

RUINSTARS

Squad Operations In A Dying Galaxy

MISSIONS

2nd Edition v20260531



MISSIONS

TACTICAL ENGAGEMENTS ACROSS A GALAXY IN RUINS

“We once believed war would end when the stars themselves dimmed. We were wrong. The stars are gone, and still we fight over scraps of metal, over relics of dead gods, over the idea that any of this still matters.”

Every mission you read in this record was real once. Squads bled for these orders. Some triumphed and carved their marks into the ruins; others vanished beneath the dust of worlds that no longer have names.

If you are holding this field manual, you are part of what remains. Learn these operations well. Out there, knowing which ruin to hold (or which to burn) means the difference between survival and extinction.”

Excerpt from the Warfront Archives, Cycle 2279.6

ABOUT

Across the shattered frontier of the galaxy, war is constant. Squads of elite operatives clash in the ruins of cities, alien jungles, desecrated temples, and endless wastelands, each battle a fleeting spark in the dark expanse of the Ruinstars. These are not grand crusades of empire, but desperate struggles fought by the few who dare to step onto the battlefield when hope has long since burned away.

Each mission offers unique tactical puzzles and narrative flavor, challenging you to adapt your strategy to shifting objectives and hostile environments. Whether you fight for the glory of the Human Hegemony, the hunger of the Swarm, or the whispers of the Silent Choir, every operation offers a chance to carve your name into the scars of the galaxy.

Note you will need the [Core Rules PDF](#) to play this mode.

MISSION SETUP

Before the first turn begins, follow the steps below to generate your mission.

Each mission is defined by:

- a **Battlefield** that alters mission conditions,
- a **Deployment** variant that determines where both squads begin, and
- two random **Objectives** that determine victory conditions.

MISSION SEQUENCE

1. Select Squads
2. Roll Battlefield
3. Roll Deployment
4. Roll Objectives
5. Play Mission
6. Mission Scoring

PVP MISSIONS

SQUAD SELECTION AND TL

Each player fields one Squad built to a maximum of 100 GP. Squads are built following the standard squad composition rules in the Core Rules. Each Squad has a **Threat Level (TL)** from 1 to 3, reflecting its campaign history. A new Squad begins at TL1. Each completed Operation (whether PvE or PvP) advances the Squad's TL by 1, to a maximum of TL3. In PvP, both Squads should be at the same TL. Agree on a TL before selecting your Squad. Mission scoring scales with TL: the higher the TL, the more MP each Squad can earn per mission.

For competitive or one-off play, use standard squads at TL1, without any Spoils of War or Injuries.

DEPLOYMENT

Each mission is played on one of the standard deployments (see [Deployments](#) list below). At the start of each mission, before objectives are revealed, roll **1D6** to select a deployment. Each deployment defines two positions: Squad A and Squad B. Both players roll off; the winner chooses which squad they are.

OBJECTIVES

At mission start, each Squad secretly rolls their Objective using **2D6**: roll **1D6** for the **Archetype**, then **1D6** for the **Variation**. Both Squads reveal their Objectives simultaneously. Each Squad pursues their own Objective independently. See [Objectives](#) below for the list of objectives.

MISSION SCORING

- **1 MP** per TL for completing the mission (regardless of outcome)
- **1 MP** per TL per completed objective
- **1 MP** per TL if all enemy Units were Taken Out

PVE MISSIONS

SQUAD SELECTION AND TL

Each mission is opposed by a single NPC faction. Select a faction from the NPC Units section at the back of this book, or choose one randomly. In campaign play, we recommend using the same faction for all three missions within an Operation, then switching factions for the next Operation. Each NPC Squad has a Spawn Table that determines which Units are deployed for a given mission. Before deploying the NPC Squad, select a **Threat Level** ("TL") from 1 to 3. Threat Level represents the intensity of the opposition your Squad faces. Higher Threat Levels produce more dangerous Units and larger groups. If playing a Campaign, the Threat Level should match the current Operation number: TL1 for Operation 1, TL2 for Operation 2, TL3 for Operation 3. Once you have selected a faction and Threat Level, roll **3D6** and consult that faction's Spawn Table. Each die is resolved individually - look up each result in the column matching your current Threat Level to identify the Units spawned by that die.

DEPLOYMENT

Each mission is played on one of the following standard [Deployments](#). At the start of each mission, roll 1D6 to select a deployment. Each deployment defines two positions: Squad A and Squad B. Roll **1D6** to determine squad assignment: on a **1-3**, the Player Squad is **Squad A**; on a **4-6**, the Player Squad is **Squad B**.

OBJECTIVES

Roll 1D6 for the Archetype, then 1D6 for the Variation. Repeat for a second Objective, and re-roll if the second objective's Archetype matches the first. Objectives score as described in their "Victory" condition based on their completion state, unless the Objective explicitly states that extraction is required. In bespoke campaigns, individual mission objectives may specify additional extraction requirements.

See [Objectives](#) below for the list of objectives.

NPC ACTIVATIONS

After each Player Unit activation, the same player activates a Ready NPC Unit. Each NPC Unit has a "Behavior" skill that describes how it spends its ACT. After each NPC Unit activation, the next Player activates a Player Unit and the cycle repeats until all Units have been activated.

REINFORCEMENTS

From Turn 5 onward, at the start of each Turn, roll **1D6** and consult the Spawn Table for the current Threat Level. Spawn the indicated Units Adjacent to a random Anchor (one per Anchor).

