

Downed Comms

Missions

Primary (10pts) - Kill Points

Secondary (7pts) - Behind Enemy Lines

Tertiary (5pts) - Objective Control

Quaternary (3pts) - Table Quarters

Kill Points

A player gets +1 point, for each unit they fully destroy. The player with the most points wins the Secondary.

Behind Enemy Lines

The player with the most units wholly within their opponents' deployment zone wins the Secondary.

Objective Control

Before deployment each player takes turns placing 3 Objective Markers each. The Objective must be 6" away from the table edge and 12" away from another objective.

Capture objectives by having an uncontested, scoring unit, within 3 inches of the objective. The player controlling the most objectives wins the Tertiary.

Table Quarters

A player, who has an uncontested scoring unit wholly in the table quarter, captures that table quarter. The player who controls the most table quarters wins the Tertiary objective.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

** If a mission is tied or neither player achieve it, with the exception of the primary and quaternary, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win; you still need to accomplish the missions.

Deployment: Vanguard

Game Length: Standard Game Length

Special Rules: Night Fighting, Reserves, Lost in Communication

Lost in Communication

At the beginning of each game turn someone rolls a D6+1. Both players may only activate that many units this game turn. This does include units that are in reserve.