**ESCALATING CONFLICT**

**ADDITIONAL SET UP**
When hiring a Company, each player is provided an additional +25 Scrip.

During Scouting, place two Objective Markers on the centerline, each marker halfway between the center of the table and one table edge. Then, one Objective Marker is placed in the center of the table.

All Objective Markers are unclaimed.

Then, each player must choose One Commander and its provided Scrip worth of units and Assets. During Deployment, only the chosen units are Deployed and only the chosen Assets are Attached to units.

**VICTORY CONDITIONS**
When a Commander unit is Killed, the opposing Company scores 2 Victory Points.

At the end of every Turn, each Company scores 2 VP for each Objective it has claimed.

After Scoring, all Objective Markers become unclaimed.

**ONE COMMANDER ESCATING CONFLICT**
One Commander games of Escalating Conflict are played on a 4’x6’ table instead of a 4’x4’ table.

**DESIGNER’S NOTE:**
This Scenario is made to allow players to grow their Company over time. You and your opponent will be able to bring in additional units throughout the game in order to react to a changing battlefield.

**SPECIAL RULES**
During the End Phase of the second Turn, if players have any Commanders that have not yet Deployed, they may be Deployed now.

During each End Phase, after players have scored, each player may Deploy up to 10 Scrip worth of units or Assets from their Company that have not yet been Deployed. Assets Deployed this way may be Attached to any unit it can be legally Attached to. If a player does not Deploy 10 Scrip worth of units or Assets this way, any left-over Scrip is added to the player’s total for the next Turn.

Unengaged Fireteams gain the following Action:

![Investigate: Discard a Tactics Token to claim target Objective Marker within 3” and LoS of this Fireteam.](image-url)