)**

If this model begins its activation within 8 inches of (x) it may re-roll 1 attack roll that activation.

## **CANNIBAL**

All Living models without the Never Panic special ability suffer -1 AS while engaged with a model with Cannibal.

## **CARRION**

This model may spend 1 AP to kill any models with a Dying Counter that it is engaged with.

## **CAUSE PANIC**

When a model becomes engaged with this model that model makes a PS Check. On a failure, it gains a Panic Counter.

## **COMBAT REFLEXES**

When this model is hit and not prone, and fails their AR Save, they may make a PS Check. If the PS Check is successful disregard the attack roll, and this model is prone.

### **COMMAND(x)**

(x) is how many times per game Command may be used. Once per activation, if this model is not squadlinking, it may spend 1 AP to have a friendly model that has not activated this round and is within 8 inches activate after them. That model may squadlink. Models activated by Command cannot use Command this round.

### **COORDINATED STRIKE**

While squadlinking, this model gains +1 AS and +1 PW to all attacks against its target for each other model that has made an attack against that target this activation.

### **CRACK SHOT**

This model ignores Light Cover, and treats Heavy Cover as Light Cover when making ranged attacks.

### **CULL THE WEAK**

Once per round, this model may spend 1 AP to remove a friendly model with the Slave special ability within 2 inches from play. All friendly models with the Slave special ability gain +2 AS this round.

### **CULT OF METAMORPHOSIS**

Once per round, when this model rolls a MAL and it does not have a Stun Counter, it may choose to ignore all effects of the MAL and gain a Stun Counter. When a model with a Stun Counter activates, it immediately loses 1 AP, and then the Stun Counter is removed. Stun Counters are not cumulative.

### **DANCE OF DEATH**

Once per game, at the start of its activation, this model gains +2 AS, PW, and an additional power multiplier to all melee attacks until the end of this activation.

### **DEFIANCE**

This model may not be the target of psychogenics.

### **DEFLECTION**

When this model is targeted by ranged attacks, after attack rolls are made, this model may make an AS Check. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

### **DISTRACTION**

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

### **DRUGGED (x)**

After deployment, this model's owner may select up to (x) friendly non-Character models and place a Drugged Counter on each selected model. While a model has a Drugged Counter, it suffers -2 AS and -2 PS. When a model with a Drugged Counter would lose HP, remove the Drugged Counter instead of losing HP.

### **ELUSIVE**

Ranged attacks against this model suffer double the normal range penalties. This model automatically passes the PS Check to Evade.

### **ENHANCE (X) (Y)**

When this model is deployed, choose up to 6 (x). Those models gain (y).

### **ENVIRO FILTERS**

This model ignores Smoke Clouds.

### **EXTINGUISH**

This mode may spend 1 AP to remove a Fire Counter from a model within 8 inches and Line of Sight.

### **FEROCIOUS ASSAULT**

If a model is killed by a charge attack made by this model, all enemy models within 4 inches of that model gain a Panic Counter.

### **FIELD ORDER (x)(y)**

This model has (y). While (x) is within 8 inches of this model, it gains (y).

### **FOR SAINT AND GLORY (x)**

While within line of sight of (x), this model has the Never Panic Special Ability. If (x) is killed while in line of sight of this model, this model gains a Panic Counter.

### **FORTITUDE**

When this model is reduced to 0 HP, it is not immediately killed and removed from play. If this model activates while at 0 HP it is killed and removed from play at the end of that activation.

### **FLOAT**

This model may move through, but may not end its movement on, terrain with the Impassable keyword and may ignore the automatic hit from terrain with the Dangerous keyword. This model does not have to pay the additional AP to Jump, never suffers falling damage, and may never be prone.

### **FRENZIED**

At the end of any activation in which this model did not make a melee attack it must make a PS Check. If that check is failed it immediately activates again, and must spend all AP to make melee attacks on friendly models of a different Model Name. If unable, it must spend all AP to move toward the nearest friendly model with a different Model Name. This model can only gain 1 additional activation per round due to Frenzied.

### **FURIOUS CHARGE**

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

### **GAMMA PROGRAM**

If activating within 10 inches and line of sight of an enemy model this model must spend AP to make melee attacks on enemy models. If unable, it must spend all AP to move toward the nearest enemy model. This model may not Aim or go On Hold.

### **GHOST IN THE MACHINE**

All enemy models within 4 inches of this model suffer a -2 to their MAL values. If an attack has a MAL of “-“ it gains MAL “19”. Ghost in the Machine does not affect Bio-Gens or Psychogenics.

