



PLANT EXPLOSIVES

SCORED VP: ☐☐☐☐☐

SETUP

After deployment, each non-peon model in play gains an **Explosive** token.

RULES

A model with an **Explosive** token may take the **Interact** action to remove the token and make a friendly Strategy marker within 1", and not within 4" of another friendly Strategy marker. **Explosive** tokens may not be removed in any other way.

A model may target a Strategy marker with the **Interact** action to remove it; if the model does not have an **Explosive** token, it gains one.

After a model with an **Explosive** token is killed, the model that killed it makes a neutral Strategy marker within 1" of the killed model, if able. Models may move on top of Strategy markers.

SCORING

At the end of every turn, each crew counts how many friendly Strategy markers they have completely on the enemy table half. The crew with the highest total gains 1 VP. In the case of a tie, both crews gain 1 VP.

ADDITIONAL VP

Once per crew per game, at the end of the turn this crew gains 1 VP if there are two or more friendly Strategy markers in the enemy deployment zone.



STRATEGY

FOURTH EDITION

