RUINSTARS

Squad Operations In A Dying Galaxy

PVP MISSIONS
2nd Edition v20260308

PVP MISSIONS

TACTICAL ENGAGEMENTS ACROSS A GALAXY IN RUINS

"We once believed war would end when the stars themselves dimmed. We were wrong. The stars are gone, and still we fight over scraps of metal, over relics of dead gods, over the idea that any of this still matters.

Every mission you read in this record was real once. Squads bled for these orders. Some triumphed and carved their marks into the ruins; others vanished beneath the dust of worlds that no longer have names.

If you are holding this field manual, you are part of what remains. Learn these operations well. Out there, knowing which ruin to hold (or which to burn) means the difference between survival and extinction."

Excerpt from the Warfront Archives, Cycle 2279.6

Across the shattered frontier of the galaxy, war is constant. Squads of elite operatives clash in the ruins of cities, alien jungles, desecrated temples, and endless wastelands, each battle a fleeting spark in the dark expanse of the Ruinstars. These are not grand crusades of empire, but desperate struggles fought by the few who dare to step onto the battlefield when hope has long since burned away.

This section collects the missions, battlefields, and scripted operations that define warfare in the Ruinstars setting. Within these pages, commanders will find everything they need to wage battle, from quick-play engagements and solo challenges to full three-part operations and sprawling, multi-stage campaigns. Every victory and defeat shapes the next confrontation; every decision carries the weight of survival.

Each mission offers unique tactical puzzles and narrative flavor, challenging you to adapt your strategy to shifting objectives and hostile environments. Scripted Operations weave these battles into connected arcs: mini-campaigns that tell stories of ambition, corruption, and sacrifice. Whether you fight for the glory of the Human Hegemony, the hunger of the Swarm, or the whispers of the Silent Choir, every operation offers a chance to carve your name into the scars of the galaxy.

Note you will need the [📄 Core Rules PDF] to play this mode.

PLAYING A MISSION

These missions are designed to be played as quick, one-off skirmishes perfect for pick-up or competitive play.

Each Mission is a single battle between two Squads, typically lasting 4 Turns. Victory in these engagements is decided by calculating the total Mission Points (MP) scored by each Squad at the end of Turn 4.

Alternatively, you can use these missions to build your own Campaign. A full Campaign is structured into three distinct Operations, and each Operation is composed of three Missions, totaling nine confrontations. In Campaign play, the winning Squad selects one of the Mission rewards to apply to their Squad, while the losing Squad gains the remaining reward. These missions offer unique tactical puzzles and narrative flavor, challenging you to adapt your strategy to shifting objectives and hostile environments.

Whether you are playing a quick one-off mission or a long, epic campaign, the rules for playing each Mission are the same:

1. Select a Mission
2. Select a Battlefield
3. Set up your Squads
4. Play!

DEPLOYMENT

When a mission instructs both Squads to deploy at the same time (e.g. "before Turn 1"), players alternate placing one Unit at a time. The player without Turn 1 initiative deploys their first Unit, then the player with initiative deploys one Unit, and so on until all Units are deployed. The player with initiative activates first in Turn 1.

ACTIVATIONS

If one squad has at least 2 more Standing units than the other at any point during a turn, the squad with fewer units may choose to delay one of their activations once per turn. In that case, the squad with more units activates two units in a row before alternating resumes normally.

CAMPAIGNS

Two squads. Nine missions. One climax. Whatever happened before the final battle is prologue.

A PvP Campaign tracks the consequences of every fight across three Operations. Units get stronger. Units get hurt. Units die. What you arrive at the climax with depends on how well you fought to get there - but the climax decides everything.

CAMPAIGN STRUCTURE

A Campaign is composed of three Operations, each composed of three Missions, followed by a Climax that determines the winner. At the end of each Operation, both Squads return to Homebase to heal injuries and spend their earned Spoils of War.

1. Operation 1 - Missions 1.1, 1.2, 1.3 - Homebase
2. Operation 2 - Missions 2.1, 2.2, 2.3 - Homebase
3. Operation 3 - Missions 3.1, 3.2, 3.3 - Homebase
4. Climax Mission

OPERATIONS

An Operation is three sequential Missions. Once an Operation begins, Squads cannot change their Units or Gear between Missions. Missions may be agreed upon or rolled randomly from the PvP Mission pool.

