Antares Mission Cards Summary – Version 2 Compatible

Each player has an Antares Mission Deck (cards named "Mission") and own Exploration Deck (cards named "Exploration"), minimum 15 cards and a maximum size of 30 cards. No deck contains duplicate cards.

Arrange scenery in a mutually agreeable manner.

Take it in turns to place five Objective Markers on the battlefield, each on a 25mm base and numbered 1 to 5. The Objective Markers cannot be placed within 10" of a table edge or 10" of another Objective Marker. Roll off to decide who places the first Objective Marker.

Players each randomly draw 3 cards from Mission Deck and place them on the table for inspection by both players, ensuring each mission is unique (redraw duplicate missions). Each player then carries out any activities noted on the card. Then each player secretly selects one of their mission cards, discarding the other 2.

Players randomly draw a number of Exploration cards depending on the points value of the battle.

Points Value of Game	Exploration Cards per player
Force Level 1	2
Force Level 2	3
Force Level 3	4
Force Level 4+	5+

Players announce their Army Commander. The figure from a "Command" unit or a figure that has the 'Command' special rule. Or the leader of a unit with the highest "Co" stat.

Players deploy forces in an agreeable manner. If no agreement roll a D5 on the below chart:
1,2 – All units are available to be deployed 1M from the player's table edge.
3,4 – Half of the force is available for deployment 1M from the player's table edge. See half a force in the rulebook.
5 – No units are deployed. All units roll a Command Check to enter play each turn, as if it was the second or subsequent turn (See Moving Onto The Table in the rulebook).

Game lasts 6 turns before rolling for a 7th turn, unless notified on a Mission Card or only 1 force remains unbroken.

Objective Markers/Scoring Units

Some Mission Cards refer to Scoring Units. Any unit that is not a probe unit is a scoring unit.

If a player has a non-probe unit within 3" of the Objective Marker and the enemy does not, that side is considered to have captured the Objective Marker. If both sides have a unit that could potentially control the objective within 3" of the Objective Marker then neither side can claim control.

End of summary.

+++Double 99 quanta of active risk in next half time cycle.+++

Antares Mission Cards – Version 2

So you've got a set of the Antares Mission Cards, your opponent also has a set of Antares Mission Cards and you're ready to play. Here's the information needed to use those cards.

Note, the Antares Mission Cards are not meant to replace the Scenarios in books or online. They are an alternative to provide variety, in a semi-random manner, to the standard scenarios. They are also mutually exclusive with scenarios, so that either play a scenario from a book or online; or play with the Antares Mission Cards – Don't try both at the same time, unless you're really brave.

The intention is to facilitate relaxed playstyles and 'friendly' games. The random nature of the card draws and the ability to select which cards are available in the decks will make it difficult to have a true balanced tournament style games. These cards aid narrative play, storytelling and mini-campaigns.

The following is written for games with only two players. However, there are notes nearer the end about multi-antagonist battles.

Decks - Basics

First of all, both players will require their own Mission Deck and own Exploration Deck (cards are prefixed by either "mission" or "exploration" indicating which deck they belong to).
Both decks have a minimum size of 15 cards and a maximum size of 30 cards. This enables players to have a level of control over their missions. Neither deck can have duplicate cards, that is to say, that each card in the Mission Deck must be unique and that each card in the Exploration Deck must also be unique.

The control a player has over their decks by including or excluding missions/exploration cards (to a minimum of 15) enables them to tailor certain missions that suit their playstyle. When new scenery items are made or new supplements are released, more cards will be added to the general pool, along with more specific faction cards.

Many players will know the faction they will be using for the game. Some Mission Cards have restrictions as they are *faction specific*. For example, if you know you will be using a Freeborn force you cannot include any Mission Cards that are restricted to Ghar only in either deck.
There is also little point in including a Mission Card that refers to a Transmat scenery feature if there is going to be no Transmat scenery feature available to play. Should remiss players fail to remove these cards prior to the Mission Selection process, then when the potential missions are disclosed to the opponent it will be immediately apparent the mission is impossible. The player may discard and randomly draw a different Mission card so long as the total number of eligible cards in the deck is 15 or more. If the player only has a 15 card Mission Deck and an ineligible card is revealed, there is no redraw. The player will have to pick one mission from the three cards in front of them.

