

# RUINSTARS

Squad Operations In A Dying Galaxy

## PVE MISSIONS

2nd Edition v20260311



# PVE MISSIONS

## INTRODUCTION

There are no fair fights left.

The great wars are over, or so the histories claim. What remains are their consequences: quarantined sectors, broken supply lines, abandoned installations, and threats that cannot be destroyed, only contained, delayed, or outrun.

PvE missions represent the work that never makes it into official records. Recovery operations that arrive too late. Containment efforts stretched past their breaking point. Raids launched not to win, but to buy time.

Your squad is deployed with limited intelligence, incomplete objectives, and no guarantee of extraction. Every decision carries weight beyond the battlefield. What you secure, what you abandon, and who you leave behind will shape what comes next.

## ABOUT

This book contains everything needed to play procedurally generated PvE missions in Ruinstars.

PvE missions are designed to be playable solo or cooperatively, fast to set up, narrative-driven without requiring a dedicated game master, and meaningful across multiple missions and campaigns.

Each Mission is one engagement that sees your Squad face enemy forces and make difficult decisions on risks vs rewards. Each Mission has two objectives, but completing them is not enough to guarantee victory; your Squad must make it off the battlefield alive to reap the rewards.

PvE play emphasizes tactical restraint over reckless aggression, extraction as a strategic decision, not an afterthought, and long-term squad survival over single-mission dominance.

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

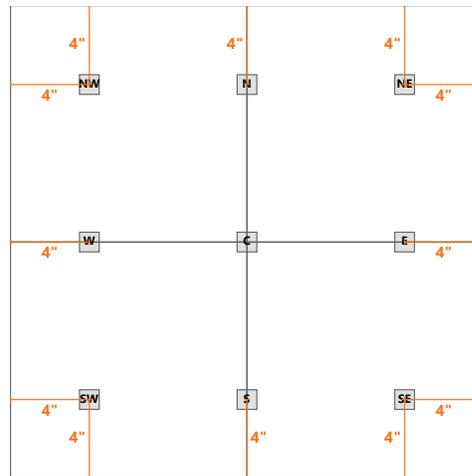
## ANCHORS

Some Objectives and Events include placing markers or tokens on "Anchors". Anchors are nine fixed reference points arranged across the battlefield by compass direction: the four corners (NW, NE, SW, SE), the four edge midpoints (N, S, E, W), and the Center (C), as illustrated below.

To place your Anchors, use the following measurements from the battlefield edges:

- Corner Anchors (NW, NE, SW, SE): 4" from each adjacent edge
- Cardinal Anchors (N, S, E, W): 4" from their adjacent edge, centered on that edge
- Center (C): The center of the battlefield

When an Objective or Event instructs you to place a marker on a random Anchor, roll **1D10** and consult the Anchor diagram. On a roll of 10, select any unoccupied Anchor of your choice. If an Anchor is already occupied, re-roll that placement.



## MISSION SETUP

Before the first turn begins, follow the steps below to generate your mission. Each mission is defined by two random **Objectives** that determine victory conditions, a **Battlefield** that alters mission conditions, and a **Deployment** variant that determines where both squads begin.

For your first mission, skip steps 2 and 3; play without Battlefield effects and with Standard Insertion to learn the core mechanics. Once you're comfortable, the Battlefield and Deployment Variants add significant variety without increasing complexity.

### NPC SQUADS

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. For variety, 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 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.

### MISSION SETUP

1. Roll 2 Objectives
2. Roll Battlefield
3. Roll Deployment
4. Roll NPC Squad Units
5. Deploy NPC Squad
6. Deploy Player Squad

### OBJECTIVES (D6)

At the start of the Mission, roll **2D6** to determine two objectives for the mission (re-roll doubles).

#### 1: Control

**Setup:** Place an Objective on three random Anchors.

**Victory:** At the end of any two consecutive Turns, Player Squad Controls all three Objectives.

#### 2: Activate

**Setup:** Place an Objective on 3 random Anchors.

**Mission Action - Activate (2ACT):** A Unit that Controls an Objective activates it. Remove that Objective from the battlefield.

