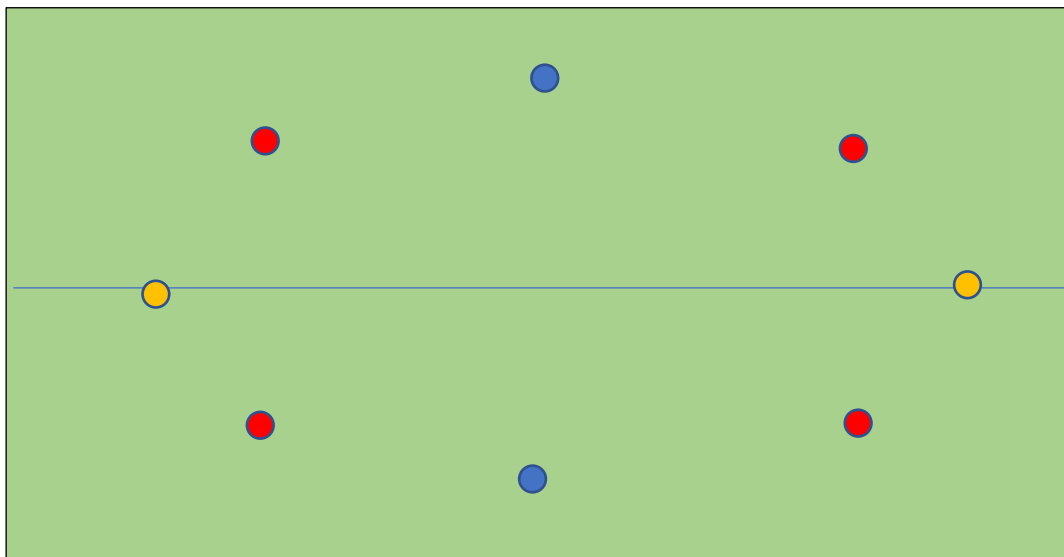





COMMAND AND CONTROL

A vital territory is up for grabs as both armies send their hardened troops to claim the area and gather intel that will help them in the coming war. There is no victory only death as the generals instruct their troops, Die or don't come back.

Setup: Both players roll a D6 and add their strategy rating to the roll. Reroll ties. Who ever rolls highest sets up first. No garrison formation setup. All formations can deploy upto 20cm from their long side table edge. There is no need to place objective markers as this scenario has its own VP conditions.



Objective	Points
	Intel = 1 VP and +1VP for each intel found
	Focal Point = 1VP your own side, 2 VP opponent's side
	Critical location = 3VP for your own side, 5 VP for opponent's side

Setup of Objectives (see diagram above)

Intel: 30cm in from each board edge and 60cm up from the long edge

Focal Point: 40 in from each board edge and 30cm up from the long edge

Critical Location: 90 cm in from each board edge and 20cm up from the long edge

Game Length: the game lasts 4 turns or till time runs out.

Objectives:

Infantry, LV, AV and WE can control/search/contest objectives. Any flyer type cannot control, contest or search for objectives.

Intel: This objective is worth 1VP for each unbroken unit within 10cm. Both sides can be within 10cm and gain the 1VP. Units within 10cm can also 'Search for Intel'. They must have taken a marshal, hold, sustain, advance or double action and can search after the action is taken. Each unit that search's an Intel objective finds its on 5+ the first time they search, a 4+ the second time they search it and 2+ the third and subsequent time they search it. Enemy units within 10cm give a -1 to the search so it becomes 6+, 5+, 3+ respectively. Each piece of Intel found is worth +1VP. Intel pieces searched and found stay with the unit throughout the game. Units can only search each intel until it finds a piece of intel or decides it doesn't want to search. If a unit breaks then it loses all Searched intel VP at that point. The unit can start a new search once not broken and can search the same intel objective as if searching for the first time.

Focal Points: These objectives are worth 1VP for each Focal Point on your board side and 2VP for each Focal point on your opponent's side when each unbroken unit is within 10cm. Unbroken enemy units within 10cm prevent you from getting 1VP or 2VP.

Critical Locations: This objective is worth 3VP for your Critical location and 5VP for your opponent's Critical location. To capture this an unbroken unit must be within 10cm. This location can be contested if enemy units are within 10cm and have a greater Unit Size (for warmachines use DC as the Unit size)

Formations can only control/search one objective per turn. Units within range of two or more objectives must decide which one they want to control or contest. Units can gain VP for multiple Focal, Intel and Critical Locations they capture during the game. Keep track of the VPs for each unit as they move around the board. Destroyed formations lose all VP they have accumulated. Units not on the board who have VP do not count towards the VP totals for each turn and when declaring the winner (ie don't pick up units with VP by using flying transports and leave them off the table).

Victory Points (VP):

All scoring for VP is considered after Rally phase and are added after each turn and accumulate turn to turn. The player with the most VP is the winner, in case of tie use enemy BTS destroyed = 3 VP, broken below half = 2 VP, broken but not below half or below half and not broken = 1VP.