

GM Notes

----- START TRANSMISSION -----

Mission 1:

Maps: Grasslands Pack, Lakes, River CommCenter, Woodland

Scoring: 1M for admin building, 0.33M for each supply warehouse

Pirates: Pirates will try to claim buildings until they start losing infantry forces, and then they will exit the sides of the map.

Mission 2:

Maps: Tukayyid Pack, Pozoristu Mountains

Scoring: 0.25M for each convoy vehicle, 1M for reaching far edge

Trucks: Trucks have 10 points of structure.

Pirates: Pirates will use hidden infantry spotters to launch attacks over the hills onto the trucks on the roadways. The pirates leave once the trucks are destroyed or their spotters are found.

Mission 3:

Maps: Deserts Pack, AeroBase #1, AeroBase #2, Desert Runway, Oasis

Scoring: 0.2M for each defense building, 0.25M for each vehicle airlifted

Trucks: Trucks have 10 points of structure.

Reinforcements: roll 1d6 during each end phase for each group of units not deployed. Deploy them during the next movement phase if your roll meets the values below.

Airlift VTOLs: 1-2 round 4; 1-4 round 5; 1-6 round 6

Pirates: Pirates will try to rush the trucks as soon as the VTOLs arrive.

Mission 4:

Maps: Grasslands Pack, Open Terrain #2, Rolling Hills #2,

Rolling Hills #2, Forward Base

Scoring: 1M for headquarters destroyed, 1M for warehouse captured

Pirates: Pirates will fracture and one group will try to escape once the players approach the base.

The GM selects the construction factor for all buildings.

----- END TRANSMISSION -----