



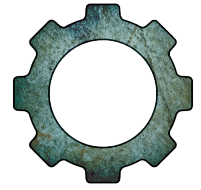
FOR WHAT REMAINS

— STREETS OF RUIN —



COMBINE

COMBINE



“We serve to uphold the laws and freedom of our people, sacrificing ourselves so that our children will have a just future.”
— Combine Commander

“The Combine commits atrocities and then claims their actions are just and for the betterment of mankind.”
— Freeman Rebel Leader

The Combine draws its name from the joint military force established by many nations of Earth in order to battle the Order of the New Dawn. This military force was called the Combined Forces of the World Alliance or the Combine Corps. Today the Combine rules over much of the remnants of humanity. It relies on martial law in order to keep the peace, ensure justice, and provide defense against factions such as the Freeman and SoL.

The Combine’s chief goal is the survival of mankind, no matter the cost. To that end, the Combine is dedicated to the eradication of the Erthen and the Order of the New Dawn.

ATTRIBUTE RATINGS OVERVIEW



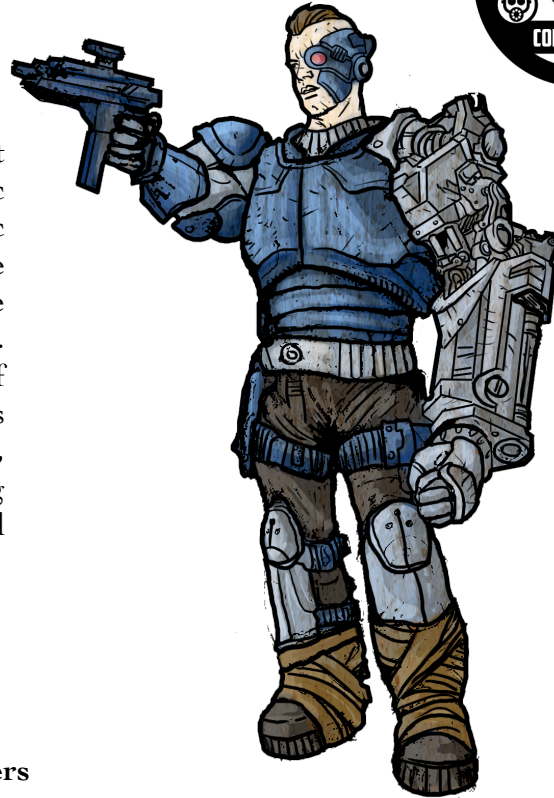
The Combine is broken down into a rigid military structure. Its forces consist of cyborgs who direct an army of Armored Robotic Manned Systems (ARMS) and Autonomia against the Combine’s enemies. The Combine prefers not to include humans in its forces because of the harm that may come to them.

COMMANDER



Classification: Human / Mechanical

Cyborgs that serve in the Combine are drawn from humans who have been injured and cannot be healed without extensive cybernetic enhancements. As payment for their cybernetic enhancements, these cyborgs serve on the battlefield. The cyborgs are viewed with the utmost respect by the people of the Combine. Cyborg commanders are drawn from the best of the Combine's cyborg soldiers. They lead squads into combat with their battle management system, which consists of a backpack used for receiving and processing information and a specialized helmet for visualization.



Enhance Accuracy and Enhance Range Markers

Enhance Accuracy: Special [R / V / E]

Place the Enhance Accuracy marker on the Commander. The marker stays in place until the Commander uses Enhance Range, swapping the Enhance Accuracy marker for the Enhance Range marker. While the Enhance Accuracy marker is on the Commander, the Commander can give a bonus Ranged Combat die to all allied **Mechanical** characters that begin their turn within the Commander's Weapon Range and line of sight. The Commander must be of an equal or higher level than the affected characters for them to receive the bonus. This enhancement cannot be used in conjunction with Dual Strike and Flamethrower. The enhancement from this ability can be used in conjunction with Enhance Range and Weapon Sensors. The effects of this ability are not cumulative.

Enhance Range: Special [R / V / E]

