

BRING PEACE TO THE GALAXY



COMMENDATION	EFFECT
FAILURE IS NOT AN OPTION ( or  VR4)	This unit gains RUTHLESS .
SETBACK	EFFECT
FLAT FOOTED	Each Round at the start of the Activation Phase , if your opponent played a Command Card with fewer pips than the card you played this Round, this unit gains 1 Suppression token. If a unit gains this Setback a second time before it is removed, the unit becomes a casualty and is removed from your Register.
DEFINING TRAIT	EFFECT
CONSPICUOUS	This unit gains ADVANCED TARGETING:  TROOPER AND  TROOPER 1 . While this unit has this Defining Trait, at the start of each End Phase , if this unit is within  and has LOS to 1 or more enemy  or  units, your opponent may choose 1 of those units. The chosen enemy unit may make a Speed-2 Move. This Defining Trait resolves after 2 games.

BRING PEACE TO THE GALAXY



The galaxy prospers under the benevolent rule of Emperor Palpatine. Due to the Emperor's leadership and wisdom, the Imperial citizen flourishes: they can work, raise their family, and prosper on the myriad of systems that make up the Galactic Empire. But there are those that would disturb this peace; those that would sow discord and chaos amongst the stars and destroy everything the Emperor has built. To dare to oppose the Empire is to defy the very ideals of law and order that are the cornerstone of Imperial society.

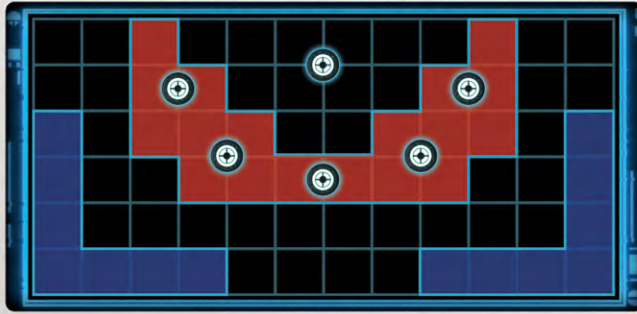
You must stop these malcontents and restore peace and justice to the galaxy. Truth and unity are our strength. For the Empire!

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WIPE THEM OUT

Congratulations, Commander. You have beaten back the Rebel forces across multiple fronts and driven them from hiding hole to hiding hole. Their hideout's pathetic defenses have crumbled against the strength of the Imperial war machine. Commence your final assault to destroy this Rebel scum once and for all and restore peace to the galaxy. There is nowhere left for them to run. Wipe them out.



Setup: Place 5 Defensive Positions (POI) in the Red Player's Territory and 1 Evacuation Point (POI) in Contested Territory as shown on the map.

The player whose Story Arc this card belongs to is the Blue Player. The opposing player is the Red Player.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Defensive Position and Evacuation Point they Secure. Additionally, for each Defensive Position and Evacuation Point the Blue Player Secures, the Blue Player scores 1 additional VP, then remove each Defensive Position and Evacuation Point they Secure from the battlefield.

BRING PEACE TO THE GALAXY

WIPE THEM OUT

SECONDARY OBJECTIVES

Setup: None.

Get to Your Transports: Starting in the first Round, during the **End Phase**, if the Red Player is Securing the Evacuation Point, they may choose 1 allied unit Contesting that Evacuation Point. If they do, the Red Player scores 2 VP, then removes the chosen unit from the battlefield. If the chosen unit is a  or  unit, the Red Player scores 1 additional VP if it is the third Round, and 2 additional VP if it is the fourth or fifth Round.

Stop Them, They're Getting Away! Each time one of the Red Player's units is defeated by an attack, before removing that unit's unit leader, if the attacking unit is within 1 of the defeated unit, after the effect is resolved the Blue Player captures the defeated unit. Starting in the first Round, during the **End Phase**, the Blue Player scores 1 VP if they captured 1 or more enemy units that Round.

Special Rules: At the end of the game, if a player scored at least 3 VPs from this Secondary Objective, that player gains 2 SPs.

