

Major Offencive

A

*Smash the area.
Eliminate defenders.
Minimize losses.*

+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.
Minimize losses.*

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

Breakthrough

B

*Smash through enemy perimeter.
Minimize losses.*

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

Search & Destroy

B

*Destroy Mission Objective α .
Eliminate defenders.
Minimize losses.*

+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.
Minimize losses.*

+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.
Minimize losses.*

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



Diversionsary Attack



*Create a diversion.
Blow some stuff up.
Minimize losses.*

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

Diversionsary Attack



*Create a diversion.
Blow some stuff up.
Minimize losses.*

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

Search & Destroy



*Destroy Mission Objective α .
Eliminate defenders.
Minimize losses.*

+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.
Minimize losses.*

+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.
Minimize losses.*

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

Recon



*Recon Mission. Identify three mission objectives.
Minimize losses. Engage enemy at your discretion.*

+1 VP per TC on objective (Max 10 VP/Objective).
+25 VP if all objectives have 10 or more TC.
+10 VP each surviving trooper.
+5 VP each enemy trooper killed.



	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	?	?	?	12 pts	1st
B:	1	4	0	0	0	10 pts	1st
C:	1	4	0	0	0	10 pts	2nd

1

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	2	0	0	8 pts	1st
B:	1	3	1	0	0	8 pts	1st
C:	1	3	1	0	0	8 pts	2nd

2

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	0	2	0	8 pts	1st
B:	1	3	0	1	0	8 pts	1st
C:	1	3	0	1	0	8 pts	2nd

3

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	1	0	1	10 pts	1st
B:	1	3	0	0	1	10 pts	1st
C:	1	3	0	0	1	10 pts	2nd

4

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	0	1	1	10 pts	1st
B:	1	0	3	0	0	8 pts	1st
C:	1	0	3	0	0	8 pts	2nd

5

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	0	4	0	0	12 pts	1st
B:	1	0	0	3	0	8 pts	1st
C:	1	0	0	3	0	8 pts	2nd

6

TROOPS

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	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	0	0	4	0	12 pts	1st
B:	1	0	2	0	1	10 pts	1st
C:	1	0	2	0	1	10 pts	2nd

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	7	0	0	0	8 pts	1st
B:	1	0	0	2	1	10 pts	1st
C:	1	0	0	2	1	10 pts	2nd

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	6	0	0	1	8 pts	1st
B:	1	4	?	?	?	12 pts	2nd
C:	1	4	?	?	?	12 pts	3rd

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	2	1	1	1	8 pts	1st
B:	1	4	?	?	?	12 pts	2nd
C:	1	4	?	?	?	12 pts	3rd

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	?	?	?	12 pts	1st
B:	1	4	?	?	?	12 pts	2nd
C:	1	4	?	?	?	12 pts	3rd

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	2	0	0	8 pts	1st
B:	1	4	2	0	0	8 pts	2nd
C:	1	4	2	0	0	8 pts	3rd

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	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	0	2	0	8 pts	1st
B:	1	4	0	2	0	8 pts	2nd
C:	1	4	0	2	0	8 pts	3rd

13

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	1	0	1	10 pts	1st
B:	1	4	1	0	1	10 pts	2nd
C:	1	4	1	0	1	10 pts	3rd

14

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	4	0	1	1	10 pts	1st
B:	1	4	0	1	1	10 pts	2nd
C:	1	4	0	1	1	10 pts	3rd

15

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	0	4	0	0	12 pts	1st
B:	1	0	4	0	0	12 pts	2nd
C:	1	0	4	0	0	12 pts	3rd

16

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	0	0	4	0	12 pts	1st
B:	1	0	0	4	0	12 pts	2nd
C:	1	0	0	4	0	12 pts	3rd

17

	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	7	0	0	0	8 pts	1st
B:	1	7	0	0	0	8 pts	2nd
C:	1	7	0	0	0	8 pts	3rd

18

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	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	6	0	0	1	8 pts	1st
B:	1	6	0	0	1	8 pts	2nd
C:	1	6	0	0	1	8 pts	3rd

19


	Cdr	Tac	Sct	Ast	Eng	Drn	Rate
A:	1	2	1	1	1	8 pts	1st
B:	1	2	1	1	1	8 pts	2nd
C:	1	2	1	1	1	8 pts	3rd

20

Critical Defence 


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

+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.*

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

Critical Defence 

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

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

Critical Defence 

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

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

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TROOPS

Defence

Defence

Defence

Defence

Critical Defence



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

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

Critical Defence



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

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

Last Stand



*You are surrounded. No relief is possible.
Fight to the last man.*

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

Total Defence



Defend all mission objectives.

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

Total Defence



Defend all mission objectives.