There is an additional limitation for the Exploration deck.
The minimum 15 cards must include 5 Analyse Site cards, 5 Recover Artefact cards and 5 Research Site cards. Any Exploration cards available to your faction can be included, to a maximum deck size of 30 cards.

Players each randomly draw 3 Mission cards and place them on the table for inspection by both players. If at this point any of the missions from one player matches the other player's mission by name, then both cards are placed at the bottom of the deck and a fresh card is randomly drawn. This happens until there are six unique missions on the table. Each player then carries out any activities noted on the card relating to being revealed at Mission Selection ("when shown to opponent", placing of extra terrain etc).

Then each player secretly selects the one mission they will be tasked with completing and discarding the other two mission cards. You had your chance to sort your missions prior to the game!

Should a player draw a faction specific card and not be playing that faction, then the player must discard that card and repeat the process, but only drawing two cards.

If the omens are so bleak that by discarding the ineligible card (or cards) drops the player to less than 15 cards in the deck, then the player draws a SINGLE card. This is presented to the opponent in the normal manner above. Your poor planning has meant that the enemy have uncovered your mission.

Then players randomly draw a number of Exploration cards depending on the points value of the battle. This is noted in the Mission Selection section below.

Before play

It is presumed that players will have agreed a Force Level based on the size of the game before arriving at the agreed venue. This Force Level of the game will be important for determining the number of Exploration cards.

Before setting up, make sure you and your opponent have arranged the scenery on the battlefield in a mutually agreeable manner. Lots of scenery always works well in Antares.

Objective Markers

Players then take it in turns to place a total of five Objective Markers on the battlefield. Objective Markers are represented on a 25mm base and numbered 1 to 5 (a spare, numbered 25mm base works well for this). Regardless of what is depicted on the base, other than being an Objective Marker, they do not have any effect on movement, shooting or assaults. They are effectively ignored during play.

Objective Markers cannot be placed within 10" of a table edge or 10" of another Objective Marker. Roll off to decide who places the first Objective Marker.

Objective Markers form a basic opportunity for a force to gather Victory Points (VPs). The further away an Objective Marker is from the player's table edge, the more VPs the Objective Marker will be worth.

For a force to acquire the VPs, they must capture the Objective Marker as noted on the Exploration card. If a player has a non-probe unit within 3" of the Objective Marker and the enemy does not, that side is considered to have captured the Objective Marker.

Capturing the Objective Marker can take place at different times. Some Victory Points are awarded when a player captures an Objective Marker, for example a Research Site where Victory Points are awarded each end of turn. Or for a Recover Artefact Mission, the Objective Marker enables the placement of the Artefact Marker and the VPs are allocated at the end of the battle.

The battlefield is now complete. Time to select table edges.

Players roll off to decide who gets to pick which table edge will be theirs, long or short edge; the player gets to choose. The loser is assigned the opposite table edge.

Mission Selection

Now that the scenery is fixed in place along with the objective markers, and players have their table edges, it is time to determine what missions the forces have been tasked to complete.

There are two decks in the Antares Mission Card set. Mission and Exploration. Each player ought to have their own decks, with no duplicated cards in the deck, each deck with a minimum 15 cards and no restricted faction cards if not using that faction.

Firstly, players randomly draw three cards from the Mission Objective decks. Once drawn, each player presents these cards to the opponent, enabling the opponent to review the information on the three cards. If at this point any of the missions from one player matches the other player's mission by name, then both cards are placed at the bottom of the deck and a fresh card is randomly drawn. This happens until there are six unique missions on the table
If any of the cards has a "When shown to opponent…" instruction, perform that activity now for all cards so noted. It may be adding a bit of extra scenery or something far more exotic.

Once both players have inspected the six drawn Mission Objectives and the "When shown to opponent…" activity is completed, each player take back their three Mission Objective cards and secretly discards two of the cards.
This leaves each player with a secret single Mission Card from a known choice of three, this is their selected Mission for the battle.
Any item/object/thing that was brought into play during the "When shown to opponent…" will remain and perform precisely the activity noted on the cards, even if the card was discarded. Note that all the items or additional activities from the "Reveal" happen BEFORE the player picks their mission. So if some marker moves too far to give a viable win, the player doesn't have to select that mission. The item stays on the battlefield and some cards have an effect even if they are not selected to be the player's mission.

