

DEPLOYMENT

Each team chooses a board-quarter and deploys all of their models within it, at any height, at least **RED** away from any markers or rival models.

All models must be deployed!

DEPLOYMENT

The teams take turns deploying **1 model at a time**, anywhere at any height, at least **RED** away from markers or rival models.

Each team may hold their Leader in reserve.

DEPLOYMENT

Each team deploys all of their models anywhere at any height, at least **RED** away from any markers or rival models.

Each team may hold their Leader and Gonks in reserve.

DEPLOYMENT

Each team chooses their own board-edge and deploys their models within **YELLOW** of it, at any height, at least **RED** away from any markers or rivals.

Each team may hold up to half of their models in reserve.

DEPLOYMENT

The teams take turns deploying **1 model at a time**, at least **RED** away from any markers or rival models, **as high up as possible**.

All Leaders must be deployed.
All remaining models may be held in reserve.

DEPLOYMENT

Each team chooses their own board-corner and deploys their models within **GREEN** of it, at any height, at least **RED** away from any markers or rivals.

Each team may hold all but any 1 of their models in reserve.

TAKE-OUT A RIVAL TEAM ★

UNIVERSAL, REQUIRED

OBJECTIVE

Take-Out the last remaining Character on any 1 team.

This ends the scenario!

REWARD

The remaining teams each total the €\$ value of the Characters they Took-Out.

The team with the highest total takes this card.

TAKE OUT 1 RIVAL LEADER ★

UNIVERSAL

OBJECTIVE

Take out any 1 team's Leader.

REWARD

The first team to Take-Out a rival Leader takes this card.

SECURE THE FUGITIVE ★

UNIVERSAL

Each team rolls a **GREEN** die, re-roll ties. The lowest rolling team chooses 1 of their own hired models to be The Fugitive. Place this card next to its card.

OBJECTIVE/REWARD

If a rival Takes the Fugitive Out, that rival team takes this card.

If the scenario ends and the Fugitive was not Taken-Out, this team keeps this card.

KILL SOME TIME ★

UNIVERSAL, SPECIAL

Stack all 10 markers off-board to function as the Timer.

OBJECTIVE

After any team Inspires, they must discard 1 from the Timer.

The scenario ends when the last Timer marker is discarded!

Each team totals the €\$ value of the Characters they Took-Out. The team with the highest total takes this card.

SWIPE SOME SHARDS ★

UNIVERSAL, SPECIAL

Place each of the 10 markers evenly around the board, face-down. These are data Shards.

OBJECTIVE

Swipe some data Shards! Any model may spend 1 Action token to take 1 Shard within **REACH**.

REWARD

After the scenario ends, the team with the highest total Shard value takes this card, even if they were all Taken-Out.

REPO THE WRECKAGE ★

UNIVERSAL, SPECIAL

Place all 10 markers in a loose pile anywhere on the board, face-down, as the Wreckage.

OBJECTIVE

Repossess what's left! Models may Drag a piece of Wreckage, then may peek at its value.

REWARD

After the scenario ends, the team with the most models in **RED of the most valuable piece of Wreckage takes this card.**

STOP THE CYBERPSYCHO ★
UNIVERSAL

Place 1 spare Merc anywhere as this Cyberpsycho! It uses its own action tokens and Skills.

It is Friendly to Cyberpsychos.

It [RE]Acts to Wounds: A rival may spend any 1 Cyberpsycho action token to [RE]Act with it.

After any Inspire, refresh all of the Cyberpsychos, or pick 1 to Activate and spend its actions.

The team that Takes-Out this Cyberpsycho takes this card.

STOP THE CYBERPSYCHO ★
UNIVERSAL

Place 1 spare Merc anywhere as this Cyberpsycho! It uses its own action tokens and Skills.

It is Friendly to Cyberpsychos.

It [RE]Acts to Wounds: A rival may spend any 1 Cyberpsycho action token to [RE]Act with it.

After any Inspire, refresh all of the Cyberpsychos, or pick 1 to Activate and spend its actions.

The team that Takes-Out this Cyberpsycho takes this card.

STOP THE CYBERPSYCHO ★
UNIVERSAL

Place 1 spare Merc anywhere as this Cyberpsycho! It uses its own action tokens and Skills.

It is Friendly to Cyberpsychos.

It [RE]Acts to Wounds: A rival may spend any 1 Cyberpsycho action token to [RE]Act with it.

After any Inspire, refresh all of the Cyberpsychos, or pick 1 to Activate and spend its actions.

The team that Takes-Out this Cyberpsycho takes this card.

RESCUE THE RUNNER ★
UNIVERSAL

Deploy 1 spare Merc on any elevated surface as the Runner!

It is Friendly to all models.

When any team Inspires, they refresh the Runner's Actions.

OBJECTIVE/REWARD

After the scenario ends:

If the Runner was Taken-Out, the team that did it is forced to demote 1 of their own models!

The team with the most models within **RED of it takes this card.**

AIRDROP! ★
UNIVERSAL, SPECIAL

Stack 4 markers of any value off-board as the Airdrop timer.

After any team Inspires, they discard 1 Airdrop marker.

When the Timer runs out, it's an Airdrop! Place this card on the board anywhere it can fully lay, at least **RED** from other models.

Any model in REACH may spend an Action to hack this Airdrop! Roll Tech vs Obstacle + 2. On a successful roll, take this card!

CAMPAIGN FINALE
UNIVERSAL, FINALE

Add 100 €\$ to the budget.

OBJECTIVE

Complete the most Scenario Objectives and have at least 1 Character left on your team.

REWARD

The team that wins this card, wins the campaign! On a tie, the team that won "TAKE-OUT A RIVAL TEAM" wins the campaign.

SILENCE THE CIVVIES



UNIVERSAL

Place 3 spare models anywhere on the board at least **RED** apart. They are Civvies: faction-less Gonks with no skill bonuses.

They are Friendly to all models.

The next model that Takes-Out a Civvie gets to steal this card!

SAVE THE CIVVIES



UNIVERSAL

Place 3 spare models anywhere on the board at least **RED** apart. They are Civvies: faction-less Gonks with no skill bonuses.

They are Friendly to all models.

The next model that succeeds a Basic Command action on a Civvie gets to steal this card

PUBLIC PERCEPTION



UNIVERSAL

**After any team Inspires:
Every team rolls a **GREEN** die,
re-roll ties. The highest rolling
team steals this card!**