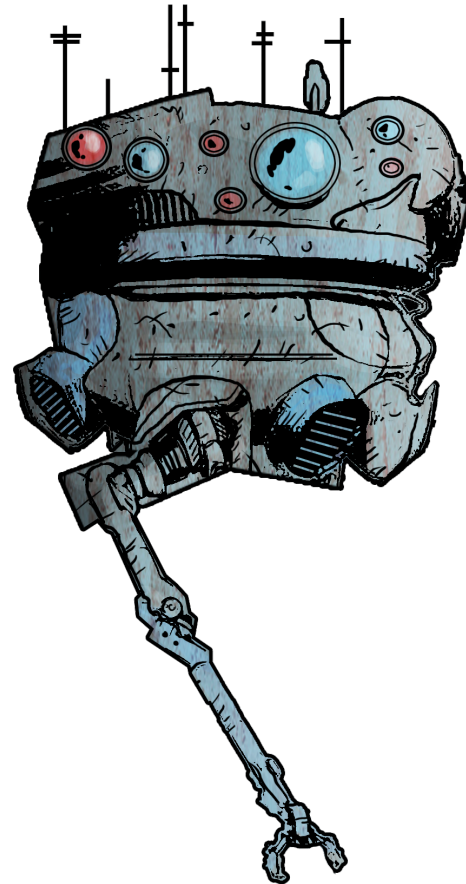
Place the Enhance Range marker on the Commander. The marker stays in place until the Commander uses Enhance Accuracy, swapping the Enhance Range marker for the Enhance Accuracy marker. While the Enhance Range marker is on the Commander, the Commander can give a +1 Weapon Range to all allied **Mechanical** characters that begin their turn within the Commander's Weapon Range and line of sight. The Commander must be of an equal or higher level than the affected characters for them to receive the bonus. This enhancement cannot be used in conjunction with Dual Strike and Flamethrower. The enhancement from this ability can be used in conjunction with Enhance Accuracy and Weapon Sensors. The effects of this ability are not cumulative.

HARPI



Classification: Mechanical

Hovering Autonomy Repair Photo-reconnaissance and Intelligence (HARPI) systems provide surveillance of the battlefield. They are equipped with electro-optical and infrared imaging systems and navigation guidance packages, which provide real-time situational awareness to commanders. Autonomy are — as their classification suggests — autonomous entities. They have artificial intelligence and operate without direct human interaction. The Combine does not equip Autonomy with lethal weapon systems. HARPIs can also perform basic repairs to themselves and other cyborgs and ARMS on the battlefield.



Hover: Move [R / V / E]

The HARPI can Move through Difficult, Elevated, and Water Terrain with no increase to Move cost.

Repair: Special [R / V / E]

The HARPI can flip an adjacent allied **Mechanical** character's counter or its own counter from injured to healthy.

Surveillance: Special [V / E]

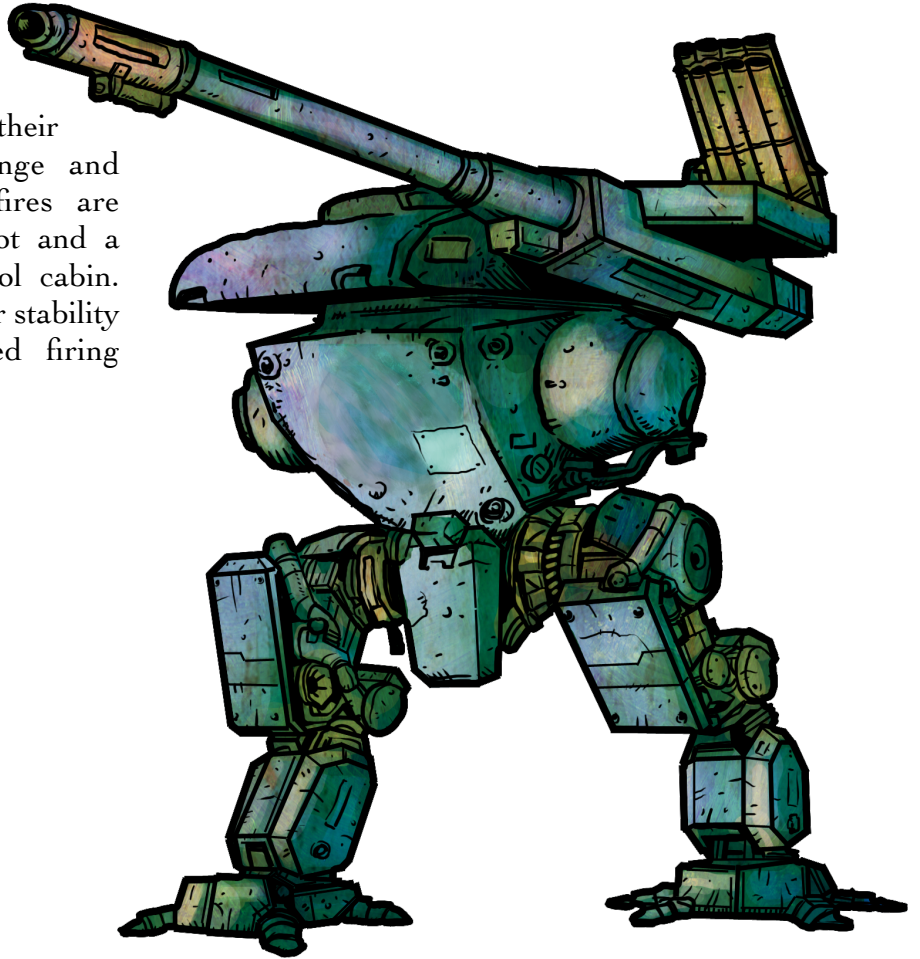
When the HARPI uses the Surveillance ability, draw three Action Tokens, choose one to activate for the next action in the round, and then shuffle the other two back into the Action Bag.

