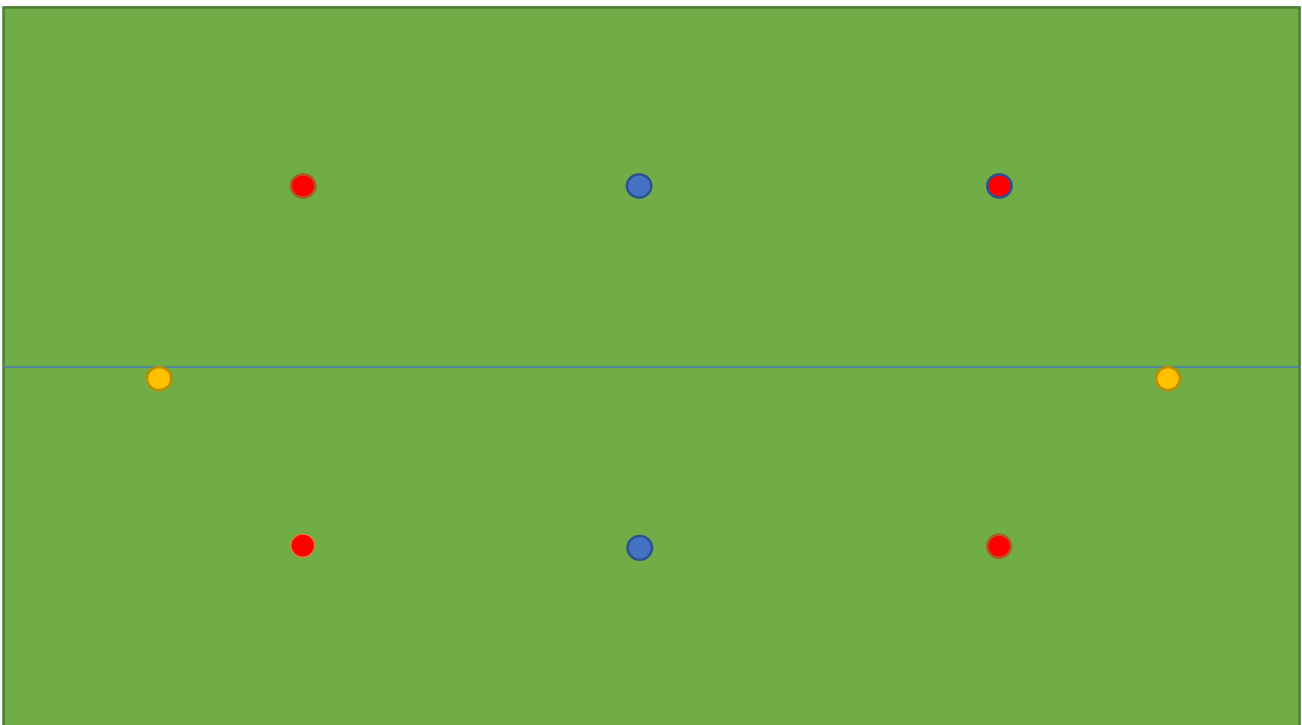


COMMAND AND CONTROL

A vital territory is up grabs as both armies send their hardened troops to claim the area and gather intel that will help them in the coming war. There is no victory only death as the generals instruct their troops. Die or don't come back.

Setup: Both players roll a die and add their strategy rating to the roll. Reroll ties. Whoever rolls highest sets up first. No garrison formation setup. All formations can deploy upto 30cm from their long side table edge. No teleport during setup. Only after all the units are setup are you allowed to place teleporters before strategy roll as per rules. There is no need to place the objective markers as this scenario has its own objectives and they are set



Objective	Points
●	Intel = 1VP +1VP for intel each found
●	Focal Point = 1VP or 2VP each focal point.
●	Critical Locations = 5VP each, +3VP is you capture opponents Critical Location

Victory:

The player with the most VP points is the winner, in case of tie we go to kill points.

Who can control objectives: Infantry, LV, AV, WE can search and control objectives. Flyers cannot.

Objectives:

Intel: these objectives are worth 1VP when a unit is within 15cm. If they decide to "Search for Intel" and find it they get +1VP. On the first turn they search they find it on a D6 roll of 5+, second turn its 4+, third turn three 3+. If enemy units are also within 15cm then the search is done with a -1 modifier. Both sides can search for intel. If enemy unit is within 15cm then the 1VP points is not gained till there is no unbroken enemy formation within 15cm. Enemy formations can search for multiple Intel during the game but only once per objective.

Focal Points: these objectives are 1VP if a unit is within 15cm and 2VP if they have more units than their enemy within 15cm. Use remaining DC to determine unit size for war engines.

Critical Locations: these objectives are 5VP if a unit is within 15cm and no unbroken enemy formation are within 15cm. +3 VP if you can capture the opponents Critical location.

Formations can only claim one objective per turn, so units that are within range of two or more objectives must decide which one they want to control/effect/contest.

Critical location points are only determined at the end of turn 4 or when the time allotted for the game is up.

VP:

All VP are added up at the end of each turn, so they can change turn to turn. Each Intel objective can only be searched once by each formation however the formation can stay on the intel until they find if they wish. Each formation can only find one intel per location. Finding intel stays with the unit turn to turn or until the unit is broken at which point the intel is lost from the game.

Scoring for VP is done after rally phase, so broken units that rally and are over half the unit size can contest objectives or claim objectives. For war engines use the DC of the unit to determine unit size. Broken units cannot search, contest or claim objectives.

Search for Intel:

Units can search for intel during their activation. They must take a sustain, hold, advance or double action in order to search for intel. This is done after they carry out their action (ie move, shoot, rally etc).