ADVANTAGES

Blue Player Advantage: At the start of each Activation Phase, you may choose a different allied unit for each Defensive Position that has been removed from the battlefield. Each chosen unit makes a Speed-2 Move.

Red Player Advantage: Each of your units gains **PREPARED POSITION** and must Deploy using **PREPARED POSITION**.

Additionally, while an allied unit is completely within  of 1 or more Defensive Positions, it increases its  by 1 and has **COVER 2** and **LOW PROFILE**.

Victory Reward: If you won this mission, you may choose 3 units in your Register. Each chosen unit may gain 1 Experience or remove all its Setbacks. Then your Paragon may choose and permanently gain **COMPEL** or  **STRATEGIZE 1**. If your Paragon has **DISGRACED**, it loses **DISGRACED**.

Loss Reward: If you lost this mission, roll 5 red defense dice. For each  result in the roll, choose an allied unit on your Register. Each chosen unit may gain 2 Experience or remove one Setback. Then your Paragon gains **DISGRACED**.

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BRING PEACE TO THE GALAXY

LIBERATE THE SYSTEM



COMMENDATION	EFFECT
HOPEFUL	Increase this unit's by 1. If this unit is a Vehicle, increase its by 1 instead. If this would make its equal to or greater than its total number of Wounds, its becomes "-" instead.
SETBACK	EFFECT
COMPROMISED	This unit cannot provide Backup or use the GUARDIAN X keyword. At the end of each Activation Phase, if this unit is Contesting an Objective that is Contested by 1 or more enemy units, this unit gains 1 Suppression token. If a unit gains this Setback a second time before it is removed, the unit becomes a casualty and is removed from your Register.
DEFINING TRAIT	EFFECT
WEIGHT OF RESPONSIBILITY	When this unit issues Orders with a Command Card, if it does not issue an Order to itself, each allied unit that was issued an Order gains 1 Suppression token. Additionally, while this unit has a faceup Order token, other allied units within roll 1 additional die during their Rally Step. This Defining Trait resolves after 2 Games.

LIBERATE THE SYSTEM



This is a simple place. Good people working hard to live their lives and take care of their families. Communities working together to ease one another's burdens. Burdens that have only gotten worse since occupying forces arrived and took over security and logistics. Suddenly more and more resources are being diverted away from settlements and into Imperial depots. If someone doesn't act, these people will lose everything, crushed under the weight of the Galactic Empire's might.

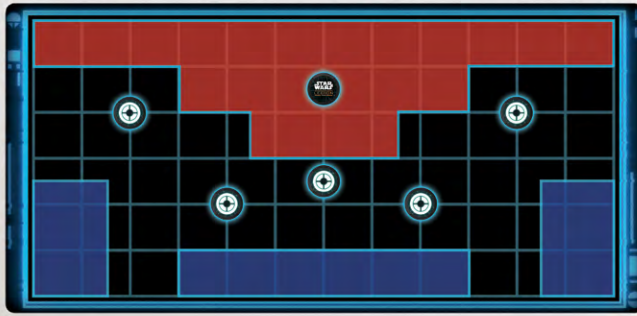
You must fight. If you don't do it, no one will.



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THE BIG ONE

After months of concerted effort and intelligence, the plan is set. Strike the outpost and disrupt operations. Set up a centralized command group and mobilize waiting Rebel cells throughout the system. Take back everything that's been stolen and show them that you will not back down from tyrants!



Setup: Place 5 Supply Stockpiles (POI) in Contested Territory and 1 Command Center (POI) in the Red Player's Territory as shown on the map.

The player whose Story Arc this card belongs to is the Blue Player. The opposing player is the Red Player.

Scoring: Starting in the second Round, during each **End Phase**, players score 1VP for each Supply Stockpile they Secure and 2 VP for each Command Center they Secure. Additionally, for each Supply Stockpile and Command Center the Blue Player Secures, they score 1 additional VP, then remove each Supply Stockpile they Secure from the battlefield.

LIBERATE THE SYSTEM

THE BIG ONE

SECONDARY OBJECTIVES

Setup: Starting with the Blue Player, each player chooses 1 allied non- unit. Each chosen unit gains a friendly Holorecorder (Asset).

