DEATH FROM ABOVE
WARGAMING

COMBAT MISSIONS
REVISED & EXPANDED

for use with BattleTech

CREDITS

WRITING
Aaron Falcone

MISSION DESIGN
Aaron Falcone, Kevin Peters, Jason Rucker

GRAPHICAL LAYOUT
Aaron Falcone

PLAYTESTING
Aaron Falcone, Thom Berg, Kevin Peters, Matt Birdsall, Dan Hornick

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HOW TO USE THESE MISSIONS

SYMMETRICAL vs NARRATIVE
There are two mission classifications: symmetrical and narrative. In symmetrical missions, the attacker and defender are competing for the same set of objectives; narrative missions have different objectives for each force.

All DFA missions can be used in campaign, narrative and one-off games – however, we recommend that narrative missions remain reserved for campaign and story-driven play where there is additional consideration to long-term consequence built in.

Said differently, some narrative missions can be easily won with reckless play that has no penalty in a one-off tournament style game.

BATTLE GRID SIZE
The "standard" Death From Above Wargaming battle grid is 48" x 48" in both Classic BattleTech, Alpha Strike, and Destiny.

These missions can also be easily used with traditional paper maps. When using paper maps, the closest approximation to 48" x 48" is setting up 6 paper maps as depicted in the diagram to the right.

This provides a 44" x 54" area of play, which is roughly only 3% bigger than the standard DFA battle grid. Players may select any of the edges (long or short) per the normal mission and/or campaign rules when deploying.

22"

18"
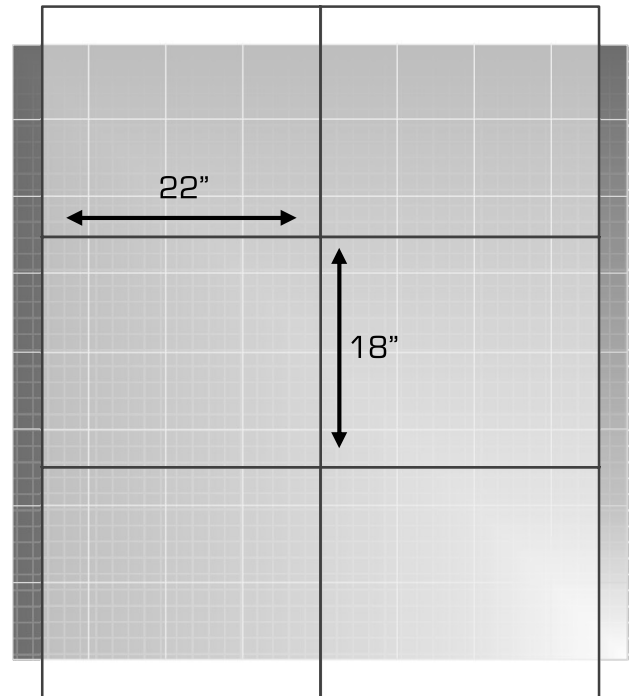
OBJECTIVE POINTS
Objective points are scored by completing primary, secondary and bonus objectives. The conditions to score objectives are noted in the missions.

Primary and secondary objective points are tallied separately. Bonus objectives add to the primary objective points but are independent of mission and optional. Some missions have recommended bonus objectives, but players are free to select their own or randomize.

Objective Points vs. Objective Markers
Objective *points* are used to determine which force is the victor. Objective *markers* (sometimes called "markers") are physical game pieces placed on the battlegrid and used to achieve objective *points* per the mission rules. Note that objective *markers* do not block line of sight or take up space in any way but can be placed on top of or next to terrain like buildings.

HOW TO USE THESE MISSIONS

VICTORY & DEFEAT

Tally the primary and bonus objective points achieved for each force - this is the **primary score**. Tally the secondary objective points achieved for each force - this is the **secondary score**.

The force with the highest total primary objective points has won the mission. In campaign play, there are different degrees of victory which influence the results. Reference the table below to determine the degree of victory (major/minor/draw):

Primary Score	Secondary Score	Mission Result
Won	Won or Draw	Major Victory
Won	Lost	Minor Victory
Draw	Won	Minor Victory
Draw	Draw	Draw

Designer's Note 🔌 A force with more units will potentially yield a greater number of secondary objective points to their opponent. This is intentional and self-balancing, as a greater number of units also has the potential to capture/control more primary objectives. This encourages balanced force design as taking too many (weaker) or too few (stronger) units will be a handicap.

Additionally, while the difference between a major or minor victory may be inconsequential outside of a campaign game, keep in mind that secondary objectives serve as a "tie breaker" and can turn a draw into a victory.

VICTORY CONDITIONS & MINIMUMS

Some missions have additional considerations to help drive the engagement. For example, in the *Intercept* mission, if neither force accumulates two primary objective points, then the primary objective is considered a draw.

RETREATING

If one force withdraws entirely from the battlefield, follow the rules in the mission to determine the winner. It is possible in some rare cases for a retreating force to be the victor.

WIPING

When one force is completely destroyed, it is called a "wipe". Wiping an opponent does not guarantee a victory; it is possible for a wiped force to still claim victory based on objective points in some cases.

When one force is destroyed, **follow the rules in the mission** as if the destroyed force retreated (typically in the Price of Retreat special rule).

HOW TO USE THESE MISSIONS

ESCALATION

See the campaign rules for how to apply escalation modifiers.

DEPLOYING

Missions assume that all units are deployed on turn 1 via moving onto the battlegrid as described in the mission's deployment rules.

AIRBORNE UNITS

Objective markers can never be controlled or contested by aerospace fighters.

VTOL/WIGEs can contest an objective marker if it is no more than 3 levels above the underlying terrain the marker occupies. A VTOL/WIGE can never control an objective, regardless of its level.

> Designer's Note 🖚 In a one-off game that is not tied to a campaign, players can choose to ignore escalation modifiers.

RANDOM MISSION TABLES

For random mission selection, use the tables below. First roll a d6 to determine which table to use, then roll a second d6 to determine the mission.

Note that the tables only contain symmetrical missions.

