

Defense of The Chapel of Saint Dunstan the Watchful

DEPLOYMENT

The forces loyal to Belyal de Porta Hierosolymae are the defender and will set up in the defender's zone (closest to the church), 6" or less from the table edge. The forces loyal to Saint Dunstan the Watchful are the attacker and deploys in the Attackers Deployment zone, 6" or less from the table edge. Players then alternate deploying their models one at a time, starting with the defending player. Deploy the rest of your warband as normal.

Infiltrators deploy as normal, they cannot use their special deployment rules in this sortie.

SCENARIO RULES:

As a regular ACTION, once per model activation, when a model is in the "bell room", the model may attempt to "Ring the Bell". The "bell room" is at the base of the chapel. A successful ACTION counts as one "ring of the bell".

The Bell room/rope is guarded by two guard dogs (see below) which are alerted when any player model is moved within 6" of the dogs.

Neutral Model Activation Rules

Guard Dogs are neutral models. Neutral models are treated as enemy models by both sides. In addition, when a player finishes an Activation within 6" one of their models, they must activate the one Guard Dog. They cannot Activate a Guard Dog that has already been Activated (by either player) this game turn. When a player Activates a Guard Dog, they must carry out an Activation with it using the rules below.

Guard Dog Actions

When a player Activates a Guard Dog, they must first choose its prey (**see below**). They must then take 1 Move ACTION and 1 Dash ACTION or 1 Fight ACTION with the Guard Dog. If the Guard Dog is not within 1" of its prey, it will move as described below and then Fight if it is within 1" of its prey or Dash if it is not. If the Guard Dog starts within 1" of its prey, it will attack before it moves. If the attack takes the prey Out of Action, choose new prey and then move the Guard Dog as described below.

The Guard Dog's chosen prey is determined by using the following list of priorities:

- If there are any models that have BLOOD MARKERS, then it will choose the model with the most BLOOD MARKERS as its prey. If two or more models have the same number of BLOOD MARKERS, it will choose the closest as its prey. If two or more models are equally close, the player can choose which model is its prey.

- If there are no models that have BLOOD MARKERS, then it will choose the closest as its prey. If two or more models are equally close, the player can choose which model is its prey.

A player must move the Guard Dog towards its prey so that it finishes either in base contact with it, or if that is impossible, as close to its prey as possible.

Guard Dogs Profile:

8" movement;

4 Paws & Claws: Makes DASH +1 Dice; Attack +1 Attack Dice and +1 Injury Modifier

Sniffer: due to the Guard Dog's incredible sense of smell, infiltrators may only deploy using standard deployment rules in this scenario (see above)

GAME LENGTH: Five Turns.

VICTORY CONDITIONS:

For every game turn the Bell is rung, the followers of Saint Dunstan record one victory point. For every game turn the Bell is not rung, the followers of Belyal de Porta Hierosolymae record one victory point.

The followers of Saint Duncan win if they have more victory points than the followers of Belyal de Porta Hierosolymae. If the followers of Belyal de Porta Hierosolymae have more or equal number of victory points, they win the game.

The followers of Belyal de Porta Hierosolymae will never leave the battlefield, but if they fail their MORALE PHASE success roll, all actions will become RISKY ACTIONS for rest of game.

GLORIOUS DEEDS

Victory or Death: Your Warband wins the game.

Bloodletting: An attack made by a friendly model results in the sixth BLOOD MARKER being placed beside an enemy model.

Cast them Down: A friendly model causes an enemy model to Fall from a height of at least 3" (e.g. by taking the enemy model Down near a ledge, or by forcing it off a ledge in some way).

Hold Your Ground: A Warband is the first to pass a Morale Check in this game.

Dogs of War: Taking an enemy model out of action with an attack dog.

Resist and Bite: A friendly model that is Down takes an enemy model Out of Action.

Defender of the Church: Having the most friendly models inside the church at the end of the game.

The Trains of Valcroix

Player note: this Sortie is inspired by Scenario V: Armored Train in the main rule book. However, there are some important differences for this event. Please read through the Sortie fully.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. Your deployment zone will be 6" from the table edge. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband. Deploy the rest of your warband as normal.

Infiltrators must deploy normally (they cannot use their special deployment rules).

