

<p align="center"><b>STRATEGIC SUPPORT</b></p>	<p align="center"><b>STRATEGIC SUPPORT</b></p>	<p align="center"><b>STRATEGIC SUPPORT</b></p>	<p align="center"><b>STRATEGIC SUPPORT</b></p>
<p align="center"><b>FEINT 15</b></p> <p align="center"><b>▶ BOOST ◀</b></p> <p>Once all mechs are in place, you may redeploy one of the enemy's mechs. Must be placed on their side of the map and be a legal deployment.</p>	<p align="center"><b>BATTLE SCAR 5</b></p> <p align="center"><b>▶ BOOST ◀</b></p> <p>One enemy mech starts the battle with <b>D10</b> points of damage. Do not roll for <b>Critical Hit</b>.</p>	<p align="center"><b>AIR STRIKE 15</b></p> <p>One Large Missile attack from your map edge, once per game. Target must be in L.o.S. of one of your mechs acting as a forward observer. Ignore all cover. Range: <b>24</b>.</p>	<p align="center"><b>AMBUSH 15</b></p> <p>Once all mechs are in place, you may redeploy one of your mechs . Must be placed on your side of the map and be a legal deployment.</p>
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<p align="center"><b>MINEFIELD 20</b></p> <p>Choose one hex, write down the location and keep it secret. Reveal to enemy when they enter the hex. The Mine does <b>4D10</b> damage automatically to the first mech that steps on it. Must be placed on your side of the map.</p>	<p align="center"><b>FIRE SUPPORT 15</b></p> <p>One X-Large Missile attack from your edge of the map, once per game. Target must be in line of sight of one of your mechs acting as a forward observer. Only count cover in target hex. Range: <b>30</b>.</p>	<p align="center"><b>BETTER INTELL 10</b></p> <p>After maps are set up but before the mechs are placed, you may rotate one map <b>180°</b> once per game.</p>	<p align="center"><b>SURPRISE 10</b></p> <p>All your mechs get <b>+10 Initiative</b> for the first turn of the game.</p>