1-3

Roll	Mission
1	Pitched Battle
2	Intercept
3	Seize Ground
4	Take & Hold
5	Conquest
6	Battle Lines

4-6

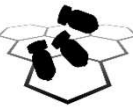| Roll	Mission
1	Supply Chain
2	Area Denial
3	Strongholds
4	Crossfire
5	Vanguard Blitz
6	Defender's Choice

SYMMETRICAL MISSION BRIEFINGS

PITCHED BATTLE
MISSION BRIEFING

MISSION SETUP

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.
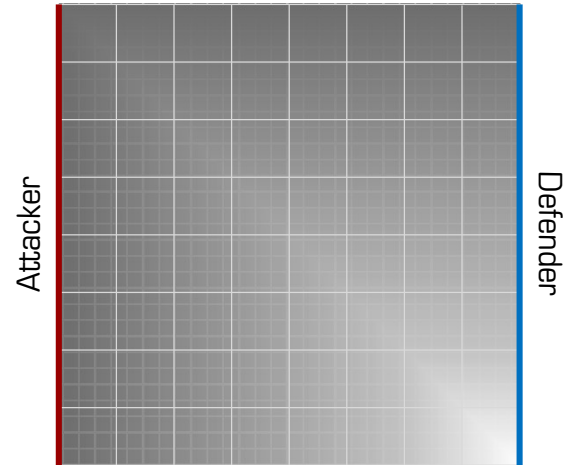
MISSION OBJECTIVES

Primary Objectives

[+1] Destroy 20% of the Enemy Force
[+2] Destroy 40% of the Enemy Force
[+3] Destroy 75% of the Enemy Force
[+5] Destroy 100% of the Enemy Force

Secondary Objectives

[+1] Destroy Enemy Unit

Only award the primary objective points at the end of the game based on the number of enemy units destroyed (round down when calculating percentage); the primary objective awards are not cumulative.

VICTORY CONDITIONS

No special conditions.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	1.0x	1.1x	1.2x

MISSION SPECIAL RULES

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.

INTERCEPT
MISSION BRIEFING

MISSION SETUP

Assets: Label objective markers 1 through 6. Starting with the defender, each force alternates placing markers. The markers must be 12" from any home edges, and at least 6" away from side edges and other markers.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.
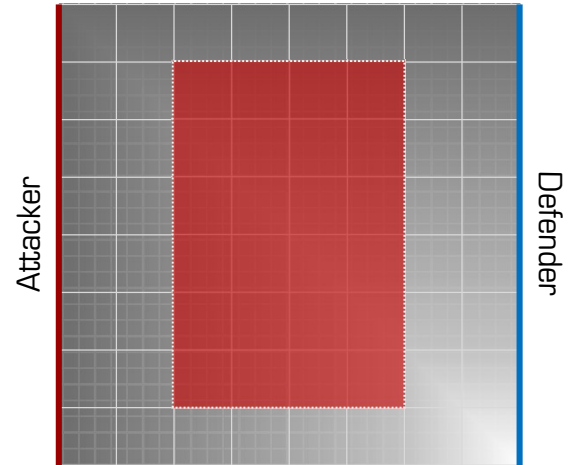
MISSION OBJECTIVES

Primary Objectives
[+1] Secure Asset

Secondary Objectives
[+1] Destroy Enemy Unit
[+3] Perfect Timing

If a unit is within 3" of a hot objective marker and there are no enemy units within 3" of that marker, then the unit controls the marker. A crippled unit cannot control a marker.

If a force controls a marker for two consecutive end phases, then that force scores the **Secure Asset** primary objective, and the marker is removed from play.

If a force scores the **Secure Asset** twice in one turn, they additionally score the **Perfect Timing** secondary objective.

VICTORY CONDITIONS

If neither force has at least 2 primary objective points, the primary objective is considered a draw.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.85x	0.95x	1.1x

MISSION SPECIAL RULES

Asset Hot: Starting on turn 1 in the end phase, the attacker rolls 1d6. The objective marker that corresponds to the result goes hot (see mission objectives). Reroll any markers that have already gone hot. After the 5th marker goes hot, remove the remaining marker that has not gone hot from the battlegrid.

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.
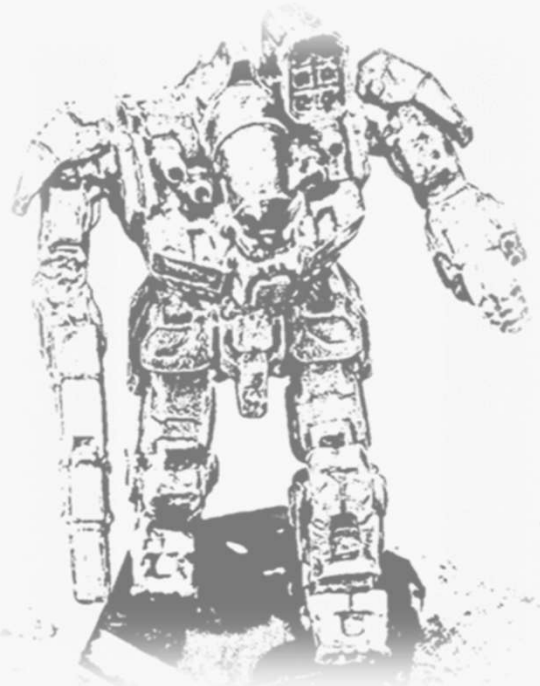
SEIZE GROUND
MISSION BRIEFING

MISSION SETUP

Objective Area: Divide the battlegrid into four equally sized quadrants.

No Man's Land: No Man's Land is a 6" radius circle at the center of the battlegrid and does not count as being part of any quadrant.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.
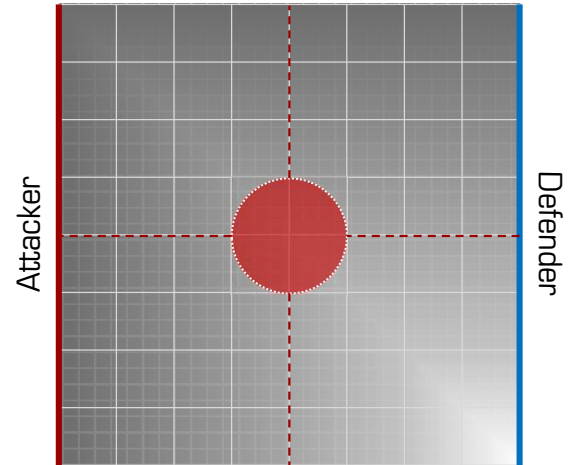
MISSION OBJECTIVES

Primary Objectives
[+1] Ground Control

Secondary Objectives
[+1] Destroy Enemy Unit
[+3] Full Control

If a unit's base is completely within a quadrant, the unit is contesting that quadrant. A crippled unit cannot contest a quadrant. If a unit's base is in multiple quadrants or even partially within **No Man's Land**, it is not contesting any quadrants. If a quadrant is contested by units belonging only to one force, then that force controls that quadrant.