### **GLIDING DEPLOYMENT**

Do not deploy this model at the start of the game. During any Preparation Phase after Round 1 you may deploy this model. When deployed, choose a point on the battlefield and roll scatter, placing this model on that point. If a model's final deployment point is off the battlefield they will deploy at the point on the battlefield nearest to the edge. If the model's final deployment point is on another model place them with their base touching the model closest to the final deployment point. Models that have Gliding Deployment and share a Squadlink(x) value may deploy using 1 Scatter Roll, placing the first model on this point and the rest within 4 inches.

### **GOES OUT WITH A BANG**

When this model is killed place a BL(2) template with the center hole anywhere completely over this model's base before it is removed. All models under the template suffer an automatic PW: 5x2 hit.

### **GRAFTING**

This model may select 1 Grafting to be applied to up to 2 friendly models. Graftings identified as (U) are Unique and may only be applied to 1 model per force. See this model's Faction Document for more on Grafting.

### **GRAPPLE**

This model may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword. This model does not suffer the automatic hits or being prone from falling.

### **GRAVITICS**

This model can never be Knocked Back, Knocked Prone, or Pulled. Ranged attacks against this model suffer -2 AS. This model never suffers damage from falling.

## **GUARD**

When a friendly model within 4 inches and line of sight is hit by a non-template, non-critical hit ranged attack, this model may make the AR Save instead, suffering all effects of the attack as if it had been the target.

## **GUERRILLA TACTICS**

Models with Guerilla Tactics may Squadlink from up to 8 inches away. This model only spends 1 AP to Break Away.

## **HANG IN THERE BOYS!**

Living models reduced to 0 HP are not killed while within 8 inches of this model, but instead gain a Dying Counter. Models with a Dying Counter are prone, may not spend AP, and all attacks on them gain +2 AS and +2 PW. If a model with a Dying Counter ever loses HP, that model is killed. If a model with a Dying Counter ever gains HP, remove the Dying Counter.

## **HATRED (x)**

Attacks against (x) by this model gain +1 AS and +1 PW.

## **HIT AND RUN**

When this model kills 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.

## **HOLOFLAGE**

This model cannot be targeted by ranged attacks from more than 8 inches away. All ranged attacks targeting this model suffer -1 AS.

## **HOOK ANCHOR**

This model may spend 1 AP to gain all Anchor Counters from all friendly models within 4 inches. This model may spend 1 AP to cause an automatic PW: 7 hit to all models with an associated Hook Counter, then remove all Hook and Anchor counters linked to this model.

## **HUMAN SHIELD**

When this model is hit by a non-template attack it may force 1 friendly model within 4 inches to be hit by the attack instead. That attack gains an additional power multiplier for the hit.

## **I'M THE BOSS!**

All models with the Slave special ability remove all Panic Counters when activating within 4 inches of this model.

## **IMMACULATE MAINTENANCE**

All MAL values of friendly models in this force are increased by "1". If a MAL value is "20" then treat it as "-".

## **IMMOLATE:**

This model may never have Fire Counters, and does not suffer damage from any attack with the Fire weapon ability. This model may spend 1 AP to have all enemy models in base contact gain a Fire Counter, then this model is removed from play. This action may be used in place of making a charge attack.

## **I NEVER LOSE!**

As long as this model is on the battlefield its owner wins all ties made from initiative rolls.

## **INFERNO SHARDS**

While not engaged with an enemy model, this model may spend 1 AP to lay down a BL(2) Inferno Shard Field in base contact. The field is a terrain feature with the Does Not Block LoS, Fiery, and Rough Keywords. During each Lingering Effects Phase roll a d20, removing the Inferno Shard Field on a result of 11 or greater.

## **INFILTRATE**

This model is deployed only after all other non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12 inches from an enemy deployment zone.

## **INSPIRE**

When this model uses Command, the activated model, and any model it squadlinks with, gain +1 AS and +1 PW to all attacks that activation.

### **INSTIGATE**

Friendly non-Character models within 8 inches of this model gain +2 AS to all melee attacks.

### **JUST A FLESH WOUND**

This model may spend 1 AP while in base contact with a Living model to heal 1 HP on that model. Models may only be affected by Just a Flesh Wound once per game.

### **KABOOM! (x) (y)**

When a model with this ability is hit by an attack, roll a d20. If the result is equal to or higher than (x), roll scatter, moving the model directly toward that direction  $\frac{1}{2}$  the distance on the d20. The opponent then places a BL(2) Blast Marker over the model, so that the center hole is anywhere completely over the model's base. All models under the template are automatically hit by an attack from (y). This attack cannot trigger Kaboom! on the model originally triggering Kaboom!

### **LIFE DRAIN**

If an enemy model is killed within 1 inch of this model, this model may make a PS Check. If the check is successful, it gains 1 Bio-Energy Counter. Only 1 PS Check may be made when a model is killed, regardless of the number of models with Life Drain within 1 inch.

