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MARINE

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **CORE**



MOVEMENT PHASE **UPGRADE**

COMBAT SHIELD: ACTIVE 1 CP This Unit is always eligible to make an **Evade Roll** against any **Close Combat Attack** targeting it and any **Damage** from an **Enemy Special Ability**.

ASSAULT PHASE **UPGRADE**

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
AGG-12 ⬆ *FOR* **C-14 RIFFLE**	12	Ground	2	3+	Armoured	D3	1	**LONG RANGE (18"), SPECIALIST**
ROCKET LAUNCHER	12	Ground	4	3+	-	-	1	**INDIRECT FIRE, LONG RANGE (18"), SIDEARM, SPECIALIST**

SLUGTHROWER: PASSIVE When this Unit makes a **Ranged Attack** with a **C-14 Rifle** and the target is **Within 8"**, that weapon gains **ANTI-EVADE (1)**.

GRENADES - FRAG: PASSIVE When this Unit makes a **Ranged Attack** with a **C-14 Rifle** and the target is **Within 8"**, that weapon's **S Dice** is replaced **by D6**.

COMBAT PHASE **UPGRADE**

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
BAYONET ⬆ *FOR* **STRIKE**	E	Ground	2	5+	-	-	1	-

UPGRADE

COST: 6 models: 170 / 9 models: 220

Combat Shield	+20 / +30	AGG-12	+10
Rocket Launcher	+40	Slugthrower	+10 / +20
Grenades - Frag	+10	Bayonet	+20 / +30

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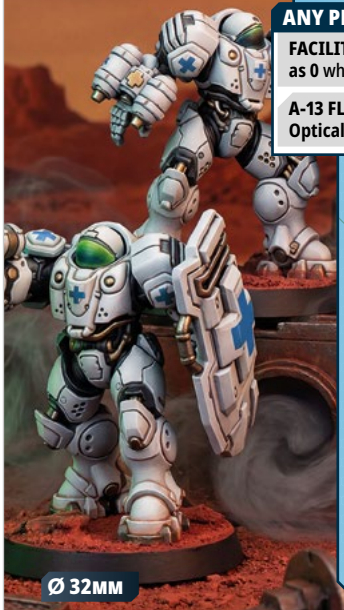
MEDIC

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: LIFESAVER

ARMY SLOT: SUPPORT



ANY PHASE — **UPGRADE** — **ADVANCED MEDIC FACILITIES:** PASSIVE This Unit's **Supply Value** counts **as 0** when calculating the **Supply Pool**.

A-13 FLASH GRENADE LAUNCHER: PASSIVE Increase the **Optical Flare** special ability's **Range to 16"**.

STABILIZER MEDPACKS: PASSIVE When this Unit resolves a **Life Support** or **Medpack** ability, treat it as having **1** additional model **Within Range** for calculating that ability's effects.

UPGRADE

COST: 120
Advanced Medic Facilities +60
A-13 Flash Grenade Launcher +20
Stabilizer Medpacks +20

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MEDIC

SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
4/7	5+	5+	2	2

MODELS / SUPPLY

1-1	2-3
0	1

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

TERRAN

ANY PHASE — **LIFE SUPPORT:** REACTION 1 CP Use when another **Friendly Biological** Unit suffers Damage **Within 4"**. Reduce the **Total Damage** before allocation **by 1** for each model in this Unit that is **Within 4"** of the damaged Unit.

RESTORATION: REACTION 1 CP Use when a **Friendly** Unit **Within 4"** receives a **DEBUFF**. Remove all **DEBUFFS** from it.

MOVEMENT PHASE — **MEDPACK:** ACTIVE 1 CP Select another **Friendly Biological** Unit **Within 4"**. Resolve the **HEAL (X)** effect for the targeted Unit, where **X** is the number of models in this Unit that are **Within 4"** of the target Unit.