In the end phase of each turn, sum the number of quadrants that each force is controlling. The force that is controlling the greatest number of quadrants scores the **Ground Control** primary objective. If a force controls all four quadrants, they also score the **Full Control** secondary objective.

VICTORY CONDITIONS

If neither force has at least 3 primary objective points, the primary objective is considered a draw.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.8x	1.0x	1.2x

MISSION SPECIAL RULES

Moving Out: Neither force can score the Ground Control primary objective on turn 1.

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.
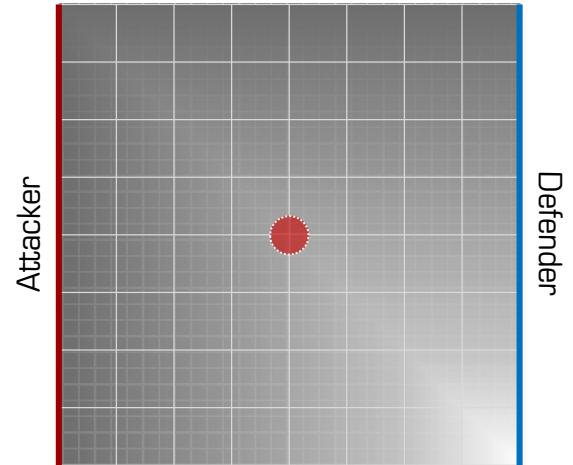
TAKE & HOLD
MISSION BRIEFING

MISSION SETUP

Mission Critical Objective: Place a single objective marker in the center of the battlegrid.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.

MISSION OBJECTIVES

Primary Objectives
[+1] Hold the Objective

Secondary Objectives
[+1] Destroy Enemy Unit
[+3] Seal the Perimeter

If any part of a unit's is base is within 3" of the objective marker, then that unit is contesting the marker. Crippled mechs cannot contest the marker.

If units from only one force are contesting the marker in the end phase, then that force scores the **Hold the Objective** primary objective.

VICTORY CONDITIONS

If neither force has at least 3 primary objective points, the primary objective is considered a draw.

ESCALATION PARAMETERS

| Level	Low	Med	High
Modifier	0.95x	1.1x	1.25x

MISSION SPECIAL RULES

Moving Out: Neither force can score the Hold the Objective primary objective on turn 1.

Objective Secured: If one force accumulates 5 or more primary objective points and they have a unit contesting the marker, they score the **Seal the Perimeter** secondary objective. If the opposing force has less than 3 primary objective points, the mission immediately ends. Calculate the objective points for each force and determine a winner normally.
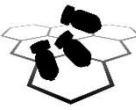
Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.
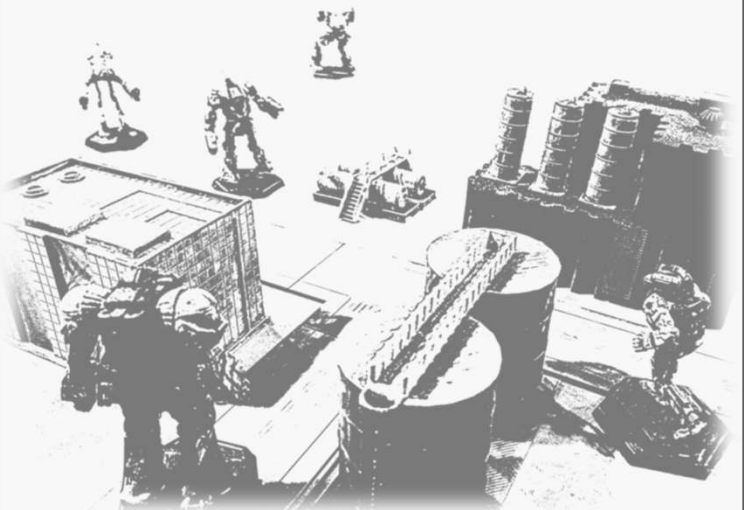
CONQUEST
MISSION BRIEFING

MISSION SETUP

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.

HQ: After picking sides, each team (starting with the attacker) must place an HQ marker that is 6" - 12" from their home edge, and up to 6" away from the line connecting home edges.

Firebase: After placing headquarters, each team (starting with the attacker) must place a firebase marker that is 18" - 24" from their home edge, and 3" - 12" away from their right-side edge.
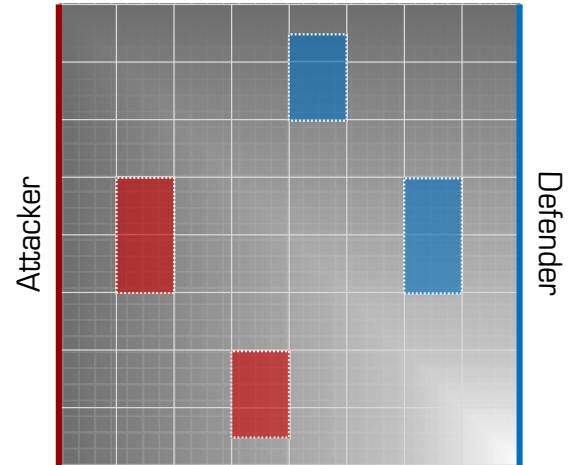
MISSION OBJECTIVES

Primary Objectives
[+1] Sector Control

Secondary Objectives
[+1] Destroy Enemy Unit
[+1] Capture Enemy HQ

During the end phase, if a unit is within 3" of an objective marker and there are no enemy units within 3" of marker, then that unit is controlling the marker. A crippled unit cannot control a marker.

