CHEAT SHEET

Mission	# of OBJ	# of HVT	# of CLASS	Intel Com	DZ	OBJ Room	EXCL Zone	QAZ	Joint CMD	Special Unit	Special Order	Specialist Bonus
Acquisition	3	1	1	-	16"	-	-	Creatures	-	-	-	Eng., Hack.
B-Pong	3	1	1	-	12"	-	✖	-	-	-	-	-
Biotechvore	-	1	3	-	8"	-	-	-	-	-	EVO 🟢	-
Capture and Protect	2	-	1	✖	12"	-	-	Zones	-	Hazmat	-	-
Countermeasures	-	3	Spec.	-	12"	-	✖	Creatures	-	-	EVO 🟢	-
Evacuation	2	2 +5	1	-	12"	-	✖	-	-	-	-	-
Decapitation	-	2	-	-	16"	-	-	Zones	-	-	-	-
Firefight	3	1	3	-	16"	-	-	Zones	-	-	-	-
Frostbyte	7	1	2	-	12"	-	✖	-	-	Hazmat	Hazmat 🔵	-
Frontline	-	1	4	✖	12"	-	-	Zones	-	Turret	-	-
Highly Classified	-	1	Spec. +1	-	12"	-	-	-	✖	Hazmat	-	-
Last Launch	3	1	1	-	12"	✖	✖	-	-	-	-	-
Looting & Sabotaging	4	1	1	-	12"	-	-	-	✖	-	-	-
Mindwipe	8	1	1	-	12"	-	-	-	-	Überhacker	Überhacker 🔵	Hacker
Panic Room	4	-	1	-	8"	✖	✖	-	✖	-	EVO 🟢	-
Power Pack	5	1	2	-	Spec.	-	-	-	✖	Turret	-	C.O.C.
Supplies	3	1	2	✖	12"	-	-	Creatures	-	-	-	Doc., Para.
Supremacy	4	1	1	✖	12"	-	-	Creatures	-	-	-	Hacker
The Armory	2	1	1	✖	12"	✖	✖	-	-	Turret	EVO 🟢	-

Direct Action Missions

Mission	# of OBJ	# of HVT	# of CLASS	Intel Com	DZ	OBJ Room	EXCL Zone	QAZ	Joint CMD	Special Unit	Special Order	Specialist Bonus
Annihilation	-	-	-	-	12"	-	-	-	-	Turret	-	-
Battleground	-	-	-	-	12"	-	-	-	-	Key Ops	-	-
Cutthroat	-	-	-	-	16"	-	-	-	-	Key Ops	-	-
Superiority	4	-	-	-	12"	-	-	-	-	Key Ops	-	-
Uplink Center	3	-	-	-	16"	-	-	-	-	-	-	-

QUANTUM ANOMALY ZONES (QAZ)

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zones and it cannot be overlapped with another Quantum Anomaly Zone (QAZ).

The player that kept Deployment must place their Circular Templates first.

During the game, each of these Circular Templates is an area of **Difficult Terrain (Zero-G)** and a **Saturation Zone**.

Moreover, any Active Trooper that declares or performs an Order inside a QAZ must make a Saving Roll against BTS, with Damage 10.

Failing the Saving Roll results in the loss of one point of the Wounds/ Structure Attribute.

QAZ CREATURES

Before the Deployment Phase, each player must place a QAZ Creature a minimum of 4 inches outside the enemy Deployment Zone.

The player that kept Deployment is the first one to place their QAZ Creature.

Each QAZ Creature is fixed in place and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (such as the Sasok Creatures from TAG Raid, or the Taigha Creatures).

The QAZ Creatures are Deployable Weapons, reacting with CC Attack to any Order declared or performed by an active Enemy Model (but not Markers) within ZoC.

The QAZ Creatures' Guard Special Skill does not require LoF, but the CC Attack will become an Idle if the path from the QAZ Creature to the Enemy Model is blocked, for example by an impassable obstacle (a wall of infinite height, a closed door, or sealed room...) or a gap too small for the Silhouette Template of the QAZ Creature to pass through.

The CC Attack AROs of the QAZ Creatures have a **Burst of 3.**

HAZMAT OPS

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Hazmat Ops.

The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Hazmat Ops.

The Hazmat Ops possesses the **Terrain (Zero-G)** Special Skill and also **D-Charges**, even if those are not listed on their Unit Profile. The Hazmat Ops is identified with a Player A or B Marker.

KEY OPS

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops.

The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the **Dodge (+3)** and **Tactical Awareness** Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative, if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B Marker.

JOINT COMMAND

In this scenario, both players possess an extra Command Token.