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 2 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

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.

Secondary Objectives

Blue Player: 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: 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***.

Advantages

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

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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.

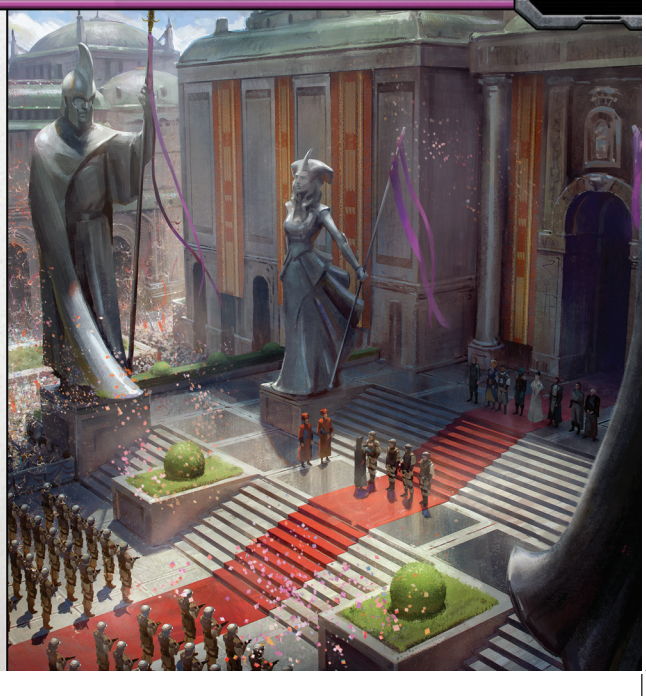
SETBACK	EFFECT
Compromised	This unit cannot provide Backup or use the ***Guardian X*** keyword. At the end of each **Activation Phase**, if this unit is Contesting an Objective that is Contested by 1 or more enemy units, this unit gains 1 Suppression token. If a unit gains this Setback a second time 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 1 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

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 1 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)**.

Secondary Objectives

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 VPs from this Secondary Objective this game, that unit gains 2 Experience.

Advantages

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

Red Player: 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

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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

Secondary Objectives

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***.

Advantages

Blue Player: Allied units gain ***Reinforcements***.

Red Player: 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 1 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

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Root Out the Corruption

COMMENDATION	EFFECT
Well Supplied (VR 2)	This unit gains ***Reliable 1***.

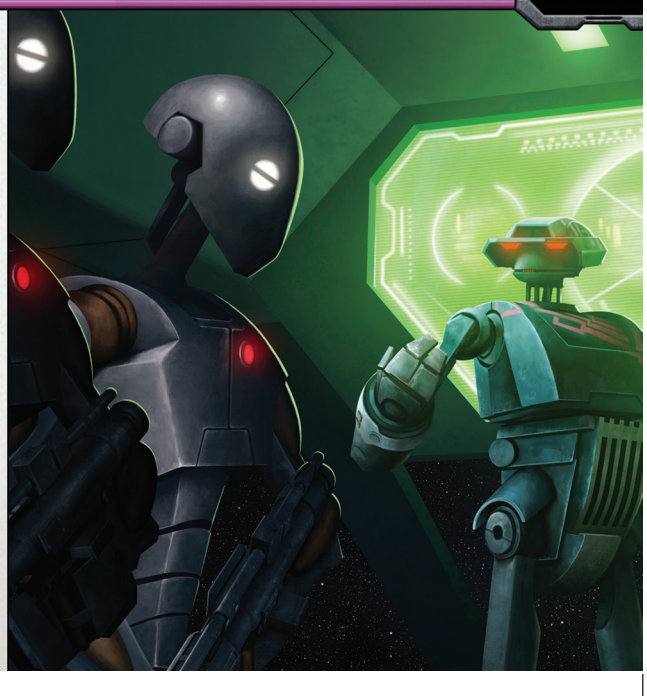
SETBACK	EFFECT
Scrambled	A Trooper unit with this Setback can be Suppressed, even if it is a Droid Trooper unit. When a non-Droid Trooper unit with this Setback Rallies, it rolls 1 less die. While a Vehicle unit with this Setback has a Vehicle Damage token, it does not roll a white defense die at the 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 3 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.)*

Secondary Objectives

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.

Advantages

Blue Player: 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: 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 ❸ 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

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Keep Them in Line

AGENDA

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.

Bring Peace to the Galaxy

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.



Bring Peace to the Galaxy

Gather Intelligence

AGENDA

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 1 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 Intellegance

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.



Bring Peace to the Galaxy

Persons of Interest

AGENDA

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.



Bring Peace to the Galaxy

Midnight Strikes

AGENDA

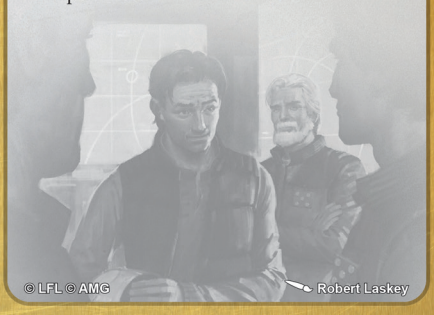
Each time an allied unit defeats an enemy unit that has a facedown Order token, after the effect is resolved, put a token on this Agenda. During the Post-Game Sequence if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 3 or more tokens on this Agenda, progress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

Liberate the System

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.



Liberate the System

Small Victories

AGENDA

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

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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.



Liberate the System

On the Run

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.

Liberate the System

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.



Liberate the System

Daring Defense

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.

Peacekeeping Mission

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.



Peacekeeping Mission

Concentrated Efforts

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

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.



Peacekeeping Mission

Against All Odds

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.