SCENARIO RULES:

Train Wagons

The train was carrying supply crates containing precious weapons, materials, and holy relics. The supply crates are spread between the three wagons, which can be reached through the doors on the sides of the wagons. However, the doors on the sides of each wagon start the game locked.

Unlock Wagon ACTION: A model within 1" of a locked door can take an Unlock Wagon ACTION. If it does so, take a Success Roll for the model. If the roll is a Failure, nothing happens (another model can try to unlock the door later in the same turn). The door is unlocked and opened if the roll is a Success or Critical Success, revealing 3 Supply Crates inside. Place a Supply Crate Marker beside the wagon to show how many Supply Crates are inside it. If the door on the other side is unlocked, it can be used to reach any Supply Crates that remain inside, but does not generate any more of them.

Open Crate ACTION: A model within 1" of an unlocked door on a wagon with any Supply Crate Markers still beside it, or within 1" of a Supply Crate Marker that has been carried by another model and dropped, can take an Open Crate ACTION. If it does so, choose one of the following three options for the model (you do not have to make a Success Roll):

1. Carry Crate: The model can carry the crate. Put the Supply Crate Markers in contact with the model's base to show it is carrying it. The only thing a model carrying a crate can do is take Move or Retreat ACTIONS - it cannot do anything else while it has the crate.

a. At the end of its Activation, you can say that a model that is carrying a crate will either drop it or hand it to a friendly model that is within 1". When a model drops the crate, place it within 1" of the model and not in contact with any other models. When a model hands the crate on, place the Supply Crate Marker in contact with the other model's base.

b. If a model carrying a crate is taken Down or Out of Action, or is chosen as the target of a Melee Attack, it immediately drops the crate as described above.

c. If a model carrying a crate finishes its Activation in contact with any edge of the battlefield, it can escape with the crate; remove the model and the Supply Crate Marker from the battlefield. The model is still considered part of the Warband for the purposes of Morale Checks.

2. Destroy Crate: Take a Success Roll for the model. If the roll is a Failure, nothing happens. If the roll is a Success or a Critical Success, the Supply Crate Marker is destroyed (remove it from the battlefield).

3. Draw Supplies: Take a Success Roll for the model. If the roll is a failure, nothing happens. If the roll is a Success or a Critical Success, place a BLESSING MARKER next to the model and the crate is emptied (remove it from the battlefield).

Carriage Mounted Cannon

The central train car is equipped with the Carriage Mounted Cannon, this can be used as a ranged weapon with the following profile. Range 48", +2 INJURY DICE, IGNORE ARMOR

The cannon can be used once per Turn by a friendly model that is within 1" of it, as long as both the friendly model and the Grand Cannon are not within 1" of an enemy model, and as long as the friendly model does not move as part of the same Activation. The friendly model must take a Shoot **ACTION**, and can then use the Grand Cannon as the Ranged Weapon for the attack using the profile above. Measure the range and check the Line of Sight using the Grand Cannon instead of the attacking model.

GAME LENGTH: Five Turns

VICTORY CONDITIONS

A player gets 1 Victory Point (VP) for every Supply Crate that is Opened; 2 VP for every Supply Crate destroyed; 3 VP for every Supply Crate escaped off the board. The player with the most VP wins this game.

GLORIOUS DEEDS

Victory or Death: Your Warband wins the game.

King of the Hill: A friendly model ends 3 consecutive Turns next to (within 1") or on top of any train.

Big Guns Never Tire: Taking an enemy model out of action with the grand cannon.

Mission Possible: A model makes a SUCCESSFUL ACTION jumping from one train to another. Earn 2 Glorious Deeds if also able to make a DIVING CHARGE with this action.

Over the Enemy Line: A friendly model escapes with a crate when it is wholly within the enemy Deployment Zone.

Supply Run: Two friendly models escape with a crate.

Supply Raid

SETUP

Before picking their Forces, the players must decide who is the attacker and who is the defender in this scenario by whatever method they like.

Supply Cache Markers

The players set up 6 Supply Cache Markers. The players alternate setting up the Markers, one at a time, starting with the defender. Supply Cache Markers must be set up more than 6" from the edge of the battlefield, more than 6" away from any other Markers and more than 1" from any Impassable terrain. Only one Marker can be placed in the defender's Deployment Zone, and none can be placed in the attacker's Deployment Zone.

