



Go For The Head 11"

DEPLOYMENT: Long Edge

Cripple the enemy advance by killing their commander.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Assassination 10 10

SECONDARY: None.

TERTIARY: Faction Objective

Mission Completed: 13/+0 VPs

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Go For The Head 11"

DEPLOYMENT: Long Edge

Eliminate enemy forces sent to kill your commander.

SPECIAL RULES: No Reserves, No Reinforcements.

OBJECTIVES:

PRIMARY: Meat Grinder 3 5

SECONDARY: None.

TERTIARY: Faction Objective

Mission Completed: 20/+0 VPs

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Hold the L.Z. 11"

DEPLOYMENT: Short Edge

Prevent enemy forces from securing the landing zone.

SPECIAL RULES: No Deployment.

OBJECTIVES:

PRIMARY: Decimation 5 10

SECONDARY: Breakthrough 0 10

Breakthrough Zone: 6" radius from the table center.

TERTIARY: Faction Objective

Mission Completed: 17/+0 VPs

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Hold the L.Z. 11.8" 1.8"

DEPLOYMENT: Short Edge

Secure the landing zone and hold it for long enough for a counter ship to land.

SPECIAL RULES: No Reinforcements.

OBJECTIVES:

PRIMARY: Breakthrough 3 5

Breakthrough Zone: " radius from the table center.

SECONDARY: None.

TERTIARY: Faction Objective

Mission Completed: 15/+0 VPs

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Resource Grab

DEPLOYMENT: Long Diagonal

Scout into enemy territory and seek out valuable resources.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Excavation ◆ Dig Site Markers 2 5

SECONDARY: None.

TERTIARY: Faction Objective

Mission Completed: 15/+0 VPs

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Resource Grab

DEPLOYMENT: Long Diagonal

Disrupt the enemy's scouting efforts, while minimizing losses.

SPECIAL RULES: No Reinforcements.

OBJECTIVES:

PRIMARY: Alpha Strike 2 3

SECONDARY: None.

TERTIARY: Faction Objective

Mission Completed: 17/+0 VPs

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