**Victory:** All 3 Objectives have been activated.

#### 3: Destroy

**Setup:** Place an Objective on 3 random Anchors.

**Special:** Objectives are items with **ARM 4** and **HIT 3** and can be targeted in combat.

**Victory:** All Objectives are Taken Out.

#### 4: Protect

**Setup:** Place an Asset marker on a random Anchor. Assets are Items with **ARM 4** **HIT 3** and can be targeted in Combat.

**Special:** NPC Units always prioritize targeting the Asset instead of Player Units.

**Victory:** At the end of Turn 4, the Asset still has at least 1 **HIT**.

#### 5: Search

**Setup:** Place a Search Objective on 3 random Anchors.

**Mission Action - Search (2ACT):** A Unit that Controls a Search Objective searches it. Roll **1D6**:

- First Search: Artifact is found on a roll of **1**
- Second Search: Artifact is found on a roll of **1-2**
- Third Search: Artifact is found automatically

This roll cannot be modified or re-rolled using TO.

**Victory:** The Artifact is found.

#### 6: No Survivors

**Victory:** All enemy Units Taken Out.

These Objectives describe mechanics, not story. The names and markers are placeholders. When building a campaign, replace them with whatever fits the mission.

"Activate Objectives" can mean picking up data cores, toppling ritual altars, or placing demolition charges. "The Asset" becomes a defector, a relic, or a downed pilot.

The mechanics stay the same; the campaign tells the player what each objective means.

## BATTLEFIELDS (D6)

### 1: 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.

### 2: 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.

### 3: 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). Note this does not trigger Attacks of Opportunity. If that Unit cannot make a valid move because of wall or other obstacle, it takes 1 Melee Damage.

### 4: 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.

### 5: 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 Unit in Combat, Squadmate or enemy.

### 6: The Rift - Shifting Realities

At the start of each Turn after the first, select one random Standing Unit from each Squad. Swap their positions.

## DEPLOYMENTS (D6)

### 1: Standard Insertion

Player Squad deploys within 4" of the SW, S, or SE Anchors. NPC Squad deploys within 4" of the NW, N, or NE Anchors (split evenly), in Cover or out of sight where possible.

### 2: Hot Drop

The insertion was faster than expected. Player Squad deploys Adjacent to the N, S, E, or W Anchors. NPC Squad deploys Adjacent to the NW, NE, SW, or SE Anchors (split evenly), in Cover or out of sight where possible.

### 3: Flanked

Intel was wrong. The enemy is coming from two directions. NPC Squad deploys Adjacent to the NW or NE Anchors (split evenly), in Cover or out of sight where possible. Player Squad deploys within 4" of the S Anchor.

### 4: Deep Strike

Both sides arrived at the same time. Player Squad deploys within 4" of the SE anchor. NPC Squad deploys within 4" of the NW anchor, in Cover if possible.

### 5: Overwatch

The enemy holds the high ground and saw you coming. NPC Squad deploys Adjacent to the W, N, or E Anchors (split evenly), in Cover or out of sight where possible. Player Squad deploys Adjacent to the SW, S, or SE Anchors.

### 6: Encircled

Extraction just got complicated. Player Squad deploys within 4" of the Center anchor. NPC Squad deploys Adjacent to the NW, NE, SW, or SE Anchors (split evenly), in Cover or out of sight where possible.

## PLAYING THE MISSION

### TURN SEQUENCE

1. Roll TOs
2. Roll Battlefield Effect (if any)
3. Resolve "Start of Turn" Events and Skills
4. Activate Units
5. Choose to Extract

### 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).

### 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.

### EXTRACTION

At the start of Turn 4, roll a random Anchor to determine the Extraction Point. If that Anchor is occupied by an objective marker, re-roll until an unoccupied Anchor is selected.

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 (apply Injuries in Campaign play).

### MISSION END

The mission ends when the Player Squad extracts or when all Player Units have been Taken Out.

Upon extraction, any Objectives whose victory conditions were met are considered completed and score 3 MP each. If no Player Units extract, no Objectives are considered completed regardless of their state.

Player Squad also scores 2MP per Threat Level, regardless of completed objectives or extraction.

