

# CONTROL THE BATTLEFIELD

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At the end of the Battle Round if you have at least one player unit wholly within each table quarter, outside of 6" of the center of the battlefield this mission is successful.

*It's all about the game and how you play it*  
*All about control and if you can take it*  
*All about your debt and if you can pay it*  
*It's all about pain and who's gonna make it*

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## Success

-2 to Spawn Rolls

## Failure

+1 Misery card

+1 to Spawn Rolls

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