The Squad that won more Missions wins the Operation.

CAMPAIGN REWARDS

Each Mission lists two Campaign Rewards. After each Mission, the winning Squad picks one reward first. The losing Squad receives the other. Both rewards apply immediately and last until the end of the next Mission, unless stated otherwise.

SPOILS OF WAR

At the end of each Operation, both Squads receive Spoils of War based on the Operation result. Each Spoil of War is assigned permanently to one specific Unit. Each Mission won in the Operation grants the Squad one Spoil of War to apply to one Unit.

- 3-0 sweep: winning Squad receives 3 Spoils of War, losing Squad receives none.
- 2-1 result: winning Squad receives 2 Spoils of War, losing Squad receives 1.

HOMEBASE

At the end of each Operation, after the third Mission, both Squads return to Homebase simultaneously.

1. Remove all Deceased Units from your Squad.
2. Remove one Injury from each remaining Unit.
3. Recruit new Units into the Squad (maximum 100 GP).
4. Make changes to your Squad's selected Gear.
5. Assign all earned Spoils of War to Units in your Squad.

THE CLIMAX

After the third Homebase, both Squads play one final Mission drawn from the Climax Mission pool. The winner of the Climax Mission wins the Campaign.

The Squad that won the most Operations receives the following advantages:

- They select which Climax Mission is played
- They choose their Deployment Zone first
- They gain +2 TO at the start of the mission

No Campaign Rewards are earned from the Climax. No Injuries are rolled after it. The Climax is the end.

INJURIES

At the end of each Mission, each of your Units that was Taken Out during the mission may have a persistent injury. Note that when playing a campaign, all Injuries (except Deceased) are removed from your Units when they return to Homebase at the end of each Operation.

At the end of each Mission, for each Player Unit that was Taken Out, roll 1D6 to determine the Injury this Unit received.

If the Injury is one that the Unit already had, that Unit is Deceased. Remove the Unit from the Squad. That Unit cannot be replaced until the Squad returns to Homebase at the end of the Operation.

- **1 - RECOVERED**
  No new injury.
- **2 - BROKEN ARM**
  The Unit's Melee Weapons get -1 SKL (minimum 1).
- **3 - NERVE DAMAGE**
  The Unit's Ranged Weapons get -1 SKL (minimum 1).
- **4 - CRUSHED LEG**
  Each time the Unit performs the Move action, it moves 2" less.
- **5 - DAMAGED ARMOR**
  The Unit gets -1 ARM (minimum 1).
- **6 - DEEP WOUND**
  The Unit gets -1 starting HIT (minimum 1).
- **DECEASED**
  If the Unit receives an Injury that it already possesses (e.g. rolling "Damaged Armor" when it already has "Damaged Armor"), that Unit is instead Deceased. A Deceased Unit is permanently removed from the Squad and cannot be used in future Missions.

SPOILS OF WAR

When the Squad returns to Homebase, it can purchase Spoils of War according to its win record for the Operation's Missions. Each Mission won in the Operation grants the Squad one Spoil of War to apply to one Unit.

- **ACCURATE 1**
  Each time this Unit performs the Ranged Combat action, this Unit may re-roll up to 1 of its Ranged Combat attack dice. This is cumulative with other Accurate specials (e.g. on this Unit's weapons).
- **BRUTAL 1**
  Each time this Unit performs the Melee Combat action, this Unit may re-roll up to 1 of its Melee Combat attack dice. This is cumulative with other Brutal specials (e.g. on this Unit's weapons).
- **COUNTER**
  Each time this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.
- **DODGE 1**
  Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Dodge specials.
- **MELEE ATT +1**
  This Unit's Melee weapons gain + 1 ATT.
- **MELEE CHAIN REACTION 1**
  This Unit's Melee Weapons gain CHR1 (Chain Reaction 1).
- **MELEE RELENTLESS**
  This Unit's Melee weapons gain RLT (Relentless).
- **MELEE RENDING 1**
  This Unit's Melee weapons gain RND1 (Rending 1).
- **MELEE SKL + 1**
  This Unit's Melee weapons gain +1 SKL.
- **RANGED ATT +1**
  This Unit's Ranged weapons gain + 1 ATT.
- **RANGED BLAST**
  This Unit's Ranged Weapons gain BLS (Blast).
- **RANGED RELENTLESS**
  This Unit's Ranged weapons gain RLT (Relentless).
- **RANGED RENDING 1**
  This Unit's Ranged weapons gain RND1 (Rending 1).
- **RANGED SKL + 1**
  This Unit's Ranged weapons gain +1 SKL.
- **SWIFT**
  Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.
- **TECHNICIAN**
  During each of its Activations, this Unit may perform one Mission action for 1 less ACT.
- **TOUGH 1**
  Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.
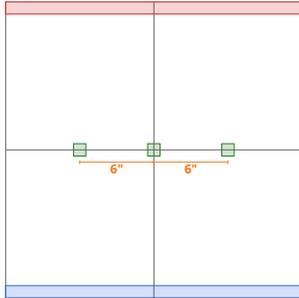
MISSION LIST

