GM Notes

Mission 1:
   Maps: Various Packs, Grasslands #1, Grasslands #3, Hilltops #1,
         Rolling Hills #2
   Scoring: 1M for airship, 1M for communications station

   Tanks: Deploy the 3 enemy tanks as blank markers in the portion of the
map behind the airship flight path. The mineral deposits block accurate
scans. When a friendly unit enters line of sight of the tank, reveal which
type of tank is present.

   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.
   Airship: 1-2 round 1; 1-4 round 2; 1-6 round 3
   Enemy star: same turn as airship arrives

   LRM towers: The LRM towers will shoot at any VTOLs whenever they have a
shot. Otherwise they target the nearest unit. Each LRM tower is gunnery 5.
The GM selects the construction factor and number of LRMs per tower.

   Communication station: The GM selects the construction factor.

Mission 2:
   Maps: WWE 2018 Terrain Set Map Pack
   Scoring: 0.75M for docking tower, 0.75M for headquarters,
            0.5M for defenses

   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.
   Enemy star: 1-2 round 1; 1-4 round 2; 1-6 round 3

   Airship: If the communications tower was destroyed in part i, then the
airship starts docked at the docking tower. Otherwise it deploys from its
deployment zone on the first turn.

   Capturing buildings: The docking tower and command center are captured if
occupied by an infantry unit during the end phase. Control is lost if the
infantry unit leaves the building. If the docking tower is captured, then
during the next turn the players control the two closest LRM towers. If the
command center is captured, the players control all LRM towers.

   LRM towers: the LRM towers will target the nearest enemy unit, depending
upon who controls them. Each LRM tower is gunnery 5. The GM chooses the
construction factor and number of LRMs each tower has.