Peacekeeping Mission

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.



Peacekeeping Mission

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Investigate Corruption

During each **End Phase**, if 1 or more allied units are within 12 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.

Root Out the Corruption

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.



Root Out the Corruption

Show of Strength

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.

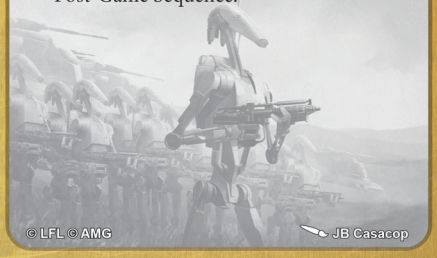
Root Out the Corruption

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.



Root Out the Corruption

The Long Game

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.

Root Out the Corruption

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.



Root Out the Corruption

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The Weekend War

COMMENDATION	EFFECT
Rapid Response	If this unit is a ▲ or ▲, it gains ***Cunning***. Otherwise, this unit gains ***Scout 1***.

SETBACK	EFFECT
Behind Schedule	During each **Command Phase**, after Command Cards are revealed, this Unit gains 2 Suppression tokens and 2 Observation tokens if the Command Card you played this Round has fewer pips than the Command Card your opponent played this Round.

DEFINING TRAIT	EFFECT
On the Back Foot	Once per game, when determining Priority, your opponent may choose to have priority that Round. This Defining Trait resolves after 2 Games.

The Weekend War

The galaxy is a vast place, filled with myriad systems and every kind of place imaginable. Some of these systems are home to rare resources, species, or other sorts of esoteric treasure that draws attention from across the stars.

You have located such a system in a remote region of space, and preliminary probes and scans indicate that securing these worlds would be a great boon to us. However, there is a catch: a host of stellar hazards and anomalies prevent travel to the system save for a few days out of every year. Luckily for you, that window is rapidly approaching. But beware, you are likely not the only party en-route…



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Running Out of Time

You have established a beachhead and are well on your way to securing the system and its treasures. There is one final site we must secure, and it is of extreme importance. But hurry! The window for departure is rapidly closing. Collect the cargo and load it on the transports as fast as you can. There's no time to lose!

Setup: Place 3 Stockpiles (POI) in Contested Territory and 4 Cargo Containers (POI) in the Red Player's Territory and Blue Player's Territory as shown on the map. Then put 5 Suppression tokens on the center Stockpile then put 4 Suppression tokens on each other Stockpile.

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 Cargo Container they Secure that has 1 or more Suppression tokens on it, and 1 additional VP for each Cargo Container they Secure that has 3 or more Suppression tokens on it.

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The Weekend War

Running Out of Time

Special Rules: Each unit gains the following:

- ***Seize the Goods*** *(Choose a POI Objective token this unit is Contesting that has 1 or more Suppression tokens. This unit gains 1 Treasure token and removes 1 Suppression token from the chosen Objective token.)*
- ***Stash the Goods*** *(If this unit has 1 or more Treasure tokens and is Contesting a Cargo Container, remove 1 of this unit's Treasure tokens and put 1 Suppression token on that Cargo Container. A unit cannot make a Stash the Goods action during the same Activation it makes a Seize the Goods action.)*
- ***Grab the Goods*** *(When an allied unit defeats an enemy unit that has 1 or more Treasure tokens, after the effect is resolved, that unit's controlling player scores 1 VP.)*

Secondary Objectives

Each Trooper unit gains ***Scout 1***.

Red Player Advantage: During Setup, the Red player may choose up to 2 ▼/▲ or ▲ units. The chosen units gain ***Prepared Position***.

Blue Player Advantage: During Setup, the Blue player may choose up to 1 ▼/▲ or ▲ unit. The chosen unit gains ***Infiltrate***.

Advantages

The player whose Story Arc this Turning Point Mission belongs to receives certain rewards based on whether they won or lost the mission.

Victory Reward: If you won this mission, choose up to 3 units on your Register. Each chosen unit may gain 1 Experience or remove all its Setbacks. Then your Paragon gains ***Eyes on the Prize: Agile 1*** or ***Eyes on the Prize: Tactical 1***.

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 1 Setback. Then, your Paragon gains the On the Back Foot Defining Trait.

The Weekend War

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Birth of a Legend

COMMENDATION	EFFECT
Legendary (Paragon Only, VR 3)	At the start of this unit's Activation, it may gain 1 Aim token or 1 Dodge token. Then, choose another allied unit within 2 and remove 1 Suppression token from it.

SETBACK	EFFECT
Losing Faith	During the **Remove Token** step, if this unit is within 2 of your Paragon, it removes 1 fewer Suppression token.

DEFINING TRAIT	EFFECT
Disillusioned	During Army Building, you may not include any of this unit's Command Cards in your Command Hand. Additionally, this unit cannot be issued Orders. This Defining Trait resolves after 2 Games.

Birth of a Legend

Every journey starts somewhere, every story has a beginning. No matter how humble one's origins, greatness comes to those who earn it. It is time to set out from home and make your way among the stars.

As your renown grows, more will follow you, and word of your deeds will spread across the galaxy. In time your name may be recorded in history alongside that of the mightiest heroes. This is the birth of your legend.



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Seize your Destiny

As your legend has grown, more and more followers have flocked to your cause. Victory is close at hand, but there are still some that stand against you. Do not let anyone stand in the way of your greatness and glory. Your destiny is within your grasp- reach out seize it.

Setup: Place 2 Landmarks (POI) on the battlefield 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.

Special Rules: A unit is Contesting a Landmark while its unit leader has LOS to the Landmark and is within 2, instead of 1.

Scoring: Starting in the second Round, during each **End Phase**, players score 2 VP for each Landmark they Secure.