1 - SECURE THE ZONE

> "Claim ground, hold fast."
> Throughout the battle, both sides contest key areas of the warzone. Whoever can consistently secure ground will dictate the flow of the fight.

BATTLEFIELD

DA Deployment Zone A
DB Deployment Zone B
O1 Objective 1
O2 Objective 2
O3 Objective 3

6"   6"

SETUP

Place 3 Objective markers equally spaced (6" apart) along the center line.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

If a Squad controls all 3 Objectives at the end of any Turn, they gain +1 MP immediately (max once per mission).

VICTORY

At the end of each Turn, Squads score 1 MP per Objective they control.
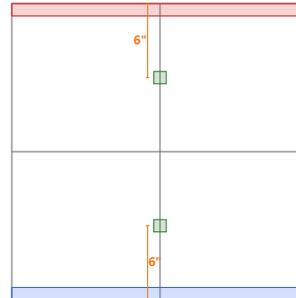
CAMPAIGN REWARDS

- **Field Stabilizers:** One Unit gains +1 ARM during Turn 1 of its next mission.
- **Forward Command:** +1 TO during any Turn in the next mission.

2 - HOLD THE LINE

> "The enemy breaks upon our wall."
> Victory favors the steadfast. The longer you hold, the stronger your claim.

BATTLEFIELD

DA Deployment Zone A
DB Deployment Zone B
O1 Objective 1
O2 Objective 2

6"

6"

SETUP

Place two Objective markers 6" from the North and South battlefield edges.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

Units in cover Adjacent to an Objective gain +1 ARM against ranged attacks.

VICTORY

At the end of each turn after the first, Squads score 2 MP per Objective they control.

CAMPAIGN REWARDS

- **Tactical Resupply:** Select one Unit to be always treated as in Cover for the next mission.
- **Healed Injury:** One Unit may immediately remove one Injury (excluding Deceased).

3 - POWER CYCLE

> "Reactivate the grid before the enemy shuts it down."
> A dormant facility flickers to life. Reactors surge, systems fail, and both sides fight to keep control of unstable nodes.

BATTLEFIELD

☐ DA Deployment Zone A
☐ DB Deployment Zone B
☐ O1 Power Node 1
☐ O2 Power Node 2
☐ O3 Power Node 3
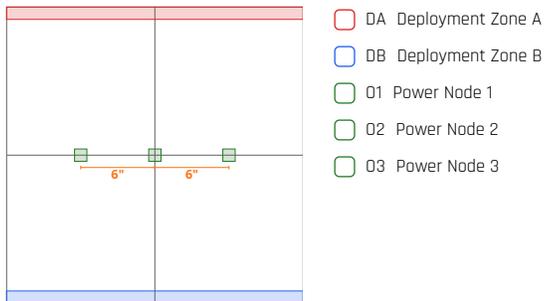
SETUP

Place 3 Power Node markers 6" apart along the battlefield center line. All Power Nodes start the mission as "Inactive".

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

At the start of each Turn, all Power Nodes are reset to "Inactive" state.

Mission Action: Toggle Node (1 ACT): The Unit toggles the Active state of a Node they control. Active Nodes emit dangerous radiation: At the end of each Turn, all Units Adjacent to an Active node take 1 Damage.