### **LIVING**

Living is a keyword that may other special abilities and weapon abilities trigger off of. Unless otherwise stated, all models have the Living special ability.

### **LUCK**

Once per game you may re-roll 1 attack roll or AR. Save this model makes.

### **MARK FOR DEATH**

During the Preparation Phase, select 1 enemy model within 12 inches and line of sight to this model. Models gain +1 AS and +1 PW to attacks made against that model this round.

### **MASSIVE**

This model cannot be Knocked Prone, Knocked Back, or Pulled by models with a smaller size.

### **MASTER GRAFTER**

"Grafters" gain an availability of 1/500 in a force containing this model.

### **MASTER OF CHANGE**

Friendly models with the Cult of Metamorphosis special ability that are within 8 inches of this model gain the Never Panic special ability.

### **MASTER OF DEATH**

At the start of the Preparation Phase, this model gains 1 Bio-Energy Counter. See the model's appropriate Faction Document for more on Bio-Energy Counters.

### **MATCHING SET (x)**

(x) is the model this model must be fielded with. Should 1 of the models be removed from play, the other models in the Matched Set gains a Berserk Counter. While a model has a Berserk Counter it gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which a model with a Berserk Counter did not make a melee attack they gain an Exhaustion Counter. A model suffers -1 AP per Exhaustion Counter. If a model activates with 0 AP due to Exhaustion Counters, remove any Berserk and Exhaustion Counters and end their activation. A model may only have 1 Berserk Counter at any time.

### **MENIAL**

This model may be used to satisfy any requirement of Menial models that must be included in a force.

### **MORPHINE GUN**

This model may spend 1 AP to target a friendly Living model within 8 inches and line of sight. That model heals 1 HP but gains a Morphine Counter. While a model has a Morphine Counter it suffers -2 AS to all attacks. A model may only have 1 Morphine Counter at any time, and may only be healed by Morphine Gun once per game.

### **MORPHINE INJECTOR**

The first time this model would be killed, instead it heals 1 HP and gains a Morphine Counter. While this model has a Morphine Counter it suffers -2 AS.

### **MY BLOOD FOR YOUR BLOOD**

If a friendly model within 4 inches of this model would lose HP this model may lose the HP instead. This model may not lose more HP than its HP Stat.

### **MY PRETTY TOYS**

When this model is deployed it may upgrade up to 6 “Buzzblades” to either “Charity’s Might” or “Charity’s Zeal”. All upgraded models must be upgraded in the same way, and are still treated as “Buzzblades”.

### **MY TOYS ARE BETTER**

This model may upgrade up to 6 “Charity’s Might” or “Charity’s Zeal” to “Dominique’s Playthings”. These models are still treated as “Buzzblades”.

### **NETWORK DEPLOYMENT**

This model may squadlink from anywhere on the battlefield.

### **NEVER PANIC**

This model may never gain Panic Counters.

### **NON-LIVING**

This model does not have the Living special ability, and may never gain Panic Counters.

### **NOW IS OUR TIME**

Once per game, during the Preparation Phase, this model may make a PS Check. If the check is successful this model’s owner wins Initiative this round, but must activate this model before any others. If the check is failed then this model’s owner loses Initiative this round.

### **OBSESSED**

After all models have been deployed, this model’s owner may select a Model Name from the opposing force. This model gains +2 AS and +2 PW to any melee attacks made against models with that Model Name.

### **ON THE JOB**

Friendly models with the Bounty Hunter special ability gain the benefits of Bounty Hunter against all enemy Characters.

### **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 you may disregard 1 non-critical hit against this model from those attacks.

### **PLAYING POSSUM**

Once per game when this model would be killed it instead gains a Possum Counter. While a model possesses a Possum Counter they are prone, reduced to 0 AP, and may only be targeted by melee attacks. While a model has a Possum Counter, it is immediately killed if it ever loses HP. During the Preparation Phase the model may stand up, heal to 1 HP, and remove its Possum Counter. When this model gains a Possum Counter, all other models that share a squadlink(x) value within 8 inches gain a Berserk Counter, and cannot end their activation more than 8 inches from this model while they have the Berserk Counter. Remove the Berserk Counter when the Possum Counter is removed.

### **POP SMOKE**

Once per activation, this model may place the center of a BL(3) Smoke Cloud in base contact. A Smoke Cloud is a terrain piece with the Heavy Cover keyword. In addition, all models under the template suffer -4 AS to melee attacks. During each Lingering Effects Phase, roll a d20, removing the Smoke Cloud on a result on 11 or greater.

