

MISSION RULE

ADAPT OR DIE

On this changing battlefield, only a commander who can adapt their strategy swiftly and decisively stands any chance of seizing victory.

FOR PLAYERS USING FIXED MISSIONS

Once per battle, at the end of that player's turn, after scoring any VP, they can discard one of their Secondary Mission cards and replace it with another Secondary Mission card that has the Fixed Mission symbol.

FOR PLAYERS USING TACTICAL MISSIONS

Twice per battle, after drawing a Secondary Mission card, that player can draw another Secondary Mission card, then shuffle one of those two Secondary Mission cards back into their Secondary Mission deck.