

# ZERO LEADER

## Crossover Rules: Zero Attacker & Corsair Defender

### SET-UP

- Both players choose the same Campaign and the same Campaign Length.
- Both players start with 2x more SO points.

### PRE-FLIGHT

- Both players draw and choose the Target they will be flying against, then show it to the other player.
- The Zero player Assigns and Arms Pilots to Attack their chosen Target.
- The Zero player may pay SO to increase the Aircraft Assign limit by the noted amount:

### ZERO ATTACKER PRE-FLIGHT OPTIONS

| SO Cost | Effect                               |
|---------|--------------------------------------|
| 1       | Increase Aircraft Assign limit by 1. |
| 2       | Increase Aircraft Assign limit by 2. |

### CORSAIR DEFENDER PRE-FLIGHT OPTIONS

| SO Cost | Effect                               |
|---------|--------------------------------------|
| 3       | Draw 1 Site in each Approach Area.   |
| 2       | Draw 1 Site in the Target Area.      |
| 6       | Draw 1 Bandit in each Approach Area. |
| 2       | Draw 1 Bandit in the Target Area.    |

### ZERO TARGET-BOUND ATTACKER OPTIONS

| SO Cost | Effect                                    |
|---------|---|
| 1       | Remove 1 Site from an Approach Area.      |
| 2       | Remove 1 Site from the Target Area.       |
| 1       | Remove 1 Stress from Pilots on Mission.   |
| 2       | Inflict 1 Hit on the Target.              |
| 5       | Reduce "2 Bandit." keyword to "1 Bandit." |
| 3       | Target gains "Soft" keyword.              |
| 1       | Target earns you +1 Recon.                |
| 2       | Target earns you +1 Intel.                |
| 2       | Target earns you Samurai Spirit.          |
| 3       | Remove 1 Bandit from an Approach Area.    |
| 3       | Remove 1 Bandit from the Target Area.     |
| 5       | Remove "1 Bandit." keyword.               |

### TARGET-BOUND

- Corsair player draws Bandits and places them. The Corsair player may Move Bandits within Areas as long as Bandits placed never exceed the Target's Printed numbers.
- Draw Over-Target Event card.
- Zero player purchase and perform their Attacker options.
- Corsair player purchase and perform their Defender options.

### CORSAIR TARGET-BOUND DEFENDER OPTIONS

| SO Cost | Effect                                      |
|---------|---|
| 5       | Reduce Attacker's Turns Over-Target by 1.   |
| 2       | Ignore the 1st Hit inflicted on the Target. |
| 5       | Add 2 Stress for Pilots flying the Mission. |
| 6       | Target gains "1 Bandit." keyword.           |
| 3       | Target gains "Small" keyword.               |
| 1       | Control 1 Bandit.                           |
| 3       | Control 2 Bandits.                          |
| 5       | Control 3 Bandits.                          |
| 3       | Redraw opponents Over-Target Event card.    |
| 1       | Draw 1 Site in an Approach Area.            |