

<b>Kill Frenzy</b>		<b>Head Hunt</b>		<b>Careful Carnage</b>	
Goal	VPs earned	Goal	VPs earned	Goal	VPs earned
Kill 1-6 pt	1	Kill 7-10 pt	1	Kill 1-6 pt	1
Kill 7-10 pt	2	Kill 11+ pt	2	Kill 7-10 pt	1
Kill 11+ pt	3	Kill Commander	2	Kill 11+ pt	1
		Kill Leader	1	Survive	1
		Kill Specialist	1		
<i>Kill stuff. Earn VPs per model killed (depending on its points cost).</i>		<i>Kill stuff. Earn VPs per model killed (depending on its points cost).</i>		<i>Kill stuff. Earn VPs per model killed (depending on its points cost).</i>	
DEP1 - Friend		DEP2 - Foe		DEP3 - Friend	
<b>Stack 'Em High</b>		<b>Fight Another Day</b>		<b>Swarm</b>	
Goal	VPs earned	Goal	VPs earned	Goal	VPs earned
Kill 1-6 pt	1	Kill 11+ pt	1	Infiltrate 1-6 pt	2
Kill 7-10 pt	1	Survive	2	Infiltrate 7-10 pt	2
Kill 11+ pt	1			Infiltrate 11+ pt	2
Kill Trooper	1				
<i>Kill stuff. Earn VPs per model killed (depending on its points cost).</i>		<i>Survive. Earn VPs for each Round you keep more than half your strike team alive.</i>		<i>Infiltrate means exit off the board via your opponent's deployment zone. Earn VPs per model moved off (depending on its points cost).</i>	
DEP4 - Foe		DEP1 - Foe		DEP2 - Friend	
<b>Close In</b>		<b>Quietly Does It</b>		<b>PLAGUE BATTLE CARD</b>	
Goal	VPs earned	Goal	VPs earned	<p align="center"><b>Surge</b></p> <p>Discard this card to take 3 more Battle Cards immediately.</p> <p align="center">.....</p> <p align="center"><b>Courage</b></p> <p>Exactly like Get Mean!</p>	
Kill 1-6 pt	1	Infiltrate 1-6 pt	1		
Kill 7-10 pt	1	Infiltrate 7-10 pt	2		
Kill 11+ pt	1	Infiltrate 11+ pt	3		
Infiltrate 1-6 pt	1	Survive	1		
Infiltrate 7-10 pt	1				
Infiltrate 11+ pt	1				
<i>Infiltrate means exit off the board via your opponent's deployment zone. Earn VPs per model moved off (depending on its points cost).</i>		<i>Infiltrate means exit off the board via your opponent's deployment zone. Earn VPs per model moved off (depending on its points cost).</i>			
DEP3 - Foe		DEP4 - Friend			

<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Move</b> Exactly like the Action.</p> <p>.....</p> <p><b>Twisted</b> 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><b>+1 Fight</b> Play when you make a test with your <b>Fight stat</b>, before you roll the dice.</p> <p>The model gets +1 dice to this action in <b>addition to any other modifiers</b>.</p> <p>.....</p> <p><b>Twisted</b> 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><b>Courage</b> Exactly like Get Mean!</p> <p>.....</p> <p><b>Twisted</b> 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><b>Weak Spot</b> 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><b>Courage</b> Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p><b>Courage</b> Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Survival</b> 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><b>Courage</b> Exactly like Get Mean!!</p>
<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Move</b> Exactly like the Action.</p> <p>.....</p> <p><b>Courage</b> Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p><b>Courage</b> Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Survival</b> 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><b>Courage</b> Exactly like Get Mean!</p>

<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Shoot</b> 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><b>Courage</b> Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Fight</b> 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><b>Courage</b> Exactly like Get Mean!</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Blaze Away</b> 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><b>Courage</b> Exactly like Get Mean!</p>
<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Fight</b> 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><b>+1 Survival</b> 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><u>PLAGUE BATTLE CARD</u></p> <p><b>Change of Plans</b> The opposing player discards one Battle Card at random from his hand.</p> <hr/> <p><b>+1 Blaze Away</b> 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><b>+1 Shoot</b> 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><b>+1 Blaze Away</b> 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><b>+1 Survival</b> 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> <hr/> <p><b>Weak Spot</b> Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Survival</b> 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> <hr/> <p><b>Move</b> Exactly like the Action.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Survival</b> 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> <hr/> <p><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p>

<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Booby Trap</b> 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><b>Head Shot</b> 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><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p><b>+1 Blaze Away</b> 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><b>+1 Fight</b> 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><b>Head Shot</b> 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><b>Distract</b> Play on an unactivated enemy model at any time during your turn.</p> <p>Mark that model as activated.</p> <p>.....</p> <p><b>+1 Fight</b> 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><u>PLAGUE BATTLE CARD</u></p> <p><b>Change of Plans</b> The opposing player discards one Battle Card at random from his hand.</p> <p>.....</p> <p><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Move</b> Exactly like the Action.</p> <p>.....</p> <p><b>+1 Shoot</b> 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>
<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Survival</b> 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><b>+1 Shoot</b> 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>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Weak Spot</b> 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><b>Distract</b> Play on an unactivated enemy model at any time during your turn.</p> <p>Mark that model as activated.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Survival</b> 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><b>Distract</b> Play on an unactivated enemy model at any time during your turn.</p> <p>Mark that model as activated.</p>

