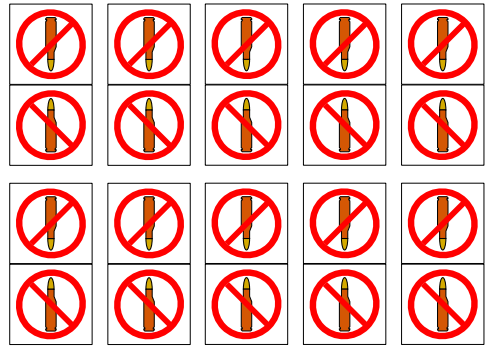
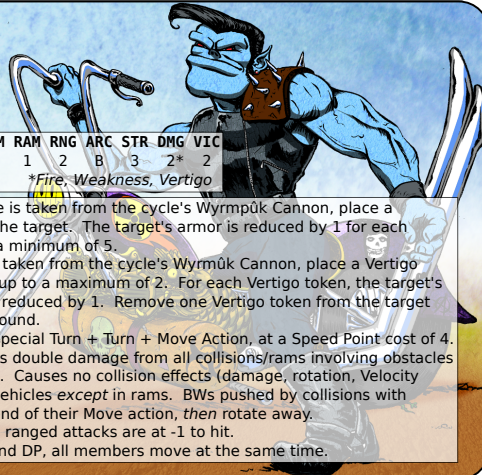


- Horde can use any Velocity 1-3; Horde EH=2
- If half the Horde or more is lost, flee
- Turn (use Torqued double-Turn if necessary) toward exit of Scenario
- Move
- If a Move will result in a collision, make the smallest possible safe turn to avoid it.
- If Target (closest visible enemy within 5R) is within 4R, within B Arc, and its Wyrmpük Cannon hasn't been fired this round, fire on target using maximum Vice available (up to 3).
- If Target > 2R away, Chase
- Move
- Turn (use Torqued double-Turn if necessary) toward Target if not facing it
- If Target <= 2R away, Pace
- Turn (use Torqued double-Turn if necessary) to heading that parallels Target while maintaining distance of ~2R if not on that heading
- Move
- Follow Path of Destruction
- Turn toward Path if not on it
- Turn to move along path if not headed that way
- Move



THE PLAGUE



REF	SPD	HND	D.P	ARM	RAM	RNG	ARC	STR	DMG	VIC
4	5	4	5	5	1	2	B	3	2*	2

*Fire, Weakness, Vertigo

Weakness: If damage is taken from the cycle's Wyrmpük Cannon, place a Weakness token on the target. The target's armor is reduced by 1 for each Weakness token, to a minimum of 5.

Vertigo: If damage is taken from the cycle's Wyrmpük Cannon, place a Vertigo token on the target, up to a maximum of 2. For each Vertigo token, the target's Effective Handling is reduced by 1. Remove one Vertigo token from the target at the start of each round.

Torqued: May use a special Turn + Turn + Move Action, at a Speed Point cost of 4.

Bantamweight: Takes double damage from all collisions/rams involving obstacles and non-BW vehicles. Causes no collision effects (damage, rotation, Velocity change) to non-BW vehicles except in rams. BWs pushed by collisions with non-BW vehicles to end of their Move action, then rotate away.

Quick: Enemies using ranged attacks are at -1 to hit.

Horde: Shared Vice and DP, all members move at the same time.

