**THE OUTCAST FACTION CARD**

**Description**
In addition to normal Force Construction rules, the following special rules apply when playing an Outcast Force:

- Any Outcast force may include models classified as Bounty Hunters. If an Outcast force is made up of nothing but Bounty Hunter models, it is automatically considered to be aligned with the Slavers of Chains Barrow sub-faction.
- An Outcast force must choose one of the four sub-factions of the Outcasts: Scavengers, Slavers of Chains Barrow, Slavers of Nomads, or the Brute Court of Freeton. If it does so, it gains access to the special rules, restrictions, and models listed under that sub-faction.
- An Outcast force may only align itself with 1 sub-faction at any time.

The Valid Model Lists for the Outcast Sub-Factions can be found in the online Outcast Faction Document on www.dark-age.com.

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**THE BRUTE COURT OF FREETON SUBFACTION CARD**

**Description**
An Outcast Brute Court of Freeton sub-faction force has the Brutish Tenacity unique bonus. Each time an enemy model passes an AR Save due to a Charge Attack made by a friendly Size L or larger model, the force adds 1 Tenacity Counter to the owning player’s collective pool.

**Tenacity Counters** may be discarded during the Preparation Phase to remove an equal number of Blinded, Exhausted, Immobilized, Panic, Paralyzed, Stun, Toxic, and/or Whiplashed Counters from friendly models with "Brute" anywhere in their Model Name (Brute Pusher; Mongo, Brute Titan, etc.)

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

**DEFLECTION:** When this model is targeted by non-template ranged attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.

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

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

**NEVER PANIC:** This model may never gain Panic Counters.

**SHOCKWAVE:** This model may spend 1 AP to give all enemies within 6” 1 Stun Counter. In addition, enemies with a smaller size are also knocked prone. Enemies at least two sizes smaller are automatically pushed directly away 6” as well. Stun Counter. The next time this model activates, it immediately loses 1 AP, and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

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

**UNSTOPPABLE:** Each time this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter. Weakened Resolve Counter: This model suffers -4 PS (Weakened Resolve Counters are cumulative).

PB: Brutes gain Availability: [6][500]
- Brute Anchors gain Availability: 200
- Brute Pushers gain Availability: 300

**EXECUTIONER:** This model gains +2AS when targeting Prone models.

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

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

**Ged’Yap:** Before the first Preparation Phase, one friendly model with a lower PS score than this model may move 6” toward any enemy Deployment Zone. A model may not be targeted by Ged’Yap more than once per game.

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

**NEVER PANIC:** This model may never gain Panic Counters.

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

**UNSTOPPABLE:** Each time this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter. Weakened Resolve Counter: This model suffers -4 PS (Weakened Resolve Counters are cumulative).

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**NEVER PANIC:** This model may never gain Panic Counters.

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

**UNSTOPPABLE:** Each time this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter. Weakened Resolve Counter: This model suffers -4 PS (Weakened Resolve Counters are cumulative).

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**NEVER PANIC:** This model may never gain Panic Counters.

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

**UNSTOPPABLE:** Each time this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter. Weakened Resolve Counter: This model suffers -4 PS (Weakened Resolve Counters are cumulative).
**Dust Bull**

**AG#1**
- [2] Trample
  - Brutal
  - Finishing Blow

**AG#2**
- [1] Gore
  - Brutal
  - Devastating Charge
  - Knockdown(12)

**Special Abilities**
- Frenzied
- Furious Charge
- Rage

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**Brute Anchor**

**AG#1**
- [1] Shield Bash
  - Knockdown(12)
  - Stun

**AG#2**
- [1] Gore
  - Bleed
  - Brutal

**Special Abilities**
- Commander
- Deflection
- Guard
- Immune (Victimize)
- Tough as Nails

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**Brute Marshal**

**AG#1**
- [1] Marshallin’ Stick
  - Knockdown (10)

**AG#2**
- [1] Brute Gun
  - Lucchese
  - Knockdown (10)
  - Sentence Shell
  - Finishing Blow

**Special Abilities**
- Cabal (Any Brute)
- Executioner
- Never Panic
- Ged’yap!
- Tough as Nails

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**Brute Pusher**

**AG#1**
- [1] Chain Blok
  - Brutal
- [4] Big Swing
  - Stun
  - Blok Drop
  - Finishing Blow

“**MOVE IT!!**”