### **POWER GENERATOR (x,y)**

During each Preparation Phase, this model may choose to power (x) or (y). If an assault group is selected all attacks in that group gain an additional power multiplier, MAL: 17, and the Cauterize, ED(2), and KP(15) weapon abilities. If a MAL is rolled, in addition to the effects of the MAL this attack immediately loses the benefits of Power Generator, and this ability may not be used next round. If AR is selected then this model rolls an additional d20 when making AR Saves, the highest roll being disregarded. If, after that die has been disregarded, there is a result of 17 or higher, the AR immediately loses the benefits of Power Generator, suffers an automatic PW: 6x2 hit, and this ability may not be used next round.

### **PROTOTYPE (AG#x)**

If an attack from this assault group malfunctions no more attacks may be made using that assault group this round.

### **PSYCHOGENIC INVOKER**

Once per activation, this model may cast 1 Psychogenic from their applicable Psychogenic List.

### **PSYCHOGENIC MASTER**

Twice per activation, this model may cast 1 Psychogenic from their applicable Psychogenic List.

### **PUD CONTROL (x)**

When this model is deployed also deploy (x) Puds. If a Pud begins its activation within 8 inches of this model it may activate normally, instead of moving towards the nearest enemy. This model may spend 1 AP to have all non-Dying Puds within 4 inches immediately activate. Each Pud may only gain 1 additional activation from Pud Control each round.

### **PUD POWERS**

This model may only be fielded if the force contains at least 1 model with the Pud Control Special Ability. At the end of each Preparation Phase, this model activates. During this model's activation it must spend AP to make melee attacks on enemy models. If unable, it must spend all AP to move toward the nearest enemy model. This model may never gain bonuses from Ganging Up, may never count towards other models Ganging Up bonus. Enemy models do not have to spend AP when Breaking Free from this model, and may engage enemy models during that move.

### **PUSH**

When this model is selected as part of a squadlink all models in that squadlink may gain 1 additional AP, which must be spent on movement. If this is done these models cannot make attacks that 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.

### **RAGE**

This model gains +2 PW to all melee attacks for each HP it has lost.

### **RAZOR WIRE**

Any model that hits this model with a melee attack suffers an automatic PW: 2x2 hit.

### **REGENERATION**

When this model activates, or at the start of the Lingering Effects Phase, it heals 1 HP. This model may only heal 1 HP per round from Regeneration. This model is not killed when reduced to 0 HP, instead, give it a Dying Counter. Models with a Dying Counter are prone, may not spend AP, and all attacks on them gain +2 AS and +2 PW. If a model with a Dying Counter ever loses HP, that model is killed. If a model with a Dying Counter ever gains HP, remove the Dying Counter. When this model loses a Dying Counter, it may immediately stand up for no AP cost.



## **REPAIR**

This model may spend 1 AP while in base contact with a friendly model to heal 1 HP on that model. A model can only be healed by Repair once per game. While in base contact with a model with a Wreck Counter, this model may spend 1 AP to reactivate the model. The reactivated model keeps its original stats with the following exceptions: AP: 1 MV: 4 HP: 1.

## **RETALIATION**

When an enemy model misses this model with a melee attack this model may select 1 melee attack and make an attack against the enemy model.

## **RIGHTEOUS CHARGE**

Once per round, when this model charges an enemy, but before charge attacks are resolved, you may move up to 2 friendly, unengaged models within 8 inches into base contact with the enemy model. If a model cannot move into base contact then it may not be moved by Righteous Charge.

## **RITUAL CASTER (x)**

(x) represents the psychogenic this model may use. If this model has squadlinked, increase the TN of any Augmentation Psychogenics by 1 for each model in that Squadlink.

## **RITUAL ENGINE**

This model may not be the target of Kukulani Rituals. While this model is on the battlefield, each time an enemy model is killed within 8 inches, give this model a Skull Counter. Models with Ritual Engine have multiple versions, and an associated Stat Card linked to how many Skull Counters it currently possesses. Use the Stat Card associated with the highest number of Skull Counters this model currently possesses.

## **SCATTER SHARDS**

While not engaged with an enemy, this model may spend 1 AP to lay down a BL(1) Shard Field in base contact. Any model that enters the Shard Field or begins its activation within the field must roll a d20. On a 10 or lower the model may continue moving as normal. On an 11+ the field explodes, causing an automatic PW: 9 hit. The Shard Field is then removed. Shard Fields may be targeted by ranged attacks and are hit automatically. Shard Fields that are hit are removed from play.

## **SCAVENGE**

When a force contains a model with Scavenge the following rules apply: When any model is killed place a Scavenge Counter in base contact before it is removed. A model with Scavenge may pick up Scavenge Counters by moving over the counter. Each Scavenge Counter gives +1 AS and +1 PW to all attacks, as well as +1 AR. A model may drop any number of Scavenge Counters, placing them in base contact, for 1 AP. If a model holding a Scavenge Counter is killed it drops all Scavenge Counters in base contact before being removed. A model may only have 3 Scavenge Counters at any time.

