

ADVANCED INTEL



Special Rules: At the start of the first Activation Phase, add 1 Advantage token to your Pass Pool.

CUNNING DEPLOYMENT



Special Rules: At the start of the first Activation Phase, choose 3 allied units. Each chosen unit gains 1 Dodge token.

FORTIFIED POSITION



Setup: During Setup, you may place up to 3 barricades within allied or Contested Territory and not within 1 of each other.

GARRISON



Setup: During Setup, choose up to 1 of your units without **PREPARED POSITION**. The chosen unit gains **PREPARED POSITION** this game.

ORDNANCE



Special Rules: Once per game, at the end of the Command Phase, you may place an allied Ordnance token (Advantage) on the battlefield. At the beginning of the End Phase, if an allied Ordnance token is on the battlefield, roll 3 black attack dice. Each unit within 1 of that token that has the **ARMOR** or **ARMOR X** keyword or has the Vehicle unit type suffers 2 Wounds for each result and 1 Wound for each result rolled. Each other unit within 1 of that token gains 1 Suppression token for each and result rolled. Then remove that Ordnance token from the game.

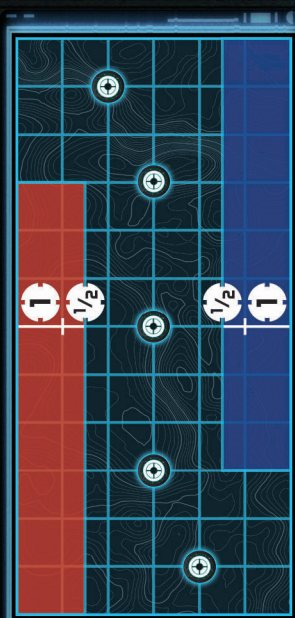
STRAFING RUN



Special Rules: Once per game, at the end of the Command Phase, you may place an allied Air Support token (Advantage) on the battlefield.

At the beginning of the End Phase, if an allied Air Support token is on the battlefield, measure from that token to any position within 3 of it and note the miniatures overlapped by the Range Tool. Then roll 4 black attack dice. Each unit that contains 1 or more miniatures that were overlapped by the tool or that overlap the token gains 1 Suppression token for each and result rolled. Then remove that Air Support token from the game.

SHIFTING PRIORITIES



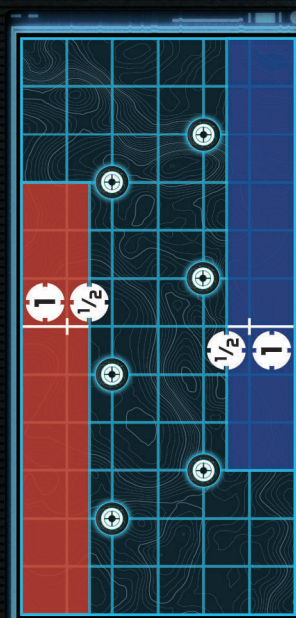
SHIFTING PRIORITIES

Setup: Place 5 Priority Targets (POI) as shown on the Shifting Priorities Map Card.

Scoring: Starting in the second Round, during each End Phase, players score 1 VP for each Priority Target they Secure.

Special Rules: Starting in the second Round, at the end of each End Phase, players take turns placing each Priority Target Secured by their opponent within 1/2 of its current position, starting with the Blue player. Each Priority Target may be placed this way only once per Round.

RECOVER THE RESEARCH



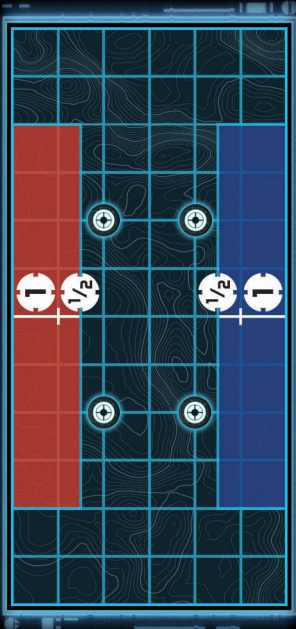
A set of small navigation icons typically found in Beamer presentations, including symbols for back, forward, search, and other slide controls.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP if allied units Contest 2 Labs, 2 VPs if allied units Contest 3 Labs, or 3 VPs if allied units Contest 4 or more Labs.

