Cut Off The Head		
Goal VPs		
	earned	
Kill 7-10 pt	1	
Kill 11+ pt	1	
Kill Commander	3	
Kill Leader	2	

Kill the opposing force. Earn VPs per model killed (depending on its points cost).

Goal	VPs
	earned
Kill Specialist	1
Kill Leader	2
Control X	5
Capture Y	1
Capture Z	1

Sacred Site (X)

"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.

DEP2 - Foe

Sacred Site (Y)		
Goal VPs		
	earned	
Kill Specialist	1	
Kill Leader	2	
Capture X	1	
Control Y	5	
Capture Z	1	

"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.

DEP3 - Friend

Sacred Site (Z)		
VPs		
earned		
1		
2		
1		
1		
5		

"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.

DEP4 - Foe

<u>In Our Way</u>		
Goal	VPs	
	earned	
Kill 1-6 pt	1	
Kill 7-10 pt	2	
Kill 11+ pt	3	

Kill the opposing force. Earn VPs per model killed (depending on its points cost).

DEP1 - Foe

Movo Asido

<u>Sacrifice</u>	
Goal	VPs
	earned
Kill 1-6 pt	1
Kill 7-10 pt	1
Kill 11+ pt	1
Kill Specialist	1
Kill Leader	2

Kill the opposing force. Earn VPs per model killed (depending on its points cost).

DEP2 - Friend

<u>Processional</u>		
Goal	VPs	
	earned	
Kill Specialist	2	
Kill Leader	2	
Infiltrate 7-10 pt	1	
Infiltrate 11+ pt	1	

Infiltrate means exit off the board via your opponent's deployment zone. Earn VPs per model moved off (depending on its points cost).

DEP3 - Foe

iviove Aside	
Goal	VPs
	earned
Kill 1-6 pt	1
Kill 7-10 pt	1
Kill 11+ pt	1
Infiltrate 7-10 pt	2
Infiltrate 11+ pt	2

Infiltrate means exit off the board via your opponent's deployment zone. Earn VPs per model moved off (depending on its points cost).

DEP4 - Friend

BATTLE CARD

Booby Trap

Play when an opposing model picks up an item. The item was booby-trapped! Resolve the booby trap as if a frag grenade had exploded in that square.

Surge

Play in your Turn.

Discard this card to take 3 more Battle Cards immediately.

BATTLE CARD

Change of Plans

The opposing player discards one Battle Card at random from his hand.

Weak Spot

Play when you take a Shoot or Fight action, before you roll the dice.

The attack is resolved with AP1.

BATTLE CARD

Weak Spot

Play when you take a Shoot or Fight action, before you roll the dice.

The attack is resolved with AP1

Steadfast

Play when a model suffers a reduction in Aggression.

The model's Aggression remains as it was.

BATTLE CARD

Distract

Play on an unactivated enemy model at any time during your turn.

Mark that model as activated.

Move

Exactly like the Action.

BATTLE CARD

+1 Fight

Play when you make a test with your Fight stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

+1 Survive

Play when you make a test with your Survival stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

BATTLE CARD

Surge

Play in your Turn.

Discard this card to take 3 more Battle Cards immediately.

Steadfast

Play when a model suffers a reduction in Aggression.

The model's Aggression remains as it was.

BATTLE CARD

Steadfast

Play when a model suffers a reduction in Aggression.

The model's Aggression remains as it was.

+1 Break Off

Play when you take a Break Off action, before you roll the dice.

The model gets +1 dice to this test in addition to any other modifiers.

BATTLE CARD

+1 Blaze Away

Play when you take a Blaze Away action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Head Shot

Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.

The shot is resolved with AP1.

BATTLE CARD

+1 Fight

Play when you make a test with your Fight stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

+1 Break Off

Play when you take a Break Off action, before you roll the dice.

The model gets +1 dice to this test in addition to any other modifiers.

BATTLE CARD

Head Shot

Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.

The shot is resolved with AP1.

+1 Survive

Play when you make a test with your Survival stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

BATTLE CARD

Weak Spot

Play when you take a Shoot or Fight action, before you roll the dice.

The attack is resolved with AP1.

Move

Exactly like the Action.

BATTLE CARD

+1 Fight

Play when you make a test with your Fight stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Steadfast

Play when a model suffers a reduction in Aggression.

The model's Aggression remains as it was.

