FOR WHAT REMAINS
SKIRMISH TACTICS APOCALYPSE

ORDER
“The humans invaded our world, stole our riches, and slaughtered our people. Now we will merge the worlds and eliminate the lingering threat of mankind.”

— Order Nethermancer

“The truth is the Basement was always there, hidden in the shadows. We just exposed the monsters for what they are.”

— Echo Psion

The Order of the New Dawn — or the Order as the faction is commonly called — draws its name from an exchange during the faction’s initial meeting with North Korea’s Basement exploration team. During that meeting, the Nethermancer who was leading the group of Order diplomats was quoted as saying, “this contact brings a new order, a new dawn between our peoples.”

During the Final War, the Order was allied with North Korea, Algeria, Pakistan, and Iran, as they launched their assault against most of the rest of the world. Eventually Algeria and Pakistan would splinter and become failed states and Iran would betray their allies to join with the World Alliance, but North Korea fought alongside the Order until the final days of the war.

The World Alliance was forced to use nuclear technology to close the gates connecting Earth to the Basement. When the gates closed, thousands of Basement creatures — or Nether-beasts — were left to roam the Earth. Basement creatures still travel to Earth through the few remaining, well-guarded cracks and fissures that connect the two realities.

Although inhabitants of the Basement rarely form alliances on their home world, necessity has forced the creatures that inhabit Earth to band together under the banner of the Order. Nethermancers lead the faction’s squads, commanding the lesser intelligent beings to do their bidding. Some chimera who have all but lost their humanity also join the ranks of the Order. They are called the Fallen.
Abominations are massive, monstrous creatures that originate in the deepest parts of the Basement. They are named for the damage they inflict with the massive maw located on their lower torso, which is filled with razor-sharp teeth. The also have unmatched physical strength, serrated claws, and near-impenetrable armor plated hide. The only drawback of the abomination is their inability to distinguish friend and foe when they enter a frenzied state.

**ABOMINATION**

**Horrid Maw: Close Combat  [ R / V / E ]**

The Abomination can make two Close Combat attacks against the same target. Resolve the effects of the first attack before making the second attack.

**Huge: Special (Passive)  [ R / V / E ]**

For a full description of the Huge ability, reference the For What Remains rulebook, p. 20.

**Frenzy: Close Combat  [ V / E ]**

The Abomination can make a Close Combat attack against each adjacent character. If this ability is used and an allied character is adjacent to the Abomination, the allied character must be attacked.
CARNAGE

Classification: Nether

Carnages serve as the Order’s shock troops, leading the charge in assaults. They travel in packs and fight in unison, preferring to gang up on their targets. Carnages are feral creatures — they hunger for the taste of blood and thrill of killing others.

**Horde Assault: Close Combat [ R / V / E ]**

Add one die to the Carnage’s Close Combat attack if the target is adjacent to another Carnage character.

**Bloodthirst: Close Combat [ R / V / E ]**

If the Carnage injures a character with a Close Combat attack, it can make a free, immediate Close Combat attack against a different adjacent enemy character.
FALLEN

Classification: Nether / Human

Fallen are humans who have been exposed to the Basement for extended periods, and who are so far gone in the transformative process that they have lost their humanity. They shun their home world and have adopted the ways of the Basement and nether-creatures. The transformation to a chimera improves the Fallens’ strength, speed, and agility. They also develop the ability to drain the life force of others and to meld with shadowy environs.

Absorb Life: Close Combat-Special  [ R / V / E ]

When the Fallen injures an Animal, Human, or Nether target with a Close Combat attack, flip the Carnage’s counter over if it is on its injured side.

Charge: Move-Close Combat  [ V / E ]

When the Fallen Moves adjacent to an enemy character it can make a Close Combat attack. The Fallen cannot Move and make a Close Combat attack against an enemy character it started its turn adjacent to.

Shadowmeld: Defense (Passive)  [ E ]

The Fallen receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1. The Fallen also receives a +1 Defense against Close Combat attacks when in Difficult Terrain.
NETHERMANCER

Classification: Nether

Nethermancers lead the Order squads that roam the Earth and the upper levels of the Basement. They have superior intellect over most of the other inhabitants of the Basement, and no other nether-creature can match their ability to harness the power of the Basement. They are able to create temporary gates to the Basement, summoning mindless thralls to do their bidding. They can also drain the life force of their opponents to heal their nether-beast minions.

### Nethergate: Special [R/V/E]

The Nethermancer can place a Thrall with a designator that matches the Nethermancer within Weapon Range and line of sight, but the Nethermancer takes an injury. The Thrall that is placed is the same level as the Nethermancer, prior to any adjustment to the Nethermancer's level for being injured. The Thrall immediately takes an action. Each time the Nethermancer takes an action, the Thrall may also take an action if it is within Weapon Range and line of sight of the Nethermancer. If a Thrall is defeated, the Nethermancer can place it back on the battleground by using this ability again.

### Transfer Life: Ranged Combat-Special [V/E]

The Nethermancer must use the Transfer Life ability when making a Ranged Combat attack. The Nethermancer cannot make a normal Ranged Combat attack. The target of this attack does not receive character or terrain Defense bonuses and cannot use any Defense abilities. This ability can be used by the Nethermancer to target its allies, but a Ranged Combat attack roll is still required. If the attack is successful, the target is injured and the Nethermancer can flip the counter of any Nether character within Weapon Range and line of sight. The Nethermancer cannot use this ability to flip the counter of a Nethermancer (to include itself). This ability has no effect against Mechanical characters.
Thralls are mindless creatures who live only to serve their Nethermancer masters. They are slow, lumbering brutes. They can also inflict pain on themselves to temporarily increase their raw physical strength.

**Mindless: Special (Passive) [ R / V / E ]**

The Thrall is immune to Domination, Psi-Blade, and Psychic Blast abilities. The Thrall cannot carry objects such as scavenge tokens.

**Thrall: Special (Passive) [ R / V / E ]**

The Thrall cannot be chosen at the beginning of a skirmish or added to a force roster during a campaign. The Thrall can only be placed by the Nethergate ability. The Thrall does not have action tokens and does not count toward the number of action tokens that can be used in a round. The Thrall does not contribute Victory Points if it is defeated. If the Nethermancer that controls a Thrall is defeated and removed from the board, the Thrall is also removed.

**Sacrifice: Close Combat [ V / E ]**

The Thrall can add two dice to a Close Combat attack by taking an injury. The Close Combat attack is made before the effects of the injury take place.
Wraiths are mysterious creatures that roam the battlefield, seeking out the weak-willed and targeting them with their terrifying gaze. Wraiths are named for their mist-like, incorporeal form that allows them to travel unimpeded through any type of terrain, while also making them extremely difficult to hurt.

**Incorporeal: Defense (Passive)  [ R / V / E ]**

If the Wraith is injured by an attack, roll one die. If the result is 8 - 10, ignore the injury.

**Mist: Move  [ R / V / E ]**

The Wraith can withdraw from enemy characters without granting free Close Combat attacks. The Wraith can Move through Blocking, Difficult, Elevated, and Water Terrain with no increase to Move cost, but the Wraith cannot end its turn on a Blocking Terrain space.

**Terrify: Ranged Combat  [ V / E ]**

The Wraith must use the Terrify ability when making a Ranged Combat attack. The Wraith cannot make a normal Ranged Combat attack. The target of this attack does not receive character or terrain Defense bonuses and cannot use any Defense abilities. This attack does not injure the target; however, if the attack is successful, place a Terrify marker on the target. A character with a Terrify marker must spend their next action to remove the Terrify marker and can take no other action. A character can only have one Terrify marker on it at a time.