OPTICAL FLARE: ACTIVE 2 CP Select one **Enemy** Unit **Within 12"**. Until the **End of the Round**, apply **DEBUFF Range (4)** to that Unit's **Ranged Weapons**. That Unit cannot benefit from **LONG RANGE**.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
STRIKE	E	Ground	1	5+	-	-	1	-

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RAYNOR'S RAIDER (MARINE)

4/7	5+	5+	2	2
SPEED	ARMOUR	EVADE	HIT POINTS	SIZE

1-6 / 1 MODELS / SUPPLY



MOVEMENT PHASE

STIMPACK: ACTIVE 1 CP

This Unit suffers **NON-LETHAL DAMAGE (2)**. This Unit gains **BUFF Speed (3)**. Additionally, its **C-14 Rifle** and all **Close Combat Weapons** gain **PRECISION (3)**.

RAIDERS ROLL!: PASSIVE When this Unit is nominated to deploy from **Reserves**, it may resolve its **Stimpack** ability with the **CP** cost **reduced by 1** (to a minimum of 0).

RAPID REINFORCEMENTS: PASSIVE When this Unit is nominated to deploy from **Reserves**, it may resolve the **PLACE (10)** effect from another **Friendly** Unit. No model may be set **Within 8"** of any **Enemy** model. This Unit's **Activation** ends.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
C-14 RIFLE	12	All	2	3+	Light	D3	1	-

SLUGTHROWER: PASSIVE When this Unit makes a **Ranged Attack** with a **C-14 Rifle** and the target is **Within 8"**, that weapon gains **ANTI-EVADE (1)**.

GRENADES - FRAG: PASSIVE When this Unit makes a **Ranged Attack** with a **C-14 Rifle** and the target is **Within 8"**, that weapon's **S Dice** is replaced **by D6**.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
BAYONET	E	Ground	2	5+	-	-	1	-

TERRAN **RAYNOR'S RAIDERS**

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

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RAYNOR'S RAIDER (MARINE)

CLOSE COMBAT RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **CORE**



Ø 32MM

UPGRADE COST: 230

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GOLIATH

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **ELITE**



Ø 80MM

ANY PHASE — **UPGRADE**

ARES-CLASS TARGETING SYSTEM: PASSIVE This Unit's **Autocannon** and **Underbelly Machine Gun** weapons gain **PRECISION (1)**.

ASSAULT PHASE — **UPGRADE**

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
SCATTER MISSILES ⬆ *FOR* **HELLFIRE MISSILES**	18	Ground	6	5+	Light	D3	1	**INDIRECT FIRE, LOCKED IN (6), LONG RANGE (24"), SIDEARM**
HAYWIRE MISSILES ⬆ *FOR* **HELLFIRE MISSILES**	12	Ground	3	3+	Armoured	D3	1	**PIERCE Armoured (3), SIDEARM**

UPGRADE

COST: 180

Ares-Class Targeting System +20

Haywire Missiles +40

Scatter Missiles +30

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GOLIATH

SPEED 7 | ARMOUR 4+ | EVADE - | HIT POINTS 10 | SIZE 3

MODELS / SUPPLY 1-1 (2)

MOVEMENT PHASE

TARGET LOCK: ACTIVE 1 CP Select one **Enemy** Unit **Within 12"**. Whenever a **Friendly Goliath** Unit targets that enemy with an **Autocannon**, that weapon gains **Surge Type: Light, Armoured**, and **S Dice: D3+1**.

ASSAULT PHASE

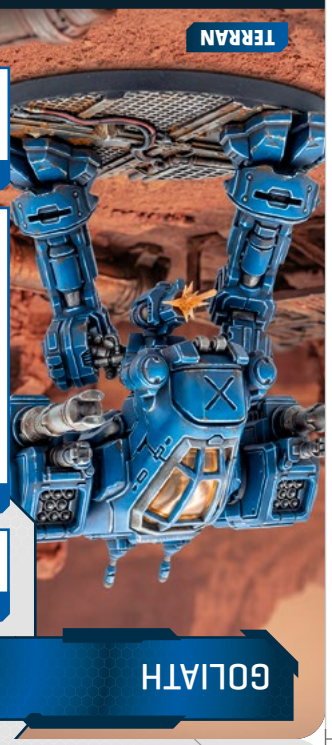
NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
AUTOCANNON	12	Ground	9	4+	-	-	1	**LONG RANGE (18")**
UNDERBELLY MACHINE GUN	8	Ground	6	3+	Light	D3	1	**PINPOINT, SIDEARM**
HELLFIRE MISSILES	16	Flying	6	3+	Light	D3	1	**ANTI-EVADE (1), SIDEARM**

