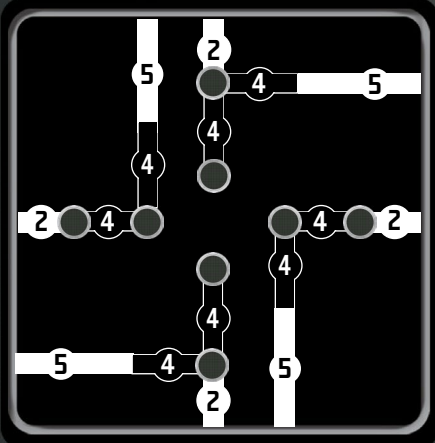


EXTRACT THE AGENT MISSION CARDS

KEY OPERATION: EXTRACT THE AGENT



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KEY OPERATION: EXTRACT THE AGENT



KEY OPERATION BRIEFING

An important agent, in possession of valuable information, fears their cover has been blown and they need an immediate extraction. The Aggressor is attempting to retrieve the agent and safely extract them. The Sentinel is attempting to stop their escape!

KEY OPERATION SPECIAL RULES

Target the Leaders

When a Supporting Unit becomes Wounded, the opposing player does not add a Momentum token to or remove a Momentum token from the Struggle Tracker.

The Agent

The Agent is represented by a token, but you may also represent it with a miniature from your collection that is on a 40mm base. If you choose to represent the Agent with a miniature, treat that miniature's base as the Agent token. The Agent is not a character or a Unit and is neither friendly nor enemy to any player. The Agent moves like a character but only as described by the **Moving the Agent** and **This Isn't What I Signed Up For!** special rules. When measuring or moving, treat the Agent token as if it was a character's base.

Players can contest and control the Agent as if it were an Active objective, with the exception that, if there is ever a tie for control of the Agent (such as when no characters are contesting the Agent), all Control tokens are removed from the Agent. When determining control of the Agent, measure the distance of each character from the edge of the Agent token.



Moving the Agent

At the end of each of the Aggressor's Turns, the Agent moves:

- If the Aggressor controls the Agent, it may → or ↑. The Aggressor resolves this move.
- If the Sentinel controls the Agent, it may ↔. The Sentinel resolves this move.
- If no player controls the Agent, it may ↔. The Aggressor resolves this move.

This Isn't What I Signed Up For!

When an allied Unit within ⊙2 of the Agent becomes Wounded, after the effect is resolved, the Agent may ↔. The opposing player resolves this move.

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KEY OPERATIONS

EXTRACT THE AGENT MISSION CARDS

STAGE I - RELEASING THE CLAMPS



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STAGE I - RELEASING THE CLAMPS



SETUP

Place the Lockdown Tracker next to the Struggle Tracker. Then mark objectives with Priority Objective tokens, as indicated by the mission map. After all squads have been deployed, the Sentinel puts the Agent token on the battlefield touching any part of the Objective token indicated on the mission map.

Overview

The Aggressor must free the Escape Ship from the Docking Clamps so the Agent can escape, while the Sentinel works against them to put the base on Lockdown.

SPECIAL RULES

Docking Clamps

Objectives not marked with Priority Objective tokens are Docking Clamps.

Security Consoles

Objectives marked with Priority Objective tokens are Security Consoles.

Disabling the Docking Clamps

At the end of each of the Aggressor's Turns, the Aggressor may attempt to disable a Docking Clamp.

If they do, they choose one of the following:

- If the Agent is within Ⓜ2 of an Active Docking Clamp the Aggressor controls, set that Docking Clamp to its Inactive side. If a Docking Clamp was set to its Inactive side in this way, roll 3 Defense Dice. If the roll contains one or more Ⓜ results, remove a Damage token from the Lockdown Tracker.
- Choose one Docking Clamp the Aggressor controls that has one or more allied characters contesting it. Roll 3 Attack Dice. If the roll contains one or more Ⓜ results, set the chosen Docking Clamp to its Inactive side.
- Choose a Docking Clamp the Aggressor contests but does not control. If the Agent is within Ⓜ2 of the chosen objective, Roll 3 Attack Dice. If the roll contains one or more Ⓜ or + results, set the chosen Docking Clamp to its Inactive side.



