

GRIMDARK FUTURE  
**ARENA**



**ONE  
PAGE  
RULES**

# Grimdark Future: Arena v21

## Introduction

Grimdark Future: Arena is a hex-combat game set in a war-torn sci-fi future, which is played using 28mm miniatures.

The game mechanics are designed to be easy to learn but hard to master, bringing engaging fantasy battles for new and experienced players alike.

This rulebook contains all of the rules you need to play the game, with plenty of diagrams and examples.

## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

**Thank you for playing!**

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**Game Design:** Gaetano Ferrara

**Illustrations:** Brandon Gillam, Ethan Seward

# General Principles

## The Most Important Rule

When playing a complex game there are going to be occasions where a situation is not covered by the rules, or a rule does not seem quite right. When that is the case use common sense and personal preference to resolve the situation.

If you and your opponent cannot agree on how to solve a situation, use the following method in the interest of time.

Roll one die, on a result of 1-3 player A decides, and on a result of 4-6 player B decides. This decision then applies for the rest of the match, and once the game is over you can continue to discuss the finer details of the rules.

## Scale Conventions

This game was written to be played with 28mm heroic-scale miniatures in mind, which are mounted on round bases.

These bases come in various sizes, and we recommend you always mount miniatures on the bases they come with.

Note that overall the base size that you use doesn't matter as long as you keep base sizes consistent across all models, and that they can reasonably fit within a single hex.

## Dice

To play the game you are going to need some six-sided dice, which we will refer to as D6. Although the game can be played with a single die, we recommend having 2-3 dice around just to keep things moving fast.

Sometimes the rules will refer to different types of dice, for example D3, 2D6 and D6+1. There are many types of dice, but the notation remains the same, so just apply the following explanations to all type of weird dice you come across.

- **D3:** To use these dice simply roll a D6 and halve the result, rounding up.
- **2D6:** To use these dice simply roll two D6 and sum the results of both dice.
- **D6+1:** To use these dice simply roll a D6 and add 1 to the result.

## Re-Rolls

Whenever a rule tells you to re-roll a dice result, simply pick up the number of dice you have to re-roll and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many rules apply to it.

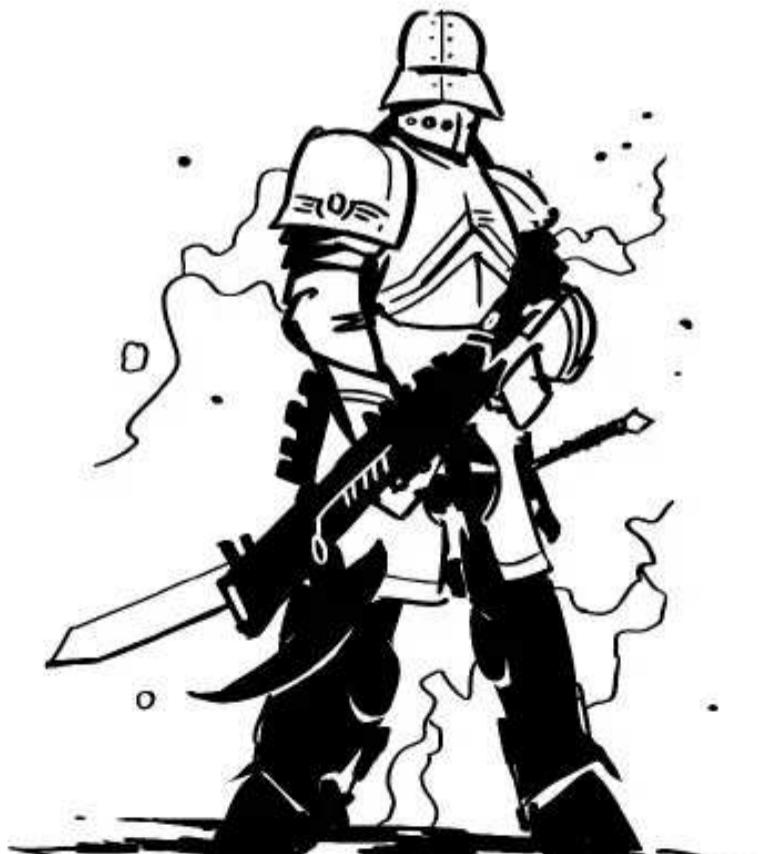
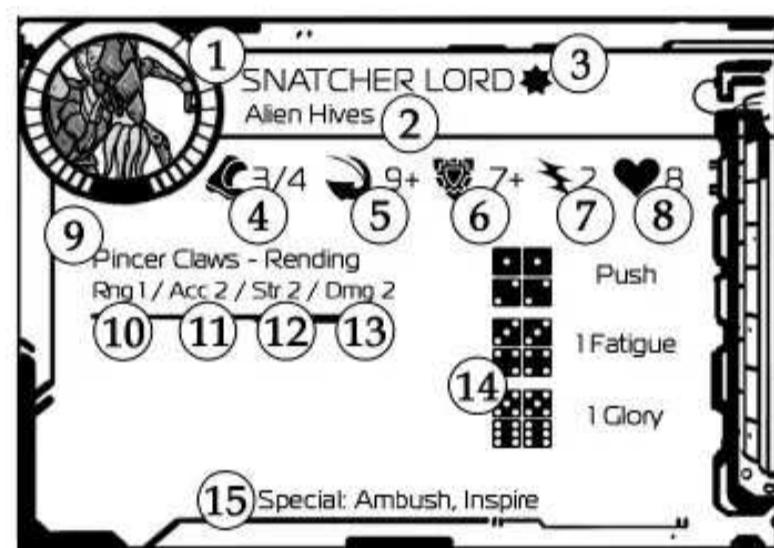
## Roll-Offs

Whenever a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

## Model Stats

Models come with a variety of statistics that define who they are and what they can do.

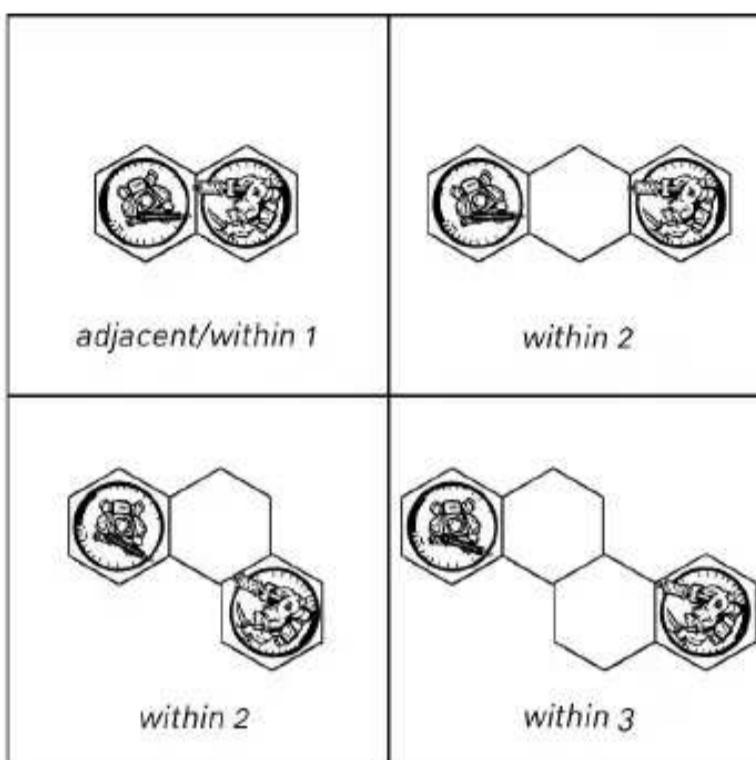
1. Name
2. Warband
3. Hero
4. Move/Rush Speed
5. Evasion
6. Toughness
7. Stamina
8. Health
9. Name - Special Rules
10. Range
11. Accuracy
12. Strength
13. Damage
14. Critical Effects
15. Special Rules



## Measuring Distances

When measuring distances simply count each hex from the attacker to the target (does not need to be in a straight line), starting to count from an adjacent hex.

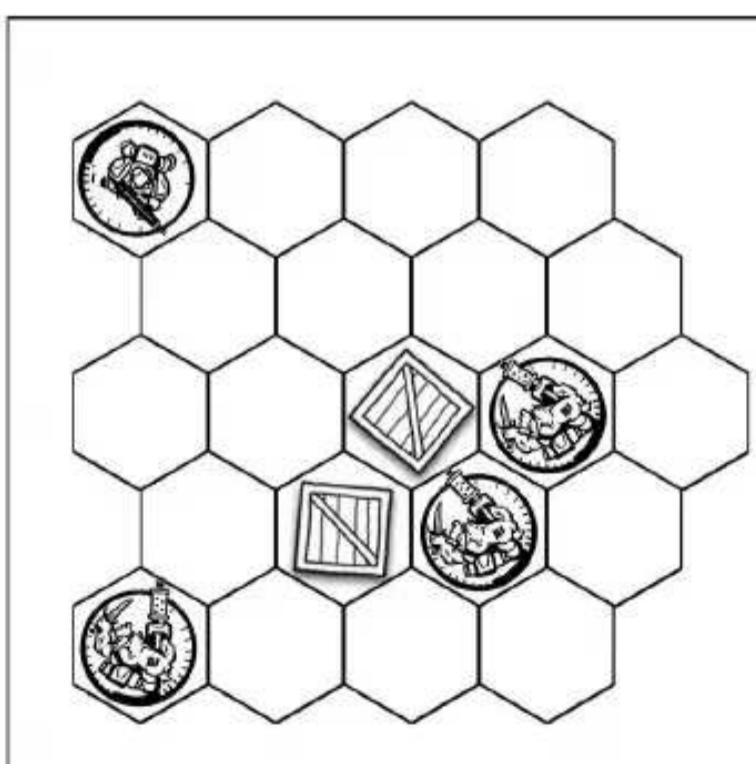
Note that adjacent hexes are technically within 1 hex of each other, but are usually referred to as adjacent for ease.



## Measuring Movement

When making move actions model can move in any direction, moving from one adjacent hex to the other up to their speed.

