

1 ⚡ **REINFORCE**
LOOK AT THE TOP CARD OF THE BATTLE DECK. YOU MAY PLAY IT FACE-DOWN TO AN ADJACENT THEATER.

REINFORCE
If you use Reinforce to play a face-down card, that face-down card can potentially trigger Containment or Blockade.

4 ⚡ **REDEPLOY**
RETURN 1 OF YOUR FACE-DOWN BATTLE CARDS TO YOUR HAND. IF YOU DO, GAIN AN EXTRA TURN.

REDEPLOY
Redeploy lets you return any of your face-down Battle cards into your hand, including face-down cards that are covered.

If a Redeploy card you own is flipped face-up and triggered on an opponent's turn, then you will take two turns in a row, one regular turn when play passes to you as normal, and one extra turn as a result of the Redeploy.

1 ⚡ **TRANSPORT**
YOU MAY MOVE 1 OF YOUR BATTLE CARDS TO A DIFFERENT THEATER.

TRANSPORT
Transport allows you to move any of your cards in play, including cards that are covered.

You cannot use Transport to move an opponent's card.

Since moving a card is not the same as playing a card, Transport does not trigger Blockade or Containment.

5 ∞ **BLOCKADE**
IF A BATTLE CARD IS PLAYED IN AN ADJACENT THEATER WITH 3 OR MORE CARDS ALREADY IN IT (COUNTING BOTH PLAYERS' CARDS), DISCARD THAT CARD WITH NO EFFECT.

BLOCKADE
Battle cards discarded by Blockade do not get to use their Tactical abilities.

Blockade affects both players and can trigger when either player plays a Battle card.

2 ⚡ **AIR DROP**
ON YOUR NEXT TURN, YOU MAY PLAY A BATTLE CARD TO A NON-MATCHING THEATER.

AIR DROP
If Air Drop is flipped face-down before its ability is fully resolved, then that ability is interrupted and immediately stops taking effect.

Example: You play the Air Drop Tactical Ability, which says that that on your next turn you may deploy a Battle card in a non-matching Theater. Your opponent then uses the Ambush Tactical Ability to flip your Air Drop card face-down. As a result, the Air Drop Tactical Ability becomes inactive, and on your next turn, you will not be able to deploy to a non-matching Theater.

5 ⚡ **DISRUPT**
YOUR OPPONENT CHOOSES AND FLIPS 1 OF THEIR BATTLE CARDS. THEN YOU FLIP 1 OF YOURS.

DISRUPT
Disrupt causes two Battle cards to be flipped, one after the other. If the first flip triggers an Instant Tactical Ability, resolve that triggered ability immediately, before resolving the rest of the Disrupt ability.

Example: You play Disrupt, which forces your opponent to flip one of their Battle cards. Your opponent chooses to flip their Redeploy card face-up, which immediately triggers Redeploy's Tactical Ability and allows them to return a face-down Battle card to their hand. After the Redeploy ability has been fully resolved, proceed with the second half of the Disrupt ability, which forces you to flip one of your own Battle cards.

4 ∞ **COVER FIRE**
ALL BATTLE CARDS COVERED BY THIS CARD ARE NOW STRENGTH 4.

COVER FIRE
Cover Fire only affects Battle cards that are covered by it, meaning cards that are stacked underneath it.

Battle cards that have a Strength greater than 4 will be weakened by Cover Fire.

Example: You play a Heavy Tanks card which has Strength 6. Then, on your next turn, you play Cover Fire in the same theater, covering the Heavy Tanks. The Heavy Tanks will now only be Strength 4.

5 ∞ **CONTAINMENT**
IF EITHER PLAYER PLAYS A BATTLE CARD FACE-DOWN, IMMEDIATELY DISCARD THAT CARD.

If Disrupt is flipped face-down before its ability is fully resolved, then that ability is interrupted and immediately stops taking effect.

Example: You play Disrupt, which forces your opponent to flip one of their Battle cards. Your opponent chooses to flip their Ambush card face-up, which immediately triggers Ambush's Tactical Ability and allows them to flip your Disrupt card face-down. Since Disrupt is now face-down, its Tactical Ability is immediately interrupted, and you will not get to perform the second half of the Disrupt ability.

Disrupt can be used to flip itself.

CONTAINMENT
Battle cards discarded by Containment do not get to use their Tactical abilities.

Containment only discards cards at the moment they are played face-down. It does not discard cards that were previously played face-down or cards that are simply flipped face-down.