CARVING DAY

As war rages on this side of the Breach, those who once gave time for the Harvest have all but forgotten. Now they shall be sure to pay their dues.

ADDITIONAL SETUP

During Scouting, place The Carver in the center of the table. Then place two fixed Objective Markers on the centerline of the table, each 12" from the center. The Objective Markers are unclaimed.

SPECIAL RULES

Unengaged Fireteams gain the following Action:

♦ Investigate: Discard a Tactics Token to claim target Objective Marker within 3" and LoS of this Fireteam.

When a player would Activate a unit, they may choose to instead discard a Tactics Token to Activate the Carver, controlling it for the Activation. After a player Activates The Carver, they must Activate a unit within their Allegiance before activating The Carver again.

If the Carver ends its Activation within 6" of three or more other units each with a Shaken Token, it \P to Glory.

If the Carver would suffer damage, the damage is ignored and instead the Fireteam that damaged it may gain a Tactics Token.

NEUTRAL UNITS

Neutral units are units on the table that don't naturally belong in either player's Company. Instead, they may act independently or are temporarily controlled by a player. When a neutral unit is controlled by a player, it is treated as a unit in that player's Company for all purposes. Otherwise, it is treated as an enemy unit for all players.

If a neutral unit must make an opposed duel, it is always treated as controlled by the player opposite the opposing Fireteam. If a neutral unit must make a simple duel, it is always treated as controlled by the non-Active player.

VICTORY CONDITIONS

When a Commander unit is Killed, the opposing Company scores 2 Victory Points.

When a Fireteam within **6** of The Carver is Killed, the opposing Company scores 1 Victory Point.

At the end of every Turn, a Company scores 2 Victory Points if The Carver is within 3" of a friendly Objective Marker, then all of its Objective Markers become unclaimed.