Identify the Leaders: Starting in the second Round, at the end of each allied unit's Activation, if that unit is holding a Holorecorder and if that unit's unit leader is within and has LOS to an enemy or unit, that allied unit's controlling player scores 2 VP. Each player can score a maximum of 2 VP this way per game.

Special Rules: Each unit gains **CLAIM (HOLORECORDER)**.

At the end of the Game, if an allied unit is holding a Holorecorder, and if its controlling player scored VP's from this Secondary Objective this Game, that player gains 2 SPs. If a player controls a unit that is holding an enemy Holorecorder and their opponent scored VP's from this Secondary Objective this game, that unit gains 2 Experience.

ADVANTAGES

Blue Player Advantage: While your Paragon is not Panicked, other allied units within and in LOS to your Paragon roll 1 additional die during their Rally step and enemy units within and in LOS to your Paragon roll 1 fewer die during their Rally step, to a minimum of 1.

Red Player Advantage: At the start of the **Deploy in Prepared Position** step of **Setup**, you must choose up to half your Trooper units, rounding up. The chosen units gain **PREPARED POSITION** and must Deploy using **PREPARED POSITION**.

Victory Reward: If you won the mission, you may choose 3 units in your Register. Each chosen unit may gain 1 Experience or remove all its Setbacks. Then your Paragon may choose and permanently gain **UNCANNY LUCK 1** or **ONE STEP AHEAD**. If your Paragon has **HUNTED**, it loses **HUNTED**.

Loss Reward: If you lost the mission, roll 5 red defense dice. For each result in the roll, choose an allied unit on your Register. The chosen units may gain 2 Experience or remove one Setback. Then your Paragon gains **HUNTED**.

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LIBERATE THE SYSTEM

PEACEKEEPING MISSION



COMMENDATION		EFFECT	
UNITY (Clone Trooper Unit VR 3)		While 1 or more other Clone Trooper units are within 1 of this unit, this unit increases its by 1.	
SETBACK		EFFECT	
WAR WEARY		When this unit makes a Casualty Check during the Post-Game Sequence, you may add 1 black attack die to the roll. If you do not, you must reroll any blank results in that Casualty Check.	
DEFINING TRAIT		EFFECT	
SELFLESS WARDEN		While it has this Defining Trait, this unit gains INSPIRE 2 . During the Post-Game Sequence, at the start of the Make Aid Requests step, roll 3 white defense dice. For each or in the roll, lose 1 SP, if able. This Defining Trait resolves after 2 Games.	

PEACEKEEPING MISSION



An invading force is attempting to occupy a distant system that recently joined the Republic. The mission is simple; repel the invading forces and deliver supplies and relief to the citizenry who have been displaced by the conflict.

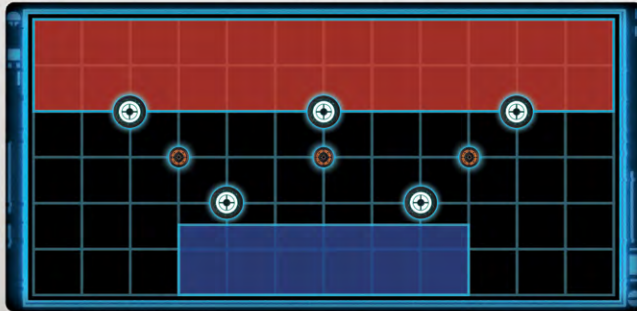
Once you establish a forward base, reinforcements will arrive to build a garrison and fortify the system. For the Republic!



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THE HAMMER FALLS

Galactic Republic forces have bolstered the defenses of the planet and after months of grueling campaigns, they have achieved what many thought was impossible: a return to peaceful and orderly life for the local population. It seems the mission has been a resounding success. In a last-ditch effort, the enemy has launched an attack on the civilians themselves, landing troops and terrorizing the city with bombardments from their starship above. You must protect the civilians and repel this final assault, or all our hard work will be for naught!



Setup: Place 5 Defense Cannons (POI) as shown on the mission map.