## **SCION OF FLAME**

This model may never have Fire Counters and does not suffer damage from any attack with the Fire weapon ability. Enemy models within 4 inches of this model cannot remove Fire Counters. If an enemy model within 4 inches is killed by the automatic hit from a Fire Counter, place 1 Ember model in base contact with that model before it is removed.

## **SCOUT**

After all models have been deployed (including Infiltrating models), the player whose force contains at least 1 model with this special ability may redeploy up to 4 models in their force. Normal deployment and infiltrator rules apply for this redeployment.

## **SEAR**

This model may spend 1 AP while in base contact with a friendly model to remove a Bleed Counter.

### **SEDATED**

When this model is deployed give it a Sedated Counter. A model with a Sedated Counter ignores the Frenzied special ability, but cannot make attacks or interact with objectives. During any Preparation Phase, this model may remove its Sedated Counter. During each Lingering Effects Phase, roll a d20, removing the Sedated Counter on a result of 11 or greater.

### **SERPENTINE BODY**

This model may never be Entangled, Grabbed, Knocked Prone, or Crushed. This model ignores the automatic hit from the Dangerous keyword. This model may not Climb or Jump.

### **SHARD WALK**

This model ignores Shard Fields.

### **SHEER**

This model may never have Acid, Fire, Bleed, Blood Pathogens, Frantic, Paralyzing Poison, or Poison Counters. Roll a d20 for any non-critical hit on this model, on a 10 or less the attack roll is disregarded.

### **SHIELD FORMATION**

While not prone and within 1 inch of at least 1 other model with Shield Formation this model gains +2 AR.

### **SHIELDING**

Other friendly models whose base is completely within 6 inches of this model gain +2 AR.

### **SHOCK WAVE (x)**

This model may spend 1 AP to activate Shockwave. Shockwave affects all models within (x). All models gain a Stun Counter. All models two or more sizes smaller than the originating model are automatically Knocked Back. All models 1 size smaller are automatically Knocked Prone. When a model with a Stun Counter activates, it immediately loses 1 AP, and then the Stun Counter is removed. A model may only have 1 Stun Counter at a time.

### **SIDESTEP**

When this model is hit by a non-critical hit from a melee or template attack, roll a d20. On a 12 or less the model suffers no damage from the attack, and is not affected by any weapon abilities from this attack.

### **SKARRD MOTHER**

When this model is deployed choose 1 of the following special abilities. This model gains the selected Special Ability:

Enhance (Buzzblade) (+1 to Cannibal TN modifier)

Enhance (Bolas) (Coordinated Strike)

Enhance (Harpy) (Hit and Run)

### **SLAVE**

Instead of activating normally, this model activates at the end of each Preparation Phase.

### **SLIMY**

This model may never have Fire Counters.

### **SOUL LINK**

When a model with Soul Link loses HP from a non-critical hit another friendly model with Soul Link within 8 inches may lose the HP instead. A model may not lose more HP than its HP Stat.

### **SPOTTER**

Enemy models may not be deployed within 8 inches of this model.

### **STITCH**

This model may spend 1 AP to target a friendly model within 1 inch and line of sight. That model heals 1 HP but gains a Stitched Counter. While a model has a Stitched Counter it suffers -2 AS to all attacks. A model may only have 1 Stitched Counter at any time, and may only be healed by Stitch once per game.

### **STRIDER**

This model ignores the movement cost of terrain with the Rough keyword. This model may stand up from prone for no AP cost.

### **SUPERIOR GANG-UP**

Increase this model's Gang-Up Bonus by +1.

### **SUPERIOR MAINTENANCE(x)**

(x) times per game, when a malfunction is rolled, this model's owner may ignore the malfunction. This ability functions even if this model is killed.

### **SURVIVALIST**

If this model spends all AP on movement it gains the Elusive special ability and has Light Cover until its next activation.

### **SWARM**

This model loses an additional HP from failed AR Saves caused by all template attacks. Swarms do not count for any Gang-Up Bonuses. The number of attacks per assault group this model has is reduced by the number of lost HP on the model.

### **TECHNOMANCY(x)**

This model can cast Kukulcani Rituals. See the Kukulcani Faction Document for more information.

### **THIS WILL MAKE IT ALL BETTER**

This model may spend 1 AP when in base contact with a model to remove all Poison and Numb Counters.

### **TOUGH AS NAILS**

This model does not lose an additional HP for rolling a critical failure on an AR Save.