With the Mission Objective card selected for each player, they now select the Exploration cards.

The number of Exploration cards to be randomly drawn be each player is based on the points value of the game.

Points Value of Game	Exploration Cards per player
Force Level 1	2
Force Level 2	3
Force Level 3	4
Force Level 4+	5+

Each player randomly draws a number of mission cards based on the points value of the game as noted in the table above.

Unlike the Mission Objectives, these cards are not shown to the opponent. They remain secret and only you will see them.

Once all cards have been drawn, each player will have a single Mission Card and a number of Exploration Cards (equal to the Force Level +1).

Deployment

Players are welcome to set up their forces in an agreeable manner. There are rules for deployment in the main rule book about placing units 1 standard move distance (1M) from the player's table edge.
If no agreement, or as a mechanism to add more variety, roll a D5 on the below chart:

1,2 – All units are available to be deployed 1M from the player's table edge.
3,4 – Half of the force is available for deployment 1M from the player's table edge. See half a force in the Rulebook.
5 – No units are deployed. All units roll a Command Check to enter play each turn, as if it was the second or subsequent turn (See Moving Onto The Table in the Rulebook).

During the deployment, this is perhaps where your opponent will first see your figures, it is a great opportunity to announce who the Army Commander is.
Army Commanders are a feature in some Mission Cards, acting as a focus for this important personality to perform an act of military genius or feat of might.
There are a multitude of options for picking an Army Commander, and as new units get released this method may become more complex. Essentially, the Army Commander ought to be the most logical unit that could be a commander of the force.
Choose from the figure from a "Command" unit or a figure that has the 'Command' special rule. Or the leader of a unit with the highest "Co" stat.
Each player must declare who their Army Commander is before/during deployment.

Deployment is generally done by drawing dice out of the bag and placing on the table, unit by unit as per the rulebook.

Once forces are deployed, the battle can begin.

Controlling Objectives – Scoring Units

Some Mission Cards refer to Scoring Units. Any unit that is either not a probe unit (i.e. Micromites/Targeter Probes) is a scoring unit.

Many of the cards, especially the Objective Markers, refer to an objective being controlled. If a player has a non-probe unit within 3" of the Objective Marker and the enemy does not, that player is considered to have captured the Objective Marker. If both sides have a unit that could potentially control the objective within 3" of the Objective Marker then neither side can claim control.

Artefact Markers
Note that the Recover Artefact Exploration cards refer to placing and moving Artefacts. Objective Markers to not move, these stay where they are. It is only the Artefact Marker that moves with the appropriate capturing unit.
Rules for moving Relics are in the Rulebook (essentially part of the Subdue rules).

Multiple Players

If the game is to have more than two opposing forces (allies ought to work together as a single large army) players should restrict their deployment to table corners, with an equal distance along the table edges as "neutral ground", but treating the portion attached to their corner as being their table edge.

Players randomly draw the same number of Mission and Objective cards as they would for a regular 1 against 1 mission.

Mission : Secure local Transmat	Mission : Breakthrough	Mission : Dominate
When shown to opponent, place a Transmat within 5" of the table centre. This scatters D5" twice. At the end of the game, if you control the Transmat scenery feature you score 3 Victory Points. *Even if this card is not selected as your mission, the following applies, only score VP if this is your mission.* If you control the Transmat, you may bring on any reinforcements into play treating the centre of the Transmat as a friendly board edge.	For each *Scoring Unit* moved off the opponent's table edge, score 2 Victory Points. If the unit has the Fast rule, that unit only scores 1 Victory Point.	When the game ends, if you have a *Scoring Unit* in each table quarter you score 5 Victory Points. If the unit straddles the border of two or more quarters, you select which quarter the unit secures. Enemy units in the table quarters are ignored, it is only your scoring units that are considered.
Mission : Information Gathering	Mission : Disrupt Command Structure	Mission : Crush Them, Completely
When the game ends, if you control all five Objective Markers you score 6 Victory Points. A unit that sufficiently spreads itself out may control multiple Objective Markers, so long as it maintains its Formation.	When the game ends, if the enemy *Army Commander* has been removed as a casualty you score 3 Victory Points. Also, each enemy unit/figure with either Hero/Command special rule that has been removed as a casualty scores an additional 1 Victory Point per model with the Hero/Command rule.	If the enemy force is broken score 5 Victory Points and the game ends. If you do not break the enemy force, you score 0 Victory Points for this mission.
Mission : Superiority of Numbers	Mission : Superiority and Control	Mission : Enveloping Manoeuvre
At the start of any turn (not the first turn) before any dice are drawn from the order bag and before any Army Options are used, you may reveal this Mission Objective. If the number of friendly order dice in the dice bag is double or greater than the number of enemy order dice you score 4 Victory Points. Keep playing for the chance to score more Victory Points from Exploration cards.	When the game ends, if the enemy have no *Scoring Units* within 10" of the centre of the table you score 5 Victory Points.	When the game ends, if the enemy have no *Scoring Units* within 10" of any neutral table edge you score 5 Victory Points.

