### © CALL TO GLORY





- At the start of the game, gain a marker pool containing a number of markers equal to twice the total ranks of *Leaders* in your army.
- At the end of any activation in which a friendly **Leader** or **Specialist** killed an enemy, and it was the only model attacking that enemy, it may make a **Will Check(1)**. On a success, remove 1 marker from your marker pool. Your opponent loses 1 morale.

# **SEVER THE HEAD**

### VENGEANCE



- After forces are deployed, but before the first turn, place a number of markers on enemy *Leaders* or *Specialists* equal to the total ranks of *Leaders* in your army.
- · Models may be marked a number of times equal to their rank.
- If the marked enemy is killed, that opponent loses 2 morale per marker on that model.

# **ECAPTURE PRISONERS**

### TREACHERY



- At the start of the game, gain a marker pool containing a number of markers equal to the total ranks of *Leaders* in your army.
- When an enemy model is killed with a *melee attack*, you may have 1 model that killed that enemy gain 1 marker.
- · A model may only have 1 marker at any time.
- At the end of any round, if a friendly marked model is unengaged, and in your [A], [B], or [C] Deployment Zones, your opponent loses 2 morale, and then that marker is removed.
- If a marked model is killed, its marker is returned to your marker pool.

### **SESCORT CIVILIANS**

### DUTY



- During Deployment place a number of Objectives in contact with friendly models equal to the total ranks of *Leaders* in your army. Those Objectives begin the game *linked* to those models.
- Objectives are 30mm bases with Size: 2 and the Impassable keyword.
- A friendly model in contact with an Objective may spend an *Interact Action* to *link* to that Objective. Any previous links on that Objective expires. A model may only have 1 Objective linked to it at any time.
- If a linked model is ever moved out of contact with its Objective for any reason, the link expires.
- If an Objective is in your enemy's [A], [B], or [C] Deployment Zones at the end of any round, and you control that Objective, your opponent loses 2 morale, and then that Objective is removed.

## **BURN IT DOWN**

Leaders in your army.

### VENGEANCE



- These objectives cannot be placed within 4" of each other or a board edge.
- Objectives are 50mm bases with Size: 4 and the Impassable keyword.
- A friendly model may spend an *Interact Action* while in contact with an Objective you control. If they do, your opponent loses 2 morale, and then that Objective is removed.

### **B**ASSASSINATE

### TREACHERY



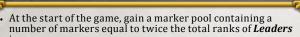
 At the end of any friendly turn, if an enemy Leader was killed, and no other enemy was attacked this turn, your opponent loses 2 additional morale per rank of that Leader.

# **STAND YOUR GROUND**

### DUTY

in your army.





- Friendly *Infantry* may spend an *Interact Action* while in an enemy *Leader's* Sphere of Influence to gain 1 marker.
- At the beginning of a marked model's activation, your opponent loses 1 morale, and then that marker is removed.
- If a marked model is killed, its marker is returned to your marker pool.

# **UNSTOPPABLE FORCE**





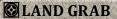
- At the start of the game, gain a marker pool containing a number of markers equal to the total ranks of *Leaders* in your army.
- At the end of any *turn* in which a friendly *Leader* was attacked by an enemy, but not killed, it may make a *Will Check(1)*. On a success, remove 1 marker from your marker pool. Your opponent loses 2 morale.
- At the end of any *round*, each friendly Leader in an enemy *Deployment Zone* may make a *Will Check(1)*. On a success, remove 1 marker from your marker pool. Your opponent loses 2 morale.

# STEAL INTEL



TREACHERY

- At the start of the game, gain a marker pool containing a number of markers equal to the total ranks of *Leaders* in your army.
- When a friendly model attacks an enemy *Leader* or *Specialist* with a *melee attack*, and generates a *Hit*, they may gain 1 marker. Each enemy Leader or Specialist may only grant 1 marker each round.
- At the beginning of a marked model's activation, your opponent loses 2 morale, and then that marker is removed.
- If a marked model is killed, its marker is returned to your marker pool.







- Before Deployment, place a number of Objectives anywhere in your opponent's **[C] Deployment Zone** equal to the total ranks of **Leaders** in your army. Gain a marker pool with a number of markers equal to twice the total ranks of *Leaders* in your army.
- These objectives cannot be placed within 4" of each other or a board edge.
- Objectives are 40mm bases with the Does Not Block LoS keyword.
- At the end of any round, for each Objective you control, remove 1 marker from your marker pool. Your opponent loses 1 morale.

### © LOOT AND PLUNDER



### GREED

- Before Deployment, beginning with you, you and your opponent take turns placing 5 Objectives anywhere in *No Man's Land*. Gain a marker pool with a number of markers equal to twice the total ranks of *Leaders* in your army.
- These Objectives cannot be placed within 4" of each other or a board edge.
- Objectives are 50mm bases with Size: 4 and Rough keywords.
- · While in contact with an Objective you control, a friendly *Infantry* may perform an *Interact Action* to gain 1 marker.
- · At the end of the round, if the marked model is still alive, your opponent loses 1 morale, and then that marker is removed.
- If a marked model is killed, its marker is returned to your marker pool.

## PERSONAL GAIN



### GREED

- · During Deployment, your opponent marks a number of their Infantry equal to twice your total ranks of Leaders.
- Each Infantry may only be marked once.
- · While engaged with a marked enemy, friendly Leaders or Specialists may forfeit their Maneuver or their Action. If they do, your opponent loses 1 morale, and then the marker is removed.

# **DISRUPT SUPPLY LINE**





- Before deployment, place a number of Objectives on the battlefield equal to the total ranks of *Leaders* in your army.
- Place these Objectives anywhere along the dividing lines of your opponent's Deployment Zones (with their bases centered on the line), starting with No Man's Land/[D] and proceeding backwards.
- Objectives are 40mm bases with the Does Not Block LoS and Impassable keywords.
- Only 1 Objective can be placed on each dividing line. If there are more than 4 Objectives, a second may be placed along each divide, as long as all divides have at least 1.
- Friendly models may spend an Interact Action while in contact with an Objective you control. If they do, your opponent loses 2 morale, and then the Objective is removed.

# **WINFILTRATE**







- At the start of the game, gain a marker pool containing a number of markers equal to twice the total ranks of *Leaders* in your army.
- During their activation, friendly *Infantry* may perform an Interact Action to gain 1 marker if they are in your opponent [C] Deployment Zone, or 2 markers if they are in your opponent's [A] or [B] Deployment Zones.
- At the beginning a marked model's activation, your opponent loses 1 morale per marker, and then those markers are
- If a marked model is killed, its markers are returned to your marker pool.

# **⊠**NO CONFIDENCE





- At the start of the game, each enemy *Leader* gains a number of markers equal to twice their total rank.
- Each time a friendly **Leader** or **Specialist** kills an **Infantry** that is inside a marked Leader's Sphere of Influence, that enemy Leader must make a **Will Check(1)**. On a failure, remove 1 marker from it, and your opponent loses 1 morale.

• Overpower	2 Hits.
<b>★</b> Strike	1 Hit.
* Magic	Magic Stops Attack; Possible Backlash.
<b>✗</b> Parry	Attack is Parried.
<b>  ★</b> Block	Attack is Blocked.
() Armor	Armor Absorbs Attack.
→ Dodge	Attack is Dodged.

Any effect that modifies or replaces a specific result always modifies the highest specified result(s).