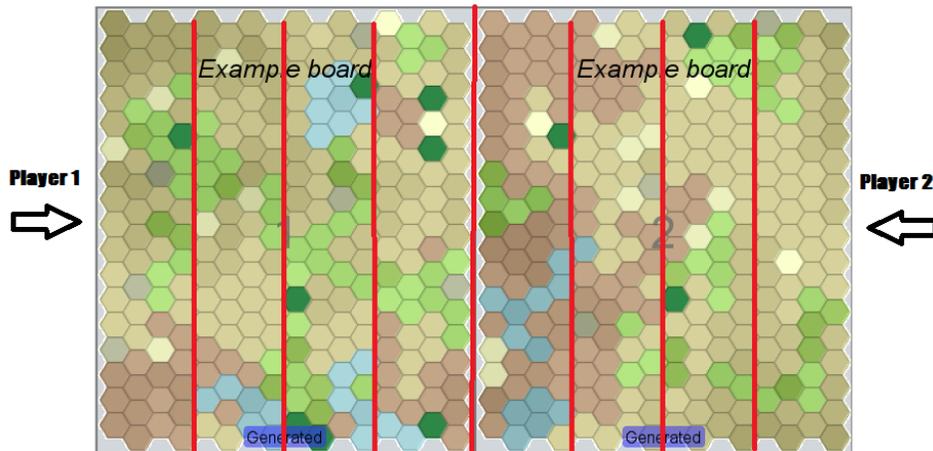# Mission #2   *Two Hits*

With the sensors deployed it's time to move out and start taking names. Your employers aren't paying for a bunch of militia mechs and they want results. Let's get out there and knock some heads.

UNIT LIMIT- Maximum BV= 9000

- **Map** -
- **Deployment**- units are placed up to 3 hexes from their starting edge starting with the loser of initiative. One unit, and any attached or contained INF or BA, may forward deploy up to 8 hexes.
- **Battle Length**- 12 turns.
- **Mission**- Head Hunt
    - Each player will identify their 3 highest BV units. These units are designated Priority Targets.
- **Victory Conditions**-
    - Score **2 Victory Points** at the end of the game for every Priority Target that is placed into a Forced Withdrawal state.
        - Score **3 Victory Points** instead if that Priority Target was Destroyed. (Note this is not equal to the repair definition of "Destroyed")
    - Score **1 Victory Point** for every unit that is not a priority target that is destroyed. There is no limit to this score.
- **Rewards**-
    - Each player receives **100 Support Points.**
    - For every Victory Point the player receives they earn an additional **30 Support Points**.

Player 1 Name _____   Player 1 VP _____ Player 1 SP _____

Player 2 Name _____   Player 2 VP _____Player 2 SP _____