

# MOTIVATIONS

Motivations represent the reason the battle is taking place. Before the game begins, after players have chosen their forces, each player selects one motivation to serve as their commander's guiding drive for the game. Players may only choose motivations from the categories available to their house. Motivations may either be selected at will or chosen at random, as decided by the players. The motivation chosen modifies how their opponent will lose morale during play. Some motivations may impart special rules, deployment methods, or various objective markers across the battlefield; see each Motivation for its specific rules.

- Goritsi: Intrigue, Treachery
- Hadross: Greed, Vengeance
- Nasier: Duty, Vengeance
- Shael Han: Duty, Intrigue
- Teknes: Greed, Treachery

## Objectives

Some Motivations will require players to place 1 or more Objectives on the battlefield. Objectives are terrain elements- each Motivation will give the specific details and rules for any Objectives it places on the battlefield.

Controlling an Objective:

The player with the most models within 1" of an objective controls that objective. If both players have the same number of models within 1" of an objective, then neither player controls that objective.

## Markers

Some Motivations will require players to place 1 or more Markers on models or terrain elements on the battlefield. Markers are tokens or counters that are placed next to the model to signify it as "marked". Markers take up no space on the battlefield; they are simply a means of noting an important element for purposes of the Motivation.



## CALL TO GLORY

- During deployment, place markers on each of your Leaders equal to their rank.

- Each time a friendly marked Leader kills an enemy Infantry, and was the only model attacking that enemy, it may make a Will Check(1). On 1 or more successes your opponent loses 2 morale, and then 1 marker is removed from that model.

- Each time a friendly marked Leader kills an enemy Leader or Specialist, and was the only model attacking that enemy, your opponent loses 2 morale, and then 1 marker is removed from that model.

## ESCORT CIVILIANS

- After deployment, but before the first turn, place a number of objectives in contact with friendly models equal to the total ranks of leaders in your army.

- Objective in this scenario are 30mm bases that are size 2 and cannot be attacked.

- A friendly model in contact with an objective may spend an Interact Action to link with that objective.

- A model may only have 1 objective linked to it at any time, and an objective can only be linked to 1 model at any time. If a new model links to an objective any other links are removed.

- When a linked model is moved for any reason, place the matching objective in contact with that model after that move. If the objective cannot be placed in contact it is not moved and the link is removed.

- If an objective is in your enemy's C deployment zone at the end of any round, and no enemy models are in contact with the objective, your opponent loses 2 morale, and then the objective is removed.

## STAND YOUR GROUND

- If a friendly Infantry began its activation engaged with an enemy Leader or Specialist, it may forfeit its maneuver to gain a marker.

- If a marked model is attacked by an enemy Leader or Specialist and not killed, your opponent loses 1 morale.

- At the end of any round, if a marked Infantry is in contact with an enemy Leader or Specialist, your opponent loses 1 morale, and then marker is removed.

- Your opponent cannot lose more morale due to this Motivation than twice the total ranks of leaders in your army.



## VENGEANCE

### SEVER THE HEAD

- After forces are deployed, but before the first turn, place a number of markers on enemy Leaders or Specialists equal to the total ranks of Leaders in your army.
- Models may be marked a number of times equal to their rank.
- If the marked enemy is killed, that opponent loses 1 morale per marker on that model.

### BURN IT DOWN

- Beginning with your opponent, you and your opponent take turns placing objectives anywhere in No Man's Land equal to the total ranks of leaders in your army.
- These objectives cannot be placed within 4" of each other or a board edge.
- Objectives in this scenario are 50mm bases that are size 3, Impassable, and cannot be attacked.
- Beginning on Round 3, any friendly Leader may spend an Interact action while in contact with an objective you control. When they do, your opponent loses 2 morale, and then the objective is removed.

### UNSTOPPABLE ADVANCE

- Each time a friendly Infantry kills an enemy with a melee attack, and it was the only friendly model attacking that enemy, it gains a number of markers equal to that enemy's rank.
- At the end of any turn, if a model with one or more markers is in the enemy's [C] deployment zone, that enemy loses morale equal to the number of markers on that model, and then the markers are removed.
- Your opponent cannot lose more morale due to this Motivation than twice the total ranks of leaders in your army.