EXTRACTION

At the start of Turn 4, place the Extraction Point on a random unoccupied Anchor. At the end of Turn 4 or later, the Player Squad may extract. Each Standing Unit within 3" of the Extraction Point that is not Adjacent to any enemy Unit extracts successfully.

Units that fail to meet both conditions are left behind: treat each as if it was Taken Out during the mission and apply Injuries in Campaign play.

MISSION SCORING

- **1 MP** per TL for completing the mission (regardless of outcome)
- **1 MP** per TL per completed objective
- **1 MP** per TL if all enemy Units were Taken Out AND at least one Player Unit extracted

CAMPAIGNS

CAMPAIGN STRUCTURE

A Campaign is composed of three Operations, and each Operation is composed of three Missions.

At the end of each Operation, your Squad returns to Homebase to heal injuries, resupply, and recruit new Units into the Squad.

SAMPLE CAMPAIGN

- | | | |
|-----------------------|-----------------------|-----------------------|
| • Operation 1 | • Operation 2 | • Operation 3 |
| <i>Threat Level 1</i> | <i>Threat Level 2</i> | <i>Threat Level 3</i> |
| ◦ Mission 1.1 | ◦ Mission 2.1 | ◦ Mission 3.1 |
| ◦ Mission 1.2 | ◦ Mission 2.2 | ◦ Mission 3.2 |
| ◦ Mission 1.3 | ◦ Mission 2.3 | ◦ Mission 3.3 |
| ◦ Homebase | ◦ Homebase | ◦ Homebase |

OPERATIONS

An Operation represents a critical deployment arc within the larger Campaign structure, and is composed of three sequential Missions. When the Operation begins, your Squad is considered to be deployed in the field, meaning it cannot change its Units or Gear selections, and any Mission Points (MP) earned during these missions cannot be spent on new Units or Gear.

Once the third Mission of an Operation is complete, your Squad returns to Homebase to heal Injuries, make new Gear selections, and recruit new Units by spending their hard-earned MP.

MISSIONS AND OBJECTIVES

Each Mission in the campaign should move the story forward. In most cases, this means using the three Objective Archetypes and re-skinning them to fit the narrative. Here are some examples of reframing the core Objectives to fit *your* story:

CONTROL

The markers could be anything worth holding; a comm relay that must stay live, a breach point that cannot be ceded, a position that commands the only viable extraction route. The story reason matters less than the pressure it creates. If the enemy controls it, you lose.

Horde Mode is a solo or cooperative survival mode for Ruinstars. It uses the PvE rules above, with the modifications below. One Squad fights across 3 Acts, each composed of 3 Waves of enemy forces. The horde never stops coming. The only questions are how long you last, and how many you take with you.

RULES MODIFICATIONS

- Each Wave is a reduced PvE mission with only one Objective.
- A Wave is completed when all NPC Units have been Taken Out.
- The Player Squad gains **1 MP per TL** for completing a Wave, plus **1 MP per TL** for completing the Objective.
- **Early Completion Bonus:** For each Turn before Turn 4 in which the Wave was completed, the Player Squad gains **+1 MP** (e.g. +3 MP if completed in Turn 1, +2 MP in Turn 2, +1 MP in Turn 3).
- If the Objective is not completed by the end of the Wave, it is removed.
- Every three Waves, select a new random battlefield and NPC Squad and increase TL by 1.
- No extraction is required for Wave completion. For the "Search and Recover" objective, the objective is completed if the carrying Unit is still standing.
- Player Units do **not** regain HIT between Waves. Units may use any remaining ACT during the Turn a Wave ends to act before the next Wave begins.
- The Player Squad may spend MP on Spoils of War at the end of each Wave.

ACTIVATE

Think of these as things that must be done, not held. Purging corrupted data cores. Triggering demolition charges. Sealing breaches in a containment perimeter. The squad moves through, does the work, and leaves. The Search variation works for anything that might be here, or might not: intelligence, a weapon, a body, a signal source. The squad finds it or doesn't.

DESTROY

These are things that cannot be allowed to survive. Spawn nodes. Weapons caches. A relay broadcasting enemy coordinates. Whatever they are, they can take damage and they must be brought down. The variation determines how many and how hard, and whether taking them out wakes something up.

BETWEEN MISSIONS

After completing a Mission but before beginning the next one in the same Operation, the Squad may remove **one Injury** from any one Unit (not one per Unit, one total across the Squad). Deceased is not an Injury and cannot be removed this way; a Deceased Unit remains out of action and cannot be replaced until the Squad returns to Homebase.

HOMEBASE

At the end of each Operation, after the third Mission, your Squad returns to Homebase to heal injuries, resupply, and utilize accrued resources.

1. Remove all Deceased Units from your Squad.
2. Remove one Injury from each remaining Unit (Deceased Units are already removed in step 1).
3. Recruit new Units into the Squad (to maximum 100 GP).
4. Make changes to your Squad's selected Gear and Spoils Of War.

PVE ENEMY FACTION AND THREAT LEVEL

The Threat Level to use when building NPC Squads should be the same as the Operation number (i.e. TL1 for Missions in Operation 1, TL2 for Operation 2, TL3 for Operation 3). For simplicity, we also recommend using the same faction for all Missions in a given Operation but you may choose to change factions for each Mission.

HORDE MODE

DOWNED UNITS

When a Player Unit reaches 0 **HIT**, it is **Downed** instead of being Taken Out. Do not remove it from the battlefield. Place it on its side to indicate its Downed status.

