

**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 to swap:** Seize Ground for Seize Access Point and Secure Vantage for Secure Unexplored Rooms.
- # **Barricades** can be set up only in your territory, and must be ○ 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****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**.