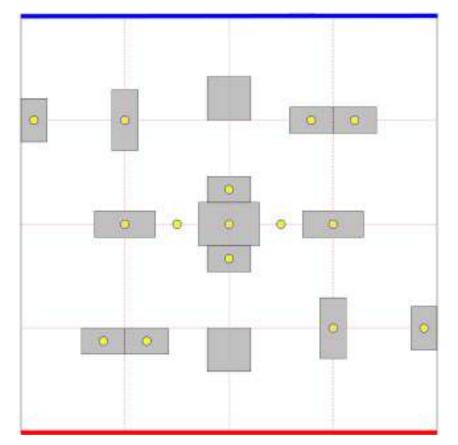
Sweep & Clear

Command has marked out specific structures for your force to investigate. Be prepared, the enemy is sure to be interested in the same locations!



15 Possible Intel locations (yellow circles) placed as shown. Each player can gain a point for capturing the same location provided a "Secure This Location" or "Data Found" result has not been rolled for this location already.

It would be best to place two differently colored Intel tokens in each location. For example, one Red and one Blue. When these tokens are in the open, stack them to provide a uniform arrangement.

All structures are A8. Be aware of "Linked Structures."

Players: 2

Roster Type: Standard (1500 points is ideal)

Deployment: Fast Movers start in Reserve, all other units in Readiness. Forces enter on Red and Blue table edges.

Duration: 6 Turns

Victory Conditions: When a Possible Intel location is captured, roll a d6 and consult the table below. Locations are captured when, in the case of structures, an Infantry unit becomes the Occupier or, in the case of locations in the open, a unit makes physical contact with the location. Aircraft may never capture a location in the open unless their specific rules state that they may contribute to controlling Focal Points; for example, airborne commanders and Mercury Drones.

1	Secure This Location!	Remove remaining Intel tokens from this location and replace them with a Focal Point token. Immediately gain 1 VP for capturing this location. Controlling this location at game's end yields an additional VP.
2-5	Location Captured!	Gain 1 VP for capturing this location. Remove only your Intel token.
6	Data Found!	Remove remaining Intel tokens from this location and replace them with an Objective token. Immediately gain 1 VP for capturing this location. A bonus VP can be achieved for carrying this Objective off the map via your own table edge.

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

