Ours Now

Goal	VPs earned
Control X	4
Control Y	4
Control Z	4

"Control" means the same as Capture, plus there must be no enemy models in adjacent cubes.

DEP1 - Friend

X Marks The Spot

Goal	VPs earned
Scour	1
Control X	4
Capture Y	2
Capture Z	2

"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

Y marks The Spot

Goal	VPs earned
Scour	1
Capture X	2
Control Y	4
Capture Z	2

"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

Z Marks The Spot

Goal	VPs earned
Scour	1
Capture X	2
Capture Y	2
Control Z	4

"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

Look Under Every Rock

Goal	VPs earned
Scour	3

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

DEP1 - Foe

Dig In

Goal	VPs earned
Control X	2
Control Y	2
Control Z	2
Survive	1

Survive. Earn VPs for each Round you keep more than half your Strike Team alive.

DEP2 - Friend

Prospecting

Goal	VPs earned
Scour	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).

DEP3 - Foe

All They Understand

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).

DEP4 - Friend

BATTLE CARD

+1 Survive

Play when you make a test with your Survive 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	BATTLE CARD	BATTLE CARD

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.

- - - - - - - - - - - - - - -

Courage
Exactly like Get Mean!

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

Steadfast
Play when a model suffers a reduction in Aggression.

The model's Aggression remains as it was.

- - - - - - - - - - - - - - -

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

Mark that model as activated.

BATTLE CARD

Move
Exactly like the Action.

- - - - - - - - - - - - - - -

+1 Survive
Play when you make a test with your Survive stat, before you roll the dice.

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

BATTLE CARD
Steadfast
Play when a model suffers a reduction in Aggression.

The model's Aggression remains as it was.

- - - - - - - - - - - - - - -

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 Survive
Play when you make a test with your Survive 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.

BATTLE CARD
+1 Survive
Play when you make a test with your Survive 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.

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.

- - - - - - - - - - - - - - -

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

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.

+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.

- - - - - - - - - - - - - - - - - -

Weak Spot

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

The attack is resolved with AP1.

Weak Spot

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

The attack is resolved with AP1.

- - - - - - - - - - - - - - - - - -

+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.

+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.

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.

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.

+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.

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.

+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.

- - - - - - - - - - - - - - - - - -

Move
Exactly like the Action.

+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.

- - - - - - - - - - - - - - - - - -

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

The attack is resolved with AP1.

BATTLE CARD	BATTLE CARD	BATTLE CARD

BATTLE CARD

Move
Exactly like the Action.

- - - - - - - - - - - - - - - - - -

+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

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 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.

- - - - - - - - - - - - - - - - - -

Steadfast
Play when a model suffers a reduction in Aggression.

The model's Aggression remains as it was.

BATTLE CARD
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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
Change of Plans
The opposing player discards one Battle Card at random from his hand.

- - - - - - - - - - - - - - - - - -

+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

Move
Exactly like the Action.

- - - - - - - - - - - - - - - - - -

Courage
Exactly like Get Mean!

BATTLE CARD

Move
Exactly like the Action.

- - - - - - - - - - - - - - - - - -

+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

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	BATTLE CARD	BATTLE CARD

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

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

+1 Survive

Play when you make a test with your Survive 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.

BATTLE CARD

Courage

Exactly like Get Mean!

- - - - - - - - - - - - - - - - - -

+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

Courage

Exactly like Get Mean!

- - - - - - - - - - - - - - - - - -

+1 Survive

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

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

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(2) Valkyr (12S)

Stats

Command: 1/1

Shoot: 5+
Fight: -
Survive: 5+
Armour: 2

Overwatch: Move or Shoot

Abilities
Vehicle (3), Fast

Weapons & Equipment
Twin Hailstorm Rifles: Range 7, Firestorm

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(1) Brokkr Engineer (8S)

Stats

Command: 1/1

Shoot: 6+
Fight: 5+
Survive: 4+
Armour: -

Overwatch: Any Short Action

Abilities
Tough, Brawler, Engineer, Operator

Weapons & Equipment
Burst Pistol: Range 3, Weight of Fire

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(1) Forge Guard with Hailstorm Rifle (17T)

Stats

Command: 2/1

Shoot: 4+
Fight: 5+
Survive: 4+
Armour: 2

Overwatch: Any Short Action

Abilities
Tough, Slow, Life Support

Weapons & Equipment
Hailstorm Rifle: Range 7, Weight of Fire
Heat Hammer: AP1, It Burns!

