



FOR WHAT REMAINS  
- OUT OF THE BASEMENT -



ORDER

# ORDER OF THE NEW DAWN



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

**— Order Nethermancer**

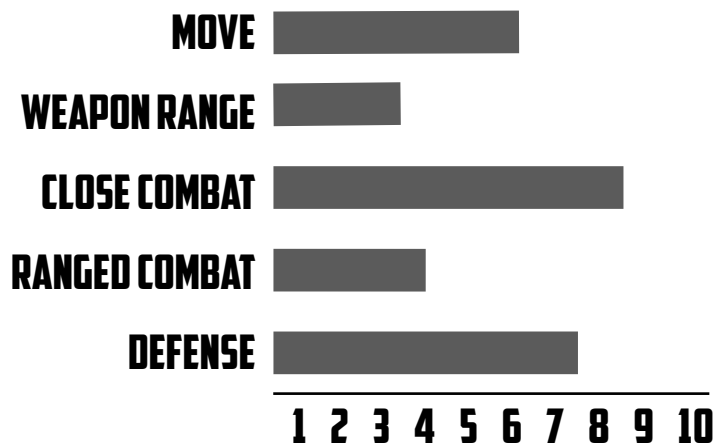
**“From earth we were born, to earth we will return. But until that time, we will defend our homes. We will never surrender.”**

**— Erthen Geomancer**

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

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

## ATTRIBUTE RATINGS OVERVIEW



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

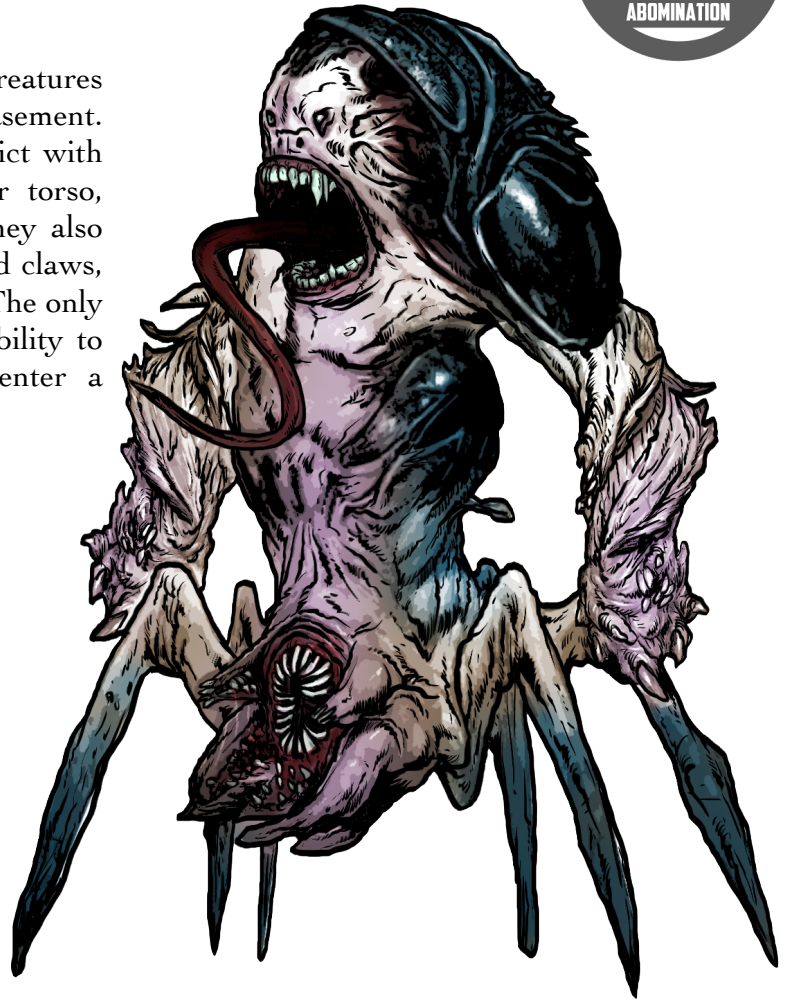
Although inhabitants of the Basement rarely form alliances on their home world, necessity has forced Nether-beasts that live on Earth to band together under the banner of the Order. Nethermancers lead the faction’s squads, commanding the lesser intelligent beings to do their bidding. Some chimera who have all but lost their humanity also join the ranks of the Order. They are called the Fallen.

# ABOMINATION



## Classification: Nether

Abominations are massive, monstrous creatures that originate in the deepest parts of the Basement. They are named for the damage they inflict with the massive maw located on their lower torso, which is filled with razor-sharp teeth. They also have unmatched physical strength, serrated claws, and near impenetrable armor-plated hide. The only drawback of the abomination is their inability to distinguish friend and foe when they enter a frenzied state.