If a unit is controlling an enemy Firebase marker, it scores one control point.

If a unit is controlling an enemy HQ marker, it scores the **Capture Enemy HQ** secondary objective and two control points.

If a force controls both its own Firebase marker and HQ marker, that force scores one control point.

The force with the greatest number of control points in a turn scores the **Sector Control** primary objective.

VICTORY CONDITIONS

If neither force has at least 3 primary objective points, the primary objective is considered a draw.

ESCALATION PARAMETERS

| Level	Low	Med	High
Modifier	0.75x	1.0x	1.25x

MISSION SPECIAL RULES

Moving Out: Neither force can score any primary objectives on turn 1.

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.

BATTLE LINES
MISSION BRIEFING
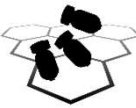
MISSION SETUP

Draw The Line: After selecting home edges place five objective markers across the midfield line at the center of the map between both edges. Starting with one marker at dead center on the midfield line, place two more markers to each side at 9" spacing.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.
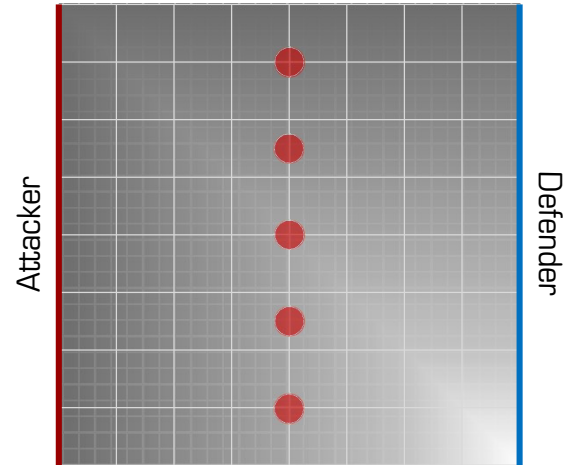
MISSION OBJECTIVES

> ### Primary Objectives
> **[+1]** Majority Control
>
> ### Secondary Objectives
> **[+1]** Destroy Enemy Unit
> **[+3]** Routed!

During the end phase, the force with the highest total size rating* of all non-crippled units within 3" of an objective marker is controlling that marker. If the total is a tie, neither force is controlling the marker.

The force controlling the greatest number of markers (minimum 2) scores the **Majority Control** objective and triggers **Move the Line** special rule.

*always use the Alpha Strike size rating (even in Classic BattleTech) and sum across all units within 3" of a given objective to determine the total size rating per force.

VICTORY CONDITIONS

If one force triggers the **Routed!** special rule, they automatically win the primary objective. Note you cannot score **Majority Control** without controlling at least 2 markers.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.9x	1.05x	1.2x

MISSION SPECIAL RULES

Move the Line: When either force scores the Majority Control objective, all five objective markers must be advanced 6" directly away from the scoring force's home edge. If one force retreats, move the line automatically to that force's table edge.

Routed!: If one force moves the line onto the enemy's home edge (at 0"), they automatically win the primary objective as detailed in the Victory Conditions and score the **Routed!** secondary objective.

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.
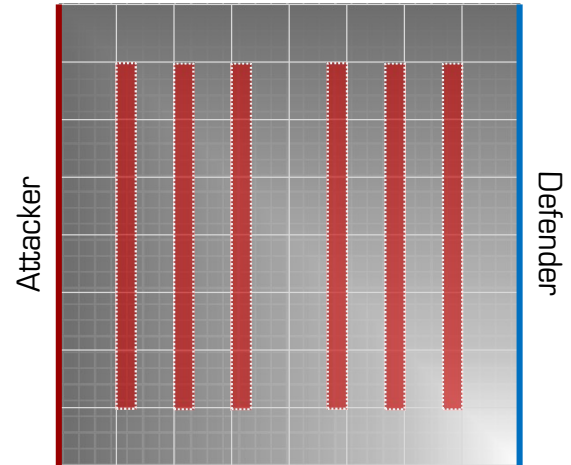
SUPPLY CHAIN
MISSION BRIEFING

MISSION SETUP

Objective Placement: Label objective markers 1 through 6. The defender takes the even numbers, and the attacker takes the odd numbers. Starting with the defender, each force alternates placing markers in any order. The first marker placed must be placed between 6" and 8", the next between 12" and 14", and the last between 18" and 20" of the placing force's home edge. All markers must be at least 12" away from other markers and 6" away from any side edge.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.

MISSION OBJECTIVES

Primary Objectives
[+1] Chain Control

Secondary Objectives
[+1] Destroy Enemy Unit
[+3] Supply Chain Secured

During the end phase, if a unit is within 3" of an objective marker and there are no enemy units within 3" of marker, then that unit is controlling the marker.

If one force is controlling more than 1 marker in numerical sequence, they score control points equivalent to the number of objectives in sequence held. Objectives 6 and 1 count as being in sequence. The force with the greatest number of control points scores the **Chain Control** primary objective.

For example, if one force holds objectives 5, 6, and 1, they would score the 3 control points.

VICTORY CONDITIONS

If neither force has at least 2 primary objective points, the primary objective is considered a draw. If one force triggers the **End-to-End** special rule, they automatically win the primary objective.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.9x	1.05x	1.2x

MISSION SPECIAL RULES

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.
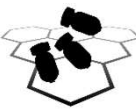
Reinforcements Inbound: After 10 turns, the mission automatically ends.

