



HERE WE STAND

Deployment: 18" each side.

Special Rules (Sectors)

- Divide the battlefield into four equal Sectors as shown above.
- Units are considered to be in the Sector that the majority of their tray is in. In the rare cases where they are exactly the same, the owner's **opponent** chooses.
- A player **Controls** a Sector if they have at least 5 army points worth of units, and more total army points than their opponent, in that Sector.

Special Rules (NCUs)

- When a NCU activates, as its Action, it may, instead of claiming a zone on the Tactics Board, be placed on a Sector of the map. The NCU's army points will be added to the Sector for scoring (*see below*).

Special Scoring

- Beginning on Round 2, at the end of each Round, if a player Controls either Sector closest to their **friendly** Deployment Zone, they will score **1 Victory Point** for each of those Sectors they Control.
- Beginning on Round 2, at the end of each Round, if a player Controls either Sector closest to their **enemy's** Deployment Zone, they will score **3 Victory Points** for each of those Sectors they Control.

