Faceless vs Reborn

Campaign

THE EDGE
DAWNFALL

Faceless Prologue

We walk. We never stop. Even if one body pauses, the sound of a thousand feet hums in the back of its head. Right now, we flow down the hill, a parade of twisted flesh and jagged metal. At the foot of the slope, the others are eating. a small group. Weak, young bodies. Barely worthy to exist. They were lucky to catch someone more pathetic than them. The fresh cadavers they have drained of essence fill us with envy. And hunger.

We come close. Suddenly, there are no "others" anymore. Only us.

Our memories join, like the skin of the hand fits meat and bone underneath. Theirs are the visions of scared bipedal creatures with an unlikely smell. Ours are the memories of a long trek through deserted battlefields.

One of our new memories catches our attention: a threaded blade-arm stabs a pale creature clad in fur and leaves. No blood comes out. The skin parts like rubber and long vines burst through to seize our weapon. With a high pitched cry, the creature counter-attacks, driving the tip of her spear through our eye. The memory goes dark. We become less.

Now that we are more again, sensing our surroundings from hundreds of different viewpoints, we catch a glimpse of a larger group of forest creatures disappearing over the horizon.

They came far from their land. They shouldn't be here. And they won't be here for long.

Reborn Prologue

When she was just a sproutling, Iris used to have a dream. Or rather, a nightmare. She was running through the woods, trying to outpace a predator that followed her steps. It was ceaseless, tenacious. Her legs grew weak, her breath short, but the predator didn't seem to lose any strength. Not even the deepest groves of the Motherforest, where branches and thorns peeled off her fake human skin, could hide the Treemaid. The ending was always the same. a hot, moist breath on the nape of her neck. The feeling of her legs giving away. The pure terror.

For the last two days, all of this returned, as she ran from columns of Faceless converging from all directions at once. These monstrosities never slept and never ceased moving – just like the predator from her dream. Her nightmare became a reality.

One moon ago, when the Oracle told her they were going to cratered fields beyond the human refuge of Eld-hain, Iris knew the mission would be dangerous, but she also trusted the wisdom of her queen. Perhaps too much. Even the Oracle didn't foresee a major demonic offensive that left their path riddled with fresh battlefields and razed villages, where no one had time to bury the dead. And so Iris and her warband walked right into the middle of the largest Faceless infestation she has ever seen.

In the beginning, Aesha, their field commander, remained calm. "These carrion eaters can be fooled," she said. "There are old rites that can cover our smell and shield us from their eyes." But the magic didn't work. To the horror of everyone in the warband, the Faceless seemed drawn to them just like young leaves are drawn to the sun. Soon, Iris knew only one thing could happen.

She was about to face the horror of her youth – and with no real hope of victory.

Campaign Setup

IMPORTANT! Please note that some of the campaign rules overwrite the standard guidelines for a Player vs Player game. Any exceptions are specified in the appropriate scenarios. If a scenario does not mention a certain aspect of the battle (such as player order, unit deployment, or starting Crystal Pool), it always means this aspect remains unchanged and plays out according to the standard rules found in the Rulebook. The same goes for the "Setup" section of each scenario – it only contains unusual elements and non-standard placements that overwrite the regular battle setup procedure.

» This campaign requires the overworld map (its sticker slots start with letters A, B, and C) and a set of stickers starting with letter B. The overworld campaign map contains three distinct rows with five stickers slots each, identified by different icons. Starting from the top they are: Forces (an army), Powers (a magic circle), Losses (a grave).

» The Reborn track on the campaign map becomes the Reborn Forces counter, representing how many troops the Oracle of Wrath has left. Put a marker at 10.

» The Faceless track on the main campaign map becomes the Faceless Evolution counter, representing how large

and powerful the forms are that the Faceless were able to create. Put a marker at 1. Take 5 tokens and place them on slots 2, 4, 6, 8 and 10 of this track. During the campaign, as soon as the marker reaches each token, the Faceless player removes it and immediately spends it for one of the Evolution Bonuses listed in next section.

» Both counters can never be higher than 10 or lower than 0.

Campaign Map Modifications

» Sometimes a Script asks you to leave a sticker on a certain slot of the main campaign map. These stickers may represent anything from razed citadels or burnt bridges to dangerous monsters or strange powers unleashed due to your actions.

» To keep the campaign map intact, you're never asked to remove any stickers from it. Instead, whenever a scenario requires you to disable any sticker (for example, when a buff runs out or a special unit dies), place a yellow canceled sticker on top of it, so that the number of the original sticker remains visible.

» After you finish the campaign, leave all stickers on the map to mark permanent changes in the world of The Edge: Dawnfall. This may lead to unexpected results in further campaigns and let you discover parts of the story you might not have reached otherwise. Remember to disable any stickers found in the "Powers", "Forces", and "Loses" sections around the map to avoid any confusion in other campaigns.

» If you lose or abandon the campaign, disable all of its stickers and try again. If you run out of stickers, you may download and print them yourself, or use a simplified Save Sheet instead.

Faceless Evolution Bonuses:

During the campaign, the Faceless will increase their Evolution counter and gain Evolution Bonuses. They represent new powers and forms earned through assimilation of enemy bodies or adaptation to enemy tactics. Whenever you are asked to pick a bonus, choose any from the list below. No bonus can be selected twice.

» Shrine — place sticker B23, "Faceless Shrine" on the "Powers" section of the campaign map. From now on, deploy the Faceless Shrine at the beginning of each battle as in the standard game mode, unless stated otherwise by the specific scenario rules.

» Banner Card — Place sticker B01, "Faceless Banner" on the "Powers" section of the campaign map. From now on, you may use the Faceless Banner Card as in the standard game mode, unless stated otherwise by the specific scenario rules.

» Action Card Pack 1 — Select five of the remaining Faceless Action Cards and shuffle them into your deck. Only one of them can be an Evolution Card.

» Action Card Pack 2 — Select five of the remaining Faceless Action Cards and shuffle them into your deck. Only one of them can be an Evolution Card.

» Action Card Pack 3 — Select five of the remaining Faceless Action Cards and shuffle them into your deck. Only one of them can be an Evolution Card.

Starting Units And Decks

Unlike in standard games, players start the campaign with only a fraction of their force and a small preconstructed deck of cards. More powerful units, Shrines, Banner Cards and additional Action Cards are added as the campaign progresses. Additionally, the standard rule that restricts your deck to cards of squads present in your army is lifted. Your deck carries over between the battles and sometimes it may contain cards that can't be used by any squad in a particular engagement. Please remember that in this case the Top Action of the card is still available and may be used by any squad!

Before starting the first scenario, please construct your initial campaign deck using the list below and set any remaining cards aside.

Starting Action Cards:

Faceless:
» 3x Chosen Victim
» Back to Source
» Hell
» Swarm
» Absorption
» Breeding
» Osmosis
» Lurch

Reborn:
» 2x Battering Ram
» 2x Underground Strike
» 2x Rooted
» Allure
» Blitz
» Animate Woods
» Vanishing

IMPORTANT! Unlike in standard games, campaign battles do not end when players run out of Action Cards. If that happens, simply shuffle all your discarded cards and use them as your new deck.

TIME TRACK

Many battles of the campaign use the Time Track instead of (or in addition to) the Victory Points track. Time Track usually shows the end of the battle and all special events that happen during the encounter. Before a Scenario begins, place a Time Marker on slot 1 of the track, and then set up any Turn Markers listed in the Scenario on their corresponding slots. They will help you remember when an event triggers.

Please note that you increase the Time Track only after BOTH players have taken their turns. This means the game progresses according to this sequence:
» Set the Time Track to 1, check for any initial events
» Player a Turn
» Player B Turn
» Move the Time Track to 2, check for any events
» Player a turn
» Player B turn
» Move the Time Track to 3, check for any events
» (…)

Saving The Campaign Progress

Although the campaign battles are mostly shorter than regular matches, the full campaign can still take many hours to complete. If you or your opponent wish to stop it mid-game, simply take note of the current scenario number, and the status of both campaign tracks, including unclaimed Evolution Bonuses.

Then, simply fold and stow the game until you are ready to return, making sure to keep your Campaign Decks separate from other cards. All of your scenario choices are remembered thanks to a system of stickers that you put on the campaign map as the game progresses.

The Hunters and The Prey
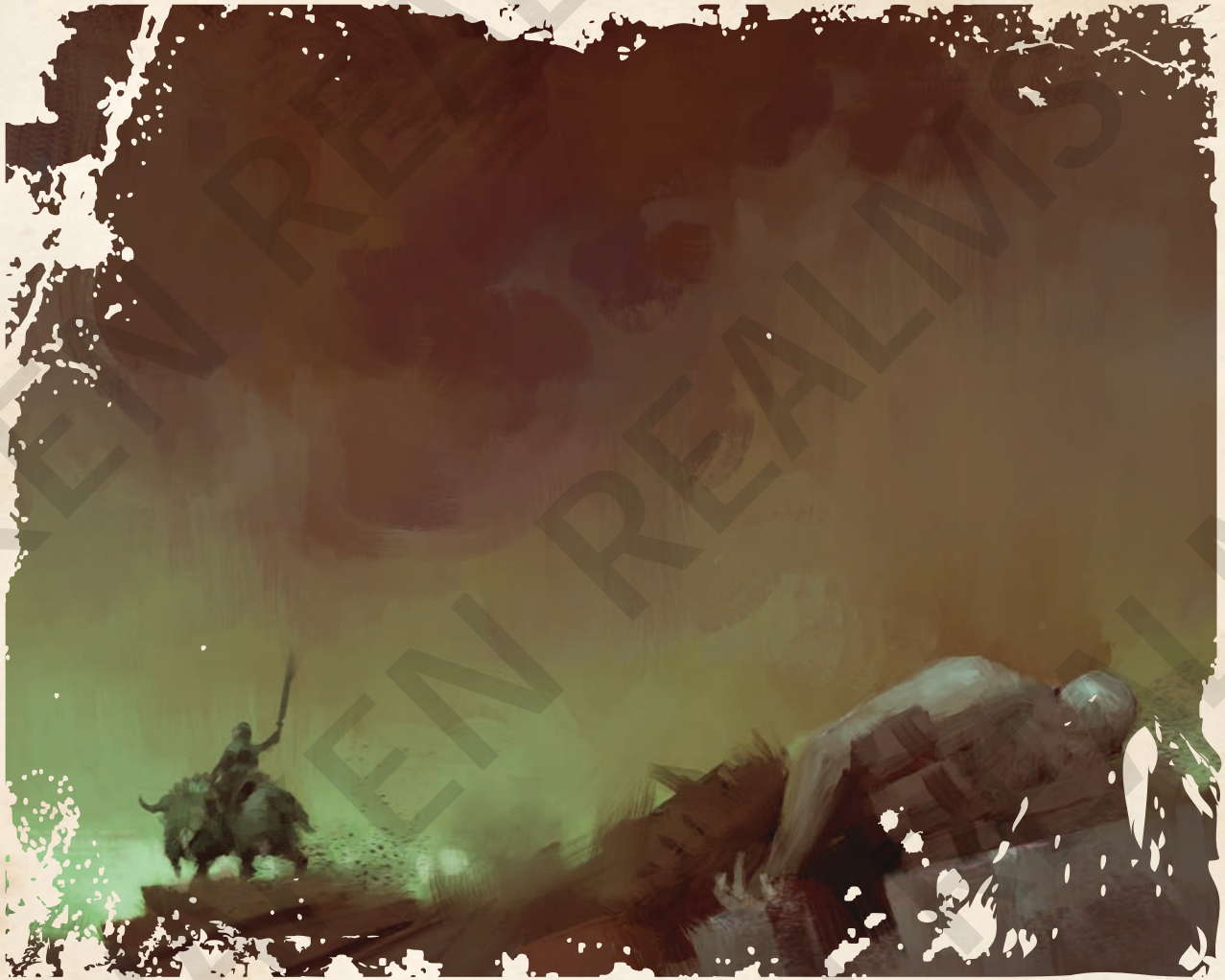
Faceless:

The closer we are to our enemies, the more of us come. We are all drawn to this band of forest creatures. a desire stronger than hunger; something we fail to understand, but still obey. We continue merging with smaller groups, each bringing its own memories.

A few old Berserkers remember how to fight the tree-like Guards. They help us remember where the thick bark gives way to soft, vulnerable flesh.

A lone Harvester knows how to brace against the charge of the bulky forest mounts.

Two Bladebreeders recall a smell and soft tingling of air that appears when Treemaids are about to use their magic

Sharing this knowledge, we become wiser. There is little they can surprise us with. We double our pace, and soon we catch up with their rearguard. They have no choice but to fight.

Reborn:

When Faceless once again descended upon their warband, Aesha, Iris, and other Treemaids became paralyzed with fear. Not because of the enemy – after all, nature itself had no sense of losing or winning. It only pushed forward, young vines pressing against rocks and city walls as stubbornly as they did against the soft soil. No, Aesha's band was afraid because they have always believed their Oracle could see every possible future. The fact they were cornered by Faceless meant one of two possible things: either the Oracle planned for them to be killed and assimilated in some horrific way or, worse, her prophetic powers failed.

Their mission – the most important task any one of them had ever received – was doomed. The Sowing would never reach the Motherforest; lost before the Reborn had a chance to use it.

This fear didn't last long. Soon, clarity returned, showing a singular path forward. They needed to protect the Sowing to the last, with everything they had. And they just happened to carry the largest haul of pure crystals on this side of Eld-hain crater...

Setup:

- » The Reborn player starts the deployment.
- » Players do not set up their Shrines and Banner cards.
- » After all models and tokens are placed on the board, the Faceless player switches a chosen squad to the Evolved Mode.
- » Then, the Reborn player places two Thickets at least two spaces away from the edge of the map, outside of ⬡⬡ contact with any tokens or models.

Special Rules:

- » The Faceless player goes first, and the Reborn player cannot Disperse his forces.
- » Reborn start with a supply of 4 Crystals instead of 2.

Use the time track to count completed turns of the battle. Mark Turns III and V on the track.

- » **Turn III:** Read Script 11 (unless Blight Steed is dead, see "Achievements").
- » **Turn V:** Last turn. The Reborn player may activate two units instead of one, performing their moves and attacks in any order.

Players do not earn Victory Points and the VP track remains unused.

Faceless Forces:

- » Harvester
- » 2 Berserker Squads.

Objective: Kill all Treemaids.

Special Objective: Kill all Treemaids and an Ancient Guard.

