SABOTAGE

You've been sent behind enemy lines to cut power lines, destroy equipment, and place boobytraps.

Mission: After all deployment, secretly select a piece of terrain wholely within your opponent's deployment zone. Treating it as an objective marker for which (only) Elite and Fast Attack units have Objective Secured, you succeed if you control it at the end of any of your turns after the first.

Success: Your alliance gains half the maximum victory points possible this match and your choice of installations has no effect until the end of the next round.

INTERROGATION

Command has ordered you to capture and interrogate prisoners. It's against your usual "No mercy" philosophy, but they're in charge.

Mission: After all deployment, secretly select an enemy character (independent or otherwise). You succeed if that character is removed as a casualty and you pass a D6 test against its role:

HQ 2+   **Elite** 3+   **Troop** 5+
Fast 4+   **Heavy** 4+

Success: Your alliance gains half the maximum victory points possible this match and your opponent's alliance must reveal their strategic campaign session objective.

DATA PORT

You've detected an active, unsecured data port among the wreckage strewn about. If you can hold it long enough, you might be able to extract something useful.

Mission: After all deployment concludes, secretly select and record a primary objective marker outside your deployment zone. You succeed if you control it at the end of your turn for any two turns in a row, excluding Turn 1.

Success: Your alliance gains half the maximum victory points possible this match and can examine 2 commands of your opponent's alliance before finalizing its own..

SIGNALS

You're tracking an enemy HQ signal. If you can triangulate it, you'll know where they're based.

Mission: After all deployment concludes, secretly select and record a table quarter not on your table edge. At game end if you have a scoring unit in that quarter and your opponent does not, you succeed. Units with Objective Secured trump those without.

Success: Your alliance gains half the maximum victory points possible this match and can swap any 2 of its commands after they are revealed for the next round.