

MISSION – CORNER COMBAT

During a routine patrol your force comes across an enemy platoon. You can't be sure they didn't detect you so quick action is required. While reinforcements are on their way you give the order to attack the enemy before they organise a defence.

Forces Available

Both players have the same number of Army Points to build a company. Both players are the attacker. Your force must consist of an Assault force and Reinforcements. The tournament organisers will have informed you of the army points split for the entire tournament before the start of the event.

Tactical Positions

See the map.

Primary Objectives

* Controlling a Nanogenerator: 5 VP

Secondary Objectives

* Controlling a Double Container: 150 RP

Special Rules

Reinforcements: When units arrive from Reserves they can only be dropped onto a drop point controlled by the owning player, you count as controlling a drop point for the entire following turn after being in control of it at the end of a turn. The entire unit is placed within 10cm of the drop point and can't do

anything until the next turn when it activates normally. For this mission Nanogenerators are droppoints.



Cease Fire

The win condition for this mission is the first person to reach (or go over) 20 victory points. If both players go over 20vp at the end of the round then the person with the most points wins, if this is even the game keeps going until there is a difference in victory points or the 6 turn limit has been reached.

In games where one side totally wipes out the opponent's army before the victory conditions are met, work out the final victory points total by using the method given on the Missions Introduction Page.