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Birth of a Legend

Seize your Destiny

Secondary Objectives

Setup: Place 1 Dueling Ground (POI) on the battlefield as shown on the map.

Special Rules: A unit is Contesting the Dueling Ground while it's unit leader has LOS to the Dueling Ground and is within 1, instead of 2.

Only units can Contest the Dueling Ground. While a unit is Contesting the Dueling Ground, it cannot be attacked by units that are not Contesting the Dueling Ground or chosen as part of an effect caused by an enemy unit that is not Contesting the Dueling Ground.

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

Advantages

At the start of the first Activation Phase, starting with the Blue Player, each player may choose an allied non-unique unit. Each chosen unit gains ***Infiltrate*** and 1 of the following keywords this game:

- ***Disengage***
- ***Immune: Pierce***
- ***Relentless***

Birth of a Legend

The player whose Story Arc this Turning Point Mission belongs to receives certain rewards based on whether they won or lost the mission.

Victory Reward: If you won this mission, you may choose 3 units on your Register. Each chosen unit may gain 1 Experience or remove all its Setbacks. Then your Paragon gains ***Lauded*** *(Award this unit a Commendation. This unit can have 2 High Commendations instead of the normal 1.).*

Loss Reward: If you lost this mission, roll 5 red defense dice. For each result in the roll, choose a different allied unit on your Register. Each chosen unit may gain 2 XP or remove 1 Setback. Then, your Paragon gains the Disillusioned Defining Trait.

Birth of a Legend

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A Pirate's Life

COMMENDATION	EFFECT
Go Where the Money is	This Unit gains ***Eyes on the Prize: Agile 1*** or ***Eyes on the Prize: Tactical 1***.

SETBACK	EFFECT
Self-Serving	This Unit may only use its own ◈ when checking to see if it is Panicked.

DEFINING TRAIT	EFFECT
Greedy	At the end of this Unit's Activation, if it has 1 or more green tokens or if it is Contesting 1 or more POIs, it may remove up to 1 Suppression token. Otherwise, it gains 3 Suppression tokens. This Defining Trait is resolved after 2 games.

A Pirate's Life

All conflict comes with a cost, but to the cunning it also presents opportunity. Powerful forces in the galaxy have started a conflict over who controls the systems of this sector. These hostilities provide the perfect cover for you to take your share of the spoils! Why should the rich get richer, when you can just get rich in the first place?



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Golden Opportunity

The plan was great. Due to the constant conflict going on in this sector, forces of the Galactic powers are spread thin. This provides you a golden opportunity to "borrow" some military grade equipment from a planetary motor pool. You landed the cargo shuttle at the base and were in the process of loading in the equipment when the security of the depot realized what you were up to. Now it is time to load up the last of the equipment and make a break for it!

Setup: Put 4 Military Equipment (POI) and 1 Cargo Ramp (POI) on the battlefield as indicated by 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**, the Blue player scores 1 VP for each Military Equipment that has been removed from the battlefield. The Red player scores 1 VP for each Military Equipment they Secure. Additionally, if the Red player is Securing the Cargo Ramp, they score 2 VPs.

Moving Equipment: At the start of each **End Phase**, the Blue player may place each Military Equipment that they Secure within 1 of its current position. Then, after being placed, if that Military Equipment is within ⅓ of the Cargo Ramp, remove it from the battlefield. Finally, after Scoring VPs, for each Military Equipment Contested but not Secured by the Blue player, the Blue player may place that Military Equipment within ⅓ of its current position. A Military Equipment may only be placed by Moving Equipment once per Round.

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A Pirate's Life

Golden Opportunity

Special Rules: Each unit controlled by the Blue player gains the following:

➔ ***Escape*** *(If this unit is not Engaged and its unit leader is within ⅓ of the Cargo Ramp, remove this unit from the battlefield.)*

Scoring: Starting in the second Round, during each End Phase, if the Blue player had 1 or more units made the Escape action, they score 1 VP. Starting in the second Round, during each End Phase, if 2 or more of the Blue player's units were defeated this Round, the Red player scores 2 VP.

Secondary Objectives

Blue Player: During Setup, choose up to 1 ◆ unit and up to 1 ▼◆ unit. Place the unit leader from each unit within ⅓ of the Cargo Ramp. Then place the rest of that unit's miniatures in cohesion. At the start of the first **Activation Phase**, each chosen unit gains ***Incognito***.

Red Player: During **Setup**, put 1 Aim token, 1 Dodge token, and 1 Surge token on this card. At the start of each **Activation Phase**, remove any number of tokens from this card. Then choose a different allied unit for each token removed in this way. Each chosen unit gains 1 token of the corresponding type.

During the **End Phase**, at the start of the **Remove Tokens** step, choose up to 3 allied units. Each chosen unit may remove up to 1 green token. For each token removed in this way, put 1 corresponding token on this card.

Advantages

The player whose Story Arc this Turning Point Mission belongs to receives certain rewards based on whether they won or lost the mission.

Victory Reward: If you won this mission, choose 1 of the following units: **A-A5 Speeder Truck**, **LAAT/le Patrol Transport**, **TX-225 GAVw Occupier Tank**, or **WLO-5 Speeder Tank**. Add the chosen unit to your Register. While this unit is on your Register, it has the same Affiliation and Faction as your Paragon.

Loss Reward: If you lost this mission, roll 1 red attack die for each Military Equipment removed from the battlefield. For each ✖ result in the roll, gain 1 SP. For each ▨ in the roll, choose an allied non-Paragon Unit. Each chosen unit gains 2 Experience and 1 Setback. Then, your Paragon gains 2 Experience and the Greedy Defining Trait.