End-to-End: If one force controls all six objective markers, they automatically win the primary objective as detailed in the Victory Conditions and score the **Supply Chain Secured!** secondary objective..
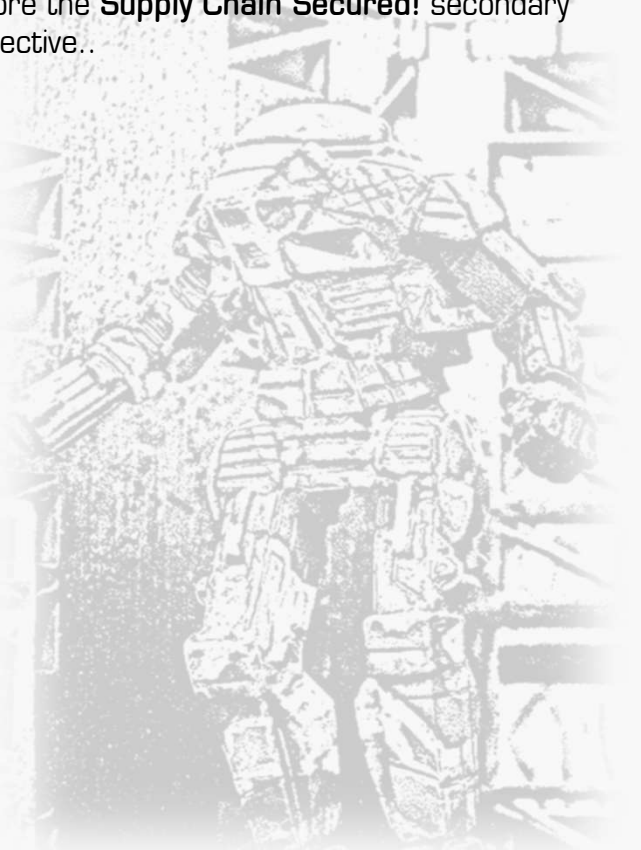
AREA DENIAL
MISSION BRIEFING

MISSION SETUP

Objective Area: Divide the battlegrid into eight zones by first dividing it into four equally sized quadrants, then bisecting these quadrants through the corners adjacent to the center of the battlegrid.

No Man's Land: No Man's Land is a 9" radius circle at the center of the battlegrid and does not count as being part of any zone.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from the right-most 6" of their home edge, and the 6" length along the adjacent right-side edge. On turn 1, the defender loses initiative automatically.
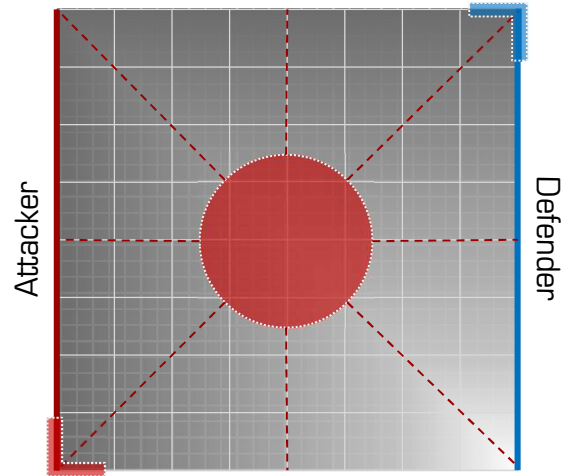
MISSION OBJECTIVES

Primary Objectives
[+1] Ground Control

Secondary Objectives
[+1] Destroy Enemy Unit

If a unit's base is completely within a zone, the unit is contesting that zone. A crippled unit cannot contest a zone. If a unit's base is in multiple zone or partially in No Man's Land, it is not contesting any zones.

During the end phase, the force with the highest total size rating* of all non-crippled units contesting a zone scores a control point. If the total is a tie, neither scores for that zone. The force with the greatest number of control points scores the Ground Control objective.

*always use the Alpha Strike size rating (even in Classic BattleTech) and sum across all units within 3" of a given objective to determine the total size rating per force.

VICTORY CONDITIONS

If neither force has at least 3 primary objective points, the primary objective is considered a draw.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.95x	1.05x	1.25x

MISSION SPECIAL RULES

Moving Out: Neither force can score the Ground Control primary objective on turn 1.
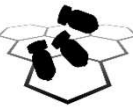
Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.
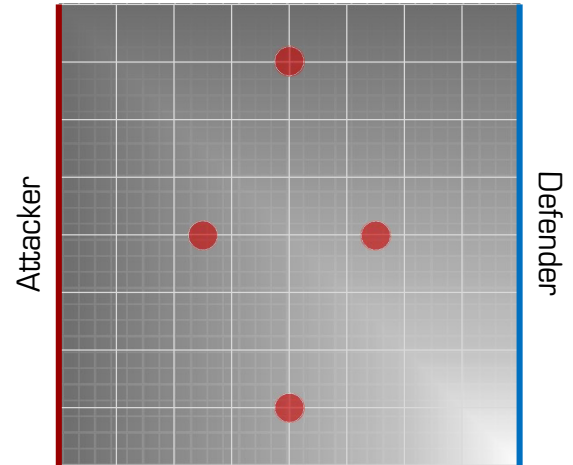
STRONGHOLDS
MISSION BRIEFING

MISSION SETUP

Objective Placement: Place one objective marker 9" from the center-point, towards the attacker's home edge, and another marker 9" towards the defender's home edge. Place another marker 18" from the center-point towards the left side edge, and a final marker 18" towards the right-side edge.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.

MISSION OBJECTIVES

Primary Objectives
[+1]   Establish Stronghold

Secondary Objectives
[+1]   Destroy Enemy Unit

If a unit is within 3" of an objective marker and there are no enemy units within 3" of that marker, then the unit controls the marker. A crippled unit cannot control a marker.

A force gains one control point for each objective marker they control. If a force controls two objective markers within 18" (both middle objective) they gain one additional control point.

The force with the greatest number of control points scores the Establish Stronghold objective.

VICTORY CONDITIONS

If neither force has at least 3 POP, the primary objective is considered a draw.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.85x	0.95x	1.1x

MISSION SPECIAL RULES

Moving Out: Neither force can score the Area Secure or Establish Stronghold primary objectives on turn 1.
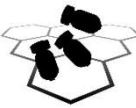
Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.