INDOMITABLE: PASSIVE While **Engaged**, this Unit may target and be targeted by **Unengaged Enemy** Units. In both cases, the defending Unit gains an **Evade Roll** against those attacks.

DEVASTATING CHARGE: PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (4) 3+** effect.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
STOMP	E	Ground	4	5+	-	-	1	-



TERRAN

COMBAT TAGS: *ARMOURED, MECHANICAL, GROUND*

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ACADEMY

CP: 1

ANY PHASE **ADVANCED TRAINING:**
REACTION **Once per Round**, when a **Friendly Support** Unit activates a **Special Ability** that costs **CP**, resolve that ability with its **CP** cost reduced **by 1** (to a minimum of 0). Do not **Exhaust** this card.



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ACADEMY

TACTICAL CARD



UNIQUE

TERRAN

SUPPLY: 2 × *SUPPORT*

BARRACKS

CP: 1

MOVEMENT PHASE **GO! GO! GO!:** ACTIVE
The active **Biological** Unit performs a **2" Move** action. This does not count towards its action limit.



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BARRACKS

TACTICAL CARD



TERRAN

SUPPLY: 1 × *CORE*

TERRAN ARMED FORCES

CP: 1

MOVEMENT PHASE **TACTICAL RETREAT:**
ACTIVE The active Unit ignores the **Disengage** penalty for the remainder of the **Round**.

MOVEMENT PHASE **TERRAN TENACITY:**
ACTIVE **Once per Game**. Immediately claim the **First Player Marker**. No other player may claim the **First Player Marker** for the remainder of this Phase.



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TERRAN ARMED FORCES

FACTION CARD



UNIQUE

TERRAN

SUPPLY: 3 × *CORE*, 1 × *ELITE*, 1 × *SUPPORT*, 1 × *AIR*

ENGINEERING BAY

CP: 1

ANY PHASE **INFANTRY ARMOR:** REACTION
Use before a **Friendly Biological** Unit makes an **Armour Roll**. That Unit gains **TOUGH (1)** for this roll.

ASSAULT PHASE **INFANTRY WEAPONS:**
ACTIVE The active **Biological** Unit's first **Ranged Weapon** used gains **CRITICAL HIT (1)**.



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ENGINEERING BAY

TACTICAL CARD



TERRAN

SUPPLY: 1 × *CORE*

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TACTICAL CARDS

TERRAN FACTION

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DROPSHIP

CP: 1

MOVEMENT PHASE **STRAP IN!:** ACTIVE
The active, **Unengaged Ground** Unit is returned to **Reserves** instead of performing an action.

MOVEMENT PHASE **READY FOR DUST-OFF :** ACTIVE Set a **Faction Indicator** anywhere on the battlefield more than **10"** away from any **Enemy** model. At the **End of the Round**, the controlling player may **Deploy** one **Ground** Unit from **Reserves** in **base-to-base** contact with this **Faction Indicator**.



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DROPSHIP

TACTICAL CARD



UNIQUE TERRAN

SUPPLY: 1 × *CORE*, 1 × *SUPPORT*

SUPPLY DEPOT

CP: 1

MOVEMENT PHASE **ADDITIONAL SUPPLY DEPOTS:** ACTIVE The active Unit's **Supply Value** is improved **by 1** for Controlling and Contesting **Mission Markers** and completing objectives.



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SUPPLY DEPOT

TACTICAL CARD



UNIQUE TERRAN

SUPPLY: 1 × *CORE*, 1 × *ELITE*, 1 × *HERO*

RAYNOR'S RAIDERS

CP: 1

MOVEMENT PHASE **RAPID INGRESS:** ACTIVE Set a **Friendly Point Defence Drone** Unit anywhere on the battlefield, more than **1"** away from any **Enemy** model. Remove this Unit at the **End of the Round**.

