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, Salt Flat 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-are.com.

THE SALT FLAT NOMADS

Faction Card

Description
An Outcast Salt Flat Nomads sub-faction has the Honor of the Tribe unique bonus. Each time a friendly model is killed, and 1 Vengeance Counter to the owning player’s collective pool. Vengeance Counters can be discarded at specific times to gain the following special effects and benefits:

- When a friendly model spends an AP to attack, you may discard 1 Vengeance Counter to gain +2 AP for all dice rolled in the attack.
- Whenever an enemy model is hit one or more times by a melee attack from a friendly model, you may discard 2 Vengeance Counters to increase the AP of the hits by 2.
- After a friendly model attacks, you may discard 3 Vengeance Counters to re-roll one or more dice made for that attack.

NOTE: Each benefit may only be applied once per attack. You couldn’t, for example, discard 2 Vengeance Counters to give an attack +4 AP. Or discard 4 Vengeance Counters to give an attack +4 PW.

THE OUTCAST

Faction Card

BENDAHRIN DURSHE

BLADELORD SUPREME

AG#1

[1] Death Dervish
[2] Stingy Winds
[3] Soul Cleaver

AS FP PW RN MAL
8 oo 8 * -

“THE PATH AHEAD IS MARKED BY THE BLOOD OF OUR FOES... MAY THE PATH BE EVER VISIBLE.”

Special Abilities
- Bladelord
- Commander
- Fueled by Combat
- Furious Charge
- Parry
- PS Check

THE SALT FLAT NOMADS

Faction Card

MOONLESS NIGHT

THE UNSEEN BLADE

AG#1

[1] Hungry Wake
[2] Shearing Wind

AS FP PW RN MAL
8 oo 4x2 0 -

Honor, above all else.

Special Abilities
- Arena Master
- Backstab
- Honor Seeker
- Parry
- PS Check

ASSASINATION: 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.

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

BLEED: Living Models hit by this attack gain 1 Bleed Counter. Bleed Counter: During the Lingering Effects Phase roll a D20. On a result of 11+, this model loses 1 HP otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

HONOR SEEKER: Whenever this model kills an enemy, gain 1 Vengeance Counter.

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

RIPOSTE(x): This model adds (x) to all AS Checks for the Parry special ability. When it successfully Parries, it may immediately make 1 melee attack against the attacking enemy.

THE OUTCAST

Faction Card

BLADES

SIBENI SRAVE OATHSWORN

AG#1

[1] Blade Dance
[2] Mantis Strike
[3] Scorpion Strike
[4] Cobra Strike

AS FP PW RN MAL
8 oo - - -

“Honor, above all else.”

Special Abilities
- Combat Reflexes
- Deflection
- Furious Charge
- Honor Seeker
- Parry
- PS Check

BLADELORD: This model’s melee attacks ignore the Parry or Sidestep special abilities.

COMMANDER: This model counts as having all Squallid Keywords.

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

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

FUELED BY COMBAT: Once per round, when this model makes an attack with this attack, it may make a PS Check. If successful, it may heal 1 HP.

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

HONOR SEEKER: Whenever this model kills an enemy, gain 1 Vengeance Counter.

NEVER PANIC: This model may never gain Panic Counters.

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

RENDEZ: 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 Bleed Counter. Sunder Counter: This model suffers -3 AP. A model may only have 1 Sunder Counter at any time.

WAYS OF DARKNESS: At the end of this model’s activation it may attempt a PS Check. If successful, it may immediately move in a straight line up to 6”, ignoring models and terrain. It must end this movement in contact with a terrain feature or it is immediately removed from play as a casualty.

ASSASINATION: 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.

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

BLEED: Living Models hit by this attack gain 1 Bleed Counter. Bleed Counter: During the Lingering Effects Phase roll a D20. On a result of 11+, this model loses 1 HP otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

HONOR SEEKER: Whenever this model kills an enemy, gain 1 Vengeance Counter.

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

RIPOSTE(x): This model adds (x) to all AS Checks for the Parry special ability. When it successfully Parries, it may immediately make 1 melee attack against the attacking enemy.
**Kane**

**Hand of the Bladelord**

**AG#1**
- [1] Kestrel
  - Critical Strike
  - Decapitation

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"Ask your questions. He'll never answer."
- The Bladelord

**Special Abilities**
- Honor Seeker
- Guard
- Never Panic
- Tough as Nails
- Unstoppable

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**Lynette**

**Master Herder**

**AG#1**
- [1] Tamer’s Whip
  - Whiplash

**AG#2**
- [1] Venom Blade
  - Toxic

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**Special Abilities**
- Ged’yap!
- Master Herder
- Suppression (Frenzied)

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**ideo**

**Lynette’s Guardian**

**AG#1**
- [2] Claws

**AG#2**
- [1] Main
  - Bleed
  - Latch-On (AG#1)

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**Special Abilities**
- Caball (Lynette)
- Lynette’s Guardians
- Superior Gang-Up

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**Vox**

**Lynette’s Guardian**

**AG#1**
- [2] Claws

**AG#2**
- [1] Main
  - Bleed
  - Latch-On (AG#1)

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**Special Abilities**
- Caball (Lynette)
- Lynette’s Guardians
- Superior Gang-Up

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**Critical Strike(1):** This attack Critically Hits on attack rolls of (x) or less.