Mission : Harder they Fall	Mission : Silence the Big Guns	Mission : Escape (Not Ghar)
When the game ends, if the enemy Vehicle/Humongous Beast/Drone with the highest points value has been removed as a casualty you score 3 Victory Points. Each enemy Vehicle/Humongous Beast/Drone also removed as a casualty scores you 1 additional Victory Point each.	When the game ends, if the enemy Weapons Team with the highest points value has been removed as a casualty you score 3 Victory Points. Each enemy Weapons Team also removed as a casualty scores you 1 additional Victory Point each.	Your Exploration Cards never score you any Victory Points if you select this mission. When shown to opponent, place a Transmat within 5" of the table centre. This scatters D5" twice. *Even if this card is not selected as your mission, the following applies, only score VP if this is your mission.* One unit may deploy on the Transmat. Your units may also leave play by exciting the Transmat in a similar manner to entering a building. Each Objective Marker is treated as a "Recover Artefact" Exploration card. When captured place an Artefact Counter within 1" of the Objective Marker. If this Mission is your Selected mission, you score 1 Victory Point for each unit that leaves the table via the Transmat. If the unit is carrying an Artefact, that unit scores 4 Victory Points (1 for the Unit & 3 for the Artefact).
Mission : Lock Out	Mission : Repel Frontal Assault	Mission : Data Denial
Reveal this Mission before the game begins but after deployment. At the end of the game, for each enemy unit that is destroyed or remains in reserve or in the opponent's half of the battlefield you score 1 Victory Point.	Reveal this Mission before the game begins but after deployment. At the end of the game, for each table quarter that the enemy do not have a *Scoring Unit* present, score 3 Victory Points.	Reveal this Mission before the game begins but after deployment. At the end of the game, for each Objective Marker that the enemy do not control, score 2 Victory Points.
Mission : Inspirational Leader	Mission : Stalwart Defence	Mission : Saving Ryson (Not Ghar)
At the end of the game, if your *Army Commander* is in the opponent's table half and has not been removed as a casualty, score 3 Victory Points. You may reveal this Mission Objective at any moment. If your Army Commander destroys an enemy unit in an Assault you score 2 Victory Points if this Mission Objective has been revealed. This applies to each enemy unit destroyed in this way.	When shown to opponent, you place a line of Kinetic Barriers & Kinetic Barricades so they all lie fully within 5" of the table's centre line. Also place an Energy Generator (3x3", Impassable Building) so that lies wholly within 5" of any point of the Kinetic Barriers. *Even if this card is not selected as your mission, the following applies, only score VP if this is your mission.* The Kinetic Barriers/Barricades start the game inactive. The entire set can be activated by a friendly unit claiming control of the Energy Generator. If this card was selected to be your mission, you score 5 Victory Points if the Energy Generator is activated. Regardless of if the Energy Generator is activated or not, you lose 1 Victory Point for each enemy scoring unit that passes the Kinetic Barrier line and ends the game closer to your table edge than the barriers. If any enemy units leave the table through your table edge, you lose 2 Victory Points instead.	When shown to opponent, you place three buildings (Stanchion Buildings ideally) all within 5" of the centre line of the table but at least 10" from each other or a table edge. Opponent may relocate each building D5". *Even if this card is not selected as your mission, the following applies, only score VP if this is your mission.* When a friendly unit enters each building for the first time roll a D10. 1-6 = Unit takes 2D3 SV0 hits and a pin. 7-10 = Target Acquired. Target is automatically acquired if it is the last building searched. When a Target Acquired result is achieved, place a Relic Counter with the unit. Score 3 Victory Points for achieving a Target Acquired and score a bonus 3 Victory Points for moving the Relic off your table edge.

