

HEADHUNTER

SEEK AND DESTROY

Reveal this Tac Op when an enemy **LEADER** operative is incapacitated.

- You score 1VP.
- If it is the first of second Turning Point, you score 1VP.

CHALLENGE

SEEK AND DESTROY

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one enemy operative.

- If that enemy operative is incapacitated by that friendly operative, you score 1VP.
- If you achieve the first condition while that enemy operative is within  of that friendly operative, you score 1VP.

ROUT

SEEK AND DESTROY

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- if an enemy operative is incapacitated by a friendly operative that is within  of your opponent's drop zone, you score 1VP.
- if you achieve the first condition in any subsequent Turning Points, you score 1VP

EXECUTION

SEEK AND DESTROY

Reveal this Tac Op at the end of any Turning Point in which more enemy operatives than friendly operatives were incapacitated during that Turning Point.

- At the end of the battle, if more enemy operatives than friendly operatives were incapacitated during two or more Turning Points, you score 1VP.
- At the end of the battle, if more enemy operatives than friendly operatives were incapacitated during three or more Turning Points, you score 1VP.

DEADLY MARKSMAN

SEEK AND DESTROY

After selecting this Tac Op, secretly select one friendly operative to be your Marksman. You can reveal this Tac Op when an enemy operative is incapacitated by a shooting attack made by your Marksman is wholly within  of your drop zone.

- if an enemy operatives are incapacitated by another shooting attack made by your Marksman, you score 1VP.
- At the end of the battle, if you achieved the first condition and your Marksman has not been incapacitated, you score 1VP.

ROB AND RANSACK

SEEK AND DESTROY

You can reveal this Tac Op when an enemy operative is incapacitated by a friendly operative within  of it, and that friendly operative is more than  from other enemy operatives.

- You score 1VP.
- At the end of the battle, if you achieved the first condition and that friendly operatives has not been incapacitated, you score 1VP.

SEIZE GROUND

SECURITY

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one terrain feature that is more than  from your drop zone and includes any parts with the Heavy trait.

- At the end of the battle, if the total APL of friendly operatives within  of that terrain feature is greater than that of enemy operatives, you score 1VP.
- If you achieve condition, there are no enemy operatives on or within  of that terrain feature, and the total APL of friendly operatives within  of that terrain feature is 4 or more, you score 1VP.

HOLD THE LINE

SECURITY

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the first.

- At the end of any Turning Point, if there are no enemy operatives within  of your drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

PROTECT ASSETS

SECURITY

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if two or more enemy operatives were incapacitated while within  of an objective marker during that Turning Point, and/or while carrying an objective during that Turning Point, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

DAMAGE LIMITATION

SECURITY

You can reveal this Tac Op in the Target Reveal step of any Turning point after the first.

- At the end of any Turning Point, if no friendly operatives were incapacitated during that Turning Point, you score 1VP.
- If you achieve the first condition, at the end of any subsequent Turning Points, you score 1VP.

PLANT BANNER

SECURITY

After selecting this Tac Op, secretly select one friendly operative to be carrying your Banner token. When you do, until the end of the battle, the **Pick Up** action can be performed by friendly operatives upon your Banner token.

- At the end of the battle, if your Banner token is within  of but not wholly within your opponent's drop zone, you score 1VP.
- At the end of the battle, if your Banner token is wholly within your opponent's drop zone, you score 1VP.

Operative can perform the following mission action:

DESTROY BANNER 1AP

An operative can perform this action while within  of the centre of an opponents Banner token. Remove that Banner token from the killzone. An operative cannot perform this action while within  of enemy operatives.

CENTRAL CONTROL

SECURITY

You can reveal this Tac Op in the Target Reveal step of any Turning point.

- At the end of any Turning Point, if the total APL of friendly operatives within  of the centre of the killzone is greater than that of enemy operatives, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning points, you score 1VP.

CAPTURE HOSTAGE & INFILTRATE

INFILTRATION

You can reveal this Tac Op when enemy operative is incapacitated by a friendly operative within  of it, and that friendly operative is more than  from other enemy operatives.

- Remove that friendly operative from the killzone and you score 1VP.
- If you achieve the first condition and it is the third or fourth Turning point, you score 1VP.

BEHIND ENEMY LINES

INFILTRATION

You can reveal this Tac Op in the Target Reveal step of any Turning point.