HELLFIRE



Classification: Mechanical

Hellfires serve as the heavy artillery for the Combine. They are armed with an electromagnetic railgun with an integrated power supply. Hellfires suffer from poor speed, but their railguns have extremely long range and deliver devastating damage. Hellfires are guided by two cyborgs — a pilot and a weapons officer — from the control cabin. Hellfires can be deployed so that their stability and positioning provides improved firing solutions for the weapons officer.



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

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

Dual Strike: Ranged Combat [V / E]

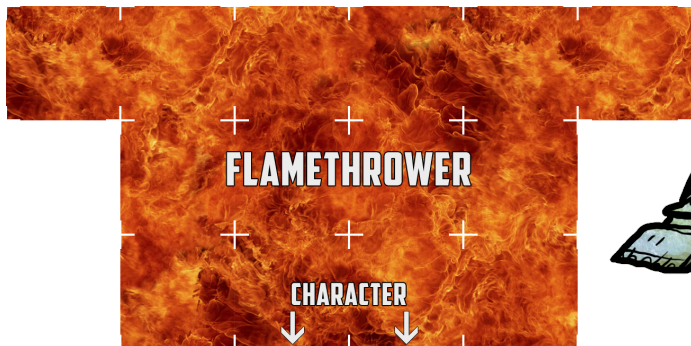
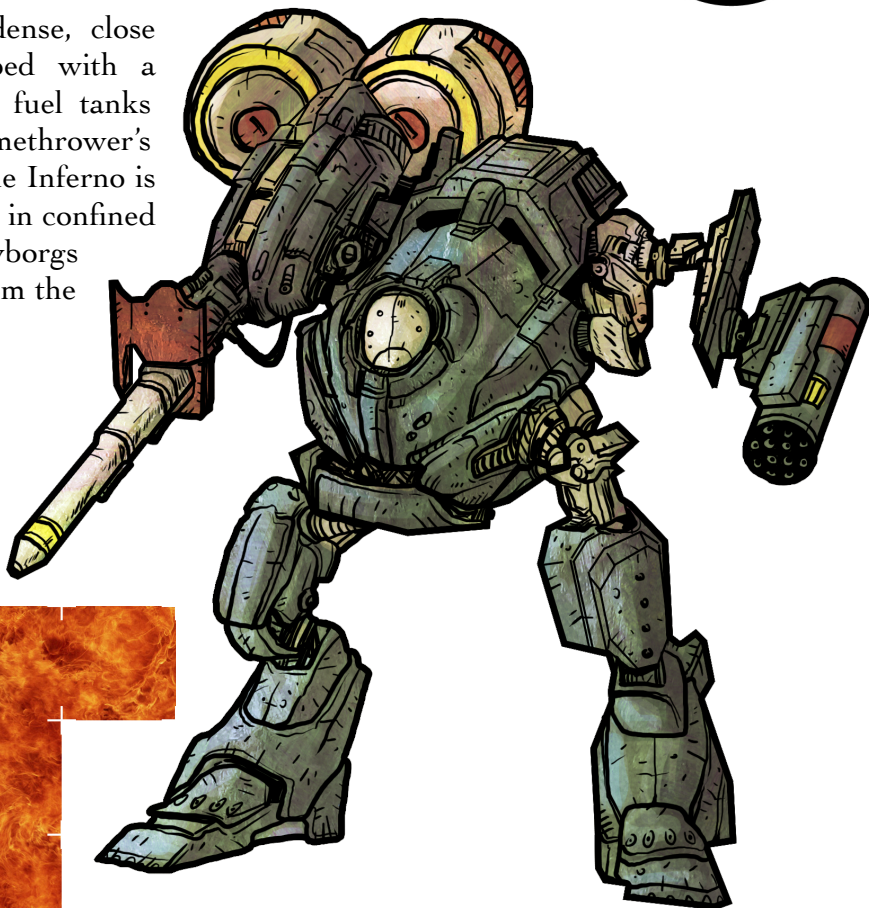
The Hellfire can make two Ranged Combat attacks. The attacks must be against two different targets. Resolve the effects of the first attack before making the second.

INFERNO



Classification: Mechanical

Infernos provide heavy support to dense, close combat situations. They are equipped with a flamethrower, which consists of twin fuel tanks (one nitrogen, one petrol) and the flamethrower's gun system. The primary purpose of the Inferno is to engage large numbers of combatants in confined spaces. Infernos are guided by two cyborgs — a pilot and a weapons officer — from the control cabin.