VICTORY

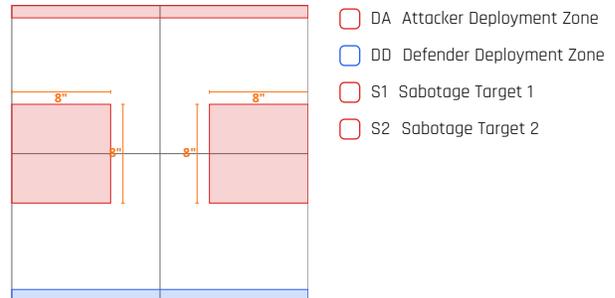At the end of each Turn, Squads score 1 MP per Active Node they control.

CAMPAIGN REWARDS

- **Voltage Spikes:** Select one Unit's weapon to gain RLT (Relentless) or RND1 (Rending 1) in the next mission.
- **Technician Assist:** Select one Unit to gain Technician 1 (perform one Mission action for 1 less ACT) for the next mission.

4 - SABOTAGE

> "They built it. You break it."
> A vital structure powers the enemy advance. One force must destroy it; the other, defend it at all costs.

BATTLEFIELD

☐ DA Attacker Deployment Zone
☐ DD Defender Deployment Zone
☐ S1 Sabotage Target 1
☐ S2 Sabotage Target 2

SETUP

Select one Squad to be the Defender, the other the Attacker.

Place two larger structures in the West and East sides and one Sabotage marker at each corner of each structure.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

Mission Action: Sabotage (1 ACT): An Attacker Unit that controls a Sabotage marker may perform this Action. Remove the sabotaged structure from the battlefield. All Units within or Adjacent to that structure take 2 Damage.

VICTORY

At the end of Turn 4, the Attacker scores 3 MP for each destroyed structure. Defender scores 3 MP for each remaining intact.
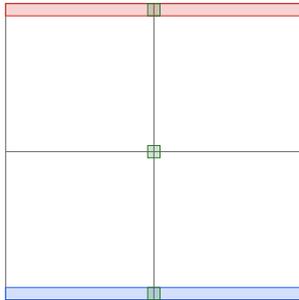
CAMPAIGN REWARDS

- **Demo Expert:** One Unit gains "Demo charge" (a free Grenade action) to use once in the next mission.
- **Quick Prep:** One Unit gains +1 ACT in Turn 1 of the next mission.

5 - PUSH THE LINE

> "Drive them back step by step."
> Advance across the battlefield and seize ground from the enemy.

BATTLEFIELD

- DA Deployment Zone A
- DB Deployment Zone B
- O1 Objective 1
- O2 Objective 2
- O3 Objective 3

SETUP

Place 3 Objectives: one centered on each Squad's Deployment edge and one at the exact center.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

If you control the enemy Objective at the end of Turn 3 or earlier, gain an additional +1 MP bonus (once per game).

VICTORY

At the end of each Turn, score 1 MP if you control your own Objective, 2 MP if you control the center, and 3 MP if you control the enemy's.

CAMPAIGN REWARDS

- **Aggressive Push:** One Unit gains +1 ACT in Turn 1 of the next mission.
- **Rapid Deployment:** One Unit may perform a free move after its deployment. If the next mission deploys Units before Turn 1, perform this move after all Units have been deployed, before Turn 1.

6 - CENTERPOINT

> "All roads lead to ruin."
> The battle converges on a single decisive location.

BATTLEFIELD
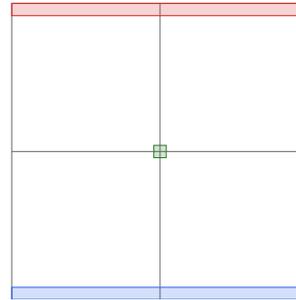
- DA Deployment Zone A
- DB Deployment Zone B
- O1 Objective

SETUP

Place 1 Objective at the exact center of the Battlefield.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

VICTORY

At the end of Turn 4, the Squad controlling the central Objective scores 6 MP.

CAMPAIGN REWARDS

- **Decisive Strike:** One Unit gets one Spoil of War for the next mission.
- **Weapon Calibration:** Select one Unit's weapon to gain RLT (Relentless) or RND1 (Rending 1) in the next mission.

7 - RECOVER INTEL

"Retrieve the data before the uplink burns."
Valuable intel lies scattered among the ruins.