<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Move</b> Exactly like the Action.</p> <p>.....</p> <p><b>Surge</b> Discard this card to take 3 more Battle Cards immediately.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>+1 Fight</b> Play when you make a test with your <b>Fight stat</b>, before you roll the dice.</p> <p>The model gets +1 dice to this action in <b>addition to any other modifiers</b>.</p> <p>.....</p> <p><b>+1 Blaze Away</b> 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><b>Weak Spot</b> 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><b>+1 Survival</b> Play when you make a test with your <b>Survival stat</b>, 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><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p><b>+1 Survival</b> Play when you make a test with your <b>Survival stat</b>, 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><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p><b>+1 Blaze Away</b> 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><b>Weak Spot</b> 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><b>+1 Blaze Away</b> 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><b>Weak Spot</b> 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><b>Steadfast</b> Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p>	<p><u>PLAGUE BATTLE CARD</u></p> <p><b>Move</b> Exactly like the Action.</p> <p>.....</p> <p><b>+1 Survival</b> Play when you make a test with your <b>Survival stat</b>, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>	<p><b>(3) Plague Stage 1A (22L)</b></p> <p><b>Stats</b> Command: 3/3</p> <p>Shoot: - Fight: 3+ Survive: 4+ Armour: 1</p> <p>Overwatch: Move</p> <p><b>Abilities</b> Mutant, Really Tough, Brawler, Slow, Strategist</p> <p><b>Weapons &amp; Equipment</b> Talons: Range F, AP2</p>

<p align="center"><b>(2) Plague Stage 2A (10S)</b></p> <p><b>Stats</b> Command: 1/1</p> <p>Shoot: - Fight: 4+ Survive: 4+ Armour: 1</p> <p>Overwatch: Move</p> <p><b>Abilities</b> Mutant, Tough, Brawler, Rampage</p> <p><b>Weapons &amp; Equipment</b> Talons: Range F, AP1</p>	<p align="center"><b>(1) Plague Stage 3A (6T)</b></p> <p><b>Stats</b> Command: 1/1</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Move or Blaze Away</p> <p><b>Abilities</b> Mutant, Fast</p> <p><b>Weapons &amp; Equipment</b> Rifle: Range 6.</p>	<p align="center"><b>(1) Plague Stage 3A HMG (6S)</b></p> <p><b>Stats</b> Command: 1/1</p> <p>Shoot: 5+ Fight: 6+ Survive: 5+ Armour: 1</p> <p>Overwatch: Blaze Away</p> <p><b>Abilities</b> Mutant</p> <p><b>Weapons &amp; Equipment</b> Heavy Machine Gun: Range 6, Rapid Fire, Weight of Fire</p>
<p align="center"><b>(1) Plague Stage 3D "Hellhounds" (3T)</b></p> <p><b>Stats</b> Command: -</p> <p>Shoot: - Fight: 5+ Survive: 6+ Armour: -</p> <p>Overwatch: Sprint</p> <p><b>Abilities</b> Mutant, Fast</p> <p><b>Weapons &amp; Equipment</b> Fangs: Range F</p>	<p align="center"><b>(1) Plague Stage 3A "General" (10L)</b></p> <p><b>Stats</b> Command: 2/2</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Move</p> <p><b>Abilities</b> Mutant, Tactician</p> <p><b>Weapons &amp; Equipment</b> Rifle: Range 6.</p>	<p align="center"><b>(1) Plague Stage 3A "Boom-stick" (8S)</b></p> <p><b>Stats</b> Command: 1/1</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Shoot</p> <p><b>Abilities</b> Mutant</p> <p><b>Weapons &amp; Equipment</b> Grenade Launcher: Range 6, Indirect, Frag, Single Shot</p>
<p align="center"><b>(2) Stage 3A Mortar Team (12R)</b></p> <p><b>Stats</b> Command: 1/1</p> <p>Shoot: 6+ Fight: 5+ Survive: 5+ Armour: 1</p> <p>Overwatch: Shoot</p> <p><b>Abilities</b> Mutant, CSW</p> <p><b>Weapons &amp; Equipment</b> Mortar: Range 8, Support, Indirect, Deliberate, Single Shot, Massive Frag.</p>	<p align="center"><b>(3) Plague Teraton (26R)</b></p> <p><b>Stats</b> Command: -</p> <p>Shoot: - Fight: 4+ Survive: 5+ Armour: 2</p> <p>Overwatch: Move</p> <p><b>Abilities</b> Mutant, Teleport, Brawler, Really Tough</p> <p><b>Weapons &amp; Equipment</b> Tooth &amp; Claw: Range F, AP1, Knockback</p>	<p align="center"><b>(2) Plague Swarm (13S)</b></p> <p><b>Stats</b> Command: -</p> <p>Shoot: - Fight: 3+ Survive: 5+ Armour: -</p> <p>Overwatch: Sprint</p> <p><b>Abilities</b> Agile, Really Tough</p> <p><b>Weapons &amp; Equipment</b> Acidic Bite: Range F, AP2</p>