

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 result rolled. Then remove that Ordnance token from the game.

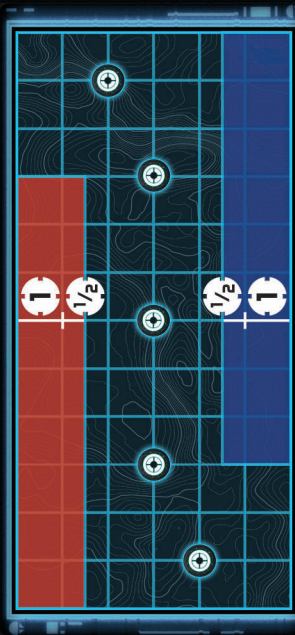
STRAFING RUN



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 result rolled. Then remove that Air Support token from the game.

SHIFTING PRIORITIES



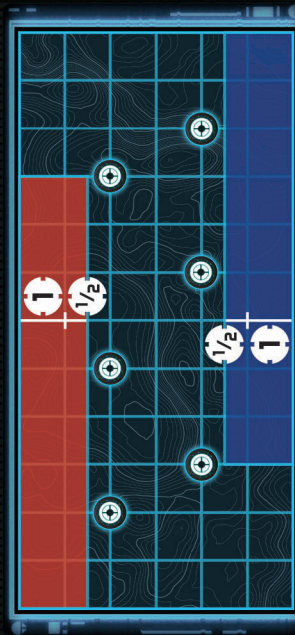
SHIFTING PRIORITIES

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



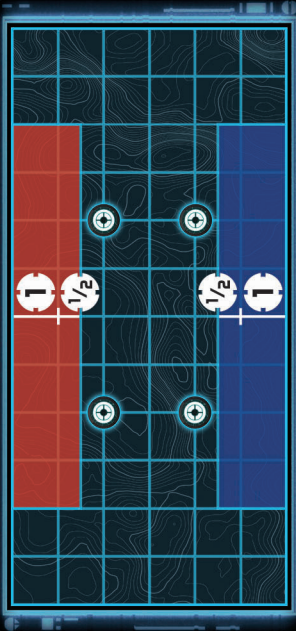
△ ⊞ ∫ ∇ √ ∑ ∏ ∙ ∘ ∕ ∖ ∗ ∓ ∔ ∕ ∖ ∗ ∓ ∔

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.

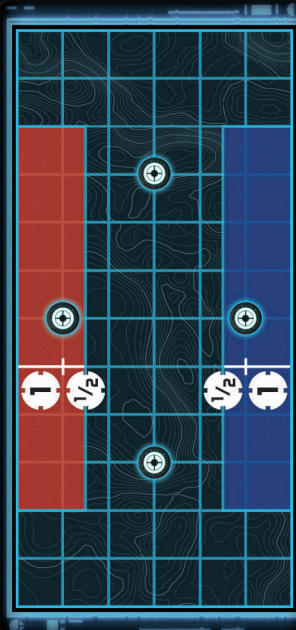
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Special Rules: At the end of each End Phase, if a player is Securing a Comms Tower, up to 2 allied units Contesting that Comms Tower may each gain an Intel token. Each player can have a maximum of 2 units with Intel tokens at any given time.