### **TOXIC CULT**

This model may never have Paralyzing Poison, Poison, Frantic Toxin, or Fear Toxin Counters. This model ignores Toxic Clouds.

### **TOXIC MIASMA**

This model always has Light Cover. Any Living model without the Enviro Filters special ability that begins its activation engaged with this model receives a Poison (16) Counter, and suffers -2 AS to all melee attacks.

### **TRACKING**

Before deployment, this model's owner may choose any 1 enemy model with the Infiltrate Special Ability. That model loses the Infiltrate Special Ability.

### **TREMOR**

This model may spend 1 AP to place a BL(2) Blast Marker in base contact. All models under the template suffer KP(14).

### **UBER BLOK STOPPER**

This model always has Heavy Cover. This model grants Heavy Cover if it is between the target of an attack and the attacker.

### **UNNATURAL CLIMB**

This model may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword, and only forfeits 2 inches of movement to move between levels.

### **UPGRADE (x)**

(x) is the amount of Upgrades this model may select. Upgrades identified as (U) are Unique and may only be applied to 1 model per force. See this model's Faction Document for more information on Upgrades.

### **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 charge, this model gains and additional +1 AS and +1 PW to the charge attack.

### **VIRULENT FUMES**

Any Living model moving into base contact, or activating while in base contact with this model immediately suffers an automatic PW: 4 hit.

### **WALL OF BLADES (x)**

During any activation in which this model does not make attacks with (x) it gains Parry and Deflection until the beginning of its next activation.

# WEAPON ABILITIES

## **ADAPTABILITY**

Once per activation this attack can copy certain weapon abilities from a model in base contact. This attack retains the copied ability until the end of this model's activation. Weapon abilities that may be copied are: Acid, Bleed, Brutal, Cauterize, ED(x), Fire, Paralyzing Poison, Poison, Reach, Rot, and Stun.

## **ACID**

When this attack hits a model place an Acid Counter on that model. During each Lingerin g Effects Phase a model with an Acid Counter suffers an automatic PW: 4 hit, removing the Acid Counter on a successful AR Save. A model may only have 1 Acid Counter at any time.

## **BLEED**

When this attack hits a Living model place a Bleed Counter on that model. During the Lingerin g Effects Phase a model with a Bleed Counter must roll a d20. On a result of 11 or greater, the affected model loses 1 HP. If a 10 or lower is rolled remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

## **BLIND**

When this attack hits a model, place a Blind Counter on that model. Models with a Blind Counter suffer a -2 AS and double all range penalties they suffer. Blind Counters are removed at the end of a model's activation. A model may only have 1 Blind Counter at any time.

## **BLOOD PATHOGENS**

When this attack hits a Living model, place a Blood Pathogens Counter on that model. Models with a Blood Pathogens Counter must roll twice when rolling for Bleed Counters, removing the counter only if both rolls are 10 or lower. Remove the Blood Pathogens Counter when a Bleed Counter is removed.

## **BURST**

All ranged attacks made from this assault group must target the same model. Attacks with Burst may not be aimed.

## **BRUTAL**

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

## **CAUTERIZE**

HP lost by this attack may never be healed.

## **CHEM COCKTAIL**

At the start of this model's activation choose 1 of the following special abilities, this attack gains the chosen ability until the next Lingerin g Effects Phase: Acid, Blind, Cauterize, Paralyzing Poison, Poison(16), Rot.

## **COMBUSTION**

If this attack hits a model with a Fire Counter this attack gains an additional power multiplier.

## **CONDUCTION**

The model with the highest AR value hit by this attack suffers an additional power multiplier to the attack's PW. In the case of a tie for highest AR, the attacking model decides who suffers the additional multiplier.

## **CRUSH**

During this model's activation, if this attack hits, all further attack rolls made with this attack against the same target automatically succeed, unless a malfunction is rolled. These automatic hits may not be Parried.

## **DECAPITATE**

If this attack critically hits it gains ED(2) for that attack. If it already has ED(x) then (x) is increased by (+1) for that attack.

### **DETONATE**

Once per activation, if this attacks hits and its target passes its AR Save, you may have the target immediately suffer an automatic PW: 4x2 hit. This automatic hit may not be Parried.

### **EMBERSPARK**

If an enemy model is killed by this attack, place 1 Ember model in base contact with the model before it is removed. The Ember may activate this round.

### **EMPOWER**

This attack receives a cumulative +1 power multiplier each time it is used after the first. This additional power multiplier lasts until the end of the Lingering Effects Phase.

### **ENTANGLE**

When this attack hits a model, place an Entangled Counter on that model. While a model has an Entangled Counter it is prone, and may not spend AP on attacks. The model may spend 1 AP during its activation to remove an Entangled Counter. A model may never have more Entangled Counters than their AP stat.

