



# Mission: *Combat!*

## Marines vs. Portalists Promo-Cards

### Promo-cards rules

Each promo-card can be added at most 2 times to the deck of the corresponding faction.



### Marines: Mobile Shield Sphere (unit)

No special rules.

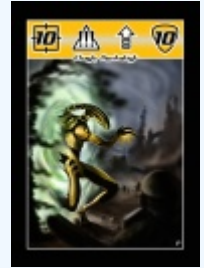
### Marines: Surgical Strike (event)

Choose a damage type and accordingly distribute up to 20 points of damage to one or more opposing standard, elite or colossal units in one or more areas.



### Portalists: Flash Portalist (event/unit)

The Flash Portalist is played as an event. It can be brought into play in own or opposing areas, irrespective of any enemy units in that area. After being brought into play, the Flash Portalist is treated as a unit. Like any other event, the Portalist player can play the Flash Portalist without paying AP, if he controls the Dark Portal. The effect of the Yellow Portals Alpha and Omega cannot be used to play the Flash Portalist, as it is treated as a unit only after it enters play.



If the Flash Portalist is brought into play in an area that is controlled by the opponent, it must carry out attack actions until there are no more enemy units on the area card. Otherwise, the Flash Portalist must be discarded, as there is no area from which it came and to which it could retreat.

### Portalists: Multi Portalist (unit)

The Multi Portalist can be brought into play in any portal area without paying AP.