A Pirate's Life

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Survey Landscape

Each allied Trooper unit gains the following:
➡➡ **Place Survey Scanner** *(Place an allied Survey Scanner (Asset) within 1 of this unit's unit leader, overlapping a piece of non-Scatter Terrain, and not within 2 of another allied Survey Scanner.)*

During the Post-Game Sequence, if there are 3 or more allied Survey Scanners on the battlefield, progress this Agenda on your Register. Then, if there are 5 or more allied Survey Scanners on the battlefield, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 2 times.

The Weekend War

Reward

Survey Landscape

After resolving this Agenda's progression, gain 1 SP for each time this Agenda was progressed. Then, if you won the game, choose an allied unit. The chosen unit removes 1 of its Setbacks and gains 1 Experience.



The Weekend War

Search for Treasure

Each allied Trooper unit gains the following:
➡ **Search** *(If this unit's unit leader is within 1 of a piece of non-Scatter terrain that does not have a Ransacked (Advantage) token on it, place a Ransacked token on that piece of terrain and roll a red defense die. On a ▼ result, put 1 Advantage token on this card. On a ▼▼ result, put 2 Advantage tokens on this card.)*

During the Post-Game Sequence, if there are 4 or more Advantage tokens on this card, progress this Agenda on your Register. Then, if there are 6 or more Advantage tokens on this card, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 2 times.

The Weekend War

Reward

Search for Treasure

After resolving this Agenda's progression, choose a different 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 Expirience. Then, if you won the game, increase your Register's Maximum Combat Potential by 100.



The Weekend War

Beat Them to the Punch

When an enemy unit that is Contesting or Holding 1 or more Objective tokens is defeated, put 1 Advantage token on this card. Additionally, during each **End Phase**, put 2 Advantage tokens on this card for each POI Objective token that you are Securing that is Contested by 1 or more enemy units.

During the Post-Game Sequence, if there are 4 or more Advantage tokens on this card, progress this Agenda on your Register. Then, if there are 6 or more Advantage tokens on this card, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 2 times.

The Weekend War

Reward

Beat Them to the Punch

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 1 Experience and removes 1 Setback.



The Weekend War

Martial Prowess

At the end of the game, if your Paragon defeated 1 or more enemy units, progress this Agenda on your Register. Then, if 1 or more of those units was a ▼▲ or ▲ unit, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

Birth of a Legend

Reward

Martial Prowess

After resolving this Agenda's progression, gain 1 SP for each time this Agenda was progressed. Then, if your Paragon was not defeated this game, it gains 1 XP and may remove 1 Setback.



Birth of a Legend

Glorious Charge

During each **End Phase**, if your Paragon is Contesting or Holding 1 or more Objective tokens, place an Advantage token on this card.

During the Post-Game Sequence, if there are 3 or more Advantage tokens on this card, progress this Agenda on your Register. Then, if there are 4 or more Advantage tokens on this card, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

Birth of a Legend

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Reward

Glorious Charge

After resolving this Agenda's progression, choose a different unit on your Register for each time this Agenda was progressed. Each chosen unit removes all its Setbacks. Then, if it had no Setbacks to remove, that unit gains 1 Experience and your Paragon gains 1 Experience.



Birth of a Legend

Protect Your Allies

Agenda

During Setup, choose 1 of your non-Paragon units, then your opponent chooses 2 of your non-Paragon units.

During the Post-Game Sequence, if at least 2 of the chosen units were not defeated during the game, progress this Agenda on your Register. Then, if none of the chosen units were defeated during the game, progress this Agenda on your Register again.

Birth of a Legend

Reward

Protect Your Allies

After resolving this Agenda's progression, each chosen unit that was not defeated this game gains 1 XP and may remove up to 1 Setback. Then, if none of the chosen units were defeated, you gain 2 SP and your Paragon gains 2 Expirience.



Birth of a Legend

Salvage Materiel

Agenda

When an enemy unit within 1 of an allied unit is defeated, put a token on this card. If the defeated enemy unit had the **Armor** keyword, put 2 tokens on this card instead.

During the Post-Game Sequence, if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 5 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

A Pirate's Life

Reward

Salvage Materiel

After resolving this Agenda's progression, for each time it was progressed gain 1 SP and choose 1 unit. Each chosen units gain 1 Experience. A Unit cannot be chosen in this way more then once per Post-Game Sequence.



A Pirate's Life

Loot and Plunder!

Agenda

Each allied Trooper unit gains the following:
I Loot *(If this unit is within 1½ of 1 or more POIs not within allied territory, it gains a Plunder token. A unit may only have 1 Plunder token at a time.)*

At the end of the game, if 1 or more undefeated allied units have Plunder tokens, progress this Agenda on your Register. Then, if 3 or more undefeated allied units have Plunder tokens, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

A Pirate's Life

Reward

Loot and Plunder!

After resolving this Agenda's progression, each unit that has a Plunder token gains 1 Expirience. Then for each time this Agenda was progressed, gain 1 SP.



A Pirate's Life

Discover Valuables

Agenda

During Setup, choose 3 different pieces of terrain. One must be in allied Territory, one in Contested Territory, and one in Enemy Territory. Mark each chosen piece of terrain with an Valuables token (Advantage).

Each allied Trooper unit gains the following:
I Search for Treasure *(If this unit's unit leader is in base contact with a piece of terrain marked by a Valuables token, roll 3 black attack dice. If 1 or more ✸ results are rolled, remove the Valuables token from that piece of terrain and 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.

A Pirate's Life

Reward

Discover Valuables

Each time you progress this Agenda roll 2 Red defense dice. For each ▼ in the roll, choose an allied Unit. The chosen unit gains 1 Experience. For each Blank or ✸ in the roll, gain 1 SP.