Models can't move through occupied hexes (hexes that have other models in them) or through blocked hexes.



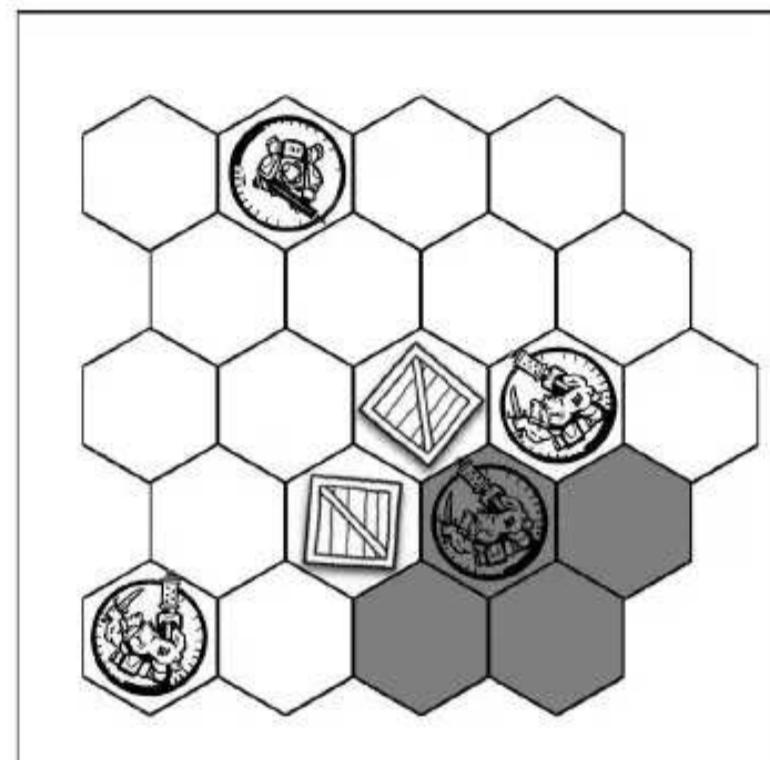
*Example: The battle brother on the top left has a speed of 3, so it is able to move adjacent the orc at the bottom left, and the orc to the right, however it is unable to move adjacent the orc next to it, as its movement path is blocked by the crates.*

## Line of Sight

Unless stated otherwise, models can see in all directions, regardless of where the miniature is actually facing.

To determine if a model has line of sight to another model, simply draw a straight line from the center of the attacker's hex to the center of the target hex, and if the line doesn't pass through any blocked or occupied hexes (friendly or enemy), then it has line of sight.

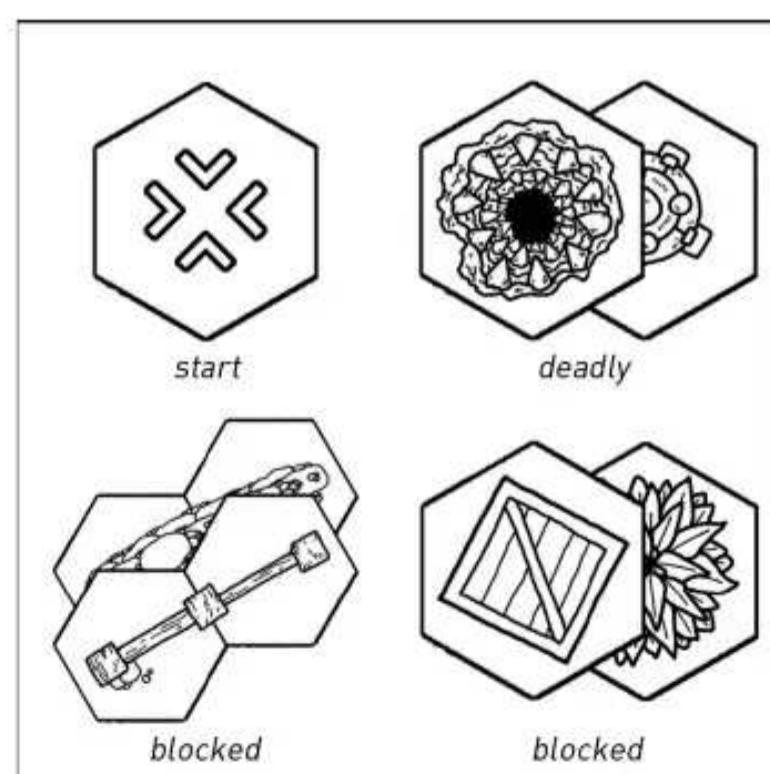
Note that if the line passes only through the border of a blocked or occupied hex, then it doesn't count as obstructed.



*Example: The battle brother on the top is able to see the orc at the bottom left, and the orc to the right, however is unable to see any of the greyed out hexes (including the other orc).*

## Hex Types

Here are some examples of different hex types that you can find in the game with their respective symbols/terrain.



# Preparation

## Preparing the Warbands

Before the game begins the players must pick one warband with all its models, following the warband composition card that is provided with the warband.

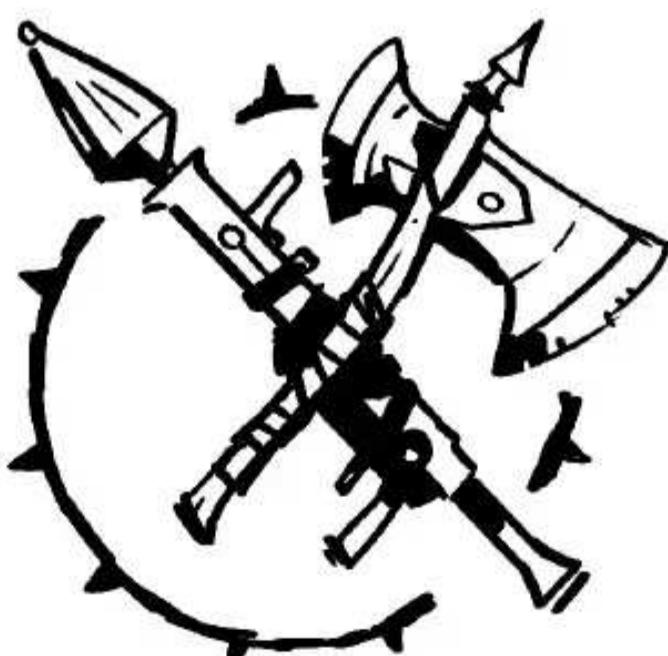
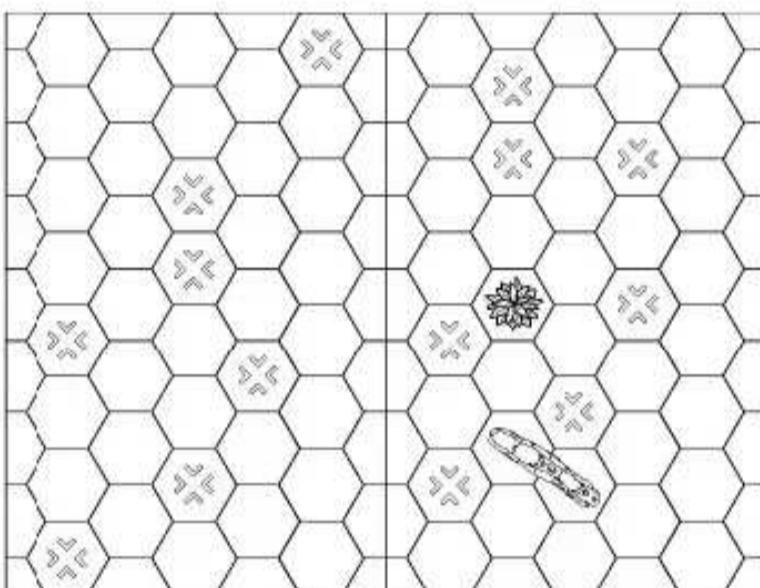
## Initiative Player

Once the warbands are ready, players must roll-off, and the winner becomes the initiative player.

The initiative player will get to pick hex boards first, place traps first, place the first objective, deploy first and start first.

## Preparing the Arena

The initiative player picks any hex board and places it on the table with either long edge toward himself, and the opponent then picks any hex board and places it with either long edge lined up corner to corner with it.



## Placing Mines

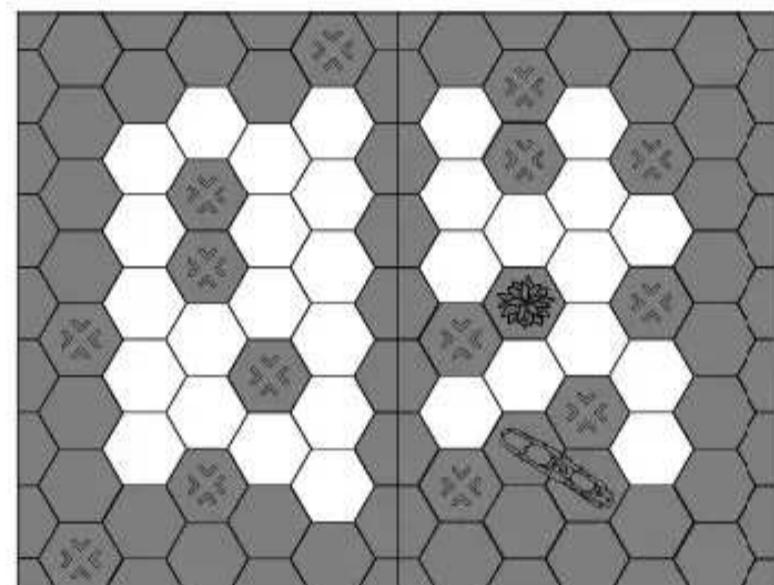
Starting with the initiative player, the players then alternate in placing one deadly hex marker each.

The markers must be placed on complete hexes that are not starting or blocked hexes.

## Placing Objective Markers

Starting with the initiative player, the players then alternate in placing a total of three objective markers.

The markers must be placed on complete hexes that are not starting, blocked, deadly or edge hex, and may not be within two hexes of any other objective marker.



*Example: Objectives can't be placed on greyed out hexes.*

## Priority Objectives

Each player rolls a D3 in order to determine one random objective to be the priority for their warband.

