



BATTLEFIELD

THE RUINED CITY

COLLAPSE

The battlefield itself is killing you. At the start of each Turn after the first, roll for a random Anchor. All terrain within 4" of that Anchor is removed from the battlefield, and all Units within 4" of that Anchor take 2 Damage.



BATTLEFIELD

THE FACILITY

DARKNESS

At the start of each Turn after the first, select one random Anchor. Until the end of the Turn, Units within 4" of that Anchor cannot be targeted in Ranged Combat.



BATTLEFIELD

THE JUNGLE

MIASMIC MIST

At the start of each Turn after the first, select one random Standing Unit from each Squad. That Unit moves 2" three times in random directions (roll three times). This does not trigger Attacks of Opportunity. If that Unit cannot make a valid move because of a wall or other obstacle, it takes 1 Melee Damage.



BATTLEFIELD

THE ALIEN HIVE

NOXIOUS GAS

At the start of each Turn after the first, select one random Anchor. All Units within 4" of that Anchor take 1 Damage.



BATTLEFIELD

THE CURSED TEMPLE

HAUNTING SPIRITS

At the start of each Turn after the first, select one random Unit from each Squad. That Unit is overtaken by the temple's restless spirits and immediately attacks the closest valid target in Combat, Squadmate or enemy.



BATTLEFIELD

THE RIFT

SHIFTING REALITIES

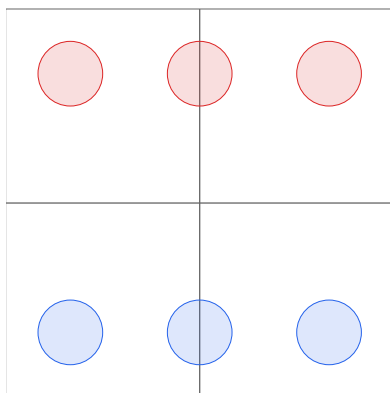
At the start of each Turn after the first, select one random Anchor, then roll **1D6**. **1-3**: All Units within 4" of that Anchor immediately move 2" directly toward it. **4-6**: All Units within 4" of that Anchor immediately move 2" directly away from it. This does not trigger Attacks of Opportunity.



DEPLOYMENT

STANDARD INSERTION

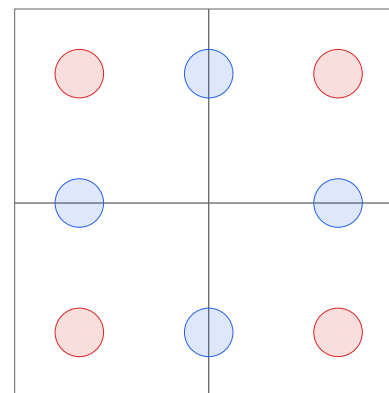
Squad A Adjacent to the SW, S, or SE Anchors.
Squad B Adjacent to the NW, N, or NE Anchors (split evenly), in Cover or out of sight where possible.



DEPLOYMENT

HOT DROP

Squad A deploys Adjacent to the N, S, E, or W Anchors. Squad B deploys Adjacent to the NW, NE, SW, or SE Anchors (split evenly), in Cover or out of sight where possible.

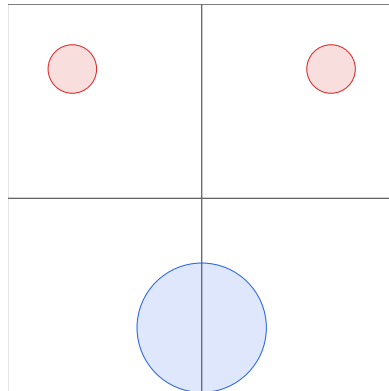




DEPLOYMENT

FLANKED

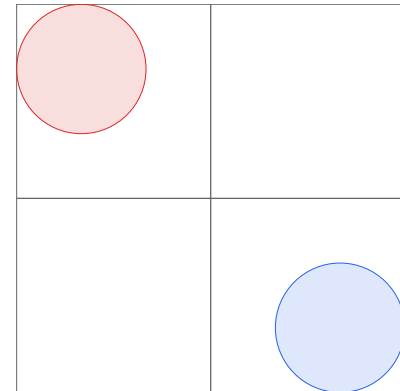
Squad A deploys within 4" of the S Anchor.
Squad B deploys Adjacent to the NW or NE Anchors (split evenly), in Cover or out of sight where possible.