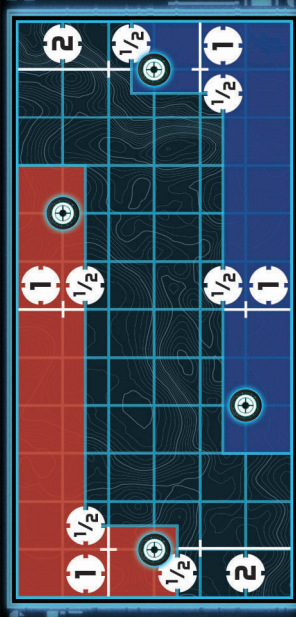
BUNKER ASSAULT



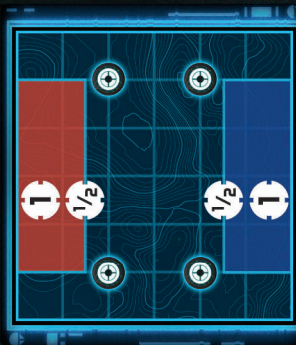
INTERCEPT SIGNALS



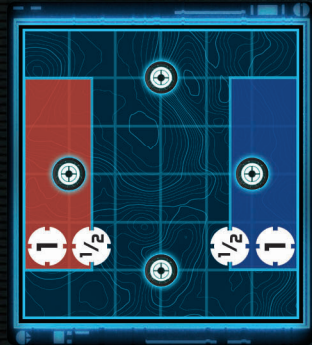
BREAKTHROUGH



BUNKER ASSAULT



INTERCEPT SIGNALS

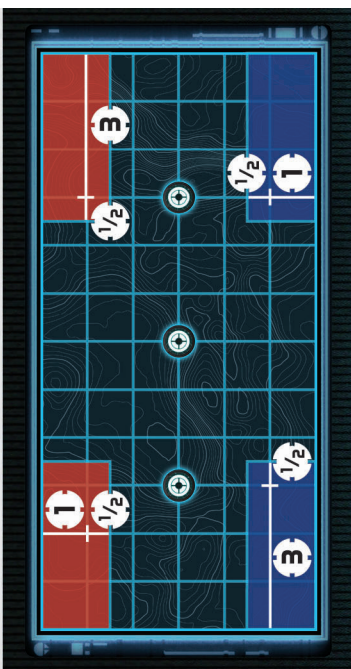


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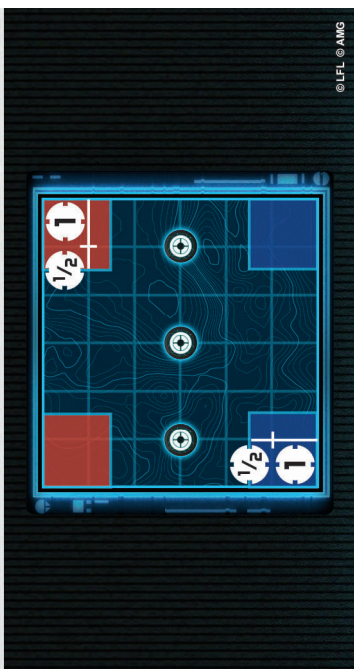
Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Checkpoint within allied Territory that is not Contested by an enemy unit. Additionally, players score 2 VP for each Checkpoint within enemy Territory they Secure.

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



CLOSE THE POCKET

Δ Σ Γ Υ Π ρ λ μ ν ξ ο π ς τ θ ρ σ φ χ ψ ω

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

Δ Σ Γ Υ Π ρ λ μ ν ξ ο π ς τ θ ρ σ φ χ ψ ω

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

Δ Σ Γ Υ Π ρ λ μ ν ξ ο π ς τ θ ρ σ φ χ ψ ω

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

Δ Σ Γ Υ Π ρ λ μ ν ξ ο π ς τ θ ρ σ φ χ ψ ω

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

Δ Σ Γ Υ Π ρ λ μ ν ξ ο π ς τ θ ρ σ φ χ ψ ω

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

Δ Σ Γ Υ Π ρ λ μ ν ξ ο π ς τ θ ρ σ φ χ ψ ω

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

Δ Σ Γ Υ Π ρ λ μ ν ξ ο π ς τ θ ρ σ φ χ ψ ω

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.