MOVEMENT PHASE **READY FOR PICKUP?:** ACTIVE **Once Per Game**. The active Unit resolves the **PLACE (12)** effect. Models set by this effect cannot be set up **Within** the **Engagement Range** of any **Enemy** Unit. This resolves instead of performing a standard action.



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RAYNOR'S RAIDERS

FACTION CARD



TERRAN

UNIQUE RAYNOR'S RAIDERS

SUPPLY: 3 × *CORE*, 1 × *HERO*, 1 × *SUPPORT*, 1 × *AIR*

ORBITAL COMMAND

CP: 1

MOVEMENT PHASE **COMSAT STATION:** ACTIVE Select one **table edge** that is not a player's **Entry Edge**. Until the End of the Round, Enemy Units cannot **Deploy** from that edge.

MOVEMENT PHASE **SCANNER SWEEP:** ACTIVE Set a **Faction Indicator** anywhere on the battlefield. While **Enemy** Units are **Within 6"** of this **Faction Indicator**, they lose **HIDDEN Status**.



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ORBITAL COMMAND

TACTICAL CARD



UNIQUE TERRAN

SUPPLY: 1 × *CORE*

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BARRACKS (TECH LAB)

CP: 2

MOVEMENT PHASE **GO! GO! GO!:** ACTIVE
The active **Biological** Unit performs a **2" Move** action. This does not count towards its action limit.

ASSAULT PHASE **LET'S HAVE A BLAST!:**
ACTIVE The active **Biological** Unit's first **Ranged Weapon** used gains **ANTI-EVADE (1)**.



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BARRACKS (TECH LAB)

TACTICAL CARD



UNIQUE TERRAN

SUPPLY: 1 × *CORE*, 1 × *ELITE*

FACTORY

CP: 1

MOVEMENT PHASE **FIELD REPAIR:** ACTIVE
The active **Mechanical** Unit resolves the **HEAL (2)** effect.



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FACTORY

TACTICAL CARD



TERRAN

SUPPLY: 2 × *ELITE*

BARRACKS (PROXY)

CP: 2

MOVEMENT PHASE **GO! GO! GO!:** ACTIVE
The active **Biological** Unit performs a **2" Move** action. This does not count towards its action limit.

MOVEMENT PHASE **ARMED AND READY:**
ACTIVE The active **Biological** Unit **Deploys** from any table edge that is not a player's **Entry Edge**. No model may be placed **Within 10"** of any **Enemy** model. This ability cannot be used if another **Friendly Biological** Unit has already been **Deployed** this Round.



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BARRACKS (PROXY)

TACTICAL CARD



UNIQUE TERRAN

SUPPLY: 2 × *CORE*

ARMORY

CP: 1

ANY PHASE **VEHICLE PLATING:** REACTION
Use before a **Friendly Mechanical** Unit makes an **Armour Roll**. That Unit gains **TOUGH (1)** for this roll.

ASSAULT PHASE **VEHICLE WEAPONS:**
ACTIVE The active **Mechanical** Unit's first **Ranged Weapon** used gain **CRITICAL HIT (1)**.



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ARMORY

TACTICAL CARD



TERRAN

SUPPLY: 1 × *ELITE*

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SUPPLY DROP

6 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Deactivated**.

START OF THE ROUND (1-4): Randomly determine one **Deactivated Mission Marker (1-4)** and flip it to its **Activated** side.

START OF THE ROUND 5: Mission Marker 5 is automatically **Activated**.

SCORING CONDITIONS: Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE FIRST ROUND: For each activated Controlled **Mission Marker**, gain **VPs** equal to the Game Round number in which that **Mission Marker** was **Activated** and remove it.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 12+ VPs**.