If during their next rest turn one of their models is standing on that objective, then it counts as being seized.

## Deploying Warbands

Starting with the initiative player, the players alternate in placing one model each on a starting hex within their own hex board, until all models have been placed.

## Starting Glory

Finally, each player gets 3 glory before the game begins.

## Winning the Game

The game ends when either warband reaches a total of 6 VP scored during their rest turn, winning the game.

# Playing the Game

## Turns & Activations

The game is structured into alternating player turns and model activations. Here is the breakdown of what these mean:

- **Turns:** Each turn is made up of a single activation, unless it is a rest turn (see rest turn section).
- **Activations:** Each activation is made up of one or more model actions.

## Game Structure

After both players have deployed their warbands the game starts with the initiative player taking their first turn and activation to kick off the game.

During his turn the player first removes one fatigue from a non-exhausted model, and then picks another friendly model with no fatigue on it and activates it.

That model the performs one or more actions, and once he is done, his turn ends and the opposing player's turn begins.

This continues until all models on either player's warband have fatigue tokens on them, at which point the player may choose to play a rest turn instead.

During their rest turn, the players remove fatigue, score victory points, and use warband strategies. If a warband reaches a total of 6 VP during their rest turn, then they win.



# Activations

## Activating Models

First the player may remove one fatigue marker from one friendly model that is not exhausted.

Then they pick one other model that has no fatigue markers, and it may take as many actions as the player wants.

Here are all actions and what they allow a model to do:

- **Move:** The model may move in any direction by up to its move speed value. Models may only take move actions once per activation.
- **Rush:** The model takes one fatigue and may move in any direction by up to its rush speed value. Models may only take rush actions once per activation.
- **Attack:** The model takes one fatigue and may use one of its weapons to attack an enemy model. Models may take attack actions any number of times.
- **Power:** The model takes two fatigue in order to make an attack action boosted with extra dice. Models may take power actions any number of times.
- **Guard:** The model takes two fatigue in order to gain a defensive bonus. Models may only take guard actions once per activation.

Once a model has taken as much fatigue as its stamina value, then it is exhausted and may not be activated.

Note that you may never take an action that would cause a model to take fatigue beyond its stamina value.

## Move / Rush Actions

Models that take a move / rush action may move by up to as many hexes as their move / rush speed value in any direction, but cannot move through blocked hexes or hexes occupied by other models, and they may not end their movement on the same hex that they started their move from.

If the model enters a deadly hex when moving or being pushed, then it immediately takes 2 damage.

## Guard Actions

Models that take guard actions count as having +2 evasion, and they remain on guard until they take another action.



## Attack Actions

Models that take attack actions may pick one of their weapons and attack an enemy model in range and line of sight, but only melee weapons may be used to attack adjacent models.

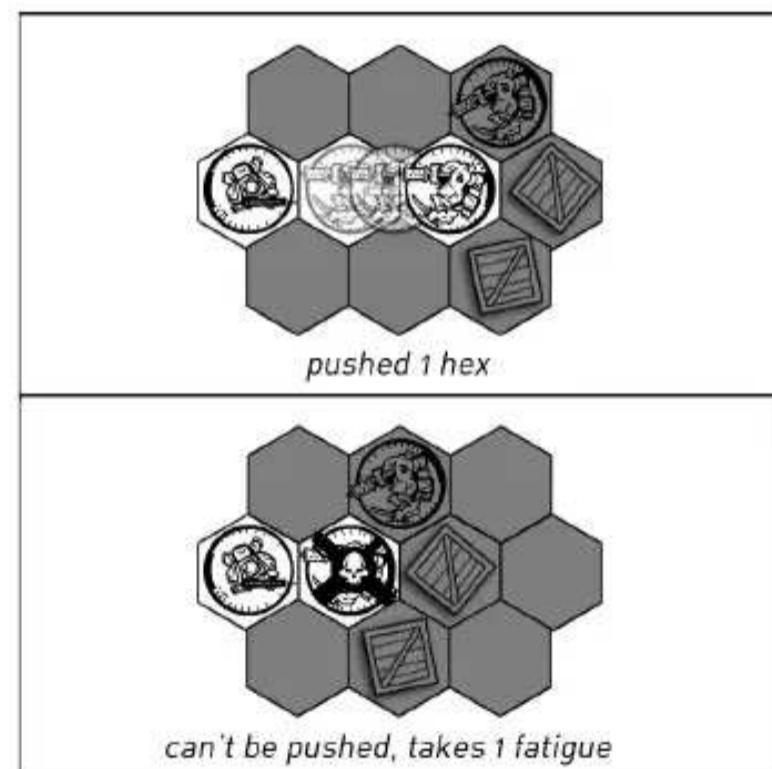
The attacker rolls 2D6, adds its accuracy value, and compares it to the target's evasion. If the result is equal or higher, then the target has been hit.

Then the attacker rolls 2D6, adds its strength value, and compares it to the target's toughness. If the result is equal or higher, then the target takes damage, and if it takes as much damage as its health value, then it is killed.

Models using power actions follow the same rules as attacks, but they add +1 die to their hit and damage rolls as a bonus.

When rolling to hit or damage, if the result had any doubles, then you may use one of the model's special effects that is equal or lower in value as the doubles result.

If the attacker uses a push special effect against an adjacent target, then the target may be pushed 1 hex directly away in a straight line, and if it's impossible, then the target stays in place and takes 1 fatigue. If the target was adjacent to the attacker, then the pushing model may immediately be placed on the target's original hex.



*Example: The greyed out hexes are invalid push positions, so in the bottom example the orc takes 1 fatigue as it can't be pushed in any direction.*

# Rest Turns & Glory

## Playing Rest Turns

If all of a warband's models have fatigue tokens on them, they may play a rest turn. Rest turns are divided in three phases, which must be taken in order:

1. Remove Fatigue
2. Score Victory Points
3. Use Strategies

Note that models may not be activated during a rest turn, unless the warband only has one model left.

### Remove Fatigue

The player removes 1 fatigue from each model, even from models that are exhausted.

### Score Victory Points

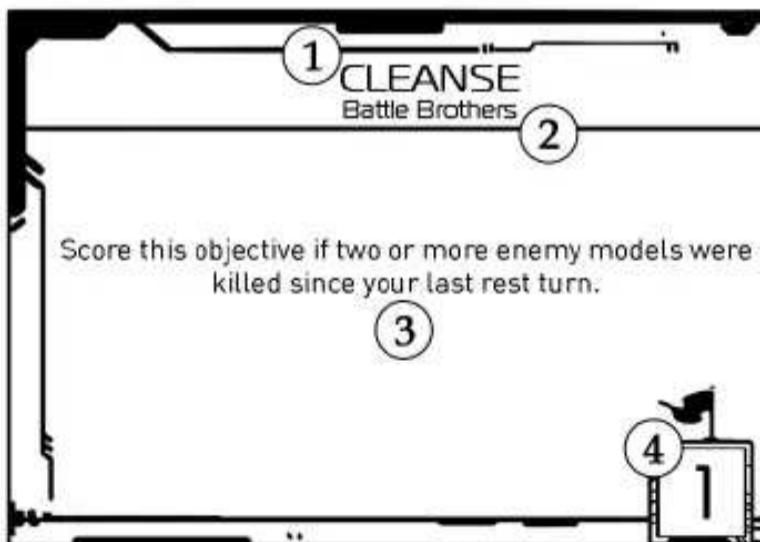
The player scores victory points from kills, priority objectives and from their warband objectives:

- **Scoring Kills:** The warband scores 1 VP if you killed one or more enemy models since your last rest turn, plus 1 VP if you killed the enemy hero.
- **Scoring Priority:** The warband scores 1 VP or may gain 2 glory if a friendly model seized their priority objective. Then roll a D3 to get a new objective, and re-roll if the same objective is rolled again.
- **Scoring Warband Objectives:** The warband scores VP following the rules on their warband sheet.

### Warband Objectives

Here is an overview of all the elements on the objectives:

1. Name
2. Warband
3. Scoring Rules
4. Victory Points



## Use Strategies

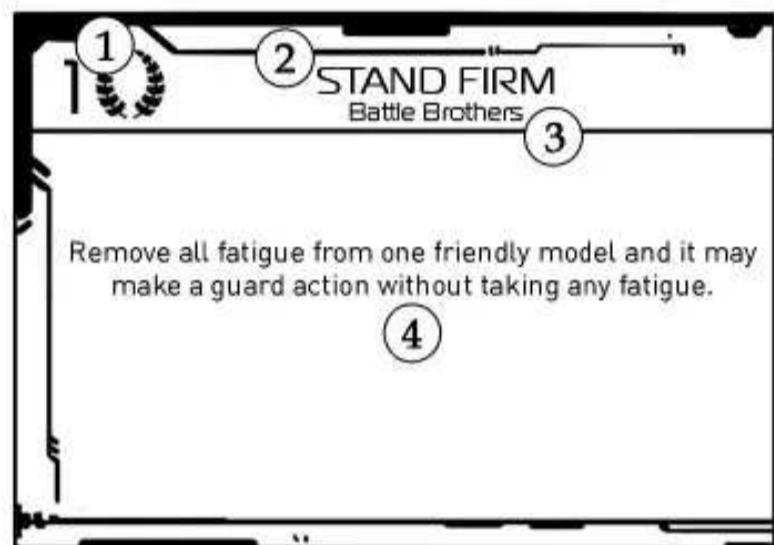
The player may spend glory points in order to use warband strategies, as well as any of the following strategies:

- **Regroup:** Spend 1 glory for one model to make a move action (only one use per model).
- **Recover:** Spend 1 glory to remove 1 fatigue from one of your models (unlimited uses per model).

### Warband Strategies

Here is an overview of all the elements on the strategies:

1. Glory Cost
2. Name
3. Warband
4. Strategy Rules



## Glory Points

The first time that a model takes damage which brings it down to half of its health value or lower, as well as once it's killed, its warband gains 1 glory.

Glory points may be spent to use warband strategies during a rest turn, or may be used to boost attacks during a normal turn, adding +1 die to their hit and/or damage roll for each glory point that they spent.



