

## ***Bauhaus***

Bauhaus has a listening post in the area with a limited number of units available. There is also a small unit tactics school near by that can spare a few elite squads. The following forces are available to assist in the recovery of the Skulls.

1 Hussar Kapitan with HMG	62 <sup>nd</sup> Dresden Hussars <ul style="list-style-type: none"><li>• 30 Hussars</li><li>• 5 Sergeants</li><li>• 2 HMG Specialists</li></ul>	Dragoons <ul style="list-style-type: none"><li>• 5 Dragoons</li><li>• 1 Sergeant</li><li>• 1 RL Specialist</li></ul>
1 <sup>st</sup> Hamburg Ducal Militia <ul style="list-style-type: none"><li>• 30 Ducal Militia</li><li>• 5 Sergeants</li><li>• 2 HMG Specialists</li><li>• 1 GL Specialist</li></ul>	10 <sup>th</sup> Jaeger Recon Platoon <ul style="list-style-type: none"><li>• 10 Jaegers</li><li>• 1 Sergeant</li></ul>	Venusian Rangers <ul style="list-style-type: none"><li>• 5 Rangers</li><li>• 1 Sergeant</li><li>• 1 HMG Specialist</li></ul>

## ***Capitol***

Capitol has a small outpost in the area holding a limited Alpha Force. There are a small assignment of Special Forces units attached to the command. You may select from the following forces to assist in the recovery of the Skulls.

1 Heavy Infantry Capitan	6 <sup>th</sup> Heavy Rifle Platoon <ul style="list-style-type: none"><li>• 30 Heavy Infantry</li><li>• 5 Sergeants</li><li>• 2 HMG Specialists</li><li>• 1 RL Specialist</li></ul>	Rangers <ul style="list-style-type: none"><li>• 5 Rangers</li><li>• 1 Sergeant</li></ul>
4 <sup>th</sup> Light Rifle Platoon <ul style="list-style-type: none"><li>• 30 Light Infantry</li><li>• 5 Sergeants</li><li>• 3 LMG Specialists</li><li>• 1 GL Specialist</li></ul>	Free Marine Labor Platoon <ul style="list-style-type: none"><li>• 10 Free Marines</li><li>• 1 Sergeant</li></ul>	Assault Marines <ul style="list-style-type: none"><li>• 5 Assault Marines</li><li>• 1 Sergeant</li><li>• 1 HMG Specialist</li></ul>

## ***Cybertronic***

Cybertronic holds a small research and development laboratory hidden in the region. The following forces are available to assist in recovery of the Skulls.

1 Chasseur Hero	91 <sup>st</sup> Chasseurs <ul style="list-style-type: none"><li>• 30 Chasseurs</li><li>• 5 Sergeants</li><li>• 4 HMG Specialists</li></ul>	Atilla Cuirassiers <ul style="list-style-type: none"><li>• 4 Atilla</li></ul>
1 Chasseur RL Specialist		Machinators <ul style="list-style-type: none"><li>• 8 Machinators</li><li>• 1 LMG Specialist</li></ul>
1 Chasseur GL Specialist		
1 Scorpion		
People's Volunteers Lot 5682 <ul style="list-style-type: none"><li>• 30 Volunteers</li><li>• 5 Sergeants</li><li>• 3 LMG Specialists</li></ul>	10 <sup>th</sup> Shock Troopers <ul style="list-style-type: none"><li>• 10 Shock Troopers</li><li>• 1 Sergeant</li></ul>	

## ***Mishima***

Mishima has a limited land force in the area after diverting a military transport bound for Venus. The transport has touched down on Dark Eden and the following forces are available for the recovery of the Skulls.

1 Ronin Samurai Hero 1 Ronin GL Specialists	Bushido Samurai <ul style="list-style-type: none"><li>• 30 Samurai</li><li>• 5 Leaders</li></ul>	Hatamoto <ul style="list-style-type: none"><li>• 6 Hatamoto</li><li>• 1 Leader</li></ul>
Ashigaru Conscripts <ul style="list-style-type: none"><li>• 30 Ashigaru</li><li>• 5 Ronin Leaders</li><li>• 3 HMG Specialists</li></ul>	Tiger Dragons <ul style="list-style-type: none"><li>• 8 Tiger Dragons</li><li>• 1 Leader</li></ul>	
Ronin Samurai <ul style="list-style-type: none"><li>• 30 Ronin Samurai</li><li>• 5 Ronin Leaders</li><li>• 3 HMG Specialists</li></ul>	Crimson Devils <ul style="list-style-type: none"><li>• 5 Crimson Devils</li><li>• 1 Leader</li></ul>	

## ***Imperial***

Imperial had been tipped off to the discovery by Brotherhood contacts. A hastily prepared drop ship reached orbit in time to offer the following forces for the recovery of the Skulls.

