

Major Offensive

A

*Smash the area.
Eliminate defenders.
Acceptable Losses: 2*

+10 VP if all objectives destroyed.
+5 VP per objective destroyed.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Breakthrough

B

*Smash through enemy perimeter.
Acceptable Losses: 3*

+20 VP per trooper exiting off defender's edge.
+5 VP each enemy trooper killed.

Breakthrough

B

*Smash through enemy perimeter.
Acceptable Losses: 3*

+20 VP per trooper exiting off defender's edge.
+5 VP each enemy trooper killed.

Search & Destroy

B

*Destroy Mission Objective α .
Eliminate defenders.
Acceptable Losses: 3*

+50 VP if Objective α is destroyed.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Search & Destroy

B

*Destroy Mission Objective β .
Eliminate defenders.
Acceptable Losses: 3*

+50 VP if Objective β is destroyed.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Search & Destroy

B

*Destroy Mission Objective γ .
Eliminate defenders.
Acceptable Losses: 3*

+50 VP if Objective γ is destroyed.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Diversionary Attack

B

*Create a diversion.
Blow some stuff up.
Acceptable Losses: 3*

+10 VP per objective destroyed.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Diversionary Attack

B

*Create a diversion.
Blow some stuff up.
Acceptable Losses: 3*

+10 VP per objective destroyed.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

OFFENCE

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Search & Destroy



*Destroy Mission Objective α .
Eliminate defenders.
Acceptable Losses: 4*

+60 VP if Objective α is destroyed.
+15 VP each surviving trooper.
+5 VP each enemy trooper killed.

Search & Destroy



*Destroy Mission Objective β .
Eliminate defenders.
Acceptable Losses: 4*

+60 VP if Objective β is destroyed.
+15 VP each surviving trooper.
+5 VP each enemy trooper killed.

Search & Destroy



*Destroy Mission Objective γ .
Eliminate defenders.
Acceptable Losses: 4*

+60 VP if Objective γ is destroyed.
+15 VP each surviving trooper.
+5 VP each enemy trooper killed.

Recon



*Identify three mission objectives.
Engage enemy at your discretion.
Acceptable Losses: 4*

+1 VP per TC on obj (Max 10 VP/Obj).
+25 VP if all objectives have 10+ TC.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Advance



*Press forward beyond these troops
to our true objective.
Acceptable Losses: 2*

+10 VP each trooper that escapes.
+5 VP each enemy trooper killed.

Assassination



*There is a priority target on the field,
Eliminate them.
Acceptable Losses: 2*

+25 VP if the enemy commander is killed.
+25 VP if your commander survives.
+5 VP each surviving trooper.
+1 VP each enemy trooper killed.

Critical Defence



*It is imperative that Objective α remains
intact and secure.
Drive off attacking forces.
Acceptable Losses: 3*

+40 VP if objective α is secure.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Critical Defence



*It is imperative that Objective β remains
intact and secure.
Drive off attacking forces.
Acceptable Losses: 3*

+40 VP if objective β is secure.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

OFFENCE

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Defence

Defence

Critical Defence

B

*It is imperative that Objective γ remains intact and secure.
Drive off attacking forces.
Acceptable Losses: 3*

+40 VP if objective γ is secure.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Critical Defence

C

*It is imperative that Objective α remains intact and secure.
Drive off attacking forces.
Acceptable Losses: 4*

+50 VP if objective α is secure.
+15 VP each surviving trooper.
+10 VP each enemy trooper killed.

Critical Defence

C

*It is imperative that Objective β remains intact and secure.
Drive off attacking forces.
Acceptable Losses: 4*

+50 VP if objective β is secure.
+15 VP each surviving trooper.
+10 VP each enemy trooper killed.

Critical Defence

C

*It is imperative that Objective γ remains intact and secure.
Drive off attacking forces.
Acceptable Losses: 4*

+50 VP if objective γ is secure.
+15 VP each surviving trooper.
+10 VP each enemy trooper killed.

Last Stand

C

*You are surrounded. No relief is possible.
Fight to the last man.
Acceptable Losses: Total*

+20 VP full turn the game lasts.
+10 VP each enemy trooper killed.

Total Defence

A

*Defend all mission objectives.
Acceptable Losses: 2*

+10 VP each secure objective.
+10 VP if all objectives secure.
+5 VP each surviving trooper.

Total Defence

B

*Defend all mission objectives.
Acceptable Losses: 3*

+15 VP each secure objective.
+25 VP if all objectives secure.
+5 VP each surviving trooper.
+5 VP each enemy trooper killed.

Total Defence

C

*Defend all mission objectives.
Acceptable Losses: 4*

+20 VP each secure objective.
+30 VP if all objectives secure.
+5 VP each surviving trooper.
+5 VP each enemy trooper killed.

Defence

Defence

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Defence

False Intel



Feed the enemy with false information, but don't let the expensive equipment be destroyed.

Acceptable Losses: 4

+2 VP per TC on objective (Max 10 VP/ Objective).

+25 VP if no objectives are destroyed.

+10 VP each surviving trooper.