### **ENTROPIC**

This attack's rate of fire is equal to this models current HP.

### **EXTREME DAMAGE (ED)(x)**

(x) represents the amount of HP lost by a failed AR Save caused by this attack.

### **FEAR TOXIN**

When this attack hits a Living model, place a Panic Counter and a Fear Toxin Counter on that model. Panic Counters cannot be removed from a model with a Fear Toxin Counter.

### **FIRE**

When this attack hits a model, place a Fire Counter on that model. When a model with a Fire Counter activates it may spend 1 AP to roll a d20. The Fire Counter is removed if the roll is equal to or under 10. The model may repeat this. After these rolls are made, a model possessing a Fire Counter suffers an automatic PW:7 hit with the Cauterize weapon ability. A model may only have 1 Fire Counter at any time.

### **FRANTIC TOXIN**

When this attack hits a Living model, place a Frantic Counter on that model. When a model with a Frantic Counter activates it makes a PS check at -4. If the test is successful remove the Frantic Counter. Otherwise roll scatter, the affected model immediately spends AP to move directly towards that direction, ignoring Breaking Free. If the affected model comes into base contact with a model it will use all remaining AP to make melee attacks on that model, using a random assault group. Frantic Counters are removed at the end of a model's activation.

### **GRAB**

When this attack hits a model, that model is Grabbed. While Grabbed, all attacks against that model from this model automatically succeed unless a malfunction is rolled. Nether model may spend AP to move. This model may end the effects of Grab at any point during its activation. The enemy model may spend 1 AP to end the effects of Grab. If an effect would force either model to move, the effects of Grab immediately end.

### **HOBBLE**

When this attack reduces an enemy unit to 0 HP you may have that model gain a Hobbled Counter instead of being killed. While a model has a Hobbled Counter it is prone and reduced to 1 AP. If a model with a Hobbled Counter is ever hit by an attack, that model is killed. If a model with a Hobbled Counter is ever healed, remove the Hobbled Counter.

## **HOOK**

When this attack hits a model, place a Hook Counter on that model, and an Anchor Counter on this model. The model with the Anchor Counter may spend AP to cause automatic hits with this attack against the model with the Hook Counter. If a model with a Hook Counter moves, it must move towards the model with the Anchor Counter. A model with a Hooked Counter may spend 1 AP to suffer an automatic hit from this attack, and then remove the Hook Counter. When the Hooked Counter is removed, also remove the Anchor Counter. While a model has an Anchor Counter it may not make ranged attacks against models that do not have the associated Hook Counter.

## **HORRIBLE DEATH**

If a model is killed by this attack, all enemy models within 4 inches receive a Panic Counter.

## **INDIRECT**

This attack may fire at targets out of its line of sight if another friendly model has line of sight to the target. If using this ability, this attack suffers -4 AS.

## **INGEST**

When this attack hits a Living model, place an Pud Counter on the model hit. During the Lingering Effects Phase a model with an Pud Counter makes an AR Save. If the save is failed the affected model automatically loses an HP. On a critical failure place (x) Puds in base contact with the model, where (x) is the model's HP Stat, then that model is removed from play. When a model with an Infection Counter is killed, place a Pud in base contact before it is removed.

## **KNOCK BACK (KB) (x)**

When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is moved directly back  $d20/2$  inches from the attacker and is prone. Melee attacks suffer -2 to TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

## **KNOCK PRONE (KP) (x)**

When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is prone. Melee attacks suffer -2 to the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

## **LATCH ON (x)**

Attacks from this assault group may only be used against a model if they are hit by all attacks under AG#(x) during 1 attack action. The first time this is done, this model may make 1 free attack with this assault group against the model hit. All attacks made with this assault group against that model automatically hit this activation, and may not be Parried.

## **LAUNCH SMOKE (x)**

Launch Smoke is a Blast Attack. Place the center of a BL(x) Smoke Cloud where this attack hits. A smoke cloud is a terrain piece with the Does Not Block LoS and heavy Cover keywords. In addition, all models with their any part of their base over the terrain piece suffer -4 AS to melee attacks. During each Lingering Effects Phase, roll a d20, removing the Smoke Cloud on a result on 11 or greater.

## **LIMITED (x)**

(x) is how many times per game this attack may be used.

## **NUMB**

When this attack hits a Living model, place a Numb Counter on the model hit. A model with a Numb Counter suffers a -2 AS to all attacks. A model may only have 1 Numb Counter at any time.

### **PARALYZING POISON**

When a Living model is hit by this attack, place a Paralyzing Poison Counter on that model. When a model with Paralyzing Poison Counters activates, it immediately loses 1 AP per Paralyzing Poison Counter, and then all Paralyzing Poison Counters are removed. A model may never have more Paralyzing Poison Counters than its AP stat.