Reward: Read Script 15.

Special Reward: If all Treemaids and an Ancient Guard were killed, read Script 15, then add another +1 to the Faceless Evolution counter.

Penalty: Remove 1 from the Faceless Evolution counter.

Reborn Forces:

- » Blight Steed
- » 1 Treemaid Squad
- » 1 Ancient Guard Squad (with only one model).

Objective: Survive with at least 1 Treemaid.

Special Objective: Survive with at least 2 Treemaids and 1 Ancient Guard.

Reward: Read Script 16.

Special Reward: If two Treemaids and an Ancient Guard survived, read Script 19 instead.

Penalty: Read Script 18.

Achievements:

- » **Faceless:** : If Faceless manage to kill Blight Steed during Turns I or II, skip Script 11 during Turn III of the battle.

BETRAYAL IN THE MOTHERFOREST

REBORN:

The Oracle of Wrath recoiled, stunned by the vision of slaughter. Her precious warband, the best of her outriders, massacred by the Faceless! She'd known most of them from a little sprout. Now they'd been sucked dry of life and assimilated into grotesque, disgusting bodies right before her eyes.

She sat down on a gnarled branch under the whispering roof of the Motherforest. She tried to calm herself. She knew that whatever she'd seen hadn't happened yet. It was a premonition. One of the possible futures. She could still save Aesha's group, and more importantly, the Sowing. Or at least she hoped so.

Time was short, and she had no way of telling where her warband could be right now. Still, there was a hint in the vision that caught her attention. The call. This mysterious pull that the Faceless felt towards her brethren, stronger than Aesha's cloaking magic.

The Oracle touched the warm bark of the Timeless Tree and dove into visions, trying to locate the source of this call. Soon, another shock came. The source was right here! She had seen a dark den on the outskirts of Motherforest. Someone there was using a weak mental link between Faceless to send something to their distant herds. The Oracle felt wrath surging through her body like a hot stream. This treachery could not stand!

FACELESS:

Not long ago we did not know what "captive" or "guest" meant. We did not care for the sounds living creatures made with their mouths. Today, our bodies are well-fed, larger and wiser, but we still can't tell if we are captives or guests in this strange, dark den.

It started when a group of fur-men attacked us near the forest. We were hungry, weak, stupid. They slaughtered most of us and captured the rest ("captured" – another word we've learned recently). They brought us here. They fed us with living Treemaids, thrown screaming into our pit. We drank them, assimilated every piece of their sinewy bodies. We grew attuned to their presence.

As our consciousness expanded, we became puzzled by what the fur-men did. We know living creatures have a concept of "revenge". Did they want "revenge"? After all, they were human once. Seduced by forest witches. Baited into their forest. Stabbed through the heart with a cursed witchblade.

Maybe it was about revenge. Maybe not. We didn't care as long as the food kept falling down the pit. At least until a large group of forest creatures attacked the den, led by their Oracle.

Reborn Reinforcements:

» Shuffle any five Oracle of Wrath or Warbeast Action Cards into your campaign deck.

Setup:

» During this battle, players do not set up their Shrines and only place one Crystal Source each.

» The Faceless player starts the deployment by placing four Treemaid models in any spaces along the edge of the map. Mark these models with red counters — they represent Transformed Treemaids, assimilated by the Faceless (see Special Rules).

» Then, the Reborn player places a large token, representing the "Exit From the Den", at least 3 spaces away from the edge of the map.

» The Reborn player also places two Thickets anywhere outside of ⬡⬡ contact with other tokens and models.

Special Rules:

» Reborn player goes first, and Faceless player cannot Disperse his forces.

» During this battle, the Faceless player also controls four special Reborn models (Transformed Treemaids). They have 1 Initiative, 1 Attack, 2 Defense, 1 Movement and no Endurance tokens. They can never attack, but can be attacked or killed by the opposing player. They can also counterattack if engaged.

» Every time the Faceless player activates any of his squads, he can also move all Transformed Treemaids.

» If a Transformed Treemaid comes into ⬡⬡ contact with the "Exit From the Den" token, remove her from the battle. She is saved and counts as alive at the end of the scenario.

Players do not earn Victory Points and the VP track remains unused.

Faceless Forces:

» 1 Berserker Squad
» 1 Bladebreeder Squad
» 1 Treemaid Squad (representing the Transformed Treemaids, see Special Rules).

Objective: Survive with at least 1 Transformed Treemaid.
Special Objective: Survive with at least 2 Transformed Treemaids.
Reward: Read Script 23.
Special Reward: : If at least two Transformed Treemaids reached the exit, add 1 to the Faceless Evolution counter, then read Script 23.
Penalty: Read Script 28.

Reborn Forces:

» Oracle of Wrath
» 1 Warbeast Squad
» 1 Ancient Guard (partial squad with only 1 model).

Objective: Kill all Transformed Treemaids.
Special Objective: Additionally, kill at least 4 Faceless Models (other than Transformed Treemaids).
Reward: Read Script 21.
Special Reward: : If the Faceless also lost at least four non-Treemaid models during the battle, read Script 24 instead.
Penalty: Subtract 1 from the Reborn Forces.
Special Penalty: If the Reborn failed to kill more than 2 Transformed Treemaids, read Script 27.

Achievements:

» **Reborn:** If any Warbeast attacks a Transformed Treemaid, read Script 22.

Harbringer Rises

Reborn:

Revenge felt good, but the Oracle knew it didn't change much. Aesha's warband was still in danger, exposed on arid flats, surrounded by Faceless who would soon learn to detect them.

This left one option. The Oracle summoned vermin to carry her words to all parts of the Motherforest. She asked the best of her remaining warriors to join a new cohort that would quickly cut through the enemy lands and bring help to Aesha's convoy.

Many answered the call. Aelis – an old, blind Treemaid who tended the Timeless Tree when it was no higher than her knees. Vershka – the fiercest of the bullriders, her leather breastplate embroidered with a layer of human and demon teeth. Thunderstep, called "the stone bitch" by even the oldest Ancient Guards. They were all surprised when the Oracle told them she would lead the party herself. It was a first time in a century when an Oracle would leave the Motherforest.

The prize was worth the risk.

Faceless:

Two parts of us fight, gnawing away at each other.

It often happens in large herds. The bigger we get, the hungrier we are. And these two Shatterers were already made up of many, many bodies.

We don't care which one wins or loses. The weak meat should make the strong meat even stronger. That is our way.

When the fighting ends, only one of the hulks remains, far above us, his belly full. His mind and power is now far beyond our own. a strange image flashes in our mind. a floating tree, with twisted limbs protruding from its trunk. Thoughts become faster. Everything becomes clearer. For the first time, we feel more than hunger. There's also a purpose. a plan.

First step: do not let forest creatures combine their two forces. With the Shatterer at the front, our largest herd moves in to intercept a new group that left the forest led by the tree-witch herself.

Reborn Reinforcements:

Place either the "Reborn Shrine" sticker (B22) or the "Reborn Banner Card" sticker (B02) on the "Powers" section of the campaign map. From now on, the Reborn player sets up and uses his Shrine/Banner Card during each battle, according to the regular rules.

Shuffle five additional Reborn Action Cards into your campaign deck.

Campaign Map Setup:

The Reborn player places:
- » "Thunderstep, Guard Matriarch" (B07)
- » "Aelis the Tree Tender" (B08)
- » "Vershka, Veteran Bullrider" (B09)

stickers in the "Forces" section of the campaign map. As long as they are there, the named champions are alive and may influence the outcome of future battles.

Setup:

- » Players set up according to the standard rules, and the player who lost the previous scenario picks who goes first.
- » After all models and tokens are placed on the board, a Reborn player additionally places one Thicket anywhere outside of ⬡⬡ contact with other tokens and models.

Special Rules:

Use the time track to count completed turns of the battle. Mark Turns IV and VI on the track.
- » **Turn IV:** Read Script 33.
- » **Turn VI**: Last turn. The battle ends after both players complete their actions.

Faceless Forces:
- » Shatterer
- » 1 Berserker Squad
- » 1 Bladebreeder Squad.

Objective: Have an equal or larger amount of Victory Points when the battle ends.

Special Objective: Lead with at least 4 Victory Points when the battle ends.

Reward: Read Script 32.

Special Reward: If the Faceless win, leading with at least 4 Victory Points, read Script 38 instead.

Penalty: -1 to Faceless Evolution.

Reborn Forces:
- » Oracle of Wrath
- » Blight Steed
- » 1 Treemaid Squads.

Objective: Have the most Victory Points when the battle ends.

Reward: Read Script 31.

Penalty: Thunderstep sacrifices herself and clears the way for your stranded force. Disable the "Thunderstep, Guard Matriarch" (B07) sticker.

Achievements
- » **Reborn:** If you wipe out a Berserker or Bladebreeder Squad, read Script 37.
- » **Faceless:** If you manage to kill the Oracle of Wrath, read Script 35.
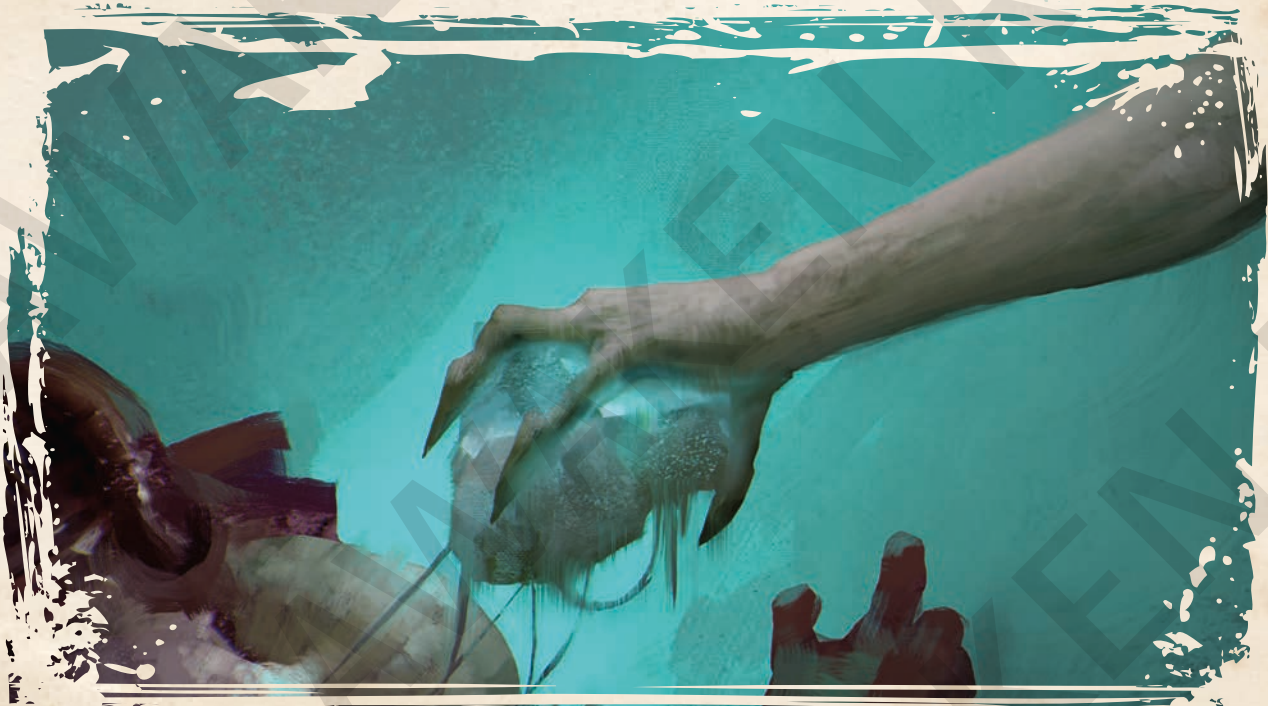
Into The Maw Of The Earth

Reborn:

This cursed earthquake! The Oracle couldn't believe how easily it blindsided her. Was she too focused on the battle? Or, perhaps, her grip on the time streams was loosening again?

The result was catastrophic. Swerving between deep chasms and the enemy groups, her warriors were too late to save Aesha's warband. a large herd of Faceless found and attacked them. Everything, down to the last, painful detail, unfolded exactly like the vision the Oracle had at the start. Her riders dragged down from their steeds. Her Treemaids massacred. The Sowing lost.

Well, nearly lost. At least one of the wardens, Treemaid Iris, survived. She was lost and heavily wounded, but she has managed to find unlikely allies: a group of armed humans, three dozen strong. Much to the Oracle's surprise, humans not only didn't kill Iris on sight but they tended to her wounds. They had to notice her human skin was fake, but their strange sense of pity still forced them to help.

This didn't make Iris entirely safe, though. The band of humans was also hunted by the Faceless. To escape, they'd chosen a perilous path: a long, dark labyrinth of tunnels, dug under the hills long before the Judgment.

If sticker A32, "Twine, Field Surgeon" is located on the corresponding slot of the campaign map, also read Script 41.

Faceless:

Sometimes our prey kills itself before we catch it. Stupid! Death does not stop us from claiming what's ours. Fresh meat is still full of essence. Minds can be restored. Living creatures see death as a way of escape, but it only brings them more pain. More terror.

This time, a large group of humans fell for this madness. Instead of fighting us, they ran to a place of death. Deep underground, to a web of dark, half-collapsed tunnels. We know these passages. Many of our bodies died there, crushed under the rubble, fallen into crevices. But if humans want us to fight there, we will. They need light to see the way. We do not.

The smaller of our bodies squeeze into the tunnels. The larger take the surface route, through steep hills.

Setup:

» In this scenario, players do not place any Shrines on the map.
» The Faceless player starts with only a single Berserker model. His other models will arrive one by one and deploy according to the Special Rules (see later).
» The Reborn player starts with 4 Crystals.
» During first turn of the battle, a Script will ask the Faceless player to place six facedown tokens, as described in appropriate Script. These tokens represent side corridors and passages of the underground labyrinth that will be explored during battle.

Special Rules:

» Any Reborn model in the same space as the face-down Corridor token can choose to reveal it either as a free action (representing a quick, risky search) or sacrificing his full Move (representing careful exploration). Then, the player rolls a die - yellow for quick search or red for careful search.

Apply the modifiers and check the result in the table below:

» **-1** if an Ambush token has been placed on the Corridor by the Faceless.
» **+1** for each Progress token.

