

TAKE AND HOLD

Both sides are attempting to secure key positions on the battlefield. Likely, these areas are of tactical importance, but at the very least the enemy wants them and that's enough reason to take it.

MISSION SPECIAL RULES

Deep Strike, Reserves, Infiltrate, Scout, Outflank. Game Turns: Random. Units fall back toward their own long board edge.

SET UP

1. Discuss terrain features with your opponent. (p. 13 Rule Book)
2. Deployment zones will be 12" along the long board edge.
3. Each player then places 2 objectives on the table (or select a specific terrain feature). These objectives must be at least 14" from any board edge and no closer than 6" from any other objective.
4. The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.
5. His/her opponent then deploys in the opposite deployment zone.
6. Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)
7. The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)
8. Start the game and remember the most important rule! (p.2 Rule Book)

VICTORY CONDITION

Objectives may only be controlled by scoring units (p. 90 Rule Book) that are within 3" with no enemy units (including non-scoring) within 6" of the objective. Scoring units may control more than one objective.

- | | |
|----------------------|---|
| Massacre! | You control 3 more objectives than your opponent or you Wipeout! your opponent. |
| Major Victory | You control 2 more objectives than your opponent. |
| Minor Victory | You control 1 more objective than your opponent. |
| Draw | You possess the same number of objectives as your opponent. |

