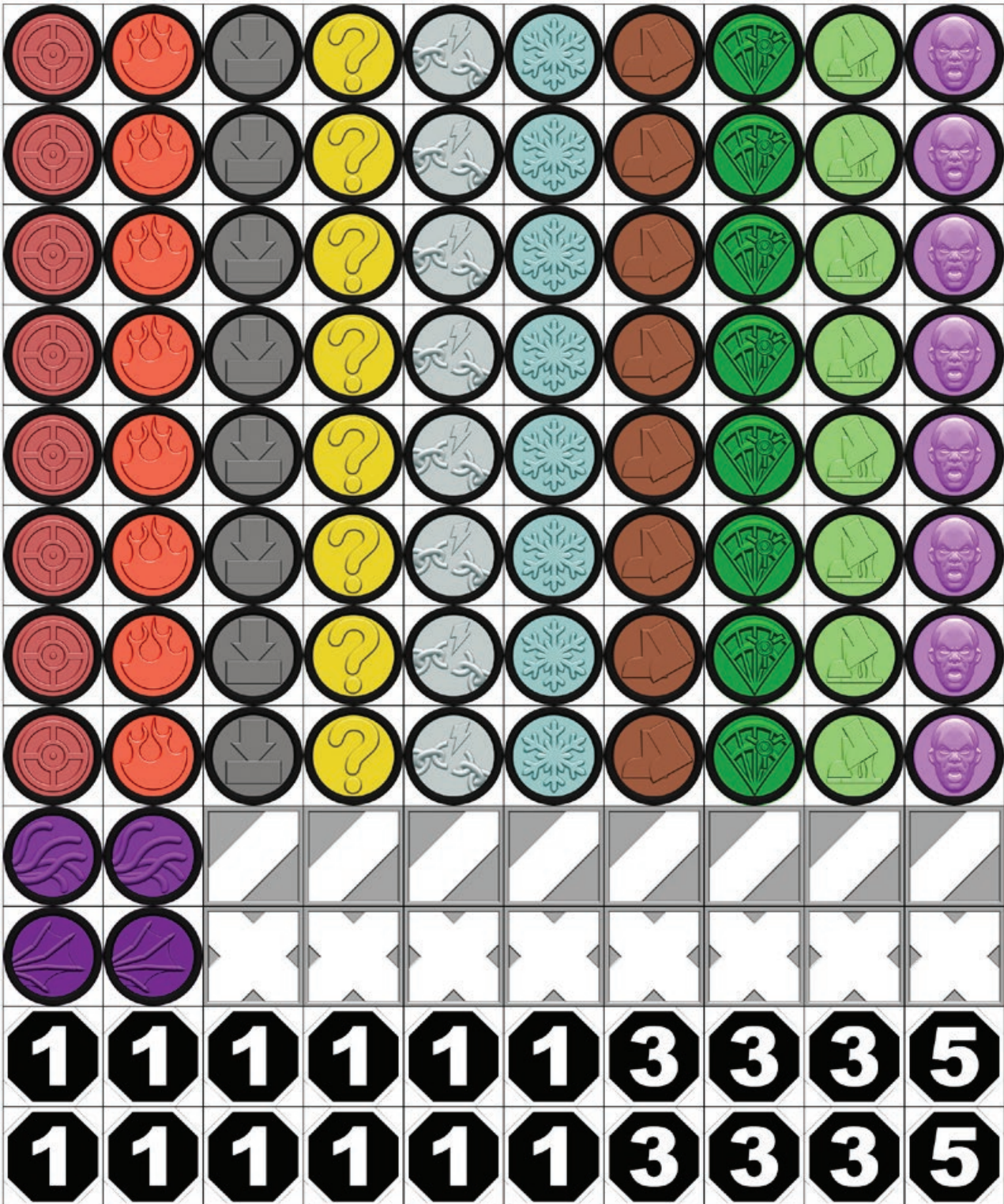


PRINTABLE TOKENS

Print these tokens onto paper or thin card and cut them out to use in your games.



- | | | |
|-------------------|---------------------------|-----------------------------|
| AIM | ON THE MOVE | 1 COMMAND POINTS - 1 |
| BURN | PAINTED | 3 COMMAND POINTS - 3 |
| CONFUSION | SLOWED | 5 COMMAND POINTS - 5 |
| COVER | ZEALOT | STAT BUFF |
| DISRUPTION | ANGEL WINGED FORM | STAT DEBUFF |
| FROZEN | ANGEL SLASHER FORM | |



BLOODBATH

DEPLOYMENT: Random

Hold a prized position and wear the enemy down.

OBJECTIVES:

PRIMARY: King of the Hill **5**

King of the Hill zone:
12" radius from the table center.

SECONDARY: Meat Grinder **3**

Victory Total: 20 VPs

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FORWARD UNTO VICTORY

DEPLOYMENT: Random

Reach a strategic location and destroy the enemy's prize.

OBJECTIVES:

PRIMARY: Breakthrough **5**

Breakthrough zone:
Your opponent's deployment zone.

SECONDARY: Demolition **4**

Victory Total: 24 VPs

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GROUND FALL

DEPLOYMENT: Random

Strike quickly and verify critical locations.