+3 VP each enemy trooper killed.

Evac



Hold the line until an evac is secured. Survive for 5 turns then retreat off the defender side.

Acceptable Losses: 3

+15 VP each surviving trooper.

+5 VP each enemy trooper killed.

Patrol



Patrol Grid E-02. Eliminate enemy contracts

Acceptable Losses: 2

+10 VP each enemy trooper killed.

+10 VP each surviving trooper.

Patrol



Patrol Grid E-02. Eliminate enemy contracts

Acceptable Losses: 3

+15 VP each enemy trooper killed.

+15 VP each surviving trooper.

Patrol



Patrol Grid E-02. Eliminate enemy contracts

Acceptable Losses: 4

+20 VP each enemy trooper killed.

+20 VP each surviving trooper.

Return to Base



Return to base for resupply and some well deserved R&R.

Acceptable Losses: 4

+30 VP each trooper exiting opponent's table edge.

+15 VP each enemy trooper killed.

Exercises



Enemy contact detected.

Switch to live ammo. Take them out.

Acceptable Losses: 3

+15 VP.

+20 VP each enemy trooper killed.

+10 VP each surviving trooper.

Exercises



Enemy contact detected.

Switch to live ammo. Take them out.

Acceptable Losses: 3

+15 VP.

+20 VP each enemy trooper killed.

+10 VP each surviving trooper.

Defence

Defence

**CHANCE
ENCOUNTER**

**CHANCE
ENCOUNTER**

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**CHANCE
ENCOUNTER**

Agressive Patrol

A

Patrol Grid BH-93. Eliminate or drive off all enemies.
Acceptable Losses: 2

+30 VP table controlled.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Agressive Patrol

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Patrol Grid BH-93. Eliminate or drive off all enemies.
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+30 VP table controlled.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

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+30 VP table controlled.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Agressive Patrol

A

Patrol Grid BH-93. Eliminate or drive off all enemies.
Acceptable Losses: 2

+30 VP table controlled.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.

Publicity Stunt

B

Show off just how untouchable our people can be.
Allow the enemy to know where the commander is located.
Acceptable Losses: 3

+10 VP each turn your commander is revealed on table.
+30 VP if your commander survives.
+5 VP each surviving trooper.

Cdr Tac Sct Ast Eng Drn Rate

A: 1 2 2 2 1 Y SpOp

B: 1 2 1 1 1 X SpOp

C: 1 2 1 1 1 X Vet

1

Cdr Tac Sct Ast Eng Drn Rate

A: 1 3 2 1 1 Y SpOp

B: 1 2 2 0 1 Z SpOp

C: 1 2 2 0 1 Z Vet

2

Cdr Tac Sct Ast Eng Drn Rate

A: 1 3 1 2 1 Y SpOp

B: 1 2 2 1 0 Z SpOp

C: 1 2 2 1 0 Z Vet

3

**CHANCE
ENCOUNTER**

**CHANCE
ENCOUNTER**

**CHANCE
ENCOUNTER**

**CHANCE
ENCOUNTER**

TROOPS

**CHANCE
ENCOUNTER**

TROOPS

TROOPS

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	3	2	2	0	Z	SpOp

B:	1	2	1	2	0	Y	SpOp
----	---	---	---	---	---	---	------

C:	1	2	1	2	0	Y	Vet 4
----	---	---	---	---	---	---	----------

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	1	1	1	Y	SpOp

B:	1	2	0	2	1	X	SpOp
----	---	---	---	---	---	---	------

C:	1	2	0	2	1	X	Vet 5
----	---	---	---	---	---	---	----------

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	2	1	0	Z	SpOp

B:	1	3	1	1	0	Y	SpOp
----	---	---	---	---	---	---	------

C:	1	3	1	1	0	Y	Vet 6
----	---	---	---	---	---	---	----------

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	1	2	0	Y	SpOp

B:	1	3	0	1	1	X	SpOp
----	---	---	---	---	---	---	------

C:	1	3	0	1	1	X	Vet 7
----	---	---	---	---	---	---	----------

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	2	0	1	Y	SpOp

B:	1	3	1	0	1	Y	SpOp
----	---	---	---	---	---	---	------

C:	1	3	1	0	1	Y	Vet 8
----	---	---	---	---	---	---	----------

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	2	2	2	1	Y	SpOp

B:	1	2	2	2	1	Y	Vet
----	---	---	---	---	---	---	-----

C:	1	2	2	2	1	Y	Res 9
----	---	---	---	---	---	---	----------

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	3	2	1	1	Y	SpOp

B:	1	3	2	1	1	Y	Vet
----	---	---	---	---	---	---	-----

C:	1	3	2	1	1	Y	Res 10
----	---	---	---	---	---	---	-----------

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	3	1	2	1	Y	SpOp

B:	1	3	1	2	1	Y	Vet
----	---	---	---	---	---	---	-----

C:	1	3	1	2	1	Y	Res 11
----	---	---	---	---	---	---	-----------

TROOPS

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	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	3	2	2	0	Z	SpOp