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(1) Forge Guard with Heat Cannon (20S)

Stats

Command: 2/1

Shoot: 4+
Fight: 5+
Survive: 4+
Armour: 2

Overwatch: Shoot

Abilities
Tough, Slow, Life Support

Weapons & Equipment
Heat Cannon: Range 5, AP4, Single Shot, It Burns!
Heat Hammer: AP1, It Burns!

(1) Forge Guard with Autocannon (18S)
Stats
Command: 2/1

Shoot: 4+
Fight: 5+
Survive: 4+
Armour: 2

Overwatch: Shoot

Abilities
Tough, Slow, Life Support

Weapons & Equipment
Autocannon: Range 8, AP1, Firestorm
Heat Hammer: AP1, It Burns!

(1) Forge Guard with Missile Launcher (19S)
Stats
Command: 2/1

Shoot: 4+
Fight: 5+
Survive: 4+
Armour: 2

Overwatch: Shoot

Abilities
Tough, Slow, Life Support

Weapons & Equipment
Missile Launcher: Range 10, AP4, Deliberate, Irresistible
Heat Hammer11: AP1, It Burns!

(1) Brokkr (9T)
Stats
Command: 1/1

Shoot: 5+
Fight: 4+
Survive: 4+
Armour: -

Overwatch: Any Short Action

Abilities
Tough, Brawler

Weapons & Equipment
Burst Pistol: Range 3, Weight of Fire
Shock Hammer: Knockback

(1) Brokkr with Heat Rifle (11S)
Stats
Command: 1/1

Shoot: 5+
Fight: 5+
Survive: 4+
Armour: -

Overwatch: Any Short Action

Abilities
Tough, Brawler

Weapons & Equipment
Burst Pistol: Range 3, Weight of Fire
Heat Rifle: Range 3, AP3, Single Shot, It Burns!

(2) Mining Laser (10R)
Stats
Command: -

Shoot: 4+
Fight: -
Survive: 3+
Armour: 2

Overwatch: -

Abilities
Vehicle (4), Remote, Slow

Weapons & Equipment
Mining Laser: Range 24, AP4, Deliberate, Single Shot, It Burns!

(1) Boombot (5S)
Stats
Command: -

Shoot: -
Fight: -
Survive: 5+
Armour: 1

Overwatch: -

Abilities
Vehicle (1), Remote, Big BOOM!

Weapons & Equipment

(1) Chief Brokkr (18L)
Stats
Command: 3/1

Shoot: 5+
Fight: 3+
Survive: 4+
Armour: -

Overwatch: Any Short Action

Abilities
Really Tough, Brawler, Tactician

Weapons & Equipment
Burst Pistol: Range 3, Weight of Fire
Heat Hammer: AP1, It Burns!

(1) Huscarl (19L)
Stats
Command: 3/2

Shoot: 3+
Fight: 4+
Survive: 4+
Armour: 1

Overwatch: Any Short Action

Abilities
Tough, Tactician

Weapons & Equipment
Hailstorm Pistols: Range 4, Weight of Fire
Great Heat Hammer: AP2, It Burns!

(1) Huscarl in Forge Guard Armour (25L)
Stats
Command: 3/3

Shoot: 4+
Fight: 4+
Survive: 4+
Armour: 2

Overwatch: Any Short Action

Abilities
Tough, Slow, Life Support, Strategist

Weapons & Equipment
Hailstorm Rifle: Range 7, Weight of Fire
Heat Hammer: AP1, It Burns!