

<p style="text-align: center;">Kill Frenzy</p> <table border="1"> <thead> <tr> <th>Goal</th> <th>VPs earned</th> </tr> </thead> <tbody> <tr> <td>Kill 1-6 pt</td> <td>1</td> </tr> <tr> <td>Kill 7-10 pt</td> <td>2</td> </tr> <tr> <td>Kill 11+ pt</td> <td>3</td> </tr> </tbody> </table> <p><i>Kill stuff. Earn VPs per model killed (depending on its points cost).</i></p> <p>DEP1 - Friend</p>	Goal	VPs earned	Kill 1-6 pt	1	Kill 7-10 pt	2	Kill 11+ pt	3	<p style="text-align: center;">Head Hunt</p> <table border="1"> <thead> <tr> <th>Goal</th> <th>VPs earned</th> </tr> </thead> <tbody> <tr> <td>Kill 7-10 pt</td> <td>1</td> </tr> <tr> <td>Kill 11+ pt</td> <td>2</td> </tr> <tr> <td>Kill Commander</td> <td>2</td> </tr> <tr> <td>Kill Leader</td> <td>1</td> </tr> <tr> <td>Kill Specialist</td> <td>1</td> </tr> </tbody> </table> <p><i>Kill stuff. Earn VPs per model killed (depending on its points cost).</i></p> <p>DEP2 - Foe</p>	Goal	VPs earned	Kill 7-10 pt	1	Kill 11+ pt	2	Kill Commander	2	Kill Leader	1	Kill Specialist	1	<p style="text-align: center;">Careful Carnage</p> <table border="1"> <thead> <tr> <th>Goal</th> <th>VPs earned</th> </tr> </thead> <tbody> <tr> <td>Kill 1-6 pt</td> <td>1</td> </tr> <tr> <td>Kill 7-10 pt</td> <td>1</td> </tr> <tr> <td>Kill 11+ pt</td> <td>1</td> </tr> <tr> <td>Survive</td> <td>1</td> </tr> </tbody> </table> <p><i>Kill stuff. Earn VPs per model killed (depending on its points cost).</i></p> <p>DEP3 - Friend</p>	Goal	VPs earned	Kill 1-6 pt	1	Kill 7-10 pt	1	Kill 11+ pt	1	Survive	1
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<p><u>PLAGUE BATTLE CARD</u></p> <p>Move Exactly like the Action.</p> <p>.....</p> <p>Twisted Select one <i>Mutant</i> in play that has not already got a mutation.</p> <p>Randomly draw a new mutation counter for this model.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Fight Play when you make a test with your Fight stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>Twisted Select one <i>Mutant</i> in play that has not already got a mutation.</p> <p>Randomly draw a new mutation counter for this model.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>Courage Exactly like Get Mean!</p> <p>.....</p> <p>Twisted Select one <i>Mutant</i> in play that has not already got a mutation.</p> <p>Randomly draw a new mutation counter for this model.</p>
<p><u>PLAGUE BATTLE CARD</u></p> <p>Weak Spot Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p> <p>.....</p> <p>Courage Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>Steadfast Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p>Courage Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Survival Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>Courage Exactly like Get Mean!!</p>
<p><u>PLAGUE BATTLE CARD</u></p> <p>Move Exactly like the Action.</p> <p>.....</p> <p>Courage Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>Steadfast Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p>Courage Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Survival Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>Courage Exactly like Get Mean!</p>

<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Shoot Play when you take a Shoot action, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <hr/> <p>Courage Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Fight Play when you make a test with your Fight stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <hr/> <p>Courage Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Blaze Away Play when you take a Blaze Away action, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <hr/> <p>Courage Exactly like Get Mean!</p>
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<p><u>PLAGUE BATTLE CARD</u></p> <p>Booby Trap Play when an opposing model picks up an item. The item was booby-trapped! Resolve the booby trap as if a frag grenade had exploded in that square.</p> <p>.....</p> <p>Head Shot Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.</p> <p>The shot is resolved with AP1.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>Steadfast Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p>+1 Blaze Away Play when you take a Blaze Away action, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Fight Play when you make a test with your Fight stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>Head Shot Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.</p> <p>The shot is resolved with AP1.</p>
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<p><u>PLAGUE BATTLE CARD</u></p> <p>Move Exactly like the Action.</p> <p>.....</p> <p>Surge Discard this card to take 3 more Battle Cards immediately.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>+1 Fight Play when you make a test with your Fight stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>+1 Blaze Away Play when you take a Blaze Away action, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p>Weak Spot Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p> <p>.....</p> <p>+1 Survival Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>
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<p align="center">(2) Plague Stage 2A (10S)</p> <p>Stats Command: 1/1</p> <p>Shoot: - Fight: 4+ Survive: 4+ Armour: 1</p> <p>Overwatch: Move</p> <p>Abilities Mutant, Tough, Brawler, Rampage</p> <p>Weapons & Equipment Talons: Range F, AP1</p>	<p align="center">(1) Plague Stage 3A (6T)</p> <p>Stats Command: 1/1</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Move or Blaze Away</p> <p>Abilities Mutant, Fast</p> <p>Weapons & Equipment Rifle: Range 6.</p>	<p align="center">(1) Plague Stage 3A HMG (6S)</p> <p>Stats Command: 1/1</p> <p>Shoot: 5+ Fight: 6+ Survive: 5+ Armour: 1</p> <p>Overwatch: Blaze Away</p> <p>Abilities Mutant</p> <p>Weapons & Equipment Heavy Machine Gun: Range 6, Rapid Fire, Weight of Fire</p>
<p align="center">(1) Plague Stage 3D "Hellhounds" (3T)</p> <p>Stats Command: -</p> <p>Shoot: - Fight: 5+ Survive: 6+ Armour: -</p> <p>Overwatch: Sprint</p> <p>Abilities Mutant, Fast</p> <p>Weapons & Equipment Fangs: Range F</p>	<p align="center">(1) Plague Stage 3A "General" (10L)</p> <p>Stats Command: 2/2</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Move</p> <p>Abilities Mutant, Tactician</p> <p>Weapons & Equipment Rifle: Range 6.</p>	<p align="center">(1) Plague Stage 3A "Boom-stick" (8S)</p> <p>Stats Command: 1/1</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Shoot</p> <p>Abilities Mutant</p> <p>Weapons & Equipment Grenade Launcher: Range 6, Indirect, Frag, Single Shot</p>
<p align="center">(2) Stage 3A Mortar Team (12R)</p> <p>Stats Command: 1/1</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Shoot</p> <p>Abilities Mutant, CSW</p> <p>Weapons & Equipment Mortar: Range 8, Support, Indirect, Deliberate, Single Shot, Massive Frag.</p>	<p align="center">(3) Plague Teraton (26R)</p> <p>Stats Command: -</p> <p>Shoot: - Fight: 4+ Survive: 5+ Armour: 2</p> <p>Overwatch: Move</p> <p>Abilities Mutant, Teleport, Brawler, Really Tough</p> <p>Weapons & Equipment Tooth & Claw: Range F, AP1, Knockback</p>	<p align="center">(2) Plague Swarm (13S)</p> <p>Stats Command: -</p> <p>Shoot: - Fight: 3+ Survive: 5+ Armour: -</p> <p>Overwatch: Sprint</p> <p>Abilities Agile, Really Tough</p> <p>Weapons & Equipment Acidic Bite: Range F, AP2</p>