Exploration : Local Reconnaissance	**Exploration : Analyse Site #1**	**Exploration : Analyse Site #2**
At the end of the game, if you have captured all three Objective Marker closest to your friendly table edge, then you score 6 Victory Points.	At the end of the game, if you have captured Objective Marker #1 then you score 2 Victory Points. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.	At the end of the game, if you have captured Objective Marker #2 then you score 2 Victory Points. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.
Exploration : Analyse Site #3	**Exploration : Analyse Site #4**	**Exploration : Analyse Site #5**
At the end of the game, if you have captured Objective Marker #3 then you score 2 Victory Points. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.	At the end of the game, if you have captured Objective Marker #4 then you score 2 Victory Points. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.	At the end of the game, if you have captured Objective Marker #5 then you score 2 Victory Points. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.
Exploration : Recover Artefact Site #1	**Exploration : Recover Artefact Site #2**	**Exploration : Recover Artefact Site #3**
When you Capture Objective Marker #1 place an Artefact token within 1" of this Objective. At the end of the game, the player that moved the artefact off a friendly table edge score 3 Victory Points. If the artefact is in the possession of a unit units on the table, that player score a single Victory Point. If the Objective Marker was in the opponent's half, double the VP scored for this mission. Remember Probe units may not capture Objective Markers or carry Artefacts. Units carrying Artefacts may not sprint.	When you Capture Objective Marker #2 place an Artefact token within 1" of this Objective. At the end of the game, the player that moved the artefact off a friendly table edge score 3 Victory Points. If the artefact is in the possession of a unit units on the table, that player score a single Victory Point. If the Objective Marker was in the opponent's half, double the VP scored for this mission. Remember Probe units may not capture Objective Markers or carry Artefacts. Units carrying Artefacts may not sprint.	When you Capture Objective Marker #3 place an Artefact token within 1" of this Objective. At the end of the game, the player that moved the artefact off a friendly table edge score 3 Victory Points. If the artefact is in the possession of a unit units on the table, that player score a single Victory Point. If the Objective Marker was in the opponent's half, double the VP scored for this mission. Remember Probe units may not capture Objective Markers or carry Artefacts. Units carrying Artefacts may not sprint.

Exploration : Recover Artefact Site #4	**Exploration : Recover Artefact Site #5**	**Exploration : Deep Reconnaissance**
When you Capture Objective Marker #4 place an Artefact token within 1" of this Objective. At the end of the game, the player that moved the artefact off a friendly table edge score 3 Victory Points. If the artefact is in the possession of a unit units on the table, that player score a single Victory Point. If the Objective Marker was in the opponent's half, double the VP scored for this mission. Remember Probe units may not capture Objective Markers or carry Artefacts. Units carrying Artefacts may not sprint.	When you Capture Objective Marker #5 place an Artefact token within 1" of this Objective. At the end of the game, the player that moved the artefact off a friendly table edge score 3 Victory Points. If the artefact is in the possession of a unit units on the table, that player score a single Victory Point. If the Objective Marker was in the opponent's half, double the VP scored for this mission. Remember Probe units may not capture Objective Markers or carry Artefacts. Units carrying Artefacts may not sprint.	At the end of the game, if you have captured the Objective Marker closest to the enemy table edge, then you score 6 Victory Points.
Exploration : Linked Reconnaissance	**Exploration : Research Site #1**	**Exploration : Research Site #2**
At the end of the game, if you have captured both Objective Markers closest to the centre point of the table, you score 6 Victory Points.	You may reveal this card at any time. Each turn during the end phase, you score 1 Victory Point if you control Objective Marker #1. If you lose control of the Objective you keep the VPs earned so far, but gain no more until you regain Control. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.	You may reveal this card at any time. Each turn during the end phase, you score 1 Victory Point if you control Objective Marker #2. If you lose control of the Objective you keep the VPs earned so far, but gain no more until you regain Control. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.
Exploration : Research Site #3	**Exploration : Research Site #4**	**Exploration : Research Site #5**
You may reveal this card at any time. Each turn during the end phase, you score 1 Victory Point if you control Objective Marker #3. If you lose control of the Objective you keep the VPs earned so far, but gain no more until you regain Control. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.	You may reveal this card at any time. Each turn during the end phase, you score 1 Victory Point if you control Objective Marker #4. If you lose control of the Objective you keep the VPs earned so far, but gain no more until you regain Control. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.	You may reveal this card at any time. Each turn during the end phase, you score 1 Victory Point if you control Objective Marker #5. If you lose control of the Objective you keep the VPs earned so far, but gain no more until you regain Control. If this Objective Marker is in the opponent's half, double VP scored for this Exploration mission. Remember Probe units may not capture Objective Markers.