# Special Rules

## Rules Priority

Some models have one or more special rules that affect the way they behave and that sometimes go against the standard rules.

Whenever you come across one of these situations the special rule always takes precedence over the standard rules.

Unless specified otherwise multiple instances of the same special rule are not cumulative, however different special rules that have the same effect are cumulative.



## Ambush

Models with this rule may be kept in reserve instead of deploying at the start of the game. As an action, they may take 1 fatigue to be placed on any starting hex that isn't occupied.

## Blast

When attacking with this weapon, if the target is hit, then all adjacent models (friendly or enemy) take one hit.

Note that you must resolve each hit separately.

## Bolster

As an action, models with this rule may spend 1 glory to remove 1 fatigue from all adjacent friendly models.

## Burst

When attacking with this weapon, all adjacent models are targeted (friendly or enemy).

Note that you must resolve each attack separately.

## Command

As an action, models with this rule may take 1 fatigue in order for another friendly model within 5 hexes to make one action, taking 1 fatigue less than they normally would for that action.

## Ensnare

Enemy models adjacent to models with this rule must take 1 fatigue in order to move.

## Fear

As an action, models with this rule may take 1 fatigue to push all adjacent enemies, but may not move in their place.

## Fearless

Models with this rule can't be pushed.

## Flying

Models with this rule may move through other models and obstacles (but may not end their move standing on them), and they don't take any damage when entering deadly hexes.

## Furious

Once per activation, models with this rule may use one attack action with a range 1 weapon without taking fatigue, after moving to a target they were not adjacent to.

## Heal

As an action, models with this special rule may spend 1 glory to remove 2 damage from one adjacent friendly model.

## Impact

When models with this rule attack after moving to a target they were not adjacent to, they may push them before rolling to hit.

## Inspire

As an action, models with this rule may spend 1 glory and all adjacent friendly models may move by 1 hex.



# Special Rules

## **Knockback**

When pushing enemy models with this weapon they may be moved 1 extra hex.

## **Poison**

If the target is hit you may place a poison marker on it. Poisoned models must roll one die for each marker on them when activated. For each 1-3 they take 1 damage, and for each 4+ one of the markers is removed.

## **Regeneration**

Remove 2 damage from models with this rule at the start of your rest turn.

## **Relentless**

Once per activation, models using weapons with this rule may use one attack action without taking fatigue, as long as they don't move during this activation (before or after attacking).

## **Rending**

When attacking with this weapon, if you roll doubles to hit, then the target takes 1 damage.

## **Revive**

As an action, models with this rule may take 2 fatigue and spend 2 glory in order to place one friendly non-hero model that was killed previously on any unoccupied starting hex on the friendly hex board.

## **Scout**

When models with this rule are deployed, they may be moved immediately by up to 2 hexes, but may not end their move on any starting hex.

## **Shift**

Models with this rule may move by 1 hex in any direction after completing their attacks.

## **Strider**

Models with this rule may freely move through other models and obstacles (but may not end their move standing on them).



# Grimdark Future: Arena v2.1

## General Principles

**The most important rule:** Whenever the rules are unclear use common sense and personal preference. Have fun!

## Preparation

**The Warbands:** Each player picks one warband and chooses models following the warband composition rules.

**Initiative:** The players must roll-off, and the winner has the initiative.

**The Arena:** The initiative player picks a hex board and places it on the table with either long edge toward himself, and the opponent then picks a hex board and places it along either long edge lined up corner to corner with it.

**Traps:** Starting with the initiative player, the players place one trap marker each, counting as deadly hexes, which may only be placed on complete hexes that

are not starting or blocked hexes.

**Objectives:** Starting with the initiative player, the players alternate in placing one objective marker each, until three markers have been placed. The markers may only be placed on complete hexes that are not starting, blocked, deadly or edge hexes, and may not be within two hexes of any other objective.

**Priority:** Each player rolls a D3, and if during their next rest turn one of their models is standing on that objective, then it counts as having seized it.

**Deployment:** Starting with the initiative player, the players alternate in placing one model each on a starting hex within their own hex board.

**Glory:** Each warband starts with 3 glory.

**Winning the Game:** The first player to score 6 VP during their rest turn wins.

## Playing the Game

The game is played with both players alternating in activating one model each, or by playing a rest turn if all of their models have fatigue on them.

## Activation

First the player may remove one fatigue from one non-exhausted model.

Then they pick one other model that has no fatigue and it may take as many actions as the player wants:

Action	Notes
Move	Free, only one use
Rush	Free, only one use
Attack	+1 fatigue
Power	+2 fatigue
Guard	+2 fatigue, only one use

Note that you may never take an action that would cause a model to take fatigue beyond its stamina value.

**Exhaustion:** Once a model has taken as much fatigue as its stamina value, then it is exhausted and may not be activated.

## Move/Rush Actions

Models may move by up to as many hexes as their move/rush stat in any direction, but cannot move through blocked hexes or hexes occupied by other models, and may not end their movement on the hex they started on.

**Deadly Hexes:** Models take 2 damage when entering deadly hexes.

## Attack Actions

Models pick one of their weapons and attack one enemy model in range and line of sight, but only melee weapons may be used to attack adjacent models.

**To Hit:** The attacker rolls 2D6, adds its accuracy value, and compares it to the target's evasion. If the result is equal or higher, then the target is hit.

**To Damage:** The attacker rolls 2D6, adds its strength value, and compares it to the target's toughness. If the result is equal or higher, then the target takes damage, and if it takes as much damage as its health value, then it is killed.

**Power:** Models using power actions follow the same rules as attacks, but add +1 die to their hit and damage rolls.

**Critical Effects:** When rolling to hit or damage, if the result had any doubles, then you may use one of the model's critical effects that is equal or lower in value as the doubles result.

**Pushing:** Adjacent targets may be pushed 1 hex directly away in a straight line, and if it's impossible, then the target stays in place and takes 1 fatigue. If the target was adjacent to the attacker, then the pushing model may be placed on the target's original hex.

## Guard Actions

Models using guard actions count as having +2 evasion, and they remain on guard until they take another action.

## Rest Turns

If all of a warband's models have fatigue tokens on them, they may play a rest turn. They remove 1 fatigue from each model, then score victory points, and after may spend glory points to use warband strategies. Models may not be activated during a rest turn.

**Last Stand:** If a warband only has one model left, then the player may activate it even during a rest turn.

**Kills:** Score 1 VP if you killed one or more enemy models since your last rest turn, plus 1 VP if you killed a hero.

**Priority:** Score 1 VP or gain 2 glory if a friendly model has seized the objective. Then roll a D3 to get a new objective (re-roll if the same one is rolled again).

## Glory Points

The first time that a model takes damage which brings it down to half of its health value or lower, as well as once it's killed, its warband gains 1 glory.

**Normal Turns:** Players may spend glory points to boost attacks, adding +1 die to their hit and/or damage roll for each glory points that they spend.

**Rest Turns:** Players may spend glory points to use warband strategies from their sheet, and all have access to these:

- **Regroup:** Spend 1 glory for one model to make a move action (only one use per model).
- **Recover:** Spend 1 glory for one model to remove 1 fatigue.

# Special Rules

**Ambush:** This model may be kept in reserve instead of deploying at the start of the game. As an action, this model may take 1 fatigue to be placed on any starting hex that isn't occupied.

**Blast:** If the target is hit, all adjacent models (friendly or enemy) take one hit (resolve each hit separately).

**Bolster:** As an action, this model may spend 1 glory to remove 1 fatigue from all adjacent friendly models.

**Burst:** Targets all adjacent models (friendly or enemy) when attacking (resolve each attack separately).

**Command:** As an action, this model may take 1 fatigue in order for a friendly model within 5 hexes to make one action, taking 1 fatigue less than they normally would for that action.

**Ensnares:** Adjacent enemy models must take 1 fatigue in order to move.

**Fear:** As an action, this model may take 1 fatigue to push all adjacent enemies, but may not move in their place.

**Fearless:** This model can't be pushed.

**Flying:** May move through other models and obstacles (but may not end its move standing on them), and doesn't take any damage from entering deadly hexes.

**Furious:** Once per activation this model may use one attack action with a range 1 weapon without taking fatigue, after moving to a target it was not adjacent to.

**Heal:** As an action, this model may spend 1 glory to remove 2 damage from one adjacent friendly model.

**Impact:** When attacking after moving to a target it was not adjacent to, this model may push it before rolling to hit.

**Inspire:** As an action, this model may spend 1 glory and all adjacent friendly models may move by 1 hex.

**Knockback:** When pushing enemy models they may be moved 1 extra hex.

**Poison:** If the target is hit you may place a poison marker on it. Poisoned models must roll one die for each marker on them when activated. For each 1-3 they take 1 damage, and for each 4+ one of the markers is removed.

**Regeneration:** Remove 2 damage from this model at the start of your rest turn.

**Relentless:** Once per activation this model may use one attack action with this weapon without taking fatigue, as long as it doesn't move during this activation (before or after attacking).

**Rending:** If you roll doubles to hit, the target takes 1 damage.

**Revive:** As an action, this model may take 2 fatigue and spend 2 glory in order to place one friendly non-hero model that was killed on any unoccupied starting hex on the friendly board.

