

### MISSION 1: ESCORT

During Deployment, deploy an additional infantry figure to represent your VIP: this counts as a Rank 1 allied Combatant. They aren't armed, but have an Endurance of 6 and an Aggression of 5. Your opponent then puts a marker in contact with the table edge of their choice, more than 10cm from the corners and accessible to Combatants.

This is the exit point. The VIP can't be attacked in any way (including shooting and hand-to-hand) while they're within 10cm of an allied Combatant.

If the VIP ends a move in contact with a board edge within 5cm of the exit point, the mission is successfully completed. If the VIP is eliminated, the mission is successfully countered.

### MISSION 2: RECOVER

Before Deployment, starting with the player whose mission this is, the players take turns to place a total of 9 objective markers in the Theatre of Operations. These markers are identified on only one face: 3 are marked as objectives for player 1, 3 are for player 2, and 3 are neutral. The markers must be placed face down on the table in contact with a piece of terrain (or scenery that can be climbed) more than 15cm from one another and the table edges.

A Combatant can receive a Direct Scenario Order to check a marker they're in contact with. If it's one of their faction's objectives, they can pick it up. If it's not theirs (either neutral, or the enemy's), they must put it back down in the same place. The player doesn't need to show their opponent who the marker belongs to unless they pick it up.

If the player who rolled this mission collects their 3 objectives first, the mission is successfully completed.

If their opponent collects their 3 objectives first, the mission is successfully countered.

### MISSION 3: HUNT

Before Deployment, starting with the player whose mission this is, the players take turns placing a total of 6 objective markers in the Theatre of Operations, numbered 1 to 6. The markers must be placed on the table in contact with a piece of terrain (or scenery that can be scaled) more than 20cm from one another and more than 15cm away from the table edges.

The player whose mission this is can issue a Direct Scenario Order to one of their Combatants to pick up a marker they are in contact with. The player then collects the objective.

At the end of the game, roll a d6. If the player whose mission this is has collected the Objective whose number is rolled on the die, the mission is successfully completed. Otherwise, the mission is successfully countered.



#### **MISSION 4: CONQUEST**

The player whose mission this is can issue a Direct Scenario Order to one of their Combatants to place a flag marker in contact with itself if it's more than 10cm from any other flag markers.

The opposing player can issue a Direct Scenario Order to one of their Combatants to remove a flag marker it is in contact with.

At the end of the game, if there are 3 or more flag markers in the enemy Deployment Zone or Zones, the mission is successfully completed.

If there are no flag markers in the enemy Deployment Zone or Zones, the mission is successfully countered.

#### **MISSION 5: SABOTAGE**

Before deploying, the enemy player places 3 objective markers in the Theatre of Operations. These markers are numbered 1, 2, and 3. The tokens must be placed face-up on the table in contact with a piece of terrain (or scenery that can be climbed) more than 20cm from one another and more than 15cm from the table edges. At the start of the game, the opposing player secretly notes which of the objectives (1, 2, or 3) is the real target.

The player whose mission this is can issue a Direct Scenario Order to one of their Combatants in contact with a marker for them to sabotage it. The player then collects the marker.

At the end of the game, if the player whose mission this is has sabotaged the Objective whose number was secretly written down by the opposing player at the start of the game, the mission is successfully completed.

Otherwise, the mission is successfully countered.

#### **MISSION 6: CONFLICT**

At the end of the game, add up the points values of the enemy Combatants each player has eliminated.

Add to this the value of any special weapons and the Commissions of any officers.

If the player whose mission this is has eliminated more points than their opponent, the mission is successfully completed.

If the opposing player has eliminated more points, the mission is successfully countered.