STANDARD ENGAGEMENT

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SUPPLY DROP

4 SUPPLY | +1 PER ROUND

GAME LENGTH: 4

MISSION PARAMETERS:

All **Mission Markers** are **Deactivated.**

START OF THE ROUND (2-4): Randomly determine one **Deactivated Mission Marker (1,2,5)** and flip it to its **Activated** side.

SCORING CONDITIONS: Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND: For each activated Controlled **Mission Marker**, gain **VPs** equal to the Game Round number in which that **Mission Marker** was **Activated** and remove it.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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HOLD POSITION

6 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker** that is **Neutral** or associated with your colour.

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

STANDARD ENGAGEMENT

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HOLD POSITION

3 SUPPLY | +1 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker** that is **Neutral** or associated with your colour.

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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FRONTLINES

6 SUPPLY +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker**.

Gain an additional **2 VPs** for a Marker if you gained Control of it from the **Opponent** this Round.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

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FRONTLINES

3 SUPPLY +1 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker**.

Gain an additional **2 VPs** for a Marker if you gained Control of it from the **Opponent** this Round.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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GATHER THE RESOURCES

6 SUPPLY +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Neutral Mission Marker** or associated with the **Opponent**, this unit may perform the **Gather Action** instead of a standard action.

GATHER ACTION: Gain **1 VP**.

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

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GATHER THE RESOURCES

3 SUPPLY +1 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Neutral Mission Marker** or associated with the **Opponent**, this unit may perform the **Gather Action** instead of a standard action.

GATHER ACTION: Gain **1 VP**.

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

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SCENARIO CARDS - MISSION & DEPLOYMENT

TERRAN FACTION

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DIVIDE AND CONQUER

8 SUPPLY | +2 PER ROUND

GAME LENGTH: 4

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

Split the Battlefield in four quarters as shown on the **Deployment Card**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE FIRST ROUND:

Calculate **Total Current Supply** in each battlefield quarter.

Gain **1 VP** for each quarter where your **Total Current Supply** is higher than the **Opponent's**.

Only Units **Wholly Within** a quarter contribute their **Supply** to this check.

If a Unit controls a **Mission Marker**, that Unit is worth **1** extra **Supply** for controlling quarters.

Gain **2 VP** for Controlling **Mission Marker 5**.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

STANDARD ENGAGEMENT

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DIVIDE AND CONQUER

4 SUPPLY | +1 PER ROUND

GAME LENGTH: 4

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

Split the Battlefield in four quarters as shown on the **Deployment Card**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE FIRST ROUND:

Calculate **Total Current Supply** in each battlefield quarter.

Gain **1 VP** for each quarter where your **Total Current Supply** is higher than the **Opponent's**.

Only Units **Wholly Within** a quarter contribute their **Supply** to this check.

If a Unit controls a **Mission Marker**, that Unit is worth **1** extra **Supply** for controlling quarters.

Gain **2 VP** for Controlling **Mission Marker 5**.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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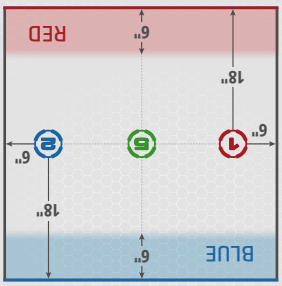
ABANDONED CAMP

36×36″

SKIRMISH LEVEL



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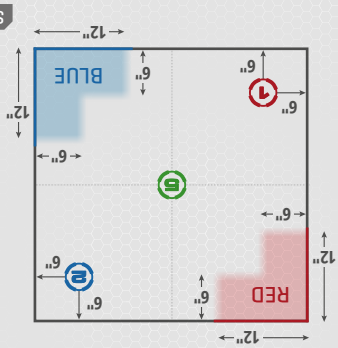
AGRIA VALLEY

36×36″

SKIRMISH LEVEL



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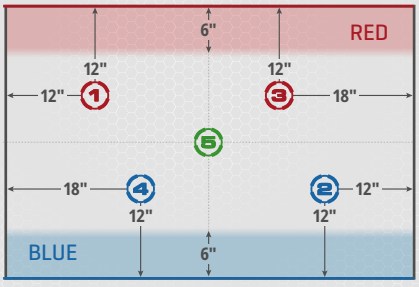
GAUNTLET