DEPLOYMENT

The players roll off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. Deployment zones are 6" within the edge of the table. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). The defender may deploy a maximum of 6 models. The attacker may deploy a maximum of 6+D3 models. Any models that cannot be deployed are available as reinforcements (see below).

Infiltrators can deploy normally or by using their special deployment rules.

SCENARIO RULES:

Destroying Supply Caches: A player can choose a Supply Cache Marker as the target for a Ranged Attack with the Heavy keyword, or a Melee Attack of any type. If the attack is a Success or a Critical Success, the Supply Cache Marker is destroyed (remove it from the battlefield).

Reinforcements:

At the start of each Turn, the players roll off. The winner rolls a D3 to see how many reinforcement models each player can deploy. The players then alternate deploying reinforcement models, one at a time, starting with the player that won the roll-off. Reinforcement models must be deployed touching the edge of the battlefield, wholly within their Deployment Zone, and more than 8" from the closest enemy model. If a player runs out of reinforcement models, the opposing player can set up any remaining reinforcements they have available up to the limit set for the turn. Players must set up reinforcements if they have any available and are allowed to do so.

GAME LENGTH: Four Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield after any reinforcements have been deployed or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points (VP)

ATTACKER: 1 VP for each Supply Cache Marker that has been destroyed.

DEFENDER: 2 VPs for each Supply Cache Marker that has not been destroyed.

EACH PLAYER: 1 VP for each enemy model taken Out of Action

GLORIOUS DEEDS

Victory or Death: Your Warband wins the game.

Daring Raid (Attacker only): A friendly model destroys a Supply Cache Marker.

Hold your Ground: A Warband is the first to pass a Morale Check in this game.

Rampage (Attacker only): A friendly model destroys a second Supply Cache Marker.

Save the Supplies! (Defender only): If there are four or more Supply Cache Markers that have not been destroyed at the end of the game.

Stop Them! (Defender only): A friendly model takes an enemy Out of Action if the enemy is fully or partially within their own Deployment Zone.

The Beast from the Depths

SETUP

[The Battlefield: This map features ichor pits and artillery shells. Ichor Pits and Artillery Shells placed per the rule book pg. 178.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. The deployment zone is within 6" of the table edge. Continue deployment as normal.

Infiltrators can deploy normally or by using their special deployment rules. However, if they deploy using their special deployment rules, they cannot deploy within 6" of a Marker.

SCENARIO RULES:

Ichor Pit Markers

Open ground and terrain within 2" of the center of the Ichor Pit Marker is treated as being Difficult and Dangerous terrain. Add a +2 INJURY MODIFIER to Injury Rolls and they always cause 2 extra BLOOD MARKERS. Each Ichor Pit contains enough Ichor to fill 6 Ichor Vials (see below). An Ichor Pit with no Ichor left is no longer Dangerous Terrain.

Ichor Vials

Each model in this scenario has 3 empty Ichor Vials. If a model is taken Out of Action, place a Vials Marker at their location and record how many empty or filled Ichor Vials it represents. All models in this scenario can take the following ACTIONS (no Success Rolls are necessary):

Fill Vial ACTION: A model with an empty Ichor Vial that is in contact with an Ichor Pit Marker can take a Fill Vial ACTION. If it does so, it fills 1 empty Ichor Vial with Ichor.

Trade Vials ACTION: A model that is in contact with a friendly model can take a Trade Vials ACTION. If it does so, you can swap any number of empty or filled Ichor Vials between the two models.

Steal Vials ACTION: A model that is in contact with a Vials Marker or an enemy model that is Down can take a Steals Vials ACTION. If it does so, you can take any number of empty or filled Ichor Vials from the Vials Marker or enemy model.

Extract Vials ACTION: A model that is in contact with the longest edge of the battlefield in its Deployment Zone can take an Extract Vials ACTION. If it does so, you can extract any number of filled Ichor Vials from the model and replace them with empty Ichor Vials.