CROSSFIRE
MISSION BRIEFING

MISSION SETUP

Objective Placement: Place one objective marker in the center, and two more markers each 12" from their respective home edge and 6" from the respective right-hand edge.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Half of the force (rounded down) enters the battlegrid from the right-hand edge 36-48" away from the forces home edge. After these half-forces are fully deployed, the remaining forces enter the battlegrid from the right-hand 12" of their home edge. On turn 1, the defender loses initiative automatically.
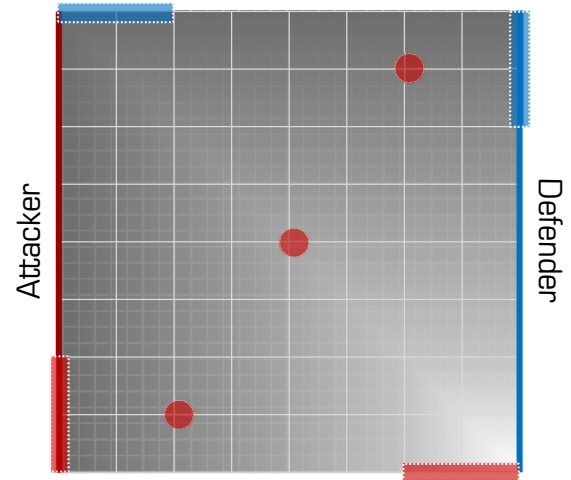
MISSION OBJECTIVES

Primary Objectives
[+1] Establish Echelon

Secondary Objectives
[+1] Destroy Enemy Unit
[+1] Hold the Center

If a unit is within 3" of an objective marker and there are no enemy units within 3" of that marker, then the unit controls the marker. A crippled unit cannot control a marker.

A force gains one control point for each objective marker they control. If a force controls any two markers within 24" they gain one additional control point. If a force controls the center objective, they additionally score the Hold the Center secondary objective.

The force with the greatest number of control points scores the Establish Echelon primary objective.

VICTORY CONDITIONS

If neither force has at least 3 primary objective points, the primary objective is considered a draw.

ESCALATION PARAMETERS

| Level	Low	Med	High
Modifier	1.0x	1.1x	1.25x

MISSION SPECIAL RULES

Moving Out: Neither force can score the Area Secure or Establish Stronghold primary objectives on turn 1.

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.

Reinforcements Inbound: After 10 turns, the mission automatically ends.

VANGUARD BLITZ
MISSION BRIEFING
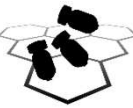
MISSION SETUP

Nav Point Placement: A force's objective zone is 6" from any side edge and 6" - 18" from their home edge. Starting with the defender, each force alternates placing two objective markers in their <u>opponent's</u> objective zone. The objective markers must be 12" away from other markers.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Half of the force (rounded down) is deployed in their force's objective zone. The remaining forces enter the battlegrid from their home edge as described in the Reserves special rule.
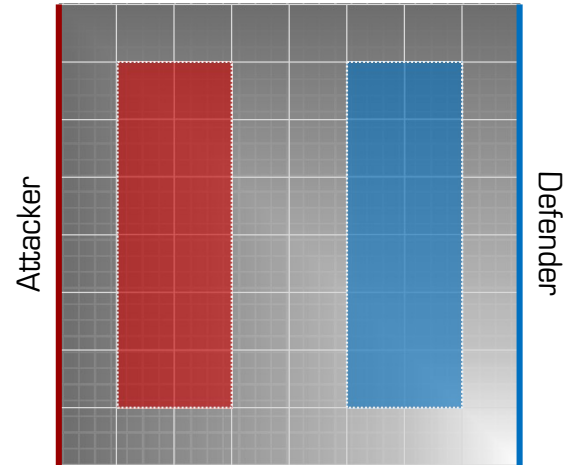
MISSION OBJECTIVES

Primary Objectives
[+1]   Control Nav Points

Secondary Objectives
[+1]   Destroy Enemy Unit
[+1]   Blitzed!

If a unit is within 3" of an objective marker and there are no enemy units within 3" of that marker, then the unit controls the marker. A crippled unit cannot control a marker.

A force scores one control point for each objective marker controlled in their opponent's objective zone. The force with the greatest number of control points scores the **Control Nav Points** objective. If one force controls both objective markers and the other force controls none, then the controlling force additionally scores the **Blitzed!** secondary objective.

VICTORY CONDITIONS

If neither force has at least 3 primary objective points, the primary objective is considered a draw. A force cannot be wiped until the end of turn 3, however a force may choose to retreat at any time.

ESCALATION PARAMETERS

| Level	Low	Med	High
Modifier	0.95x	1.0x	1.15x

MISSION SPECIAL RULES

Moving Out: Neither force can score the Control Nav Points or Blitzed! primary objectives on turn 1.

Reserves: During the movement phase of turn 2, 25% of the forces (round down to a minimum of 0) enter the battlegrid from their respective home edge. During the movement phase of turn 3, the remainder of the forces enters the battlegrid from their respective home edge.

