

# COMMANDO

*Remember when I told you I'd kill you last?*

- Objective:** Your troops are trained to go behind enemy lines to capture the objective.
- Deployment:** Pitched Battle – Long table edges (p.92).  
**After** deciding deployment zones, but **before** deploying any unit, each player places one major objective (60mm) in their own deployment zone as per the rules for Capture and Control (p.91).
- Special rules:** Deep Strike, Infiltrators, Scouts, Reserves, Commandos
- Commandos:** All **troop units** placed in reserve may **outflank** (p.94), even if they do not have the Scout or Infiltrate universal special rules.  
However, **no troop unit** may outflank in a **dedicated transport** unless they already have the Infiltrate ability.  
If the owning player wants to outflank with troops who are mounted in a transport, when the reserves are available the troops may outflank **on foot** while the transport drives on from the owning player's **table edge**.
- Game length:** Between 5 and 7 turns (Ending the Game, p.90)
- Victory:** The player who controls the most objectives is the winner. Controlling an objective is as described in Capture and Control (p.91)
- Draw:** Both opponents control one objective each, or neither controls any objectives.