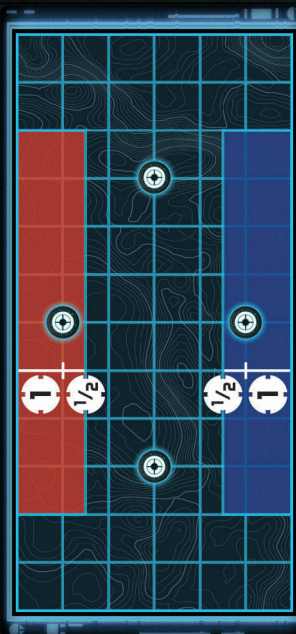
A set of small navigation icons typically found in Beamer presentations, including symbols for back, forward, search, and other slide controls.

Special Rules: At the end of each **End Phase**, if a player is Securing a Comms Tower, up to 2 allied units Contesting that Comms Tower may each gain an Intel token. Each player can have a maximum of 2 units with Intel tokens at any given time.

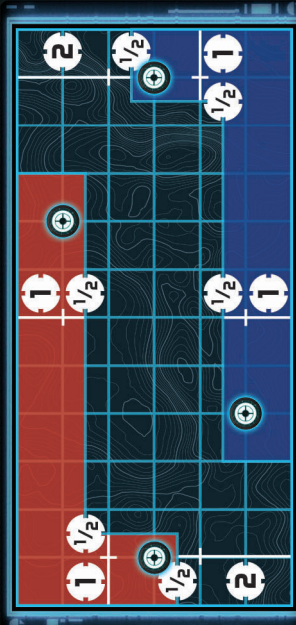
BUNKER ASSAULT



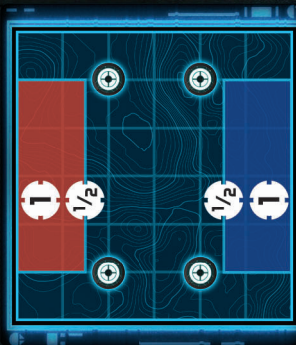
INTERCEPT SIGNALS



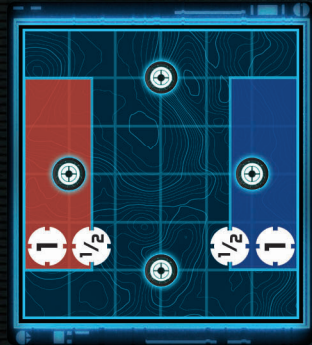
BREAKTHROUGH



BUNKER ASSAULT






INTERCEPT SIGNALS



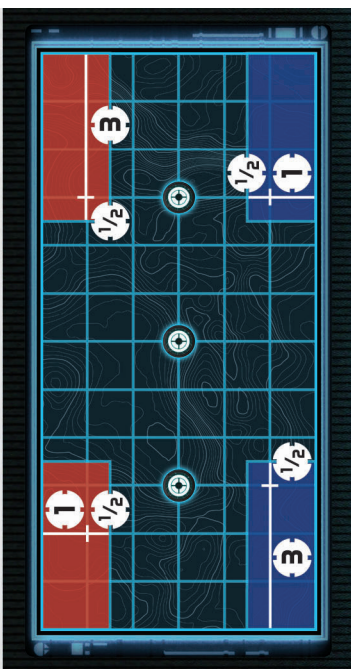
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Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Checkpoint within allied Territory that is not Contested by an enemy unit. Additionally, players score 2 VP for each Checkpoint within enemy Territory they Secure.

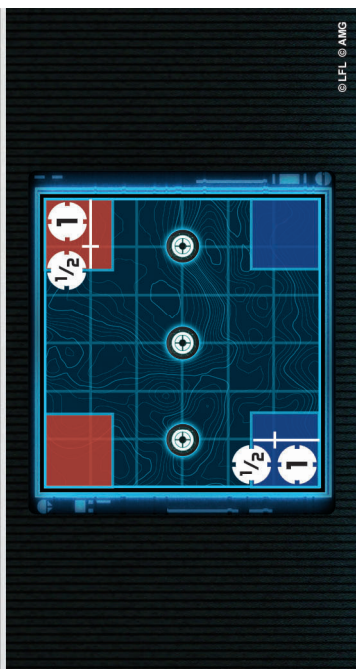
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Special Rules: Starting in the second Round, at the start of the **End Phase**, each player places 1 Wound token on each enemy Bunker they Secure, starting with the Blue player. Then for each enemy Bunker a player Secures, if at least 1 of the Contesting units is an allied , , or  unit, place an additional Wound token on that Bunker. Then each Bunker that has 3 or more Wound tokens on it is destroyed and removed from the battlefield.