## TREACHERY

### CAPTURE PRISONER

- Each time an enemy leader or specialist is killed, place an objective in contact with them before they are removed. Mark that objective with a number of markers equal to the slain model's rank.
- Objectives in this scenario are 30mm bases that are size 0, do not block los, and cannot be attacked.
- Any friendly model in contact with an objective you control may spend an Interact Action to link to that objective.
- A model may only have 1 objective linked to it at any time, and an objective can only be linked to 1 model at any time. If a new model links to an objective any other links are removed.
- When a linked model is moved for any reason, place the matching objective in contact with that model after that move. If the objective cannot be placed in contact it is not moved and the link is removed.
- If an objective is in your [C] deployment zone at the end of any round, and no enemy models are in contact with the objective, your opponent loses 2 morale per marker on the objective, and then the objective is removed.

### SILENCE THE TONGUE

- At the end of any friendly turn, if an enemy Leader was killed, and no other enemy was attacked this turn, your opponent loses additional morale equal to that model's rank. If that Leader has not activated this round then your opponent instead loses morale equal to twice that model's rank.

### STEAL INTEL

- After forces are deployed, but before the first turn, your opponent places a number of markers on each of their Leaders equal to that Leader's rank.
- While performing an Individual Activation, your Infantry models may spend an Interact Action while in contact with an enemy Leader to remove 1 marker from that Leader. When they do, your opponent loses 2 morale.
- A leader may only have 1 marker removed this way per round.



## LAND GRAB

- Place a number of objectives in your opponent's [D] Deployment Zone equal to the total ranks of leaders in your army.
- These objectives cannot be placed within 4" of each other or a board edge.
- Objectives in this scenario are 40mm bases that are size 3, impassable, and cannot be attacked.
- At the end of any round, if you control any of these objectives, your opponent loses 2 morale, and then the objective is removed.

## TREASURE HUNT

- Mark a number of objectives markers equal to the total ranks of leaders in your army.
- Objective markers in this scenario are 40mm bases that are size 2 and cannot be attacked.
- Randomize these objectives amongst a same number of unmarked objectives. Beginning with your opponent, you and your opponent take turns placing these objectives anywhere in No Man's Land.
- These objectives cannot be placed within 4" of each other or a board edge.
- A friendly model may spend an Interact Action while in contact with an objective. When they do, reveal the objective, if it was a marked objective, your opponent loses 2 morale, then the objective is removed.

## PERSONAL GAIN

- After deployment, but before the first turn, your opponent marks a number of their Infantry equal to twice your total ranks of Leaders.
- Each infantry may only be marked once.
- While engaged with a marked enemy, friendly Leaders or Specialists may forfeit their Maneuver. If they do, your opponent loses 1 morale, and then the marker is removed.
- If engaged with multiple marked models, a Leader or Specialist may forfeit both their Maneuver and perform an Interact Action, as listed above.



## DISRUPT SUPPLY LINE

- Before deployment, place a number of objectives on the battlefield equal to the total ranks of Leaders in your army, up to 4.
- These objectives are placed anywhere in your opponent's Deployment Zones, beginning with their [D] Deployment Zone and proceeding backwards.
- Only 1 objective can be placed in each Deployment Zone.
- Objective markers in this scenario are 40mm bases that are size 0, do not block LOS, and cannot be attacked.
- Friendly models may spend an Interact Action while in contact with an objective. When they do, remove the objective and your opponent loses 2 morale, plus 1 for each previously removed objective.

## GATHER INTELLIGENCE

- Before deployment, a number of objectives are placed on the battlefield equal to the total ranks of leaders in your army.
- These markers are placed along the dividing line of your opponent's [C] and [D] Deployment Zones and may not be within 3" of each other or a board edge.
- Objective markers in this scenario are 30mm bases that are size 0, do not block LOS, and cannot be attacked.
- Unengaged friendly models may spend an Interact Action while in contact with an objective you control. When they do, your opponent loses 2 morale, and then the objective is removed.

## NO CONFIDENCE

- Whenever a friendly Leader or Specialist model kills an enemy Infantry that is in an enemy Leader's Sphere of Influence, mark that friendly Leader.
- A Leader or Specialist may have a number of markers equal to its rank.
- While they have a marker they may spend an Interact Action while within an enemy Leader's Sphere of Influence. When they do, your opponent loses 2 points of morale, and then a marker is removed.
- Your opponent can only lose morale equal to twice the total ranks of Leaders in your army from this effect.