

STRIKE FORCE MISSION PANDEMIC LOCALE

A rampant pandemic is on the verge of an outbreak. Your forces must locate malignant structures buried within the ground to prevent contagion, or bring about its gifts.

Mission Rules

Objective Markers: Place objective markers after determining deployment zones. The Attacker takes two objective markers and numbers them 1 and 2. The Defender takes two objective markers and numbers them 3 and 4. The players alternate placing objective markers on the battlefield, one at a time, starting with the Attacker. Each objective marker must be placed more than 6" from each player's deployment zone, more than 6" away from the edge of the battlefield and more than 12" from each other.

Pandemic Locale: At the start of the second battle round, the Attacker selects odds or evens; the corresponding objective markers are removed from the battlefield. At the start of the third battle round, the Defender selects one remaining objective marker to be removed from the battlefield.

Both armies are up to 1,600 points max.

MISSION OBJECTIVES

SEIZE THE VIRUS

Progressive Objective

At the end of each battle round, each player scores victory points for each objective marker they control. The number of victory points they score is as follows:

Battle Round	Victory Points
1	5
2	10
3	20
4	15
5	15

Victory Bonus

The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points.

Command Card Draw

Add 1 for every 20 points scored.