Price of Retreat: If one force retreats, the other force automatically wins the primary objective, and the mission automatically ends.
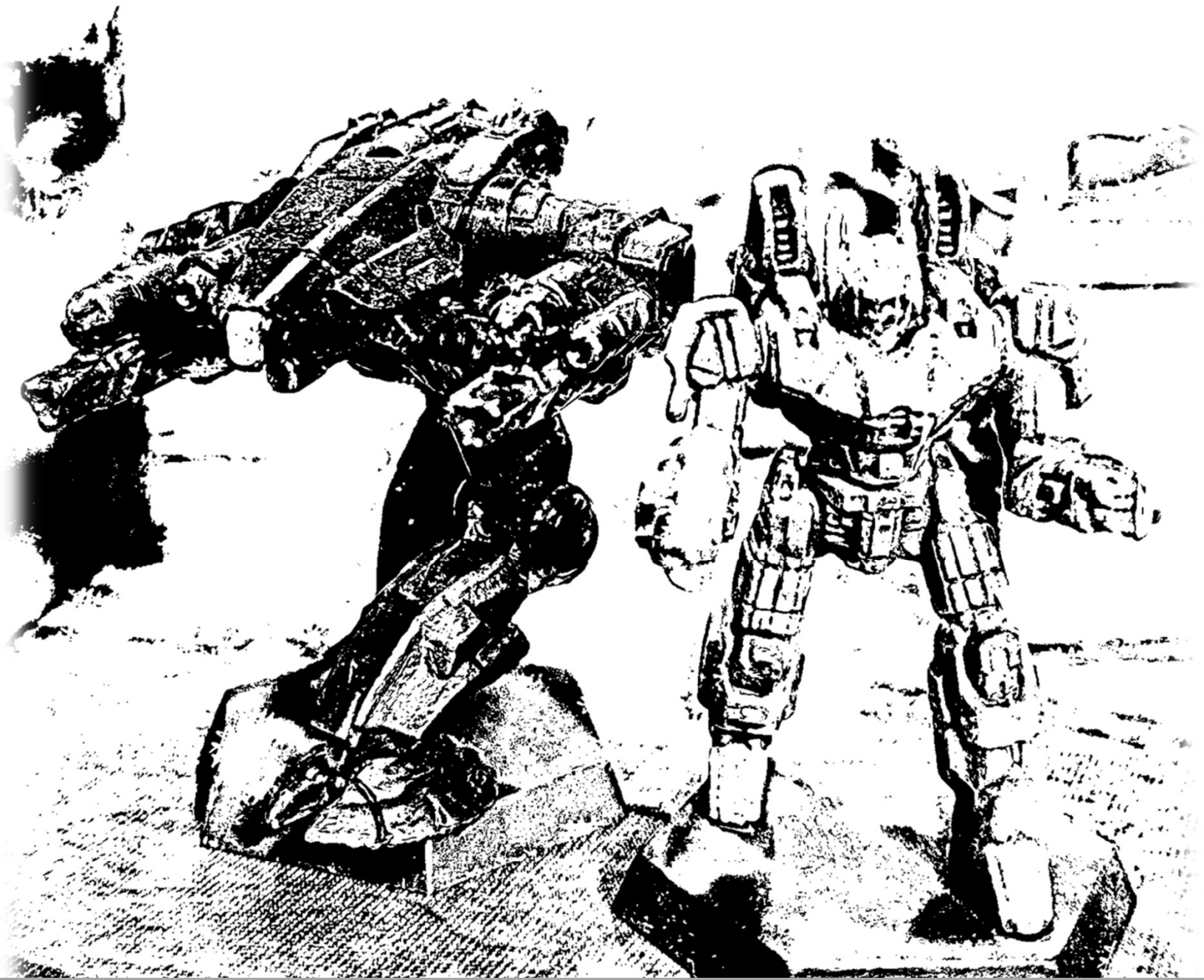
**Reinforcements Inbound:** After 10 turns, the mission automatically ends.

RECON
MISSION BRIEFING

MISSION SETUP

Target of Interest: The target zone is between 6" and 18" from the defender's table edge, and 6" away from each side edge. The defender places three objective markers anywhere within the target zone, and secretly notes which marker is the target of interest.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.
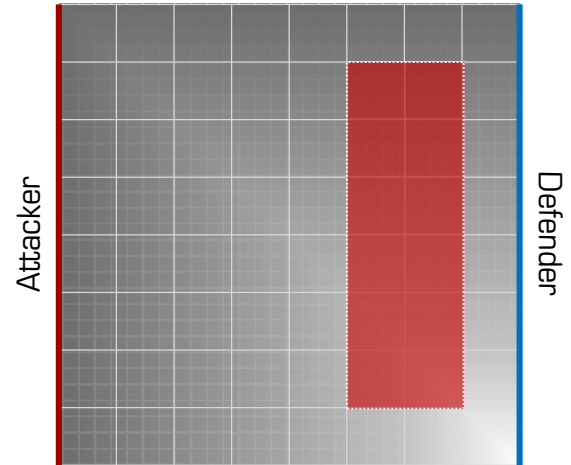
MISSION OBJECTIVES

Attacker

Primary Objectives
[+1] Escape with Recon Data

Secondary Objectives
[+1] Destroy Enemy Unit

Defender

Primary Objectives
[+1] Stall the Offensive

Secondary Objectives
[+1] Destroy Enemy Unit

If an attacking unit that has scanned and imaged the Target of Interest moves off the attacker's home edge, it scores the Escape with the Recon Data mission objective, and the mission automatically ends.

If the attacker has not scored the Escape with Recon Data objective by the end of the game, the defender scores the Stall the Offensive mission objective.

VICTORY CONDITIONS

None.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.8x	0.9x	1.0x

MISSION SPECIAL RULES

Scan the Objective: Any unit from the attacker's force can scan an objective if it is within sensor range of the objective as a free action in the shooting phase. ECM affects this as normal. If an objective is scanned, the defender must reveal if it is the **Target of Interest** or not.
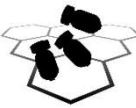
Image the Objective: An attacking unit can image the Target of Interest as a free action if it begins the shooting phase within 3" of the objective and has previously scanned it (see above).

LZ Hot! Lifting Off!: After 12 turns, the mission automatically ends. If the mission ends this way, the defender automatically wins the primary objective.

LINEBREAKER
MISSION BRIEFING

MISSION SETUP

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge.

The attacker must deploy in a 24x6 area centered along their home edge. The attacker must declare each unit's movement mode (stationary, walk, sprint, etc.), though the units do not move after being placed in the deployment area.

The defender's forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.
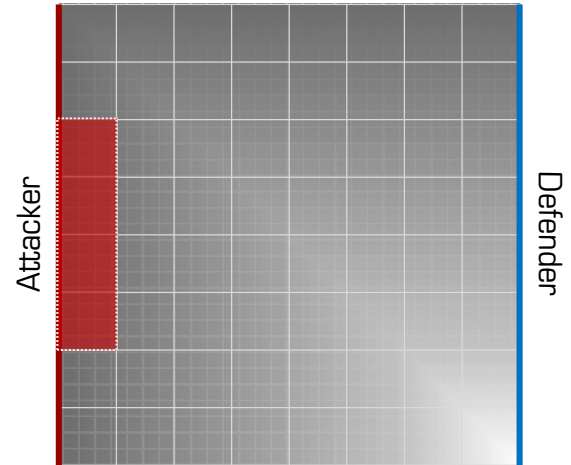
MISSION OBJECTIVES

Attacker

Primary Objectives
[+1] Breakthrough

Secondary Objectives
[+1] Destroy Enemy Unit

Defender

Primary Objectives
[+1] Pinned Down

Secondary Objectives
[+1] Destroy Enemy Unit

If an attacking unit moves completely off the defender's home edge, it scores the Breakthrough mission objective.