A Pirate's Life

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The Best of Us



PARAGON

Choose and resolve 2 of the following:

- Your Paragon gains 2 Aim tokens.
- Your Paragon gains 2 Dodge tokens.
- This Round, your Paragon has ***Relentless***.
- This Round, your Paragon's ◈ is "-".
- Your Paragon may remove up to 2 Wound tokens.

Paragon

Enemy Down!



PARAGON & 1 UNIT

When a unit is issued an Order with this card, it gains 2 Aim tokens.

This Round, when a unit issued an Order with this card defeats an enemy unit, after the effect is resolved, it gains 2 Experience.

Paragon

Objective Complete!



PARAGON & 2 UNITS

When a unit is issued an Order with this card, it gains 1 Aim token, 1 Dodge token, or 1 Surge token.

When a token is placed on an allied Agenda this Round, after the effect is resolved, choose an allied unit that was issued an Order with this card. The chosen unit gains 1 Experience and your Register gains 1 SP.

Paragon

Standing Orders



PARAGON

Your Paragon may make a Speed-1 Move or gain 1 Aim token or 1 Dodge token.

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

Paragon

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Claim Jumper

COMMENDATION	EFFECT
Rock Hound	While this unit has Cover, increase that Cover by 1. Additionally, this unit may reroll up to 2 dice in its Cover Pool.

SETBACK	EFFECT
Played Out	During the **Post-Battle Sequence**, before spending XP, roll 1 red defense die for each XP this unit gained this battle. For each Blank result in the roll, reduce the amount of XP gained by 1.

DEFINING TRAIT	EFFECT
Down on Their Luck	When this unit defends against an enemy attack, during the **Roll Defense Dice** step, reroll 1 ▼ result in the roll, if able. This Defining Trait is resolved after 2 games.

Claim Jumper

Enemy forces have discovered a deposit of valuable ore, used in a powerful station they are developing.

Luckily, your agents have discovered this information before your adversaries have garnered enough of the resource to complete their goals. The time has come to take what is yours!



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Stake Your Claim

After weeks of testing, searching, and claiming territory, the source of the material has been found. This will be the final battle. Danger still lurks, dig sites don't react well to a battle raging over them, and rumblings can be heard from deep in the planet's core.

Setup: Place 5 Dig Sites (POI) 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.

Special Rules: At the end of each Round, one at a time for each Dig Site that has no Rubble tokens (Damage) roll 3 black attack dice. For each ✸ or ✡ in the roll put 1 Rubble on that Dig site. Then for each Rubble put onto a Dig Site, each player chooses a different allied unit contesting that Dig site, if able. Each chosen unit suffers 1 Wound.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Dig Site they Secure that has no Rubble tokens. Then the player who Secures the most Dig Sites in Contested Territory scores 1 additional VP.

Each Trooper unit has ➡ ***Clear Rubble*** *(Choose a Dig Site within* V2 *of this unit's unit leader. Remove up to 1 Rubble from the chosen Dig Site.)*

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Claim Jumper

Stake Your Claim

Scoring: Starting in the second Round, during each **End Phase**, if 1 or more allied units or allied units are Contesting 1 or more Secured Dig Sites that are not within friendly Territory and that have no Rubble, gain 1 VP. Then if one or more allied units or allied units are Contesting 1 or more Secured Dig Sites in enemy Territory that have no Rubble, gain 1 additional VP.

Secondary Objectives

Red Player Advantage: At the start of the game, choose up to 2 Trooper units. The chosen units gain a Personal Protective Equipment token (Asset). Units that have Personal Protective Equipment do not suffer wounds caused by this Mission's Special Rules.

Each allied Trooper unit has ⏩ ***Claim Personal Protective Equipment***.

Blue Player Advantage: At the start of the game, choose up to 2 Trooper units. The chosen units gain a Digging Equipment token (Asset). Units that have Digging Equipment may make ➡ ***Clear Rubble*** as a Free Card action.

Each allied Trooper unit has ⏩ ***Claim Digging Equipment***.

Advantages

The player whose Story Arc this Turning Point Mission belongs to receives certain rewards based on whether they won or lost the mission.

Victory Reward: If the player whose Story Arc this mission belongs to wins the game, they may choose 3 units in their Register. Each chosen unit may gain 1 Experience or may remove all its Setbacks. Then their Paragon gains ***Empowered Armaments*** and loses ***Jury Rigged Weapons***, if able.

Empowered Armaments *(When this unit makes an attack, during the Form Attack Pool step, it may add up to 1 red attack die and the Critical 1 to 1 of its Attack Pools.)*

Loss Reward: If the player whose Story Arc this mission belongs to loses the game, they roll 5 red defense dice. For each result in the roll, they choose a different unit in their army. Each chosen unit may gain 2 XP or may remove 1 of its Setbacks. Then their Paragon gains ***Jury Rigged Weapons*** *(The first time this unit makes an attack, during the Form Attack Pool step, it chooses 1 of its Attack Pools. Upgrade all attack dice in the chosen Attack Pool. Then after the attack is resolved, roll 4 black attack dice, for each ✸ and ✡ result in the roll, this unit suffers 1 Wound.)*

Claim Jumper

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Rescue Mission

COMMENDATION	EFFECT
Brothers in Arms (VR 2)	At the end of this unit's Activation, it may remove 1 of its Aim tokens, Dodge tokens, or Surge tokens. If it does, choose an allied unit within 2. The chosen unit gains 1 token of that type.

