**Advanced Prototypes:** During Scouting, you gain two Prototype Assets per friendly Commander. Any number of Abyssinia units in this Company may Attach a single Prototype Asset, ignoring Asset limits.

**Soulstone Powered:** When a friendly Abyssinia unit is Killed, draw a card.

**The Long Game:** If the Activation Phase would end and this Company still has units left to Activate, this Company may choose for the Activation Phase to not end instead.

**Driven by Genius:** All Abyssinia units in this Company gain the following Triggers on all Actions:

- **Radio in Enemy Movements:** Draw a card.
- **Eureka!** This unit to Glory.
TURN

Start: Planning, Upkeep, Draw Cards
Activation: Activate Units
End: Score, Shuffle

ORDERS

Advance: Move up to your Sp and take an Action, in any order.
Rush: Move twice your Sp. You may then take a Action.
Focused Effort: Gain a non-Tactics Token. Take an Action.

ACTIONS

1. Declare Action
2. Perform Duels
   (Flip, Modify, Determine Success, Declare Triggers)
3. Resolve
   (Effects, Triggers)

TOKENS

All Tokens are discarded upon use.
Inspired: +2 AV.
Shaken: -2 AV.
Pinned: -2 movement.
Tactics: Coordinated Strike or flip additional card and choose one.

UNIVERSAL TRIGGERS

Powerful Attack: If this Action has Strength, immediately increase it by +1. This Trigger may be declared multiple times.