**Endless Numbers:** At the start of the Turn, you may discard any number of Tactics Tokens to Summon the same number of friendly non-Commander Gibbering Hordes Squad units that were Killed on the previous Turn. Each unit is Summoned in your Deployment Zone in base contact with a table edge, and may immediately gain a Reinforcement Token and move up to twice its Speed.

**Tide Pools:** During Scouting, Create two 120mm Concealing [Low], Difficult Tide Pool terrain pieces on the board, not in either deployment zone.

**Aquatic:** Gibbering Hordes units in this Company ignore the Difficult trait of Tide Pool terrain.

**Survival of the Fittest:** When a friendly Gibbering Hordes unit Activates, it may devour (Kill) a friendly Fireteam within 3" (which may include one of its own Fireteams). If it does so, the Activating unit may ⚰️ to Glory. Non-Commander Fireteams Killed this way are ignored for scoring purposes in Operations.
**Quick Reference**

**Turn**
- **Start:** Planning, Upkeep, Draw Cards
- **Activation:** Activate Units
- **End:** Score, Shuffle

**Orders**
- **Advance:** Move up to your Sp and take an Action, in any order.
- **Rush:** Move twice your Sp. You may then take a Action.
- **Focused Effort:** Gain a non-Tactics Token. Take an Action.

**Tokens**
- All Tokens are discarded upon use.
- **Inspired:** +2 AV.
- **Shaken:** -2 AV.
- **Pinned:** -2 movement.
- **Reinforcement:** ⧖ an Asset. May Reinforce during Planning.
- **Tactics:** Coordinated Strike or flip additional card and choose one.

**Universal Triggers**
- **Powerful Attack:** If this Action has Strength, Immediately increase it by +1. This Trigger may be declared multiple times.