DEPLOYMENT

DEEP STRIKE

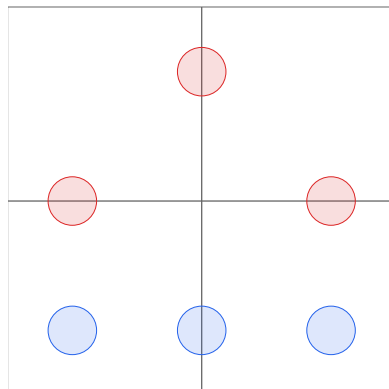
Squad A deploys within 4" of the SE anchor.
Squad B deploys within 4" of the NW anchor, in Cover if possible.



DEPLOYMENT

OVERWATCH

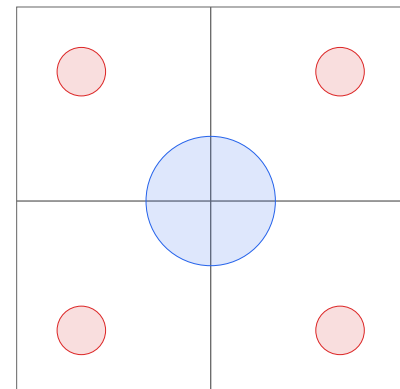
Squad A deploys Adjacent to the SW, S, or SE Anchors. Squad B deploys Adjacent to the W, N, or E Anchors (split evenly), in Cover or out of sight where possible.



DEPLOYMENT

ENCIRCLED

Squad A deploys within 4" of the Center anchor.
Squad B deploys Adjacent to the NW, NE, SW, or SE Anchors (split evenly), in Cover or out of sight where possible.





OBJECTIVE

HOLD THE LINE

Objective - Control 1-2

SETUP

Place 3 Objectives on random anchors

VICTORY

Control all three Objectives at the end of any one Turn.



OBJECTIVE

SUSTAINED HOLD

Objective - Control 3-4

SETUP

Place 3 Objectives on random anchors

VICTORY

Control two or more Objectives at the end of two different Turns.



OBJECTIVE

CLEAR AND MOVE

Objective - Control 5-6

SETUP

Place 3 Objectives on random anchors

SPECIAL

At the end of each Turn, remove one Objective you control.

VICTORY

All three Objectives removed.



OBJECTIVE

FULL ACCESS

Objective - Activate 1-2

SETUP

Place three Objective markers on three random anchors

SPECIAL

Activate - Mission Action (2 ACT): A Unit Activates an Objective it controls

VICTORY

Activate all three Objectives in any order. Place all three at mission start.



OBJECTIVE

SEQUENCE

Objective - Activate 3-4

SETUP

Place one Objective marker on a random anchor

SPECIAL

Activate - Mission Action (2 ACT): A Unit Activates an Objective it controls. Each time an Objective is activated, place the next one on a different random unoccupied Anchor.

VICTORY

Activate three Objectives in order.



OBJECTIVE

SEARCH AND RECOVER

Objective - Activate 5-6

SETUP

Place 3 Objectives on random anchors

SPECIAL

Activate - Mission Action (2 ACT): A Unit Activates an Objective it controls. On Activation, roll **1D6**: if the result is equal to or lower than the current Turn number, the item is found and you can remove all Objectives. Each objective can only be searched once per Turn. This roll cannot be modified or re-rolled using T0. The Unit that finds the item now carries it (can be dropped or passed to a Squadmate for 1 ACT).

VICTORY

In PvE: The carrying Unit must extract successfully to complete the Objective. **In PvP:** The item must be carried by a Standing Unit at the end of the mission.



OBJECTIVE

FULL DENIAL

Objective - Destroy 1-2

SETUP

Place three Objectives on three random Anchors.

SPECIAL

Objectives are items with **ARM 4 HIT 3**.

VICTORY

Destroy all three Objectives.



OBJECTIVE

HIGH-VALUE TARGET

Objective - Destroy 3-4

SETUP

Place one Objective on a random Anchor.

SPECIAL

Objective is an item with **ARM 4 HIT 6**.

VICTORY

Destroy the Objective.



OBJECTIVE

ATTRITION

Objective - Destroy 5-6

SETUP

Place three Objectives on three random Anchors.

SPECIAL

Objectives are items with **ARM 4 HIT 3**. At the end of each Turn, remaining Objectives regain 1 lost **HIT**.

VICTORY

Destroy two of three Objectives.

