



MERCs (KSE)

MERCs DEPLOYMENT:

1 Sponsor Card + 4 Energy

OR

1 Sponsor Card + 1 Deploy Card + 2 Energy

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

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

MERCs RESTRICTION:

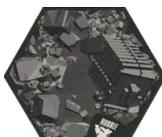
- Only 1 Merc per player!!!**
- If you want a new one then remove the actual first**

MERCs ACTIVATION:

- Mercs act as a standard Support Unit:**

Combat -> Repair -> Recon -> Merc

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