Result

0-2 Nothing happens
3-5 Loud noises echo through the corridors, drawing in Faceless. The Faceless player can immediately perform Extra Move with one of his squads.
6 Faceless spring out from the dark! Place 1 new Berserker model in 🔷🔷 contact with the revealing model.
7+ Exit found! The Reborn player wins!

» After a Corridor token is revealed, the Reborn player takes one Charge token, representing his Progress – making subsequent exploration easier. Then, the Faceless player places a Berserker model on one of the previously revealed Corridors.
» During the Faceless turn, any Faceless model can try to set up an ambush on any Corridor token within 🔷🔷 contact. Mark the Corridor with an Endurance token — it will be more dangerous to explore. These Ambush tokens are not cumulative.
» The last (sixth) revealed Corridor token is always an exit. Once the Treemaid reaches the exit, the battle ends.

Use the time track to count completed turns of the battle. Mark Turns I, III, VI, and VIII on the track.

» **Turn I:** Read Script 42.
» **Turn III:** Read Script 44.
» **Turn VI:** Read script 46.
» **Turn VIII:** Last turn. Any remaining Corridor tokens are revealed automatically. The Reborn player makes the Corridor reveal rolls in any order. For the purpose of these rolls, result "3" from the table becomes the same as a "1-2".

Players do not earn Victory Points in this scenario and the VP track remains unused.

Faceless Forces:

» 2 Berserker Squads (emerging one by one during the battle, according to the Special Rules).

Objective: Kill the Treemaid.
Reward: Read Script 49.
Penalty: *The Faceless stumble around the labyrinth blindly for many hours, trying to locate their prey. Sharp rocks and sudden drops take a heavy toll.* Place sticker B11, "Weakness", on the "Losses" section of the campaign map. In the next battle, all Faceless models have their Movement reduced by one (to a minimum of 1).
At the end of the next scenario, disable the "Weakness" sticker.
Special Penalty: If Iris manages to escape in just five turns, additionally remove 2 from the Faceless Evolution.

Reborn Forces:

» 1 Treemaid (partial squad with 1 model, representing Iris, and 1 bonus Endurance token)
» 1 Ancient Guard (partial squad with 1 model), present only if "Iris' Guardian" (B04) sticker remains in the "Forces" section of the campaign map.
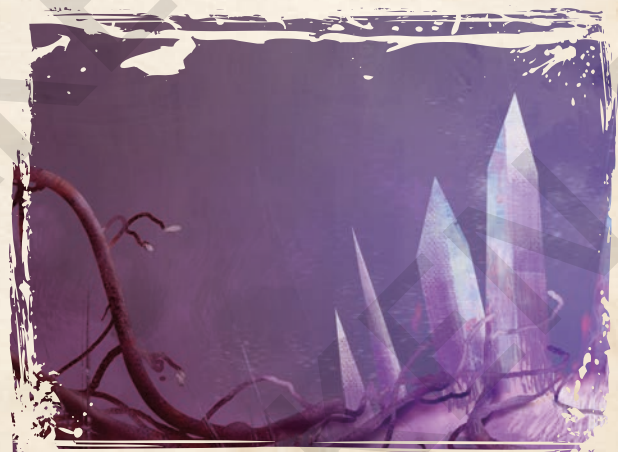
Objective: Reach the exit.
Special Objective: Reach the exit within 5 turns.
Reborn Reward: Read Script 43.
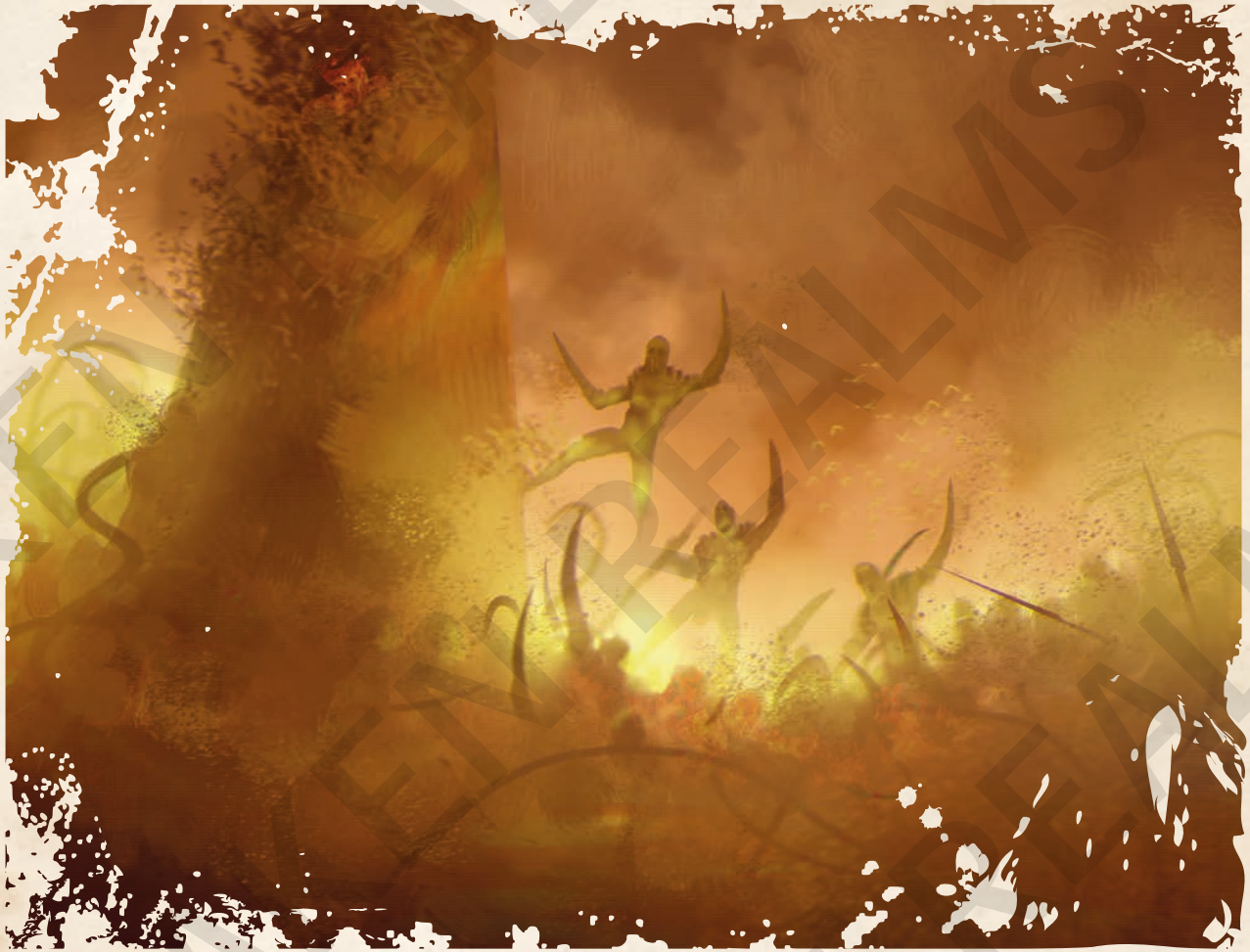**Reborn Penalty:** -1 to Reborn Forces.

Achievements

» **Faceless:** When the Ancient Guard is defeated, read Script 47.

FIELDS OF DEATH

REBORN:

The Oracle had been waiting on the other side of the labyrinth. While humans clashed with the Faceless within the depths, she and her warband made their way around the hills – right to a place where, according to her visions, battered human survivors would emerge.

This time the visions didn't lie.

The human commander was startled by the sudden appearance of the Reborn. Then, he pointed to Iris and explained that his medics helped the Treemaid. Perhaps he was hoping this would somehow help him. The Oracle only smiled. And then she ripped his head clean off.

Standing over a decapitated body, the Oracle explained to humans that nature doesn't know gratitude. The strong stalks smother the weak. It has always been like that. She gestured, and her warriors attacked, killing many captives, while the other half ran. Then, the Reborn dragged the human bodies to the cave's exit and began their work, weaving their magic.

The Oracle pulled Iris close and embraced her. Her weapon was safe.

FACELESS:

An exit! Some of us stumble out of the cave. For a moment, we're at the same time blinded by the light and engulfed in darkness. We follow those who made it through. We regroup outside. We are immediately attacked.

The forest creatures killed some humans and placed their bodies around the exit. Strange plants with thick, purple stalks sprouted from the carcasses, their roots dug deep into meat and bone.

A band of forest warriors jumps at us from three sides. We're not stupid anymore. We know it's what humans call a "diversion" – a group that wants to hold us back while their Oracle runs. We must defeat them quickly. We call for help, drawing in more of us from the hills beyond the labyrinth.

Reborn Reinforcements

» Place either the "Reborn Shrine" sticker (B22) or the "Reborn Banner Card" sticker (B02) on the "Powers" section of the campaign map, depending on which is available. From now on, the Reborn player sets up and uses his Shrine/Banner Card during each battle, according to the regular rules.

» Shuffle five additional Reborn Action Cards into your campaign deck.

Setup:

» Before setting up models according to the regular rules, the Reborn player takes a number of small tokens specified in the table below and places them anywhere on the battlefield. They represent the Corpseplants and will damage the opponents throughout the battle (see Special Rules).

Faceless Evolution	Corpseplant Tokens
0-2	1
3-4	2
5-6	3
7+	4

» After all models and tokens are placed on the board, a Reborn player additionally places one Thicket anywhere outside of ⬡⬡ contact with other tokens and models. This is the last time a Reborn player will receive bonus Thickets.

Special Rules:

» At any moment, the Reborn player may use any face up Corpseplant to Shoot, according to the regular rules, with Range 5 and -1 modifier to their die roll. If the Faceless model is hit, it receives 1 wound.

» After shooting, mark the plant token by placing an Endurance token on it. During the Reborn Harvest phase, remove all Endurance tokens from plant tokens. They are now ready to be used again.

» The Faceless player can destroy Corpseplants — each has 1 Defense, requires 2 Wounds to kill (mark Wounded corpseplants with Faceless Victory Point Tokens), and cannot move or counterattack.

» Whenever a Corpseplant is killed, it explodes with thorns, dealing 1 wound to each adjacent model.

Use the time track to count completed turns of the battle. Mark Turns IV and VI on the track.

» **Turn IV:** Read Script 55.

» **Turn VI:** Last turn. Read Script 51.

Players do not earn Victory Points in this scenario and the VP track remains unused.

Faceless Forces:

» Shatterer (only if sticker B25, "Feasting Shatterer" is not in the "Losses" section of the Campaign Map)

» Harvester

» 1 Bladebreeder Squad

» 2 Berserker Squads.

Objective: Kill at least 5 enemy models.
Special Objective: Destroy all Corpseplants.
Reward: Add 1 to the Faceless Evolution.
Special Reward: Add 2 to the Faceless Evolution instead.
Penalty: Read Script 52.

Reborn Forces:
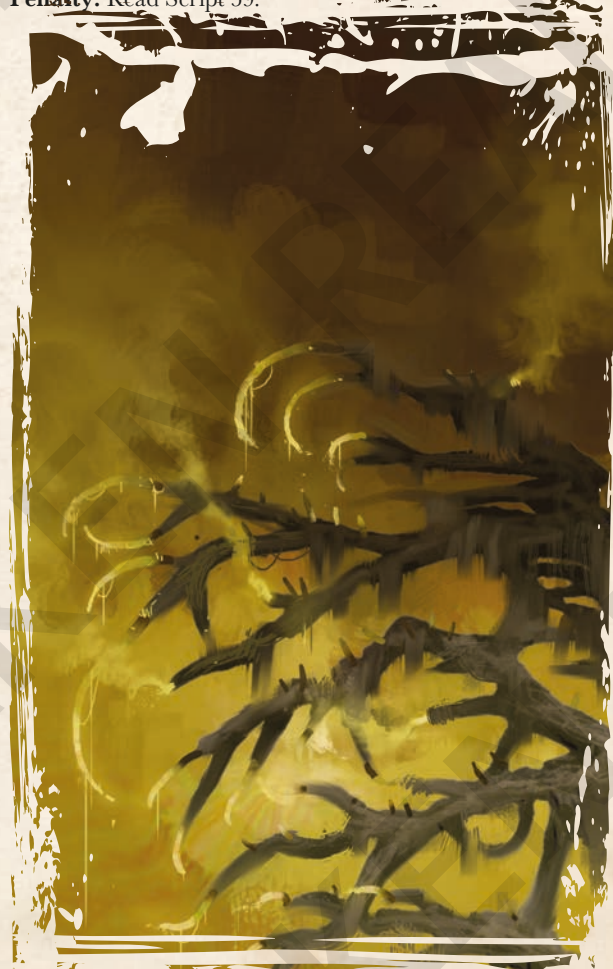
» 1 Warbeast Squad

» 1 Treemaid Squad

» 1 Wyrm Squad.

Objective: Survive with no more than 4 models killed.
Special Objective: Have at least 2 Corpseplants left at the end of the battle.
Reward: Add 1 to the Reborn Forces.
Special Reward: If at least two Corpseplants survived the battle, read Script 58.
Penalty: Read Script 59.

Secret Of The Sowing

Reborn:

The humans, decimated and shocked by the Reborn aggression, were left behind as Faceless fodder. Most lost hope. There were only a dozen of them, trapped between two deadly forces. But then, a strange Wanderer appeared. Though obviously mad and covered with the strips of Faceless flesh, he knew how to evade the advancing monsters. He also gave the survivors a purpose. a task he believed was now of utmost importance.

The humans pursued the Reborn and captured a lone Warbeast scout. a Priest of the Church exorcised the beast until its curse subsided enough for it to talk – and feel pain. That's how humans learned the horrific truth: the Treemaid they had saved a while ago carried a weapon capable of ending the human race. Fortunately, the Wanderer had an idea.

Faceless:

Forest creatures travel fast. We knew it wouldn't be easy to find them again. The tingling frustration, born in the mind of our Shatterer, filtered down to all of us.

Then came a message. It flashed in our minds; words and images bright like the sun. Frightening. None of our bodies remembered anything like that. The message described a weapon of the Reborn, the Sowing. a crystal-infused spore that could spread fast, eradicating any life. Something far stronger than the plants we've just fought.

According to the message, the bladders containing the Sowing were placed inside several Treemaids. One still survived. She was a danger we needed to destroy, and this message showed us where to find her.

Setup:

» After setting up all of the units according to the regular rules, the Reborn player places a marker on the base of the Treemaid model. It represents Iris, carrier of the Sowing, and the main target of the Faceless.

