

<div><div>Cut Off The Head</div><table><tr><th>Goal</th><th>VPs earned</th></tr><tr><td>Kill 7-10 pt</td><td>1</td></tr><tr><td>Kill 11+ pt</td><td>1</td></tr><tr><td>Kill Commander</td><td>3</td></tr><tr><td>Kill Leader</td><td>2</td></tr></table><div>Kill the opposing force. Earn VPs per model killed (depending on its points cost).</div><div>DEP1 - Friend</div></div>	Goal	VPs earned	Kill 7-10 pt	1	Kill 11+ pt	1	Kill Commander	3	Kill Leader	2	<div><div>Sacred Site (X)</div><table><tr><th>Goal</th><th>VPs earned</th></tr><tr><td>Kill Specialist</td><td>1</td></tr><tr><td>Kill Leader</td><td>2</td></tr><tr><td>Control X</td><td>5</td></tr><tr><td>Capture Y</td><td>1</td></tr><tr><td>Capture Z</td><td>1</td></tr></table><div>“Capture” means you must have the only models in that cube. “Control” means the same as Capture, plus there must be no enemy models in adjacent cubes.</div><div>DEP2 - Foe</div></div>	Goal	VPs earned	Kill Specialist	1	Kill Leader	2	Control X	5	Capture Y	1	Capture Z	1	<div><div>Sacred Site (Y)</div><table><tr><th>Goal</th><th>VPs earned</th></tr><tr><td>Kill Specialist</td><td>1</td></tr><tr><td>Kill Leader</td><td>2</td></tr><tr><td>Capture X</td><td>1</td></tr><tr><td>Control Y</td><td>5</td></tr><tr><td>Capture Z</td><td>1</td></tr></table><div>“Capture” means you must have the only models in that cube. “Control” means the same as Capture, plus there must be no enemy models in adjacent cubes.</div><div>DEP3 - Friend</div></div>	Goal	VPs earned	Kill Specialist	1	Kill Leader	2	Capture X	1	Control Y	5	Capture Z	1
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<p><u>BATTLE CARD</u></p> <p>Change of Plans The opposing player discards one Battle Card at random from his hand.</p> <p>.....</p> <p>Weak Spot Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p>	<p><u>BATTLE CARD</u></p> <p>Weak Spot Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p> <p>.....</p> <p>Steadfast Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p>	<p><u>BATTLE CARD</u></p> <p>Distract Play on an unactivated enemy model at any time during your turn.</p> <p>Mark that model as activated.</p> <p>.....</p> <p>Move Exactly like the Action.</p>
<p><u>BATTLE CARD</u></p> <p>+1 Fight Play when you make a test with your Fight stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>+1 Survive Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>	<p><u>BATTLE CARD</u></p> <p>Steadfast Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p> <p>.....</p> <p>+1 Break Off Play when you take a Break Off action, before you roll the dice.</p> <p>The model gets +1 dice to this test in addition to any other modifiers.</p>	<p><u>BATTLE CARD</u></p> <p>+1 Fight Play when you make a test with your Fight stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>+1 Break Off Play when you take a Break Off action, before you roll the dice.</p> <p>The model gets +1 dice to this test in addition to any other modifiers.</p>
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<p><u>BATTLE CARD</u></p> <p>Weak Spot Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p> <hr/> <p>Move Exactly like the Action.</p>	<p><u>BATTLE CARD</u></p> <p>+1 Fight Play when you make a test with your Fight stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <hr/> <p>Steadfast Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p>	<p><u>BATTLE CARD</u></p> <p>Move Exactly like the Action.</p> <hr/> <p>+1 Survive Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>