Downed Units:

- Are ignored by NPC Units and cannot be targeted in combat.
- Take no Damage.
- May only perform the Move, Dash, or Revive actions during their activation. Move and Dash do not trigger Attacks of Opportunity.

If all Player Units are Downed simultaneously, the session ends in defeat.

REVIVING A DOWNED UNIT

Mission Action – Revive (2 ACT): A Standing Unit that Controls a Downed Squadmate may revive it. A Downed Unit may also revive itself if it Controls a Standing Squadmate. The revived Unit returns to Standing with one new Injury and half its **HIT** remaining (round up).

TABLES

BATTLEFIELDS

CITY: The Ruined City

Collapse

The battlefield itself is killing you. At the start of each Turn after the first, roll for a random Anchor. All terrain within 4" of that Anchor is removed from the battlefield, and all Units within 4" of that Anchor take 2 Damage.

FAC: The Facility

Darkness

At the start of each Turn after the first, select one random Anchor. Until the end of the Turn, Units within 4" of that Anchor cannot be targeted in Ranged Combat.

JUNG: The Jungle

Miasmic Mist

At the start of each Turn after the first, select one random Standing Unit from each Squad. That Unit moves 2" three times in random directions (roll three times). This does not trigger Attacks of Opportunity. If that Unit cannot make a valid move because of a wall or other obstacle, it takes 1 Melee Damage.

HIVE: The Alien Hive

Noxious Gas

At the start of each Turn after the first, select one random Anchor. All Units within 4" of that Anchor take 1 Damage.

TEMPLE: The Cursed Temple

Haunting Spirits

At the start of each Turn after the first, select one random Unit from each Squad. That Unit is overtaken by the temple's restless spirits and immediately attacks the closest valid target in Combat, Squadmate or enemy.

RIFT: The Rift

Shifting Realities

At the start of each Turn after the first, select one random Anchor, then roll **1D6**. **1-3**: All Units within 4" of that Anchor immediately move 2" directly toward it. **4-6**: All Units within 4" of that Anchor immediately move 2" directly away from it. This does not trigger Attacks of Opportunity.

DEPLOYMENTS

1: Standard Insertion

Squad A Adjacent to the SW, S, or SE Anchors. Squad B Adjacent to the NW, N, or NE Anchors (split evenly), in Cover or out of sight where possible.

2: Hot Drop

Squad A deploys Adjacent to the N, S, E, or W Anchors. Squad B deploys Adjacent to the NW, NE, SW, or SE Anchors (split evenly), in Cover or out of sight where possible.

3: Flanked

Squad A deploys within 4" of the S Anchor. Squad B deploys Adjacent to the NW or NE Anchors (split evenly), in Cover or out of sight where possible.

4: Deep Strike

Squad A deploys within 4" of the SE anchor. Squad B deploys within 4" of the NW anchor, in Cover if possible.

5: Overwatch

Squad A deploys Adjacent to the SW, S, or SE Anchors. Squad B deploys Adjacent to the W, N, or E Anchors (split evenly), in Cover or out of sight where possible.

6: Encircled

Squad A deploys within 4" of the Center anchor. Squad B deploys Adjacent to the NW, NE, SW, or SE Anchors (split evenly), in Cover or out of sight where possible.

OBJECTIVES

1-2: CONTROL

1-2: Hold The Line

Setup: Place 3 Objectives on random anchors

Victory: Control all three Objectives at the end of any one Turn.

3-4: Sustained Hold

Setup: Place 3 Objectives on random anchors

Victory: Control two or more Objectives at the end of two consecutive Turns.

5-6: Clear And Move

Setup: Place 3 Objectives on random anchors

Special: At the end of each Turn, remove one Objective you control.

Victory: All three Objectives removed.

3-4: ACTIVATE

1-2: Full Access

Setup: Place three Objective markers on three random anchors

Special: Activate - Mission Action (2 ACT): A Unit Activates an Objective it controls

Victory: Activate all three Objectives in any order. Place all three at mission start.

3-4: Sequence

Setup: Place one Objective marker on a random anchor

Special: Activate - Mission Action (2 ACT): A Unit Activates an Objective it controls. Each time an Objective is activated, place the next one on a different random unoccupied Anchor.

Victory: Activate three Objectives in order.

5-6: Search and Recover

Setup: Place 3 Objectives on random anchors

Special: Activate - Mission Action (2 ACT): A Unit Activates an Objective it controls. On Activation, roll **1D6**: if the result is equal to or lower than the current Turn number, the item is found. This roll cannot be modified or re-rolled using T0. The Unit that finds the item now carries it (can be dropped or passed to a Squadmate for 1 ACT).

Victory: In PvE: The carrying Unit must extract successfully to complete the Objective. **In PvP:** The item must be carried by a Standing Unit at the end of the mission.

5-6: DESTROY

1-2: Full Denial

Setup: Place three Objectives on three random Anchors.

Special: Objectives are items with **ARM 4 HIT 3**.

Victory: Destroy all three Objectives.

3-4: High-Value Target

Setup: Place one Objective on a random Anchor.

Special: Objective is an item with **ARM 4 HIT 6**.

Victory: Destroy the Objective.

5-6: Attrition

Setup: Place three Objectives on three random Anchors.

Special: Objectives are items with **ARM 4 HIT 3**. At the end of each Turn, remaining Objectives regain 1 lost **HIT**.

