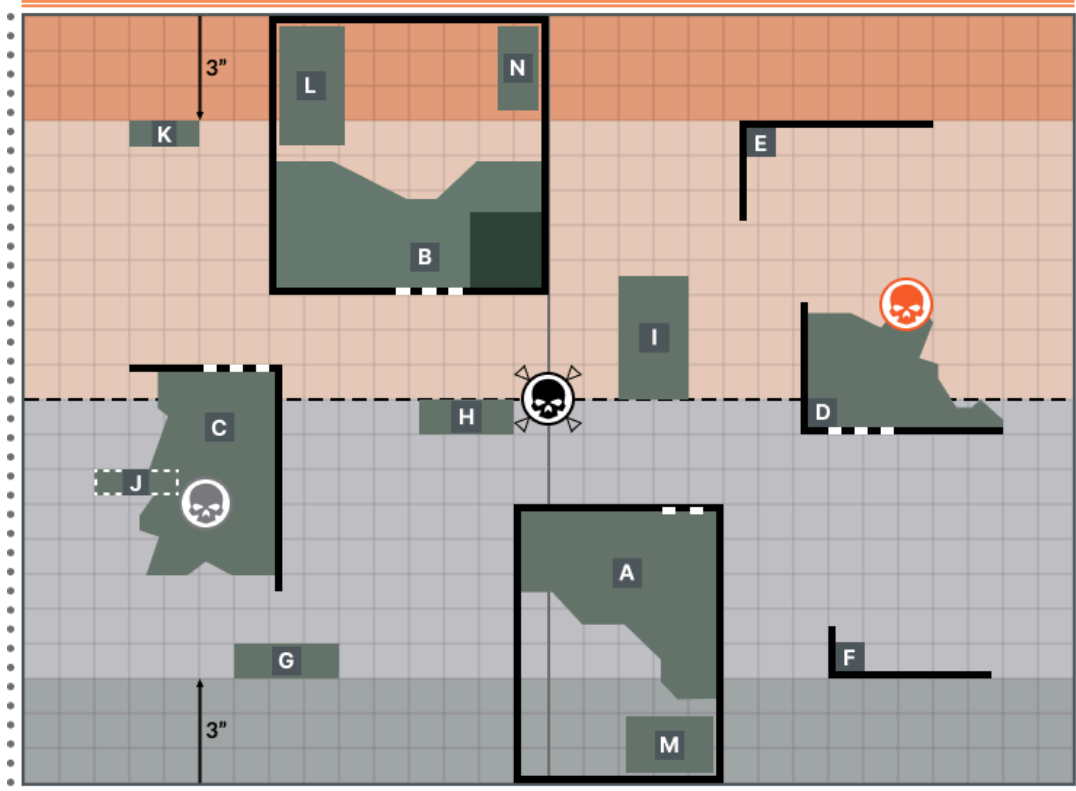


BLACKHYDRA OPEN I: MISSION PACK

ROUND I:

Killzone: Volkus

Layout / Map: 5



Crit-Op: 2. Loot

2. LOOT

MISSION ACTION

LOOT

1AP

- ▶ One objective marker the active operative controls is looted.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already been looted during this turning point.