At the end of turn 10, the defender scores the Pinned Down objective for each attacking unit that has not moved completely off the defender's home edge.

VICTORY CONDITIONS

If the defender does not have at least twice as many primary objectives points as the attacker, the primary objective is considered a draw.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.85x	1.05x	1.25x

MISSION SPECIAL RULES

Lightning Raid: In missions where the defender has less than 4 units, reduce the size of the area the attacking unit can exit the battle grid by 12" per unit under 4. For example, if the defender only has 2 units, the attacker may exit through a 24" line centered along the defender's home edge.

Reinforcements Inbound: After 10 turns, the mission automatically ends.

SEEK & DESTROY
MISSION BRIEFING

MISSION SETUP

Primary Targets: There are a number of primary targets equal to 2 plus the mission BV/PV/FV divided by 4000/90/5 rounded up. The defender places all primary targets 3" - 24" from their home edge, 3" from either side edge, and 9" apart. They cannot be placed in depth 1+ water, and count as being 2x2x2" immobile targets.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. Forces enter the battlegrid from their home edge. On turn 1, the defender loses initiative automatically.
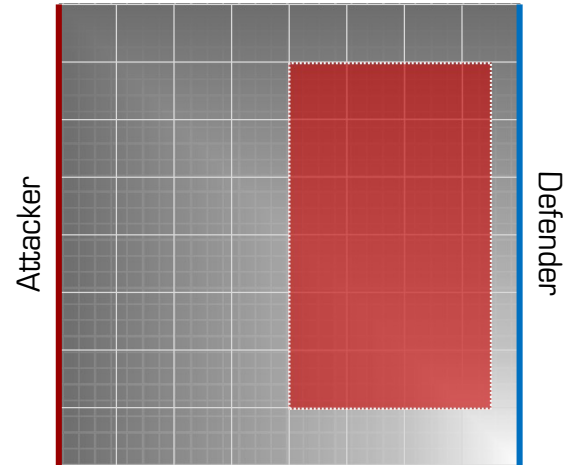
MISSION OBJECTIVES

Attacker

Primary Objectives
[+1]   Destroy Primary Target

Secondary Objectives
[+1]   Property Damage
[+1]   Destroy Enemy Unit

Defender

Primary Objectives
[+1]   Defend Primary Target

Secondary Objectives
[+1]   Destroy Enemy Unit

When a Primary Target is reduced to 0 CF, the attacker scores the Destroy Mission Target mission objective. At the end of the mission, the defender scores the Defend Mission Target mission objective for each Primary Target that has any CF remaining. For each Primary Target that has been damaged but not destroyed, the attacker scores the Property Damage mission objective.

VICTORY CONDITIONS

None.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.8x	1.0x	1.15x

MISSION SPECIAL RULES

Watch for Decoys: Attackers must be in sensor range of a Primary Target before attacking it.

Pyrrhic Victory: If 75% or more of the attacking force's units are destroyed, then they automatically lose the secondary objective.

Hardened Targets: Each Primary Target has the same amount of CF, based on the system being played:
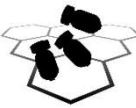
TW: 100 | Destiny: 35 | Alpha Strike: 12

Reinforcements Inbound: After 10 turns, the mission automatically ends.

ESCORT
MISSION BRIEFING

MISSION SETUP

Nav Points: Nav Alpha is placed on the defender's left side edge, 15" from their home edge. Nav Beta is placed directly across on the opposite edge.

Deployment: The defender selects any edge as their home edge; the attacker is assigned the opposite edge as their home edge. The defender moves onto the battle grid from any point within 6" of their left-hand corner, and the attacker moves onto the battlegrid from any point within 6" of their right-hand corner. The defender must place all convoy vehicles within 8" of Nav Alpha. On turn 1, the defender loses initiative automatically.
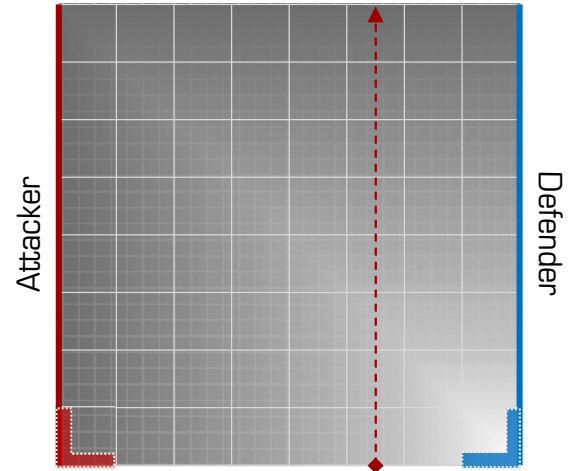
MISSION OBJECTIVES

Attacker

Primary Objectives
[+1] Disable Convoy Vehicle

Secondary Objectives
[+1] Destroy Enemy Unit

Defender

Primary Objectives
[+1] Defend Convoy Vehicle

Secondary Objectives
[+1] Destroy Enemy Unit

If a convoy vehicle moves off the battlegrid within 3" of Nav Beta, the defender scores the Defend Convoy Vehicle mission objective. If any of the convoy vehicles are hit by a Disabling Shot, the attacker scores the Disable Convoy Vehicle mission objective.

VICTORY CONDITIONS

If neither force has at least 2 primary objective points, then the primary objective is a draw.

ESCALATION PARAMETERS

Level	Low	Med	High
Modifier	0.85x	1.0x	1.15x

MISSION SPECIAL RULES

Convoy Vehicles: There are five convoy vehicles which have a move of 5 (target mod +2 or TMM 2), cannot flank/sprint and always ignore non-impassable terrain. The convoy vehicles cannot be attacked except with a disabling shot (see special rule below).

Convoy Movement: Starting on turn 2, the convoy is moved by the defender before any other units are moved. The vehicles may move in any direction.

Disabling Shot: Attacking units that are within 12" of a convoy vehicle may attempt a disabling shot with any weapon/TIC (including melee attacks). The target number for this attack is calculated normally but also has an additional +2 penalty. A unit may only attempt one Disabling Shot per turn but may make other attacks as normal (additional attacks count as secondary targets).

Reinforcements Inbound: After 10 turns, the mission automatically ends.