

Offense Generated Solo Mission Sheet

Counteractions

Tile 1

Tile 2

Tile 3

Default Counteraction

If an AI is in the Draw Cup:
Draw an AI from Draw Cup
▶ **Move** onto the map
hex closest to a Mission
Objective or Unit.

Mission Orders

Tile 1

Tile 2

Tile 3

Default Mission Order

Unhit AI closest to a Unit
▶ **Move** towards and then **Fire**
(+2 CAPs)

Mission Track

1 Mission Track Start

2

Mission Tile 1a

3 Advance

As AI Action:

Unhit fresh AI closest to a Unit
▶ **Move 2 hexes** towards (Do
not make a spent check)

If no AI can Move, execute the
Order Card.

4

Mission Tile 2a

5

Mission Tile 1b

6 CAP Surplus

While the Mission Marker is on
this space, the AI adds +1 to all
of its die rolls.

7

Mission Tile 2b

8 Battlefield Confusion

As AI Action:

Fresh, Highest FP Unit closest
to an AI

▶ **Mark as spent**

If no Unit can be marked as
spent, execute the Order Card.

9

Mission Tile 1c

10 Swift Action

The AI performs 2 Order Card
actions in a row, drawing a
new Order Card for the second
action.

Only then is it the Player's turn.

11

Mission Tile 2c

12

3 Round
Mission
Ends

13 Careful Aim

As AI Action:

Highest FP AI closest to a Unit

▶ **Fire** (+4 CAPs)

If no AI can Fire, execute the
Order Card.

14

Mission Tile 1d

15

Mission Tile 2d

16

4 Round
Mission
Ends

17

Mission Tile 1e

18 Command Experience

Shuffle 2 random Command
Order Cards removed from the
game, due to killed AI, back into
the Order Card Deck.

19

Mission Tile 2e

20

5 or More
Round
Mission
Ends

Defense Generated Solo Mission Sheet

Counteractions

Tile 1

Tile 2

Tile 3

Default Counteraction

If an AI is in the Draw Cup:
Draw an AI from Draw Cup
▶ **Move** onto the map hex closest to a Mission Objective or Unit.

Mission Orders

Tile 1

Tile 2

Tile 3

Default Mission Order

AI farthest from a Unit
▶ **Low Risk Move** towards and then **Fire** (+2 CAPs)



Mission Track

1 Mission Track Start

2

Mission Tile 1a

3 Sniper

As AI Action: Roll 1D6.
The Player loses the rolled number of CAPs.
CAP losses are for current Round only.

4

Mission Tile 2a

5

Mission Tile 1b

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7

Mission Tile 2b

8 Seek Cover

As AI Action:
Lowest DV AI closest to a Unit.
▶ Place a **Hasty Defense Marker** on AI

9

Mission Tile 1c

10 Autorally

As AI Action:
Hit AI **closest** to Unit
▶ **Autorally**
If no AI can Autorally, execute the Order Card.

11

Mission Tile 2c

12

3 Round Mission Ends

13 Battlefield Confusion

As AI Action:
Fresh Unit closest to a Mission Objective
▶ **Mark as spent**
If no Unit can be marked as spent, execute the Order Card.

14

Mission Tile 1d

15

Mission Tile 2d

16

4 Round Mission Ends

17

Mission Tile 1e

18 Command Experience

Shuffle 2 random Command Order Cards removed from the game, due to killed AI, back into the Order Card Deck.

19

Mission Tile 2e

20

5 or More Round Mission Ends