



## QUICK REF KSE & Add-Ons

### MERCS (KSE)

#### MERCS DEPLOYMENT:

- 1 Sponsor Card + 4 Energy ⚡  
OR  
1 Sponsor Card + 1 Deploy Card + 2 Energy ⚡

#### MERCS RESTRICTION:

- Only 1 Merc per player!!!
- If you want a new one then remove the actual first

#### MERCS ACTIVATION:

- Mercs act as a standard Support Unit:

Combat -> Repair -> Recon -> Merc

1 MERC PER PLAYER  
ONLY!!!

DON'T FORGET YOUR  
COLOR PIN !!!

### TERRAIN TILES (KSE)



**RUBBLE:**  
2 movement points to enter  
Re-roll 1 Armor Save die each attack



**NUKE CRATERS:**  
2 movement points to exit  
Gain Partial Cover



**UNEXPLODED MISSILES:**  
2 Energy ⚡ may be harvested immediately  
Tile removed once harvested



**SINKHOLES:** (similar to demolished buildings)  
Cannot be moved through or stopped on.  
Recons may still fly over.

### BIG LITTLE BUDDY (Add-On)

#### BLB ACTIVATION

- Big Little Buddy act between Heavy Hitters and **Support Units:**

HH -> BLB -> Support



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