The player whose Story Arc this card belongs to is the Blue Player. The opposing player is the Red Player.

Scoring: Starting in the second Round, during each End Phase, players score 1 VP for each Defense Cannon they Secure. Then the Blue Player rolls 1 black attack die for each Defense Cannon they are Securing. If they roll 2 or more or results, they score 1 additional VP.

PEACEKEEPING MISSION

THE HAMMER FALLS

Setup: Place 3 Civilians (Asset) as shown on the Map card.

Rescue the Civilians: Starting in the second Round, during the End Phase, players score 1 VP for each unit they control that is holding 1 or more Civilians.

Special Rules: At the end of the game, if a player scored at least 3 VPs from this Secondary Objective, that player gains 2 SPs.

Each Trooper unit gains **CLAIM: CIVILIAN**.

SECONDARY OBJECTIVES

Blue Player Advantage: Allied units gain **REINFORCEMENTS**.

Red Player Advantage: At the start of each Activation Phase, the Red Player may place 1 Bombardment token on the battlefield.

At the beginning of each End Phase, the Red Player rolls 1 black attack die for each Defense Cannon the Blue Player is not Securing. Each unit within of the Bombardment token gains 1 Suppression token for each or result rolled. Then, remove the Bombardment token from the Battlefield.

Victory Reward: If you won this mission, you may choose 3 units in your Register. Each chosen unit may gain 1 Experience or remove all its Setbacks. Then your Paragon gains **DANGER SENSE 1** or **QUICK THINKING**. If your Paragon has **INSECURE**, it loses **INSECURE**.

Loss Reward: If you lost this mission, roll 5 red defense dice. For each result in the roll, choose an allied unit on your Register. The chosen units may gain 2 Experience or remove 1 Setback. Then your Paragon gains **INSECURE**.

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PEACEKEEPING MISSION

ADVANTAGES

Root Out the Corruption



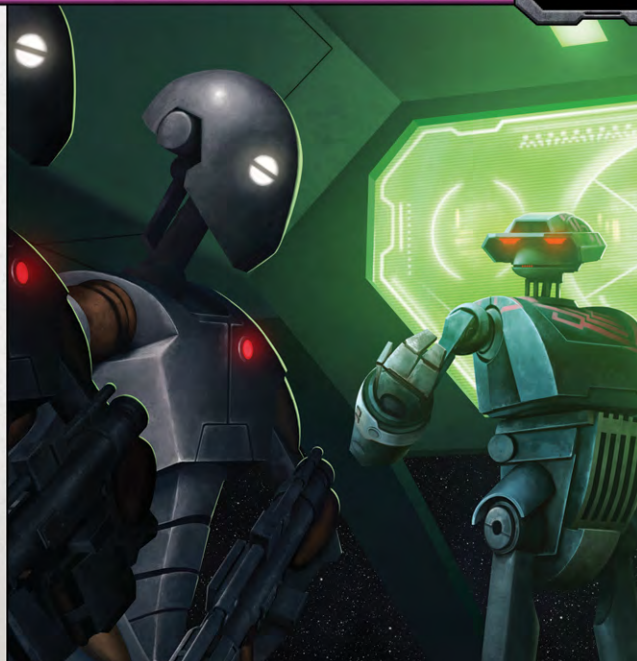
COMMENDATION		EFFECT
WELL SUPPLIED (VR 2)		This unit gains RELIABLE 1 .
SETBACK		EFFECT
SCRAMBLED		A Trooper unit with this Setback can be Suppressed, even if it is a Droid Trooper unit. When a non-Droid Trooper unit with this Setback Rallies, it rolls 1 less die. While a Vehicle unit with this Setback has a Vehicle Damage token, it does not roll a white defense die at the start of its Activation. Instead, it makes 1 fewer action during its Make Actions step. If a unit gains this Setback a second time before it is removed, the unit becomes a casualty and is removed from your Register.
DEFINING TRAIT		EFFECT
EMBITTERED		When another allied unit within 2 is defeated, this Unit gains 2 Suppression tokens. When this unit makes an attack, during the Form Attack Pool step, add a number of white attack dice to 1 of its Attack Pools equal to the number of Suppression tokens this unit has. This Defining Trait resolves after 2 Games.

