

**WITH INTEREST**

A rare and vital resource must be collected. The enemy has dared to claim this for themselves – time for payback...with interest!

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. Make a note of 3 points at 18” intervals along the long center axis of the table. For each point, roll a scatter die and a D6 and place an objective marker (or select a specific terrain feature) at that location.
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. Control of an objective rewards D3 mission points at the end of each complete GAME TURN (both players have conducted their respective Player Turn – p. 9 Rule Book).

**- Each objective rewards D3 mission points per GAME TURN.**

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