BATTLEFIELD

- DA Deployment Zone A
- DB Deployment Zone B
- O1 Intel 1
- O2 Intel 2
- O3 Intel 3
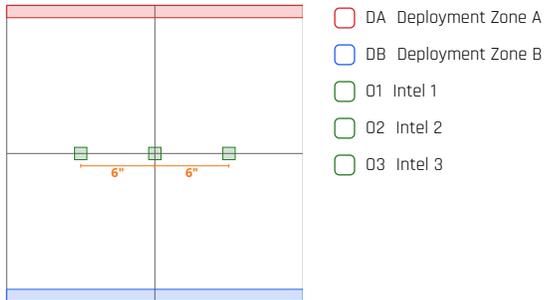
SETUP

Place 3 Data Core markers along the center line of the battlefield.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

Mission Action: Collect Intel (1 ACT): A Unit that controls a Data Core may perform this action. That Unit now carries the Data Core. Units may only carry one Data Core each. If a carrier is Taken Out, the Data Core drops on that Unit's position.

VICTORY

At the end of Turn 4, score 2 MP per Data Core carried by your Units.

CAMPAIGN REWARDS

- **Intelligence Priority:** Start the next mission with +1 TO. Once during the next mission, you may re-roll any number of your TO dice.
- **Treasure Trove:** The Squad may spend an additional 5GP on Weapons and Skills for the next mission. At the end of that mission, remove the added Gear.

8 - AMBUSH

"Intercept the courier before they vanish into the wasteland."
One side must extract a critical asset; the other must stop them.

BATTLEFIELD

- DA Attacker Deployment Zone
- DD Defender Deployment Zone

SETUP

Select one Squad to be the Defender, the other the Attacker.
Defender secretly selects one Unit (excluding the Leader) to be the carrier of the Intel.

DEPLOYMENT

Both Squads deploy before Turn 1. Defender deploys all their Units on the Western battlefield edge first. Then Attacker Squad deploys all their Units on the Northern or Southern edge of the battlefield, at least 8" from the Western edge.

SPECIAL

When a Unit carrying the Intel is Taken Out, place the Core on its position. It can be recovered and carried off by any Unit.

VICTORY

At the end of Turn 4, if the Defender Squad is carrying the Intel and the carrier is on the Eastern edge of the battlefield, Defender wins the mission. Attacker wins in all other cases.
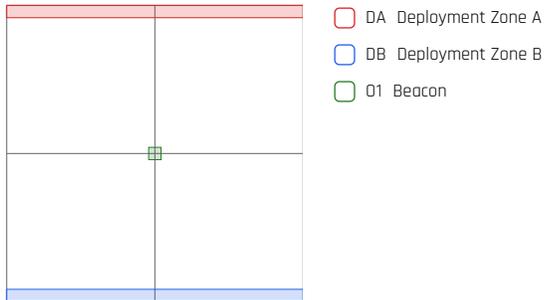
CAMPAIGN REWARDS

- **Disruption Scan:** One Unit gains +1 SKL on its Melee or Ranged weapons (pick one) for the next mission.
- **Targeted Strike:** The enemy Leader gains -1 ARM (minimum 1) for the next mission.

9 - RELAY RUN

"Grab the beacon and get it home."
A beacon must be secured and relayed back to command.

BATTLEFIELD

☐ DA Deployment Zone A
☐ DB Deployment Zone B
☐ 01 Beacon

SETUP
Place one Beacon Objective at the Battlefield center.

DEPLOYMENT
Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL
The Beacon is a marker that can be Picked Up. While carrying the Beacon, Units have -1 ACT (minimum 1).

VICTORY
A Squad scores 6 MP if any Unit exits their own Battlefield edge carrying the Beacon.

CAMPAIGN REWARDS
- **TO Optimization:** During the next mission, the Squad may re-roll TOs once.
- **Swift Runner:** One Unit gains Swift (first Dash action costs 0 ACT) in the next mission.

10 - SEARCH AND RECOVER

"A powerful artifact is buried here. Find it before the enemy does."
You don't know where it is, but the longer you search, the better your odds.

