2

1

THIS UNIT GETS
+1 BATTLE DICE AND
HITS ON ROLLS OF 4



THIS UNIT MAY ATTACK
WITH FULL DICE
AFTER MOVING AND
HITS ON ROLLS OF 4

1

THIS UNIT HEALS TO
FULL STRENGTH
BEFORE MOVING



PLAY WHEN AN
ADJACENT ENEMY UNIT
RETREATS OR IS
ELIMINATED

YOUR ATTACKING
CYBORG OR LASER
RUNNER MAY OVERRUN

1

YOU MAY DEPLOY
A SENTRY GUN OR
SHIELD TOWER
NEXT TO ONE
OF YOUR UNITS



PLAY WHEN YOUR
CYBORG OR LASER
RUNNER IS ATTACKED
BY AN ADJACENT
ENEMY

MAKE A 2-DICE ATTACK
AGAINST THAT ENEMY
BEFORE IT ROLLS



ONE OF THESE UNITS
MAY SACRIFICE A
FIGURE TO REMOVE A
SENTRY GUN, SHIELD
TOWER, OR MINEFIELD
IN ITS SECTOR