

GROUND CONTROL

The very ground you fight upon is the mission. Gain ground, gain control!

MISSION SPECIAL RULES

Deep Strike, Reserves, Infiltrate, Scout, Outflank – note that reserves enter from their own long board edge. Game Turns: Random.

Units fall back toward the nearest board edge.

SET UP

1. Discuss terrain features with your opponent. (p. 13 Rule Book)
2. The table is divided into four quarters. Each quarter is a deployment zone.
3. 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 her/his forces in this zone more than 12" away from the center of the table.
4. Her/his opponent then deploys in the diagonally opposite deployment zone, also more than 12" away from the center of the table.
5. Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)
6. The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)
7. Start the game and remember the most important rule! (p.2 Rule Book)

VICTORY CONDITION

Each table quarter is an objective that is controlled by having more scoring units in that quarter than your opponent. Scoring units may only claim to contribute to the control of a single quarter. Non-scoring units do not contest any objective.

Massacre!	You control 3 table quarters or you Wipeout! your opponent.
Major Victory	You control 2 table quarters and your opponent controls none.
Minor Victory	You control 1 more table quarter than your opponent.
Draw	Both players control an equal number of table quarters.