**Scout:** When deployed may immediately be moved by up to 2 hexes, but may not end its move on any starting hex.

**Shift:** May move by 1 hex in any direction after attacking.

**Strider:** May move through other models and obstacles (may not end its move standing on them).

# BATTLE BROTHERS

 CAPTAIN ★  
Battle Brothers

2/3 ⚡ 7+ 🛡 10+ ✕ 3 ❤ 8

Pistol  
Rng 2 / Acc 1 / Str 1 / Dmg 1



Push  
Push icon



1 Fatigue  
Fatigue icon



1 Glory  
Glory icon



Special: Fearless

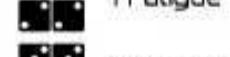
 Battle Brothers

2/3 ⚡ 7+ 🛡 10+ ✕ 2 ❤ 6

Assault Rifle  
Rng 3 / Acc 2 / Str 2 / Dmg 2



1 Fatigue  
Fatigue icon



1 Damage  
Damage icon



1 Glory  
Glory icon

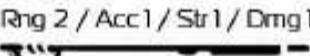


Special: Fearless

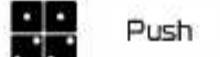
 ASSAULT BROTHER  
Battle Brothers

3/4 ⚡ 7+ 🛡 10+ ✕ 2 ❤ 6

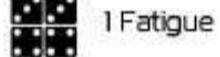
Pistol  
Rng 2 / Acc 1 / Str 1 / Dmg 1



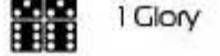
Push  
Push icon



1 Fatigue  
Fatigue icon



1 Glory  
Glory icon

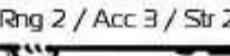


Special: Fearless

 FLAMER BROTHER  
Battle Brothers

2/3 ⚡ 7+ 🛡 10+ ✕ 2 ❤ 6

Flamethrower - Blast  
Rng 2 / Acc 3 / Str 2 / Dmg 1



1 Fatigue  
Fatigue icon



CCW  
Rng 1 / Acc 2 / Str 1 / Dmg 1



1 Fatigue  
Fatigue icon



2 Glory  
Glory icon

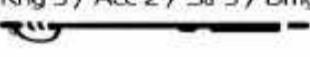


Special: Fearless

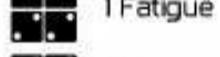
 MISSILE BROTHER  
Battle Brothers

1/2 ⚡ 7+ 🛡 10+ ✕ 2 ❤ 6

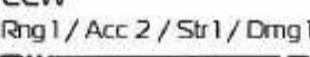
Missile Launcher  
Rng 3 / Acc 2 / Str 3 / Dmg 2



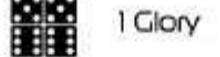
1 Fatigue  
Fatigue icon



CCW  
Rng 1 / Acc 2 / Str 1 / Dmg 1



1 Damage  
Damage icon



1 Glory  
Glory icon



Special: Fearless

**BATTLE BROTHERS**  
Warband Composition

The warband must have the following models:  
1 Captain (hero)

The warband must have 2 of the following in any combination:  
0-2 Battle Brothers  
0-2 Assault Brothers  
0-1 Flamer Brother  
0-1 Missile Brother

# BATTLE BROTHERS

<p><b>00</b> GOD-KING'S WRATH Battle Brothers</p> <p>Pick one friendly model that has taken any damage. That model deals +1 damage with its range 1 weapons until the end of the game.</p> <p><i>May only be used once per rest turn.</i></p>	<p><b>10</b> COMBAT DOCTRINE Battle Brothers</p> <p>One friendly model may make an attack action without taking any fatigue.</p> <p><i>May only be used once per rest turn.</i></p>
<p><b>10</b> STAND FIRM Battle Brothers</p> <p>Remove all fatigue from one friendly model and it may make a guard action without taking any fatigue.</p>	<p><b>10</b> DISCIPLINED Battle Brothers</p> <p>Pick one friendly model, which deals +1 damage next time it makes a power action.</p>
<p><b>20</b> SHOCK ASSAULT Battle Brothers</p> <p>Remove all fatigue from one friendly model, and it may then make a move action followed by an attack action with a range 1 weapon.</p> <p><i>May only be used once per rest turn.</i></p>	<p><b>CLEANSE</b> Battle Brothers</p> <p>Score this objective if two or more enemy models were killed since your last rest turn.</p> 
<p><b>PURIFY</b> Battle Brothers</p> <p>Score this objective if there are friendly models standing on all objectives on the enemy hex board.</p> <p><i>May only be scored once per game.</i></p> 	<p><b>SANCTIFY</b> Battle Brothers</p> <p>Score this objective if a friendly model is standing on the same objective which it was standing on during your last rest turn.</p> <p><i>May only be scored once per game.</i></p> 

# ORC MARAUDERS

 <p><b>WARLORD</b> Orc Marauders</p> <p>2/3 ⚡ 8+ 🛡 8+ ⚡ 2 ❤ 10</p> <p>Pistol Rng 2 / Acc 1 / Str 1 / Dmg 1</p> <p>Energy Claw Rng 1 / Acc 2 / Str 2 / Dmg 3</p> <p>Push 1 Damage 1 Glory</p> <p>Special: Furious</p>	 <p><b>SHAMAN</b> Orc Marauders</p> <p>2/3 ⚡ 7+ 🛡 7+ ⚡ 2 ❤ 6</p> <p>Crackling Bolt Rng 2 / Acc 2 / Str 2 / Dmg 2</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 2</p> <p>1 Fatigue 1 Fatigue 2 Fatigue</p> <p>Special: Bolster, Furious</p>
 <p><b>BOSS</b> Orc Marauders</p> <p>2/3 ⚡ 8+ 🛡 8+ ⚡ 2 ❤ 6</p> <p>Pistol Rng 2 / Acc 1 / Str 1 / Dmg 1</p> <p>Heavy Axe - Rending Rng 1 / Acc 2 / Str 2 / Dmg 2</p> <p>Push 1 Damage 1 Glory</p> <p>Special: Furious</p>	 <p><b>ORC SHOOTER</b> Orc Marauders</p> <p>2/3 ⚡ 8+ 🛡 7+ ⚡ 2 ❤ 4</p> <p>Carbine Rng 3 / Acc 1 / Str 2 / Dmg 2</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 2</p> <p>Shift 1 Fatigue 1 Damage</p> <p>Special: Furious</p>
 <p><b>MACHINEGUNNER</b> Orc Marauders</p> <p>2/3 ⚡ 8+ 🛡 7+ ⚡ 2 ❤ 4</p> <p>Machinegun - Relentless Rng 3 / Acc 1 / Str 2 / Dmg 2</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 2</p> <p>1 Fatigue 1 Fatigue 2 Damage</p> <p>Special: Furious</p>	 <p><b>ROCKETEER</b> Orc Marauders</p> <p>2/3 ⚡ 8+ 🛡 7+ ⚡ 2 ❤ 4</p> <p>Rocket Launcher Rng 3 / Acc 1 / Str 3 / Dmg 2</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 2</p> <p>1 Fatigue 1 Fatigue 2 Damage</p> <p>Special: Furious</p>
<p><b>ORC MARAUDERS</b> Warband Composition</p> <p>The warband must have the following models:</p> <ul style="list-style-type: none"> <li>1 Warlord [hero]</li> <li>2 Orc Shooters</li> </ul> <p>The warband must have 1 of the following models:</p> <ul style="list-style-type: none"> <li>0-1 Shaman</li> <li>0-1 Boss</li> </ul> <p>The warband must have 1 of the following models:</p> <ul style="list-style-type: none"> <li>0-1 Machinegunner</li> <li>0-1 Rocketeer</li> </ul>	

# ORC MARAUDERS

<p><b>00</b></p> <p><b>FRENZY</b> Orc Marauders</p> <p>Pick one friendly model that has taken any damage. That model gets +1 strength with its range 1 weapons until the end of the game.</p> <p><i>May only be used once per rest turn.</i></p>	<p><b>10</b></p> <p><b>ROAR</b> Orc Marauders</p> <p>Pick one friendly model. That model may push one adjacent enemy model.</p>
<p><b>10</b></p> <p><b>BRUTAL</b> Orc Marauders</p> <p>One friendly model may make an attack action and deals +1 damage for this attack.</p>	<p><b>10</b></p> <p><b>CUNNING</b> Orc Marauders</p> <p>One friendly model may make an attack action and gets +1 accuracy or +1 strength (pick one) for this attack.</p>
<p><b>20</b></p> <p><b>WAR!</b> Orc Marauders</p> <p>Move up to four friendly models by 1 hex each.</p> <p><i>May only be used once per rest turn.</i></p>	<p><b>I AM THE BOSS</b> Orc Marauders</p> <p>Score this objective if your hero killed one or more enemy models since your last rest turn.</p> <p>1</p>
<p><b>MOB RULE</b> Orc Marauders</p> <p>Score this objective if three or more friendly models are adjacent to the same enemy model.</p> <p><i>May only be scored once per game.</i></p> <p>2</p>	<p><b>ALL-OUT ASSAULT</b> Orc Marauders</p> <p>Score this objective if three or more friendly models are standing on the enemy hex board.</p> <p><i>May only be scored once per game.</i></p> <p>2</p>

# ALIEN HIVES

<p><b>SNATCHER LORD</b> ★ Alien Hives</p> <p>3/4 ⚡ 9+ 🛡 7+ ✕ 2 ❤ 8</p> <p>Pincer Claws - Rending Rng 1 / Acc 2 / Str 2 / Dmg 2</p> <p>Push 1 Fatigue 1 Glory</p> <p>Special: Ambush, Inspire</p>	<p><b>HIVE WARRIOR</b> Alien Hives</p> <p>2/3 ⚡ 7+ 🛡 9+ ✕ 2 ❤ 10</p> <p>Bio-Carbine Rng 3 / Acc 2 / Str 2 / Dmg 2</p> <p>Claws Rng 1 / Acc 2 / Str 1 / Dmg 2</p> <p>1 Damage 1 Damage 2 Damage</p> <p>Special: n/a</p>
<p><b>ASSAULT GRUNT</b> Alien Hives</p> <p>3/4 ⚡ 8+ 🛡 7+ ✕ 2 ❤ 4</p> <p>Claws Rng 1 / Acc 3 / Str 2 / Dmg 1</p> <p>Push 1 Fatigue Poison</p> <p>Special: Strider</p>	<p><b>SHOOTER GRUNT</b> Alien Hives</p> <p>2/3 ⚡ 8+ 🛡 7+ ✕ 2 ❤ 4</p> <p>Bio-Gun Rng 2 / Acc 3 / Str 2 / Dmg 1</p> <p>Claws Rng 1 / Acc 2 / Str 2 / Dmg 1</p> <p>Shift 1 Fatigue Poison</p> <p>Special: n/a</p>
<p><b>SOUL-SNATCHER</b> Alien Hives</p> <p>3/4 ⚡ 8+ 🛡 7+ ✕ 2 ❤ 6</p> <p>Pincer Claws - Rending Rng 1 / Acc 2 / Str 2 / Dmg 1</p> <p>Push 1 Fatigue 1 Damage</p> <p>Special: n/a</p>	<p><b>ALIEN HIVES</b> Warband Composition</p> <p>The warband must have the following models: 1 Snatcher Lord (hero) 1 Hive Warrior</p> <p>The warband must either have 2 Soul-Snatcher models, or 4 of the following models in any combination: 0-4 Assault Grunts 0-4 Shooter Grunts</p>

