



LOST IN THE MIST

ASTRONOMI-CON TOURNAMENT SCENARIO

OVERVIEW

A flyer carrying vital supplies has crashed due to dense fog. Lost are 6 crates containing these supplies. The enemy is also aware and has dispatched their own force to salvage anything of value. All this while the fog lingers and hampers your ability to find your quarry.

MISSION SPECIAL RULES

Reserves, Deep Strike, **On The Scene***, **Advanced Reserves***, **Converging Reserves***, **Dense Fog***, **Supply Crates***, **Priority Shift***.

*Refer to the accompanying Mission Special Rules sheet for more information.

PRIMARY OBJECTIVE

You must secure as many Supply Crates as possible and hold them at the end of the game.

- +10 If you hold more Supply Crates than your opponent.
- +7 If you hold as many Supply Crates as your opponent.
- +3 If you hold fewer Supply Crates than your opponent.

SECONDARY OBJECTIVES

- +1 If you have hold three or more Supply Crates at the end of the game.
- +1 If you hold a Supply Crate in your deployment zone at the end of the game.
- +1 If you have units in more table quarters than your opponent at the end of the game.

THE PRICE OF FAILURE

- 1 If all of your HQ units are destroyed at the end of the game.
- 1 If you have no units outside of your Deployment Zone at the end of the game.
- 1 If you hold no Supply Crates at the end of the game.



SET-UP

1. Before choosing table edges the players place the 6 Supply Crates on the table. They cannot be closer than 8" to each other and must be outside of the deployment zones.
2. Players roll-off and the winner chooses to go first or second. The player that goes first will then select a long board edge to be their own table edge, and a corresponding deployment zone. The other player will have the opposing deployment zone.
3. Starting with the player that goes first, that player deploys their units **On The Scene** in their deployment zone. Once complete, the opponent then sets up their units **On The Scene** in their own deployment zone.
4. Scatter the objectives using the **Priority Shift** rules.
5. Infiltrators are then deployed and any scout moves are made.
6. The player that deployed second may roll to Seize the Initiative.
7. Games follow the standard Ending The Game rules as detailed in the main rulebook.

