

MISSION – STUCK IN THE MIDDLE

Your forces are trying to get hold of vital supplies for the coming battles and intelligence has confirmed the location of a lightly guarded ammo depot. Unfortunately you are not the only one trying to get it.

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 should have informed you before the event what split is required for all the games of the tournament.

Tactical Positions

See the map.

Primary Objectives

- * Controlling the centre Objective: 4 VP
- * Controlling a Drop point: 1 VP

Secondary Objectives

- * Controlling a Drop point: 150 RP

Special Rules

Deployment: When units are activated for the first time they can be placed anywhere in the controlling players Deployment Area. This deployment area is up to 20cm onto the board. This deployment does not trigger overwatch fire and the unit can move and shoot as normal.

Centre Objective: There are two containers placed in the centre of the board. Together these form the objective. It is possible to place an extra container on top to create extra cover.

Reinforcements: When units arrive from Reserves they must drop onto a drop point that is controlled by the owning player, you count as controlling a drop point for the entire following turn after you controlled 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. In this mission Nanogenerators count as drop points.

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.

