Combat Drugs

• Discard to re-roll FA

• On a 10 Trooper takes a Kill

• Can be used only once per planet

Strike First ☠ Strike Hard

Combat Drugs

• Discard to re-roll FA

• On a 10 Trooper takes 1 Kill

• Can be used only once per planet

Strike First ☠ Strike Hard

Combat Drugs

• Discard to re-roll FA

• On a 10 Trooper takes 1 Kill

• Can be used only once per planet

Strike First ☠ Strike Hard

Kinetic Field Armour

• Discard to activate Kinetic Field Armour for one whole encounter

• Officer is immune to any weapons capable of being stopped by Armour

•Can be used only once per planet

Strike First ☠ Strike Hard

Force Weakness

Lowest Rank Alive

• Discard and roll NFA

• If successful, target compelled to activate a Weakness Flashback

• If unsuccessful, no effect

• Can be used only once per planet

Strike First ☠ Strike Hard

E-vac

Highest Rank Alive

• Roll NFA to end combat

• If successful, combat ends and all current Threat Tokens removed

• All Troopers take a Kill

• Can be used only once per planet

Strike First ☠ Strike Hard

Orbital Bombardment

• Roll NFA to destroy all enemy on the planet

• All Troopers take a Kill, ignoring Armour

• NFA roll to avoid demotion

• If used twice by the same *player*, their PC dies

• Cannot be used more than twice

Receive d1000 Kills

Strike First ☠ Strike Hard

Paradise Bomb

• Causes 1 Kill to every PC at any range, including user

• Armour does not protect

• For every PC Kill inflicted remove 1 Threat Token from encounter

Receive d100xThreat Removed Kills

Strike First ☠ Strike Hard

Combat Drugs

• Discard to re-roll FA

• On a 10 Trooper takes a Kill

• Can be used only once per planet

Strike First ☠ Strike Hard

Combat Drugs

• Discard to re-roll FA

• On a 10 Trooper takes 1 Kill

• Can be used only once per planet

Strike First ☠ Strike Hard

Combat Drugs

• Discard to re-roll FA

• On a 10 Trooper takes 1 Kill

• Can be used only once per planet

Strike First ☠ Strike Hard

Kinetic Field Armour

• Discard to activate Kinetic Field Armour for one whole encounter

• Officer is immune to any weapons capable of being stopped by Armour

•Can be used only once per planet

Strike First ☠ Strike Hard

The Device

CLASSIFIED

Strike First ☠ Strike Hard

TPK Bomb

• Causes 1 Kill to every PC at Close range, including user

•Armour does not protect

• For every PC Kill inflicted remove 1 Threat Token from encounter

Receive d100xThreat Removed Kills

Strike First ☠ Strike Hard

Starkiller

• Declare Starkiller use during Mission Briefing

• Star obliterated and target planet destroyed

• Launching Officer awarded a medal

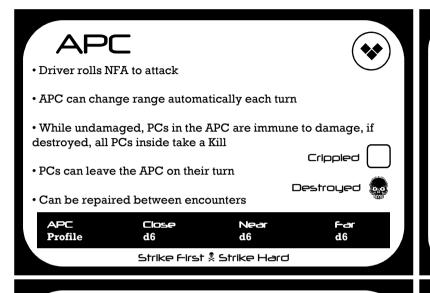**Receive d1000x10 Kills**

Strike First ☠ Strike Hard

Drop Pods

• Discard for an automatic Ambush in first encounter

• Drop pods are destroyed if first encounter is lost, or if E-Vac or Orbital Bombardment are used

Strike First ☠ Strike Hard

APC

• Driver rolls NFA to attack

• APC can change range automatically each turn

• While undamaged, PCs in the APC are immune to damage, if destroyed, all PCs inside take a Kill

• PCs can leave the APC on their turn

Crippled ☐

• Can be repaired between encounters

Destroyed 💀

APC Profile	Close d6	Near d6	Far d6

Strike First ☠ Strike Hard

TPK Bomb

• Causes 1 Kill to every PC at Close range, including user

•Armour does not protect

• For every PC Kill inflicted remove 1 Threat Token from encounter

Receive d100xThreat Removed Kills

Strike First ☠ Strike Hard

Kinetic Field Armour

• Discard to activate Kinetic Field Armour for one whole encounter

• Officer is immune to any weapons capable of being stopped by Armour

•Can be used only once per planet

Strike First ☠ Strike Hard

Drop Ship

• Commander rolls NFA to attack

• Drop Ship can change range automatically each turn

• Provides an extra Armour tick for all PCs onboard

• PCs can leave the Drop Ship on their turn

Crippled ☐

• Can be repaired between encounters

Destroyed 💀

APC Profile	Close d10	Near d10	Far d10

Strike First ☠ Strike Hard

Drop Pods

• Discard for an automatic Ambush in first encounter

• Drop pods are destroyed if first encounter is lost, or if E-Vac or Orbital Bombardment are used