Faceless Forces:

» Shatterer
» Harvester
» 1 Bladebreeder Squad
» 1 Berserker Squad
» 1 Fleshripper Squad.

Objective: Kill Iris or win through Victory Points.

Special Objective: Kill the Oracle and all Treemaids.

Reward: Read Script 61.

Penalty: Subtract 1 from the Faceless Evolution. If the Evolution counter is at 0, read Script 60.

Reborn Forces:

» Oracle of Wrath
» Blight Steed
» 1 Ancient Guard Squad
» 1 Warbeast Squad
» 1 Treemaid Squad (partial squad with only 1 model representing Iris and with 1 additional Endurance token).

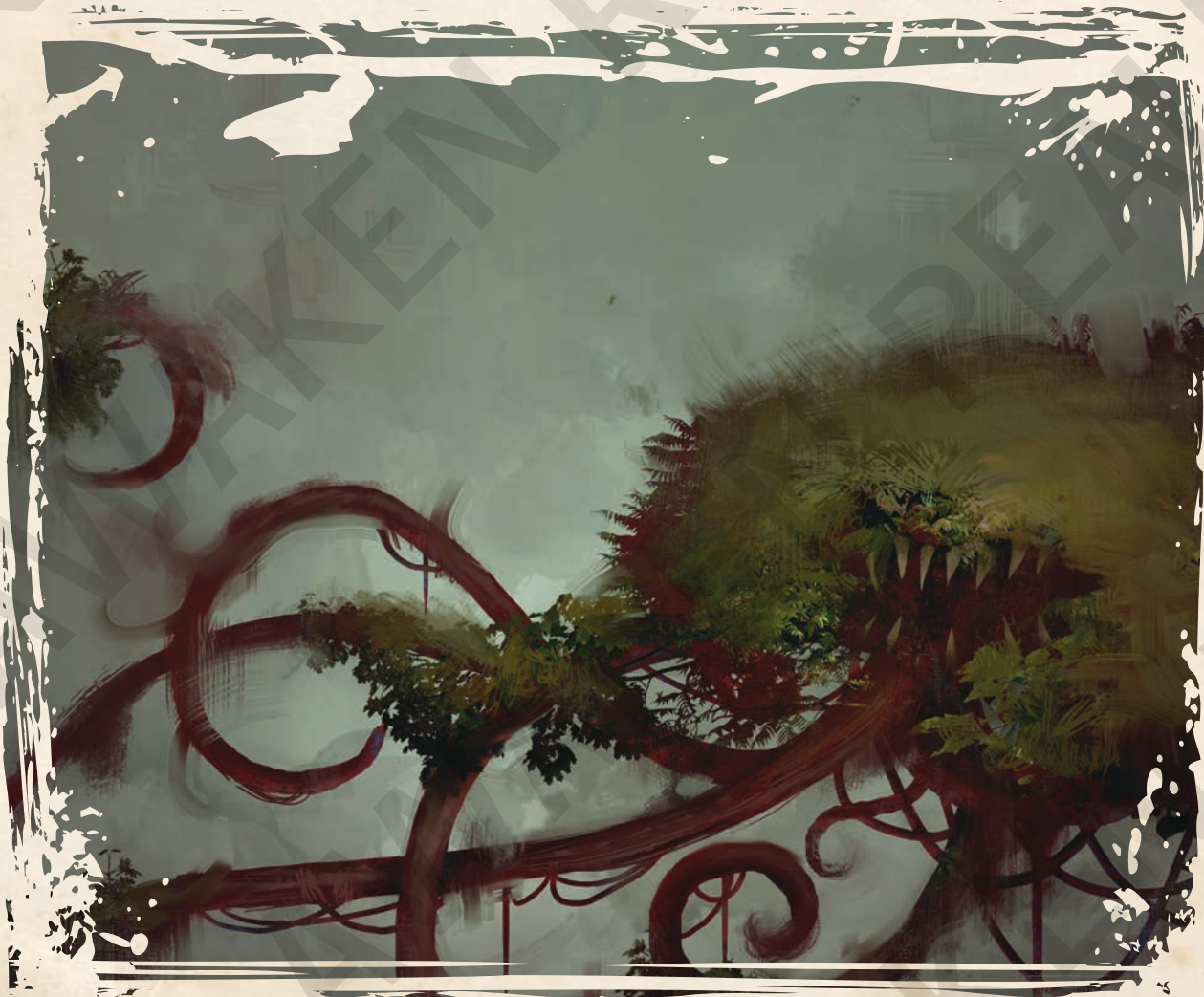**Objective:** Survive with Iris and win through Victory Points.

Reward: Read Script 63.

Penalty: If the Reborn Forces counter is at 2 or less, read Script 62. If it's larger, read Script 69 instead.

Special Penalty: If both Iris and the Oracle died, subtract 2 from the Reborn Forces. Then, if the Reborn Forces counter is at 2 or less, read Script 62. If it's larger read Script 66 instead.
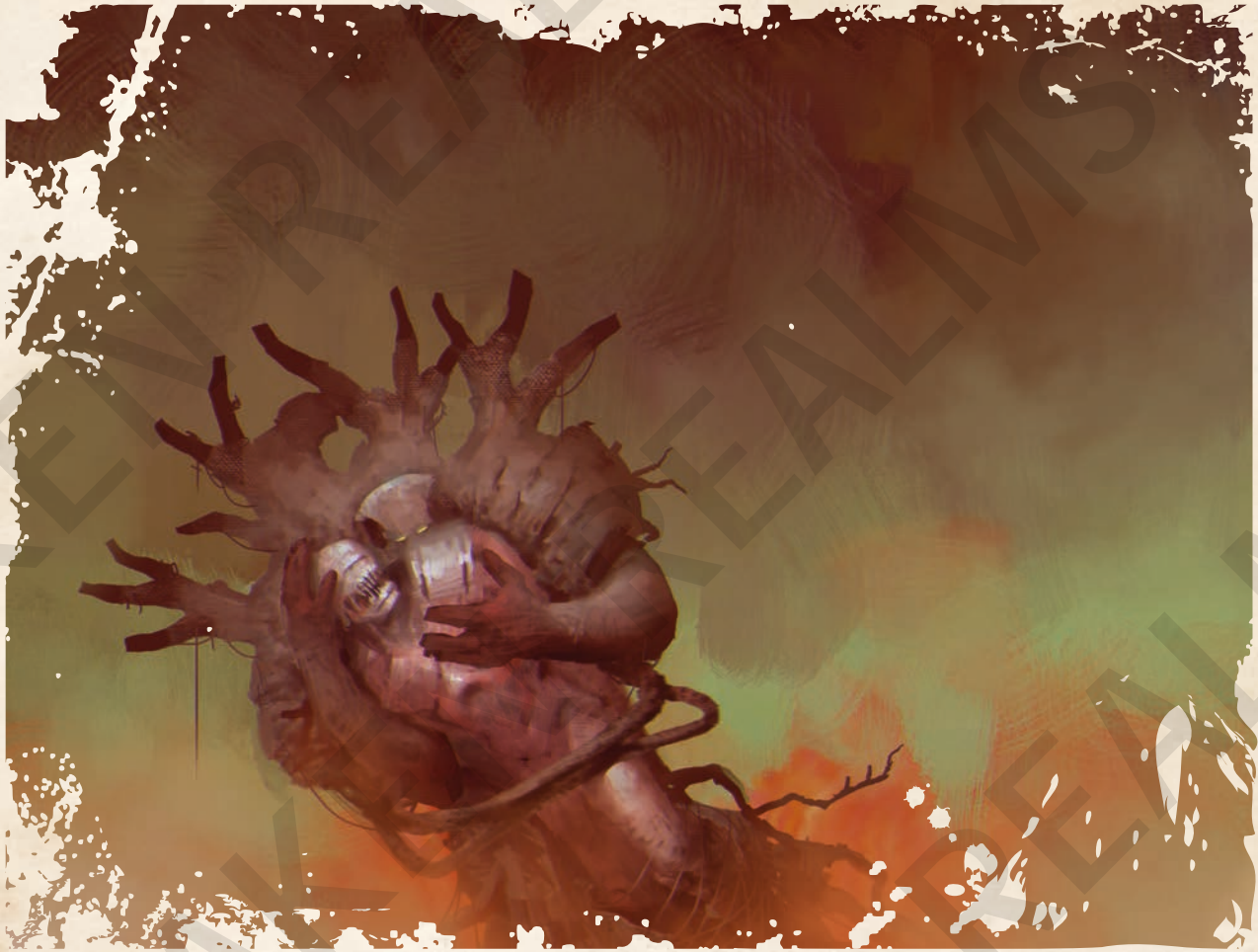
Achievements

» **Faceless:** If Iris is killed by the Shatterer or the Harvester, read Script 65.
» **Reborn:** Whenever Iris has no Endurance tokens left, read Script 67.

Enemy Of My Enemy

Reborn:

Humans cheered the Wanderer – he made the Reborn and the Faceless fight one another, solving both problems in one masterstroke. But the old man was too modest to accept the praise, especially since one stubborn thought bothered him. Sending a message to all the Faceless, though effective, probably brought more attention to his cube than he had wished.

The Wanderer was right to be worried. Two days after the battle, he and his friends awoke surrounded by Reborn, their wounded Oracle full of silent fury. Humans panicked, certain of death, but the Oracle explained to them that nature does not know revenge. Instead, she demanded to know what power they had used to direct the Faceless.

The Wanderer clenched his jaw. He would never give away the cube.

"So be it, human" said the Oracle. "Guards? Kill one of his kin!"

The Wanderer watched in horror as Treemaids dragged a child in front of him. But before they had a chance to do anything, their scouts returned, raising the alarm. The Faceless were coming.

Faceless:

After the battle with the Reborn, we had to turn against the other threat. The strange message that alerted us about the Sowing was itself very alarming. Something or someone had access to our mind. We had to stop it.

The Shatterer gathered all of our memories and checked their every detail. He found traces of something that was hiding from our senses for a very long time. a parasite concealed within our herds. a mimic.

The Shatterer tuned his senses to this strange magic and led us to its source. We've found it already surrounded by Reborn. We could not let the forest witch get her hands on a key to our mind! We attacked.

Setup:

- » The player who lost the previous battle starts this one.
- » This player also places a single facedown small token (or Pilgrim model, if available) at least three spaces away from any edge of the map. The token represents the Wanderer and his cube. The Wanderer is a neutral unit that will act according to an algorithm described in the Special Rules of this engagement.
- » No models, Crystal Sources or Shrines can be placed on spaces adjacent to the one the Wanderer starts on.

Special Rules:

The Wanderer cannot be attacked and moves at the beginning of each turn according to the algorithm below:

1. If the Wanderer starts his turn in ⬡⬡ contact with any other models, count how many sides of his base are in contact with Reborn, Faceless or neutral model bases – this number becomes the current Control Ratio of each faction.
   Then, roll a red die, starting with the faction that has the highest Control Ratio. Sum up the roll and the Control Ratio. A result equal to 9 or more indicates the Wanderer has been captured. The battle ends.
   After each unsuccessful capture, place an Exhaustion token on the Wanderer model. Every Exhaustion token adds +1 to all future capture rolls.
2. If the Wanderer wasn't captured, and has a Line of Fire to the edge of the map, he moves two spaces in this direction, picking the shortest path.
3. If there's no Line of Fire to any edge of the map, the Wanderer moves one space away from the closest Faceless or Reborn model instead.
4. If none of the above is possible, the Wanderer is captured by the player who controls the most models in ⬡⬡ contact with the Wanderer.
5. If the Wanderer is captured by the neutral (human) units or reaches the edge of the battlefield, the battle immediately ends. Read Script 75.

Use the time track to count completed turns of the battle.

- » **Turn I:** Resolve the Wanderer movement.
- » **Turn II:** Resolve the Wanderer movement. If there's no "Broken Verreden Banner" (A18) sticker on the corresponding slot of the campaign map, read Script 72.
- » **Turn III:** Resolve the Sharpshooter barrage (if present) and resolve the Wanderer movement.
- » **Turn IV:** Resolve the Sharpshooter barrage (if present) and resolve the Wanderer movement. Read Script 73 if "Vershka, Bullrider Veteran" (B09) sticker is in the "Forces" section of the campaign map. Then, read Script 71 if Faceless Evolution is equal to or higher than 6. Finally, read Script 74.

- » **Turn V:** Resolve the Sharpshooter barrage (if present), resolve the infantry movements, and resolve the Wanderer movement.
- » **Turn VI:** Resolve the Sharpshooter barrage (if present), resolve the infantry movements, and resolve the Wanderer movement. Last turn. Both players refresh all of their Crystals.

Players do not earn Victory Points in this scenario and the VP track remains unused.

Faceless Forces:

- » Shatterer
- » 1 Bladebreeder Squad
- » 1 Fleshripper Squad
- » 2 Berserker Squads.

Objective: Capture the Wanderer.

Special Objective: Capture the Wanderer before the Verreden infantry arrives.

Reward: Subtract 1 from the Faceless Evolution, then read Script 77.

Special Reward: If the Wanderer was captured before human forces arrived, the Faceless leave almost unscratched. Read Script 77.

Penalty: Read Script 78.

Reborn Forces:

- » Oracle of Wrath
- » Blight Steed
- » 1 Ancient Guard Squad
- » 1 Warbeast Squad
- » 1 Treemaid Squad.

Objective: Capture the Wanderer.

Special Objective: Capture the Wanderer before the Verreden infantry arrives.

Reward: Subtract 1 from the Reborn Forces counter, read Script 76.

Special Reward: If the Wanderer is captured before human forces arrive, the Reborn leave almost unscratched. Read Script 76.

Penalty: Read Script 79.

Neutral Forces:

- » The Wanderer.

Charred Heart

Reborn:

The Oracle almost broke down when the green wall of the Motherforest finally loomed over the horizon. She was sick of wastelands, barren hills and fields littered with dead. She swore she would never again leave her forest.

Then she noticed the first unsettling details. Wisps of smoke rising from between the trees. a wide path of burned-out trunks leading into the forest's heart. Carrion birds circling over the canopy.

The forest has been attacked! Nothing had warned her about this. No messengers came, asking for help. No visions appeared.

It was one thing to overlook a small event happening far from the forest. It was something different to never sense a danger to their homeland. The Oracle couldn't believe her powers had failed her so badly. Still, she rallied her warband and doubled the pace, thinking only about saving one thing: the Timeless Tree, the source of her power.

In the meantime, somewhere within the heart of the forest, Tree Guards were fighting a losing battle.

