

2 **3**

SEARCH & DESTROY

III/IV An enemy model suffers 2 hits during an Attack action where the friendly model Efforted at least twice.

1 Play when a friendly model uses a Venom Dose, it gains **4**.

Death solves all problems – no man, no problem.

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2 **2**

HARDPOINT

III/IV A friendly model is within 8" of another friendly model with the Veteran trait and blocks 2 successful hits.

0 A friendly model in contact with a friendly Suspect or ending a Move within 4" of a friendly Suspect gains 1 Venom Dose.

Oh yes, I was wondering what would break first, your spirit or your body?

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3 **2**

GROUND WAR

IV/V You have at least 2 friendly models within 4" of the same Scenery element that's within 8" (or inside) the opponent's DZ.

1 **Burn 1** • Target a friendly Suspect and place this card aside. It is also an Advantage Position marker. Friendly models within 4" benefit from Cover. If this marker is removed discard this card.

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2 **3**

INVASION

III/IV Play when a friendly model Sets a Suspect within 4" of a Scenery Element that is within 4" of an enemy model. Place a **Timer 4** on that Suspect. Score if the counter is reduced to 0.

1 Place this card aside. Enemy Suspects within 2" of a target friendly model with the Veteran trait are not considered friendly to the opponent. If an enemy Sets a Suspect within 4" of the target discard this card.

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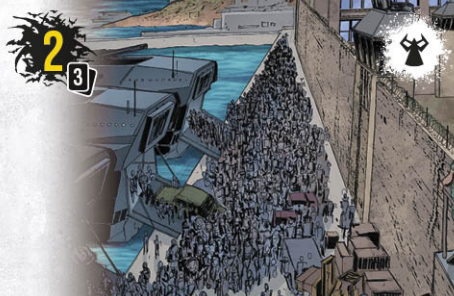
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INVASION

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3 **3**

I **○** Set a Domination Event marker in contact with an enemy model. Any model may Manipulate it to Move it 4". At the end of the round you have more friendly models than enemy models within 4" of the Domination.

1 At the start of a model's activation, Move a Suspect or friendly Drone marker 4".

DOMINATION

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DOMINATION

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2 **2**

III **○** Have more friendly models than enemy models within 4" of the center of the Gaming Area.

1 **Burn 1** • Place this card aside. Friendly models while under the effect of a Dose gains 1 Free Effort while Defending. This card is discarded when a friendly model is removed as a Casualty.

FREE-FOR-ALL

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FREE-FOR-ALL

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2 **4**

III **◆** A friendly model Sets a Suspect within 8" of an enemy model that cannot draw LoS to the friendly model or the Suspect.

0 Target friendly Suspect is treated as a Sewer this activation.

All warfare is based on deception.

BLACK OPS

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3 **2**


GLOBAL OFFENSIVE

III **IV** **V** Have more friendly models with the Veteran trait in play than there are enemy Suspects.

1 **Burn 0** • A friendly model suffering KO is Moved 4" directly towards the nearest friendly model with the Veteran trait.

In war, you win or lose, live or die – and the difference is just an eyelash.

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2 **2**

CYBER ATTACK

III **IV** **V** Play when a friendly model Sets a Suspect within 8" of an enemy Suspect. Place a **Timer 103+2** on this card.

Score if the Numeric counter is reduced to 0 and either Suspect is still in play.

2 **Burn 1** • Set a friendly Drone event marker within 4" of a friendly Suspect and place this card aside. Attack actions targeting an enemy model within 4" of a Drone gain +1 to Attack dice rolls.

You may remove the Drone event marker at any time, then discard this card.

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2 **3**

TRIANGULATION

III **IV** **V** At the start of Recount, place the Expansive template.

The Expansive template affects 3 Suspects and at least 1 is a friendly Suspect.

1 Play at the start of an enemy model's activation. If that model ends a Move or Place within 4" of a friendly Suspect, Move a friendly model 4" directly towards it.

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2 **3**

SUPPRESSING FIRE

III **IV** **V** A friendly model inflicts Damage with a Ranged Attack targeting at least 2 models. Change all Damage and Status to Enervating (2).

0 At the start of a friendly model's activation, target an enemy model within 12" and LoS to it. The friendly model Spends 1 Ammo and the opponent chooses one of the following. The target suffers Slow (4) or suffers **3**.

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MILITARY COORDINATION

⚙️/♠/♦ Assign Numerical counters 1, 2, 3, and 4 to different friendly models (or up to the friendly models currently in play). These counters cannot be modified.

Score if those models activated in order (1, 2, 3, 4).

⚡0 **Burn 0 • Exception (In Play)** • A model activating in order gains 1 **☀️** or **☠️**.

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ENHANCED SOLDIERS

⚠️/♠/♦ Target a friendly model. For each **★** that model receives from Efforting, place a **☀️** on this card. If the model is under the effects of a Dose during that action, place 1 additional **☀️**. Score when this card has 4 **☀️**.

⚡* **Burn 1 • Exception (When Scoring)** • A friendly model gains a Venom Dose.

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