1 Blood Beret Hero 1 Trencher GL	Wolfbane Commandos <ul style="list-style-type: none"><li>• 30 Commandos</li><li>• 5 Chieftains</li><li>• 4 HMG Specialists</li></ul>	Head Hunters <ul style="list-style-type: none"><li>• 8 Headhunters</li><li>• 1 Chieftain</li></ul>
3rd Army Regulars <ul style="list-style-type: none"><li>• 30 Regulars</li><li>• 5 Sergeants</li><li>• 3 HMG Specialists</li></ul>	Gold Lions <ul style="list-style-type: none"><li>• 8 Golden Lions</li><li>• 1 Sergeant</li></ul>	Berserkers <ul style="list-style-type: none"><li>• 6 Berserkers</li><li>• 1 Chieftain</li></ul>
3rd Army Trenchers <ul style="list-style-type: none"><li>• 30 Trenchers</li><li>• 5 Sergeants</li><li>• 3 HMG Specialists</li></ul>	Blood Berets <ul style="list-style-type: none"><li>• 8 Blood Berets</li><li>• 1 Sergeant</li><li>• 2 HMG Specialists</li></ul>	

## ***Brotherhood***

Brotherhood has sent a force from the Luna Home Guard to investigate this alarming report. The following forces are on the ground in anticipation of the battle to come.

1 Keeper of the Art 1 Elite RL Specialist 1 Elite GL Specialist 2 Crucifiers	Elite Troopers <ul style="list-style-type: none"><li>• 30 Elites</li><li>• 5 Sergeants</li><li>• 3 LMG Specialists</li></ul>	Fury Elite Guards <ul style="list-style-type: none"><li>• 5 Guards</li><li>• 1 Sergeant</li></ul>
Brotherhood Troopers <ul style="list-style-type: none"><li>• 30 Troopers</li><li>• 5 Sergeants</li><li>• 3 LMG Specialists</li></ul>	Pilgrims <ul style="list-style-type: none"><li>• 30 Pilgrims</li></ul>	Sacred Warriors <ul style="list-style-type: none"><li>• 5 Warriors</li><li>• 1 Sergeant</li></ul>

## **Dark Legion**

The Dark Legion has a number of Citadels on Dark Eden, but most are far from the location of the Skulls battle. The following forces have been assembled for the recovery of the Skulls.

### **Horde Troops**

1 Golem of Darkness  
1 Praetorian Stalker

Undead Legionnaires

- 60 Legionnaires
- 5 Necromutants

Necromutants

- 30 Necromutants
- 5 Centurions

### **Cult Troops**

1 Necromagus

Acolytes

- 30 Acolytes
- 5 Initiate Leaders
- 3 HMG Specialist

Initiates

- 30 Initiates
- 5 Sacristans

Sacristans

- 5 Sacristans
- 1 Destroyer
- 1 HMG Specialist

Destroyers

- 5 Destroyers
- 1 Sergeant

### **Algeroth**

1 Nepharite  
1 Infernal Corroder  
1 Gomorrian Emasculator  
1 Carnal Harvester

### **Demnogonis**

1 Nepharite

Blessed Legionnaires

- 24 Legionnaires

Last Ritesmen

- 24 Ritesmen

Kadavers

- 8 Kadavers

Cairath

- 16 Cairaths

### **Illian**

1 Nepharite with Blade

Children of Illian

- 36 Children
- 3 Scions

Scions of Illian

- 16 Scions

Templars

- 5 Templars
- 1 High Templar

### **Muawijhe**

1 Nepharite

Karnophages

- 24 Karnophages

Screaming Legionnaires

- 24 Legionnaires

### **Semai**

1 Nepharite with Blade  
2 Callistonian Intruders  
1 Eonian Justifier

Heretic Legionnaires

- 24 Legionnaires

Rules Note: For purposes of this event, the following interpretation of the Dark Legion buying criteria will be observed:

1. Horde Buying Criteria
  - You may never have more greater squads than lesser squads.
  - You may never have more horde individuals than horde squads.
2. Cult Buying Criteria
  - You may never have more greater squads than lesser squads.
  - You may never have more cult individuals than cult squads
3. Apostle Specific Buying Criteria
  - You may never have more greater squads than lesser squads.
  - In order to purchase an apostle individual, you must have either a horde, cult, or apostle squad that has not been used to buy another horde, cult, or apostle individual.

## **Tribes**

Being that the Tribes live on Dark Eden, any and all models from Tribes armies may be selected. If you chose to play one of the five mega-corporations, you may take up to 33% of your army as Tribal mercenaries. Brotherhood and Dark Legion do not employ Tribes mercenaries.