

## SUPPLY CACHE

As fighting for the planet's meager resources erupts, the first army to secure enough of the initial supplies will surely allow them to extend their dominance of the planet and may see them control more of the surrounding areas.

### Mission Rules

**Secure Supply Drops:** At the end of each turn, units from both players armies can pick up any objective markers they control, to be able to pick it up you must not be an aircraft, a fortification or battle-shocked. When a unit picks up an objective marker, remove it and make a note of which unit has it. Whilst carrying an objective marker a unit cannot move more than 6" in the movement phase (but can still charge). A unit can only hold one objective at a time. Each time a unit holding an objective marker is destroyed, place the objective marker within 1" of the last model in the unit. If it was destroyed by a melee attack the attacking unit may immediately pick up the objective marker if it is able to do so.

### MISSION OBJECTIVES

At the end of the battle, each player score 15VP for each objective marker that units from their army are carrying and an additional 5VP for each of those units that are wholly within your deployment zone.

#### Victory bonus

Each unit from the victor's army that is carrying an objective a marker at the end of the battle gains 2XP. If one or more of those units carrying objective markers are wholly within the victors deployment zone then the victor receives a number of RP equal to the new number of hexes controlled following the win/the number of players in their alliance rounding up.

#### Command Card Draw

Add one to your roll per objective held at the end of the game.

