

**MISSION\_multi\_1:  
CAPTURE**

During Deployment, the players each place an objective marker in the Theatre of Operations on the diagonal and 20cm from their corner. When in contact with an enemy marker, a Combatant can be issued a Direct Scenario Order to capture it. Remove that marker from the Theatre of Operations and score 3 victory points

**MISSION\_multi\_2:  
CHANCE ENCOUNTER**

A Combatant can leave the Theatre of Operations if they end a move in contact with the table edge while inside an enemy Deployment Zone. Remove the Combatant from the Theatre of Operations and score victory points equal to their Rank.

**MISSION\_multi\_3:  
THE BRIEFCASES**

At the start of the game, before deployment, place one objective marker per player at the centre of the Theatre of Operations. If in contact with an objective marker, a Combatant can be issued a Direct Scenario Order to pick it up. Remove that marker from the Theatre of Operations and make a note on your squad sheet to remind yourself which Combatant is carrying the objective.

The Combatant keeps the objective until they're killed. If they're killed, place the objective marker in contact with them before removing them from the game.

At the end of the game, score 2 victory points for each objective marker or Combatant carrying an objective marker in your quarter of the table.



**MISSION\_multi\_4:  
THE SAMPLES**

Before Deployment, the players take turns placing a total of 9 objective markers in the Theatre of Operations. Each of these markers has a points value noted on its underside: 4 markers are 0pts, 3 markers are 1pt, and 2 markers are 2pts.

A Combatant who starts their activation in contact with a marker can be issued a Direct Scenario Order to pick it up. Remove it from the Theatre of Operations. You can keep its value secret.

At the end of the game, you score victory points equal to the points values noted underneath the objective markers you've picked up.

**MISSION\_multi\_5:  
SALVAGE**

The players take turns placing a total of 9 objective markers in the Theatre of Operations before Deployment. These markers are identified only on the underside, and the players choose which markers they put down at random. With 3 players, there are 3 markers for each player; with 4 players, everyone gets 2 markers and 1 is neutral. The markers must be deployed face down on the table in contact with a piece of terrain (or scenery that can be scaled) more than 15cm away from one another and more than 15cm from the board edges.

A Combatant in contact with a marker can be issued a Direct Scenario Order to look at it. If it's one of their faction's objectives, the player can collect it. If it isn't theirs (either neutral or belonging to an enemy faction), they must put it back in the same place. Who the objective marker belongs to does not need to be revealed unless the player collects it.

At the end of the game, score 3 victory points if you collected all your objective markers. Otherwise, score 1 point if you collected at least one of your objective markers.

**MISSION\_multi\_6:  
DESTRUCTION**

Note the recruitment points value of all enemy Combatants eliminated by your Combatants.

At the end of the game, score 3 victory points if you have eliminated the largest total number of enemy recruitment points.

Score 1 point if you eliminated the second-largest total number of enemy recruitment points.