Mission : Conserve Resources	Mission : Renegade Supplies (Ghar Rebels)	Mission : Envoy (IMTel/Freeborn)
At the end of the game, each friendly unit in the enemy's half of the battlefield scores 1 Victory Point.	When shown to opponent, your opponent places three Supply Dump markers (40mm: Obstacle, Res+1) within 5" of the centre line and at least 5" apart and 10" from side edges. Each Supply Dump then randomly scatters D5". At the end of the game, for each Supply Dump captured and on the board score 3 Victory Points. If a Supply Dump is in the opponent's half, double VP scored for that Supply Dump. You may reveal this card at any time. When revealed you may immediately recycle a single destroyed Infantry unit. Add the order dice back to the bag. Plasma Amps are restored. The Supply Dump is then removed. At the end of the game score 1 Victory Point for Supply Dumps removed in this way. Supply Dumps may be utilised for Recycling Units, even if this card is not your selected Mission!	Your Nuhu must make their rendezvous with an ally trapped on the other side of the conflict zone. See to it they make the meeting in one piece. At the end of the game, if a Nuhu in your force has been moved off the enemy table edge you score 4 Victory Points.
Mission : IMTel Node (IMTel)	Mission : Monster Nest	Mission : Foothold (Algoryn)
When shown to opponent, you place a single IMTel Node marker (40mm: unarmed Immobile Heavy Weapon Unit type, immune to pins) anywhere on the table, at least 10" from any table edge. Opponent may relocate the IMTel Node up to 2D5" at this point. At the end of the game, if the IMTel Node has not been destroyed, score 3 Victory Points. A friendly Nuhu within 10" of the IMTel Node may replace a single destroyed Buddy Drone at the end of the Nuhu's activation. This effect may be utilised even if this card is not selected as your mission.	When shown to opponent, place a single Nest marker (40mm: Crater Rim) within 5" of the table centre. This scatters D5" twice. Place a Gulper touching the Nest. *Even if this card is not selected as your mission, the following applies.* Add separate order dice for the Gulper. When Gulper activated, roll off to control. Stats: Ag5 Acc0 Str10 Res15 Init7 Co7 3xSV3 H2H, large At the end of the game, player controlling the nest receives 2 Victory Points. Player killing Gulper scores 3 Victory points.	When shown to opponent, the opponent places a single Drop Capsule (Xilos book page 77) within 5" of the centre line & more than 10" from the table edge. You then place two further Drop Capsules no closer than 5" to any other Drop Capsule. All Drop Capsules then individually scatter D5", moving Drop Capsules that move closer than 5" together at least 5" apart. A drop capsule can carry any single infantry or weapon team unit which is counted from "on table" unit allocation during deployment. Even if all units start off table, you may deploy these three units from Capsules. At the end of the game, if the triangle made by the Drop Capsules has no enemy scoring units within the area, score 4 Victory Points.
Mission : Forward Base (Part 1)	Mission : Forward Base (Part 2)	Mission : Forward Base (Part 3)
When shown to opponent, if you select this mission, search deck for Forward Base Part 2 & 3. You have 3 missions. Place a Shield Generator (3x3", Impassable Building) within 10" of the table centre. Scatter D10". This card is NEVER secret if chosen as mission. During deployment a single Infantry unit may always deploy touching the Shield Generator. Infantry units touching the Shield Generator may forgo a regular action and *Build* the Shield Generator. Requires 10 Build Points. For each infantry figure touching the Shield Generator add 1 BP when given *Build* order. When built, place 4 Batter Drone Templates they lie completely within 10" of the Shield Generator. If you successfully build the Shield Generator, score 2 Victory Points. Use a Rally to indicate a Build Order (but don't recover D6 pins).	When shown to opponent, if you select this mission, search deck for Forward Base Part 1 & 3. You have 3 missions. Place a Point Defence (40mm, non-crewed Heavy Weapon Team with Mag HS) within 5" of the Shield Generator. The weapon is inactive. Mission cannot start until Part 1 is Completed. This card is NEVER secret if chosen as mission. Infantry units touching the Point Defence may forgo a regular action and *Build* the Point Defence. Requires 5 Build Points. For each infantry figure touching the Point Defence add 1 BP when given *Build* order. When built, place an extra Order Die in dice bag. You may now use this Heavy Weapon. If you successfully build the Point Defence, score 3 Victory Points. Use a Rally to indicate a Build Order (but don't recover D6 pins).	When shown to opponent, if you select this mission, search deck for Forward Base Part 1 & 2. You have 3 missions. Place a Transmat within 5" of the Shield Generator. The Transmat is inactive. Mission cannot start until Part 2 is Completed. This card is NEVER secret if chosen as mission. Infantry units touching the Transmat may forgo a regular action and *Build* the Transmat. Requires 10 Build Points. For each infantry figure touching the Transmat add 1 BP when given *Build* order. When built, if you have any reserves, they may enter play treating the centre of the Transmat as a friendly table edge. If you successfully build the Transmat, score 3 Victory Points. Use a Rally to indicate a Build Order (but don't recover D6 pins).

