Mission 1

Deployment type: Spearhead (Quarters)

Preparations:
1. Place five objective markers on the table. One is placed in the centre of the board and the four others are placed in the centre of each quarter (see the picture below).
2. The players roll-off and the winner choose to go first or second.
3. The player that goes first chooses one long board edge to be his table edge.
4. The player that goes first chooses one of the two table quarters on his side as his deployment zone, the other player get the opposite diagonal quarter as his deployment zone.
5. Both players may use the tactical decision below.
6. The player that goes first deploys his force in his deployment zone, more than 12" away from the centre.
7. His opponent then deploys in the opposite quarter, more than 12" away from the centre.
8. Starting with the player that goes first, both players alternate placing infiltrators.
9. Starting with the player that goes first, both players alternate making scout moves.
10. Roll for Seize the initiative.
11. Start the game!

Primary Mission Objective:
Mission points are awarded to the player controlling the most objectives (see 1 under "preparations" above) at the end of the game. Normal rules for controlling objectives apply (I.E. scoring unit within 3" and no enemy units within 3"). Compare the number of objectives controlled by each player and consult the table below. (The player with the most objectives gets the higher score.)

Difference in controlled objectives	Mission points
Draw	4-4
1	6-2
2	7-1
3 or more	8-0

Secondary Mission Objective:
Mission points are awarded for destroying your opponent's most expensive HQ unit (If two HQ units cost the same, determine randomly which one is the target.). Remember that units that are fleeing, have fled the table or are still in reserve when the game ends count as destroyed.

Status of the target HQ units	Mission points
Both units are destroyed or both are alive.	1-1
Your HQ is alive and your opponent's is destroyed.	2-0

Tactical decision:
Starting with the player that goes first, both players may choose one non-scoring unit (including vehicles and characters) in their own army costing at least 80 points that becomes scoring. This unit is worth three times the normal amount of victory points to their opponent if destroyed or reduced to half strength. Note that this is optional and a player does not have to select a unit.

Victory points:
In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0