BATTLEFIELD

☐ DA Deployment Zone A
☐ DB Deployment Zone B
☐ 01 Search 1
☐ 02 Search 2
☐ 03 Search 3
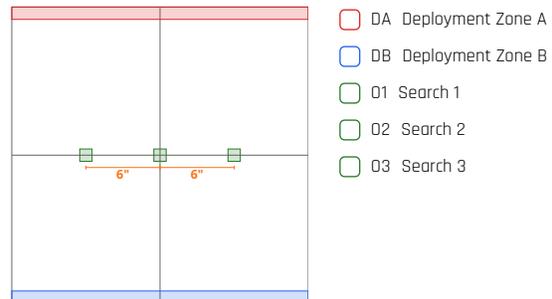
SETUP
Place 3 Search markers 6" apart along the center line of the battlefield.

DEPLOYMENT
Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL
Mission Action: Search (2ACT)
A Unit that Controls a Search Marker may spend 2ACT to search it. Roll 1D6. This roll cannot be modified or re-rolled by using TOs.
- On the first searched marker, the Artifact is found on a roll of 1
- On the second searched marker, the Artifact is found on a roll of 1 or 2
- On the third searched marker, the Artifact is found automatically
After searching a marker, remove it from the Battlefield. Once found, the Artifact is carried by the Unit that found it.

VICTORY
At the end of each Turn, the Squad carrying the artifact scores 2 MP.

CAMPAIGN REWARDS
- **Ancient Artifact:** The carrier gains one Spoil of War. If it is not Taken Out by the end of the mission, it may keep that Spoil of War. If the Unit is Taken Out by the end of the mission, remove that Spoil of War.
- **Preemptive Strike:** Select one enemy Unit to start the mission with -1 HIT.

11 - COMMITMENT PROTOCOL

"Power must build before the final strike."
Energy charges build throughout the fight until a
decisive moment of release.

BATTLEFIELD

- DA Deployment Zone A
- DB Deployment Zone B
- UA UA
- UB UB
- TB TB
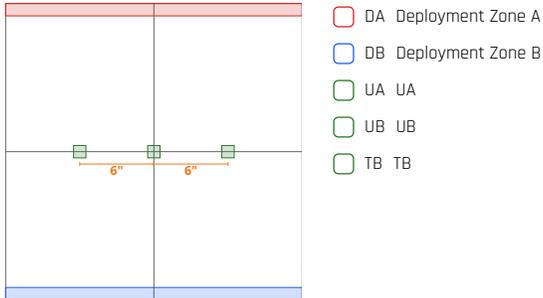
SETUP

Place 2 Uplink Node markers 6" from the center of the battlefield. Place one Transmit Beacon in the center of the battlefield. Set up a tracker for each Squad's Data Packets, starting at zero.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

Mission Action: Uplink (1ACT): A Unit that Controls an Uplink Node increases its Squad's Data Packets by 1.

Mission Action: Transmit (1 ACT): A Unit that Controls the Transmit Beacon reduces its Squad's Data Packets by 1 and scores 1 MP. This can only be done in Turns 3 and 4.

VICTORY

At the end of Turn 4, the Squad with the most MP wins the Mission. In case of a tie, the Squad with the highest remaining Data Packets wins the mission.
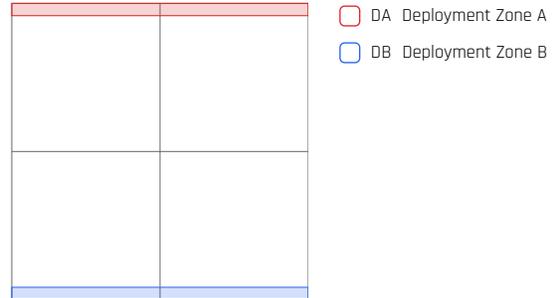
CAMPAIGN REWARDS

- **Energy Overflow:** One Unit gains +1 ACT in any one Turn in the next Mission (announce when activating).
- **Tactical Reversal:** Once in the next mission, any Unit may spend 1 ACT to add 2 TOs to its Squad.

12 - ATTRITION

"No prisoners."
Your orders are simple: outkill the enemy.

BATTLEFIELD

- DA Deployment Zone A
- DB Deployment Zone B

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

VICTORY

Each time a Unit is Taken Out, the enemy Squad scores MPs equal to that Unit's Force Value (FV).

