

# General Principles

**Mission Cards:** These rules were created to give players a dynamic way to play, with shifting mission objectives.

**Print & Play:** Print and cut all 36 cards. We recommend inserting them all in card sleeves, and you can also insert a regular playing card for rigidity.

Roll & Play: If you prefer you can also choose not to cut out the mission cards, but instead roll two dice to determine a random card. To do this roll each die one at a time, where the result of the first one stands for decimals whilst the result of the second one stands for units. Then check the top left number of the cards to see which one you got. Note that this method can only be used when playing with fixed decks.

Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that card 21 (Seize 1) is chosen.

**Fixed Deck Games:** Pick one of the following game types to play with the standard deck of 36 cards:

- Battle of Wits
- Total Domination

**Custom Deck Games:** Pick one of the following game types to play with custom decks of 18 cards:

- Direct Challenge
- Strategic Ruse
- Planned Gambit
- Coordinated Recovery
- Logistical Supremacy
- Tactical Paragons

#### **General Rules**

**Objectives:** Place 6 objective markers. Players roll-off to go first and alternate in placing one marker each outside of deployment zones and over 9" away from each other.

Controlling Markers: At the end of each round, if a unit is within 3" of a marker while enemies aren't, then it's seized and remains seized even after leaving. Shaken units can't seize markers and if units from both sides are contesting a marker, then it becomes neutral again.

**Victory Conditions:** The game ends after 4 rounds, and the player that scored most victory points wins.

**Optional - Final Objectives:** At the end of the game, players get 1 VP for each objective that they seized.

#### Fixed - Battle of Wits

Players compete in completing as many of their own objectives as they can before the end of the game.

**Personal Decks:** Each player gets a personal deck of 36 mission cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 3, which are placed face up on the table.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards. If they did, then they must score the one worth most victory points, and discard that card from the game.

**Discarding Cards:** After scoring cards, each player may discard one of their remaining cards from the game.

#### **Fixed - Total Domination**

Players compete in completing the same set of objectives before the game ends, racing to be the first to complete them.

**Shared Deck:** Both players share a single deck of 36 mission cards.

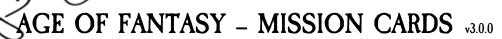
**Generating Missions:** At the beginning of each round, draw cards from the shared deck until there are 3, which are placed face up on the table.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of the cards. If they did, then they must score the one worth most victory points, and discard that card from the game. In case of a tie neither player scores it.

**Discarding Cards:** At the end of each round, the player with the lowest total score may discard one of the remaining cards from the game.







### Custom Deck Rules

**Preparing Decks:** After deployment, each player must put together a deck of 18 unique cards, chosen from the standard 36 cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 5 cards in their hand, and then they must place cards face up on the table until they have 3 cards in front of them.

Hidden Mission: Whenever players are placing cards on the table, they may place one of them face down, if they don't already have a card that is face down on the table. Players may turn their hidden card face up at any time.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards on the table. If they did, then they must score the one worth most victory points, and discard that card from the game.

**Discarding Cards:** After scoring cards, each player may discard one of their remaining cards from the game.

**Optional - Mulligans:** At the beginning of the first round, after drawing 5 cards, players may opt to mulligan. The cards are shuffled back into the deck, and the player draws a new hand of 4 cards.

### Custom - Direct Challenge

The players must challenge their opponent to complete specific missions.

**Special Rules:** At the beginning of each round, each player must select one of their opponent's cards to be their challenge card for that round. Whenever a challenge card is scored, the player gets +1 VP for it.

## **Custom - Strategic Ruse**

The winning player must reveal all of their cards, whilst their opponent may keep all of their cards hidden.

Special Rules: At the beginning of each round after the first, the player with the highest total score must turn all of their hidden cards face up, and the player with the lowest total score may turn any of their cards face down. In case of a tie, each player must turn their cards face up/down until they only have up to one card that is face down again.

#### **Custom - Planned Gambit**

The players may force their opponent to change their active mission cards.

Special Rules: At the beginning of each round, after cards have been placed on the table, each player may select one of their opponent's cards, and return it to their hand. The opponent must then place another one of their cards on the table to replace it.

# **Custom - Coordinated Recovery**

The players may shuffle discarded missions back into their deck.

**Special Rules:** At the end of each round, after scoring and discarding cards, each player may select up to two cards from their discard pile and shuffle them back into their deck.

# **Custom - Logistical Supremacy**

The winning player may hold additional mission cards in their hand.

**Special Rules:** At the beginning of each round after the first, if one player has seized more objective marker than their opponent, they may draw cards until they have 6 in their hand instead of 5.

### **Custom - Tactical Paragons**

The players may pick specific missions to be completed by their heroes.

**Special Rules:** At the beginning of each round, each player may select one of their own cards to be their paragon card for that round. Paragon cards may only be scored by units containing a hero, and the player gets +1 VP for it.





