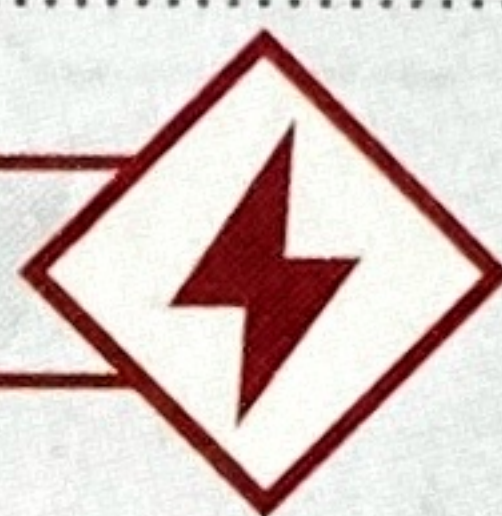


SECONDARY MISSION – ATTACKER

SABOTAGE

This region is replete with strategic assets or supply caches vital to the foe. See to it that they are reduced to just so much flaming wreckage.

SABOTAGE (ACTION)



STARTS: Your Shooting phase.

UNITS: One unit from your army that is within a terrain feature and not within your deployment zone.

COMPLETES: End of your opponent's next turn or the end of the battle (whichever comes first), if your unit is on the battlefield.

IF COMPLETED: Your unit **commits sabotage**.

ANY BATTLE ROUND

VICTORY POINTS

WHEN: End of your opponent's turn or the end of the battle (whichever comes first).

Your unit **committed sabotage** this turn and is not within your opponent's deployment zone.

3VP

OR

Your unit **committed sabotage** this turn and is within your opponent's deployment zone.

6VP