**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. 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 Brave Court of Freton. 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.

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**The Scavengers Subfaction Card**

**Description**
An Outcast Scavengers sub-faction force has the Scavengers of the Wasteland unique bonus. At the start of each Preparation Phase, 1 friendly non-Character model within 6” of a friendly model with Scavenger may gain 1 Scavenge Counter (note that a model is always considered to be within range of itself). This bonus is applied once per full 500 points of the force.

**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.

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**Mongo Titan Brute**

**Special Abilities**
- Deflection
- Unstoppable
- Immune (Extreme Damage)
- Never Panic
- Shockwave
- Tough as Nails

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**Hoj Scavenger Warlord**

**Special Abilities**
- Combat Reflexes
- Commander
- First Claim
- Parry
- Vigilance

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**Gladiator Champion**

**Special Abilities**
- Cabal (Objective Marker)
- Combat Reflexes
- Order (Pit Fighters)(+1MV)
- Unstoppable

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**Combat Reflexes:** Enemies never gain bonuses for Charging or Gang-Up against this model. This model may stand up from prone for no AP cost.

**Commander:** This model counts as having all Squadlink Keywords.

**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.

**First Claim:** During the Preparation Phase, this model may take 1 Scavenge Counter from a friendly model within 8”.

**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 -1 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.

**Paralyze:** Models hit by this attack gain 1 Paralyzed Counter.

**Paralyzed Counter:** When this model aktivates, roll a d20. On a 11 or greater it loses 1 AP and most roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.

**Parry:** When this model is targeted by melee attacks, after attack rolls are made, this model may make an AS Check. On a success it may discard 1 non-critical hit from those attacks.

**Vigilance:** If this model ends its activation unengaged it automatically goes On Hold.

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**Caballero (x):** If this model begins its animation within 8” of (x), it may re-roll 1 Attack Roll this activation.

**Combat Reflexes:** Enemies never gain bonuses for Charging or Gang-Up against this model. This model may stand up from prone for no AP cost.

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

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

**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 -1 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.

**Order:** When this model squadlinks with (x), those models gain (y) this activation.

**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).
**Piledriver Smash**

- Tough as Nails
- Immune (Victimize)
- Cabal (Brute Pusher)
- Immune (Victimize)
- Tough as Nails

**Chain Block**

- Tough as Nails
- Immune (Victimize)
- Cabal (Brute Pusher)
- Immune (Victimize)
- Tough as Nails

**Shield Bash**

- Tough as Nails
- Immune (Victimize)
- Cabal (Brute Pusher)
- Immune (Victimize)
- Tough as Nails

**BRUTE WRECKER**

- Brutal: The Parry special ability may not be used against this attack.
- Blunt: Models hit by this attack gain 1 Blood Counter.
  - Blunt Counter: When a friendly model within 4" is targeted by a non-template ranged attack, this model may become the target of the attack instead.
  - Blunt Counter: This model suffers -2 AS to melee attacks against targets that are 10" or more away from the model.
- Extreme Damage: Models that fail an AR Save caused by this attack lose 2 HP.
- 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. This model may not be targeted by Ged 'Yap! more than once per game.
- Inoc: When this model Squadlinks with all non-Character models in that link gain +2 to melee attacks.
- Never Panic: This model may never gain Panic Counters.
- 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.
- Tough as Nails: This model ignores Critical AR Failure.

**BRUTE PUSHER**

- Brutals gain Availability: [4][5][5][0]
- Brutal Anchors gain Availability: [2][5][0]
- Brutal: The Parry special ability may not be used against this 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.
- 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. This model may not be targeted by Ged 'Yap! more than once per game.
- INOC: When this model Squadlinks with all non-Character models in that link gain +2 to melee attacks.
- NEVER PANIC: This model may never gain Panic Counters.
- 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.
- TOUGH AS NAILS: This model ignores Critical AR Failure.

**BRUTE ANCHOR**

- Brutal: The Parry special ability may not be used against this attack.
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  - Blunt Counter: When a friendly model within 4" is targeted by a non-template ranged attack, this model may become the target of the attack instead.
  - Blunt Counter: This model suffers -2 AS to melee attacks against targets that are 10" or more away from the model.
- Extreme Damage: Models that fail an AR Save caused by this attack lose 2 HP.
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- TOUGH AS NAILS: This model ignores Critical AR Failure.

**HAPPY HOUR**

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- 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.

**Special Abilities**

- Commander
- The Good Stuff
- Inspiring
- Tough as Nails

**BRUTE WRECKER**

- Brutal: The Parry special ability may not be used against this attack.
- Blunt: Models hit by this attack gain 1 Blood Counter.
  - Blunt Counter: When a friendly model within 4" is targeted by a non-template ranged attack, this model may become the target of the attack instead.
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- TOUGH AS NAILS: This model ignores Critical AR Failure.