Lockdown Tracker

At the end of each of the Sentinel's Turns, count the number of Security Consoles controlled by the Sentinel. Then place an equal number of Damage tokens on the Lockdown Tracker, if able, stopping when all spaces on the tracker are filled. Then, if all spaces on the Lockdown Tracker are filled, the Defender adds 1 Momentum to either side of the Struggle Tracker and removes all tokens from the Lockdown Tracker.

End of Stage

- At the end of each of the Aggressor's Turns, if all eligible spaces of the Struggle Tracker are filled with Momentum, the game ends and the Sentinel wins by Countdown. The Aggressor's forces are scattered, and the base is put on total Lockdown, preventing any escape. It's only a matter of time before the Agent is captured.
- At the end of any Turn, if there are 1 or fewer Active Docking Clamps, the Stage is successfully completed, and the Agent boards the ship. The Aggressor may remove one Momentum from each side of the Struggle Tracker, then proceed to Stage II - It's Time to Leave!

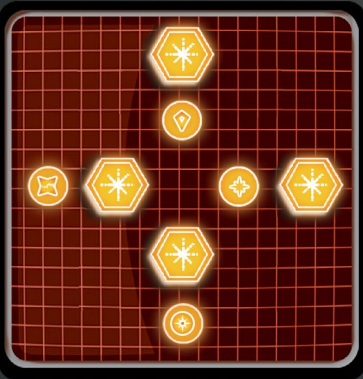


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KEY OPERATIONS

EXTRACT THE AGENT MISSION CARDS

STAGE II - IT'S TIME TO LEAVE!



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STAGE II - IT'S TIME TO LEAVE!



SETUP

If the Agent is within Ⓞ2 of an objective not marked with a Priority Objective token, mark that objective with the Escape Ship token. Otherwise, roll 1 Attack Die and place the Escape Ship token on the objective that matches the symbol rolled, as indicated on the mission map, above. Then place the Escape Ship Armored Target card, and the Cargo Bay card next to the Lockdown tracker, then fill in all empty spaces on the Lockdown Tracker with Damage tokens and remove the Agent from the battlefield.

Overview

The Agent leaps to the helm of the Escape Ship in a desperate bid to escape. As the ship takes off, it is halted by the powerful grip of a tractor beam. The Aggressor's strike team races to break the tractor beam's grip that is dragging the Escape Ship right where the Sentinel wants it. The Sentinel's strike team rushes forward to cripple the ship and thwart the escape.

SPECIAL RULES

Security Consoles

Objectives marked with Priority Objective tokens are Security Consoles.

Landing Zones

Objectives not marked with Priority Objective tokens are Landing Zones.

Escape Ship

The Landing Zone marked with the Escape Ship token is the Escape Ship. The Escape Ship can be attacked, but only as described by the **Blast 'em** special rule.



Accessing the Security Console

At the end of every Turn, resolve an effect determined by the Active player:

- If it is the end of the Aggressor's Turn and the Unit that just activated is contesting a Security Console, they roll 3 Attack Dice, plus an additional 2 Attack Dice if the Aggressor controls that Security Console. For each Ⓞ and ✦ result in the roll, remove a Damage token from the Lockdown Tracker. Then, if the Lockdown Tracker has no Damage tokens on it, remove it from play.
- If it is the end of the Sentinel's Turn, they roll 1 Attack Die for each Security Console they control. For each ✦ result in the roll, place a Damage token on the next open space of the Escape Ship Armored Target card.

Blast 'em!