B:	1	3	2	2	0	Z	Vet
----	---	---	---	---	---	---	-----

C:	1	3	2	2	0	Z	Res
----	---	---	---	---	---	---	-----

12

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	1	1	1	Y	SpOp

B:	1	4	1	1	1	Y	Vet
----	---	---	---	---	---	---	-----

C:	1	4	1	1	1	Y	Res
----	---	---	---	---	---	---	-----

13

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	2	1	0	Z	SpOp

B:	1	4	2	1	0	Z	Vet
----	---	---	---	---	---	---	-----

C:	1	4	2	1	0	Z	Res
----	---	---	---	---	---	---	-----

14

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	1	2	0	Y	SpOp

B:	1	4	1	2	0	Y	Vet
----	---	---	---	---	---	---	-----

C:	1	4	1	2	0	Y	Res
----	---	---	---	---	---	---	-----

15

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	2	0	1	Y	SpOp

B:	1	4	2	0	1	Y	Vet
----	---	---	---	---	---	---	-----

C:	1	4	2	0	1	Y	Res
----	---	---	---	---	---	---	-----

16

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	0	2	1	Y	SpOp

B:	1	4	0	2	1	Y	Vet
----	---	---	---	---	---	---	-----

C:	1	4	0	2	1	Y	Res
----	---	---	---	---	---	---	-----

17

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	1	1	1	X	SpOp

B:	1	4	1	1	1	X	Vet
----	---	---	---	---	---	---	-----

C:	1	4	1	1	1	X	Res
----	---	---	---	---	---	---	-----

18

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	2	2	2	1	X	SpOp

B:	1	2	2	2	1	X	Vet
----	---	---	---	---	---	---	-----

C:	1	2	2	2	1	X	Res
----	---	---	---	---	---	---	-----

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TROOPS

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	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	3	2	1	1	X	SpOp
B:	1	3	2	1	1	X	Vet
C:	1	3	2	1	1	X	Res

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	Basic	Kamikazi	Haywire	Recce
X:	2	2	0	2
Y:	2	1	0	2
Z:	2	0	0	2

1

	Basic	Kamikazi	Haywire	Recce
X:	0	1	2	2
Y:	0	1	1	2
Z:	0	1	0	2

2

	Basic	Kamikazi	Haywire	Recce
X:	1	0	1	3
Y:	0	0	2	2
Z:	0	0	1	2

3

	Basic	Kamikazi	Haywire	Recce
X:	5	2	0	1
Y:	5	1	0	1
Z:	5	0	0	1

4

	Basic	Kamikazi	Haywire	Recce
X:	3	1	2	1
Y:	3	1	1	1
Z:	3	1	0	1

5

	Basic	Kamikazi	Haywire	Recce
X:	3	1	2	1
Y:	3	0	2	1
Z:	3	0	1	1

6

	Basic	Kamikazi	Haywire	Recce
X:	1	3	1	1
Y:	1	2	1	1
Z:	1	1	1	1

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Drones

TROOPS

Drones

Drones

Drones

Drones

Drones

Drones

Basic Kamikazi Haywire Recce

X: 3 2 1 1

Y: 1 2 1 1

Z: 1 2 0 1

8

Basic Kamikazi Haywire Recce

X: 1 2 2 1

Y: 1 1 2 1

Z: 1 0 2 1

9

Basic Kamikazi Haywire Recce

X: 4 1 3 0

Y: 4 1 2 0

Z: 4 1 1 0

10

Basic Kamikazi Haywire Recce

X: 4 3 1 0

Y: 4 2 1 0

Z: 4 2 0 0

11

Basic Kamikazi Haywire Recce

X: 4 1 3 0

Y: 4 1 2 0

Z: 4 0 2 0

12

Basic Kamikazi Haywire Recce

X: 2 4 1 0

Y: 2 3 1 0

Z: 2 3 0 0

13

Basic Kamikazi Haywire Recce

X: 2 3 2 0

Y: 2 2 2 0

Z: 2 2 1 0

14

Basic Kamikazi Haywire Recce

X: 4 1 3 0

Y: 4 1 2 0

Z: 2 1 2 0

15

Drones

Drones

Drones

Drones

Drones

Drones

Drones

Drones

Basic Kamikazi Haywire Recce

X: 2 2 3 0

Y: 2 1 3 0

Z: 2 0 3 0

16

Basic Kamikazi Haywire Recce

X: 0 4 2 0

Y: 0 4 1 0

Z: 0 4 0 0

17

Basic Kamikazi Haywire Recce

X: 2 4 1 0

Y: 0 4 1 0

Z: 0 3 1 0

18

Basic Kamikazi Haywire Recce

X: 0 3 3 0

Y: 0 3 2 0

Z: 0 2 2 0

19

Basic Kamikazi Haywire Recce

X: 1 2 4 0

Y: 0 1 4 0

Z: 0 1 3 0

20

Basic Kamikazi Haywire Recce

X: 3 1 4 0

Y: 0 2 4 0

Z: 0 0 4 0

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Drones

Drones

Drones

Drones

Drones

Drones

