

# AGAINST THE ODDS



## 4 PLAYER - AGAINST THE ODDS

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*“Your mission couldn’t have gone worse. The supplies have run out, the engines have failed, and now you are surrounded by enemies. The good news? You’ve just sent out a distress call and help is on the way. The bad news? There might be nothing left for them to rescue by the time they get here. With grim determination, you and your companions steel yourselves for one last stand against a single opponent determined to destroy you. How long can your rag-tag group of survivors hold out against an endless wave of creatures from Malifaux?”*

## SELECT GAME SIZE

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This narrative Encounter is designed for a group of 4 players, divided into two unequal teams. One player must play as the Endless. All other players join the Survivor Confederation team (Survivors).

The Survivors use a special Hiring system.

The Endless treats its Game Size as 1 Commander + 15.

This is a Multiplayer Encounter and is played on a 6' × 4' table, but does not use Initiative and uses modified Confederation rules. See Special Rules (p. 2) for more information.

## PLACE & DEFINE TERRAIN

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No change.

## PICK ALLEGIANCE AND COMMANDER

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### THE SURVIVOR CONFEDERATION

Only one Company in your Confederation will choose a Commander and declare an Allegiance as normal, the other two will skip choosing a Commander and may declare up to two Allegiances (see **Hire Your Company**).

### THE ENDLESS

No change.

## DETERMINE OPERATION

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The Operation and Deployment Zone have already been determined.

The Survivors are always the Attacker.

The Endless are always the Defender.

## HIRE YOUR COMPANY

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### THE SURVIVOR CONFEDERATION

Each player chooses a role from the following list. No two players may select the same role:

- **The Leadership** – You select a single Commander unit belonging to your Allegiance to control. You may Attach one Asset your unit can legally Attach, treating its Scrip Cost as 0.
- **The Muscle** – You select two non-Commander Titan units from your Allegiance(s) to control. Each Titan may Attach up to two Assets they can legally Attach, treating their Scrip Cost as 0.
- **The Infantry** – You may hire up to 15 Scrip of units and Assets from your Allegiance(s), but may only hire Squad units.

Your Confederation uses a single Stratagem Deck that is shared between all players. Your Stratagems may be chosen from any Allegiances in your Confederation.

### THE ENDLESS

No change.

## DEPLOYMENT

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### THE SURVIVOR CONFEDERATION

Choose a table edge. Your Deployment Zone is the area completely within 14" of the center of that table edge.

### THE ENDLESS

Your Deployment Zone is the area within 12" of table edge opposite the Survivor's Deployment Zone.



## SCOUTING

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### SURVIVOR CONFEDERATION

*The Survivors perform their Scouting second, as if they were the Defender.*

Place one Objective Marker anywhere completely within your Deployment Zone. Then, each Survivor player Creates one Barricade terrain piece (see Special Rules below) anywhere on the table.

### THE ENDLESS

Place four Objective Markers on the opponent's table half, at least 6" from the centerline, and not within 12" of another Objective Marker.

## SPECIAL RULES

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The Survivors and the Endless alternate Activating units. When it is the Survivors' turn to Activate a unit, they may freely choose among their Confederation's units that have not yet Activated.

The discard pile is not automatically shuffled into the Fate Deck during the End Phase. Instead, when a player attempts to draw a card and is unable to because their Fate Deck has no cards left, reshuffle the discard pile into the Fate Deck, then continue drawing. Players may discard a Tactics Token to reshuffle their discard pile into their team's Fate Deck at any time.

### BARRICADES

Barricades have the following rules:

- Terrain Traits - Blocking [Low], Impassable.
- Fireteams may **✚** Climb Barricades.
- Barricades may be represented by any terrain no larger than 2" x 6". Barricades may be targeted by enemy Fireteams, but may not gain Tokens or be moved.
- When a Barricade suffers damage, it gains 1 Wound for every point of damage suffered. If after resolving an Action a Barricade has three or more Wounds, it is Destroyed and removed from the table.
- Barricades have **Sp** 0, **Df** 2, **Wp** 0, and **Ar** 8. When a Barricade is Attacked, the Survivor Confederation chooses one Company to flip and modify for the Barricade.
- Barricades are not considered models, units, or Fireteams.

### THE ENDLESS

*Blood in the Water:* During Planning, gain an additional two Tactics Tokens.

*Sounds of Violence:* After you Destroy a Barricade, friendly units within (X)6 of the Destroyed Barricade gain one Reinforcement Token.

*From the Depths:* During Upkeep, you may remove any number of Reinforcement Tokens from friendly units to Summon any number of units from your Allegiance you can afford from the following list completely on your table half:

- 0-2 Scrip Cost non-Champion, non-Titan unit – 1 Reinforcement Token
- 3-5 Scrip Cost non-Champion, non-Titan unit – 2 Reinforcement Tokens

- 6-8 Scrip Cost non-Champion, non-Titan unit – 5 Reinforcement Tokens
- Titan unit with any three Attached Assets – 10 Reinforcement Tokens





Units Summoned this way gain a Reinforcement Token.

### THE SURVIVORS

*Desperate Teamwork:* The Survivors are considered a Confederation, however their units are considered friendly to each other. Survivor players may play Stratagems before any friendly unit's Activation. All players in the Survivor Confederation share a single Fate Deck and may discard a Tactics Token to flip an additional card for any friendly Fireteam.

*Tools for the Job:* When a player draws a card from the Survivor Confederation's Fate Deck, it goes into their individual Control Hand. Survivors may reveal their Control Hand to any Survivor, at any time. Once per Activation, if a player has a Fireteam within (X)3 of a Fireteam controlled by another friendly player, those players may give or swap one card from their Control Hands.

*Slapdash Repairs:* Unengaged Fireteams gain the following Actions. Once one of the following Actions has succeeded, it cannot be taken again by any Fireteam for the rest of the game:

- ✚** Set the Frequency (5 vs 18  / 2")  
Remove target Objective Marker.
- ✚** Fix the Antenna (5 vs 18  / 2")  
Remove target Objective Marker.
- ✚** Replace the Wiring (5 vs 18  / 2")  
Remove target Objective Marker.
- ✚** Redirect the Power (5 vs 18  / 2")  
Remove target Objective Marker.
- ✚** Call for Help (5 vs 15) / 2"). This Action can only be taken if there is exactly one Objective Marker on the table. Discard a Tactics Token. Remove target Objective Marker.

*Heroism:* If it is your turn to Activate a unit and all of your units have been Killed draw a card, which may be given to any friendly player, and gain a Tactics Token.

## VICTORY CONDITIONS

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If during the End Phase the Survivor Confederation has no units, the game ends and the Endless wins.

Otherwise, if during the End Phase the Survivor Confederation has taken the Call for Help Action, the game ends and the Survivor Confederation wins.

If during the End Phase of Turn 5, the Survivor Confederation hasn't taken the Call for Help Action, the game ends and the Endless wins.



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