# ALIEN HIVES

<p><b>10</b></p> <p><b>BLOOD SCENT</b> Alien Hives</p> <p>Pick one friendly model that is adjacent to a damaged enemy model. That model deals +1 damage with its range 1 weapons when attacking damaged models until the end of the game.</p> <p><i>May only be used once per rest turn.</i></p>	<p><b>10</b></p> <p><b>TEAR WOUND</b> Alien Hives</p> <p>Pick one damaged enemy model that is adjacent to any friendly model. That model takes 1 damage.</p> <p><i>May only be used once per rest turn.</i></p>
<p><b>10</b></p> <p><b>PHEROMONES</b> Alien Hives</p> <p>Remove one fatigue from up to two friendly models adjacent to the hero.</p>	<p><b>10</b></p> <p><b>VICIOUS LEAP</b> Alien Hives</p> <p>One friendly model may make an attack action against an adjent enemy model with damage on it, without taking any fatigue.</p>
<p><b>20</b></p> <p><b>HIVE ASSAULT</b> Alien Hives</p> <p>Move up to three friendly models by 2 hexes each.</p> <p><i>May only be used once per rest turn.</i></p>	<p><b>DEVOUR</b> Alien Hives</p> <p>Score this objective if a friendly model is adjacent to two or more damaged enemy models.</p> <p>1</p>
<p><b>NESTING GROUND</b> Alien Hives</p> <p>Score this objective if there are friendly models standing on all objectives on the board.</p> <p><i>May only be scored once per game.</i></p> <p>2</p>	<p><b>INFESTATION</b> Alien Hives</p> <p>Score this obejctive if all friendly models are standing on starting hexes on the enemy hex board.</p> <p><i>May only be scored once per game.</i></p> <p>2</p>

# BATTLE SISTERS

<p><b>HIGH SISTER *</b> Battle Sisters</p> <p>2/3 ⚡ 8+ 🛡 8+ ✕ 3 ❤ 8</p> <table border="1"> <tbody> <tr> <td>Pistol Rng 2 / Acc 1 / Str 1 / Dmg 1</td> <td>Push </td> </tr> <tr> <td>Energy Sword - Rending Rng 1 / Acc 3 / Str 2 / Dmg 2</td> <td>1 Fatigue </td> </tr> <tr> <td></td> <td>1 Glory </td> </tr> </tbody> </table> <p>Special: Fearless</p>	Pistol Rng 2 / Acc 1 / Str 1 / Dmg 1	Push 	Energy Sword - Rending Rng 1 / Acc 3 / Str 2 / Dmg 2	1 Fatigue 		1 Glory 	<p><b>FANATIC SISTER</b> Battle Sisters</p> <p>3/4 ⚡ 9+ 🛡 6+ ✕ 2 ❤ 4</p> <table border="1"> <tbody> <tr> <td>Chainsaw Sword Rng 1 / Acc 2 / Str 3 / Dmg 3</td> <td>1 Fatigue </td> </tr> <tr> <td></td> <td>1 Damage </td> </tr> <tr> <td></td> <td>1 Glory </td> </tr> </tbody> </table> <p>Special: Fearless, Furious</p>	Chainsaw Sword Rng 1 / Acc 2 / Str 3 / Dmg 3	1 Fatigue 		1 Damage 		1 Glory 
Pistol Rng 2 / Acc 1 / Str 1 / Dmg 1	Push 												
Energy Sword - Rending Rng 1 / Acc 3 / Str 2 / Dmg 2	1 Fatigue 												
	1 Glory 												
Chainsaw Sword Rng 1 / Acc 2 / Str 3 / Dmg 3	1 Fatigue 												
	1 Damage 												
	1 Glory 												
<p><b>BATTLE SISTER</b> Battle Sisters</p> <p>2/3 ⚡ 8+ 🛡 9+ ✕ 2 ❤ 6</p> <table border="1"> <tbody> <tr> <td>Assault Rifle Rng 3 / Acc 3 / Str 2 / Dmg 2</td> <td>Shift </td> </tr> <tr> <td>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</td> <td>1 Fatigue </td> </tr> <tr> <td></td> <td>1 Damage </td> </tr> </tbody> </table> <p>Special: n/a</p>	Assault Rifle Rng 3 / Acc 3 / Str 2 / Dmg 2	Shift 	CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 		1 Damage 	<p><b>FLAMER SISTER</b> Battle Sisters</p> <p>2/3 ⚡ 8+ 🛡 9+ ✕ 2 ❤ 6</p> <table border="1"> <tbody> <tr> <td>Flamethrower - Blast Rng 2 / Acc 4 / Str 2 / Dmg 1</td> <td>1 Fatigue </td> </tr> <tr> <td>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</td> <td>1 Fatigue </td> </tr> <tr> <td></td> <td>2 Glory </td> </tr> </tbody> </table> <p>Special: n/a</p>	Flamethrower - Blast Rng 2 / Acc 4 / Str 2 / Dmg 1	1 Fatigue 	CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 		2 Glory 
Assault Rifle Rng 3 / Acc 3 / Str 2 / Dmg 2	Shift 												
CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 												
	1 Damage 												
Flamethrower - Blast Rng 2 / Acc 4 / Str 2 / Dmg 1	1 Fatigue 												
CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 												
	2 Glory 												
<p><b>FUSION SISTER</b> Battle Sisters</p> <p>2/3 ⚡ 8+ 🛡 9+ ✕ 2 ❤ 6</p> <table border="1"> <tbody> <tr> <td>Fusion Rifle Rng 2 / Acc 2 / Str 3 / Dmg 3</td> <td>1 Damage </td> </tr> <tr> <td>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</td> <td>1 Damage </td> </tr> <tr> <td></td> <td>2 Damage </td> </tr> </tbody> </table> <p>Special: n/a</p>	Fusion Rifle Rng 2 / Acc 2 / Str 3 / Dmg 3	1 Damage 	CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Damage 		2 Damage 	<p><b>BATTLE SISTERS</b> Warband Composition</p> <p>The warband must have the following models: 1 High Sister (hero)</p> <p>The warband must have either 3 Fanatic Sister models, or 2 of the following in any combination:</p> <ul style="list-style-type: none"> <li>1-2 Battle Sisters</li> <li>0-1 Flamer Sister</li> <li>0-1 Fusion Sister</li> </ul>						
Fusion Rifle Rng 2 / Acc 2 / Str 3 / Dmg 3	1 Damage 												
CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Damage 												
	2 Damage 												

# BATTLE SISTERS

<b>00</b> <b>BLIND FAITH</b> Battle Sisters	<b>10</b> <b>HOLY FLAME</b> Battle Sisters
Pick one friendly model, which deals +1 damage when rolling doubles during its next attack action.  <i>May only be used once per rest turn.</i>	Pick one friendly model that needs at least two more damage to be killed. That model takes two damage, and all adjacent models take one damage each.  <i>May only be used once per rest turn.</i>
<b>10</b> <b>STUNNING AURA</b> Battle Sisters	<b>10</b> <b>RIGHTEOUS BLOW</b> Battle Sisters
Pick one friendly model that is on guard. All adjacent enemy models take 1 fatigue.	Pick one friendly model, which may immediately make an attack action against its attacker next time it takes damage from an adjacent enemy model.
<b>20</b> <b>HOLY TEARS</b> Battle Sisters	<b>BANISH</b> Battle Sisters
Remove up to two damage from one friendly model.  <i>May only be used once per rest turn.</i>	Score this objective if no enemy models are standing on any of the objectives.  
<b>VANGUARD</b> Battle Sisters	<b>PURGE THE HERETICS</b> Battle Sisters
Score this objective if at least two friendly models are standing next to each other on the enemy hex board.  <i>May only be scored once per game.</i>	Score this objective if more than half of the models in the enemy warband have been killed.  

# MACHINE CULT

 <p><b>MACHINE PRIEST</b> ★ Machine Cult</p> <p>1/2 ⚡ 7+ 🛡 10+ ✕ 2 ❤ 8</p> <p>Axe-Halberd - Rending Rng 1 / Acc 3 / Str 3 / Dmg 2</p> <p>1 Glory 1 Glory 2 Glory</p> <p>Special: Bolster, Inspire</p>	 <p><b>INFILTRATOR</b> Machine Cult</p> <p>2/3 ⚡ 8+ 🛡 8+ ✕ 2 ❤ 6</p> <p>Buaster SMG - Relentless Rng 2 / Acc 2 / Str 2 / Dmg 2</p> <p>Taser Sword - Knockback Rng 1 / Acc 2 / Str 2 / Dmg 2</p> <p>Push Push 2 Damage</p> <p>Special: Scout, Regeneration</p>
 <p><b>RANGER</b> Machine Cult</p> <p>2/3 ⚡ 8+ 🛡 8+ ✕ 2 ❤ 4</p> <p>Rifle Rng 4 / Acc 2 / Str 1 / Dmg 1</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>1 Fatigue 1 Fatigue 2 Damage</p> <p>Special: n/a</p>	 <p><b>VANGUARD</b> Machine Cult</p> <p>2/3 ⚡ 8+ 🛡 8+ ✕ 2 ❤ 4</p> <p>R-Carbine - Rending Rng 3 / Acc 2 / Str 1 / Dmg 1</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>1 Damage 1 Damage 2 Fatigue</p> <p>Special: n/a</p>
 <p><b>SHOCK PRIEST</b> Machine Cult</p> <p>2/3 ⚡ 8+ 🛡 6+ ✕ 2 ❤ 4</p> <p>Gauntlet Shock - Knockback Rng 2 / Acc 2 / Str 1 / Dmg 1</p> <p>Taser Gauntlets - Knockback Rng 1 / Acc 2 / Str 2 / Dmg 2</p> <p>Push Push 2 Damage</p> <p>Special: n/a</p>	<p><b>MACHINE CULT</b> Warband Composition</p> <p>The warband must have the following models: 1 Machine Priest (hero) 1 Infiltrator</p> <p>The warband must have 2 of the following in any combination: 0-2 Rangers 0-2 Vanguards 0-2 Shock Priests</p>