In Campaign play, MP can be spent on Rewards (see **Campaigns** below) for the Squad.

# 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 in the field. While deployed in the field, the Squad 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 many cases, this means using the 6 Objectives from the table above, but 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.

#### 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 objective is complete when there is nothing left to do.

#### 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. Unlike Activate Objectives, destroying them is a fight, not a procedure.

#### PROTECT

The asset is whatever your squad cannot afford to lose. A wounded officer. A piece of salvage worth more than the mission. A civilian who knows something. The enemy will go for it. Your job is to make sure they fail.

#### SEARCH

Something is here. You don't know where. It could be intelligence, a weapon, a body, a signal source. You search until you find it. Campaigns can replace the die roll with a guaranteed find on each marker if the mission calls for certainty over tension.

#### NO SURVIVORS

No markers. No positions. No extraction until the last one drops. Sometimes the mission is that simple, and that hard.

### 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.

### 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 remaining Units.
3. Recruit new Units into the Squad (to maximum 100 GP).
4. Make changes to your Squad's selected Gear and Spoils Of War.

## INJURIES

At the end of each Mission, each of your Units that was Taken Out during the mission may have a persistent injury. Note that when playing a campaign, one Injury may be removed from each Unit (except Deceased) when they return to Homebase at the end of each Operation.

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, 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 - RECOVERED**

No new injury.

- **2 - BROKEN ARM**

The Unit's Melee Weapons get -1 SKL (minimum 1).

- **3 - NERVE DAMAGE**

The Unit's Ranged Weapons get -1 SKL (minimum 1).

- **4 - CRUSHED LEG**

Each time the Unit performs the Move action, it moves 2" less.

- **5 - DAMAGED ARMOR**

The Unit gets -1 ARM (minimum 1).

- **6 - DEEP WOUND**

The Unit gets -1 starting HIT (minimum 1).

- **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 8 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).

- **COUNTER**

Each time 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

## GAME CYCLE

### MISSION SETUP



### EACH TURN



### NPC SQUADS

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

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

### EXTRACTION & MISSION POINTS

At start of Turn 4, roll a random Anchor as the **Extraction Point**. At end of Turn 4+, Standing Units within 3" of it and not Adjacent to enemies may **Extract**. Units that fail both conditions count as Taken Out.

+2 MP per Threat Level (always) · +3 MP per completed Objective

## TURN SEQUENCE



After each Player Unit activation, the same player activates a Ready NPC Unit per its **Behavior**. Repeat until all Units have activated.

Resolve any **Start of Turn** skills and events before activations begin.

**Turn 5+:** At the start of the Turn, before Battlefield effects, roll **1D6** and spawn Units on random anchors

## OBJECTIVES (2D6)

Roll 2D6 at Mission start; re-roll doubles. Complete both for full MP.

### 1 Control

Place 3 Objectives on random Anchors. All Controlled at end of 2 consecutive Turns.

### 2 Activate

3 Objectives on random Anchors. Activate (2ACT); Remove Objective. All 3 activated.

### 3 Destroy

Place 3 Objectives (ARM4 HIT3) on random Anchors. All Taken Out.

### 4 Protect

Asset (ARM4 HIT3) on a random Anchor. NPC priority target. Asset at ≥1 HIT at end of Turn 4.

### 5 Search

3 Search Objectives on random Anchors. Search (2ACT): 1st = found on 1; 2nd = found on 1-2; 3rd = found automatically. No TO re-rolls or modification.

### 6 No Survivors

All enemy Units Taken Out.

## DEPLOYMENTS (D6)

Roll at Mission start to determine where both squads deploy.

### 1 Standard Insertion

Player: within 4" of SW, S, or SE Anchors. NPC: within 4" of NW, N, or NE Anchors (split evenly), in Cover/out of sight.

### 2 Hot Drop

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

### 3 Flanked

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

### 4 Deep Strike

Player: within 4" of SE Anchor. NPC: within 4" of NW Anchor, in Cover/out of sight.

### 5 Overwatch

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

### 6 Encircled

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

## BATTLEFIELDS (D6)

Roll at Mission start. Skip for your first mission.