CLOSE THE POCKET



CLOSE THE POCKET



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CLOSE THE POCKET

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Setup: Place 3 Stockpiles (POI) as shown on the Close the Pocket Map Card.

Scoring: Starting in the second Round, during each **End Phase**, players score 2 VPs if they Secure the center Stockpile and score 1 VP for each non-center Stockpile they Secure.

MARKED TARGETS


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Setup: Starting with the Blue player, each player chooses 2 allied units and 2 enemy units. A player may not choose a unit that has already been chosen. Then the chosen units each gain a Marked Target token.

Scoring: When a unit with a Marked Target token is defeated, after the effect is resolved, that unit's opposing player scores 1 VP.

BRING THEM TO HEEL

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Scoring: Starting in the second Round, during each **End Phase**, if more enemy units than allied units have a number of Suppression tokens equal to or greater than their , score 1 VP.

Once per Round, per player, when a unit gains 1 or more Suppression tokens, the opposing player may mark 1 of their unmarked spaces on the chart below if the condition listed in the leftmost column of that space's row is met.

	Blue Player	Red Player
An enemy unit is Panicked.	2 VPs	2 VPs
All enemy units that can gain Suppression tokens have 1 or more Suppression tokens.	2 VPs	2 VPs

SWEEP AND CLEAR

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Scoring: Once per Round, per player, when an enemy unit is defeated by an attack made by an allied unit, that allied unit's controlling player may mark 1 of their unmarked spaces below. A player may only mark a space corresponding with a Territory the attacking unit's unit leader is within.

	Blue Player	Red Player
Any Territory	1 VP	1 VP
Allied Territory	1 VP	1 VP
Contested Territory	1 VP	1 VP
Enemy Territory	2 VPs	2 VPs

SURFACE SCAN

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Setup: Starting with the Blue player, each player chooses 2 allied units. Each chosen unit gains an allied Scanner (asset).


Scoring: Starting in the second Round, during each **End Phase**, if a player controls 2 units that are each holding a Scanner, are not within allied Territory, and are not Contesting a POI that is within allied Territory, they score 1 VP.

During the **End Phase**, if an allied unit holding a Scanner is Contesting an unclaimed enemy Scanner, that unit's controlling player scores 2 VPs. Each player may score a maximum of 2 VPs in this way per game.

Special Rules: Each unit gains **CLAIM (SCANNER)**. Units cannot claim enemy Scanners. Each unit can hold only 1 Scanner at a time.

DESTROY ENEMY BASE

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Setup: Starting with the Blue player, each player places 1 allied Base (POI) not within  of each edge of the battlefield. Then, starting with the Blue player, each player chooses 1 allied unit. Each chosen unit gains a Bomb (asset).

Scoring: During each **End Phase**, players score 4 VPs if the enemy Base was destroyed during that **End Phase**.


Special Rules: Each unit gains **CLAIM (BOMB)**. Each unit can hold only 1 Bomb.

At the start of the **End Phase**, if 1 or more allied units holding a Bomb are Contesting an enemy Base that you are Securing, remove all Bombs held by allied units Contesting that Base from the game. Then that Base is destroyed and removed from the battlefield.


RECON MISSION

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Setup: Starting with the Blue player, each player chooses 1 allied unit. Each chosen unit gains an allied Scanner (asset).

Scoring: Starting in the second Round, at the end of each allied unit's Activation, if that unit is holding a Scanner and if that unit's unit leader is within  and has LOS to 2 or more enemy units, that allied unit's controlling player scores 1 VP. Each player can score a maximum of 1 VP in this way each Round.

Special Rules: Each unit gains **CLAIM (SCANNER)**. Units cannot claim enemy Scanners.

If an allied unit is holding a Scanner, at the end of that unit's Activation, each enemy unit within  and in LOS of that allied unit's unit leader gains 1 Observation token.