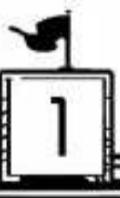
# MACHINE CULT

<b>00</b> <b>CANTICLES</b> Machine Cult	<b>10</b> <b>MACHINE ECHOES</b> Machine Cult
Pick one friendly model that has only taken guard actions since your last rest turn. That model gets +2 health until the end of the game.  <i>May only be used once per rest turn.</i>	One friendly model may immediately attack the same target again next time it attacks an enemy with a range 1 weapon and doesn't deal any damage.  <i>May only be used once per rest turn.</i>
<b>10</b> <b>WARNING SENSORS</b> Machine Cult	<b>10</b> <b>OVERDRIVE</b> Machine Cult
Remove all fatigue from one friendly model and it may make a guard action without taking any fatigue.	One friendly model gets +2 speed next time it makes a move action.
<b>20</b> <b>SELF-DESTRUCT</b> Machine Cult	<b>MACHINE MASTER</b> Machine Cult
Pick one friendly model and kill it, then all adjacent models take 2 damage.  <i>May only be used once per rest turn.</i>	Score this objective if your hero has killed an enemy model since your last rest turn.
<b>BENEDICTION</b> Machine Cult	<b>CULT DOMINION</b> Machine Cult
Score this objective if a friendly model is standing on the same objective which it was standing on during your last rest turn.  <i>May only be scored once per game.</i>	Score this objective if there is at least one friendly model standing on each the friendly hex board, the enemy hex board, a starting hex and an objective.  <i>May only be scored once per game.</i>

# INFECTED COLONIES

 <p><b>TYRANT ★</b> Infected Colonies</p> <p>2/3 ⚔ 6+ 🛡 9+ ✕ 2 ❤ 14</p> <p>Heavy Strike - Knockback Rng 1 / Acc 3 / Str 3 / Dmg 2</p> <p>Mighty Stomp - Burst Rng 1 / Acc 1 / Str 1 / Dmg 1</p> <p>Special: Fear, Fearless, Revive</p> <p>Push Push 2 Damage</p>	 <p><b>HUNTER ★</b> Infected Colonies</p> <p>3/4 ⚔ 9+ 🛡 7+ ✕ 3 ❤ 8</p> <p>Sharp Claws - Rending Rng 1 / Acc 3 / Str 2 / Dmg 2</p> <p>Toxin Sacs - Burst, Poison Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>Special: Furious, Strider</p> <p>Push 1 Fatigue 1 Damage</p>
 <p><b>ZOMBIE</b> Infected Colonies</p> <p>1/2 ⚔ 8+ 🛡 8+ ✕ 2 ❤ 6</p> <p>Claws - Poison Rng 1 / Acc 2 / Str 2 / Dmg 2</p> <p>Special: n/a</p> <p>Push 1 Fatigue 1 Damage</p>	 <p><b>INFECTED</b> Infected Colonies</p> <p>2/3 ⚔ 8+ 🛡 8+ ✕ 2 ❤ 6</p> <p>Carbine Rng 3 / Acc 1 / Str 2 / Dmg 1</p> <p>Claws Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>Special: n/a</p> <p>Shift 1 Fatigue 1 Damage</p>
 <p><b>INFECTED DOG</b> Infected Colonies</p> <p>3/4 ⚔ 8+ 🛡 8+ ✕ 2 ❤ 4</p> <p>Bite Rng 1 / Acc 3 / Str 2 / Dmg 2</p> <p>Special: n/a</p> <p>Push 1 Fatigue 1 Damage</p>	<p><b>INFECTED COLONIES</b> Warband Composition</p> <p>The warband must have 1 of the following models: 0-1 Tyrant (hero) 0-1 Hunter (hero)</p> <p>If the warband has a Tyrant as its hero, then it must have 3 Zombie models. If the warband has a Hunter as its hero, then it must have 4 of the following in any combination: 0-4 Infected 0-4 Zombies 0-3 Infected Dogs</p>

# INFECTED COLONIES

<b>00</b> <b>RAMPAGE</b> Infected Colonies	<b>10</b> <b>DEVOUR</b> Infected Colonies
If your hero has taken at least 6 damage, it deals +1 damage until the end of the game.  <i>May only be used once per rest turn.</i>	If your hero is adjacent to an enemy model, it may make an attack action, and if the target is killed the hero may remove 1 fatigue and 2 damage.  <i>May only be used once per rest turn.</i>
<b>10</b> <b>ONSLAUGHT</b> Infected Colonies	<b>10</b> <b>GROWL</b> Infected Colonies
Move up to three friendly models by 1 hex each.  <i>May only be used once per rest turn.</i>	One friendly model may push one adjacent enemy model, but may not move in its place.  <i>May only be used once per rest turn.</i>
<b>20</b> <b>SPORE CLOUD</b> Infected Colonies	<b>CRUSHED</b> Infected Colonies
Pick one friendly model that has taken any damage. All adjacent enemy models take 1 damage.  <i>May only be used once per rest turn.</i>	Score this objective if your hero has killed an enemy model since your last rest turn.  
<b>HYBERNATE</b> Infected Colonies	<b>TERRITORIAL</b> Infected Colonies
Score this objective if your hero has only taken guard actions since your last rest turn.   2	Score this objective if there are no enemy models standing on the friendly hex board.   2

# TAO COALITION

 <p><b>SAGE</b> ★ TAO Coalition</p> <p>2/3 ⚡ 10+ 🛡 7+ ✕ 2 ❤ 6</p> <p>Sacred Sword - Rending Rng 1 / Acc 3 / Str 3 / Dmg 2</p> <p>Push Push 2 Glory</p> <p>Special: Bolster, Inspire</p>	 <p><b>BATTLE SUIT</b> TAO Coalition</p> <p>2/3 ⚡ 8+ 🛡 10+ ✕ 2 ❤ 8</p> <p>Burst Carbine - Relentless Rng 3 / Acc 2 / Str 1 / Dmg 2</p> <p>Suit Fists Rng 1 / Acc 1 / Str 1 / Dmg 2</p> <p>Shift 1 Fatigue 1 Damage</p> <p>Special: n/a</p>
 <p><b>RIFLE GRUNT</b> TAO Coalition</p> <p>2/3 ⚡ 8+ 🛡 7+ ✕ 2 ❤ 4</p> <p>Pulse Rifle Rng 4 / Acc 2 / Str 1 / Dmg 2</p> <p>Shift 1 Fatigue 1 Damage</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>Shift 1 Fatigue 1 Damage</p> <p>Special: n/a</p>	 <p><b>SHOTGUN GRUNT</b> TAO Coalition</p> <p>2/3 ⚡ 8+ 🛡 7+ ✕ 2 ❤ 4</p> <p>Pulse Shotgun Rng 2 / Acc 2 / Str 3 / Dmg 2</p> <p>Shift 1 Fatigue 1 Damage</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>Shift 1 Fatigue 1 Damage</p> <p>Special: n/a</p>
 <p><b>GUN DRONE</b> TAO Coalition</p> <p>2/3 ⚡ 7+ 🛡 7+ ✕ 2 ❤ 4</p> <p>Twin Pulse Carbines Rng 3 / Acc 3 / Str 1 / Dmg 1</p> <p>Shift Shift</p> <p>Taser Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>Shift 2 Damage</p> <p>Special: Flying</p>	 <p><b>JACKAL</b> TAO Coalition</p> <p>2/3 ⚡ 8+ 🛡 6+ ✕ 2 ❤ 4</p> <p>Rifle Rng 3 / Acc 2 / Str 2 / Dmg 2</p> <p>Push Shift</p> <p>Bayonet Rng 1 / Acc 2 / Str 1 / Dmg 2</p> <p>Shift 1 Damage</p> <p>Special: Scout, Strider</p>
 <p><b>LOCUST</b> TAO Coalition</p> <p>2/3 ⚡ 7+ 🛡 8+ ✕ 2 ❤ 6</p> <p>Neutron Carbine Rng 2 / Acc 2 / Str 2 / Dmg 2</p> <p>Push Shift</p> <p>CCW Rng 1 / Acc 1 / Str 1 / Dmg 2</p> <p>Shift 1 Damage</p> <p>Special: Ambush</p>	<p><b>TAO COALITION</b> Warband Composition</p> <p>The warband must have the following models: 1 Sage (hero)</p> <p>The warband must have 3 of the following in any combination: 0-3 Rifle Grunts 0-3 Shotgun Grunts 0-3 Gun Drones</p> <p>The warband must have either 1 Battle Suit, or 3 of the following models in any combination: 0-3 Jackals 0-3 Locusts</p>

# TAO COALITION

00

## ELEMENTAL ASCENSION TAO Coalition

Pick one friendly model adjacent to your hero. That model gets +1 range and +1 accuracy with its range 2+ weapons until the end of the game.

*May only be used once per rest turn.*

10

## PROTECTOR TAO Coalition

Move one friendly model by up to 3 hexes, ending its move adjacent to your hero.

*May only be used once per rest turn.*

10

## HEADSHOT TAO Coalition

Pick one friendly model, which deals +1 damage next time it uses a power action with a range 2+ weapon.

10

## SPOTTING LASER TAO Coalition

Pick one enemy model within 4 hexes and line of sight of any friendly model. Next time that a friendly model targets that enemy with a range 2+ weapon, it may roll two additional dice to hit.

20

## POWER SURGE TAO Coalition

Gain 3 glory.

*May only be used once per rest turn.*

## PATIENCE TAO Coalition

Score this objective if you have 5 or more glory.



1

## VOLLEY FIRE TAO Coalition

Score this objective if three or more friendly models attacked the same enemy with range 2+ weapons since your last rest turn.