54×36″



STANDARD ENGAGEMENT

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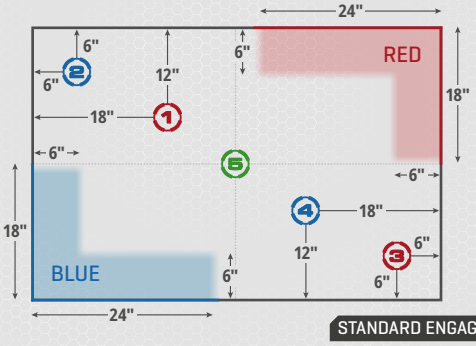
TYPHOON

54×36″



STANDARD ENGAGEMENT

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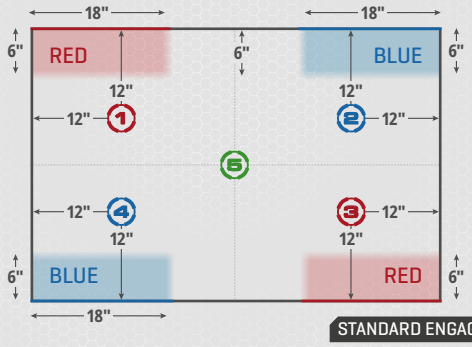
SCENARIO CARDS - MISSION & DEPLOYMENT

TERRAN FACTION

fold here

ACROPOLIS

54×36″



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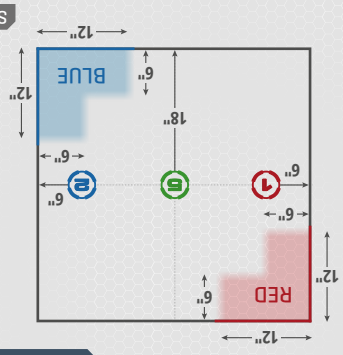
DIRT SIDE

36×36″

SKIRMISH LEVEL



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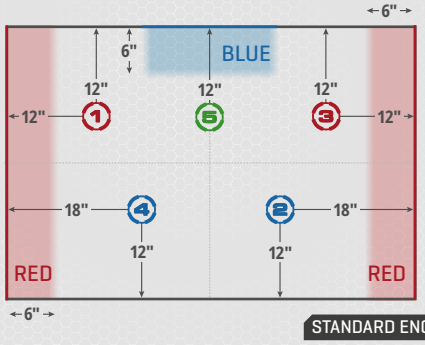
PROVING GROUNDS

54×36″



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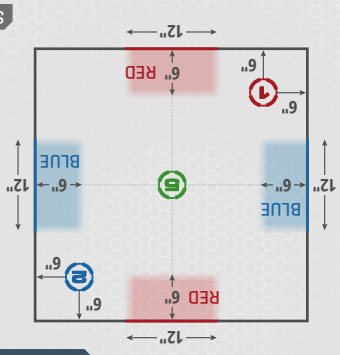
FRONTIER

36×36″

SKIRMISH LEVEL



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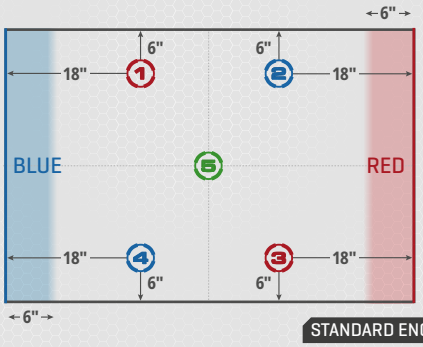
BREACH

54×36″



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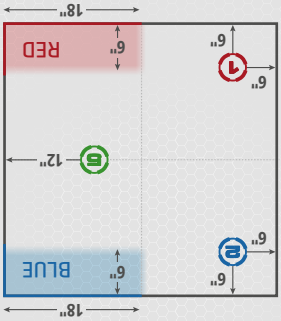
CHAR PLAINS

36×36″

SKIRMISH LEVEL



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