CAMPAIGN REWARDS

- **Aggressive Momentum:** One Unit gains +1 SKL on its Weapons the first time it performs a Ranged or Melee combat Action in the next mission.
- **Reinforced Armor:** One Unit gains +1 ARM (Armor) during Turn 1 of the next mission.

13 - LAST STAND

"Stand your ground until nothing moves."
The battle grinds to dust. Only the unbroken remain.

BATTLEFIELD

- DA Deployment Zone A
- DB Deployment Zone B

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

VICTORY

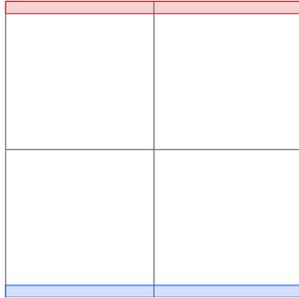At the end of each Turn, the squad with the highest total FV of Standing Units scores 2 MP.

CAMPAIGN REWARDS

- **Veteran Status:** One Unit permanently gains +1 SKL on its Melee weapons.
- **Urgent Treatment:** One Unit may immediately heal one of its Injuries.

14 - ASSASSINATE

> "Cut off the head, the body dies."
> Hunt down the enemy commander.

BATTLEFIELD

☐ DA Deployment Zone A
☐ DB Deployment Zone B

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

Leaders gain +1 ACT for this mission.

VICTORY

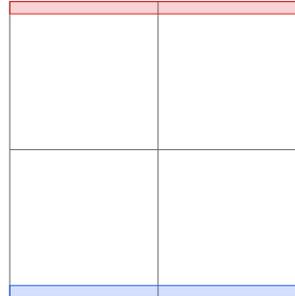If the enemy Leader is Taken Out, your Squad immediately scores 6 MP.

CAMPAIGN REWARDS

- **Intel Leak:** In the next mission, enemy Leader gains -1 ARM (minimum 1).
- **Strategize Bonus:** Once during the next mission, a Unit may spend 1 ACT to gain 2 TOs.

15 - RIVALS

> "Settle the score."
> Two Units meet on the battlefield, bound by vengeance or destiny.

BATTLEFIELD

☐ DA Deployment Zone A
☐ DB Deployment Zone B

SETUP

Each Squad secretly selects one Rival Unit (not the Leader). Reveal simultaneously after deployment.

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL

Rivals' weapons gain +1 ATT and +1 SKL against each other. In addition, Rivals may only be targeted in combat by the enemy Rival.

VICTORY

If your Rival Takes Out the enemy Rival, score 6 MP. If both Rivals are still Standing at the end of the mission, the mission is a draw (randomly select rewards).

CAMPAIGN REWARDS

- **Personal Vendetta:** In the next mission, select one enemy Unit (excluding the Leader). Your Units gain +1 SKL (Ranged or Melee Skill) each time that enemy is targeted in combat.
- **Defensive Stance:** One Unit gains Tough 1 (re-roll 1 Melee Save die) in the next mission.

16 - ENCROACH

> "Push deep and hold the line."
> Dominate enemy territory with strength of arms.

BATTLEFIELD
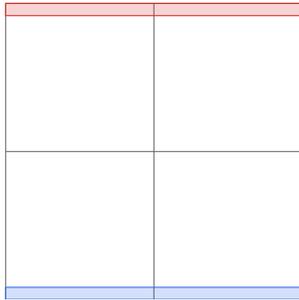
☐ DA Deployment Zone A
☐ DB Deployment Zone B

DEPLOYMENT

Both Squads deploy on their battlefield edge (North or South) before Turn 1.

VICTORY

At the end of each Turn, the Squad with the highest total FV of Standing Units that are not Adjacent to any enemies and that are closer to the enemy deployment edge than their own deployment edge scores 2 MP.

CAMPAIGN REWARDS

- **Overwhelming Presence:** Once in the next mission, instead of rolling for TOs, get 4 TOs.
- **Deep Strike:** One Unit may perform a free move after its deployment. If the next mission deploys Units before Turn 1, perform this move after all Units have been deployed.

17 - EVAC POINT

> "Rendezvous or die trying."
> The dropship waits only moments. Reach it before the storm consumes the battlefield.

