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.

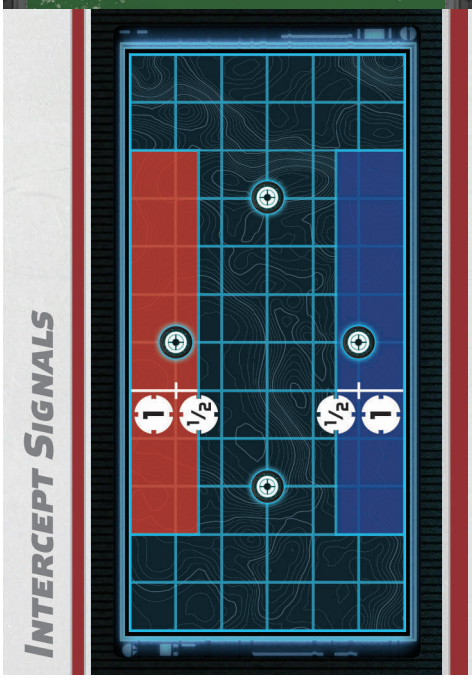
At the beginning of the **End Phase**, if an allied Ordnance token is on the battlefield, roll 3 black attack dice. Each unit within 1 of that token that has the ***Armor*** or ***Armor X*** keyword or has the Vehicle unit type suffers 2 Wounds for each ✪ result and 1 Wound for each ✸ result rolled. 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.

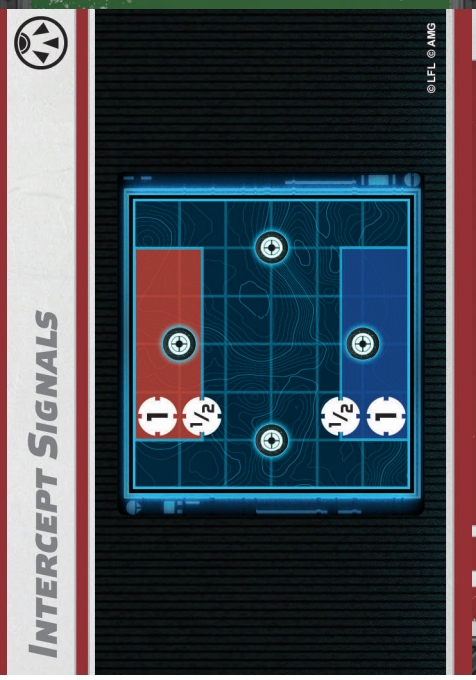
Strafing Run



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 2 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.





Intercept Signals

Setup: Place 4 Comms Towers (POI) as shown on the Intercept Signals Map Card.

Starting with the Blue player, each player chooses 3 allied units. Then each player chooses 2 of the enemy units that their opponent chose, starting with the Blue player. Each of the chosen enemy units gains an Intel token.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Comms Tower not within allied Territory that meets 1 or more of the following conditions:

- That Comms Tower is Contested by an allied unit with an Intel token.
- That Comms Tower is Secured by that player.

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.

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Bunker Assault

Close the Pocket

Shifting Priorities

Bunker Assault

Close the Pocket

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.

Bunker Assault

Setup: Place 4 Bunkers (POI) as shown on the Bunker Assault Map Card. The 2 Bunkers set up furthest from allied Territory are enemy Bunkers.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Bunker they Secure. Additionally, players score 3 VPs for each enemy Bunker that was destroyed during that **End Phase**.

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

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.

Recover the Research

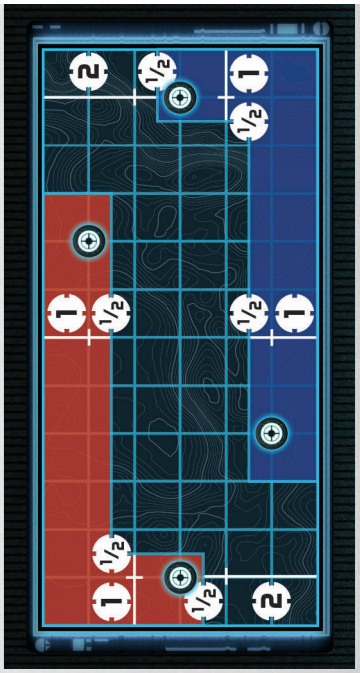
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Recover the Research

Setup: Place 6 Labs (POI) as shown on the Recover the Research Map Card.

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.

Breakthrough



Breakthrough

Setup: Place 4 Checkpoints (POI) as shown on the Breakthrough Map Card.

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.

Marked Targets

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

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

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

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

Setup: Starting with the Blue player, each player places 1 allied Base (POI) not within 1 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

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 2 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 2 and in LOS of that allied unit's unit leader gains 1 Observation token.

