



DEFENDERS

Each squad can either gather intel (*if the officer is in his own sector*) or take two unit actions:

- **Move** up to 2 spaces.
- **Attack** the current space, dealing a wound if successful.
- **Spot** an adjacent space, adding a noise token to the shot bag if successful.
- **Sweep** the current space and up to 2 matching-adjacent spaces.
- **Deploy** a soldier on a space matching-adjacent to his officer (*if the officer is in his own sector*).
- **Deploy** an officer on his starting space.
- **Dismiss** a unit from anywhere on the board. They cannot be deployed this turn.

A single unit cannot take the same action twice in one turn.

SNIPER

You may move, take 1 action, and use 1 loadout card, in any order.

- **Silent Move:** 0–1 spaces.
- **Noisy Move:** 2–3 spaces.
- **Shoot:** Declare the number of tokens you're drawing, but not your target. To succeed you must draw at least 1 aim for every space between the sniper and the target, plus 1 for the target's space. 2 noise reveals the sniper's position. 5 or more combined noise and recoil causes a misfire, negating all aims drawn.
- **Complete an Objective:** Reveal your objective card, reset the round counter, and add 1 noise to your shot bag.
- **Loot:** When on a numbered space that is not your objective, declare looting, then draw 3 loadout cards. Choose 1 to keep and shuffle the others back into the deck.

Then declare the end of your turn.