BATTLEFIELD
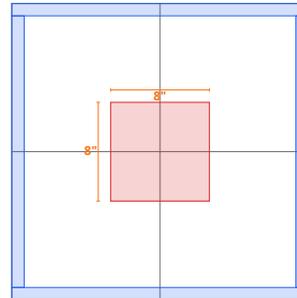
☐ DD Defender Deployment Zone
☐ DA Attacker Deployment Zone

SETUP

Set up the Evac Zone as an 8" square at the center of the battlefield.
Select one Squad to be the Attacker, the other is the Defender.

DEPLOYMENT

Squads deploy before Turn 1. First, Defender Squad deploys all Units anywhere in the Evac Zone.
Then Attacker Squad deploys all Units on any battlefield edge.

VICTORY

At the end of Turn 4, if the total FV of Standing Defender Units that are on the Evac Zone is equal to or higher than the total FV of Standing Attacker Units on the Evac Zone, Defender Squad wins the mission. Attacker Squad wins in all other cases.

CAMPAIGN REWARDS

- **Extraction Gear:** One Unit gains Grappling Hook (ignore vertical distance when climbing up or down) in the next mission.
- **Resourceful Salvage:** One Unit gains a MedPack (spend 1 ACT to recover 1D3 lost HIT) to use once in the next mission.

CAMPAIGN CLIMAX MISSIONS

C1 - SCORCHED EARTH

There is no extraction. There is no next mission. There is only this.

BATTLEFIELD
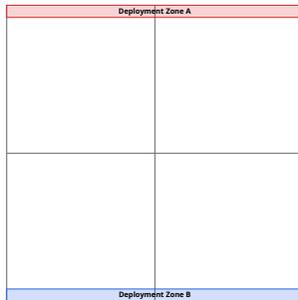
☐ DA Deployment Zone A
☐ DB Deployment Zone B

DEPLOYMENT
Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL
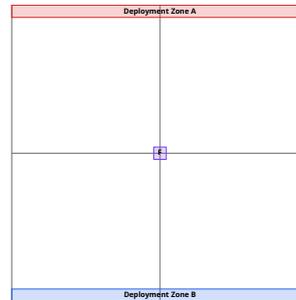Leaders gain +1 ACT for this mission.

VICTORY
The mission has no turn limit. The Squad with at least one Standing Unit when all enemy Units have been Taken Out wins the Campaign. If the last Standing Units on both sides are Taken Out simultaneously, the Campaign ends in a draw.

C2 - LAST SIGNAL

One transmission. One chance. Make it count.

BATTLEFIELD

☐ DA Deployment Zone A
☐ DB Deployment Zone B
☐ B1 Signal Beacon 1
☐ B2 Signal Beacon 2

SETUP
Place two Signal Beacon markers 6" from the center of the battlefield, one to the East and one to the West.

DEPLOYMENT
Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL
At the start of each Turn, both Signal Beacons return to unclaimed state.

Mission Action - Claim Beacon (2 ACT): A Unit that Controls a Signal Beacon claims it for its Squad.

VICTORY
The mission has no turn limit. At the end of any Turn, if both Signal Beacons are claimed by the same Squad and neither Beacon is Controlled by any enemy Unit, that Squad wins the Campaign.

C3 - THE FLAG

Hold it. Carry it. Get it home. Everything else is noise.

BATTLEFIELD

☐ DA Deployment Zone A
☐ DB Deployment Zone B
☐ F The Flag

SETUP
Place the Flag marker at the exact center of the battlefield.

DEPLOYMENT
Both Squads deploy on their battlefield edge (North or South) before Turn 1.

SPECIAL
The Flag is an Item that can be picked up.

Mission Action - Pick Up Flag (2 ACT): A Unit that Controls the Flag picks it up. That Unit is now the Flag carrier.

While carrying the Flag, a Unit moves 2" less per Move action.

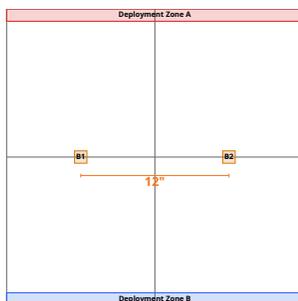If the Flag carrier is Taken Out, the Flag drops on that Unit's position.

VICTORY
At the end of Turn 4, measure the distance from the Flag to each Squad's deployment edge. The Squad whose deployment edge is closer to the Flag wins the Campaign.