

Mission 1

Primary Objective

Annihilation (Kill points) – Page 91

Deployment: Pitched Battle (Page 92)

Bonus point (#1)

If you destroy an enemy HQ by the end of the game.

Bonus point (#2)

If your most expensive HQ is alive at the end of the game.

Mission 2

Primary Objective

No Quarter Gained – Control more table quarters than your opponent. Only scoring units can control a quarter, any unit may contest a quarter. A unit must be fully in a quarter to contest or control it.

Deployment: Spearhead (page 93)

Bonus point (#1)

If your highest point unit is not destroyed at the end of the game.

Bonus point (#2)

Recovery – there is one piece of equipment/ objective hidden in the terrain of the table. The first time a scoring unit enters a piece of terrain roll a d6, on a 5+ the objective is there, place an objective marker in contact with the unit that discovered it. It will automatically be in the last piece of terrain searched if not discovered before hand. The player who controls the objective at the end of the game gains a bonus point.

Mission 3

Primary Objective

Objectives, place 5 objectives on the board, one (1) in the centre of the table and one (1) in the centre of each table quarter. The person who controls the most objectives at the end of the game claims primary objective.

Deployment

Draw a diagonal line from one table corner to another. Forces must be deployed 10" back from that centre line.

Bonus point (#1)

If no enemies units are in your deployment zone.

Bonus point (#2)

For controlling the centre objective