Place the "Charcoal Wastes" sticker (B20) on the campaign map.

Faceless:

We knew about the Tree That Grows Through Time. We learned about it from our bodies who escaped the fur-men hideout; those who ate Treemaid flesh and drank the knowledge of the forest.

Once the Shatterer realized what the Tree was, he changed his plans. The witch was not important. Her weapon was not important. The only thing that mattered was the Tree.

To keep our enemy ignorant, the Shatterer chased her around with our strongest warriors, while most of us took a different route and attacked the Forest's heart.

Setup:

» Before setting up any models, the Reborn player places the Timeless Tree token on any space of the map edge.

» No Faceless units can be placed within three spaces from the Tree.

» The Tree will become a target of a special Conversion mechanic that will decide the result of this battle (see Special Rules).

Special Rules:

» In this scenario, Harvesting gives a player two Crystals from each controlled Crystal Source instead of one. Harvesting a contested Crystal Source gives each player one Crystal instead of none.

» Put a token on the first slot of the VP track. This Conversion token will represent the growing assimilation of the Tree by the Faceless herd.

» Whenever a Faceless model merges with the tree (Script 81), raise the Conversion by a number equal to the model's base size. When the Conversion token reaches the end of the track, the Faceless win.

» All Faceless Berserkers become Burning Berserkers in this scenario. Whenever a Burning Berserker comes into ⬡⬡ contact with a Thicket, the Faceless player may remove both the Berserker and the Thicket from battle.

» The Faceless come as an unending herd. To represent this, whenever a Burning Berserker model is killed or removed from the board in any way, the Faceless player immediately puts a new Burning Berserker model on the edge of the map directly opposite the Timeless Tree.

Use the time track to count completed turns of the battle. Mark Turns V and VII on the track.

» **Turn V:** Read Script 85.

» **Turn VII:** Last turn. The Faceless player can activate two units instead of one and performs their movements and attacks in any order.

Players do not earn Victory Points in this scenario and the VP track represents the Conversion level instead.

Faceless Forces:

» Harvester (if Faceless Evolution is higher than 8)

» 1 Bladebreeder Squad (if Faceless Evolution is higher than 6)

» 1 Fleshripper Squad (if Faceless Evolution is higher than 4)

» 2 Burning Berserker Squads (see Special Rules).

Objective: Convert the Timeless Tree.

Faceless Special Objective: Convert the Timeless Tree before Turn V.

Reward: Read Script 87.

Special Reward: If the Faceless managed to convert the Timeless Tree before Turn V, add 1 to the Evolution counter and then read Script 87.

Penalty: The elite Faceless force is almost destroyed while converting the Tree. Remove 1 from the Evolution counter.

Reborn Forces:

» 1 Ancient Guard Squad (only if the "Additional Tree Guard", B06 sticker is present on the campaign map)

» 1 Wyrm Squad

» 1 Treemaid Squad

» 1 Warbeast Squad.

Objective: Defend the Timeless Tree.

Reward: Read Script 83.

Penalty: Read Script 89.

Special Penalty: If the Faceless managed to convert the Timeless Tree before the end of Turn V, read Script 84 instead.
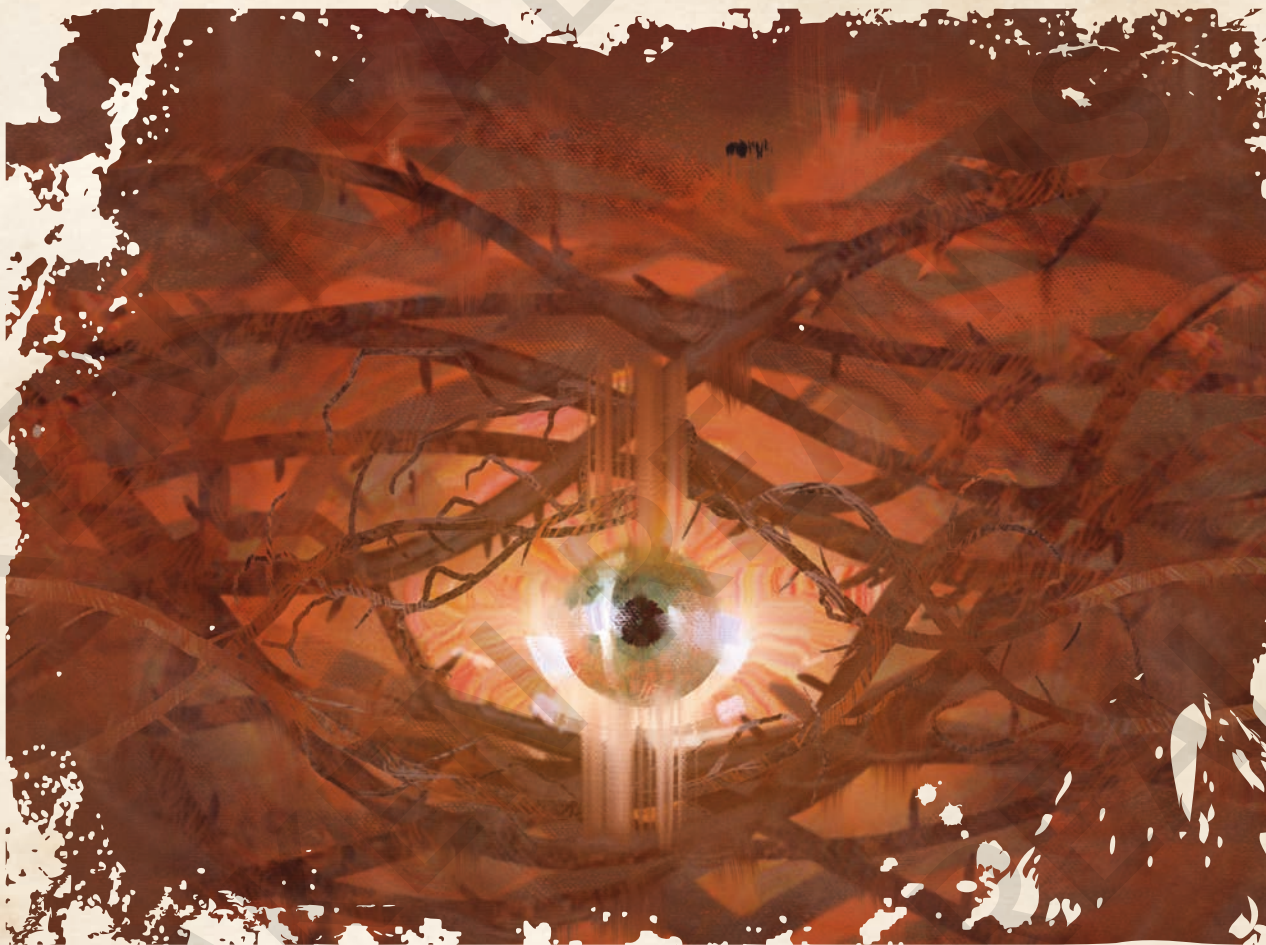
Achievements

Faceless: Whenever a Faceless model moves into ⬡⬡ contract with the Timeless Tree, read Script 81.

Dark Revalations

Reborn:

As the Oracle ran to the Timeless Tree, one nagging thought filled her mind. If the Faceless did reach the sanctum, it was already too late. But she could still change this outcome; break through the barrier of time and send a warning to the past. Do what the Tree itself should have done.

She stopped for a moment, gathering her magic. Nothing happened.

Stunned, the Oracle repeated her spell. Again, nothing. Her control of the time streams, a power inherited from the Timeless Tree itself, disappeared. Her next thought was even more horrifying. If she – and the Tree – were not in control of the time stream, then who was? Who had sent her the vision of the slaughtered warband that started everything? Who baited her away from the forest and why? The Faceless were incapable of a plan this complex!

And then, she arrived near the Tree and saw how it changed. The shock took some time to leave her body, but when it did, only boiling fury remained. This Timeless Horror had to be destroyed! She ordered an attack, but her forces didn't respond. When she stopped to look at their faces, a chilling realization came. She had not only lost her power. She also lost the loyalty of her people.

Faceless:

The captain of the Tree Guard was torn. Once the Faceless had pushed them away and transformed the Tree, she and her warriors were largely ignored. She didn't know what to do now. The obvious thought was to assault the transformed Tree. Destroy it. But evolution and adaptation were sacred for all Reborn. The change was a single constant in nature. Those who tried to stop the change were no wiser than humans.

Now, before her eyes, the Timeless Tree evolved. Changed into something more. How could Oracle not see this? Even she had to understand that the Tree wouldn't allow Faceless into its sanctum unless it WANTED to be changed. Maybe it knew that Faceless and Reborn were not that different after all? Or that the only way for it to survive was within the Faceless? Did it think that Faceless were a superior species, who should triumph over the weak?

Whatever the reason Timeless Tree had, the captain and her Treemaids were sworn to protect it. And that's what they planned to do, even if they had to defend it from their kin. They drew their weapons and faced the advancing Oracle.

Faceless Reinforcements:

» If the "Cannibalized Berserkers" sticker (B13) is present in the "Losses" section of the campaign map, disable it.

Setup:

» In this battle, the Faceless player controls a mixed force of Faceless and Reborn models. His Reborn models are treated as a part of the Faceless force for the purpose of any rules.

Special Rules:

» At the beginning of each turn, the Reborn player may spend his remaining Reborn Forces points to summon reinforcements, as long as there are any available models of the chosen type and he controls no more than five squads. Reinforcing units are placed on any edge of the map, at least 1 Space away from other models, and after that act according to the regular rules. The costs are as follows:

Unit Type	Reborn Forces Cost
Treemaid Squad	1
Ancient Guard Squad	2
Warbeast Squad	2
Blight Steed	3

Use the time track to count completed turns of the battle. Mark Turns I, III, V and X on the track.

» **Turn I:** : If Vershka, Aelis, and Thunderstep are all present on the battlefield, read Script 91.
» **Turn III:** Read Script 93.
» **Turn V:** If the "Second Survivor" (B03) sticker is on the campaign map and "The Sowing" sticker is not in the "Powers" section, read Script 98.
» **Turn X:** Last turn. The player with the most Victory Points wins the battle.

Faceless Forces:

» Harvester
» 1 Berserker Squad
» 1 Ancient Guard Squad
» 1 Warbeast Squad.

Objective: Kill the Oracle or win through Victory Points.
Reward: Read Script 96.
Penalty: *The Faceless manage to protect the Tree long enough, but suffer heavy losses.* Subtract 2 from the Faceless Evolution.

Reborn Forces:

» Oracle of Wrath and optional special squads listed below:
» Blight Steed (only if sticker B09, "Vershka, Veteran Bullrider" is in the "Forces" section, starts with +1 Endurance token)
» 1 Ancient Guard Squad (partial squad with 1 model and +1 Endurance token, present only if sticker B07, "Thunderstep, Guard Matriarch" is in the "Forces" section)
» 1 Treemaid Squad (partial squad with 1 model and +1 ATT, present only if sticker B08, "Aelis the Tree Tender" is in the "Forces" section).

The Reborn player will also be able to buy additional reinforcements with his remaining Reborn Forces points (see Special Rules), though he can't control more than 5 squads at any given time.

Objective: win through Victory Points.
Reward: Read Script 95.
Penalty: *The Reborn forces are decimated in their futile attempts to destroy the Tree.* Subtract 2 from the Reborn Forces.

Achievements

» **Faceless:** If the starting Ancient Guard is killed, disable "Thunderstep, Guard Matriarch" (B07) sticker. If the starting Treemaid is killed, disable "Aelis the Tree Tender", (B08) sticker. If the starting Blight Steed is killed, disable "Vershka, Veteran Bulldrider", (B09) sticker.

HORROR BESIEGED

REBORN:

The Timeless Horror, imbued with powers of both Reborn and Faceless, could see and sense everything. It could move through space and time. Against him, the Oracle had only her waning power and a small group of battered survivors.

And yet, there was one thing the Timeless Horror failed to see. An item that the Oracle had stumbled upon by pure chance. The cube. It's cloaking energies could hide it from the Faceless' minds, and the half-Faceless Tree didn't know of its existence.

Still, the Oracle didn't have much time to prepare her strike. She knew that the Timeless Horror could slip away through the time streams again at any moment. She gathered every single creature of the forest still able to bear arms, found the Horror hidden in a dark grove, and launched a final assault.

FACELESS:

The witch had one more trick left. An item that made us blind and deaf, exploiting the same power that human Wanderer used to spy on us. With this device, she found us and attacked before our Tree was ready. Still, we were many, and her forces were few. We only needed to stop her long enough for the Tree to help us.

An easy task. Unless, of course, the witch had even more tricks.

Setup:

» Before any models, Shrines or Crystal Sources are placed on the board, Faceless player sets a Timeless Horror (represented by the large campaign token or the Shadow Gate token) anywhere on the map, at least three spaces away from the edge.

» After all units are deployed, the Reborn player places a marker representing the Ancient Cube on the base of any of his models. If he has "The Sowing" sticker (B15) in the "Powers" section of his campaign map, he also places another marker, representing The Sowing, on any of his Treemaids. These two powers will help the Reborn throughout the battle (see Special Rules for details).

Special Rules:

» The Timeless Horror token occupies one Space, has 4 Endurance tokens and the same stats as the Shatterer with the Defensive evolution. It can never move, attack, counterattack or perform any actions. The Horror regenerates 1 Endurance token during each Faceless Harvest.

» A Reborn model with the cube can't become a target of any Faceless attacks or abilities, though it can attack as normal. Once per turn, the Reborn player may transfer the cube between any two models who touch bases. If a model with the cube is killed, place the cube wherever the model has died. Any other Reborn model that comes into ⬡⬡ contact with the token can pick it up for free.

» A Reborn model with the Sowing can decide to sacrifice itself and release the Sowing at any point during the battle. The Sowing also releases automatically if the marked model is killed. When that happens, at the beginning of each turn, players place one small token each on the battlefield, starting with a space where the Sowing has been released. Each token, excluding first, has to be placed in ⬡⬡ contact with one of the existing tokens. Every model, Shrine, Crystal Source or Thicket that finds itself in the same space as any Sowing token is immediately destroyed. Any models adjacent to any spaces with any Sowing tokens receive -1 ATT and -1 DEF.

Use the time track to count completed turns of the battle. Mark Turns I, III, IV, V and VIII on the track.

» **Turn I:** Read Script 101.

» **Turn III:** If sticker B07, "Thunderstep, Guard Matriarch" is in the "Forces" section of the campaign map, read Script 102.