### 1 The Ruined City - Collapse

Start of each Turn after the first: roll a random Anchor. All terrain within 4" of it is removed; all Units within 4" take 2 Damage.

### 2 The Facility - Darkness

Start of each Turn after the first: select a random Anchor. Until end of Turn, Units within 4" cannot be targeted in Ranged Combat.

### 3 The Jungle - Miasmic Mist

Start of each Turn after the first: select a random Standing Unit from each Squad. That Unit moves 2" three times in random directions (no AoD). If blocked by a wall or obstacle, it takes 1 Melee Damage.

### 4 The Alien Hive - Noxious Gas

Start of each Turn after the first: select a random Anchor. All Units within 4" take 1 Damage.

### 5 The Cursed Temple - Haunting Spirits

Start of each Turn after the first: select a random Unit from each Squad. That Unit immediately attacks the closest Unit in Combat, Squadmate or enemy.

### 6 The Rift - Shifting Realities

Start of each Turn after the first: select one Unit from each Squad. Swap their positions.

## CAMPAIGN STRUCTURE

3 Operations × 3 Missions. Return to Homebase after each Operation.

**Op 1** - TL1 · Missions 1.1 → 1.2 → 1.3 → Homebase

**Op 2** - TL2 · Missions 2.1 → 2.2 → 2.3 → Homebase

**Op 3** - TL3 · Missions 3.1 → 3.2 → 3.3 → Homebase

### HOMEBASE (END OF EACH OPERATION)

1. Remove all Deceased Units
2. Remove one Injury from remaining Units
3. Recruit new Units (max 100 GP total)
4. Update Gear & Spoils of War selections

### INJURIES (POST-MISSION, PER TAKEN OUT UNIT)

Roll **1D6** per Taken Out Unit. If the rolled Injury is one the Unit already has → **Deceased**. Remove from Squad; cannot be replaced until Homebase.

### SPOILS OF WAR

Purchased at Homebase. **8 MP** each, applies to one specific Unit.

## MISSION SCORING & END

### EXTRACTION

At the start of Turn 4, roll a random Anchor as the **Extraction Point**. If it is occupied by an Objective marker, re-roll until an unoccupied Anchor is selected.

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

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

### MISSION END

The mission ends when the Player Squad extracts or all Player Units are Taken Out.

If no Player Units extract, no Objectives are considered completed regardless of their state.

### MISSION POINTS

+1 MP per Threat Level – always scored

+3 MP per completed Objective – only if Squad extracts

## NPC SQUADS & REINFORCEMENTS

### NPC SQUAD SETUP

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

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

### REINFORCEMENTS (TURN 5+)

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

## THE SWARM

### SPAWN TABLE - THE SWARM

#### Threat Level 1

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

#### Threat Level 2

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

#### Threat Level 3

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

### 1. DRONE (M)

ACT 2

ARM 3

HIT 4

#### WEAPONS

✂ Double Claws (BRU1 RND1 2MC) **ATT 3 SKL 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:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Drone 12GP

FV: 1

### 2. DRONE (R)

ACT 2

ARM 3

HIT 4

#### WEAPONS

✂ Double Claws (BRU1 RND1 2MC) **ATT 3 SKL 4**

☠ Acid Spit (RNG8") **ATT 3 SKL 3**

#### SKILLS

Behavior - Ranged 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 - Ranged:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Drone 12GP

FV: 1

### 3. BROOD MOTHER

ACT 3

ARM 4

HIT 6

#### WEAPONS

✂ Claws (BRU2) **ATT 3 SKL 5**

☠ Acid Spew (RNG8" BLS) **ATT 2 SKL 4**

☠ Barbed Tailwhip (RNG4" RLT) **ATT 4 SKL 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:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Brood Mother\* 16GP

FV: 2

## KRUMPFISTS

### SPAWN TABLE - KRUMPFISTS

#### Threat Level 1

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

#### Threat Level 2

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

#### Threat Level 3

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

### 1. SKULLA

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 4</b>
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WEAPONS	ATT	SKL
✂ Thumpers (BRU1)	<b>3</b>	<b>4</b>
SKILLS	Behavior - Melee	
Relentless (Melee) <sup>1GP</sup>	Tough <sup>1</sup> 2GP	
SQUAD SPECIALTY	Call Dat a Krump?	