Mission : Drop Fortress (Algoryn)

When shown to opponent, you place the central section of the Drop Fortress in your half of the table, within 10" of the centre line. Your opponent may relocate this 10". Then scatter D10". Assemble the Drop Fortress with additional sections. Each Section is a building that can carry 10 infantry (centre section 20). Vehicles are all compacted until deployed. You may deploy entire army in Drop Fortress if the entire force numbers equal to or less than 50 infantry (ignore weapon, vehicles, drones, probes & mounts), by doing this you ignore the standard deployment rules. Vehicles deploy touching entrances of the Sections.

At the end of the game, score 10 Victory Points (it's that simple). Deduct 2 Victory Points for each enemy Scoring Unit within 10" of any point of the Drop Fortress.

Mission : Boromite Mining Colony (Boromite)

When shown to opponent, you place three Mining Colony Buildings in your half of the table, within 10" of the centre line and 10" away from table edges. Scatter each building 2D5".

As part of your on table deployment allocation, one unit may be deployed in each Mining Colony Building separately.

You may reveal this card at any time.

While this card is revealed, non-beast units within a Mining Colony Building may make a Mine Order. Use Rally to indicate a Mine Order (but don't recover D6 pins). For each successful Mine order, place a Mineral Token (just a token, doesn't interact with the game) next to the building – If it is a Frag Borer place D3 Mineral Tokens, or if a Heavy Frag Borer place D3+1 Mineral Tokens. If the building is destroyed or if the Mining Colony Building is occupied solely by enemy troops, discard all Mineral Tokens associated with that Building.

At the end of the game, score 1 Victory Point for each Mineral Token that remains.

Mission : Assimilate Region (IMTel)

When shown to opponent, you place a Transmat pad in your half of the table, within 10"of the table centre. Scatter D5". Place four IMTel Node Site markers (40mm: unarmed Immobile Heavy Weapon Unit type, immune to pins) at least 10" away from the closest point of the Transmat and at least 10" away from any other IMTel Node Site marker.

You may hold any number of units in reserve. All friendly reserves enter play via the Transmat, counting Transmat centre as friendly board edge. Each IMTel Node requires 5 Build Points. For each infantry figure touching the IMTel Node add 1 BP when given *Build* order. Use a Rally to indicate a Build Order (but don't recover D6 pins). This order is still possible even if this is not your selected mission.