» **Turn IV:** If sticker B09, "Vershka, Veteran Bullrider" is in the "Forces" section of the campaign map, read Script 104.

» **Turn V:** If sticker B08, "Aelis the Tree Tender" is in the "Forces" section of the campaign map, read Script 106.

» **Turn VIII:** Last turn. The player with the fewest models can activate two squads and perform their moves and attacks in any order.

Players do not earn Victory Points in this scenario and the VP track remains unused.

Faceless Forces:

» Harvester
» 1 Bladebreeder Squad
» 1 Fleshripper Squad
» 1 Berserker Squad.

Objective: : Kill the Oracle and at least 2 other models.
Reward: Faceless win the campaign. Read ENDING 1.
Penalty: -2 to Faceless Evolution. Read Script 109.

Reborn Forces:

» Oracle of Wrath
» 1 Warbeast Squad
» 1 Wyrm Squad.

The Reborn player also deploys any of the special units listed below, if available:

» Blight Steed (present if sticker B09, "Vershka, Veteran Bullrider" is in the "Forces" section, starts with +1 Endurance token).

» Ancient Guard Squad (partial squad with 1 model and +1 Endurance token, present if sticker B07, "Thunderstep, Guard Matriarch" is in the "Forces" section).

» Treemaid Squad (partial squad with 1 model and +1 ATT, present if sticker B08, "Aelis the Tree Tender" is in the "Forces" section).

Objective: Destroy the Timeless Horror.
Reward: Reborn win the campaign. Read ENDING 2.
Penalty: -2 to Reborn Forces. Read Script 109.

SCENARIO 10B
Battle At The End Of Time

Please Note:

The following events take place in a distant future. Before playing this scenario, both players disable all stickers on the "Forces", "Powers" and "Losses" sections of the campaign map. The only things that carry over are the Faceless Evolution and Reborn Forces counters. The Faceless player receives any remaining Evolution Bonuses. The Reborn player will use alternative, improved versions of his units.

Reborn And Faceless:

At first, time rushed on like a river, with cities falling and entire races perishing each year. Then, time reached a wide delta, events slowing down as the last remaining forces ground each other into fine dust. Finally, the delta of time spread into murky marshlands and drained into the ground. Nothing changed anymore, and without change, time itself lost any meaning.

In this distant age when Humans, Dvergar, Rha-Zack, Demons and even devouring Darkness were gone, the Timeless Horror planted its roots. The Oracle had only one way to reach it – hide until the time was right. So she did, waiting for millennia in a secret refuge, where she remained dormant while her force evolved and prepared for their final task.

And when the time came, on a long-deserted wasteland of a dead planet, among monuments of dead civilizations, the last battle of the world took place – without any witnesses or anyone who could care about the result.

Special Rules:

» The Timeless Horror is represented by the large campaign token or the Shadow Gate token and deployed with the rest of the Faceless models. It occupies a full Space, has the same stats as the Shatterer with the Defensive evolution and 4 Endurance tokens, but it can never Move, Attack or Counterattack.

Every time the Timeless Horror is activated, it can perform one of three Special Actions:

» Banish any model from the map. The model does not count as dead — set it on its squad card. During each Harvest, the harvesting player may place one of his Banished models back on the map, in ⬡⬡ contact with any other of his models.

» Shoot at one selected model on the map, regardless of the Range or the Line of Fire. Check this model for Hit using the red die. Effect: 1 wound.

» Smash one selected model in ⬡⬡ contact. The model immediately rolls the red die, adding its Defense to the result. If the final result is lower than 6, the model receives two wounds.

Additionally, all Reborn squads are replaced with modified Reborn future forces.

Oracle Of Retribution — An old, grizzled version of the Oracle. She has only one goal left — revenge — and will sacrifice anything to achieve it. At any point during the battle, Oracle of Retribution may choose to receive 1 Damage in exchange for immediately activating one of her units. Her other statistics and remaining rules are the same as the regular Oracle of Wrath.

Ironbeasts — A breed of Warbeasts evolved specifically to rip apart and devour Faceless with their diamond fangs. Their reinforced stomachs are capable of digesting steel. Before the battle, search your deck for the Bloodlust enhancement and attach it to the Warbeast Squad card. If Bloodlust is not in your Campaign Deck, take it from your remaining cards instead.

Hunter Maidens — a special caste of Treemaids skilled in hunting Faceless. Before the battle, search your deck for the Green Haze enhancement and attach it to the Treemaid squad card with two charges. If Green Haze is not in your Campaign Deck, take it from your remaining cards instead.

Ageless Guards — Encased in petrified wood, capable of stopping Faceless blades. Before the battle, search your deck for the Vanishing enhancement and attach it to the Ancient Guards squad card with two charges. If Vanishing is not in your Campaign Deck, take it from your remaining cards instead.

Alpha Smasher — Enhanced and heavily armored Blight Steed, bred for busting through thick Faceless herds. Before the battle, search your deck for the Blitz enhancement and attach it to the Blight Steed squad card with two charges. If Blitz is not in your Campaign Deck, take it from your remaining cards instead.

Faceless Forces:

» Timeless Horror
» Harvester
» 1 Bladebreeder Squad
» 1 Fleshripper Squad
» 2 Berserker Squads.

Objective: Win through Victory Points.
Reward: The Faceless wins the campaign. Read ENDING 1.

Reborn Forces:

Special Rules.
» Oracle of Retribution
» Alpha Smasher
» 1 Ironbeast Squad
» 1 Hunter Maidens Squad
» 1 Ageless Guard Squad

Objective: Win through Victory Points or kill the Timeless Horror.
Reward: The Reborn wins the campaign. Read ENDING 3.

Achievements

» **Reborn:** When Reborn deal first wound to the Timeless Horror, read Script 10B-1

SCRIPTS:

11 *Aesha wiped the putrid Faceless blood from her cheek. From the height of her mount, she could see the battle taking a turn for the worse. The Faceless, animated by crystals buried deep within their chests, didn't feel pain or fear. Every part of their bodies was also a weapon with jagged blades, barbs, and spikes protruding from their tortured flesh. Neither spells nor clouds of poison could slow them.*

Aesha looked back to a group of Treemaids defended by a handful of Ancients. The Sowing. It had to survive! Many riders were still fighting. She could gather them for a last, suicidal charge, trying to open a way through the middle of the Faceless herd.

Reborn player chooses:

» Aesha sacrifices all of her riders: And tries to give the Treemaids a chance to escape. See Script 12.

» Aesha decides to hold her forces together: Why not kill as many Faceless as they can? The battle continues.

12 *Aesha's final push didn't go in vain. Even the half-metal Faceless couldn't withstand the charge of her cavalry. Huge steeds knocked the enemies about like tin cans and pushed through into their formation. Treemaids gasped in amazement, but Aesha knew the charge brought them only a moment of respite.*

"Run!" she cried to Iris and the others. "Get the Sowing to safety!"

Iris started to retreat through a crack in the Faceless ranks. She looked behind once, only to see Reborn mounts dragged to the ground and Aesha torn to pieces by dozens of sharp blade-arms. Iris decided to make most of her sacrifice.

» Remove the Blight Steed model from the battlefield. Subtract 1 from the Reborn Forces counter. The Reborn player can immediately activate two units, performing their moves and attacks in any order. The battle continues.

15 *The battle was short. Soon, all the forest kin were dead or dying and we could begin our feast. Some sensed a solitary Treemaid running away. We were too busy to chase her. The only things that mattered were all the fresh bodies, about to become us.*

» Add +1 to the Faceless Evolution counter.

16 *The Reborn warband was not supposed to survive this battle – and yet it did. Aesha fell, just like most of her warriors. Many Treemaids scattered, attempting to reach the Motherforest on their own. But a small, ragged group survived and broke free, only to discover that the Faceless were more occupied with the dead than with them.*

» Subtract 1 from the Reborn Forces counter.

18 *The Faceless tore Aesha's warband to pieces, just like herself. Though she and her riders had spent long years on the frontier, fighting humans, demons, and other creatures, even they couldn't prevail against such odds. The chosen of the Oracle fell and it would take years for the Reborn to replace them.*

» Subtract 2 from the Reborn Forces counter.

19 *When Iris broke off from the battle, she discovered she wasn't the only one to do so. Just a hundred yards south, another Treemaid, Eyadi, burst through the Faceless ranks, flanked by two massive Guards. Iris joined her, running down the hill, as far away from the enemy as they could.*

"No, Iris!" the other Treemaid scoffed. "We must divide! More chances for the Sowing to reach the Motherforest. One of my Guards will go with you."

Iris nodded. They parted without goodbyes. No words were necessary. They had both grown from a single stem and knew exactly what the other one had felt.

» Place sticker B03, "Second Survivor", on the corresponding slot of the campaign map.

» Place sticker B04, "Iris's Guardian", in the "Forces" section of the campaign map.

21 *The attack on the den was a success – how could it not be? Still, the Oracle's anger failed to subside. She punished the traitors, but what else did she achieve? Some of the Warbeasts and Faceless escaped, carrying their poisoned knowledge further. She ordered her best trackers to hunt them down, but she knew that some would slip through the cracks. And all it took was for one Faceless to return to his herd...*

No! There had to be something else she could do.

» Place the "Rogue Warbeasts" sticker (B05) on the corresponding slot of the campaign map.

22 *A Warbeast springs to catch the escaping Treemaid, when a tall silhouette appears out of nowhere and cuts him off. Two eyes gleam in the dark. a piercing howl rips through the air. a loyal Warbeast and a traitor clash together, forming a ball of bloodied fur. They came from the same pack, but that doesn't stop them from ripping each other to shreds as they roll around the den.*

"Why did you betray us!" screams the first, coughing out blood. "The many-legged fleshtree is lying to you!"

"No," replies the other, "it is your Oracle who's a lie!"

Soon, their fight is finished. The survivor collapses to his knees near the mutilated body of his brother and begins to sob.

» Your attack on the Transformed Treemaid fails, but can be resumed next turn. The battle continues.

23 *We never care about our bodies. They come and go, but our mind stays if one of us remains alive. This time we knew we needed to save our flesh shells. They contained knowledge no other Faceless had. Some even carried parts of the forest creatures within.*

We tore through our enemies, broke free from the den and scattered. Some of us eventually returned to our herds. Made them attuned to the presence of the forest creatures. Made them feel a call that pulled them in the direction of the sweet Treemaid flesh.

» Add 1 to the Faceless Evolution counter.

24 *The Oracle winced with disgust, treading through a carpet of warm Warbeast bodies. Traitors! Ingrates! After all the gifts Motherforest bestowed upon them! At least she made sure none of them escaped. Whatever knowledge about the Faceless this pack had learned was now lost for good.*

» Continue to the next scenario.

27 *The attack was a total failure. As soon as the Oracle and her guards stormed the den, its inhabitants poured out like startled cockroaches – if only cockroaches had foot-long fangs and rusted blade-arms. Most escaped into thick underbrush of the forest. The Oracle felt twice betrayed: once by Warbeasts, and once by the incompetence of her guards. She knew she had to send out a new warband to save Aesha's group. But with so many Faceless and rebels running free in the heart of the Motherforest, she had little forces left to spare.*

» Subtract 2 from Reborn Forces.

» Place sticker B06, "Additional Guards" on the corresponding slot of the campaign map.

28 *We never care about our bodies. They come and go, but our mind stays, as long as one of us remains alive. This time we knew we needed to save our flesh shells. They contained knowledge no other Faceless had. Some even carried parts of the forest creatures within.*

We tried to break free from the den, but the forest creatures blocked all exits. Our blades could not pierce the thick bark of the Oracle and her honor guard. They slaughtered us. With each individual death, we felt some of our knowledge slipping away. Finally, all that remained was a single mind. a lone Berserker who made his way out of the massacre.

We lived through him, even though this existence was far less than what we were used to. His faint shadow of our knowledge eventually filtered down to the other herds.

» Subtract 2 from the Faceless Evolution.

31 *The Oracle broke through the Faceless herd at a significant cost in troops and time, both resources she could scarcely afford. Haunted by the feeling it may already be too late, she and her force carried on.*

» Subtract 1 from the Reborn Forces.

32 *Our Shatterer was right. We did manage to stop two bands of forest creatures from joining. They broke on the wall of our blade-covered flesh. They left many, many bodies behind. Not only the Shatterer can eat his fill now.*

» The Faceless player puts the B10, "Well Fed" sticker in the "Powers" section of the campaign map. Start the next battle distributing 2 additional Endurance tokens between your units. These temporary Endurance tokens are always removed first, cannot be healed and disappear completely once used. When both of them are gone, disable the "Well Fed" sticker.

» If any of the temporary Endurance tokens are left intact at the end of the battle, the Faceless player keeps the "Well Fed" sticker and distributes both of them once again at the beginning of the next scenario, until the sticker is disabled.

33 *Trembling earth is not unusual when forces this large meet on the field of battle. But these tremors are somehow different. They come from far away; an echo of an unnatural earthquake that broke out in the middle of the human lands. An echo still strong enough to split the earth open throughout the battlefield. Oracle of Wrath is stunned. She did not see that coming! Did the distance from the Timeless Tree dull her sense of the time streams?*

» Each player takes three small tokens — they represent cracks and fissures that appeared on the battlefield. Players take turns setting them up, starting with the player who lost the largest number of models in this battle. Until the end of the battle, no model can walk through or move into any Space marked with a Fissure token. If the token is placed on an occupied Space, move any occupying models out of it in the direction of the nearest friendly model.

Then the Faceless player chooses:

» Fill the gaps with an unending stream of Faceless bodies: Read Script 34.

» Move around the rifts: The battle continues.

34 *Without hesitation, Faceless throw themselves down the rifts, their blades and arms burying deep into the cliff-sides, They hold on long enough for the other forces to cross, but soon after, the chasm swallows them one by one.*

» From now until the end of the battle, if a Faceless model is in ⬡⬡ contact with the Fissure token, the Faceless player may decide to sacrifice this model as a free extra action during his turn. Put the model on the Fissure token. From now on, all Faceless ignore this Fissure.

35 *Our bodies surround the forest witch with a wall of flesh and metal. We bring her down. We start to consume her. It doesn't last long. She gathers her strength and lets out a deafening shout that pushes us to the sides, making our eyes and ears bleed. Before we can act again, she is gone,*

carried away by her personal guards. But even the few small, sinewy bites we had ripped from her flesh give us strange, new knowledge.

