

## RATION

At the end of the game,  
Gain 1 **Victory Point**.



Discard this Ration,  
Remove one *Wound*  
token from one of your  
Characters' Health pool.



## RATION

At the end of the game,  
Gain 1 **Victory Point**.



Discard this Ration,  
Remove one *Wound*  
token from one of your  
Characters' Health pool.



## RATION

At the end of the game,  
Gain 1 **Victory Point**.



Discard this Ration,  
Remove one *Wound*  
token from one of your  
Characters' Health pool.



## PROMISING TIP

At the end of the game,  
Gain 1 **Victory Point**.



Discard the Promising  
Tip, Place 2 *Objective*  
markers on two open  
tiles of your choice.  
*(these markers can be  
adjacent to other markers  
or Characters).*



## RATION

At the end of the game,  
Gain 1 **Victory Point**.



Discard this Ration,  
Remove one *Wound*  
token from one of your  
Characters' Health pool.



## NARCOTICS

At the end of the game,  
Gain 1 **Victory Point**.



Discard these Narcotics,  
Remove up to 2 *Stress*  
tokens from a single  
allied Character's *Morale*  
pool.



## NARCOTICS

At the end of the game,  
Gain 1 **Victory Point**.



Discard these Narcotics,  
Remove up to 2 *Stress*  
tokens from a single  
allied Character's *Morale*  
pool.



## NARCOTICS

At the end of the game,  
Gain 1 **Victory Point**.



Discard these Narcotics,  
Remove up to 2 *Stress*  
tokens from a single  
allied Character's *Morale*  
pool.



## NARCOTICS

At the end of the game,  
Gain 1 **Victory Point**.



Discard these Narcotics,  
Remove up to 2 *Stress*  
tokens from a single  
allied Character's *Morale*  
pool.



## PRIORITY TARGET

**Reveal this card.**

Your adversary chooses  
one of his Characters.






If the chosen Character is  
removed from the game,  
Gain 2 **Victory Points**.

At the end of the game,  
lose 1 **Victory Point** if  
this Character has  
survived.



## COMPONENT






At the end of the game, count the number of Objective cards named «Component» in your possession. Refer to the table below and obtain the corresponding number of **Victory Points**.

- 1  = 1 VP
- 2  = 3 VP
- 3  = 5 VP
- 4  = 7 VP
- 5  = 9 VP



## COMPONENT






At the end of the game, count the number of Objective cards named «Component» in your possession. Refer to the table below and obtain the corresponding number of **Victory Points**.

- 1  = 1 VP
- 2  = 3 VP
- 3  = 5 VP
- 4  = 7 VP
- 5  = 9 VP



## COMPONENT






At the end of the game, count the number of Objective cards named «Component» in your possession. Refer to the table below and obtain the corresponding number of **Victory Points**.

- 1  = 1 VP
- 2  = 3 VP
- 3  = 5 VP
- 4  = 7 VP
- 5  = 9 VP



## COMPONENT






At the end of the game, count the number of Objective cards named «Component» in your possession. Refer to the table below and obtain the corresponding number of **Victory Points**.

- 1  = 1 VP
- 2  = 3 VP
- 3  = 5 VP
- 4  = 7 VP
- 5  = 9 VP



## COMPONENT

At the end of the game, count the number of Objective cards named «Component» in your possession. Refer to the table below and obtain the corresponding number of **Victory Points**.

- 1  = 1 VP
- 2  = 3 VP
- 3  = 5 VP
- 4  = 7 VP
- 5  = 9 VP



## BATTERY

At the end of the game,  
Gain **2 Victory Points**.



Discard this Battery,  
gain 3 *Order* tokens of  
any color.



## MAGNETIC STORM

Reveal this card.

The player who performed  
the scan retrieves the order  
token spent for it.

All objective cards named  
«*Battery*» must be  
immediately discarded,  
with no effect.



## BATTERY

At the end of the game,  
Gain **2 Victory Points**.



Discard this Battery,  
gain 3 *Order* tokens of  
any color.



## ROCKSLIDE

Reveal this card.

The Character who performed  
the scan suffers a -3 penalty  
to his speed value and -1 to  
his run value until the end of  
the turn.

Gain **1 Victory Point** if  
the Character survives  
the current Period.



## BATTERY

At the end of the game,  
Gain **2 Victory Points**.



Discard this Battery,  
gain 3 *Order* tokens of  
any color.



**INFORMATION**



Discard this *Information* before making a dice roll.

Roll 1 additional die and remove the result of your choice (*before any rerolls*).



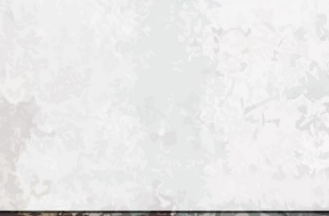
**INFORMATION**

Discard this *Information* before making a dice roll.

Roll 1 additional die and remove the result of your choice (*before any rerolls*).



**INFORMATION**

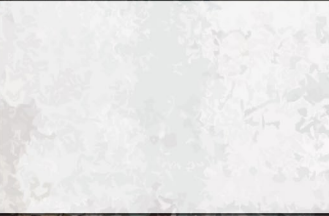


Discard this *Information* before making a dice roll.

Roll 1 additional die and remove the result of your choice (*before any rerolls*).



**INFORMATION**



Discard this *Information* before making a dice roll.

Roll 1 additional die and remove the result of your choice (*before any rerolls*).



## WITNESS

Reveal this card.

Gain **2 Victory Points** if the Character who performed the scan survives the game.

At the end of the game, lose **1 Victory Point** if that Character did not survive the game.



## DAMNING EVIDENCE

Reveal this card.

Until the end of the game, each enemy Character eliminated by the Character who performed the scan grants you **1 Victory Point**.



## ANOMALY

Reveal this card.

During each Cleanup phase, each player must add one *Wound* token to the Health Point pool of one of their Characters.

At the end of the game, each player earns **1 Victory Point** for each allied Character still in play.