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

**Guard:** When a friendly model within 6” and line of sight is targeted by a non-template ranged attack, this model may become the target of the attack instead (Guard may not trigger another model’s Guard ability).

**Honor Seeker:** Whenever this model kills an enemy, gain 1 Vengeance Counter.

**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:** On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter.

**UNSTOPPABLE:** PS Check
- 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.

**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:** PS Check
- 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.

**Vox:**

**Lynette’s Guardian**

**AG#1**
- [2] Claws

**AG#2**
- [1] Main
  - Bleed
  - Latch-On (AG#1)

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**Special Abilities**
- Caball (Lynette)
- Lynette’s Guardians
- Superior Gang-Up
DUST BULL

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

**Ag#2**
- Brutal
- Devastating Charge
- Knockdown(12)

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

BERSERKER

**Ag#1**
- Berserker Claws
- Acid
- Toxic

**Ag#2**
- [2] Berserker Claws
- Acid
- Toxic

**Special Abilities**
- Berserk
- Fueled by Combat
- Furious Charge
- Tough as Nails
- Unstoppable

CARAVAN KEEPER

**Ag#1**
- Tulwar

**Ag#2**
- Hand Crossbow

**Special Abilities**
- Commander
- Honor Seeker
- Parry
- Resourceful
- Scavenge

FIXER

**Ag#1**
- Fixer’s Wrench
- Restoration
- Stan

**Ag#2**
- Enforcer Pistol

**Special Abilities**
- Jury Rig
- Medic
- Superior Maintenance(3)
- Scavenge

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

**DEVASTATING CHARGE:** This attack gains Extreme Damage when used as a charge attack.

**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.

**FRENZIED:** At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

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

**KNOCKDOWN:** When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or less than 3, 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.

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

**COMMANDER:** This model counts as having all Squallink Keywords.

**HONOR SEEKER:** Whenever this model kills an enemy, gain 1 Vengeance Counter.

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

**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.

**SCAVENSE:** 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.

**SUPERIOR MAINTENANCE:** This model gains +1 AS, +1 PW, and +1 AR to all attacks, and the Fixer’s special ability. After any activation in which the model did not make a melee attack, they gain an Exhaustion Counter.

**TOXIC:** Models hit by this attack gain 1 Toxic Counter.

**Vengeance Counter:** This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of this model’s activation.

All negatives are cumulative:
- 1 Counters: -2 AS to all attacks
- 1 Counters: -2 PW to all attacks
- Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW. 2 hit before resolving these attacks.

**UNSTOPPABLE:**Whenever 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 Unstoppable Counter. Unstoppable Counter: This model suffers -4 PS. Unstoppable Counter are cumulative.

**BERSERK:** This model may spend 1 AP to gain 1 Berserk Counter. A model may only have 1 Berserk Counter at any time.

**BERSERK COUNTER:** This model gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Berserk special ability. After any activation in which the model did not make a melee attack, they gain an Exhaustion Counter.

**EXHAUSTION COUNTER:** This model suffers -1 AP on Exhaustion Counters. If this model goes into Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

**FUELED BY COMBAT:** On a success, this model may make a PS Check. On a success, it may heal 1 HP.

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

**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.

**ABILITY:** (x) times per game, when a maneuver is rolled from a non-peripheral attack, that model may ignore the malfunction. This ability functions even if this model is killed.
**MANHUNTER**

**AG#1**
- 1 Bastard Sword
  - Toxic
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
7 | oo | 6 | 0 | -

**AG#2**
- 1 Fletchette Gun
  - Paralysis
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 2 | 4 | 8 | 18

**Special Abilities**
- Infiltrate
- Resourceful
- Scavenge
- Survivalist

**Moloki**

**AG#1**
- 1 Snapjaw
  - Extreme Damage
  - Reaction Strike
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | oo | 6 | 0 | -

**AG#2**
- 1 Tail Sweep
  - Knockdown
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 1 | 4 | Arc | -

**Special Abilities**
- Burrow
- Frenzied
- Furious Charge

**Hand of War**

**AG#1**
- 1 Blade Dance
- Flensing Wind
- Stun
- Piercing Fang
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 4 | * | 0 | *

