

Symbols & Icons

MAP



Adversary Cell >> Cells deploy into uncontrolled tiles and begin preparing the environment for follow on security forces.
Health: 1 Damage: 1



Adversary Outpost >> Outposts rely on the networks established by adversary cells to conduct small offensive operations and exert influence over a tile.
Health: 2 Damage: 2



Adversary Garrison >> Garrisons represent adversary conventional military capability and are the strongest and most capable adversary units.
Health: 3 Damage: 3



Infrastructure >> Player(s) receive +1 resource per turn when occupying a tile that contains infrastructure **and** no adversary elements



Tyranny Token >> Tyranny tokens are placed in tiles where the adversary has dominated and provide a +5 defense modifier for the adversary.



Adversary-Aligned Population >> Civilian populations that generally support the adversary. Each civilian provides +1 defense point to the adversary in their tile.



Non-Aligned Population >> Civilian populations that generally support the resistance. Each civilian provides +1 defense point to the surrogates in their tile.



Surrogate Force ["S"] >> Surrogates are recruited from the population and represent resistance to the adversary's oppression.
Health: 1 Damage: 1



Immediate Capabilities >> Played (resources committed) **and** executed (effects felt) during player phase.



Long-Term Capabilities >> Played (resources committed) during player phase; executed (effects felt) after adversary phase.



Cost [1] Influence >> Player(s) must have influence earned to pay this cost.



Cost [1] Resource >> Player(s) must have resources available to pay this cost.



Range [3] From Presence >> [REFIT OPTION] May place additional presence up to 3 tiles away from existing presence.

PLAYER PANEL



PLAYER ATTRIBUTES