Root Out the Corruption



One of the Republic systems has called out for aid. The Republic is neglecting its responsibilities, allowing the system to become rife with graft of all types. They have reached out to the Separatist Alliance to bring peace and root out the corruption in their system.

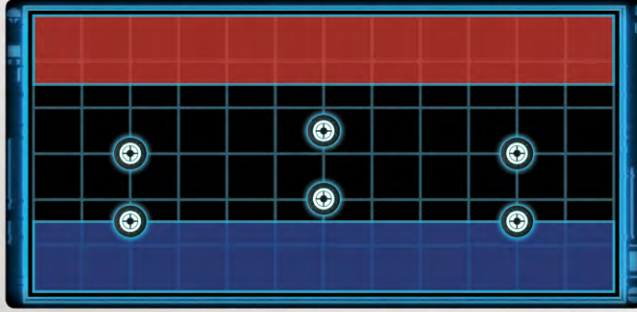
This is a prime chance to prove the Republic's malfeasance and to add another system to the portfolio of the Separatist Alliance.



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CAUGHT IN THE ACT

After a long investigation, the source of corruption that is exploiting this system has been found. This is the perfect opportunity to show this system that the Separatist movement will do what the Republic is far too fractious to do. Strike quickly and decisively, before they can cover up the evidence of their heinous crimes!



Setup: Place 6 Material Caches (POI) as shown on the mission map.

The player whose Story Arc this card belongs to is the Blue Player. The opposing player is the Red Player.

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

Special Rules: At the start of each **Activation Phase**, for each Materials Cache that has no green tokens on it, put 1 Aim token, 1 Dodge token, and 1 Surge token on that Material Cache.

When a Unit starts or ends its Activation Contesting 1 or more Material Caches it may remove 1 green token from 1 of those Material Caches and gain the corresponding green token. A unit may remove only 1 token from a Material Cache per Activation Phase.

ROOT OUT THE CORRUPTION

CAUGHT IN THE ACT

Setup: Each of the Red Player's units gains a Bomb (Asset).

Scoring: Starting in the second Round, during each **End Phase**, the Blue Player scores 1 VP for each Bomb removed from an allied unit that Round, and the Red Player scores 2 VP for each Material Cache that was destroyed during that **End Phase**.

Tying up Loose Ends: Each unit gains **CLAIM (BOMB)**. Each unit can hold only 1 Bomb.

The Blue Player's units gain **PROTECT THE CACHES**. (The Bomb held by this unit is removed from the Game.)

Starting in the second Round, at the start of each **End Phase**, the Red Player may choose 1 Material Cache they are Securing that is Contested by 1 or more allied units holding a Bomb. If they do, remove the Bomb held by 1 of those allied units from the game, then roll a red defense die for each enemy unit Contesting the chosen Material Cache. If no **▼** results are rolled, that Material Cache is destroyed and removed from the battlefield.

Blue Player Advantage: At the end of each **Command Phase**, choose an allied unit without a faceup Order token. The chosen unit issues an Order to itself. This Order does not trigger **COORDINATE**.

Red Player Advantage: At the start of each **Activation Phase**, the nominated Commander may gain up to 3 Suppression tokens. For each Suppression token gained this way, choose an allied unit within **3** of the nominated Commander. Each chosen unit may be issued an Order by the nominated Commander or may make a Speed-1 Move.

Victory Reward: If you won the mission, you may choose 3 units from your Register. Each chosen unit may gain 1 Experience or remove all its Setbacks. Then your Paragon may choose and permanently gain **STRATEGIZE 1** or **GUIDANCE**.

DROID TROOPER. If your Paragon has **FAULTY EQUIPMENT**, it loses **FAULTY EQUIPMENT**.

Loss Reward: If you lost the mission, roll 5 red defense dice. For each **▼** result in the roll, choose a unit from your Register. The chosen units may gain 2 Experience or remove 1 Setback. Then your Paragon gains **FAULTY EQUIPMENT**.