**AG#2**
- 1 Enforcer Pistol
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 2 | 5 | 8 | 17

**Special Abilities**
- Enhance(Scut)(Resourceful)
- Infiltrate
- Jury Rig
- Resourceful
- Scavenge

**Bully**

**AG#1**
- 2 Shivs and Shanks
  - Paralysis
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | oo | 3 | 0 | -

**AG#2**
- 1 Enforcer Pistol
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 2 | 5 | 8 | 17

**Special Abilities**
- Enhance(Scut)(Resourceful)
- Infiltrate
- Jury Rig
- Resourceful
- Scavenge

**In life, discipline. In death, honor.**

**Special Abilities**
- Furious Charge
- Honor Seeker
- Parry

**Molleki**

**AG#1**
- 1 Snapjaw
  - Extreme Damage
  - Reaction Strike
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | oo | 6 | 0 | -

**AG#2**
- 1 Tail Sweep
  - Knockdown
**AS** | **RF** | **PW** | **RN** | **MAL**
---|---|---|---|---
6 | 1 | 4 | Arc | -

**Special Abilities**
- Burrow
- Frenzied
- Furious Charge

**Infiltrate:** 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.

**Paralysis:** Models hit by this attack gain 1 Paralysis Counter. Paralysis Counter: When this model activates, roll a D20. On a 1+ this model and all models within 2” must make a PS Check. If this check is successful, remove 1 Paralysis Counter at the start of that model’s activation.

**Scavenge:** While a model with Scavenge 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.

**Burrow:** This model gains +1 AS, +1 PW and +1 AP 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 in play. A model may have up to 2 Scavenge Counters at any time.

**Survivability:** If this model only spends AP on Movement during its activation, it may be deployed to free at the end of that activation.

**Bleed:** Living Models hit by this attack gain 1 Bleed Counter. Bleed Counter: During the Lingering Effects Phase roll a D20. On a 1+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Critical Strike:** This attack critically hits on attack rolls of 9 or less. Frenzied: At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**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.

**Reaction Strike:** Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This fire attack occurs before charge attacks are resolved.

**Environ:** When this model activates, roll a D20. On a 1+ this model gains +1 AS, +1 PW and +1 AP 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 in play. A model may have up to 2 Scavenge Counters at any time.

**Infiltrate:** 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.

**Frenzied:** At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**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.

**Reaction Strike:** Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This fire attack occurs before charge attacks are resolved.

**Infiltrate:** 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.

**Paralysis:** Models hit by this attack gain 1 Paralysis Counter. Paralysis Counter: When this model activates, roll a D20. On a 1+ this model and all models within 2” must make a PS Check. If this check is successful, remove 1 Paralysis Counter at the start of that model’s activation.

**Scavenge:** While a model with Scavenge 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.

**Burrow:** This model gains +1 AS, +1 PW and +1 AP 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 in play. A model may have up to 2 Scavenge Counters at any time.

**Survivability:** If this model only spends AP on Movement during its activation, it may be deployed to free at the end of that activation.

**Bleed:** Living Models hit by this attack gain 1 Bleed Counter. Bleed Counter: During the Lingering Effects Phase roll a D20. On a 1+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Critical Strike:** This attack critically hits on attack rolls of 9 or less. Frenzied: At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**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.

**Reaction Strike:** Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This fire attack occurs before charge attacks are resolved.

**Environ:** When this model activates, roll a D20. On a 1+ this model gains +1 AS, +1 PW and +1 AP 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 in play. A model may have up to 2 Scavenge Counters at any time.

**Infiltrate:** 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.

**Frenzied:** At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**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.

**Reaction Strike:** Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This fire attack occurs before charge attacks are resolved.
**Tulwar**

- **Special Abilities**
  - Commander
  - Mark for Death
  - Resourceful
  - Honor Bound
  - Human Shield

- **Scavenged Abilities**
  - (1) Heavy Crossbow
  - (1) Flamer
  - (1) Knockdown
  - (1) Toxin

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**Splinterstorm**

- **Special Abilities**
  - Explosive End (Bleed)
  - Infiltrate
  - Survivalist

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**Pain Splinter Bolt**

- **Special Abilities**
  - Explosive End (Bleed)
  - Infiltrate
  - Sniper (2)

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**Oathpounder Creed**

- "Our ways are the old ways. The ways of blood and water, both precious and sadly lost too often."