Victory: Destroy two of three Objectives.

INJURIES

At the end of each Mission, each of your Units that was Taken Out during the mission may have a persistent Injury. Between Missions within an Operation, the Squad may remove one Injury from a single Unit of their choice (not one per Unit - one total). At Homebase at the end of each Operation, one Injury may be removed from each Unit. Note that Deceased is not an Injury, it is permanent, and cannot be removed by either recovery step.

At the end of each Mission, for each Player Unit that was Taken Out, roll **1D6** to determine the Injury this Unit received.

If the Injury is one that the Unit already had, or if the Injury would take that Unit to 0 max **HIT**, that Unit is Deceased. Remove the Unit from the Squad. That Unit cannot be replaced until the Squad returns to Homebase at the end of the Operation.

- **1/2 - RECOVERED**

No new injury.

- **3 - NERVE DAMAGE**

This Unit gets -1 max HIT.

- **4 - BROKEN ARM**

This Unit gets -1 max HIT.

- **5 - CRUSHED LEG**

This Unit gets -1 max HIT.

- **6 - DAMAGED ARMOR**

This Unit gets -1 max HIT.

- **DECEASED**

If the Unit receives an Injury that it already possesses (e.g. rolling "Damaged Armor" when it already has "Damaged Armor"), that Unit is instead Deceased. A Deceased Unit is permanently removed from the Squad and cannot be used in future Missions.

SPOILS OF WAR

When the Squad returns to Homebase, it can purchase Spoils of War by spending MP earned during the previous Operation. Each Spoil of War costs **3 MP** and applies to one specific Player Unit.

- **ACCURATE 1**

Each time this Unit performs the Ranged Combat action, this Unit may re-roll up to 1 of its Ranged Combat attack dice. This is cumulative with other Accurate specials (e.g. on this Unit's weapons).

- **BRUTAL 1**

Each time this Unit performs the Melee Combat action, this Unit may re-roll up to 1 of its Melee Combat attack dice. This is cumulative with other Brutal specials (e.g. on this Unit's weapons).

- **COORDINATOR**

While this Unit is Standing, you gain +2 TO at the start of each Turn.

- **COUNTER**

Once per Turn, when this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

- **DODGE 1**

Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Dodge specials.

- **MELEE ATT +1**

This Unit's Melee weapons gain +1 ATT.

- **MELEE CHAIN REACTION 1**

This Unit's Melee Weapons gain CHR1 (Chain Reaction 1).

- **MELEE RELENTLESS**

This Unit's Melee weapons gain RLT (Relentless).

- **MELEE RENDING 1**

This Unit's Melee weapons gain RND1 (Rending 1).

- **MELEE SKL + 1**

This Unit's Melee weapons gain +1 SKL.

- **RANGED ATT +1**

This Unit's Ranged weapons gain +1 ATT.

- **RANGED BLAST**

This Unit's Ranged Weapons gain BLS (Blast).

- **RANGED RELENTLESS**

This Unit's Ranged weapons gain RLT (Relentless).

- **RANGED RENDING 1**

This Unit's Ranged weapons gain RND1 (Rending 1).

- **RANGED SKL + 1**

This Unit's Ranged weapons gain +1 SKL.

- **SWIFT**

Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

- **TECHNICIAN**

During each of its Activations, this Unit may perform one Mission action for 1 less ACT.

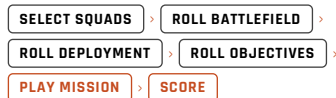
- **TOUGH 1**

Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.

QUICK REFERENCE

MISSION SETUP

SETUP STEPS



EACH TURN



PVP

Both Squads build to **100 GP** at the same **TL**. Roll off to assign Squad A / B. Each Squad secretly rolls **2D6** for their Objective; both reveal simultaneously and pursue their own Objective independently.

PVE

Select an enemy faction and a **Threat Level (1-3)**. Roll **3D6** on the faction Spawn Table – each die resolved independently. Roll **1D6** for Squad A/B assignment: **1-3** = Player is Squad A; **4-6** = Player is Squad B. Roll **2D6** for two Objectives with different Archetypes (re-roll if they match).

MISSION SCORING

BOTH MODES

+1 MP per TL for completing the mission
+1 MP per TL per completed Objective

PVP ONLY

+1 MP per TL if all enemy Units Taken Out

PVE ONLY

+1 MP per TL if all NPC Units Taken Out AND at least one Player Unit extracted

MISSION END

PvP: End of Turn 4.

PvE: Player Squad fully extracts, or all Player Units are Taken Out.

BATTLEFIELDS (D6)

Roll at Mission start. Effect triggers at the start of each Turn after the first.

1 The Ruined City – Collapse

Roll a random Anchor. All terrain within 4" is removed; all Units within 4" take 2 Damage.

2 The Facility – Darkness

Select a random Anchor. Until end of Turn, Units within 4" cannot be targeted in Ranged Combat.

3 The Jungle – Miasmic Mist

Select one random Standing Unit from each Squad. That Unit moves 2" three times in random directions (no AoD). If blocked, it takes 1 Melee Damage.

4 The Alien Hive – Noxious Gas

Select a random Anchor. All Units within 4" take 1 Damage.

5 The Cursed Temple – Haunting Spirits

Select one random Unit from each Squad. That Unit immediately attacks the closest valid target in Combat, Squadmate or enemy.