**Call Dat a Krump?:** Each time 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.

**Relentless (Melee):** This Unit's Melee Weapons gain Relentless.

**Behavior - Melee:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Skulla 10+3GP

FV: **1**

### 2. BOOMLUGGA

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 4</b>
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WEAPONS	ATT	SKL
✂ Thumpers (BRU1)	<b>3</b>	<b>2</b>
⚡ Boomstik (RNG6*)	<b>4</b>	<b>4</b>
SKILLS	Behavior - Ranged	
Relentless (Melee) <sup>1GP</sup>	Tough <sup>1</sup> 2GP	
SQUAD SPECIALTY	Call Dat a Krump?	

**Call Dat a Krump?:** Each time 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.

**Relentless (Melee):** 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:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Boomlugga\* 10+3GP

FV: **1**

### 3. SKRAG BOSS

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 5</b>
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WEAPONS	ATT	SKL
✂ Maul (CHR1) <sup>4GP</sup>	<b>4</b>	<b>5</b>
⚡ Drilla <sup>4GP</sup>	<b>4</b>	<b>4</b>
SKILLS	Behavior - Mixed	
Relentless (Melee) <sup>1GP</sup>	Tough <sup>1</sup> 2GP	
SQUAD SPECIALTY	Call Dat a Krump?	

**Call Dat a Krump?:** Each time 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.

**Relentless (Melee):** 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:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Skrag Boss\* 15+11GP

FV: **3**

## DESPOILERS

### SPAWN TABLE - DESPOILERS

#### Threat Level 1

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

#### Threat Level 2

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

#### Threat Level 3

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

### 1. BLOODED

<b>ACT 3</b>	<b>ARM 3</b>	<b>HIT 4</b>
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WEAPONS	ATT	SKL
✂️ Machetes (2MC) <sup>2GP</sup>	<b>3</b>	<b>4</b>
SKILLS	Behavior - Melee	
Charge	Meat Hook	
SQUAD SPECIALTY	Pain Is Strength	

**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 last 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:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Blooded 13+2GP

FV: **2**

### 2. DESECRATOR

<b>ACT 3</b>	<b>ARM 3</b>	<b>HIT 4</b>
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WEAPONS	ATT	SKL
✂️ Rustaxe (RND1) <sup>2GP</sup>	<b>4</b>	<b>5</b>
SKILLS	Behavior - Melee      Meat Hook	
SQUAD SPECIALTY	Pain Is Strength	

**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 last 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:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Desecrator\* 14+2GP

FV: **2**

### 3. RAVAGER

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 5</b>
--------------	--------------	--------------

WEAPONS	ATT	SKL
✂️ Maul (CHR1) <sup>3GP</sup>	<b>4</b>	<b>5</b>
SKILLS	Behavior - Melee      Meat Hook	
SQUAD SPECIALTY	Pain Is Strength	

**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 last 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:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Ravager\* 15+3GP

FV: **2**

## RELICT WARDENS

### SPAWN TABLE - RELICT WARDENS

#### Threat Level 1

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

### 1. WANEBORN

<b>ACT 2</b>	<b>ARM 3</b>	<b>HIT 3</b>
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WEAPONS	ATT	SKL
✘ Flensing Blades (2MC RLT RND1)	4	4

SKILLS	Behavior - Melee
Dodge 1	Swift

SQUAD SPECIALTY	Arise!
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**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:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Waneborn 10GP

FV: 1

### 2. SENTINEL

<b>ACT 2</b>	<b>ARM 3</b>	<b>HIT 3</b>
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WEAPONS	ATT	SKL
✘ Dagger	2	3
⊕ Carbine (AUT1) 5GP	4	4

SKILLS	Behavior - Ranged	Imperative

SQUAD SPECIALTY	Arise!
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**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:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Sentinel 10+5GP

FV: 2

### 3. PRIME REVENANT

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 5</b>
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WEAPONS	ATT	SKL
✘ Phase Blade (RLT) 3GP	4	4
⊕ Phase Cannon 4GP	4	5

