

Mission 1 Breakthrough

Objective: Both players must try to move as many of their units off the table from the enemy player's long deployment zone edge, or at least get completely into the enemy deployment zone.

Game Length: 6 Turns

- Both players roll a die. The highest choose their deployment zone.
- Both players roll a die again.
 - The player who rolls highest must declare if any units are being held in reserve. Each player may put half of their force in reserve rounding down.
 - There is no outflanking for this mission.
 - The other player now declares reserves.
- Each player puts one die in the bag for each infiltrator unit they wish to deploy.
 - For this mission, the infiltrators may be deployed anywhere outside of the enemy deployment zone as long as they are more than 12" from any enemy unit that is already deployed, including enemy infiltrators.
 - Once all of the infiltrators are deployed, place all the dice in the bag (including the dice for units held in reserve) for round 1.
- During Turn 1 both players must bring their first wave onto the table along their long table edge.
 - They must be given either a run or advance order.
 - No order test is required to move units onto the table as part of the first wave and that troops are not allowed to make an assault when they enter the table.

Victory Conditions:

- **3 victory points** for each player's own units (including transports) that have moved off the opponent's long edge of their deployment zone.
- **1 victory point** for each player's own units (including transports) at the end of the game is completely inside the opponent's deployment zone.
- If one side scores at least **2 more victory points** than the other, then that side has won a clear victory.
- If there is no clear victory. Both sides add up the number of order dice they took from their opponent. Each die is worth **1 victory point**. Add those victory points to each score. The winner is the side with the highest total score.
- If the score is tied, the game is a draw.

Mission 2 Shifting Frontlines

Objective: At the end of Turn 6, control more objectives than your opponent.

Game Length: 6 Turns

- Place 5 objectives spaced equally across the centerline of the table. The first objective shall be placed in the center of the table while the other objectives will be placed 12" apart from each other along the centerline.
- Both players roll a die. The player who scores the highest will choose the long table edge they want to deploy on.
- Both players roll a die again.
 - The player with the highest roll will..
 - Declare which units they will hold in reserve (up to 1/2 rounding down).
 - If they will have any outflankers.
 - Declare infiltrators.
 - The other player will then do the same.
- Prepared Positions:
 - Both players will put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrator rule, and therefore needs to be deployed.
 - Then draw a die and the player whose die has been drawn must deploy one of their units entirely in their deployment zone.
 - Continue to do this until all dice are pulled from the bag.
- Deploy Infiltrators:
 - Each player puts one die in the bag for each infiltrator unit they wish to deploy.
 - Infiltrators may be deployed anywhere as long as they are more than 12" from any enemy unit that is already deployed, including enemy infiltrators.
- Put all the order dice in the bag (including the dice for units held in reserve) and begin Turn 1.
- Reserves that are not outflanking may enter at the start of Turn 2 and they may move onto the board anywhere along the player's long table edge.

Capturing the Moving Objectives:

- At the start of Turn 2 and for every turn after until the end of the game. Roll a d6 and scatter die for every objective that is not claimed, or contested. Move the objective in the direction of the scatter roll and the number of inches rolled on the d6 before any dice are pulled from the bag.
- Additionally, if an objective has been claimed but the owning player has no infantry or artillery units within 3", the objective will also drift d6 inches in a random direction.
- To capture an objective, an artillery or infantry unit, outside of a transport or not on a tow, must end its activation within 3" of the edge of the objective and no other enemy units within 3" of the objective.

- Once an objective is claimed it belongs to that player. The player can move off the objective and still retain control as long as no enemy infantry or artillery unit claims it by being within 3" of the objective with no enemy units within 3" inches. Therefore, a tank or vehicle can prevent you from claiming an objective, but once you have it, the objective cannot be contested by a vehicle.

Victory Conditions:

- At the end of turn 6, the player with who controls the most objectives will win a clear victory.
- If there is no clear victory. Both sides add up the number of order dice they took from their opponent for killing a unit. Each die is worth **1 victory point**. The winner is the side with the highest total victory points.
- If the score is tied, the game is a draw.

Mission 3 Demolition/Land Grab

Objective: Destroy the enemy base. If that is not possible, overwhelm the enemy by moving as many units as possible into their deployment zone.

Game Length: 6 Turns, Possibility of a 7th

- Divide the table into quarters, as per the map above.
 - Each player rolls a die.
 - The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite zone.
 - The player with the highest score now chooses a place in their deployment zone to place their base.
 - The entire base must be placed more than 9" from both of their deployment zone edges.
 - The other player will now do the same.
- Both players roll again.
 - The player with the highest roll will declare reserves and if they have any infiltrators.
 - Both sides may hold up to 1/2 of their force in reserve, rounding down.
 - They will also declare which units will begin the game in a transport.
 - The other player will do the same.
 - For this mission there is **no outflanking**.
- Prepared Positions:
 - Both players will put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrator rule, and therefore needs to be deployed.
 - Then draw a die and the player whose die has been drawn must deploy one of their units entirely in their deployment zone and over 12" from the center of the game board.
 - Continue to do this until all dice are pulled from the bag.
- Deploy Infiltrators: Each player puts one die in the bag for each infiltrator unit they wish to deploy.
 - For this mission, the infiltrators must be deployed more than 18" away from the enemy base.
 - Otherwise the infiltrators may be deployed anywhere as long as they are more than 12" from any enemy unit that is already deployed, including enemy infiltrators.
- Put all the order dice in the bag and begin Turn 1.
- Reserves may enter at the start of Turn 2 and they may move onto the board anywhere along the player's long table edge.
- At the end of Turn 6, roll a die. On a result of a 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Victory Conditions:

- Both sides must destroy the enemy base.
 - At the end of any game turn, roll a die for each of your artillery or infantry units not in a transport or on a tow that are not Down and within 3" of the enemy base (even if there is an enemy unit of any type within 3" of it).
 - On a roll of 4+, the base is destroyed.
 - If at the end of any game turn a base is destroyed, the game ends immediately. If a player has destroyed their opponent's base while their own still stands, that player is the winner.
 - If both bases are destroyed in the same turn the game will continue until turn 6 or 7. Players will now try and win a victory through alternative victory points. If neither base is destroyed by the end of the game, the players will calculate alternative victory points in the following manner.
 - You score 1 victory point for each of your own infantry or artillery units that have a majority of its models inside the enemy's quarter of the table.
 - You score 1 victory point for each of your vehicles (including transports) completely inside the enemy's quarter.
 - If the score is tied, the game is a draw.