

SABOTAGE THE MOISTURE VAPORATORS

Setup: Place 1 objective token on the center of the battlefield. Then, starting with the blue player, players alternate placing objective tokens on the battlefield until 4 more tokens have been placed. Each token must be placed on the table top within range two of an opponent's deployment zone and beyond range 2 of any other objective token.

All trooper units gain: "➡ **SABOTAGE/REPAIR** (If you are in base contact with an objective token, either remove 1 wound token from it or place 1 wound token on it.)".

Victory: At the end of the game, the blue player gains 1 victory token for each wound token over 2 on each objective token. The red player gains 2 victory tokens for each objective token with fewer than 2 wound tokens on it, minus 1 for each wound token on those objective tokens.

INTERCEPT THE TRANSMISSIONS

Setup: Place 1 objective token on the center of the battlefield. Then place 1 objective token halfway between the center token and the left short edge of the battlefield. Then place 1 objective token halfway between the center token and the right short edge of the battlefield.

Victory: At the end of rounds 1 and 3, each player gains 1 victory token for each objective token they control. At the end of the game each player gains 2 victory tokens for each objective token they control except the central objective token. The player that controls the objective token in the center of the battlefield gains 1 victory token. A player controls an objective token if they have more trooper unit leaders at range 1 of that token than any other player.

KEY POSITIONS

Setup: Place an objective token on the piece of terrain closest to the center of the battlefield (if multiple pieces are equally close to the center, the blue player chooses). Then, starting with the blue player, each player places 1 objective token on a piece of terrain. Each token must be placed on a piece of terrain that is beyond range 1 of all deployment zones, beyond range 1 of the edge of the battlefield and beyond range 1 of any other piece of terrain with an objective token. If a player is unable to place a token according to these rules, they can place that token on any piece of terrain that does not have an objective token and that is outside all deployment zones. If that token still cannot be placed, then it is not placed.

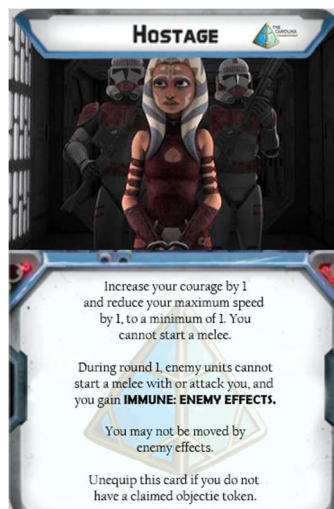
Victory: At the end of the game, for each terrain piece with an objective token, the player who has the most unit leaders in base contact with that terrain piece gains 1 victory token.

PAYLOAD

Setup: Starting with the blue player, each player places a bomb cart within their deployment zone. Each player controls the bomb cart that they place. Then, starting with the blue player, each player places an objective token matching their opponent's color on the battlefield beyond range 1 of any deployment zone.

At the end of each round, starting with the blue player, each player's bomb cart may pivot and then perform a speed-2 move if there are more friendly unit leaders than enemy unit leaders at range 1 of it. Bomb carts can move through open and difficult terrain that is shorter than a notched base trooper silhouette.

Victory: At the end of the game, each player gains 1 victory token if their bomb cart is at range 3 of the objective token matching their color, 2 victory tokens if it is at range 2 of that objective token, 3 if it is at range 1 of that objective token, or 4 if it is in base contact with that objective token.



HOSTAGE



Increase your courage by 1 and reduce your maximum speed by 1, to a minimum of 1. You cannot start a melee.

During round 1, enemy units cannot start a melee with or attack you, and you gain **IMMUNE: ENEMY EFFECTS**.

You may not be moved by enemy effects.

Unequip this card if you do not have a claimed objective token.