

Combat Zones

Combat zones are Military Bases, Urban, and Wasteland

Military Bases	Any unit arriving by deep strike that rolls to scatter ignores a "Hit" result and always scatters in the direction of the small arrow. Units arriving by deep strike that would not normally scatter must roll to scatter D6", but "Hit" results apply.
Urban	Any unit of bikes, jet bikes, or vehicles that move in the shooting phase must take a dangerous terrain test.
Wasteland	All units except superheavy vehicles and gargantuans have +1 cover throughout the game. This entails granting a 6+ in the open, and stacks with Stealth and other effects to a best save of 2+.

Outcomes

The Virtue's primary goal is maintaining control of their military bases and the critical resources therein.

Humanity's goal is liberating the populace in the urban centers and growing the Coalition of the Free.

Overall	Military Bases	Urban	Winner	Factor	Outcome
Human	Human	Human	Human	Absolute dominance	The Coalition has secured a world from which to launch a wider rebellion
Human	Virtue	Human	Human	Strategic victory	The Coalition liberated the populace, but the Virtue have bases to counter-attack
Virtue	Human	Human	Human	Pyrrhic victory	The Coalition barely controls the world, but is losing in the bigger picture
Virtue	Virtue	Virtue	Virtue	Absolute dominance	The Virtue have utterly crushed the rebellion on this world
Virtue	Virtue	Human	Virtue	Strategic victory	The Virtue maintained control of military resources, but rebellion continues in the cities
Human	Virtue	Virtue	Virtue	Pyrrhic victory	The Virtue barely controls the world, but is losing in the bigger picture
Human	Human	Virtue	Stalemate		Fighting for this world continues, the rebellion's future at stake
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Recon Squads

Resource	Mission	Effect	(all resources are one-time-use)
Nano Claymores	Ambush	Reveal when a unit is charged, tankshocked, or thunderblitzed to make D6+3 S6 AP- Rending attacks (hits rear armour).	
HUMINT	Assassination	Reveal before rolling for deployment order; add +2 to the result of your roll.	
AM Rounds	Battlefield	Reveal to grant a model a R36 S10 AP1 Heavy 1 Armourbane shooting attack.	
AA Munitions	Breakthrough	Reveal before rolling for deployment order to grant a unit optional Skyfire for the game.	
Heavy Artillery	Encircle	Reveal to grant a character a S9 AP2 Barrage D3 shooting attack.	
Exp. Shield Gen	Excavation	Reveal to grant a unit a 3++ save until the end of the next player turn; does not stack with other effects.	
Comms Disruptor	Installation	Reveal when a unit would arrive from reserve to put it back into ongoing reserves instead.	
Precise Munitions	Skirmish	Reveal to grant a unit the twin-linked USR until the end of the next player turn.	