6 The Rift – Shifting Realities

Select a random Anchor, then roll 1D6. 1-3: All Units within 4" move 2" toward it (no AoD). 4-6: All Units within 4" move 2" away from it (no AoD).

DEPLOYMENTS (D6)

Roll at Mission start. **PvP:** roll off for A/B. **PvE:** 1-3 = Squad A, 4-6 = Squad B.

1 Standard Insertion

Squad A: Adjacent to SW, S, or SE Anchors. Squad B: Adjacent to NW, N, or NE Anchors (split evenly), in Cover/out of sight.

2 Hot Drop

Squad A: Adjacent to N, S, E, or W Anchors. Squad B: Adjacent to NW, NE, SW, or SE Anchors (split evenly), in Cover/out of sight.

3 Flanked

Squad A: within 4" of S Anchor. Squad B: Adjacent to NW or NE Anchors (split evenly), in Cover/out of sight.

4 Deep Strike

Squad A: within 4" of SE Anchor. Squad B: within 4" of NW Anchor, in Cover if possible.

5 Overwatch

Squad A: Adjacent to SW, S, or SE Anchors. Squad B: Adjacent to W, N, or E Anchors (split evenly), in Cover/out of sight.

6 Encircled

Squad A: within 4" of Center Anchor. Squad B: Adjacent to NW, NE, SW, or SE Anchors (split evenly), in Cover/out of sight.

OBJECTIVES

Roll 1D6 for **Archetype**, then 1D6 for **Variation**.

1-2 Control · **3-4** Activate · **5-6** Destroy

CONTROL

Setup: 3 Objectives on random Anchors.

1-2 Hold the Line

Control all 3 Objectives at the end of any one Turn.

3-4 Sustained Hold

Control 2+ Objectives at the end of two consecutive Turns.

5-6 Clear and Move

Control 1+ Objective at end of three consecutive Turns. Remove one controlled Objective at end of Turn.

ACTIVATE

Activate (2ACT): Unit Controls an Objective. Objective removed from battlefield.

1-2 Full Access

Place all 3 at mission start. Activate all three in any order.

3-4 Sequence

Place only the first Objective. Each activation places the next on a random unoccupied Anchor.

5-6 Search and Recover

Place 3 Objectives. On Activation, roll 1D6: found if result ≤ current Turn number. No TO re-rolls. Finder carries item (drop/pass for 1ACT). PvE: carrier must extract. PvP: carrier must be Standing at mission end.

DESTROY

Objectives on random Anchors. Can be targeted in combat.

1-2 Full Denial

Place 3 Objectives. ARM 4 HIT 3. Destroy all three.

3-4 High-Value Target

Place 1 Objective. ARM 4 HIT 6. Destroy it.

5-6 Attrition

Place 3 Objectives. ARM 4 HIT 3. At end of each Turn, remaining Objectives regain 1 lost HIT. Destroy two of three.

PVE NOTES

NPC SQUADS

Select an enemy faction and a **Threat Level (1-3)**. Roll **3D6** – each die resolved independently. Look up each result in the faction Spawn Table column for the current TL to identify spawned Units.

In Campaign play, TL matches the Operation: TL1 for Op 1, TL2 for Op 2, TL3 for Op 3. We recommend using the same faction for all Missions within an Operation.

NPC ACTIVATIONS

After each **Player Unit** activation, the same player activates one Ready **NPC Unit** per its **Behavior** skill. Repeat until all Units have activated. Resolve any Start of Turn skills before activations begin.

REINFORCEMENTS (TURN 5+)

At the start of Turn 5 and each subsequent Turn, roll **1D6** and consult the Spawn Table for the current TL. Spawn the indicated Units Adjacent to a random Anchor – one Unit per Anchor.

EXTRACTION (TURN 4+)

At the start of Turn 4, place the **Extraction Point** on a random unoccupied Anchor.

At the end of Turn 4 or later, each **Standing Unit** within 3" of the Extraction Point that is **not Adjacent to any enemy** extracts successfully.

Units that fail both conditions are left behind – treat as Taken Out for injury purposes.

HORDE MODE NOTES

STRUCTURE

3 Acts × 3 Waves. Each Wave is a reduced PvE mission with one **Objective**. A Wave ends when all NPC Units are Taken Out.

No Extraction required for Wave completion. HIT does not reset between Waves. Every 3 Waves: select a new random battlefield and NPC faction and increase TL by 1. Spend MP on Spoils of War at the end of each Wave.

WAVE SCORING

+1 MP per TL for completing the Wave

+1 MP per TL for completing the Objective

+1 MP per Turn before Turn 4 the Wave was completed (Turn 1: +3, Turn 2: +2, Turn 3: +1)

DOWNED UNITS

When a Player Unit reaches **0 HIT**, it is **Downed** instead of Taken Out. Place it on its side. Do not remove it from the battlefield.

· Ignored by NPC Units; cannot be targeted in combat.

· Takes no Damage.

· May only perform **Move**, **Dash**, or **Revive** (no Attacks of Opportunity).

If all Player Units are Downed simultaneously, the session ends in defeat.

REVIVE (2 ACT)

A **Standing Unit** that Controls a **Downed** Squadmate may revive it. A Downed Unit may also revive itself if it Controls a Standing Squadmate.

The revived Unit returns to Standing with **1 new Injury** and **half its HIT** remaining (round up).

