

Mission 3

Deployment type: Pitched battle (Long board edges)

Preparations:

- 1. The players roll-off and the winner choose who will start placing objectives. Both players then alternate placing two objective markers each. An objective marker may not be placed within 12” of a table edge or another marker.
- 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. His opponent gets the opposite edge.
- 4. The table is divided lengthways into two halves. The player that goes first deploys his force in his half of the table (the side where his table edge is), with all models more than 12” away from the table’s middle line. This is his deployment zone.
- 5. His opponent then deploys in his half of the table, with all models more than 12” away from the table’s middle line. This is his deployment zone.
- 6. Starting with the player that goes first, both players alternate placing infiltrators.
- 7. Starting with the player that goes first, both players alternate making scout moves.
- 8. Roll for Seize the initiative (see tactical decision).
- 9. Start the game!

Primary Mission Objective:

Mission points are awarded for controlling table quarters at the end of the game. To control a table quarter you need to have one or more scoring unit(s) in the quarter worth more than your opponent’s units (scoring or non-scoring) in that quarter. Scoring units are always worth their initial point cost. Non-scoring units are worth their initial point cost if above half strength and half their initial point cost if at or below half strength. If a unit is spread over more than one quarter it occupies the quarter where the majority of the unit is. Compare the number of quarters controlled by each player and consult the table below. (The player with the most quarters gets the higher score.)

Difference in controlled quarters	Mission points
Draw	3-3
1	5-1
2 or more	6-0

Secondary 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”). If, **at the start of a player turn**, a player has a non-vehicle unit (scoring or non-scoring) within 3” of an objective and his opponent does not have a unit of any kind within 3”, that unit may destroy the objective. To do so, it must remain stationary during the entire **movement phase** and may not embark or disembark transports or be the target of psychic powers or special rules that move them or remove them from the board. At the end of the movement phase, remove the objective. Removed objectives may not be controlled by

either player. After the movement phase, a unit destroying an objective may act as normal (and may move by running or assaulting). A unit that was fleeing at the start of its turn or a unit that has gone to ground may not destroy objectives. A unit may only destroy one objective per turn. At the end of the game 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	2-2
1	3-1
2 or more	4-0

Tactical decision:

The player who should roll for Seize the initiative may instead chose to remove one or more unit(s) from his own army with a total cost of at least 201 points. These units count as destroyed. If he does this, he automatically seizes the initiative.

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