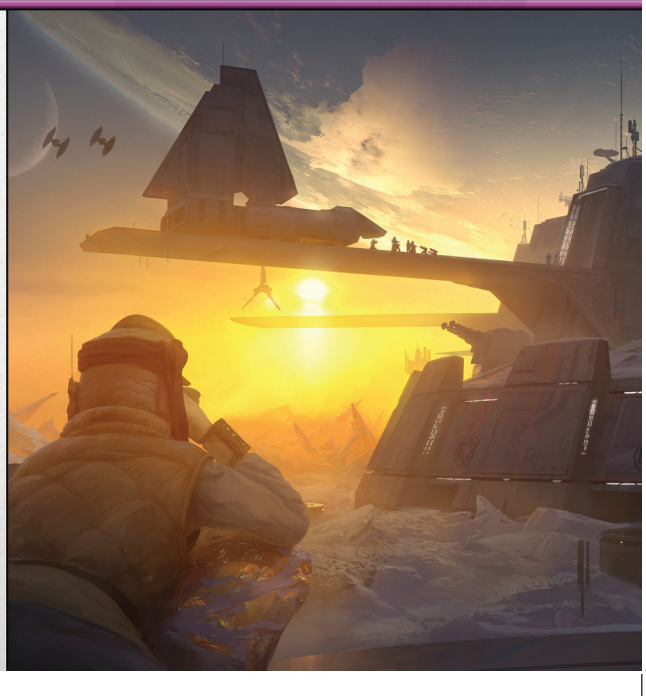
SETBACK	EFFECT
Depleted	This unit gains ***Wound 1***.

DEFINING TRAIT	EFFECT
Spread Thin	Reduce the number of SP you gain after each game by 1. This trait resolves after 2 missions.

Rescue Mission

You've been sent to investigate a distant, little-known system. It would benefit your faction to have a presence there, but everyone sent to investigate in the past has gone missing, so an enemy presence in the area is suspected.

Recently, another expeditionary force led by a high-profile commander has disappeared. You must follow behind them, find out what's been causing these groups to go missing, and rescue any survivors.



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Daring Rescue

An hour ago, a survivor from the last expedition stumbled into your camp, having escaped captivity. The remaining prisoners are set to be transferred to an unknown location before the end of the day. It's up to you to rescue the prisoners and their commanding officer from their captors. With any luck, reinforcements will arrive soon.

Setup: Place 4 Holding Cell (POI) tokens and Place 1 VIP (Asset) token as shown on the map. Then choose a Holding Cell and roll 3 black attack dice. For each ✸ or ✲ result in the roll, put 1 Wound token on that Holding Cell. Then repeat this process until each Holding Cell has been chosen in this way.

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

Special Rules: At the start of each **Command Phase**, if a Holding Cell does not have a Prisoner token (Asset), it gains 1 Prisoner. The Blue Player's units gain ➔ ***Rescue*** *(Choose a Holding Cell this unit is Contesting that has a Prisoner. If you do, remove the Prisoner from the chosen Holding Cell. Then this unit gains that Prisoner. A unit cannot have more than 1 Prisoner.)* This action may be done as a » if the unit's controlling player Secures the chosen Holding Cell.

The Blue Player's units also gain ➔ ***Claim: Prisoner***.

All units gain ➔ ***Claim: VIP***.

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Resuce Mission

Daring Rescue

Scoring: Starting in the second Round, during each **End Phase**, resolve the following:

- The Blue Player scores 1 VP for each Prisoner their units have.
- The Red Player scores 1 VP for each Holding Cell they Secure.
- Any player that has a unit that holds the VIP Prisoner scores 1 VP.

At the end of each **End Phase**, remove all Prisoners.

Secondary Objectives

Special Rules: At the start of the **End Phase**, put 1 Wound token on each Holding Cell the Red Player Secures. Then if the Red Player is Securing a Holding Cell that has 3 or more Wound tokens, remove that Holding Cell and any Prisoners it has from the battlefield. Holding Cells cannot be removed during the first Round. Finally, for each Holding Cell removed this Round, the Red Player scores 2 VP.

Scoring: At the start of the **Score VPs** step, remove 1 Wound token from each Holding Cell the Blue Player Secures. Then if the Blue Player Secures 2 or more Holding Cells that do not have Wound tokens, they score 1 VP.

Advantages

Red Player Advantage: When an allied unit defeats a unit that has a Prisoner, choose an allied unit within ❷ and choose a Holding Cell. Put a Wound token on the chosen Holding Cell. Then the chosen unit gains 1 Aim token and 1 Dodge token.

Blue Player Advantage: When a unit gains a Prisoner or the VIP, it gains 1 Dodge token. While a unit is within ❷ of a Holding Cell or has the VIP, increase its ◈ by 1.

Resuce Mission

The player whose Story Arc this Turning Point Mission belongs to receives certain rewards based on whether they won or lost the mission.

Victory Reward: Make a free Active Recruiting Aid Request. Then add 1 ◭ unit to your Register. Finally, make up to 3 free Supplies and Provisions Aid Requests that must choose the added ◭ unit.

Loss Reward: Roll 5 red defense dice. For each ▼ result in the roll, choose a different allied unit on your Register. Each chosen unit may gain 2 XP or remove 1 Setback. Then your Paragon gains the Spread Thin setback.

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Scorched Earth

COMMENDATION	EFFECT
Fighting Retreat (VR3 – Trooper Unit Only)	When this unit makes an Attack action while it is Engaged, after the effect is resolved, you may roll 3 white defense dice. If you do, this unit suffers 1 wound for each ▼ or ✦ result in the roll. Then until the end of the turn, this Unit may Withdraw even if it has made an Attack action this turn.

SETBACK	EFFECT
Faltering Loyalty	This unit cannot use a different unit's ◈, when determining if it is Panicked, and other units cannot use its ◈ when determining if they are Panicked.

