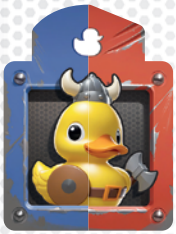
Troop descriptions



KWAK

"You'll never see me coming!"

Kwak has no effect.
As a **joker**, Kwak may be placed on top of any enemy Troop, but any enemy Troop may also cover it.

HOOK

"My specialty: jump straight across enemy lines."

You may ignore the connection rule and place Hook on any **base** whether or not it is connected to your H.Q.

***Note**: To place Hook on the enemy H.Q. (which is not a base), it must be connected to your H.Q.*

SKULLY

"Get ready for invasion..."

You may draw 2 Troops from your reserve and place them on your rack.

***Note**: If you already have 7 Troops on your rack, you draw only one.*

XB-42

"My blasters always hit their mark."

You may take, at random, 1 Troop from your opponent's rack and discard it faceup.

CAP'N

"You there... With me!"

You may place 1 extra Troop on the Terrain and apply its effect.

***Note**: First apply all the effects of Troops you just placed, then apply any special base effects.*

STAR

"Who's with me?"

You may draw 1 Troop from your reserve and place it on your rack.

JUMBO

"Bit of advice: keep your distance..."

You may choose 1 visible enemy Troop - adjacent to Jumbo - and discard it faceup.

***Note**: Troops are adjacent if they are connected by a single section of path.*

ROXY

"It's MY base!"

Roxy has no effect.

Terrain descriptions

Important:

- *You may only interact with visible Troops; you may never apply a special base effect on a covered Troop.*
- *You can only have a maximum of 8 Troops on your rack. If you were to exceed this limit with the effect of a special base, you cannot apply this effect.*

CASTLE FIELD

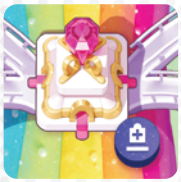
The drums sound the retreat.

You may choose 1 of your other Troops, no matter where it is on the Terrain, and place it back on your rack.

CURSED CEMETERY

They're back... Eek!

You may choose 1 of your Troops in the discard and place it on your rack.



CITY OF CLOUDS

How can we resist its splendor...

You may draw 1 Troop from your reserve and place it on your rack.

CARIBBEAN SEA

Give no quarter!

This Terrain has no special bases, but it is asymmetric with 2 blue H.Q. and 1 red H.Q.

VOLCANIC JUNGLE

Eruptioooooooon!

You may choose 1 enemy Troop that is adjacent to this special base. Move it to a base that is adjacent to its starting base, ignoring the placement rules.

Note: *Troops and bases are adjacent if they are connected by a single section of path.*

BATTLEFIELD

Snipers sighted, find cover!

Point to 1 Troop on your opponent's rack, without looking at it. Your opponent lays it down, facedown, and cannot place it on their turn. At the end of their turn, your opponent places the Troop back on their rack: it's available again.

Note: *The lying Troop still counts towards the maximum of 8 Troops on your rack.*

Important: *Both of these Terrains have* ***placement restrictions****, which occur* ***before*** *placing the Troop.*

TROPICAL POOL

Get to your buoy!

Only Troops with the indicated values can be placed on these special bases and H.Q.

STATION METAL-X

Anti-effect shield activated!

Troop effects are not applied on these special bases.