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

For a full description of the Huge ability, reference the For What Remains rulebook, p. 21.

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

The Abomination must use the Horrid Maw ability when making a Close Combat attack. The Abomination cannot make a normal Close Combat attack. The Abomination makes a separate Close Combat attack against each adjacent character, including allies. Resolve the effects of each attack before moving to the next.

## Cannibalize: Special (Passive) [ V / E ]

If the Abomination injures an adjacent **Nether** ally, the Abomination can flip its own counter from injured to healthy.

# CARNAGE



**Classification:** Nether

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



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

The Carnage can make a Close Combat attack and add one die for each ally adjacent to the target of the attack.

## Bloodthirst: Close Combat [ V / E ]

The Carnage can injure an adjacent **Nether** ally and then make two Close Combat attacks. The attacks can be against the same or different targets. Resolve the effects of the first attack before making the second.

# FALLEN



**Classification:** Nether / Human

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



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

When the Fallen injures an **Animal**, **Human**, or **Nether** target with a Close Combat attack, it can flip its own counter from injured to healthy.

**Charge: Move-Close Combat [ R / V / E ]**

The Fallen can Move and then make a Close Combat attack. The Fallen cannot Move and make a Close Combat attack against a character it started its turn adjacent to.

**Shadowmeld: Defense (Passive) [ V / E ]**

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

# NETHERMANCER



## Classification: Nether

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



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

The Nethermancer must use the Transfer Life ability when making a Ranged Combat attack. The Nethermancer cannot make a normal Ranged Combat attack. This ability can be used by the Nethermancer to target its allies, but a Ranged Combat attack roll is still required. If the attack is successful, the target is injured and the Nethermancer flips the counter of any **Nether** character within Weapon Range and line of sight from injured to healthy. If there was no injured Nether character within Weapon Range and line of sight, the Nethermancer cannot use this ability. The Nethermancer cannot use this ability to flip the counter of a Nethermancer (to include itself). This ability has no effect against **Mechanical** characters.

## Nethergate: Special [ V / E ]

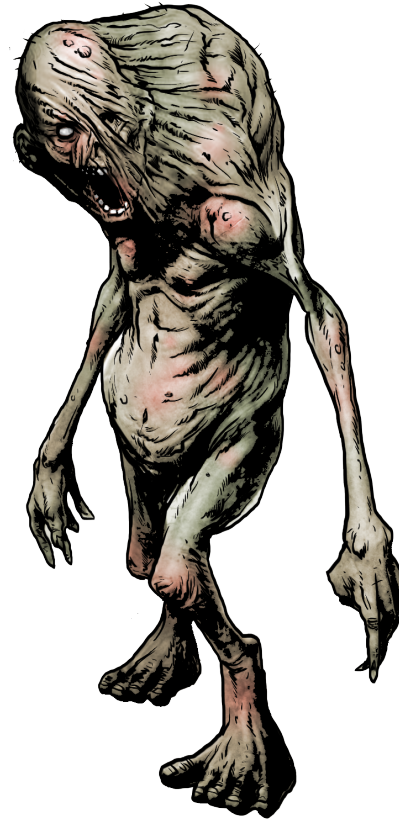
The Nethermancer can place a Thrall with a designator that matches the Nethermancer within Weapon Range and line of sight, but the Nethermancer takes an injury. The Thrall that is placed is the same level as the Nethermancer, prior to any adjustment to the Nethermancer's level for being injured. On future turns, whenever the Nethermancer's action token is drawn, the Thrall may first take an action if it begins its action within Weapon Range and line of sight of the Nethermancer. The Thrall can still take actions before the Nethermancer, even if the Nethermancer becomes a Recruit. If a Thrall is defeated, the Nethermancer can place it back on the battleground by using this ability again.

# THRALL



## Classification: Nether

Thralls are mindless creatures who live only to serve their Nethermancer masters. They are slow, lumbering brutes. They can also inflict pain on themselves to temporarily increase their raw physical strength.



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

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

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

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

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

The Thrall can add one die to a Close Combat attack by taking an injury. The Close Combat attack is made before the effects of the injury take place.

# WRAITH



**Classification:** Nether

Wraiths are mysterious creatures that roam the battlefield, seeking out the weak-willed and targeting them with their terrifying gaze. Wraiths are named for their mist-like, incorporeal form that allows them to travel unimpeded through any type of terrain, while also making them extremely difficult to hurt.



**Terrify Marker**

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

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

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

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

## Terrify: Ranged Combat [ V / E ]

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