DEFINING TRAIT	EFFECT
Feared Not Respected	While this unit has this Defining Trait the following are in effect: • Allied units cannot use this unit's ◈ when determining if they are Panicked. • Other allied units within 1 have ***Indomitable***.

Scorched Earth

The battle for this system is not going well. The enemy is overwhelming your forces and it is time to draw back to a more fortified position.

That being said, you have no interest in leaving behind resources for the enemy to take advantage of. If they want this system they can have it, but you will ensure it is nothing but a liability before you go.



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Block by Block

After constant conflict, there is one last thing in the system which needs to be preserved: the people. The natives of this system need to be relocated, either to deny your enemy a resource, or simply for their safety as this conflict intensifies. Mobilize your forces to the evacuation centers and get them away from here.

Setup: Place 6 Evacuation Sites (POI) 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.

Special Rules: At the end of the **Scoring VPs** step, remove each Evacuation Site the Blue Player Secures from the battlefield.

Scoring: Starting in the second Round, during each **End Phase**, the Red Player scores 1 VP if their allied units Contest 2 or more Evacuation Sites. Then the Red Player scores 1 VP if their allied units Contest 3 or more Evacuation Sites. Finally, the Red Player scores 1 VP if their allied units Contest 4 or more Evacuation Sites.

For each Evacuation Site the Blue Player Secures, they score 1 VP if it is within friendly Territory, 2 VPs if it is completely within contested Territory, or 3 VPs if it is within enemy Territory.

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Scorched Earth

Block by Block

Secondary Objectives

Special Rules: During **Setup**, The Blue Player puts 2 Evacuee tokens (Asset) on the battlefield within 3 of both long battlefield edges and not within 2 of another Evacuee. Then the Red Player puts 1 Evacuee on the battlefield within 3 of both long battlefield edges and not within 2 of another Evacuee. If you are playing a Recon game Evacuees must instead be put on the battlefield within 3 of both long battlefield edges and not within 1 of another Evacuee.

Each unit controlled by the Blue Player has ***Guide Evacuee*** *(Choose an Evacuee within 1½ that is Secured by the Blue Player. Put the chosen Evacuee within 1 of its current location.).*

Scoring: Once per Round, when a unit controlled by the Red Player defeats an enemy unit within 1 of 1 or more Evacuees, the Red Player scores 1 VP. Additionally, starting in the second Round, during each **End Phase**, the Red Player scores 1 VP if they secure 1 or more Evacuees.

When an Evacuation Site is removed from the battlefield, remove each Evacuee within 1½ of that Evacuation Site from the battlefield. For each Evacuee removed from the battlefield in this way, the Blue Player scores 2 VP.

Advantages

Red Player Advantage: At the start of the game place 2 Reinforcement tokens (Advantage) on this card. During each **End Phase**, you may remove 1 Reinforcement token from this card. If you do, choose one of your non-unique units, even if it is defeated. Remove all tokens from the chosen unit and each miniature in the unit becomes undefeated. Then the chosen unit becomes undeployed and gains ***Infiltrate*** this game. Units chosen in this way make a casualty roll during the **Post-Battle Sequence**, even if they are undefeated at the end of the game.

Blue Player Advantage: During the **Rally** step, if the activating allied unit is contesting an Evacuation Site or Evacuee, it may reroll any number of dice to remove Suppression tokens.

Victory Reward: If the player whose Story Arc this mission belongs to wins the game, they may choose 3 Aid Requests from the following (A player may choose the same Aid Request more than once): Active Recruiting, Request Reinforcements, Supplies and Provisions, and/or Request Medical Supplies. These Aid Requests do not count against the number of Aid Requests you can make during this **Post-Battle Sequence**.

Loss Reward: If the player whose Story Arc this mission belongs to loses the game, they roll 5 red defense dice. For each ▼ result in the roll, they choose a unit. Each with a different Rank, if able. The chosen units may gain 2 Experience or may remove 1 Setback. Then their Paragon gains ***Infamous Reputation*** *(Increase the SP cost of Active Recruiting by 1.)* and ***Demoralize 1***. Additionally, increase the SP cost of **Request Assistance** and **Heroic Intervention** Strategic Assets by 1.

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Geological Testing

Once per Round, at the end of an allied ▲ unit's Activation, you may place a Geological Sounding token (Advantage) on the battlefield within 1½ of the activating unit's leader and not within 2 of another Geological Sounding token or battlefield edge.

At the end of the game, if there are 2 or more Geological Soundings on the battlefield, progress this Agenda on your Register. Then if there are 4 or more Geological Soundings on the battlefield, progress this Agenda on your Register again.

Claim Jumper

Reward

Geological Testing

After resolving this Agenda's progression, for each time this Agenda was progressed, choose a different ▲ unit in your army. The chosen units gain 2 XP. This Agenda is completed when it has been progressed 3 or more times.



Claim Jumper

Lab Work

During **Setup**, choose 2 Trooper units in your army. Each chosen unit gains a Sample token (Asset). At the end of each Round, if 1 or more units with a Sample are contesting a POI, put a token on this Agenda.

Each Trooper unit in your army has ***Claim Sample***.

During the **Post-Battle Sequence**, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register. Then if there are 5 or more tokens on this Agenda, progress this Agenda on your Register again.

Claim Jumper

Reward

Lab Work

After resolving this Agenda's progression, for each time this Agenda was progressed, gain 1 SP and choose a different non-▲ unit in your army. The chosen units gain 1 XP. This Agenda is completed when it has been progressed 4 or more times.



Claim Jumper

Territorial Dispute

At the end of each Round, if you have more allied units within contested Territory than your opponent, put a token on this Agenda. Then if you have more allied units within enemy Territory than your opponent has allied units within their friendly Territory, put a token on this Agenda.