NPC SQUADS

DRONE POD

SPAWN TABLE - DRONE POD

Threat Level 1

D6 Result	Units
1-2	1x Drone (M)
3	2x Drone (M)
4	1x Drone (R)
5-6	2x Drone (R)

Threat Level 2

D6 Result	Units
1-2	2x Drone (M)
3	3x Drone (M)
4-5	2x Drone (R)
6	3x Drone (R)

Threat Level 3

D6 Result	Units
1-2	3x Drone (M)
3-4	3x Drone (R)
5-6	2x Brood Mother

2. DRONE (R)

ACT 2	ARM 3	HIT 4
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WEAPONS	ATT	SKL
✂ Double Claws (RND1 2MC)	3	4
☯ Acid Spit (RNG8")	3	3

SKILLS	
Behavior - Mixed	Climber
Expendable	Swift

Expendable: Squadmates may target an enemy Unit that is adjacent to this Unit in Ranged combat.

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

Climber: Each time this Unit climbs up, the vertical distance it moves counts for 2" less. Each time it climbs down, the vertical distance it moves counts for 4" less.

Behavior - Mixed: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. DRONE (M)

ACT 2	ARM 3	HIT 4
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WEAPONS	ATT	SKL
✂ Double Claws (RND1 2MC)	3	4

SKILLS	
Behavior - Melee	Climber
Expendable	Swift

Expendable: Squadmates may target an enemy Unit that is adjacent to this Unit in Ranged combat.

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

Climber: Each time this Unit climbs up, the vertical distance it moves counts for 2" less. Each time it climbs down, the vertical distance it moves counts for 4" less.

Behavior - Melee: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

3. BROOD MOTHER

ACT 3	ARM 4	HIT 6
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WEAPONS	ATT	SKL
✂ Claws (BRU1)	3	5
☯ Acid Spew (RNG8" BLS)	2	4
☯ Barbed Tailwhip (RNG4" RLT)	4	4

SKILLS	
Behavior - Mixed	Infest

Infest: Each time this Unit Takes Out an enemy in Melee Combat, place a Swarming Unit in the position that enemy Unit occupied. That Swarming is treated as Activated for this Turn.

Behavior - Mixed: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

KRUMPFISTS

SPAWN TABLE - KRUMPFISTS

Threat Level 1

D6 Result	Units
1-2	1x Skulla
3	2x Skulla
4-5	1x Boomlugga
6	2x Boomlugga

Threat Level 2

D6 Result	Units
1-2	2x Skulla
3	3x Skulla
4-5	2x Boomlugga
6	3x Boomlugga

Threat Level 3

D6 Result	Units
1-2	3x Skulla
3-4	3x Boomlugga
5-6	1x Skrag Boss

2. BOOMLUGGA

ACT	ARM	HIT
3	4	4

WEAPONS	ATT	SKL
✂ Thumpers (BRU1 RLT)	2	2
⊕ Boomstik (RNG6*)	3	4
SQUAD SPECIALTY	Call Dat a Krump?	
SKILLS	Behavior - Ranged	
Frenzied	Tough 1	

Call Dat a Krump?: Once per Turn, when this Unit is the Primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

Frenzied: This Unit's Melee Weapons gain Relentless.

Tough 1: Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.

Behavior - Ranged: *Ignore increased ACT cost for repeated actions.*

- If this Unit is Adjacent to an enemy Unit, Move away from all enemy Units
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. SKULLA

ACT	ARM	HIT
3	4	4

WEAPONS	ATT	SKL
✂ Thumpers (BRU1 RLT)	2	4
SQUAD SPECIALTY	Call Dat a Krump?	
SKILLS	Behavior - Melee	
Frenzied	Tough 1	

Call Dat a Krump?: Once per Turn, when this Unit is the Primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

Tough 1: Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.

Frenzied: This Unit's Melee Weapons gain Relentless.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

3. SKRAG BOSS

ACT	ARM	HIT
3	4	5

WEAPONS	ATT	SKL
✂ Maul (CHR1 RLT)	3	5
⊕ Drilla	3	4
SQUAD SPECIALTY	Call Dat a Krump?	
SKILLS	Behavior - Mixed	
Frenzied	Tough 1	

Call Dat a Krump?: Once per Turn, when this Unit is the Primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

Frenzied: This Unit's Melee Weapons gain Relentless.

Tough 1: Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.

Behavior - Mixed: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

DESPOILERS

SPAWN TABLE - DESPOILERS

Threat Level 1

D6 Result	Units
1-2	1x Blooded
3	2x Blooded
4	1x Desecrator
5-6	2x Desecrator

Threat Level 2

D6 Result	Units
1-2	2x Blooded
3	3x Blooded
4-5	2x Desecrator
6	3x Desecrator

Threat Level 3

D6 Result	Units
1-2	3x Blooded
3-4	3x Desecrator
5-6	2x Ravager

2. DESECRATOR

ACT	ARM	HIT
3	3	4

WEAPONS	ATT	SKL
✘ Rustaxe (RND1)	3	5
SQUAD SPECIALTY	Pain Is Strength	
SKILLS	Behavior - Melee	Meat Hook

Pain Is Strength: Each time this Unit performs the Melee or Ranged Combat action, it may re-roll a number of Attack dice equal to its lost HIT. Each time this Unit Takes Out an enemy in Melee combat, it regains 1 lost HIT.

