



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:

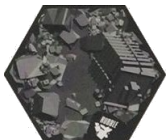
- Mercs act as a standard Support Unit:

Combat -> Repair -> Recon -> Merc

**1 MERC PER PLAYER
ONLY!!!**

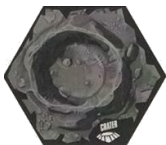
**DON'T FORGET YOUR
COLOR PIN !!!**

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