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Move

Exactly like the Action.

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Play when you make a test with your Survival stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

BATTLE CARD

Weak Spot

Play when you take a Shoot or Fight action, before you roll the dice.

The attack is resolved with AP1.

+1 Break Off

Play when you take a Break Off action, before you roll the dice.

The model gets +1 dice to this test in addition to any other modifiers.

BATTLE CARD

+1 Shoot

Play when you take a Shoot action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

+1 Break Off

Play when you take a Break Off action, before you roll the

The model gets +1 dice to this test in addition to any other modifiers.

BATTLE CARD

+1 Shoot

Play when you take a Shoot action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Change of Plans

The opposing player discards one Battle Card at random from his hand.

BATTLE CARD Head Shot

Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.

The shot is resolved with AP1.

Distract

Play on an unactivated enemy model at any time during your turn.

Mark that model as activated.

BATTLE CARD +1 Survive

Play when you make a test with your Survival stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Distract

Play on an unactivated enemy model at any time during your turn.

Mark that model as activated.

BATTLE CARD

+1 Survive

Play when you make a test with your Survival stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Weak Spot

Play when you take a Shoot or Fight action, before you roll the dice.

The attack is resolved with AP1.

BATTLE CARD

+1 Blaze Away

Play when you take a Blaze Away action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Change of Plans

The opposing player discards one Battle Card at random from his hand.

BATTLE CARD

+1 Survive

Play when you make a test with your Survival stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Move

Exactly like the Action.

BATTLE CARD

+1 Break Off

Play when you take a Break Off action, before you roll the dice.

The model gets +1 dice to this test in addition to any other modifiers.

Move

Exactly like the Action.

BATTLE CARD

+1 Shoot

Play when you take a Shoot action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

Move

Exactly like the Action.

BATTLE CARD

+1 Shoot

Play when you take a Shoot action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

+1 Fight

Play when you make a test with your Fight stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

BATTLE CARD

+1 Break Off

Play when you take a Break Off action, before you roll the dice.

The model gets +1 dice to this test in addition to any other modifiers.

+1 Blaze Away

Play when you take a Blaze Away action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

BATTLE CARD

+1 Fight

Play when you make a test with your Fight stat, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

+1 Break Off

Play when you take a Break Off action, before you roll the dice.

The model gets +1 dice to this test in addition to any other modifiers.

BATTLE CARD

Move

Exactly like the Action.

+1 Shoot

Play when you take a Shoot action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

BATTLE CARD +1 Break Off

Play when you take a Break Off action, before you roll the dice.

The model gets +1 dice to this test in addition to any other modifiers.

+1 Shoot

Play when you take a Shoot action, before you roll the dice.

The model gets +1 dice to this action in addition to any other modifiers.

<u>BATTLE CARD</u>	BATTLE CARD	BATTLE CARD
D	4.0	Distract
Distract	+1 Survive	Play on an unactivated
Play on an unactivated	Play when you make a test with	enemy model at any time
enemy model at any time	your Survival stat, before you	during your turn.
during your turn.	roll the dice.	Mark that model as
Mark that model as		activated.
activated.	The model gets +1 dice to this	
	action in addition to any other	+1 Shoot
	modifiers.	Play when you take a Shoot
Move		action, before you roll the
Exactly like the Action.		dice.
Exactly like the Action.		dice.
	Weak Spot	The medal cote of disease
	Play when you take a Shoot or	The model gets +1 dice to
	Fight action, before you roll the	this action in addition to any
	dice.	other modifiers.
BATTLE CARD	BATTLE CARD	BATTLE CARD
		+1 Shoot
+1 Survive	Move	Play when you take a Shoot
Play when you make a test with	Exactly like the Action	action, before you roll the dice.
your Survival stat, before you	J	
roll the dice.		The model gets +1 dice to this
	+1 Blaze Away	action in addition to any other
The model gets +1 dice to this	Play when you take a Blaze	modifiers.
action in addition to any other	Away action, before you roll the	
modifiers.	dice.	+1 Blaze Away
	dicc.	Play when you take a Blaze
	The model gets +1 dice to this	Away action, before you roll the
Change of Plans	action in addition to any other	dice.
The opposing player discards	modifiers.	
one Battle Card at random from	modifiers.	The model gets +1 dice to this
his hand.		action in addition to any other
ms nana.		modifiers.
(0) Drone Swarm (5S)	(2) Drone with Shield Generator (15S)	(2) Drone with Plasma Vortex (13S)
Stats	Stats	Stats
Command: -	Command: -	Command: -
Shoot: -	Shoot: -	Shoot: 5+
Fight: -	Fight: -	Fight: -
Survive: -	Survive: 6+	Survive: 6+
Armour: -	Armour: 1	Armour: 1
Overwatch: Mayo	Overwatch: Move	Overwatch: Shoot
Overwatch: Move	Over water. Wiove	Overwatch: Shoot
Abilities	Abilities	Abilities
Nano-cloud, Scout, Spotter	Construct	Construct, Sentry
·		·
Weapons & Equipment	Weapons & Equipment	Weapons & Equipment
-	Shield Generator (4)	Plasma Vortex: Range 4, AP1,
		Deliberate, Single Shot, Frag, It
		Burns!