Meat Hook: Each time this Unit performs an Attack of Opportunity, it gains +1 ATT for its selected Melee weapon for that attack.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. BLOODED

ACT	ARM	HIT
3	3	4

WEAPONS	ATT	SKL
✘ Machetes (2MC)	2	4
SQUAD SPECIALTY	Pain Is Strength	
SKILLS	Behavior - Melee	Meat Hook

Meat Hook: Each time this Unit performs an Attack of Opportunity, it gains +1 ATT for its selected Melee weapon for that attack.

Pain Is Strength: Each time this Unit performs the Melee or Ranged Combat action, it may re-roll a number of Attack dice equal to its lost HIT. Each time this Unit Takes Out an enemy in Melee combat, it regains 1 lost HIT.

Charge: Each time this Unit performs a Move action, it can travel an additional 2" but only if that additional distance would make it Adjacent to an enemy Unit.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

3. RAVAGER

ACT	ARM	HIT
3	4	5

WEAPONS	ATT	SKL
✘ Maul (CHR1)	3	5
SQUAD SPECIALTY	Pain Is Strength	
SKILLS	Behavior - Melee	Meat Hook

Pain Is Strength: Each time this Unit performs the Melee or Ranged Combat action, it may re-roll a number of Attack dice equal to its lost HIT. Each time this Unit Takes Out an enemy in Melee combat, it regains 1 lost HIT.

Meat Hook: Each time this Unit performs an Attack of Opportunity, it gains +1 ATT for its selected Melee weapon for that attack.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

RELICT WARDENS

SPAWN TABLE - RELICT WARDENS

Threat Level 1

D6 Result	Units
1-2	2x Waneborn
3	3x Waneborn
4-5	1x Sentinel
6	2x Sentinel

Threat Level 2

D6 Result	Units
1-3	3x Waneborn
4-6	3x Sentinel

Threat Level 3

D6 Result	Units
1-2	4x Waneborn
3-4	4x Sentinel
5-6	2x Prime Revenant

2. SENTINEL

ACT 2	ARM 3	HIT 3
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WEAPONS	ATT	SKL
✂ Dagger	2	3
⚔ Carbine (AUT1)	3	4
SQUAD SPECIALTY	Arise!	
SKILLS	Behavior - Ranged Imperative	

Arise!: At the start of each Turn, roll 1D6. On a 1 or 2, this Unit recovers 1 lost HIT.

Imperative: This Unit may target an enemy in Ranged Combat that is Adjacent to a Squadmate that is not the Prime Revenant.

Behavior - Ranged: *Ignore increased ACT cost for repeated actions.*

- If this Unit is Adjacent to an enemy Unit, Move away from all enemy Units
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. WANEBORN

ACT 2	ARM 3	HIT 3
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WEAPONS	ATT	SKL
✂ Flensing Blades (2MC RLT RND1)	3	4
SQUAD SPECIALTY	Arise!	
SKILLS	Behavior - Melee	
Dodge 1	Swift	

Arise!: At the start of each Turn, roll 1D6. On a 1 or 2, this Unit recovers 1 lost HIT.

Dodge 1: Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Dodge specials.

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

3. PRIME REVENANT

ACT 3	ARM 4	HIT 5
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WEAPONS	ATT	SKL
✂ Phase Blade (RLT)	3	4
⚔ Phase Cannon	3	5
SQUAD SPECIALTY	Arise!	
SKILLS	Behavior - Mixed Imperative	

Arise!: At the start of each Turn, roll 1D6. On a 1 or 2, this Unit recovers 1 lost HIT.

Imperative: This Unit may target an enemy in Ranged Combat that is Adjacent to a Squadmate that is not the Prime Revenant.

Behavior - Mixed: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

HUNTER KILLERS

SPAWN TABLE - HUNTER KILLERS

Threat Level 1

D6 Result	Units
1-2	1x Killer
3	2x Killer
4-5	1x Spinecoil
6	2x Spinecoil

Threat Level 2

D6 Result	Units
1-2	2x Killer
3	3x Killer
4-5	2x Spinecoil
6	3x Spinecoil

Threat Level 3

D6 Result	Units
1-2	3x Killer
3-4	3x Spinecoil
5-6	2x Hunter

2. SPINECOIL

ACT 3	ARM 3	HIT 4
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WEAPONS

✂ Talons & Claws (RND1)	ATT 3	SKL 4
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SQUAD SPECIALTY

Acid Blood

SKILLS

Behavior - Melee	Tunneler
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Tunneler: This Unit cannot be the primary target of Ranged combat performed by enemies that are more than 12" away. In addition, this Unit is always considered to be in Cover.

Acid Blood: When this Unit reaches 0 HIT, all Adjacent enemies take 1 Melee damage.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. KILLER

ACT 3	ARM 4	HIT 3
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WEAPONS

✂ Scything Claws (2MC)	ATT 2	SKL 4
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SQUAD SPECIALTY

Acid Blood

SKILLS

Behavior - Melee

Acid Blood: When this Unit reaches 0 HIT, all Adjacent enemies take 1 Melee damage.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

3. HUNTER

ACT 3	ARM 4	HIT 5
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WEAPONS

✂ Talons & Claws (RND1)	ATT 3	SKL 5
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🐍 Barbed Tailwhip (RND1 PBK RND4" RLT)	ATT 2	SKL 3
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SQUAD SPECIALTY

Acid Blood

SKILLS

Behavior - Mixed	Toxin Gland
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Acid Blood: When this Unit reaches 0 HIT, all Adjacent enemies take 1 Melee damage.

Toxin Gland: This Unit's Ranged weapons gain RLT - Relentless.