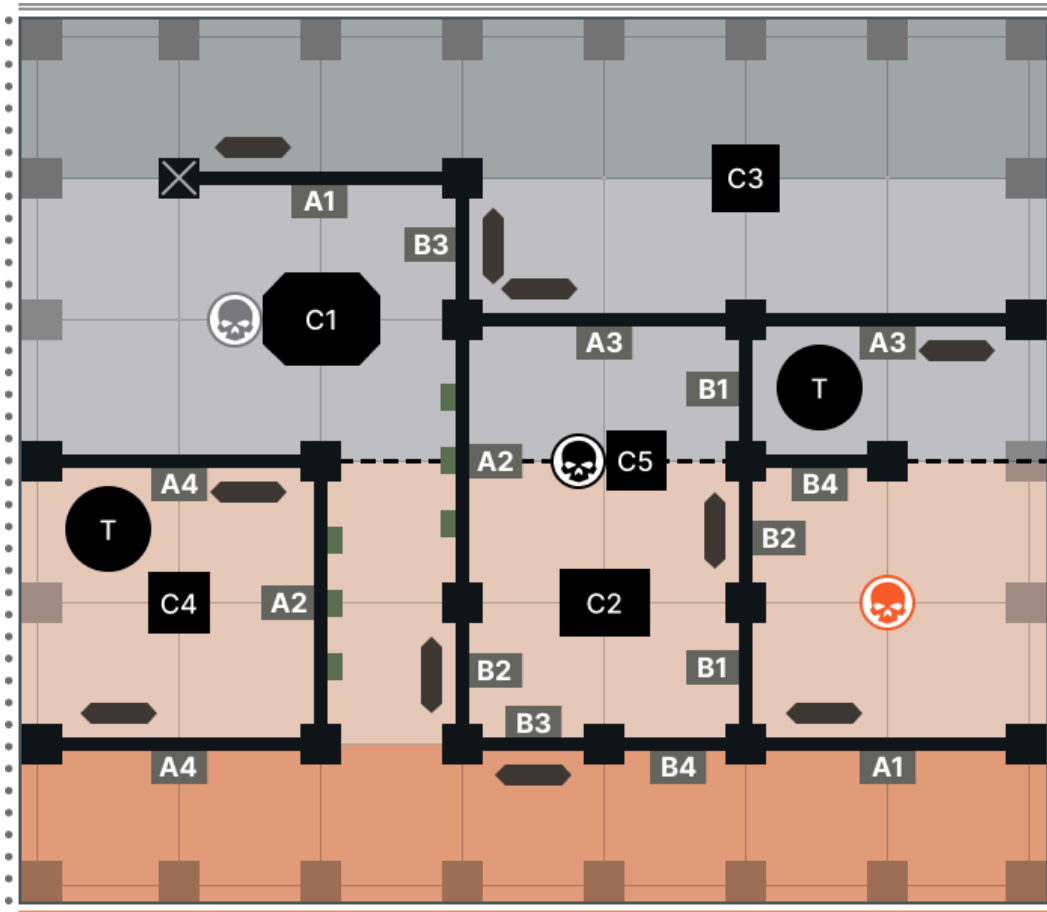
VICTORY POINTS

Whenever a friendly operative performs the Loot action, you score 1VP (to a maximum of 2VP per turning point).

ROUND II:

Killzone: Tomb World

Layout / Map: 5.



Crit-Op:

3. Transmission

3. TRANSMISSION

MISSION ACTION

INITIATE TRANSMISSION

1AP

- ▶ One objective marker the active operative controls is transmitting until the start of next turning point.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

VICTORY POINTS

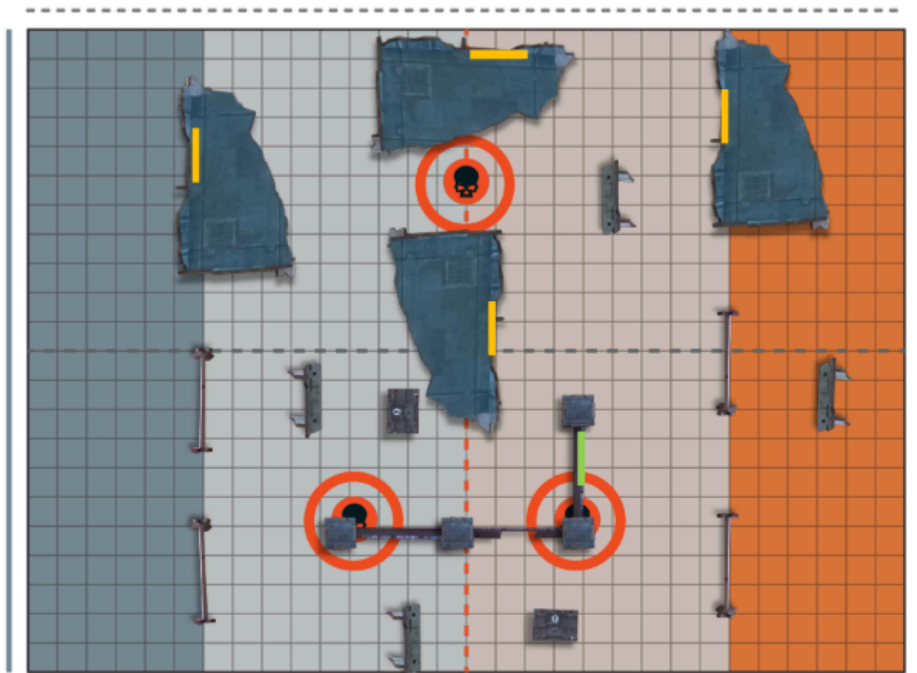
At the end of each turning point after the first:

- If friendly operatives control any transmitting objective markers, you score 1VP.
- If friendly operatives control more transmitting objective markers than enemy operatives do, you score 1 VP.

ROUND III:

Killzone: Bandua

Layout / Map: 6.



Mission: 9. Reboot

9. REBOOT

ADDITIONAL RULES

When setting up the battle, after setting up objective markers, number each objective marker 1-3. At the start of the Gambit step for each Strategy phase, each player secretly selects one objective marker by placing a number of dice in their hand that corresponds to the objective marker's number. They then reveal their selections simultaneously. If both players selected the same one, that objective marker is inert during this turning point. If not, the objective marker that neither player selected is inert during this turning point.

MISSION ACTION

REBOOT

2AP

- ▶ One inert objective marker that active operative controls is no longer inert.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

VICTORY POINTS

At the end of each turning point after the first, for each objective marker friendly operatives control, you score 1VP. Ignore inert objective markers when determining this.