

RETRIEVE INTELLIGENCE

V.92

VP

SETUP

Place one round, 5" diameter Retrieval Zone as shown in the diagram to the left.

Before deploying your team, choose up to two of your Regulars to become Intelligence Carriers.

INTERACTIONS

Your Intelligence Carriers can Interact with the Retrieval Zone; when they do they are no longer an Intelligence Carrier. At the end of the Victory Phase, the defender places a new Intelligence Marker more than 18" away from their own table edge, 6" away from any other table edges, and 2" away from any terrain features.

INTERACTIONS (CON'T)

Your non-Intelligence Carrier units can Interact with Intelligence markers. When they do, the marker is removed and the unit becomes an Intelligence Carrier.

When an Intelligence Carrier is destroyed, the Defender sets up a new Intelligence Marker as noted before.

MISSION PARAMETERS

Score **3VP** the first time each round an Intelligence Carrier Interacts with the Retrieval Zone.

During the **VICTORY PHASE**: Score **1VP** for each Intelligence Carrier in the Combat Zone.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" of the Retrieval Zone or an Intelligence Carrier is destroyed by an enemy.

You have access to the **MISSION CRITICAL** and **MOBILITY** Tactical Assets:

COST 1AP **MISSION CRITICAL**
 At the start of each round you can purchase this asset. Until the end of the round, reduce the damage of enemy attacks targeting your units within 3" of an Intelligence Carrier by 2.

COST 1AP **MOBILITY**
 At the start of each round you can purchase this asset. Your units can move up to 2" at the start of their activations this round.

DATA SABOTAGE

V.92

VP

SETUP

Place two size-40 Data Terminals as shown in the diagram to the left. The Data Terminals are treated as Low terrain.

INTERACTIONS

Your Data terminals start the game Secure. All units can interact with your Data Terminals. When your units do so, that Data Terminal is not Secure and becomes Hacked.

When enemy units interact with a Hacked Data Terminal, that Data Terminal becomes Safe and is no longer Hacked.

MISSION PARAMETERS

Score **1VP** the first time each round one of your units Interacts with one of your Data Terminals.

During the **VICTORY PHASE**: Score **1VP** for each Hacked Data Terminal.

During the **VICTORY PHASE**: Score **1VP** if you have at least one friendly unit within 3" of each of your Data Terminals.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of one of your Data Terminals is destroyed by an enemy.

You have access to the **ELECTRONIC WARFARE** Tactical Asset:

COST 1AP **ELECTRONIC WARFARE**
 You can purchase this asset once each round as a free action during one of your units' activations. Assign each enemy within 6" of one or more Hacked Data Terminals one Suppression token.

VP

DATA SECURITY

V.92

DATA SECURITY

SETUP

Place two size-40 Data Terminals as shown in the diagram to the left. The Data Terminals are treated as Low terrain.

INTERACTIONS

Your Data terminals start the game Unsecured. All units can interact with your Data Terminals. When your units do so, that Data Terminal is not Unsecured and becomes Secured.

When enemy units interact with a Secured Data Terminal, that Data Terminal is no longer Secured and becomes Unsecured.

MISSION PARAMETERS

MISSION PARAMETERS

MISSION PARAMETERS

Score **1 VP** the first time each round one of your units Interacts with one of your Data Terminals.

During the **VICTORY PHASE**: Score **1 VP** for each Secured Data Terminal.

During the **VICTORY PHASE**: Score **1 VP** if you have at least one friendly unit within 6" of each of your Data Terminals.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of a Data Terminal is destroyed by an enemy.

You have access to the **SECURITY SWEEP** Tactical Asset:

COST 1 AP **SECURITY SWEEP**

You can purchase this asset once each round as a free action during one of your units' activations.

Until the end of the round, the attacks of your units targeting enemies within 6" of a Data Terminal gain +1 Acc.

VP

HOLD POSITION

V.92

HOLD POSITION

"We registered the drop-spore impact approximately two hours ago. Proximity sensors indicate Volucrid lifeforms have changed their direction of movement. They're coming towards our main facility... This isn't normal behavior... why would they...?"

The picket sensors are tripped. Gods above, they're almost here. We can't let them break--"

G26 COVERT RESEARCH OUTPOST
FINAL TRANSMISSION

SETUP

Place one round, 5" diameter Holdout Zone as shown in the diagram to the left.