Behavior - Mixed: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

SILENT CHOIR

SPAWN TABLE - SILENT CHOIR

Threat Level 1

D6 Result	Units
1-2	2x Disciple
3	3x Disciple
4-5	1x Adept
6	2x Adept

Threat Level 2

D6 Result	Units
1-3	3x Disciple
4-6	2x Adept

Threat Level 3

D6 Result	Units
1-2	3x Disciple
3-4	3x Adept
5-6	1x Shroudbearer

2. ADEPT

ACT 3	ARM 4	HIT 4
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WEAPONS	ATT	SKL
✘ Relic Blade	4	4
⊕ Mind Spike	4	3
SQUAD SPECIALTY	Silent Choir	
SKILLS	Behavior - Melee	

Silent Choir: Whenever its Leader is in its Line of Sight, this Unit's Melee weapons gain Brutal 1 (re-roll one Melee attack die).

Behavior - Melee: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. DISCIPLE

ACT 2	ARM 3	HIT 3
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WEAPONS	ATT	SKL
✘ Relic Blade	4	3
SQUAD SPECIALTY	Silent Choir	
SKILLS	Behavior - Melee Swift	

Silent Choir: Whenever its Leader is in its Line of Sight, this Unit's Melee weapons gain Brutal 1 (re-roll one Melee attack die).

Behavior - Melee: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

3. SHROUDBEARER

ACT 3	ARM 4	HIT 5
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WEAPONS	ATT	SKL
✘ Relic Blade	4	4
⊕ Mind Spike	4	4
SKILLS	Behavior - Mixed Dissonance Shroud	

Dissonance Shroud: While this Unit is Standing, this Unit and all its Squadmates may reroll 1 Save die when they are the target of Ranged Combat.

Behavior - Mixed: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

INTERDICTORS

SPAWN TABLE - INTERDICTORS

Threat Level 1

D6 Result	Units
1-2	1x Assault Trooper
3	2x Assault Trooper
4-6	1x Strike Trooper

Threat Level 2

D6 Result	Units
1-3	2x Assault Trooper
4-6	2x Strike Trooper

Threat Level 3

D6 Result	Units
1-2	2x Assault Trooper
3-4	2x Strike Trooper
5-6	2x Leader

2. STRIKE TROOPER

ACT 3	ARM 4	HIT 4
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WEAPONS	ATT	SKL
✂ Fists (2MC)	1	3
⚔ Reaper (2RC)	3	4

SKILLS Behavior - Ranged

Behavior - Ranged: Ignore increased ACT cost for repeated actions.

- If this Unit is Adjacent to an enemy Unit, Move away from all enemy Units
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. ASSAULT TROOPER

ACT 3	ARM 4	HIT 4
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WEAPONS	ATT	SKL
✂ Chainblade (RLT 2MC)	3	4

SKILLS Behavior - Melee

Behavior - Melee: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

3. LEADER

ACT 3	ARM 4	HIT 5
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WEAPONS	ATT	SKL
✂ Combat Knife (2MC BRU1)	2	4
⚔ Custom Reaper* (2RC RND1)	3	5

SKILLS Behavior - Mixed

Behavior - Mixed: Ignore increased ACT cost for repeated actions.

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

PRAXIUM CORPS

SPAWN TABLE - PRAXIUM CORPS

Threat Level 1

D6 Result	Units
1-3	1x Raptor
4-6	1x Aegis

Threat Level 2

D6 Result	Units
1-3	2x Raptor
4-5	2x Aegis
6	1x Wraith

Threat Level 3

D6 Result	Units
1-2	2x Raptor
3-4	2x Aegis
5-6	2x Wraith

2. RAPTOR*

ACT	ARM	HIT
4	4	4

WEAPONS	ATT	SKL
✘ Gladius (2MC)	3	4
⊕ Reaper (2RC RLT)	3	4
SQUAD SPECIALTY	Counter	
SKILLS	Behavior - Mixed Swift	

Counter: Once per Turn, when this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

Behavior - Mixed: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to once per Activation)
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

1. AEGIS*

ACT	ARM	HIT
4	4	4

WEAPONS	ATT	SKL
✘ Vorpal Sword (2MC)	4	4
SQUAD SPECIALTY	Counter	
SKILLS	Behavior - Melee Shield	

Counter: Once per Turn, when this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

Shield: Each time this Unit is the target of a Melee Attack, rolls of 2 count as critical saves.

Behavior - Melee: *Ignore increased ACT cost for repeated actions.*

- If there is a valid Melee target, attack that target in Melee combat (up to twice per Activation)
- Move or Dash toward closest Priority Enemy, to cover if possible (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.

3. WRAITH*

ACT	ARM	HIT
4	4	4

WEAPONS	ATT	SKL
✘ Combat Knife (2MC)	2	3
⊕ Sniper Rifle (HVY ACC1)	4	4
SQUAD SPECIALTY	Counter	
SKILLS	Behavior - Ranged	

Counter: Once per Turn, when this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

Behavior - Ranged: *Ignore increased ACT cost for repeated actions.*

- If this Unit is Adjacent to an enemy Unit, Move away from all enemy Units
- If there is a valid Ranged target, attack Priority Enemy in Ranged combat (up to twice per Activation)
- Move or Dash to cover with Line of Sight on Priority Enemy (up to twice per Activation)

Priority Target: Unit carrying an Objective. If none, Unit closest to an Objective. If none, Unit with lowest remaining HIT.