If all 4 IMTel Nodes are built, then any friendly IMTel unit within the area marked out by the 4 IMTel Nodes gains +1 Init & 1 Co to a maximum of 10. This benefit also applies even if this is not your selected mission. At the end of the game, score 2 Victory Points for each IMTel Node completed if this was selected to be your mission.

Mission : Treasure Haul (Freeborn)

When shown to opponent, your opponent places three Treasure Cashe markers (no effect on play) within 10" of the centre line but 10" from table edge. Each Treasure Cashe scatters 2D5".

A friendly infantry or dismounted infantry unit may perform a Pillage Order if one figure from the unit is touching a Treasure Cashe marker. Use a Rally to indicate a Pillage Order (but don't recover D6 pins).

For each successful Pillage Order place a Loot token with the unit. Loot tokens do not hinder movement and any number may be carried at any one time. Loot tokens may not be transferred between units.

For each Loot token that leaves the battlefield via a friendly board edge, score 1 Victory Point.

Mission : Rogue Agent

When shown to opponent, place Hansa Niroba and Bovan Tuk together as a single unit in the centre of the board. Scatter D5" twice. Place a unique Order Dice in the bag to represent the Rogue Agent's actions. *Even if this card is not selected as your mission, the following applies, only score VP if this is your mission.*

When the Rogue Agent's Order Dice is drawn (can be affected by Distort Dice forcing unit down) player's roll off to determine the player that activates the Rogue Agent Unit that turn.

The unit acts as a separate independent force.

At the end of the game, for each Rogue Agent that is removed as a casualty by your forces in an Assault (including Point Blank Shooting), you score 3 Victory Points.

If you are using a Ghar Empire or Rebel Ghar force, points are scored regardless of how the Rogue Agents are destroyed.

Mission : Slave Capture (Ghar)

For each enemy infantry, beast or weapon team unit destroyed in an Assault, you score 2 Victory Points.

If you break the enemy army, for each enemy infantry, beast or weapon team unit still on the board, you score 1 Victory Point.

Mission : Rogue Tar Es Janar (Algoryn)

When shown to opponent, place a Tar Es Janar figure accompanied by two regular AI bodyguard in the centre of the table. Unit scatters D5" twice. Place a unique Order Dice in the bag to represent Tar Es Janar's actions. *Even if this card is not selected as your mission, the following applies, only score VP id this is your mission.*

This unit is controlled by your opponent. If the unit fails an order test, you can choose if the unit goes down or you may decide to allow the unit to have passed the test action, but you choose an action that is carried out. If an order test is failed on a 10, then the unit goes down regardless.

Tar Es Janar may not leave the battlefield via a controlled table edge.

If Tar Es Janar leaves the battlefield via a neutral table edge, you score 0.

If Tar Es Janar is destroyed by shooting, score 2 Victory Points.

If Tar Es Janar is destroyed in an assault, score 5 Victory Points.

Mission : Native Flora (Not Ghar)

When shown to opponent, you place three Dangerous Flora tokens (no effect on play) on three areas of vegetation area terrain, starting with the area terrain closes to the table centre, then the next closest to the table centre and then finally the third closest to the centre.

Even if this card is not selected as your mission, the following applies, only score VP if this is your mission.

Units that move into, out of or though the Dangerous Flora suffer 2D3 SV0 hits. This also causes a pin.

At the end of the game, for each Dangerous Flora area terrain that has a friendly scoring unit within it, you score 2 Victory Points.

Mission : Fartok (Ghar Empire)

When shown to opponent, place an unarmoured Fartok figure at the centre of the table. Fartok rules can be found in *Run Fartok Run!* scenario online. Scatters D5" twice. Place a unique Order Dice in the bag to represent Fartok's actions.

Even if this card is not selected as your mission, the following applies, only score VP if this is your mission.

This unit is controlled by your opponent. If the unit fails an order test, you can choose if the unit goes down or you may decide to allow the unit to have passed the test action, but you choose an action that is carried out. If an order test is failed on a 10, then the unit goes down regardless.

Fartok may not leave the battlefield via a controlled table edge.

If Fartok leaves the battlefield via a neutral table edge, you score 0.

If Fartok is destroyed by shooting, score 2 Victory Points.

If Fartok is destroyed in an assault, score 5 Victory Points.