At the end of each of the Sentinel's Turns, after determining control of objectives, one character in the Unit that just activated may make an attack targeting the Escape Ship. A character may make a ✕ attack targeting the Escape Ship it is contesting. A character may make a ✨ attack targeting the Escape Ship if that character is not Engaged and if the Escape Ship is within Ⓞ of its ✨ attack and in that character's LOS:

- When the Escape Ship defends against an attack, the Aggressor makes the defense roll, using the Escape Ship's ✨ or ✕ Defense stat and Ⓞ Expertise Chart. Damage and effects from the attack are applied to the Escape Ship.
- The Escape Ship is an Armored Target and suffers damage as described in the Key Operations base rules.

When this attack is resolved, if all the spaces on the Escape Ship Armored Target Card are filled, remove all ✨ tokens from the Escape Ship Armored Target card and the Sentinel may add 2 Momentum to either side of the Struggle Tracker.

Embarking

At the start of each of the Aggressor's Turns, before revealing an Order Card, one allied Unit may Embark on the Escape Ship.

Choose an allied Unit. If every character in that Unit is within Ⓞ2 of the Escape Ship, the Unit may Embark. Place each character in that Unit on the Cargo Bay Card. While all characters in a Unit are on the Cargo Bay Card, that Unit is Mounted Infantry.



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KEY OPERATIONS

EXTRACT THE AGENT MISSION CARDS

STAGE II - IT'S TIME TO LEAVE!



Mounted Infantry

Characters in this Unit cannot move or be moved for any reason unless they are Dismounting. While this Unit is not activating, characters in this Unit are considered not within Ⓢ5 and outside of LOS by all characters.

At the start of this Unit's activation, before resolving any other effects, it must choose to Dismount or to provide Covering Fire.

- **Dismount:** Place each character in the activating Unit within Ⓢ1 of the Escape Ship.
- **Covering Fire:** Until the end of the Turn, when you would measure Ⓢ or LOS to or from a character in this Unit, instead measure from the Escape Ship. Characters in the Unit cannot be Engaged.

Taking Flight

At the beginning of each of the Aggressor's Turns, after Embarking, the Escape Ship moves to a Landing Zone determined as follows.

- If there are 5 Damage tokens on the Lockdown tracker, the Defender chooses a Landing Zone.
- If there are 3 - 4 Damage tokens on the Lockdown tracker, roll an attack die. The Landing Zone indicated on the mission map becomes the chosen Landing Zone.
- If there are 0 - 2 Damage tokens on the Lockdown tracker, the Attacker chooses a Landing Zone.

Mark the chosen Landing Zone with the Escape Ship token.

Mad Dash

At the end of each of the Aggressor's Turns, they choose an allied character. The chosen character may → Toward the Escape Ship.



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STAGE II - IT'S TIME TO LEAVE!



End of Stage

- At the end of the Aggressor's Turn, if all eligible spaces of the Struggle Tracker are filled with Momentum, the game ends and the Sentinel wins by Countdown. The Aggressor has been successfully repelled! The Sentinel maintains the integrity of their secrets by capturing the Agent. Their efforts will continue unhindered.
- At the end of the Aggressor's Turn, if the Lockdown Tracker has been removed from play and if one or more characters in allied Units are contesting the Escape Ship or are Mounted Infantry, the Aggressor may choose to Evacuate. If they do, for each of the Aggressor's Units that has all its characters within Ⓢ2 the Escape Ship, that Unit immediately Embarks. Then count the number of Mounted Infantry Units in the Aggressor's strike team.
- **1 - 3: Defeat:** The Agent escapes, but the cost was too great.
- **4 - 5: Mournful Victory:** The strike team and the Agent escape. Remember the fallen. They are heroes!
- **6: Major Victory:** The entire strike team and the Agent escape. The Aggressor carries the day! Minimum casualties, maximum results. Their superiors will be impressed.



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KEY OPERATIONS

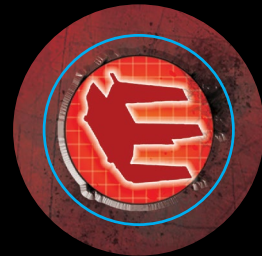
EXTRACT THE AGENT TRACKERS



AGENT TOKEN



ESCAPE SHIP TOKEN



KEY OPERATIONS