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<p><u>BATTLE CARD</u></p> <p>+1 Blaze Away</p> <p>Play when you take a Blaze Away action, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>Change of Plans</p> <p>The opposing player discards one Battle Card at random from his hand.</p>	<p><u>BATTLE CARD</u></p> <p>+1 Survive</p> <p>Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>.....</p> <p>Move</p> <p>Exactly like the Action.</p>	<p><u>BATTLE CARD</u></p> <p>+1 Break Off</p> <p>Play when you take a Break Off action, before you roll the dice.</p> <p>The model gets +1 dice to this test in addition to any other modifiers.</p> <p>.....</p> <p>Move</p> <p>Exactly like the Action.</p>
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<p align="center"><u>(0) Drone Swarm (5S)</u></p> <p>Stats Command: -</p> <p>Shoot: - Fight: - Survive: - Armour: -</p> <p>Overwatch: Move</p> <p>Abilities Nano-cloud, Scout, Spotter</p> <p>Weapons & Equipment -</p>	<p align="center"><u>(2) Drone with Shield Generator (15S)</u></p> <p>Stats Command: -</p> <p>Shoot: - Fight: - Survive: 6+ Armour: 1</p> <p>Overwatch: Move</p> <p>Abilities Construct</p> <p>Weapons & Equipment Shield Generator (4)</p>	<p align="center"><u>(2) Drone with Plasma Vortex (13S)</u></p> <p>Stats Command: -</p> <p>Shoot: 5+ Fight: - Survive: 6+ Armour: 1</p> <p>Overwatch: Shoot</p> <p>Abilities Construct, Sentry</p> <p>Weapons & Equipment Plasma Vortex: Range 4, AP1, Deliberate, Single Shot, Frag, It Burns!</p>

<p>(2) Drone with Fission Beam (14S)</p> <p>Stats Command: -</p> <p>Shoot: 5+ Fight: - Survive: 6+ Armour: 1</p> <p>Overwatch: Shoot</p> <p>Abilities Construct, Sentry</p> <p>Weapons & Equipment Fission Beam: Range 10, AP5, Deliberate, Single Shot, It Burns!</p>	<p>(1) Black Talon (14R)</p> <p>Stats Command: 2/1</p> <p>Shoot: 3+ Fight: 5+ Survive: 5+ Armour: 2</p> <p>Overwatch: Move or Shoot</p> <p>Abilities Construct, Vulnerable, Scout, Glide</p> <p>Weapons & Equipment Flux Rifle: Range 5, AP1 Energy Shield (2) Jump Pack</p>	<p>(2) Jetbike (8S)</p> <p>Stats Command: 1/1</p> <p>Shoot: 4+ Fight: - Survive: 5+ Armour: 1</p> <p>Overwatch: Sprint</p> <p>Abilities Vehicle (2), Fast</p> <p>Weapons & Equipment Twin Flux Rifles: Range 6, AP1, Weight of Fire</p>
<p>(1) Cypher with Flux Rifle (11T)</p> <p>Stats Command: 1/1</p> <p>Shoot: 3+ Fight: 5+ Survive: 5+ Armour: 2</p> <p>Overwatch: Shoot</p> <p>Abilities Construct, Vulnerable, Toxic Smokescreen</p> <p>Weapons & Equipment Flux Rifle: Range 5, AP1</p>	<p>(1) Cypher with Charge Gloves (14T)</p> <p>Stats Command: 1/1</p> <p>Shoot: 3+ Fight: 5+ Survive: 5+ Armour: 2</p> <p>Overwatch: Shoot</p> <p>Abilities Construct, Vulnerable, Toxic Smokescreen</p> <p>Weapons & Equipment Charge Gloves: Range F, Knockback Energy Pulse: Range 1, Knockback Energy Shield (2)</p>	<p>(1) Asterian Commander (25L)</p> <p>Stats Command: 4/3</p> <p>Shoot: 5+ Fight: 5+ Survive: 6+ Armour: 2</p> <p>Overwatch: Any Action</p> <p>Abilities Discipline, Strategist</p> <p>Weapons & Equipment Charge Glove: Range F, Knockback Energy Pulse: Range 1, Knockback Staff of Command: Range F, AP2 Energy Shield (3)</p>
<p>(1) Cypher with Fission Beam (15S)</p> <p>Stats Command: 1/1</p> <p>Shoot: 3+ Fight: 5+ Survive: 5+ Armour: 2</p> <p>Overwatch: Shoot</p> <p>Abilities Construct, Vulnerable, Toxic Smokescreen</p> <p>Weapons & Equipment Fission Beam: Range 10, AP5, Deliberate, Single Shot, It Burns!</p>	<p>(1) Cypher Prime (13R)</p> <p>Stats Command: 2/1</p> <p>Shoot: - Fight: 4+ Survive: 5+ Armour: 2</p> <p>Overwatch: Move</p> <p>Abilities Construct, Vulnerable, Toxic Smokescreen</p> <p>Weapons & Equipment Lightblade: Range F, AP2 Energy Shield (4)</p>	<p>(1) Cypher with Missile Launcher (13S)</p> <p>Stats Command: 1/1</p> <p>Shoot: 3+ Fight: 5+ Survive: 5+ Armour: 2</p> <p>Overwatch: Shoot</p> <p>Abilities Construct, Vulnerable, Toxic Smokescreen</p> <p>Weapons & Equipment Missile Launcher: Range 9, AP4, Deliberate, Single Shot,</p>