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Ambush



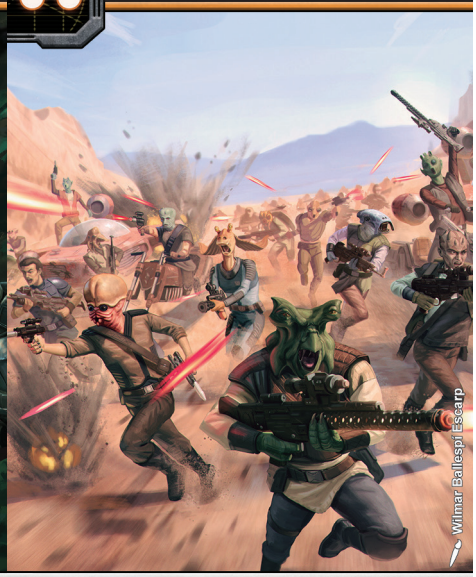
1 UNIT

Ambush



1 UNIT

Push



2 UNITS

Push



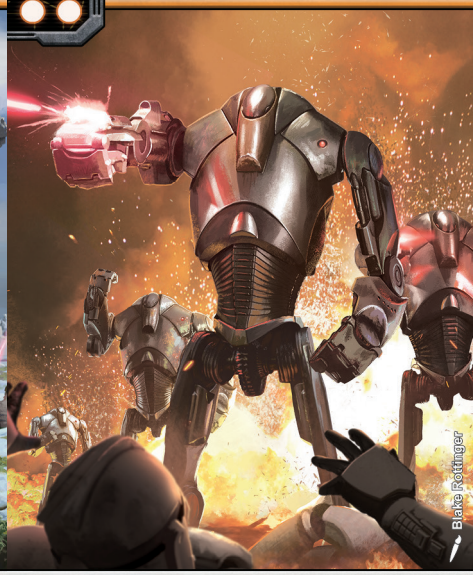
2 UNITS

Assault



3 UNITS

Assault



3 UNITS

Standing Orders



1 UNIT

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

Standing Orders



1 UNIT

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

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Battle Card Pack

Command Override



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



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



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



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

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

Enemy units gain ***Destroy Comms Scrambler*** *(Remove an enemy Comms Scrambler within 1-2 from the battlefield).*

Extreme Discipline



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



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



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



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*** this Round.

Failed Negotiations

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 1 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)***.

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Supply Run

Setup: Starting with the Blue player, each player places 2 Supply Caches (Assets) in Contested Territory, not within 2 of each edge of the battlefield and not within 1 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

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

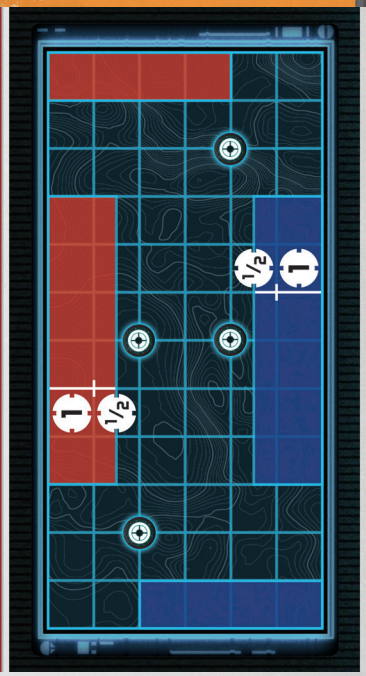
Setup: Place a Comms Relay (Asset) in the center of the battlefield, even if there is already an Objective token there. Then, starting with the Blue player, each player places 2 Comms Relays within 3 of both long battlefield edges, not within 1 of a short battlefield edge, and not within 1 of another 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.

Outflank



Outflank

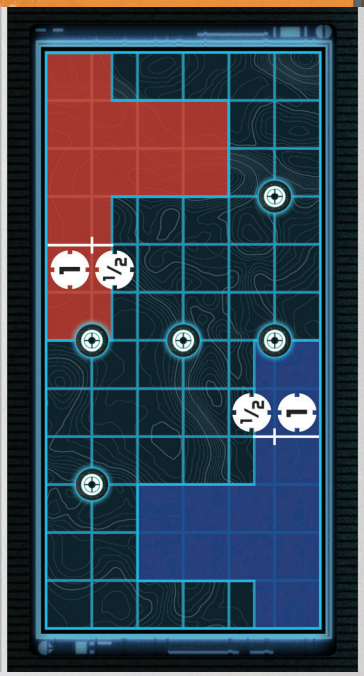
Outflank

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.



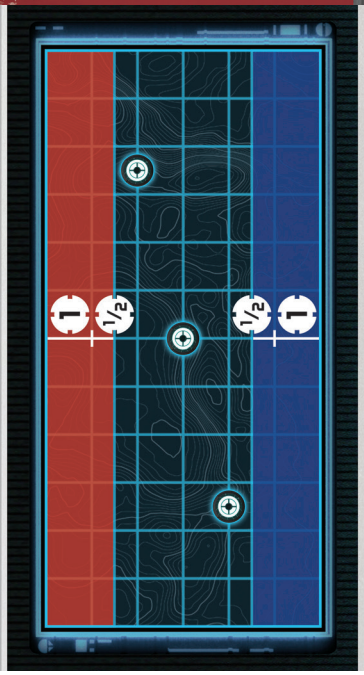
Contact, Contact!

Contact, Contact!

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 within allied Territory or completely within Contested Territory and 2 VP for each Listening Post they Secure within enemy Territory.



Payload

Payload

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 ½ 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.

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CAULDRON

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 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.

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