

TERRAIN

- Wall** - Heavy, but provides obscuring or cover only when cover line crosses end or corner of wall.
- Cannot be moved over or through, regardless of other rules.
- Hatchway** - Is a Wall when the Hatch is closed.
- Access Point is **Accessible** when the Hatch is open.
- Accessible** - Move through Wall up to ▲ adjacent.
- Part of base must move through accessible feature.

MODIFIED SPECIAL RULES

- Blast x** Attacks gain **Lethal 5+**
- Splash x** Attacks gain **Lethal 5+**
- Torrent x** Attacks gain **Lethal 5+**
- Indirect** Optional, **Rng** ■ when used.
- ! **Tac Ops not in use:** Seize Ground, Hold the Line, Sabotage, Vantage.
- # **Barricades** can be setup anywhere in killzone more than ◆ from opponent's drop zone, ○ from access points and ○ from other barricades.
- 🎯 Roll one less attack dice when shooting crosses operatives on engage order with a Wounds Characteristic of 6 or more, unless in base contact.

ACTIONS

Additional actions for close quarter combat

- GUARD** 1 AP
- After an enemy action, interrupt with **Overwatch**, **Fight** or point-blank overwatch.
- Point-blank overwatch is an **Overwatch** within engagement range, but loses ability to fight in combat for the remainder of the enemy activation.
- **Guard** ends when enemy in engagement range, the order changes to conceal or end of turning point.
- HATCHWAY FIGHT** 1 AP
- **Fight** when not within engagement range.
- Base must touch access point.
- Enemy on other side of and within ○ of access point.
- OPERATE HATCH** 1 AP
- Open or close Hatchway within ▲
- Can be used during **Move** or **Dash**