



## Combat Enhancement Cards

### Missions

All Players/Single Card



Requirements

Rules Text

Collector's Number

The collector's number of a mission CEC begins with "M." Each mission card adds an additional victory condition to the game. This victory condition can be won only by the player who put the mission into play, unless the mission states otherwise. Some missions have requirements that must be met before they can be played; any additional requirements for a mission card will be printed on the card. A mission is put into play face-down next to the battlefield after terrain has been placed and battlefield conditions have been played but before battleforces are deployed.

Only the player who puts a mission into play knows what the mission is. A mission is not revealed until the end of the game or until as indicated on the card. When the game ends, all players reveal any unrevealed mission cards and determine if the mission indicated on each card has been completed. If missions are used in a game, the number of victory conditions for that game increases by one for each mission card played, regardless of whether the mission is completed. If a player completes a mission (as indicated on the mission card), he or she has won that victory condition. Per the rules, when determining the winner of the game, the winner is the player who wins the most victory conditions. If two or more players tie for winning the most victory conditions, refer to "Determining the Winner," p. 40, in the Rules of Warfare to resolve the game.

### Alliances

#### Grand Alliances

The following Grand Alliances (only) are in effect with the **MechWarrior®: Firepower** release:

- Bannson's Raiders—House Liao (   )
- House Kurita—Spirit Cats (   )
- House Steiner—Steel Wolves (   )

The Spirit Cats—Steel Wolves (   ) Grand Alliance is no longer in effect with the **MechWarrior®: Firepower** release.