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ROOT OUT THE CORRUPTION

SECONDARY OBJECTIVES

ADVANTAGES

KEEP THEM IN LINE

✕ 0 1 2 3 4 5 6 7 ✕

Each time an allied unit causes an enemy unit to Panic, put a token on this Agenda. During the Post-Game Sequence, if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

REWARD

KEEP THEM IN LINE

After resolving this Agenda's progression, randomize the Order tokens used by your army this game, and draw 1 Order token for each time you progressed this Agenda. Then choose a different unit with a matching Rank for each Order token drawn in this way. Each chosen unit gains 2 Experience.

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Cris Griffin

GATHER INTELLIGENCE

✕ 0 1 2 3 4 5 6 7 ✕

Each of your Trooper units gain the following:

►: Choose a POI in Contested Territory this unit is Contesting or a piece of non-scatter terrain within 2 of a POI this unit is Contesting. Place an allied Listening Device (Asset) on that POI.

Each of your opponent's Trooper units gain the following:

►: Choose an enemy Listening Device this unit is Contesting and remove it from the battlefield.

During each End Phase, if there are 2 or more allied Listening Devices on the battlefield, put a token on this Agenda. During the Post-Game Sequence, if there are 3 or more tokens on this Agenda, progress it on your Register. Then, if there are 4 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

BRING PEACE TO THE GALAXY

REWARD

GATHER INTELLIGENCE

After resolving this Agenda's progression, you may resolve one of the following effects for each time this Agenda was progressed:

- Gain 2 SPs.
- Choose a unit. The chosen unit gains 2 Experience and may remove 1 Setback.

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BRING PEACE TO THE GALAXY

PERSONS OF INTEREST

✕ 0 1 2 3 4 5 6 7 ✕

During Setup, roll 1 black attack die and consult the chart below. Units in your opponent's army with the Rank rolled are Persons of Interest this Game. If your opponent's army does not contain any units with the Rank rolled, reroll the die.

✱	▼▼
OR	▲
Blank	●

Each time you defeat an enemy unit, place 1 token on this Agenda. If the defeated unit was a ▼ or ▲ unit, or a Person of Interest, place 1 additional token on this Agenda. During the Post-Game Sequence, if there are 5 or more tokens on this Agenda, progress it on your Register. Then, if there are 7 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

BRING PEACE TO THE GALAXY

REWARD

PERSONS OF INTEREST

After resolving this Agenda's progression, choose a different unit for each time this Agenda was progressed. The chosen unit removes all its Setbacks. Then, if it had no Setbacks to remove, that unit gains 2 Experience.

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BRING PEACE TO THE GALAXY

MIDNIGHT STRIKES

✕ 0 1 2 3 4 5 6 7 ✕

Each time an allied unit defeats an enemy unit that has a facedown Order token, after the effect is resolved, put a token on this Agenda. During the Post-Game Sequence if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

REWARD

MIDNIGHT STRIKES

After resolving this Agenda's progression, randomize the Order tokens used by your army this game and draw 1 Order token for each time you progressed this Agenda. Then, choose a different unit with a matching Rank for each Order token drawn in this way. Each chosen unit gains 2 Experience.

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BRING PEACE TO THE GALAXY

SMALL VICTORIES

✕ 0 1 2 3 4 5 6 7 ✕

Each time you score VP from a Secondary Objective, put a token on this Agenda. During the Post-Game Sequence, if there are 3 or more tokens on this Agenda, progress it on your Register. Then, if you lost the game, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

LIBERATE THE SYSTEM

LIBERATE THE SYSTEM

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REWARD

SMALL VICTORIES

After resolving this Agenda's progression, you may resolve 1 of the following effects for each time this Agenda was progressed:

- Gain 1 SP.
- Choose a unit. The chosen unit gains 1 Experience. A unit may only be chosen for this effect once per Game.



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ON THE RUN

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Each time you gain Priority, put a token on this Agenda. During the Post-Game Sequence, if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

REWARD

ON THE RUN

After resolving this Agenda's progression, choose a unit from your Register for each time this Agenda was progressed. The chosen unit removes all its Setbacks. Then, if it had no Setbacks to remove, that unit gains 2 Experience. A unit may only be chosen for this effect once per Game.