AMBUSH

Carlos Justino

1 UNIT



AMBUSH

Brian Adriel

1 UNIT



PUSH

Wilmar Ballespiessarp

2 UNITS



PUSH

Roman Kurdi

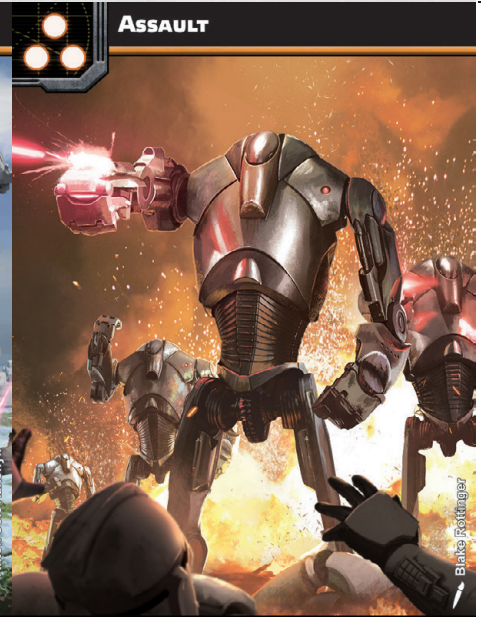
2 UNITS



ASSAULT

Anton Solovyanov

3 UNITS



ASSAULT

Blake Kettinger

3 UNITS



STANDING ORDERS

Wilson Nugraha

1 UNIT



STANDING ORDERS

Borja Plindado

1 UNIT

At the end of the **Command Phase**, return this card to your hand.

At the end of the **Command Phase**, return this card to your hand.

COMMAND OVERRIDE

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Joshua Cairns

Special Rules: ⚙️ Only. During Setup, place 2 Advantage tokens on this card.

During the **Issue Orders** step of the **Command Phase**, you may remove 1 of the Advantage tokens on this card. If you do, choose an allied unit with the **AI** keyword. The chosen unit issues an Order to itself.

ARMORED ASSAULT

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AmBang Tegar

Special Rules: ⚙️ Only.

At the start of the first **Activation Phase**, choose up to 3 allied **Vehicle** units. Each chosen **Vehicle** unit gains 1 Aim token.

NO TIME TO LOSE

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Alfika Hamman

Special Rules: ⚙️ Only.

At the start of an allied unit's **Activation**, if you have 1 or more Advantage tokens in your Pass Pool, you may spend 1 of those Advantage tokens. If you do, the activating unit gains 1 Aim token and 1 Dodge token, or makes a free Recover action.

SCRAMBLED ORDERS

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Carlos Justino

Special Rules: ⚙️ Only. During Setup, place an allied Comms Scrambler (Advantage) on the battlefield.

Enemy units within 1 of 1 or more Comms Scramblers cannot be issued Orders.

Enemy units gain **DESTROY COMMS SCRAMBLER** (Remove an enemy Comms Scrambler within 1 from the battlefield).

EXTREME DISCIPLINE

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Ryan Dargatz

Special Rules: ⚙️ Only. During Setup, place 2 Advantage tokens on this card.

When an allied unit gains 1 or more Suppression tokens, after the effect is resolved, you may remove 1 Advantage token on this card. If you do, the allied unit removes all of its Suppression tokens, then suffers 1 Wound.

BLACK OPS

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Wilmar Ballestri Essarp

Special Rules: ⚙️ Only.

At the start of the first **Activation Phase**, choose an allied **▲** or **▼** Trooper unit with 6 or fewer miniatures. If the chosen unit has **INFILTRATE**, it gains 1 Aim token and 1 Dodge token. If the chosen unit does not have **INFILTRATE**, it gains **INFILTRATE**.

RAPID DEPLOYMENT

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Ameen Naksewe

Special Rules: ⚙️ Only.

At the start of the first **Activation Phase**, choose up to 2 allied **▲** Clone Trooper units. The chosen units gain **REINFORCEMENTS**.

COORDINATED STRIKE

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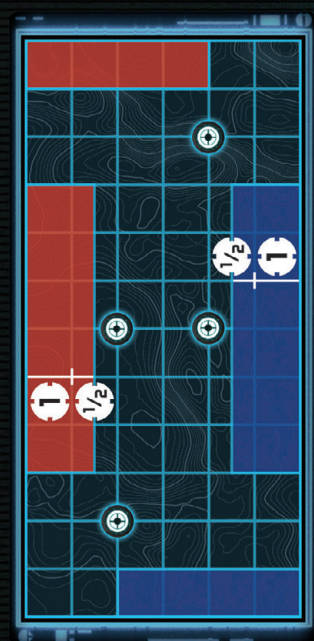


Ryan Valle

Special Rules: ⚙️ Only. During Setup, place 1 Advantage token on this card.