Strike First ☠ Strike Hard

Paradise Bomb

• Causes 1 Kill to every PC at any range, including user

• Armour does not protect

• For every PC Kill inflicted remove 1 Threat Token from encounter

Receive d100xThreat Removed Kills

Strike First ☠ Strike Hard

Lt. Colonel
Battalion Commander

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. Ensure that no lifeforms in an encounter survive
6. Enforce discipline on the lower ranks
7. Ensure that no lifeforms on a planet survive
8. Deliver Mission Briefings and plan assaults
9. Complete important missions as directed by senior ranks
10. Never retreat
11. Oversee the destruction of life on planets
12. Ensure that senior ranks are informed of insubordination
13. **********CLASSIFIED**********
14. **********CLASSIFIED**********
15. **********CLASSIFIED**********
16. **********CLASSIFIED**********

Strike First ☠ Strike Hard

Colonel
Regimental Commander

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. Ensure that no lifeforms in an encounter survive
6. Enforce discipline on the lower ranks
7. Ensure that no lifeforms on a planet survive
8. Deliver Mission Briefings and plan assaults
9. Complete important missions as directed by senior ranks
10. Never retreat
11. Oversee the destruction of life on planets
12. Ensure that senior ranks are informed of insubordination
13. Identify planets for destruction and inform Lt. Colonels
14. Kill those who disobey orders
15. **********CLASSIFIED**********
16. **********CLASSIFIED**********

Strike First ☠ Strike Hard

Brigadier
Brigade Commander

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. Ensure that no lifeforms in an encounter survive
6. Enforce discipline on the lower ranks
7. Ensure that no lifeforms on a planet survive
8. Deliver Mission Briefings and plan assaults
9. Complete important missions as directed by senior ranks
10. Never retreat
11. Oversee the destruction of life on planets
12. Ensure that senior ranks are informed of insubordination
13. Identify planets for destruction and inform Lt. Colonels
14. Kill those who disobey orders
15. Kill all life in the Cosmos
16. Ensure that the Expeditionary Force does not return to Terra under any circumstances

Strike First ☠ Strike Hard

Lieutenant
Platoon Commander

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. Ensure that no lifeforms in an encounter survive
6. Enforce discipline on the lower ranks
7. ***********CLASSIFIED**********
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14. ***********CLASSIFIED**********
15. ***********CLASSIFIED**********
16. ***********CLASSIFIED**********

Strike First ☠ Strike Hard

Captain
Company Commander

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. Ensure that no lifeforms in an encounter survive
6. Enforce discipline on the lower ranks
7. Ensure that no lifeforms on a planet survive
8. Deliver Mission Briefings and plan assaults
9. ***********CLASSIFIED**********
10. ***********CLASSIFIED**********
11. ***********CLASSIFIED**********
12. ***********CLASSIFIED**********
13. ***********CLASSIFIED**********
14. ***********CLASSIFIED**********
15. ***********CLASSIFIED**********
16. ***********CLASSIFIED**********

Strike First ☠ Strike Hard

Major
Company Commander

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. Ensure that no lifeforms in an encounter survive
6. Enforce discipline on the lower ranks
7. Ensure that no lifeforms on a planet survive
8. Deliver Mission Briefings and plan assaults
9. Complete important missions as directed by senior ranks
10. Never retreat
11. ***********CLASSIFIED**********
12. ***********CLASSIFIED**********
13. ***********CLASSIFIED**********
14. ***********CLASSIFIED**********
15. ***********CLASSIFIED**********
16. ***********CLASSIFIED**********

Strike First ☠ Strike Hard

Lieutenant
Platoon Commander

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. Ensure that no lifeforms in an encounter survive
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15. ***********CLASSIFIED***********
16. ***********CLASSIFIED***********

Strike First ☠ Strike Hard

Corporal
Fireteam NCO

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. ***********CLASSIFIED***********
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16. ***********CLASSIFIED***********

Strike First ☠ Strike Hard

Sergeant
Section NCO

Standing Orders

1. Kill as many lifeforms as possible
2. Maximise the Section kill ratio
3. Follow directives issued by senior ranks
4. Protect your Section of Troopers
5. ***********CLASSIFIED***********
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16. ***********CLASSIFIED***********

Strike First ☠ Strike Hard

Trooper

Standing Orders

1. Kill as many lifeforms as possible
2. ***********CLASSIFIED***********
3. ***********CLASSIFIED***********
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Strike First ☠ Strike Hard

Corporal
Fireteam NCO

Standing Orders

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Strike First ☠ Strike Hard

◡ Trooper

Standing Orders

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Strike First ☠ Strike Hard

◡ Trooper

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Strike First ☠ Strike Hard

◡ Trooper

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Strike First ☠ Strike Hard