(2) Drone with Fission Beam (14S)	(1) Black Talon (14R)	(2) Jetbike (<mark>8S)</mark>
Stats	Stats	Stats
Command: -	Command: 2/1	Command: 1/1
	Chapti 2.	
Shoot: 5+	Shoot: 3+	Shoot: 4+
Fight: -	Fight: 5+	Fight: -
Survive: 6+	Survive: 5+	Survive: 5+
Armour: 1	Armour: 2	Armour: 1
Overwatch: Shoot	Overwatch: Move or Shoot	Overwatch: Sprint
Abilities	Abilities	A1 1111
Construct, Sentry	Construct, Vulnerable, Scout, Glide	Abilities Vehicle (2), Fast
,		veriicie (2), Fast
Weapons & Equipment	Weapons & Equipment	Weapons & Equipment
Fission Beam: Range 10, AP5,	Flux Rifle: Range 5, AP1	Twin Flux Rifles: Range 6, AP1,
Deliberate, Single Shot, It Burns!	Energy Shield (2)	
	Jump Pack	Weight of Fire
(1) Cypher with Flux Rifle (11T)	(1) Cypher with Charge Gloves (14T)	(1) Asterian Commander (25L)
Stats	Stats	Stats
Command: 1/1	Command: 1/1	Command: 4/3
Shoot: 3+	Shoot: 3+	Shoot: 5+
Fight: 5+	Fight: 5+	Fight: 5+
Survive: 5+	Survive: 5+	Survive: 6+
Armour: 2	Armour: 2	Armour: 2
Overwatch: Shoot	Overwatch: Shoot	Overwatch: Any Action
Abilities	Abilities	Abilities
Construct, Vulnerable, Toxic	Construct, Vulnerable, Toxic	Discipline, Strategist
Smokescreen	Smokescreen	Discipline, Strategist
		Weapons & Equipment
Weapons & Equipment	Weapons & Equipment	Charge Glove: Range F, Knockback
Flux Rifle: Range 5, AP1	Charge Gloves: Range F, Knockback	Energy Pulse: Range 1, Knockback
	Energy Pulse: Range 1, Knockback	Staff of Command: Range F, AP2
	Energy Shield (2)	Energy Shield (3)
(4) 6 1 11 11 11 11 11 11 11 11	(4) 6	, , ,
(1) Cypher with Fission Beam (15S)	(1) Cypher Prime (13R)	(1) Cypher with Missile Launcher (135)
Stats	Stats	Stats
Command: 1/1	Command: 2/1	Command: 1/1
Shoot: 3+	Shoot: -	Shoot: 3+
Fight: 5+	Fight: 4+	Fight: 5+
Survive: 5+	Survive: 5+	Survive: 5+
Armour: 2	Armour: 2	Armour: 2
Overwatch: Shoot		Overwatch: Shoot
Sverwaten. Siloot	Overwatch: Move	Overwaten. Siloot
Abilities	Abilities	Abilities
Construct, Vulnerable, Toxic	Construct, Vulnerable, Toxic	Construct, Vulnerable, Toxic
Smokescreen	Smokescreen	Smokescreen
Moonone & Faultument	W	Woonens & Facility and
Weapons & Equipment	Weapons & Equipment	Weapons & Equipment
Fission Beam: Range 10, AP5,	Lightblade: Range F, AP2	Missile Launcher: Range 9, AP4,
Deliberate, Single Shot, It Burns!	Energy Shield (4)	Deliberate, Single Shot,