Artillery Shell Markers:

A player can choose an Artillery Shells Marker as the target for an attack. If the attack is a Success or a Critical Success, the Artillery Shells Marker explodes. An Artillery Shells Marker will also explode if it is caught in the radius of an attack with the BLAST Keyword. When an

Artillery Shells Marker explodes, the players must first determine if the Beast awakens (see below). If the Beast does not awaken, the artillery shell explodes with the following profile:

BLAST 3", IGNORE COVER, SHRAPNEL, DEADLY (only at the center of the blast). Place the blast radius at the center of the shell. Then the Artillery Shells Marker is replaced with an Ichor Pit Marker

The Beast

Explosions caused by piles of artillery shells may awaken the Beast. First Explosion: The Beast twitches, causing a minor tremor across the battlefield. Roll a D6 for each model that is not Down. On a roll of 6 the model is taken Down. Second Explosion: Roll a D6. On a roll of 3+, the Beast awakens. Third Explosion: Roll a D6. On a roll of 2+ the Beast awakens. Fourth Explosion: The Beast awakens.

Call of the Beast

If the Beast does not awaken after an explosion, The artillery shells leak a deadly gas. All models within 8" of the shell are automatically hit with a ranged attack, resolve the injury roll with +1 INJURY DICE. Ignore any out of action results but apply other effects such as DOWN and BLOOD MARKERS as normal.

GAME LENGTH: 5 turns

VICTORY CONDITIONS:

Victory Points (VP): 1 VP for each Ichor Vial that they extracted

5 VPs to the Side that delivers the killing blow to the beast.

GLORIOUS DEEDS

Bloodlust: to the model that places the first blood marker on the beast using a Melee weapon

For Science: A friendly model extracts 1 or more Ichor Vials.

Ichor Frenzy: A friendly model extracts an Ichor Vial when it is wholly within the enemy Deployment Zone.

Risk Taker: A friendly model causes an explosion that takes an enemy model(s) Out of Action.

Sadistic Wretch: A model causes the beast to emerge

Vial Thief: A friendly model steals an Ichor Vial from an enemy model and then manages to extract it.

Victory or Death: Your Warband wins the game.

The Great Beast

Once the Beast awakens it uses the following rules. Place the model centered over the marker that triggered his arrival on the battlefield. Remove that marker from the table. Starting with the activation that triggered its arrival, roll a d6. On a 1-4 the beast takes its activation for that turn. On a 5-6 the beast doesn't activate and on the next model activation repeats this process until the beast has taken an activation this turn. The process will repeat next game turn until the end of the game or until the beast is slain. On the beast's activation it must first choose its prey. During its activation the beast must make 1 Move ACTION and 1 Dash ACTION or 1 Fight ACTION. If it starts its activation in base contact with a model, it will fight that model as described below. The beast's chosen prey is determined by using the following list of priorities: If there are any models within 20" of the Beast that have BLOOD MARKERS, then it will choose the model with the most BLOOD MARKERS as its prey. If two or more models have the same number of BLOOD MARKERS, it will choose the closest as its prey. If two or more models are equally close, the player can choose which model is its prey. If there are no models within 20" of the beast that have BLOOD MARKERS, then it will choose the closest as its prey. If two or more models are equally close, the player can choose which model is its prey. A player must move the beast towards its prey so that it finishes either in base contact with it, or if that is impossible, as close to its prey as possible.

Attacking with the beast

When the beast attacks, it will target its prey if it can do so. Otherwise, it will target the nearest model it can attack. If two or more potential targets are equally close to the beast, the player can choose which model it attacks.

When a beast attacks, use the following profile.

MOVE 12", Pair of Devastating Claws: Melee; +3 ATTACK, +2 INJURY DICE, +2 INJURY ROLLS, IGNORES STANDARD ARMOR, DISSOLVES SHIELDS

Beast Special Rules:

Loping gait. +1 DICE on Dash ACTIONS

Pair of Devastating Claws: The Beast will always attack twice, the second attack counts as an off-hand weapon

Dissolves Shields: if the beast successfully attacks a target model that has a shield, do not roll on the injury table. Instead remove the shield from that model's profile and add -1 DICE on all melee attacks. Note, this remains for the remainder of this event.