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LIBERATE THE SYSTEM

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DARING DEFENSE

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When this Agenda is added to the Mission Dashboard, choose an allied unit. The first time the chosen unit ends its Activation Contesting 1 or more POIs, place a token on this Agenda and a matching token on that POI. During each **End Phase**, if the chosen unit is Contesting the marked POI, place a token on this Agenda. At the end of the Game if there are 3 or more tokens on this Agenda, progress this Agenda on your Register. Then, if the chosen unit is Contesting the marked POI, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

REWARD

DARING DEFENSE

After resolving this Agenda's progression, if this Agenda was progressed, the chosen unit may gain 2 Experience or may remove all its Setbacks.

During the **Determine Casualties and Setbacks** step of the Post-Game Sequence, if the chosen unit would become a casualty, it does not. Instead, the unit gains 2 Experience and gains a Setback.



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CONCENTRATED EFFORTS

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At the end of the Game, if you scored 3 or more VP's from Secondary Objectives, progress this Agenda on your Register. Then, if you progressed this Agenda and if you scored more VP's from Secondary Objectives than your opponent this Game, progress this Agenda again. This Agenda is completed when it has been progressed 3 times.

PEACEKEEPING MISSION

PEACEKEEPING MISSION

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REWARD

CONCENTRATED EFFORTS

After resolving this Agenda's progression, gain 2 SPs for each time this Agenda was progressed. Then, if you won the game, gain 1 additional SP.



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AGAINST ALL ODDS

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At the end of each Round, if your opponent has more defeated units than you do, put a token on this Agenda. At the end of the game, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register. Then, if you won the game and if you have fewer units on the battlefield than your opponent, progress this Agenda on your Register again. This Agenda has been completed when it has been progressed 3 times.

REWARD

AGAINST ALL ODDS

After resolving this Agenda's progression, randomize the Order tokens used by your army in this game and draw 1 Order token for each time you progress this Agenda. Then, choose a different unit with a matching Rank for each Order token drawn in this way. Each chosen unit gains 2 Experience.



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PEACEKEEPING MISSION

PEACEKEEPING MISSION

PEACEKEEPING MISSION

INVESTIGATE CORRUPTION

✕ 0 1 2 3 4 5 6 7 ✕

During each **End Phase**, if 1 or more allied  units are within  of a POI in Contested territory, put a token on this Agenda. During the Post-Game Sequence, if there are 2 or more tokens on this Agenda progress it on your Register. Then, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

REWARD

INVESTIGATE CORRUPTION

After resolving this Agenda's progression, randomize the Order tokens used by your army in this game and draw 1 Order token for each time you progress this Agenda. Then, choose a different unit with a matching Rank for each Order token drawn in this way. Each chosen unit gains 2 Experience.



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SHOW OF STRENGTH

✕ 0 1 2 3 4 5 6 7 ✕

Each time an allied , , or  unit defeats an enemy unit, put a token on this Agenda. During the Post-Game Sequence, if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 3 or more tokens on this Agenda, progress it again. This Agenda is completed when it has been progressed 3 times.

ROOT OUT THE CORRUPTION

REWARD

SHOW OF STRENGTH

After resolving this Agenda's progression, you may resolve 1 of the following effects in any order for each time this Agenda was progressed:

- Gain 2 SP.
- Choose up to 1 allied unit that was defeated during the Game. The chosen unit gains 1 Experience. A unit may only be chosen for this effect once per Post-Game Sequence.



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ROOT OUT THE CORRUPTION

THE LONG GAME

✕ 0 1 2 3 4 5 6 7 ✕

Each time your opponent gains Priority, put a token on this Agenda. During the Post-Game Sequence, if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 4 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

REWARD

THE LONG GAME

After resolving this Agenda's progression, choose a unit on your Register for each time this Agenda was progressed. The chosen unit removes all its Setbacks. Then, if it had no Setbacks to remove, that unit gains 2 Experience. A unit may only be chosen for this effect once per game.



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