DOMINATION

While some objectives must be secured completely, others need only be held for a limited duration – a force may be raiding a supply cache or downloading sensitive data from enemy computer systems. Although it is in their best interests to hold them as long as possible, every second they hold the objective does more damage to the enemy.

The Strike-teams

This scenario is for two opposing strike-teams of equal value. 300pts is the recommended size.

Deployment and Terrain

This scenario is best played out on a 4'x4' table. Terrain should be placed upon the battlefield in any mutually agreeable manner. The board should feature fairly dense terrain, with plenty of ruined and/or multi-level accessible buildings, wrecked vehicles, piles of rubble and other similar features. Either player should roll a d10 and consult the following table to see how many objectives are placed:

d10 score	# of Objectives
1-3	3
4-7	4
8-10	5

Players place objectives alternately (with a dice-off to determine who places first) no closer than 12" to any table edge or 8" to any other objective.

Once terrain has been set up, both players roll a d10, with the winner choosing a board edge as their deployment edge. The other player is assigned the opposite edge. Starting with the winner, players deploy their models alternately within 6" of their respective table edges.

Deployment Map
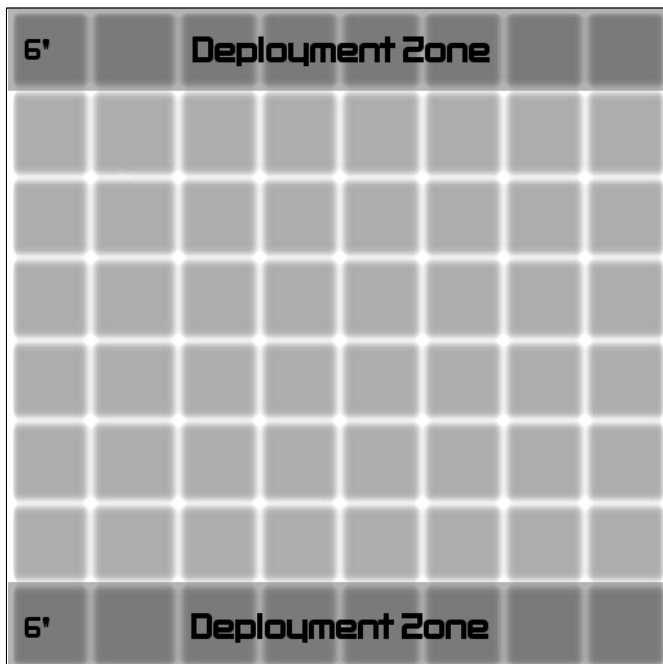
Special Rules

Capturing Objectives

An objective counts as occupied by a force if there is at least one unpanicked model of that force in base-to-base contact with that objective, and if no enemy models are in base-to-base contact with the objective.

If an objective has no models of either force in base-to-base contact, or all models in base-to-base contact are panicked, it is considered unoccupied.

If an objective has models of both forces in base-to-base contact, or all models in base-to-base contact are engaged in close combat with enemy models, it is considered contested.

Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 66% break point.

Game Length

The game has no fixed turn count. Starting from turn 6, roll a d10 and add the current turn number to the score. If the result is 12 or greater, the game ends. The game will also end if one of the following criteria have been met:
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

Both sides are competing to hold as many of the objectives as possible for as long as possible, while preventing their opponent from doing the same.
Victory points are awarded as follows:
- For each objective held by a player at the end of a turn, the player receives 10 victory points. These points are awarded at the end of every turn, so keep track of them during the game.
- For each surviving model at the end of the game, the player receives victory points equal to the model's cost.

The winner is the player with the most victory points at the end of the game.

Multiplayer Variant

This scenario is suitable for three or more players, by using the Table Edges or Table Quarters deployment maps for up to 4 players. For each player beyond the first two, add two additional objectives.