OBJECTIVES:

PRIMARY: Alpha Strike **5**

SECONDARY: Territories **1**

◆ Territory Markers

Victory Total: 20 VPs

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PURPLE GOLD

DEPLOYMENT: Random

Control Cybel Refineries and cripple the enemy force.

OBJECTIVES:

PRIMARY: Cybel Refineries **4**

◆ Refinery Markers

SECONDARY: Decimation **4**

Victory Total: 30 VPs

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ASCENDANCY

DEPLOYMENT: Random

Dominate the battlefield and capture reluctant individuals.

OBJECTIVES:

PRIMARY: Domination **4**

SECONDARY: VIPs **1**

◆ VIP Markers

Victory Total: 26 VPs

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WORTH MORE THAN YOUR HEAD

DEPLOYMENT: Random

Kill the enemy commander and investigate valuable sites.

OBJECTIVES:

PRIMARY: Assassination **6**

SECONDARY: Excavation **2**

◆ Dig Site Markers

Victory Total: 28 VPs

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DO OR DIE

DEPLOYMENT: Random

Hold a contested area and mark tactically valuable positions.

OBJECTIVES:

PRIMARY: Into the Fire **5**

Fire zone:
12" radius from the table center.

SECONDARY: Plant the Flag **2**

◆ Flag Markers

Victory Total: 18 VPs

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SPLIT RESEARCH

DEPLOYMENT: Random

Protect a valuable relic and hold a prized position.

OBJECTIVES:

PRIMARY: Defend the Artifact **5**

◆ Artifact Marker (per player)

SECONDARY: King of the Hill **3**

King of the Hill zone:
12" radius from the table center.

Victory Total: 20 VPs

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STRIKE AND HOLD

DEPLOYMENT: Random

Wear the enemy down and await further orders.

OBJECTIVES:

PRIMARY: Meat Grinder **5**

SECONDARY: Delayed Objectives **3**

◆ Delayed Objective Markers

Victory Total: 20 VPs

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SUPPLY RUN

DEPLOYMENT: Random

Confiscate supply caches and dominate the battlefield.

OBJECTIVES:

PRIMARY: Supply Caches (3)
 6 Supply Cache Markers

SECONDARY: Domination (2)

Victory Total: 20 VPs

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THE LAST STAND

DEPLOYMENT: Face-off

Smash into enemy territory and utterly crush them.

OBJECTIVES:

PRIMARY: Decimation (8)

SECONDARY: King of the Hill (4)
 King of the Hill zone: 12" radius from enemy artifact.

SPECIAL: Artillery Bombardment
 Enemy Surrounded
 Superior Numbers

Victory Total: 28 VPs

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THE LAST STAND

DEPLOYMENT: Face-off

With your dying breath, make them pay for every inch.

OBJECTIVES:

PRIMARY: Defend the Artifact (4)
 4 Artifact Marker

SECONDARY: King of the Hill (3)
 King of the Hill zone: 12" radius from your artifact.

SPECIAL: Dug-in,
 No Reinforcements.

Victory Total: 30 VPs

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SURGICAL STRIKE

DEPLOYMENT: Random

Strike quickly and kill the enemy commander.

OBJECTIVES:

PRIMARY: Alpha Strike (5)

SECONDARY: Assassination (4)

Victory Total: 24 VPs

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NIGHT RAID

DEPLOYMENT: Face-off

Sneak into enemy territory and destroy their depot.

OBJECTIVES:

PRIMARY: Demolition (8)
 4 Demo Target Marker

SECONDARY: Alpha Strike (4)

SPECIAL: Enemy Surrounded
 Sneak Attack
 Time of Day (Night)

Victory Total: 32 VPs

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NIGHT RAID

DEPLOYMENT: Face-off

Clear the area and break the enemy chain of command.

OBJECTIVES:

PRIMARY: Domination (3)

SECONDARY: Assassination (8)

SPECIAL: No Reserves
 Time of Day (Night)

Victory Total: 30 VPs

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ABDUCTION

DEPLOYMENT: Random

Capture reluctant individuals and reach a strategic location.

OBJECTIVES:

PRIMARY: VIPs (3)
 6 VIP Markers

SECONDARY: Breakthrough (3)
 Breakthrough zone: Your opponent's deployment zone.

Victory Total: 28 VPs

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ESCALATION

DEPLOYMENT: Face-off

Hastily attack a surprised enemy while awaiting orders.

OBJECTIVES:

PRIMARY: Delayed Objectives (4)
 4 Delayed Objective Markers

SECONDARY: Alpha Strike (3)

SPECIAL: No Deployment
 Game Length (6)
 Time of Day (Dawn).

Victory Total: 24 VPs

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ESCALATION

DEPLOYMENT: Face-off

Hastily attack a surprised enemy while awaiting orders.

OBJECTIVES:

PRIMARY: Delayed Objectives (4)
 4 Delayed Objective Markers

SECONDARY: Alpha Strike (3)

SPECIAL: No Deployment
 Game Length (6)
 Time of Day (Dawn).

Victory Total: 24 VPs

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