**Special Abilities**
- Ged’yap!
- Incite
- Never Panic
- Tough as Nails
**BRUTE WRECKER**

**AG#1**
- [2] Impact Chisel
  - Immortal Death
- [1] Piledriver Smash
  - Extreme Damage
  - Sunder Armor

**AN#2**
- [1] Javelin Stab
  - Immortal Death

**AS**
- 7

**RF**
- 6

**PW**
- 0

**RN**
- 18

**MAL**
- 5

**Special Abilities**
- Cabal (Brute Pusher)
- Immune (Victimise)
- Tough as Nails

**MANHUNTER**

**AG#1**
- [1] Bastard Sword
  - - Toxic

**AG#2**
- [1] Fletchette Gun
  - - Paralysis

**AS**
- 7

**RF**
- 6

**PW**
- 0

**RN**
- 18

**MAL**
- 5

**Special Abilities**
- Infiltrate
- Resourceful
- Scavenge
- Survivorist

**BRUTE**

**AG#1**
- [1] Uber Blok Crush
  - Brutal
  - Extreme Damage
  - Knockdown (10)

**AN#2**
- [1] Scrap Javelin
  - Immortal

**AS**
- 6

**RF**
- 2

**PW**
- 3

**RN**
- 0

**MAL**
- 18

**BRUTE HURLER**

**AG#1**
- [1] Javelin Stab
  - Sunder Armor

**AN#2**
- [1] Scrap Javelin
  - Immortal

**AS**
- 6

**RF**
- 2

**PW**
- 5

**RN**
- 6

**MAL**
- 18

**Special Abilities**
- Cabal (Brute Pusher)
- Immune (Victimise)
- Quick Draw
- Tough as Nails

**CABAL(x):** If this model begins its activation within 8” of (x), it may re-roll 1 attack roll this activation.

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

**HORRIBLE DEATH:** If an enemy is killed by this attack, all enemies within 4” of the model killed receive 1 Panic Counter.

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

**REND:** If all attacks from this assault group hit the same target, they gain 1 additional power multiplier for this attack.

**SUNDER ARMOR:** Models hit by this attack gain 1 Sunder Counter.

**Sunder Counter:** This model suffers -2 AR. A model may only have 1 Sunder Counter at any time.

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

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

**PARALYZE:** Living Models hit by this attack gain 1 Paralysis Counter.

**Paralysis Counter:** When this model activates, roll a d20. On a 1+, it loses 1 AP and may not attack until its next turn; this model may gain 1 Paralysis Counter at any time.

**RESOURCES:** Once per round, while in contact with an Objective Marker, this model may make a WS Check. If that check is successful, it gains 1 Scavenge Counter.

**SCAVENGED:** While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. If a model fails to roll a 11+ to pick up a Scavenge Counter, it suffers a non-critical hit for this attack.

**SCAVENGE:** While this model is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. If a model fails to roll a 11+ to pick up a Scavenge Counter, it suffers a non-critical hit for this attack.

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BULLY

AG#1
• [2] Shivs and Shanks
  •Paralysis

AG#2
• [1] Enforcer Pistol

Special Abilities
•Scavenge
•Improved Climb
•Resourceful
•Scavenge

WASTELAND WARRIOR

AG#1
• [1] Scrap Bludgeon
  •Knockdown (10)

AG#2
• [1] Zip Grapple
  •Pull(12)

Special Abilities
•Improved Climb
•Resourceful
•Scavenge

SCUT

AG#1
• [1] Shiv

AG#2
• [1] Boomerang
  •Stun

Special Abilities
•Infiltrate
•Scavenge

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

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

JURY RIG: This model may discard 1 Scavenge Counter to re-roll a failed attack roll (the Scavenge Counter benefit still applies for that attack).

PARALYSIS: Living Models hit by this attack gain 1 Paralysis Counter. Paralysis Counter: When this model activates, roll a d20. On a 11+ it loses 1 AP and must roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove the Paralysis Counter. A model may only have 1 Paralysis Counter at any time.

RESOURCEFUL: Once per round, while in contact with an Objective Marker, this model may make a PS Check. If that check is successful it gains 1 Scavenge Counter.

SCAVENGE: While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. Scavenge Counter: This model gains +1 AR, +1 AS and +1 PW to all attacks, for each Scavenge Counter. If this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed. A model may have up to 3 Scavenge Counters at any time.

IMPROVED CLIMB: This model may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword.

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

PULL(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the model 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.

RESOURCESFUL: Once per round, while in contact with an Objective Marker, this model may make a PS Check. If that check is successful it gains 1 Scavenge Counter.

SCAVENGE: While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. Scavenge Counter: This model gains +1 AR, +1 AS and +1 PW to all attacks, for each Scavenge Counter. If this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed. A model may have up to 3 Scavenge Counters at any time.

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

SCAVENGE: While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. Scavenge Counter: This model gains +1 AR, +1 AS and +1 PW to all attacks, for each Scavenge Counter. If this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed. A model may have up to 3 Scavenge Counters at any time.

STUN: Models hit by this attack gain 1 Stun Counter. Stun Counter: The next time this model activates, it immediately loses 1 AP, and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.