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**The Dishonored**

- **Special Abilities**
  - Honor Seeker
  - Infiltrate
  - Survivalist

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**Thornwind**

- **Special Abilities**
  - Explosive End (Bleed)
  - Infiltrate
  - Sniper (2)

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**Tribal Warrior**

- **Special Abilities**
  - Honor Seeker
  - Resourceful
  - Scavenged

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**COMMANDER**

- **Honor Bound**: At the start of each Preparation Phase, gain 1 Vengeance Counter.
- **Human Shield**: When this model is hit by an enemy non-template attack, it may force 1 friendly model within 4" to be hit by the attack instead. That attack gains an additional power multiplier for this hit (hits from Human Shield cannot trigger Human Shield).
- **Knockdown**: On attack rolls of (x) or less.
- **Toxin**: Models hit by this attack gain 1 Toxic Counter.
- **Vengeance Counter**: When this model is killed, or removed from play, place 1 Vengeance Counter in contact before it is removed. Any model with Vengeance Counter may automatically pick up Scavenge Counters by moving over them.
- **Scavenge Counter**: This model gains +1 AR, and +1 AS and +1 PW to all attacks made against that enemy this round.
- **Knockdown (10)**: This attack gains +1 AR and +1 AS and +1 PW to all attacks made against that enemy this round.
- **Knockdown (14)**: 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 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.

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**BLEED**: Living Models hit by this attack gain 1 Bleed Counter.

- **Bleed Counter**: During the Lingering Effects Phase roll a d20. On a result of 11+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.
- **Honor Seeker**: Whenever this model kills an enemy, gain 1 Vengeance Counter.
- **Infiltrate**: 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.
- **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.
- **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.
- **Survivalist**: If this model only spends AP on Movement during its activation, it may go On Hold for free at the end of that activation.

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**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, and +1 AS and +1 PW to all attacks made against that enemy this round.
- **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.

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**BLEED**: Living Models hit by this attack gain 1 Bleed Counter.

- **Bleed Counter**: During the Lingering Effects Phase roll a d20. On a result of 11+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

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**Toxin**: Models hit by this attack gain 1 Toxic Counter.

- **Toxic Counter**: When this model is killed, or removed from play, place 1 Toxin Counter in contact before it is removed. Any model with Toxin Counter may automatically pick up Scavenge Counters by moving over them.
- **Toxin Counter**: When 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.

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**Honor Bound**: At the start of each Preparation Phase, gain 1 Vengeance Counter.

- **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, and +1 AS and +1 PW to all attacks made against that enemy this round.

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**Toxic**: Models hit by this attack gain 1 Toxic Counter.

- **Toxic Counter**: This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of this model’s activation. All negatives are cumulative.
  - 1 Counters: -2 AS to all attacks
  - 2+ Counters: -2 PW to all attacks
  - 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.
**VROCK**

**AG#1**  
[1] Razor Beak  
- Sunder Armor  

*AS* 5  *RF* 8  *PW* 3  *RN* 0  *MAL* -  

"You ran away from WHAT??!!"

**AG#2**  
[1] Zip Grapple  
- Pull(12)  

*AS* 6  *RF* 1  *PW* 4  *RN* 8  *MAL* 18  

Special Abilities  
- Frenzied  
- Vault  

**WASTELAND WARRIOR**

**AG#1**  
[1] Scrap Bludgeon  
- Knockdown (10)  

*AS* 5  *RF* 8  *PW* 4  *RN* 0  *MAL* -  

**AG#2**  
[1] Giraple  
- Pull(12)  

*AS* 6  *RF* 1  *PW* 4  *RN* 8  *MAL* 18  

Special Abilities  
- Improved Climb  
- Resourceful  
- Scavenge  

**NOMAD HERDER**

**AG#1**  
[1] Shock Prod  
- Stun  

*AS* 4  *RF* 8  *PW* 3  *RN* RE 19  

"This planet's wildlife has been trying to kill us for centuries... We are just giving them a proper target."

- Nomad Saying  

Special Abilities  
- Resourceful  
- Scavenge  
- Suppression(Frenzied)  

**SCUT**

**AG#1**  
[1] Shiv  

*AS* 4  *RF* 8  *PW* 2  *RN* 0  *MAL* -  

**AG#2**  
[1] Boomerrang  
- Stun  

*AS* 4  *RF* 1  *PW* 2  *RN* 6  *MAL* 18  

Special Abilities  
- Infiltrate  
- Scavenge  

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**FRENZIED:** At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**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.

**VAULT:** Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains and additional +1 AS and +1 PW to the charge attack.

**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 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.

**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 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.

**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 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.

**Sunder Counter:** This model gains +1 AR, and +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.

**Scavenge Counter:** This model gains +1 AR, and +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 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.

**Suppression:** While within 8” of this model, the (x) ability is ignored on models.

**INfiltrate:** 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, and +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.