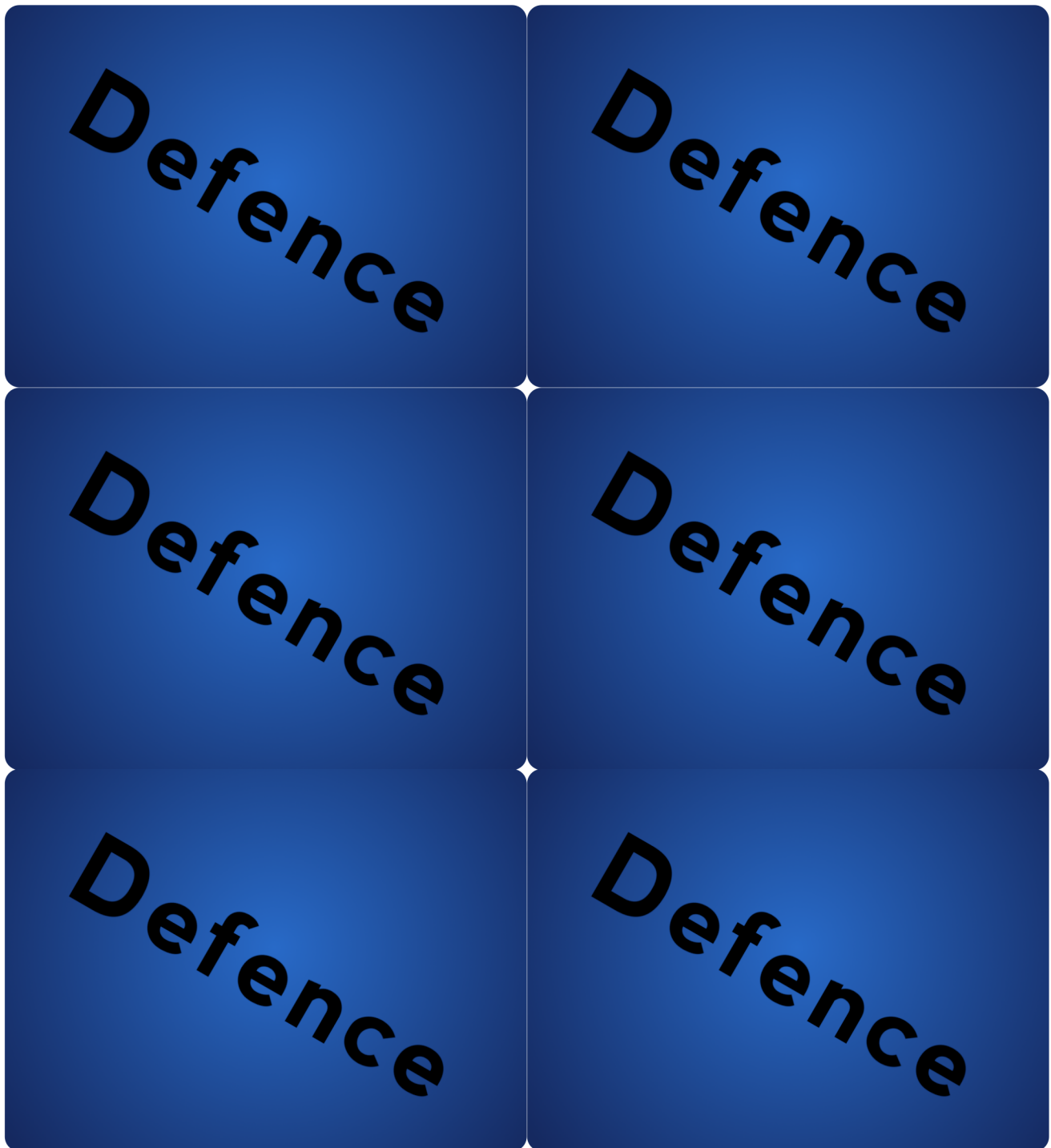
+15 VP each secure objective.
+25 VP if all objectives secure.
+5 VP each surviving trooper.
+5 VP each enemy trooper killed.

Total Defence



Defend all mission objectives.

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



<p>Patrol A</p> <p><i>Patrol Grid E-02. Eliminate enemy contracts</i></p> <p><i>Minimize losses.</i></p> <p>+10 VP each enemy trooper killed. +10 VP each surviving trooper.</p>	<p>Patrol B</p> <p><i>Patrol Grid E-02. Eliminate enemy contracts</i></p> <p><i>Minimize losses.</i></p> <p>+15 VP each enemy trooper killed. +15 VP each surviving trooper.</p>
<p>Patrol C</p> <p><i>Patrol Grid E-02. Eliminate enemy contracts</i></p> <p><i>Minimize losses.</i></p> <p>+20 VP each enemy trooper killed. +20 VP each surviving trooper.</p>	<p>Return to Base C</p> <p><i>Return to base for resupply and some well deserved R&R.</i></p> <p>+30 VP each trooper exiting opponent's table edge. +15 VP each enemy trooper killed.</p>
<p>Exercises C</p> <p><i>Enemy contact detected. Switch to live ammo. Take them out. Minimize losses.</i></p> <p>+15 VP. +20 VP each enemy trooper killed. +10 VP each surviving trooper.</p>	<p>Exercises C</p> <p><i>Enemy contact detected. Switch to live ammo. Take them out. Minimize losses.</i></p> <p>+15 VP. +20 VP each enemy trooper killed. +10 VP each surviving trooper.</p>



Agressive Patrol



*Patrol Grid BH-93. Eliminate or drive off all enemies.
Minimize losses.*

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

Agressive Patrol



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