

TWIST

ADAPT OR DIE

FOR PLAYERS USING TACTICAL MISSIONS

Twice per battle, after drawing a Secondary Mission card, that player can draw another Secondary Mission card, then shuffle one of those two Secondary Mission cards back into their Secondary Mission deck.

FOR PLAYERS USING FIXED MISSIONS

Once per battle, at the end of that player's turn, after scoring any VP, they can discard one of their Secondary Mission cards and replace it with another Secondary Mission card that has the Fixed Mission symbol.

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BLOODLUST

A unit is eligible to charge if it is within 18" of one or more enemy units, instead of within 12". Each time you make a Charge roll, roll 3d6.

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HIGH OCTANE

Each time a unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

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LORDS OF WAR

Until the end of the battle, add 3 to the Attacks characteristic of each weapon equipped by **WARLORD** models (excluding **VEHICLES**).

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MARTIAL PRIDE

Advancing does not make a **BATTLELINE** unit ineligible to start an Action (excluding **VEHICLE** units). Starting an Action does not make a **BATTLELINE** unit ineligible to shoot (excluding **VEHICLE** units).

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NIGHT FIGHTING

Each unit can only be the target of a ranged attack if the attacking model is within 18".

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POINT BLANK

Ranged weapons (excluding [BLAST] weapons) have the [PISTOL] ability.

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RAPID ESCALATION

In the first battle round, players can set up units from Strategic Reserves in the Reinforcements step of their Movement phase. If they do, those units must be set up wholly within 6" of any battlefield edge, but no model in those units can be set up within the enemy deployment zone. A unit set up in this manner cannot be set up using the Deep Strike ability.

The maximum points total of units set up in this way is as follows:

BATTLE SIZE	MAXIMUM POINTS TOTAL
Incursion	200 pts
Strike Force	400 pts
Onslaught	400 pts

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RUINSCAPE

Each time a unit makes a Normal or Advance move, it can move horizontally through terrain features.

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NO TWIST

No twist apply.