SKILLS	Behavior - Mixed	Imperative

SQUAD SPECIALTY	Arise!
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**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:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Prime Revenant\* 16+7GP

FV: 2

## THE HEGEMONY

### SPAWN TABLE - THE HEGEMONY

#### Threat Level 1

D6 Result	Units
1-3	1x 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

### 1. ASSAULT TROOPER

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 4</b>
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WEAPONS	ATT	SKL
✘ Chainblade (RLT 2MC) <sup>5GP</sup>	4	4
SKILLS	Behavior - Melee	
SQUAD SPECIALTY	Duty Before Death	

**Duty Before Death:** When this Unit reaches 0 HIT, it may perform one free basic or mission action before losing its last HIT. That action must be 1 ACT or less.

**Behavior - Melee:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Assault Trooper 13+5GP

FV: 2

### 2. STRIKE TROOPER

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 4</b>
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WEAPONS	ATT	SKL
✘ Fists (2MC)	1	3
⊕ Destroyer HMG* (SPR HVY) <sup>5GP</sup>	5	4
SKILLS	Behavior - Ranged Grav Belt <sup>2GP</sup>	
SQUAD SPECIALTY	Duty Before Death	

**Duty Before Death:** When this Unit reaches 0 HIT, it may perform one free basic or mission action before losing its last HIT. That action must be 1 ACT or less.

**Grav Belt:** This Unit's Heavy weapons don't limit its movement and it can move normally.

**Behavior - Ranged:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Strike Trooper 13+7GP

FV: 2

### 3. LEADER

<b>ACT 3</b>	<b>ARM 4</b>	<b>HIT 5</b>
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WEAPONS	ATT	SKL
✘ Combat Knife (2MC) <sup>1GP</sup>	2	3
⊕ Reaper (2RC) <sup>5GP</sup>	4	4
SKILLS	Behavior - Mixed Leader*	
	Brutal <sup>2GP</sup>	
SQUAD SPECIALTY	Duty Before Death	

**Duty Before Death:** When this Unit reaches 0 HIT, it may perform one free basic or mission action before losing its last HIT. That action must be 1 ACT or less.

**Brutal:** This Unit's Melee weapons gain Brutal 1 (BRU1).

**Leader:** This Unit gains +1 HIT, +1 SKL on its Weapons, and Leader: While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.

**Behavior - Mixed:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Strike Trooper 13+8GP

FV: 2

## HUNTER KILLERS

### SPAWN TABLE - HUNTER KILLERS

#### Threat Level 1

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

#### Threat Level 2

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

#### Threat Level 3

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

### 1. KILLER

ACT 3	ARM 4	HIT 3
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WEAPONS	ATT	SKL
✂ Talons & Claws (RND1) <sup>2GP</sup>	4	4

SKILLS
Behavior - Melee
Toxin Gland <sup>2GP</sup>

SQUAD SPECIALTY
Acid Blood

**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 - Melee:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Killer 12+4GP

FV: 2

### 2. SPINECOIL

ACT 3	ARM 3	HIT 4
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WEAPONS	ATT	SKL
✂ Talons & Claws (RND1) <sup>2GP</sup>	4	4

SKILLS
Behavior - Melee
Tunneler
Toxin Gland <sup>2GP</sup>

SQUAD SPECIALTY
Acid Blood

**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.

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

**Behavior - Melee:** For PvE behaviors, 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 Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Spinecoil 14+4GP

FV: 2

### 3. HUNTER

ACT 3	ARM 4	HIT 5
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WEAPONS	ATT	SKL
✂ Talons & Claws (RND1) <sup>2GP</sup>	4	5
🐍 Barbed Tailwhip (RND1 PBK RNG4") <sup>2GP</sup>	3	3

SKILLS
Behavior - Mixed
Toxin Gland <sup>2GP</sup>

SQUAD SPECIALTY
Acid Blood

**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:** For PvE behaviors, 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 to cover with Line of Sight on Priority Enemy (up to twice per Activation)

#### Priority Enemy:

- Unit carrying an objective
- Unit closest to an objective
- Unit with lowest remaining HIT

Hunter\* 16+6GP

FV: 2