

CALL TO GLORY

DUTY

- 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.

ESCORT 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.

STAND YOUR GROUND

DUTY

- 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.
- 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.

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.

BURN IT DOWN

VENGEANCE

- Before Deployment, beginning with you, you and your opponent take turns placing Objectives anywhere in your opponent's **[D] Deployment Zone** equal to 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 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.

UNSTOPPABLE FORCE

VENGEANCE

- 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.

CAPTURE 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.

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**.

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.

LAND GRAB

GREED

- 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

INTRIGUE

- 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.

INFILTRATE

INTRIGUE

- 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 removed.
- If a marked model is killed, its markers are returned to your marker pool.

NO CONFIDENCE

INTRIGUE

- 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.
Strike	1 Hit.
Magic	Magic Stops Attack; Possible Backlash.
Parry	Attack is Parried.
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).