During the **Issue Orders** step of the **Command Phase**, you may remove 1 Advantage token on this card. If you do, choose up to 2 allied units. Each unit gains **COORDINATE: CLONE TROOPER** or **COORDINATE: VEHICLE**.

OUTFLANK



OUTFLANK

Δ S F V L H ↓ 1 Y M

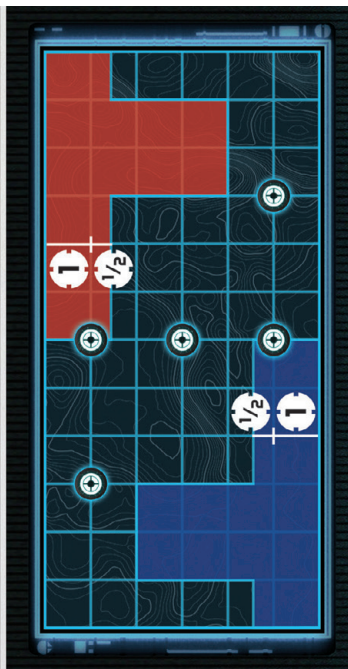
Setup: Place 4 Flags (POI) as shown on the Outflank Map Card.

Starting with the Blue player, each player chooses up to 3 of their non- units that are not being transported. Each chosen unit gains a Vanguard token.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Flag they Secure. Additionally, if a player controls 2 or more units with Vanguard tokens that are Contesting Flags Secured by that player, that player scores 1 additional VP.

Special Rules: Units with Vanguard tokens must Deploy into the portion of a player's Territory that is touching the short battlefield edges. Unless they are Deployed using the **TRANSPORT** keyword, only units with Vanguard tokens may Deploy in this portion of a player's territory.

CONTACT, CONTACT!



CONTACT, CONTACT!

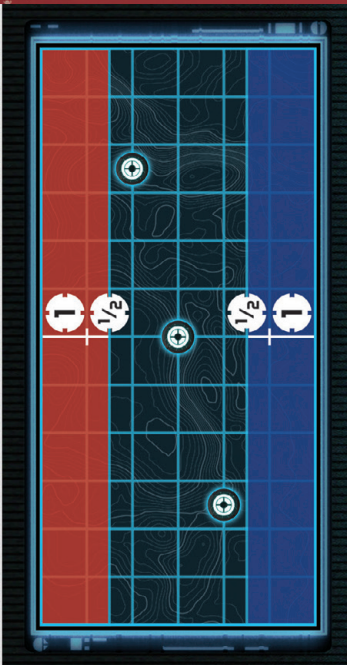
Δ S F V L H ↓ 1 Y M

Setup: Place 5 Listening Posts (POI) as shown on the Contact, Contact! Map Card.

Special Rules: Units Contesting 1 or more Listening Posts have **PRECISE 1**.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Listening Post they Secure in allied or Contested Territory and 2 VP for each Listening Post they Secure in enemy Territory.

PAYLOAD



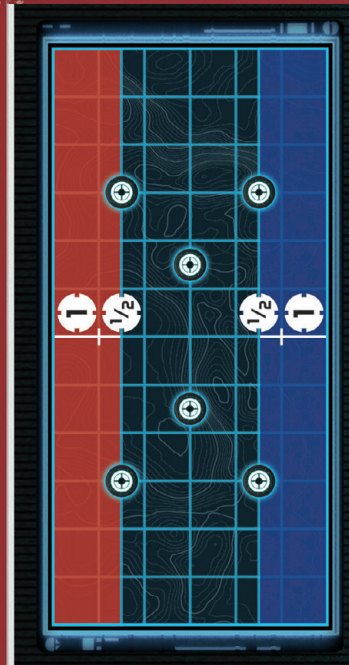
PAYLOAD

Δ S F V L H ↓ 1 Y M

Setup: Place 3 Bomb Carts (POI) as shown on the Payload Map Card.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Bomb Cart they Secure. Then, players take turns placing each Bomb Cart they Secured that is not in enemy Territory within $\frac{1}{2}$ of its current position, starting with the Blue player. Each Bomb Cart may be placed this way only once per Round. After all Bomb Carts, if any, have been placed, players score 2 VP for each Bomb Cart that is within enemy Territory.