MISSION PARAMETERS

MISSION PARAMETERS

MISSION PARAMETERS

During the **VICTORY PHASE**: Score **2 VP** if there are one or more friendly troopers within the Holdout Zone.

During the **VICTORY PHASE**: Score **1 VP** if there are no enemy units within the Holdout Zone.

During the **VICTORY PHASE**: Score **1 VP** if no more than two of your units are completely within your Deployment Zone.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of the Holdout Zone is destroyed by an enemy.

You have access to the **CLOSE AIR SUPPORT** Tactical Asset:

COST 2 AP **CLOSE AIR SUPPORT**

You can purchase this asset as a free action during your units' activations.

CLOSE AIR SUPPORT				
AOE	ACC	1+	5+	9+
2"	4	10	13	16

Perform an AOE attack with the above profile. The AOE marker of the attack must be placed within the Holdout Zone.

SCORCHED EARTH

V.92

"The research compound has been breached - we've lost the position but can't risk contamination.

Orders are to sterilize the area. Not how we expected this day to go... but we can't leave anything standing.

It's been a pleasure serving with you all."

COL. HARRISON SHALE
C26 OUTPOST SECURITY CHIEF

INTERACTIONS

Your units can Interact with Unprimed terrain features. Each time you do, that terrain feature is no longer Unprimed and becomes Primed instead.

Your units have the **DETONATE CHARGE** action on their profiles:

DETONATE CHARGE
 Target Primed terrain feature within 6" becomes Demolished and is no longer Primed. It is Breached for both players for the rest of the game.
 Then this unit deals each unit within 2" of the target 6 Damage.

MISSION PARAMETERS

- Score **1 VP** each time a Low terrain feature becomes Demolished.
- Score **2VP** each time an Obstructing terrain feature becomes Demolished.
- Score **1 VP** the first-time a terrain feature becomes Demolished each round. (To a maximum of 4 VP per Round).

TACTICAL ASSETS (CON'T)

You have access to the **SATCHEL CHARGE** and **GO PRONE** Tactical Assets:

COST 1 AP GO PRONE

You can purchase this asset when one of your units would suffer damage from the **DETONATE CHARGE** action or an AOE attack. Reduce the damage that unit suffers by 6.

COST 1 AP SATCHEL CHARGE

You can purchase this asset before one of your units performs an **ATTACK** action. You can perform the resulting attack with the **SATCHEL CHARGE** AOE weapon.

SATCHEL CHARGE					
RNG	AOE	ACC	1+	5+	9+
4"	2"	4	6	10	14

TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" a Primed or Demolished terrain feature is destroyed by an enemy.

EVACUATE FACILITY

V.92

SETUP

Place two Noncombatants (see *Contractor profile*) and one Extraction Zone as shown in the diagram to the left. These units are added to your team but may not be chosen to activate normally. After teams are deployed you can move your Noncombatants up to 4".

DURING THE ROUND

When one of your Noncombatants enters the Casualty zone, heal all its damage and choose one Obstructing terrain. The Attacker sets it up in the in base contact with that template, at least 6" away from the Evacuation Zone and 2" away from your other Noncombatants.

VICTORY PHASE

Your unactivated Noncombatants may activate after each Victory Phase (as if it were the activation phase).

INTERACTIONS

You units can Interact with unactivated Noncombatants. When they do, the Noncombatant is Commanded as if the interacting unit was a Field Officer.
Reminder; unactivated units are those that haven't activated yet in that round.

MISSION PARAMETERS

During the **VICTORY PHASE**: Score as follows (to a maximum of 4VP per Round):

- **1 VP** if all of your Noncombatants are within 1" of friendly units (that are not Noncombatants).
- **1 VP** for each of your Noncombatants within 3" of the Extraction Zone.
- **2VP** for each of your Noncombatants within the Extraction Zone.

Once your VPs are scored, remove your Noncombatants in the Extraction zone to the Casualty zone.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" of a friendly Noncombatant or the Extraction Zone is destroyed by an enemy.

You have access to the **MISSION CRITICAL** and **CASEVAC** Tactical Assets:

COST 1 AP MISSION CRITICAL

At the start of each round you can purchase this asset. Until the end of the round, reduce the damage of enemy attacks targeting your units within 3" of friendly Noncombatants by 2.

COST 1 AP CASEVAC

You can purchase this asset as a free action during your units' activations.
Move target other friendly unit within 1" up to 2" in any direction.