» The Reborn player moves all Faceless models that are adjacent to the Oracle one Space away from her in the direction of his choice (excluding occupied hexes or hexes with small tokens). The battle continues.

» Add 1 to the Faceless Evolution.

37 *Although it seemed impossible, some Reborn had broken thought the Faceless horde and reached a safe hillside beyond. "Onwards!" shouts the Oracle, "Follow your sisters!". The children of the forest spring into action, empowered by a rush of hope.*

» The Reborn player activates two units instead of one during his next turn. He performs their moves and attacks in any order. The battle continues.

38 *The forest creatures are pushed back, but it isn't over. Now, two desires pull us in two directions. One is our natural urge to feed and grow stronger. So much fresh meat lies scattered around! But there's also our plan. We should move fast, pursue the Oracle, devour her with all her secrets.*

The Shatterer freezes. Even for him, the choice to abandon a fresh battlefield proves difficult.

The Faceless player chooses:

» The Shatterer stays behind and feasts on the fallen: Add +2 to the Faceless Evolution. Place sticker B25, "Feasting Shatterer", in the "Losses" section of the campaign map and set the Shatterer model aside; it won't be available during next battle where it could be deployed (Scenario 5).

» The Shatterer pursues the Oracle: Carry on to the next scenario.

41 *a face. a nice face, freckled and smiling. This was the first thing Iris had seen as she started to recover from her wounds in the human encampment. Too weak to walk, the Treemaid spent many hours talking with this strange medicine-woman. It was the first time she'd spoken to an actual human being.*

Her name was Twine and despite her smiles, she was broken inside. Iris felt it clearly. The Treemaid had been broken too, a lone survivor, wounded and abandoned by her kin. Maybe that's why a strange sort of sympathy appeared between them. Healing an alien forest creature gave Twine some purpose. Being cared for by someone made Iris feel needed.

Thanks to this bond, something started to change in Iris. She realized humans were not so different after all. And they certainly weren't a blind force of destruction that children of the forest believed them to be.

» Place the "Iris' Doubts" sticker (B12) in the "Powers" section of the campaign map. The battle continues.

42 *Iris never realized how much she hated tight spaces until she found herself in one.*

Within the half-buried labyrinth, even her slender body couldn't fit into many of the corridors. Her human allies fared even worse. With their bulky armor, they kept to the broadest, most obvious paths. When the Faceless showed up in the rear, Iris dove into the nearest hole, hoping the enemy would be occupied with her saviors long enough for her to escape. After all, no sense of loyalty was worth as much as her life.

» The Faceless player puts SIX small tokens face down on any empty Spaces along the edge of the map, at least 2 Spaces away from one another. These tokens represent side corridors and passages of the labyrinth, and will be revealed according to the Special Rules of this battle. The battle continues.

43 *Iris blitzed through the ancient corridors so fast she managed to emerge before anyone else. As a result, her allies had more time to prepare for the next battle.*

» In next battle (Scenario 5), the Reborn player places 1 additional Corpseplant on the map.

44 *a lone Faceless stumbles out of the dark straight into Iris. The Treemaid jumps, her heart races. It takes her a moment to realize it's not the enemy – but a man, covered in stinking strips of Faceless flesh, his beard unkempt and his eyes sparkling with madness. He claims he came here with the Faceless herd and used the tunnels as the opportunity to separate and reach his people.*

He waves a scroll, full of unintelligible scribbles. "This has to reach the High Priest and the Holy Knights," he says. "Help me and I'm going to help you."

» The Reborn player places a single Bladebreeder model adjacent to the Treemaid and marks its base. This model represents the Wanderer, and remains under his control. The Wanderer gets a bonus activation any time the Reborn player activates his Treemaid. He cannot attack and cannot be attacked or harmed, although he can move (Movement 3) and reveal Corridor tokens.

46 *The Faceless noises are drawing close from every direction.*

"We won't survive this," whispers the Wanderer, "unless we use my little friend here."

He tells Iris about an artifact that kept him safely hidden among the Faceless herd for many months; an ancient cube that somehow interferes with their senses. Then, he presents a strange, humming hexahedron, its sides covered in arcane markings.

"It could probably shield us both. But you'd have to get really, really close," he grins, lifting his rancid, flesh-covered cloak.

» If the Treemaid and the Wanderer are next to each other, instead of activating the Treemaid, the Reborn player may remove both models from the board and place them back anywhere, at least 1 Space away from any Faceless models or Corridor tokens. The battle continues.

47 *The Ancient gave everything trying to protect Iris. She fought the Faceless. She cleared the rubble. She smashed rocks to follow the Treemaid into narrow passes. Now, having received a mortal wound, she fills the air with a bellowing roar and smashes against the walls, showering herself and her killers with rubble. .*

» Any Faceless model adjacent to the Ancient Guard receives 1 wound. The battle continues.

49 *As soon as we dig our claws into the Treemaid, she changes. Her body grows shorter and more stout. The pungent resin flowing from her wounds transforms into ordinary blood. Soon, the truth is revealed. What we've caught is a lone human. We hiss in discontent. Some magic trick shielded our prey from our eyes. None of our bodies can remember anything like that. No matter. We move on. Next time, no tricks will help the forest witch.*

» Add 1 to the Faceless Evolution. Carry on to the next scenario.

51 *Corpseplants flower in minutes, thanks to the magic woven from Treemaids' blood. The same magic can be used to get them ready even faster, although at an even higher cost...*

» The Reborn player may choose any number of remaining Treemaids. Remove their models and place that many Corpseplant tokens face up anywhere on the battlefield. The battle continues.

52 *a field of flowering Corpseplants proved a formidable obstacle. It took many hours and many losses before the Faceless fought through to the other side. In the meantime, the Oracle and her guard were already far away. To catch up, the Faceless had to adapt. They ripped out legs and muscles from dead, weak or injured warriors and started grafting them onto their own bodies. This grisly procedure took several hours and drained the Faceless of much of their strength. But when it was finished, they continued their hunt at double pace, stampeding down the barren fields.*

» Subtract 3 from the Faceless Evolution.

» If the Evolution counter is too low to do that, set it to 1 and place sticker B13, "Cannibalized Berserkers" on the "Losses" section of the main campaign map. As long as the sticker stays there, you deploy 1 fewer Berserker model during any battle where Berserkers Squad is present.

55 *With a sickening crack, one of the human bodies bursts open. a thick knot of purple vines and stalks emerges. a blood-dripping flower bud, the size of a human head, raises up from the wound. Moments later, it begins to shoot, just like the other plants.*

» The Reborn player places one Corpseplant token anywhere on the battlefield, face up. The battle continues.

58 *Corpseplants proved an effective weapon against unarmored Faceless. Many survived the battle, flowered and released small, spidery*

seeds that scattered in all directions, looking for new hosts. With so many battlefields around, these seeds quickly found something to root in. a week later, most of the province was covered in a deadly, purple overgrowth.

» Place the "Corpseplant Fields" sticker (B14) on the corresponding slot of the campaign map.

59 *"They're catching up with us, my lady," cried one of the Treemaids. The Oracle looked behind and winced. The putrid river of Faceless bodies was drawing close. They must have dealt with her diversion faster than expected. She had one choice left – make another one, sacrificing even more of her troops. She looked around, looking for volunteers. Vaershka was first to raise her hand.*

» Subtract 2 from the Reborn Forces counter. Disable the "Vershka, Bullrider Veteran" (B09) sticker.

60 *When the Faceless once again lost to the Reborn, leaving the battlefield littered with their maimed bodies, something changed. The mysterious force that had guided them so far and pulled them onwards was gone. They were left purposeless and lost. The Shatterer still had faint recollections of the plan they were supposed to carry out. With the rest of his forces, he assaulted the Motherforest, but he was repelled before he could remember what was he supposed to do there.*

The pitiful remnants of the herd headed back into the wastes, to feed on the dead – as all carrion eaters do.

» The Faceless player loses the campaign.

61 *The weapon of the forest witch is destroyed. We buried the carrier Treemaid deep in the stony earth, where spores will do no harm. We feast on other bodies, getting bigger and fatter. This was a good day.*

» Add 1 to the Faceless Evolution. Disable Sticker B15, "The Sowing".

62 *Nature does not give up. But even a force of nature has its limits. Iris was hunted down and slain by the Faceless, her last thoughts filled not with fear or pain, but with shame. She had failed. The weapon was lost. There was no other hope, as the remaining Reborn were too weak and too few to fight on. Soon, they were all engulfed by the Faceless herd, their bodies carried away to serve some dark purpose.*

» The Reborn player loses the campaign.

63 *a wall of flesh, wood, and bone that the Reborn raised around Iris was enough to keep the Treemaid alive. The Sowing had been saved – and it was ready to be used.*

» If there's no "Iris's doubts" sticker (B12) in the "Powers" section of the campaign map, place "The Sowing" sticker (B15) there. Add 1 to the Reborn Forces and move on to the next scenario.

» If the "Iris's doubts" sticker (B12) is present in the "Powers" section, read Script 64 instead.

64 *As the battle drew to a close, and the Oracle charged the remaining Faceless, Iris slipped away and hid behind an old, petrified log. Face buried in her arms, she started to sob. It wasn't supposed to be like that: her saviors slaughtered by the Oracle, every Faceless in the world attempting to kill her. After a moment she realized she was not alone in this hideout.*

"I saved your life, and you lied to me! You let your Oracle kill my friends. You smuggled a weapon that could destroy us," Twine hissed, raising her blade. "I came to make things even."

Iris didn't try to defend herself. She hung her head in shame, waiting for the blow that didn't come.

"Help me escape" Iris sobbed. "I don't want to be a weapon. I don't want to kill anymore."

» Twine and Iris escape the Oracle and journey on together far from this conflict. Place sticker B16, "Iris, Young Treemaid" and sticker B17, "Twine, Field Surgeon" on the corresponding slots of the campaign map. Disable sticker A32, "Twine, Field Surgeon".

» Disable sticker B15, "The Sowing" and place its second copy in the "Losses" section of the campaign map.

65 *Finally! a Faceless behemoth tears through the Reborn ranks and strikes Iris down, his blow smashing her into pieces and sending sharp splinters in all directions.*

It takes a moment for everyone to realize what just happened, and to notice the blue mist escaping from the Treemaid's maimed body. a moment later, vines erupt from the earth, catching Reborn and Faceless alike.

The Sowing has been sown.

» Place a small token on a hex where Iris had been killed. Until the end of battle, at the beginning of each turn, players place one small token each on the battlefield. The token has to be adjacent to one of the existing tokens and represents the spread of the Sowing.

» Every model, Shrine, Crystal Source or Reborn thicket that finds itself in a Space occupied by the Sowing is immediately destroyed. Any models adjacent to any Space with any Sowing tokens receive -1 ATT and -1 DEF.

» Disable sticker B15, "The Sowing" in the "Powers" section and place its second copy on the corresponding slot of the campaign map.

66 *This was a day the children of the forest would never forget. Within seconds they had lost both their weapon and their Oracle. She had to be evacuated from the battle on the back of a war-bull, her green blood leaving a trail leading back into the Motherforest. Without her presence, her forces scattered, abandoning the weaker, the slower, and the wounded to fend for themselves.*

» Subtract 3 from the Reborn Forces. Place sticker B18, "Wounded Oracle" in the "Losses" section of the campaign map.

From now on, the Oracle starts every battle with 1 fewer Endurance token.

» Disable sticker B08, "Aelis the Tree Tender" and sticker B15, "The Sowing".

67 *The Oracle looked around the battlefield to check if Iris was safe. She froze, a loud shriek leaving her lips. It couldn't be! Her weapon was barely standing; covered in wounds, dripping with resin. The Oracle knew her forces needed her support to win. But she also knew she couldn't let Iris die.*

The Reborn player chooses:

» The Oracle protects Iris with her own body: Read Script 68.

» The Oracle keeps on fighting: The battle continues.

68 *The Oracle decided the Sowing had to be protected at all costs. So many months of experiments, so many lives lost! Without a second thought, she wrapped herself around Iris, cradling the surprised Treemaid in her embrace. They would now live or die together.*

» Place the Oracle in ⬡⬡ contact with the Treemaid model. Until the end of this battle, the Oracle can't move, attack or counterattack. Faceless can't attack, wound or target the Treemaid in any way, as long as the Oracle remains alive. The battle continues.

69 *When she was a sproutling, Iris used to have a dream. She was running through the woods, trying hard to outpace a predator who – in the end – had been killing her every time. Now, this dream became a reality.*

Iris was hunted down and slain by the Faceless, her last thoughts filled not with fear or pain, but with shame. She had failed. The weapon was lost. She could only hope the Oracle and her sisters would find a new way to thrive.

So far, nature had always managed to do that. But in her last seconds, surrounded by the disfigured bodies of the Faceless, Iris doubted they could win this time.

» Disable sticker B15, "The Sowing" in the "Powers" section and place its second copy in the "Losses" section of the campaign map.

71 *These humans and their devices that throw sharp wooden stakes cause us a lot of pain. We need to adapt fast, even though it will cost much of our power.*

The Faceless player chooses one:

» Faceless adapt to storm the ridge: a group of warriors quickly enhances their bodies with climbing arms and jumping legs. They assault the ridge and slay many crossbowmen. Subtract 2 from the Faceless Evolution. The Sharpshooter barrage stops. If available, place the sticker A18, "Broken Verreden Banner" on the corresponding slot of the campaign map.

» Faceless adapt to survive the volleys: Armored plates ripped out from the dead

help protect against some of the bolts. From now until the end of battle, the Faceless player receives 1 point of damage due to human fire instead of 2. Subtract 2 from the Faceless Evolution.

» Faceless ignore human sharpshooters: The battle continues.

72 *No sound heralds their arrival. No one notices them until a barrage of crossbow bolts comes from nowhere, striking Reborn and Faceless alike.*

The famous Sharpshooters of Verreden were patrolling the far reaches of their province when they heard the sound of the battle. They drew close, noticed a small, human party trapped between two battling forces and intervened. Now, they fire volley after volley from the ridge overlooking the battlefield.

» Until the end of battle, at the beginning of each turn, Reborn and Faceless players distribute two points of damage any way they want among their opponent's models. The affected models have to perform a Defense roll equal to or larger than 5. If they fail, they receive a wound.

