

**TRY, TRY, TRI**

An ancient (therefore powerful) technology must be retrieved. But, collecting anything is difficult under battlefield conditions. Still, you must try, try, try...

MISSION SPECIAL RULES

Deep Strike, Reserves, Infiltrate, Scout, Outflank, Night Fighting during Turn 1 – note that reserves enter from their own long board edge. 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" from the table edges along a table corner spanning half the length of the long and short board edges.
3. Place one objective at the table center (or select a specific terrain feature).
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. The opposite diagonal corner will be his/her opponent's deployment zone.
5. Place the remaining 2 objectives 12" in from the table corners that are not the deployment zones. The player who chose to go first deploys his/her force. His/her opponent then deploys in the diagonally opposite corner.
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. Control of an objective rewards mission points at the end of each complete GAME TURN (both players have conducted their respective Player Turn – p. 9 Rule Book).

- **The center objective rewards D3 mission points.**
- **Each table corner objective yields 1 mission point per GAME TURN.**

<b>Massacre!</b>	You acquire 5 more mission points than your opponent or you Wipeout! your opponent.
<b>Major Victory</b>	You acquire 3 more mission points than your opponent.
<b>Minor Victory</b>	You acquire 1 more mission point than your opponent.
<b>Draw</b>	You acquire the same amount of mission points as your opponent.