Ignore Standard Armor: Models with standard armor do not gain any benefits

Thick Scales: -2 Injury rolls for models attacking the beast

Blood Lust: the beast will not use blood markers until it can Blood Bath which it can always do.

PAGE BREAK FOR PRINTING

Don't Breathe

SETUP:

The player with the most models in their Warband is the attacker in this scenario and their opponent is the defender. If both players have the same number of models, they roll off and the winner decides who will be the attacker and who will be the defender.

For the 3rd Battle Round the TO will determine Attacker / Defender before the start of the battle.

DEPLOYMENT:

The players alternate deploying their models one at a time, starting with the attacker. The defender may deploy a maximum of 6 models. The attacker may deploy a maximum of 6+D3 models. Any models that cannot be deployed are available as reinforcements (see below). Models must be set up wholly within their own Deployment Zone.

The attackers Deployment Zone is within 7" from the board edge.

The defenders Deployment Zone is within 13" from the board edge.

Infiltrators can deploy normally or by using their special deployment rules. Attacking models that deploy using their special deployment rules cannot deploy within 8" of a Bunker.

After both forces have been deployed, the defender sets up 12 Gas Mine Markers.

At least 8 of the Gas Mine Markers must be placed wholly outside of either deployment zone, i.e. No Man's Land. Up to 4 can be placed wholly within the defender's Deployment Zone.

After setting the Gas Mine Markers up, the defender must secretly write down which (choose 4) of the Gas Mine Markers are to be duds. All the other Gas Mine Markers are live and have the **MINED** Keyword (See Scenario Rules for more information)

SCENARIO RULES:

Gas Mine Rules

As soon as a model moves within 3" of a Gas Mine Marker, temporarily halt its move. The defender must then reveal if the Gas Mine Marker is a dud. If it is, nothing happens. If it is a live mine, it detonates. The Mine Marker is then removed and replaced with a Gas Cloud Marker. The moving model can then carry on with its move if it wasn't taken Down or Out of Action. Models with the **FLYING** Keyword only trigger a Gas Mine Marker if they finish a move in contact with it (they can fly across it without setting it off).

Gas Cloud Markers: Place **1 BLOOD MARKER** next to each model that is within 6" of the center of a Gas Cloud Marker when it is set up. In addition, place **1 BLOOD MARKER** next to a model that is within 6" of the center of a Gas Cloud Marker when the model is Activated.

Detonating Gas Cloud Markers: A model can choose a Gas Cloud Marker as the target for an attack with a weapon that has the **BLAST** or **FIRE** Keyword. If the attack is a Success or a

Critical Success, the Gas Cloud Marker explodes. A Gas Cloud Marker will also explode if it is caught in the radius of an attack with the **BLAST** Keyword.

Gas Cloud Explosions: When a Gas Cloud Marker explodes, make an Injury Roll for each model within 3" of the Marker with the **+2 INJURY DICE** and **FIRE** Keywords. If the model is not taken Out of Action by the Injury Roll, it is blown away D3" in a straight line directly away from the center of the Marker. The model stops if it is blown into another model, Impassable terrain, or terrain it cannot cross without having to Climb. The Gas Cloud Marker is then removed from the battlefield.

Reinforcements:

At the start of each Turn, the players roll off. The winner rolls a D3 to see how many reinforcement models each of the players can deploy. The players then alternate deploying reinforcement models, one at a time, starting with the player that won the roll-off. Reinforcement models must be deployed touching the edge of the battlefield, wholly within their Deployment Zone, and more than 8" from the closest enemy model.

Destroying Bunkers:

Models on the attacking side with the ELITE Keyword have Demo Charges even if they are not usually allowed to take Battlekit or Equipment. A model that has Demo Charges can take the following ACTIONS (no Success Rolls are necessary):

Place Demo Charge ACTION: A model that has Demo Charges and is in contact with a Bunker can take an ACTION to place the Demo Charge on the Bunker. Once it does so, it no longer has the Demo Charge but can now use the Detonate Demo Charge ACTION.