*May only be scored once per game.*

2

## PACIFICATION TAO Coalition

Score this objective if no enemy models are standing on the friendly hex board.



2

# RATMEN CLANS

 <p><b>CLAN MOTHER</b> Ratmen Clans</p> <p>3/4 ⚡ 9+ 🛡 9+ ⚡ 2 ❤ 8</p> <p>Combat Staff - Knockback Rng 1 / Acc 3 / Str 3 / Dmg 3</p> <p>Push Push 2 Glory</p> <p>Special: Command</p>	 <p><b>SNIPER</b> Ratmen Clans</p> <p>2/3 ⚡ 7+ 🛡 7+ ⚡ 2 ❤ 6</p> <p>Sniper Rifle - Relentless Rng 6 / Acc 2 / Str 2 / Dmg 2</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>1 Damage 1 Damage 2 Damage</p> <p>Special: n/a</p>
 <p><b>CRAWLER</b> Ratmen Clans</p> <p>3/4 ⚡ 8+ 🛡 6+ ⚡ 3 ❤ 4</p> <p>Carbine Rng 3 / Acc 2 / Str 2 / Dmg 1</p> <p>Shift</p> <p>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</p> <p>1 Fatigue 1 Damage</p> <p>Special: n/a</p>	 <p><b>STALKER</b> Ratmen Clans</p> <p>3/4 ⚡ 8+ 🛡 6+ ⚡ 3 ❤ 4</p> <p>Pistol Rng 2 / Acc 1 / Str 1 / Dmg 1</p> <p>Push</p> <p>Sword Rng 1 / Acc 3 / Str 2 / Dmg 1</p> <p>1 Fatigue 1 Damage</p> <p>Special: Strider</p>
 <p><b>RAT SWARM</b> Ratmen Clans</p> <p>3/4 ⚡ 8+ 🛡 6+ ⚡ 2 ❤ 4</p> <p>Swarm Attack Rng 1 / Acc 4 / Str 4 / Dmg 1</p> <p>Push Push 2 Fatigue</p> <p>Special: Strider</p>	<p><b>RATMEN CLANS</b> Warband Composition</p> <p>The warband must have the following models: 1 Clan Mother (hero)</p> <p>The warband must have 3 of the following in any combination: 0-3 Crawlers 0-3 Stalkers</p> <p>The warband must have either 1 Sniper or 2 Rat Swarm models.</p>

# RATMEN CLANS

<b>00</b> <b>SAFETY IN NUMBERS</b> Ratmen Clans	<b>10</b> <b>FAIR FIGHT</b> Ratmen Clans
All friendly models adjacent to your hero get +1 toughness until your next rest turn.  <i>May only be used once per rest turn.</i>	Pick two friendly models that are adjacent to the same enemy model. Both models may make an attack action against it without taking any fatigue  <i>May only be used once per rest turn.</i>
<b>10</b> <b>WARNING SQUEAK</b> Ratmen Clans	<b>10</b> <b>BRAVE RETREAT</b> Ratmen Clans
Two friendly models may make a guard action.	Pick one friendly model that has taken any damage, which may make a rush action without taking fatigue, but must end its move at least 3 hexes away from the nearest enemy model.
<b>20</b> <b>GUTTER SWARM</b> Ratmen Clans	<b>FULL PACK</b> Ratmen Clans
Pick one friendly model that was killed and place it on any unoccupied starting hex on the friendly board.  <i>May only be used once per rest turn.</i>	Score this objective if five or more friendly models are currently alive.  
<b>EXPENDABLE</b> Ratmen Clans	<b>LEAD FROM THE BACK</b> Ratmen Clans
Score this objective if two or more friendly models were killed since your last rest turn.  <i>May only be scored once per game.</i>	Score this objective if your hero is standing on the friendly hex board at least 3 hexes away from the nearest enemy model.  

# DARK ELF RAIDERS

 <p><b>DARK LORD</b> ★ Dark Elf Raiders</p> <p>3/4 ⚔ 8+ 🛡 8+ ⚡ 2 ❤ 6</p> <table border="1"> <tbody> <tr> <td>Fusion Pistol Rng 2 / Acc 1 / Str 3 / Dmg 3</td> <td>Push</td> </tr> <tr> <td>Sword - Rending Rng 1 / Acc 2 / Str 1 / Dmg 2</td> <td>1 Damage 1 Glory</td> </tr> </tbody> </table> <p>Special: Bolster</p>	Fusion Pistol Rng 2 / Acc 1 / Str 3 / Dmg 3	Push	Sword - Rending Rng 1 / Acc 2 / Str 1 / Dmg 2	1 Damage 1 Glory	 <p><b>WARRIOR</b> Dark Elf Raiders</p> <p>3/4 ⚔ 7+ 🛡 7+ ⚡ 2 ❤ 6</p> <table border="1"> <tbody> <tr> <td>Barb Rifle - Poison Rng 3 / Acc 2 / Str 1 / Dmg 1</td> <td>Shift</td> </tr> <tr> <td>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</td> <td>1 Fatigue 1 Glory</td> </tr> </tbody> </table> <p>Special: n/a</p>	Barb Rifle - Poison Rng 3 / Acc 2 / Str 1 / Dmg 1	Shift	CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 1 Glory
Fusion Pistol Rng 2 / Acc 1 / Str 3 / Dmg 3	Push								
Sword - Rending Rng 1 / Acc 2 / Str 1 / Dmg 2	1 Damage 1 Glory								
Barb Rifle - Poison Rng 3 / Acc 2 / Str 1 / Dmg 1	Shift								
CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 1 Glory								
 <p><b>CANNONEER</b> Dark Elf Raiders</p> <p>2/3 ⚔ 7+ 🛡 7+ ⚡ 2 ❤ 6</p> <table border="1"> <tbody> <tr> <td>Barb Cannon - Poison, Relentless Rng 3 / Acc 2 / Str 1 / Dmg 1</td> <td>Shift</td> </tr> <tr> <td>CCW Rng 1 / Acc 2 / Str 1 / Dmg 1</td> <td>1 Fatigue 1 Damage</td> </tr> </tbody> </table> <p>Special: n/a</p>	Barb Cannon - Poison, Relentless Rng 3 / Acc 2 / Str 1 / Dmg 1	Shift	CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 1 Damage	 <p><b>WITCH</b> Dark Elf Raiders</p> <p>3/4 ⚔ 8+ 🛡 6+ ⚡ 2 ❤ 6</p> <table border="1"> <tbody> <tr> <td>Barb Pistol - Poison Rng 2 / Acc 2 / Str 1 / Dmg 1</td> <td>Push</td> </tr> <tr> <td>Dagger Rng 1 / Acc 2 / Str 1 / Dmg 2</td> <td>Shift 1 Fatigue</td> </tr> </tbody> </table> <p>Special: n/a</p>	Barb Pistol - Poison Rng 2 / Acc 2 / Str 1 / Dmg 1	Push	Dagger Rng 1 / Acc 2 / Str 1 / Dmg 2	Shift 1 Fatigue
Barb Cannon - Poison, Relentless Rng 3 / Acc 2 / Str 1 / Dmg 1	Shift								
CCW Rng 1 / Acc 2 / Str 1 / Dmg 1	1 Fatigue 1 Damage								
Barb Pistol - Poison Rng 2 / Acc 2 / Str 1 / Dmg 1	Push								
Dagger Rng 1 / Acc 2 / Str 1 / Dmg 2	Shift 1 Fatigue								
 <p><b>TORTURED BRUTE</b> Dark Elf Raiders</p> <p>2/3 ⚔ 7+ 🛡 7+ ⚡ 2 ❤ 8</p> <table border="1"> <tbody> <tr> <td>Scissor Gauntlet - Rending Rng 1 / Acc 2 / Str 2 / Dmg 2</td> <td>Push</td> </tr> <tr> <td>Brute Cleaver Rng 1 / Acc 1 / Str 1 / Dmg 3</td> <td>Push 2 Damage</td> </tr> </tbody> </table> <p>Special: Furious, Regeneration</p>	Scissor Gauntlet - Rending Rng 1 / Acc 2 / Str 2 / Dmg 2	Push	Brute Cleaver Rng 1 / Acc 1 / Str 1 / Dmg 3	Push 2 Damage	<p><b>DARK ELF RAIDERS</b> Warband Composition</p> <p>The warband must have the following models:</p> <ul style="list-style-type: none"> <li>1 Dark Lord (hero)</li> <li>1 Tortured Brute</li> </ul> <p>The warband must have 3 of the following in any combination:</p> <ul style="list-style-type: none"> <li>0-3 Warrior</li> <li>0-3 Witch</li> <li>0-1 Cannoneer</li> </ul>				
Scissor Gauntlet - Rending Rng 1 / Acc 2 / Str 2 / Dmg 2	Push								
Brute Cleaver Rng 1 / Acc 1 / Str 1 / Dmg 3	Push 2 Damage								

# DARK ELF RAIDERS

**00** FEAST OF PAIN  
Dark Elf Raiders

Pick one friendly model, which gets +X accuracy and +X strength with its range 1 weapons until the end of the game, where X is the number of rest turns that your warband has taken.

*May only be used once per rest turn.*

**10** ENHANCED VENOM  
Dark Elf Raiders

Pick one friendly model, which places one extra poison marker next time it hits with a weapon that has the poison special rule.

*May only be used once per rest turn.*

**10** COORDINATED DANCE  
Dark Elf Raiders

Two friendly models may make a guard action.

**10** FANATICAL FURY  
Dark Elf Raiders

Pick one friendly model that is adjacent to an enemy model. That model may make an attack action with a range 1 weapon without taking any fatigue.

**20** ADRENALINE SHOT  
Dark Elf Raiders

Move one friendly model by up to 8 hexes.

*May only be used once per rest turn.*

**INTOXICATING**  
Dark Elf Raiders

Score this objective if there are two or more poison markers placed across all enemy models.



1

**THE RAID**  
Dark Elf Raiders

Score this objective if there are friendly models standing on all objectives on the enemy hex board.

*May only be scored once per game.*

**BLOOD RITUAL**  
Dark Elf Raiders

Score this objective if two or more enemy models were killed since your last rest turn.



2