### **PIERCE**

When on a melee attack, if the target is hit and fails its AR Save, this model may make an attack against another model within 1 inch of the targeted model. This attack suffers -2 PW. When on a ranged attack, draw a line from the center of the attacking model's base through the center of the target's base, continuing up to the attack's maximum range. If the target is hit and fails its AR Save, make an attack against the next model in the line. Continue making attacks down the line until an attack misses or a model passes its AR Save. Reduce the PW of the attack by 2 per previous model hit. Only the attack roll against the initial target may malfunction, or gain the benefits of aiming.

### **PIN**

When this attack hits a prone model place a Pinned Counter on that model. While a model has a Pinned Counter it may not stand up, and may not spend AP on assault groups or movement. Ranged attacks against a model with a Pinned Counter do not suffer -2 for the model being prone. Melee attacks against a model with a Pinned Counter hit automatically. The model may spend 1 AP during its activation to remove the Pinned Counter. A model may only have 1 Pinned Counter at any time.

### **POINT BLANK**

This ranged attack may be used against enemy models this model is engaged with. These attacks never gain PW bonuses for charging, ganging-up, or any abilities that modify the PW of melee attacks.

### **POISON (x)**

When this attack hits a Living model place a Poison Counter on that model. During the Lingering Effects Phase a model with a Poison Counter must roll a d20. On a result of (x) or greater the affected model loses 1 HP, otherwise, remove the Poison Counter. HP lost by Poison cannot be healed. A model may never have more Poison Counters than its HP Stat.

### **PROXIMITY STRIKE(x)**

When this attack targets a model place a BL(x) Blast Marker with the center anywhere completely over the target's base. Make attacks against all models, except the attacking model, under the blast marker. Only the attack roll against the initial target may malfunction, or gain the benefits of aiming or charging.

### **PULL(x)**

When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is moved directly toward this model until it is in base contact or comes in contact with another model or a terrain piece it cannot cross. Reduce (x) by 2 for every size smaller the attacking model is than the target and increase (x) by 2 for every size larger the attacking model is than the target.

### **PURGE**

This attack may target friendly models. All friendly models hit by this attack may remove any counters on them.

### **RESTRICTED**

A model may only use 1 assault group containing an attack with Restricted per round.

### **RICOCHET**

If a model targeted by this attack passes its AR Save roll scatter. The first model within 4 inches in the direction of the roll suffers an automatic hit by this attack.

**ROT**

A model hit by this attack gains a Rot Counter. A model suffers -2 AR per Rot Counter. During the Lingering Effects Phase, a model with a Rot Counter must roll a d20 for each Rot Counter. For each result of a 10 or lower a Rot Counter is removed.

**STOMP**

This attack may only target prone models.

**STUN**

A model hit by this attack gains a Stun Counter. At the beginning of that model's next activation, it immediately loses 1 AP, and then the Stun Counter is removed. A model may only have 1 Stun Counter at any time.

**SUNDER ARMOR**

If a model is hit by this attack give it a Sundered Armor Counter. Models with a Sundered Armor Counter suffer -2 AR. A model may only have 1 Sundered Armor Counter at any time.

**TOXIC CLOUD**

Place a BL(x) Toxic Cloud where this attack hits. A Toxic Cloud is a Smoke Cloud with the following special rules: Any Living model without the Toxic Cult or Enviro Filters special abilities that enters the cloud or begins their activation in the cloud receives a Poison (16) Counter. They will receive another Poison (16) Counter for every AP they spend while within the cloud. A Smoke Cloud is a terrain piece with the Does Not Block LoS and Heavy Cover keywords. In addition, all models with any part of their base over the terrain piece suffer -4 AS to melee attacks. During each Lingering Effects Phase, roll a d20, removing the Smoke Cloud on a result on 11 or greater.

**THROW PUD**

This attack may only be used if there is a Pud within 4 inches of this model. This is a BL(1) Blast Attack with the following rules: When this attack is used, remove a Pud within 4 inches of this model. Once the final position of the template has been determined

place the Pud with its base at least partially under the template. If there is no room for the base place it as close to the template as possible. Once placed, 1 model in base contact with the Pud suffers an automatic 4x2 hit.

**UNSTABLE**

If this attack malfunctions all models in base contact with this model suffer the effects of the malfunction.

**VICTIMIZE**

When this attack hits a model you may give that model a Panic Counter or remove a Resolve Counter from that model.

**WHIPLASH**

If the target of this attack passes its AR Save, it gains a Whiplash Counter. At the beginning of that model's next activation, it immediately loses 1 AP per Whiplash Counter, and then any Whiplash Counters are removed.