Flamethrower Template

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

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

Flamethrower: Ranged Combat (Area Attack) [R / V / E]

The Inferno must use the Flamethrower ability when making a Ranged Combat attack. The Inferno cannot make a normal Ranged Combat attack. Place the entire Flamethrower template within Weapon Range and place the two designated spaces along any side of the Inferno. If the template covers more than one elevation, choose which elevation level is affected before rolling attacks. All of the template's spaces in line of sight to the Inferno and on the chosen elevation are affected.

INFERNO / FLAMETHROWER EXAMPLE



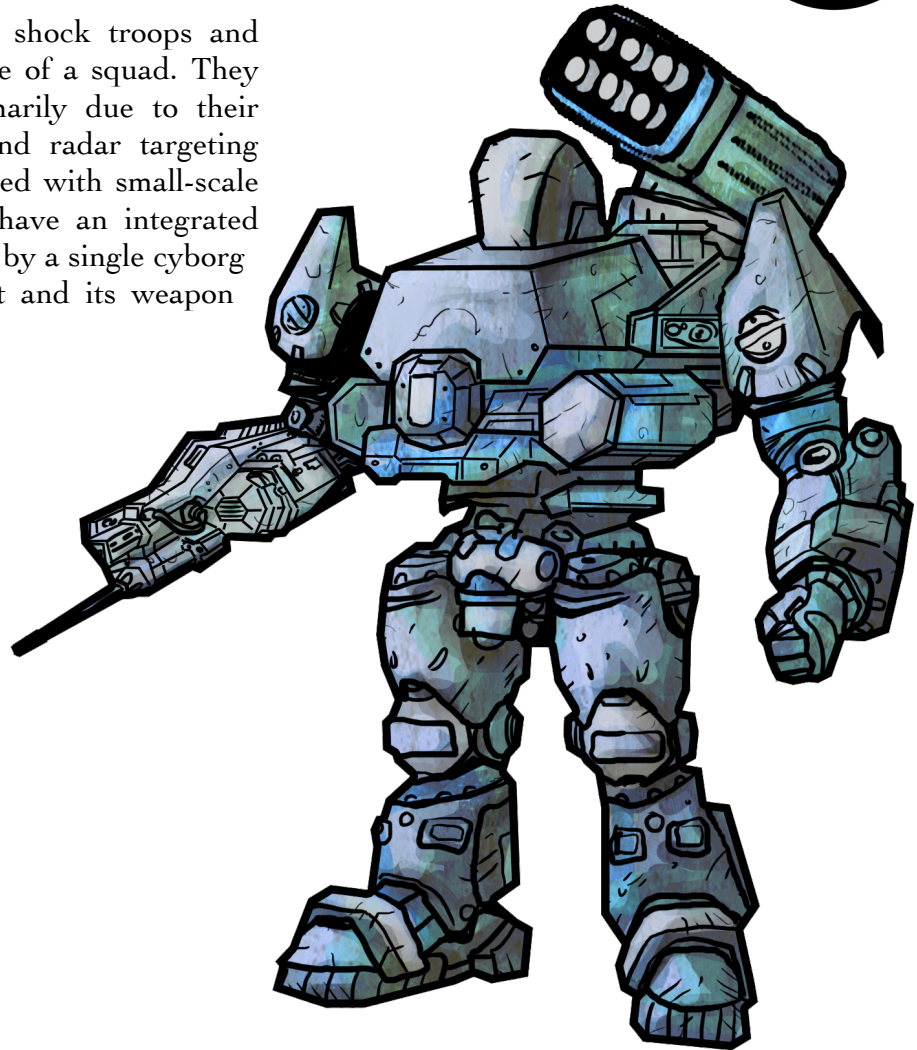
The Inferno places the Flamethrower template by aligning the template's two "Character" spaces alongside the Inferno counter. The entire Flamethrower template is now within the Inferno's Weapon Range. The Inferno chooses to target the lower elevation level, so the Grenadier on Elevated Terrain is unaffected. The Rebel Leader is also unaffected, because the Elevated Terrain blocks the Inferno's line of sight. The Inferno would now make a Ranged Combat attack against the Medic and a separate Ranged Combat attack against the Scout.

VANGUARD



Classification: Mechanical

Vanguards are the Combine's shock troops and typically serve as the backbone of a squad. They excel in ranged combat, primarily due to their sophisticated hyper-spectral and radar targeting sensors. Vanguards are equipped with small-scale electromagnetic railguns that have an integrated power source. They are guided by a single cyborg that controls the powered suit and its weapon systems.



Weapon Sensors: Ranged Combat [R/V/E]

After the Vanguard makes a Ranged Combat attack, you can re-roll any 1's that were rolled one time each.