73 *The Oracle shields her head with her arm, missiles digging deep into thick bark under the skin. This hornet's nest, sitting at the top of the ridge and stinging her forces with sharp bolts, had done enough damage. She had to end it.*

The Reborn player chooses:

» The Oracle sends her riders to charge the crossbowmen: The cavalry goes around the ridge and charges up the slope. They receive a devastating, point-blank volley but smash into the humans, pushing many over the cliff. Disable the "Vershka, Bullrider Veteran" (B09) sticker. Crossbow volleys stop.

» The Oracle keeps her riders by her side: The battle continues.

74 *a sudden war cry rips through the air. a regiment of Verreden heavy infantry charges down the nearby ridge and joins the battle, trying to break humans out from between two fighting forces.*

» Both players take turns placing three small tokens each anywhere on the battlefield. The tokens represent Verreden heavy infantry. At the beginning of each turn, all tokens move one Space in the direction of the closest Faceless or Reborn model and try to come into ⬡⬡ contact with their target. If they are already adjacent to a Faceless or Reborn model, they deal 1 wound instead. If there are several eligible targets, choose one randomly. The battle continues.

75 *The Wanderer managed to escape, and shortly after, he reached the safety of Verreden, happy to finally be among his kin. Thanks to his return, the humans earned a new, powerful weapon. It was immediately transferred to Voelklingen refuge, where master smiths and arcanists could start their examination.*

» Both players lose this battle and carry on to the next scenario. Place sticker B19, "Ancient Cube" on the corresponding slot of the campaign map.

76 *The Oracle cradled the cube carefully between her slender fingers. She felt the item was ancient. Older than the Motherforest, older than humans, and certainly older than the Faceless. But if that's the case, how could the cube interact with them? Did it somehow learn to mimic their signals? Or was it the Faceless who evolved to use the same energies as the cube?*

The answer would require months of research – time she didn't have. She hid the cube and ordered her warband to head straight for the Motherforest. This long, grueling trek was at its end. It was time to return home.

» The Reborn player places sticker B19, "Ancient Cube" on the "Powers" section of the main campaign map.

77 *We captured the cube, but we could not destroy it. Blades would not pierce it. Blunt strikes would not fracture it. Finally, our Shatterer grabbed the cube and swallowed it. We felt his pain, as he staggered, grasping his belly. For a moment it seemed his body was dying. But then, he straightened, towering above us, his body overflowing with arcane energies.*

We evolve. We overcome. As always.

» Add 3 to the Faceless Evolution. The Faceless player puts sticker B19, "Ancient Cube" on the "Losses" section of the campaign map.

78 *The Oracle had no idea how the humans managed to lay their hands on an artifact of this power. But she adapted her plans. After all, adaptation was something her people were always proud of.*

She wanted to capture the cube and dissect its magic until she finds a way to cloak her forces from the Faceless. Unfortunately, this was not to be. In a bloody three-way battle, the cube was lost, carried away while so many of her warband were dying for nothing.

» Reduce the Reborn Forces counter by 2.

79 *We came close. We'd seen the cube in the hands of our enemies. We'd felt its strange vibration. And then it was taken away from us. We have receded; a silent wave of bodies returning into the hills. Our Shatterer thinks the cube will come back to haunt us someday. We must prepare against it, even at the cost of other adaptations.*

» The Faceless player removes three cards, including at least one Evolution Card, from his campaign deck.

81 *One Faceless breaks past the defenders and reaches the holy Tree. His putrid body presses against its trunk, and before Guards can drag it away, the unimaginable happens. The body starts to dissolve and merge with the Tree, metal barbs and blades growing deep into the bark, while Faceless blood soaks the wood and pushes on to reach the deepest roots.*

» Raise the Conversion counter by a number equal to the size of the base of the Faceless model that touched the Timeless Tree. Remove this model from battle. If it was a Berserker, immediately deploy a new Berserker as described in the Special Rules of the battle.

83 *Nearly all the Guards have died, but they've managed to defend their holy sanctuary long enough for reinforcements to arrive. It was too late for the Timeless Tree itself – it turned into an abomination, covered in pale wriggling limbs, metal spikes, and putrid flesh. However, this towering horror had little time to learn to control its new powers and do any real damage.*

» If at least 2 Reborn models survived the battle, add 1 to the Reborn Forces. Place sticker B21, "Sanctum Crystals" on the "Powers" section of the campaign map. From now on, the Reborn player starts each battle with one additional Crystal. Carry on to the next scenario.

85 *The captain of the Tree Guard clenched her fists. Despite the sacrifice of her warriors, the Faceless kept coming for the Tree. Her hand reached down to grab her war horn, but in the last moment, she hesitated. The signal would draw in every Reborn from other parts of the forest. They would certainly help them defend a bit longer, but they still wouldn't prevail against such numbers. Was it worthwhile to sacrifice every surviving Reborn just to delay Faceless a little?*

The Reborn player chooses:

» Call for help: Remove 2 from the Reborn Forces counter. At the beginning of next turn, deploy one additional Treemaid squad anywhere on the map.

» Fight alone to the end: The battle continues.

87 *We became the Tree and the Tree became us. We know the future and the past, just as well as the present. Our mind spreads its roots through the time. As soon as we tame this strange, new power, we will grow until nothing else remains.*

» Add 3 to the Faceless Evolution.

89 *When the Faceless assault subsided, the surviving Reborn wished they were dead. Beyond the wall of bodies, their Timeless Tree changed. Gone was the ageless oak, the pillar of the Motherforest and the source of their magic. In its place – an abomination, covered in pale wriggling limbs, metal spikes, and putrid flesh. The treetop waved, as the trunk lifted itself up, roots ripping out of the soil. Then, the Tree started walking, spreading terror throughout the forest.*

» Remove 2 from the Reborn Forces.

91 *Without the Timeless Tree, the Reborn forces scattered. Some froze in shock, some ran away, while others rebelled. In this moment, the Oracle was glad she kept her most dependable troops by her side.*

"Let's strike these wretches hard." Vershka clutched the reins of her mount. "Let's show we're not afraid."

"Good, sister," said Aelis. "Maybe the others will rally behind us."

Thunderstep sneered and replied:

"What others? Us three are more than enough."

» The Reborn player performs extra Move and Combat with his Treemaid, Blight Steed and Ancient Guard (in any order). Add 2 to the Reborn Forces. The battle continues.

93 *Drawing from the powers of both Faceless and Reborn, the Timeless Horror could – in time – become the most powerful being of this world. But now, still in its infancy, it fought hard to control its power. If called to support the Faceless, it could only do that at great cost.*

» From now until the end of the battle, during each of his Harvests the Faceless player may choose to reduce the Faceless Evolution counter by two and remove any model (excluding the Oracle) from the board, Banishing it into the twisting nether of the time streams.

» The model does not count as dead — set it on its squad card. During each Harvest, the harvesting player may place one of his Banished models back on the map, in ⬡⬡ contact with any other of his models. If a named champion is banished, and left off the map, she or he still counts as alive in future battles.

95 *It was all in vain. The Oracle's small force tore through their kin, right to the foot of the Tree. But before the Oracle managed to strike it, the Tree disappeared, its wriggling limbs vanishing into thin air. The Oracle immediately felt it elsewhere. The Tree floated down the timestream, seeding Faceless corruption into the future and the past alike.*

That's when she realized her mistakes doomed the entire world. The Tree didn't want her to defend it. It wanted her as far away from the Motherforest as possible. That's how the whole chain of events started: rebellious Warbeasts, an endangered war band. She was meant to step aside, and she was too slow to understand that. Was there anything she could do now? Part of her wanted to let despair set in; to sit and wait for death at the hands of the Faceless. But nature didn't know how to give up. Even in a most hostile soil, the seeds try to bloom. And so, the Oracle found a way.

If the Reborn player has the "Ancient Cube" (B19) sticker in the "Powers" section of the campaign map and meets at least one of two secondary conditions:

» "The Sowing" (B15) sticker is in the "Powers" section

» Reborn Forces counter is at 3 or higher, ...then go to Scenario 10a. Otherwise, go to Scenario 10b.

96 *It took a moment for the Oracle to realize she was not dead yet. Her mind clouded with pain, she could not grasp why the Faceless left he alive. And then, two hideous Bladebreeders lifted her from the ground and started carrying her towards the Timeless Horror. She barely had enough strength to scream, as her body was pushed into a pulsating mass of flesh, bark and wood. Dozens of blade-arms protruding from the Tree closed around her, drew her in, dismembered her and grafted parts of her to the trunk.*

Born from the Tree, she was now undone by it. What she couldn't see was the Faceless Shatterer behind her, preparing to do the same.

» The Faceless player wins the campaign! Read ENDING I.

98 *The battle raging in the heart of the Motherforest drew in most of the remaining Reborn. Including one Treemaid the Oracle never expected to see again. Eyadi! She was one of the carriers of the Sowing! The Oracle thought she had perished with the Aesha's warband, but somehow she must have made her way back home, achieving what Iris didn't.*

The Oracle felt a sudden rush of hope. If she still had the Sowing, maybe she could win after all..

» Disable "The Sowing" (B15) sticker in the "Losses" section of the campaign map and place its second copy in the "Powers" section. Disable the "Second Survivor" (B03) sticker on the map. Add 1 to the Reborn Forces. The battle continues.

101 *Both sides knew this battle would decide everything. The Oracle had no reason to retreat, and her last remaining warriors were steadfast and loyal. The Timeless Horror had no power to run, and the Faceless were determined to defend it at all costs. When the battle began, both forces charged at one another with reckless abandon.*

» From now until the end of battle, at the beginning of their Active turn, the Reborn player may decide to spend one Reborn Forces point to immediately perform extra Move and Combat with one of their squads.

» The Faceless player gains a similar ability. At the beginning of their Active turn, they may decide to spend one Faceless Evolution point to immediately perform extra Move and Combat with one of their squads.

» The battle continues

102 *The Guard Matriarch was one of the first Ancients born in the Motherforest. She never expected to be the last. One by one, the younger Guards perished before her eyes, ripped apart by the Faceless. The Matriarch's fury boiled until she could no longer contain herself and exploded with a bellowing, deafening roar that toppled the closest enemies.*

» Lay three Faceless models closest to the Ancient Guard on their back. They cannot attack or perform any actions, but they can become the target of Reborn attacks. When a Faceless player activates the toppled model, put it back up. The battle continues.

104 *Vershka patted her mount on the back. It was breathing heavily, thick blood covering its sides. She knew they could only make one more charge, and she wanted this charge to make a difference. Setting her eyes on the towering trunk of the Timeless Horror, she slowly turned her steed around.*

"Come on, boy," she whispered. "Let's check how tough it really is."

» Move the Blight Steed model into ⬡⬡ contact with the Timeless Horror. The Horror receives two wounds. The battle continues.

106 *Aelis tended the Timeless Tree when it was no higher than her knees. She'd witnessed five different Oracles emerge from its trunk, only to die in one war or another. She also knew many old, forgotten rites. Now, she decided to use them. Reaching deep into the soil, she found the dormant seeds of the Timeless Tree. She transferred her own life energy to awaken them. Small sproutlings emerged around the Timeless Horror, their magic slowing enemies to a crawl for several key seconds.*

» The Reborn player immediately receives an extra turn. The battle continues.

109 *Though both forces tried their best, the war didn't end there. The Oracle was too weak to push through the Faceless defense. The Timeless Horror was too young and confused to kill her. a small group of Reborn fled the dying Motherforest and hid in a remote sanctuary, protected from Faceless eyes thanks to the powers of the cube. There, they spent generations focused on a single goal: to create a new form of Reborn warrior powerful enough to destroy the Tree.*

» Carry on to Scenario 10b.

10B-1 *One hit was enough to split the putrid trunk right in the middle. The Oracle froze in surprise. Could this be so easy? Did the tree wither and grow weak over the years?*

Then, a giant paw reached out from the opening. a roar, one that the Oracle never expected to hear again, thundered through the air. Her long-forgotten nemesis, the Shatterer, emerged from the trunk more powerful than he has ever been – his flesh covered with thick bark, and young branches growing out of his back.

» Place the Shatterer in ⬡⬡ contact with the Timeless Horror, shift his squad card and replenish his Endurance tokens. As long as the Shatterer is alive, the Timeless Horror cannot be activated, wounded or killed. It can perform one of its Special Attacks any time you activate the Shatterer.

ENDING 1

We were the Faceless once. We were also Reborn. We were the Oracle. And we were the Shatterer. We were the Tree. And we were the Herd.

Now, we are everything. We float through the time streams, free to grow wherever and whenever we like. We have a plan – to start spreading in ages so long-forgotten or so distant that no one will know about our growth until we're too powerful to stop. Then, we'll slowly swallow other ages, converging upon the "now", until time itself loses any meaning and the only thing that remains is us.

Eternal. Unchanging. Perfect.

» **Place sticker B24-B, 'Timeless Horror' in slot B24 of the campaign map.**

Congratulations!

ENDING 2

The evening breeze lifted the ashes of the Timeless Tree and carried them deeper into the Motherforest, beyond mutilated trunks and burned-out branches. The Oracle kneeled and took some of this ash between the tips of her fingers. It smelled like death, still carrying the odor of putrid Faceless flesh. But it also smelled like rebirth.

The ashes of one plant help the other plants to grow. The forest fires bring light to small stalks, smothered under thick canopies. This was the cycle of nature.

The Oracle lost most of her forces and all of her power, but she was certain that – in time – everything would grow back. The children of the grove would rise, a little different, a little stronger and better adapted.

After all, they were already Reborn many times.

» **Place sticker B24-A, 'Timeless Tree' in slot B24 of the campaign map.**

Congratulations!

ENDING 3

As the last Reborn struck the Timeless Horror, piercing its thick flesh-bark and reaching the heart underneath, the Oracle felt her consciousness slipping away. The world turned black. An invisible torrent captured her, pushing the air out of her lungs.

And then she was back, warm sun on her skin, the whisper of the trees filling her ears. Too weak to stand, she sat down on a gnarled branch, under the green roof of the Motherforest. She knew that whatever she'd seen hadn't happened yet. It was a premonition. One of the possible futures. This one was much stronger than the others. But it was also so absurd she couldn't treat it seriously. The Timeless Tree colluding with the Faceless? Her own children betraying her? The battle at the end of time? No, it had to be a wild daydream. Nothing more.

The Oracle was about to stand up and leave when she felt something in her hand. She opened her palm, revealing a small piece of strange bark, cross-stitched with layers of rancid flesh.

A tainted memento of the future she thought impossible.

» **Place sticker B24-A, 'Timeless Tree' in slot B24 of the campaign map.**

Congratulations!

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