CAULDRON



CAULDRON

Δ S F V L H ↓ 1 Y M

Setup: Place 6 Waypoints (POI) as shown on the Cauldron Map Card.

Scoring: Starting in the second Round, during each **End Phase**, each player scores 1 VP for each Waypoint they Secure within allied Territory and 1VP for each Waypoint they Secure that is completely within Contested Territory and that is within $\frac{1}{2}$ of another Waypoint they Secure. Additionally, a player scores 1 VP if they Secure both Waypoints that are completely within Contested Territory.

Special Rules: During the **End Phase**, units Contesting 1 or more Waypoints remove 1 fewer Suppression token during the **Remove Tokens** step.

FAILED NEGOTIATIONS

N V L H Δ A F K T V

Setup: Place an Exchange (POI) in the center of the battlefield, even if there is already an Objective token there. Then, starting with the Blue player, each player chooses 1 of their or Trooper units. Each chosen unit gains an allied Prisoner (Asset).

Scoring: Starting in the second Round, during the **End Phase**, players score 1 VP for each unit they control holding 1 or more Prisoners that is within $\frac{1}{2}$ of the Exchange.

Special Rules: A unit that has 1 or more Prisoners increases its by 1. At the start of the first **Activation Phase**, units that are holding 1 or more Prisoners gain **INCOGNITO** until the end of the Round.

Additionally, each and Trooper unit gains **CLAIM (PRISONER)**.

SUPPLY RUN

N V L H Δ A F K T V

Setup: Starting with the Blue player, each player places 2 Supply Caches (Assets) in Contested Territory, not within $\frac{1}{2}$ of each edge of the battlefield and not within $\frac{1}{2}$ of another Supply Cache.

Scoring: Starting in the second Round, at the start of each allied unit's Activation, if that unit is contesting a POI and is holding a Supply Cache, its Controlling player may choose to remove that Supply Cache from the Game. If they do, that player scores 1 VP. If it is the fourth or fifth Round, that player scores 1 additional VP.

Special Rules: Each Trooper unit gains **CLAIM (SUPPLY CACHE)**. Each unit can hold only 1 Supply Cache at a time.

RETRIEVE THE DATA

SWHDA7K7V

Setup: Place a Data Core (Asset) in the center of the battlefield, even if there is already an Objective token there. Then, starting with the Blue player, each player places 2 Data Cores (Asset) in Contested Territory, not within 2 of each edge of the battlefield and not within 1 of another Data Core.

Scoring: Starting in the second Round, during the **End Phase**, players score 1 VP for each Data Core they are Securing that has 2 or more Suppression tokens. After scoring VPs, if a player is Securing a Data Core with 2 or more Suppression tokens, remove that Data Core from the battlefield.

Special Rules: Each unit gains ➡ **DATA**

RECOVERY (Place 1 Suppression token on a Data Core this unit is Contesting).

ALIGN THE RELAY

SWHDA7K7V

Setup: Place a Comms Relay (Asset) in the center of the battlefield, even if there is already an Objective token there. Then, starting with the Blue player, each player places 2 Comms Relays within 2 of both long battlefield edges, not within 1 of a short battlefield edge, and not within 1 of another Comms Relay.

Scoring: Starting in the second Round, during the **End Phase**, players score 1 VP if they Control 2 or more Comms Relays, and 1 additional VP if they Control 4 or more Comms Relays.

Special Rules: Each unit gains ➡ **ALIGN RELAY**
(Choose a Comms Relay this unit is Contesting. You now control that Comms Relay.)

A Comms Relay Controlled by a player is Controlled by that player until another player Controls it.