**Special Abilities**

- Commander
- The Good Stuff
- Inspiring
- Tough as Nails

**BRUTE PUSHER**

- Brutal: The Parry special ability may not be used against this attack.
- Blunt: Models hit by this attack gain 1 Blood Counter.
  - Blunt Counter: When a friendly model within 4" is targeted by a non-template ranged attack, this model may become the target of the attack instead.
  - Blunt Counter: This model suffers -2 AS to melee attacks against targets that are 10" or more away from the model.
- Extreme Damage: Models that fail an AR Save caused by this attack lose 2 HP.
- 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. This model may not be targeted by Ged 'Yap! more than once per game.
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- 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.

**Special Abilities**

- Ged yay!
- Incite
- Never Panic
- Tough as Nails

**BRUTE ANCHOR**

- Brutal: The Parry special ability may not be used against this attack.
- Blunt: Models hit by this attack gain 1 Blood Counter.
  - Blunt Counter: When a friendly model within 4" is targeted by a non-template ranged attack, this model may become the target of the attack instead.
  - Blunt Counter: This model suffers -2 AS to melee attacks against targets that are 10" or more away from the model.
- Extreme Damage: Models that fail an AR Save caused by this attack lose 2 HP.
- 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. This model may not be targeted by Ged 'Yap! more than once per game.
- Inoc: When this model Squadlinks with all non-Character models in that link gain +2 to melee attacks.
- NEVER PANIC: This model may never gain Panic Counters.
- 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.
- TOUGH AS NAILS: This model ignores Critical AR Failure.

**Special Abilities**

- Ged yay!
- Incite
- Never Panic
- Tough as Nails

**Piledriver Smash**

- Tough as Nails
- Immune (Victimize)
- Cabal (Brute Pusher)
- Immune (Victimize)
- Tough as Nails

**Chain Block**

- Tough as Nails
- Immune (Victimize)
- Cabal (Brute Pusher)
- Immune (Victimize)
- Tough as Nails

**Shield Bash**

- Tough as Nails
- Immune (Victimize)
- Cabal (Brute Pusher)
- Immune (Victimize)
- Tough as Nails
**FIXER**

**AG#1**
- [1] Fixin’ Wrench
- Restoration
- Stun

**AS** 6
**RF** 4
**PW** 0
**RN** 4
**MAL** 1

**AG#2**
- [1] Enforcer Pistol

**AS** 6
**RF** 4
**PW** 0
**RN** 4
**MAL** 1

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

**COMMANDER**

**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).

**MEDICA:** Other friendly, living, models reduced to 0 HP while within 8” of this model are not killed, but instead gain 1 Dying Counter.

**Dying Counter:** This model is prone and may not activate. If this model would ever lose HP, it is killed. At the start of the Looting Phase, a friendly, non-vigilant model with Medica is not within 8” of this model. Remove this Counter if this model is ever healed.

**RESTORATION:** This attack may target, and automatically hit, friendly models. Friendly models hit by this attack suffer no damage and instead heal 1 HP. A model may only be healed by Restoration once per game.

**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.

**SUPERIOR MAINTENANCE:** If a friendly model within 8” of this model is killed, this model may re-roll 1 attack roll.

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

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

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

**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).

**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.

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

**FIRST CLAIM:** During the Preparation Phase, this model may take 1 Scavenge Counter from a friendly model within 8”.

**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).

**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.

**Hmph.”

**Special Abilities**
- Caball/Brute Pusher
- Deflection
- Immune (Victimize)
- Tough as Nails

**COMMANDER**

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

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

**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).

**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.

**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).

**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.

**COMMANDER:** 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 any enemy deployment zone.

**INfiltrate:** Models hit by this attack gain 1 Infiltrate Counter. Infiltrate Counter: This model moves into a non-vigilant model’s activation area, then may discard 1 toxic hit from those attacks.

**STUN:** Models hit by this attack lose 2-6 PR to all attacks for each Stun Counter. Stun Counter: The next time this model activates, it immediately loses 1 AP, then removes 1 Stun Counter. This model may only have 1 Stun Counter at any time.

**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.

**FIRST CLAIM:** During the Preparation Phase, this model may take 1 Scavenge Counter from a friendly model within 8”.

**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).

**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.

**COMMANDER:** 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 any enemy deployment zone.

**INfiltrate:** Models hit by this attack gain 1 Infiltrate Counter. Infiltrate Counter: This model moves into a non-vigilant model’s activation area, then may discard 1 toxic hit from those attacks.

**STUN:** Models hit by this attack lose 2-6 PR to all attacks for each Stun Counter. Stun Counter: The next time this model activates, it immediately loses 1 AP, then removes 1 Stun Counter. This model may only have 1 Stun Counter at any time.

**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.

**FIRST CLAIM:** During the Preparation Phase, this model may take 1 Scavenge Counter from a friendly model within 8”.

**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).

**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.
**SCUT**

**AG#1**
- Shiv

**AG#2**
- Boomerang

**Special Abilities**
- Infiltrate
- Scavenge

**INTEGRATION**

**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, +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.

**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.