During the **Post-Battle Sequence**, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register. Then if there are 5 or more tokens on this Agenda, progress this Agenda on your Register again.

Claim Jumper

Reward

Territorial Dispute

After resolving this Agenda's progression, for each time it was progressed choose a different ◢◣ unit or ◢ unit in your army. The chosen units gain 1 XP and immediately make a **Supplies and Provisions** Aid Request at no SP cost. This Agenda is completed when it has been progressed 4 or more times.



Claim Jumper

Last Known Location

Each allied unit gains ***Scan for Survivors*** *(Put an allied Scan Area token (Advantage) in base contact with this unit's unit leader, not within 2 of another Scan Area token and not within 2 of a battlefield edge, if able.)*

When an allied Scan Area token is put on the battlefield, put a token on this card.

During the **Post Battle Sequence**, progress this Agenda if there are 2 or more tokens on this card. Progress this Agenda again if there are 5 or more tokens on this card. This Agenda is completed if it has been progressed 3 times.

Rescue Mission

Reward

Last Known Location

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 for each Order token drawn, choose a unit with a matching rank. The chosen units gain 2 XP. A unit may only be chosen for this effect once per game.



Rescue Mission

Establish Contact

While within 2 of 2 battlefield edges, each allied non-◥◤ unit has ***Deploy Signal Booster*** *(Put an allied Signal Booster token (Advantage) on the battlefield in base contact with this unit's leader.)*

While within 2 of 2 battlefield edges, ◥◤ units have ***Deploy Signal Booster*** *(Put an allied Signal Booster token (Advantage) on the battlefield in base contact with this unit's leader.)*

Progress this Agenda if there are 2 or more allied Signal Booster tokens that are not within 2 of another Signal Booster token. Progress this Agenda again if there are 4 Signal Booster tokens that are not within 2 of another Signal Booster token. This Agenda is completed if it has been progressed 3 times.

Rescue Mission

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Reward

Establish Contact

After resolving this Agenda's progression, choose a unit for each time this Agenda was progressed. The chosen units remove all setbacks. Then if a unit had no setbacks to remove, that unit gains 2 XP. A unit may only be chosen for this effect once per game.



Rescue Mission

Infiltration

During **Setup**, place 2 Intelligence tokens (Asset) in enemy Territory not within 1 of another Intelligence. Then your opposing player puts 2 Intelligence token not within 2 of any battlefield edge and not within 1 of any other Intelligence.

At the start of the **End Phase**, if an allied unit that has suffered no Wounds this Round is within 1/2 of 1 or more allied Intelligence tokens, choose one of those Intelligence tokens. Then remove the chosen Intelligence token from the battlefield and put it on this card.

During the **Post Battle Sequence**, progress this Agenda if there are 2 or more Intelligence tokens on this card. Progress this Agenda again if there are 4 Intelligence tokens on this card. This Agenda is completed if it has been progressed 3 times.

Rescue Mission

Reward

Infiltration

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



Rescue Mission

Strip Down Assets

During **Setup** put two Military Assets tokens (Advantage) on the battlefield within 2 of 2 battlefield edges.

Each allied Trooper unit has ➔ ***Gather Materiel*** *(Choose a Military Asset within 1/2 and put 1 Wound token on it. Then if the chosen Military Asset has 3 or more Wound tokens on it, remove it from the battlefield and put it on this card.)*

During the **Post-Battle Sequence**, if there are 1 or more tokens on this Agenda, progress this Agenda on your Register. Then if there are 2 or more tokens on this Agenda, progress this Agenda on your Register again.

Scorched Earth

Reward

Strip Down Assets

After resolving this Agenda's progression, for each time this Agenda was progressed choose a different unit on your Register. The chosen unit gains 1 XP and immediately makes a **Supplies and Provisions** Aid Request at no SP cost. Aid Requests made in this way do not count against what Aid Requests you have made this **Post-Battle Sequence**. This Agenda is completed when it has been progressed 3 or more times.



Scorched Earth

Destroy Critical Equipment

Each allied Trooper unit has ➔ ***Destroy Equipment*** *(If this unit is contesting one or more POIs, put a token on this card. Then if this unit is an ▲ and if it is the first time an ▲ has put a token on this card this game, put an additional token on this card.)*

During the **Post-Battle Sequence**, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register. Then if there are 6 or more tokens on this Agenda, progress this Agenda on your Register again.

Scorched Earth

Reward

Destroy Critical Equipment

After resolving this Agenda's progression, for each time this Agenda was progressed, choose an ▲ unit or a ▼▲ unit in your army. The chosen units gain 2 XP. This Agenda is completed when it has been progressed 3 or more times.



Scorched Earth

Lay Waste

At the end of each Round, choose an allied unit on the battlefield. Roll a number of dice based on its position, adding 1 black attack die if the chosen unit was a ▼ unit:

- If the chosen unit is within friendly territory roll 2 black attack dice.
- If the chosen unit is completely within contested Territory roll 3 black attack dice.
- If the chosen unit is completely within enemy Territory roll 5 black attack dice.

If there are 1 or more ✸ or ✲ results in the roll, put a token on this Agenda. Then if there are 3 or more ✸ or ✲ results in the roll put 2 tokens on this Agenda.

During the **Post-Battle Sequence**, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register. Then if there are 5 or more tokens on this Agenda, progress this Agenda on your Register again. Then remove all tokens from this Agenda.

Scorched Earth

Reward

Lay Waste

After resolving this Agenda's progression, each time it was progressed choose a different ▼ unit or ● unit in your army. The chosen units gain 2 XP. This Agenda is completed when it has been progressed 3 or more times.



Scorched Earth

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