- If one or more friendly operatives are wholly within your opponent's drop zone and more than  from enemy operatives, you score 1VP.
- If you achieve the first condition, at the end of any subsequent Turning Points, you score 1VP.

UPLOAD VIRAL CODE

INFILTRATION

You can reveal this Tac Op in the Target Reveal step of any Turning point.

- If a friendly operative performs the **Upload Viral Code** action, you score 1VP.
- If you achieve the first condition, in any subsequent Turning Points, you score 1VP.

Friendly operatives can perform the following mission action:

UPLOAD VIRAL CODE 2AP

An operative can perform this action while within  of your opponent's drop zone and not within  of enemy operatives.

IMPLANT

INFILTRATION

You can reveal this Tac Op when you would strike an enemy operative in a combat.

- Instead of inflicting damage on an enemy operative from that strike, you can implant that operative instead. That operative does not lose any wounds from that strike and you score 1VP.
- If two enemy operatives are implanted, you score 1VP.

SABOTAGE

INFILTRATION

You can reveal this Tac Op Target Reveal step of any Turning Point.

- If a terrain feature is sabotaged by friendly operatives, you score 1VP.
- If any other terrain feature is sabotaged by friendly operatives, you score 1VP.

Friendly operatives can perform the following mission action:

SABOTAGE 2AP

An operative can perform this action while within  of a terrain feature that includes any parts with the Heavy trait that is wholly within or within  of your opponents drop zone that has not been sabotaged by friendly operatives. An operative cannot perform this action while within  of enemy operatives. If this action is performed by friendly operatives, that terrain feature has been sabotaged by friendly operatives.

INTERLOPER

INFILTRATION

After selecting this Tac Op, secretly select one friendly operative to be your Interloper. You must reveal this Tac Op when your interloper performs the **Interlope** action.

- Remove your interloper from the killzone and score 2VP.

Your interloper can perform the following mission action once:

INTERLOPE 1AP

Perform this action while within  of enemy killzone edge and more than  from enemy operatives.

MARK TARGET

RECON

You can reveal this Tac Op when a friendly operative performs a **Shoot** action.

- When enemy **LEADER** operative is selected as the target of a shooting attacks are made for that action, you can attempt to mark that operative instead. Complete the shooting sequence as normal, except that if any damage would be inflicted on that enemy operative, it does not lose any wounds and you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

TRIANGULATE

RECON

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- If two killzone edges are triangulated by friendly operatives, you score 1VP.
- If three killzone edges are triangulated by friendly operatives, you score 1VP.

Friendly operatives can perform the following mission action:

TRIANGULATE 1AP

An operative can perform this action while within ■ of a killzone edge that is not your own killzone edge and has not been triangulated by friendly operatives. An operative cannot perform this action while within ○ of enemy operatives. If this action is performed by a friendly operative, that killzone edge has been triangulated by a friendly operative.

PLANT SIGNAL BEACON

RECON

You must reveal this Tac Op when a friendly operative performs **Plant signal Beacon** action.

- At the end of the battle, if your signal beacon token is within ● of your opponent's drop zone, you score 2VPs.

Once per battle, friendly operative can perform the following mission action:

PLANT SIGNAL BEACON 2AP

Place a signal beacon token within ▲ of this operative. An operative cannot perform this action while within ○ of enemy operatives. If any enemy operatives finish a move within ▲ of the centre of your signal beacon token and more than ○ from friendly operatives, remove that signal beacon token.

VANTAGE

RECON

You can reveal this Tac Op in the target reveal step of any Turning point.

- If a friendly operative performs the **Vantage** action, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

Friendly operative can perform the following mission action:

VANTAGE 2AP

An operative can perform this action while on a Vantage Point that is not within your drop zone and has not been secured by friendly operatives. An operative cannot perform this action while within ○ of enemy operatives. If this action is performed by friendly operatives, that Vantage Point has been secured by friendly operatives.

RETRIEVAL

RECON

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent places your Retrieval token anywhere in the killzone that is not on the Vantage point and not wholly within or within ■ of their drop zone. The **Pick Up** action can be performed by a friendly operative upon your Retrieval token

- At the end of the battle, if a friendly operative controls your Retrieval token, you score 1VP.
- At the end of the battle, if your Retrieval token is being carried by a friendly operative, you score 1VP.

OVERRUN

RECON

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning point, if a friendly operative is wholly within each killzone quarter and more than ■ from the centre of the killzone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