Detonate Demo Charge ACTION: A model that has set Demo Charges can take an ACTION to detonate the Demo Charge. It can take the ACTION at any time during the game, and can wait one or more Turns before it does so if desired (this gives the model a chance to move away so it does not get caught in the explosion). When it finally takes the ACTION, make an Injury Roll with the IGNORE ARMOUR Keyword for every model within 3" of the Bunker. The Bunker Marker is then removed, and the terrain piece it was on is no longer considered a Bunker. Note that if a model that has placed a Demo Charge is taken Out of Action, it will not be possible to detonate the Demo Charge.

GAME LENGTH: At the end of the fifth Turn, the attacker rolls a D6. On a 1 or 2, the game ends immediately. On a 3 or more, the game will end at the end of the sixth Turn.

Victory Points

The players must keep a running tally of the Victory Points they score.

At the end of each Turn, the defender scores 1 VP for each trench section that is at least 8" long and has one or more defending models in it. If there are no attacking models in the trench section, the defender scores 2 VPs instead of 1.

At the end of each Turn, the attacker scores 2 VPs for each trench section that is at least 8" long and has one or more attacking models in it. If there are no defending models in the trench section, the attacker scores 3 VPs instead of 2

2 VPs for each Bunker that was destroyed by a Demo Charge that Turn.

At the end of the game each player scores 1 VP for each Glorious Deed they completed and 4 VP for each Bunker they control. A player controls a Bunker if there are more friendly models within 1" of it than there are enemy models.

GLORIOUS DEEDS:

Burning Sight: A friendly model causes a Gas Cloud Marker that is more than 14" away from it to explode, and the explosion takes one or more enemy models Out of Action.

Combustive: A friendly model causes a Gas Cloud Marker to explode, and the explosion takes two or more enemy models Out of Action.

Deep Breaths: A friendly model causes an enemy model to be taken Out of Action by causing it to move within 6" of the center of a Gas Cloud Marker.

Iron Lungs: A Warband controls a Bunker that is within 6" of the center of a Gas Cloud Marker at the end of two consecutive Turns. A Warband controls a Bunker if there are more friendly models within 1" of it than there are enemy models.

Poisonous Rage: A friendly model that is within 6" of the center of a Gas Cloud makes a Melee Attack that takes an enemy model Out of Action.

Trench Rat: A friendly model controls an 8" trench section for 2 consecutive turns. There can be no enemy models in the same 8' trench section.

PAGE BREAK FOR PRINTING

Signals to the Frontline

DEPLOYMENT

The players roll off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. Each deployment zone is within 6" of the table edge. Deployment continues as normal.

Infiltrators must deploy normally (they cannot use their special deployment rules)

SCENARIO RULES:

Controlling Objectives

A player controls an Objective terrain piece if there are more friendly models on, in, or within 1" of the terrain piece than there are enemy models.

Sending the Message:

A model can send a signal using the Monastic Tower's Communication System to the frontline to send strategic messages back to central command. To send the signal, a model must be on the second level of the tower and no ENEMY model can be within 5" of the model (models on the ground don't count for this). The model can then attempt a RISKY COMMUNICATE ACTION. On a successful roll, the model can send the message. Add +1 to the roll for each Objective Marker currently controlled, +1 if the attempting model has the ELITE keyword.

GAME LENGTH: Four Turns.

VICTORY CONDITIONS:

At the end of each Turn, each player scores 2 Victory Points (VP) for each Objective they control.

3VP for each successful Message Sent.

At the end of the game each player scores 1 VP for each enemy model taken out of action.

GLORIOUS DEEDS:

Bloodletting: An attack made by a friendly model results in the sixth **BLOOD MARKER** being placed beside an enemy model.

Cast Them Down: A friendly model causes an enemy model to Fall from a height of at least 3" (e.g. by taking the enemy model Down near a ledge, or by forcing it off a ledge in some way).

Hold Your Ground: A Warband is the first to pass a Morale Check in this game. You receive a Victory Point for achieving this Glorious Deed.

Lord of War: A friendly model takes two enemy models Out of Action with Melee Attacks in a single Turn.

Resist and Bite: A friendly model that began its Activation Down takes an enemy model Out of Action in the same Activation.

Sniper: A friendly model takes an enemy **ELITE** model Out of Action with a Ranged Weapon Attack that has the Long Range and Cover modifiers.

Suicidal Bravery: A friendly model successfully charges two models with the same charge move.

Message Back Home. Friendly model succeeds in Sending the Message