

## KEY CAPTIVE

*Special rules: Exclusion Zone, Consoles, Control Console, The Armory, Rogue Hacker, Cyber Panoplies, Specialist Troops, Engineer and Hacker Bonus.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Kill Rogue Hacker (1 Objective Point).
- » At the end of the game, have Rogue Hacker in CivEvac state (2 Objective Points).
- » At the end of the game, have Rogue Hacker in your own Deployment Zone (1 Objective Point).
- » At the end of the game, have Activated Console (1 Objective Point for each Activated Console, to a maximum of 3).
- » At the end of each game round, Control more Consoles than the adversary (1 Objective Point).
- » At the end of the game, have acquired more items from the Panoplies than the adversary (1 Objective Points).

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point).

## FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not permitted to deploy in Silhouette contact with the Antennas.

**Exclusion Zone.** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### CONSOLES

There are 3 Consoles placed on the border of each Deployment Zone.

In 300/400 point games they are 12 inches (Console A), 24 inches (Console B), and 36 inches (Console C) from the left table edge (see map).

In 200/250 point games they are 8 inches (Console A), 16 inches (Console B), and 24 inches (Console C) from the left table edge (see map).

In 150 point games they are 6 inches (Console A), 12 inches (Console B), and 18 inches (Console C) from the left table edge (see map).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

#### ACTIVATE CONSOLE

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill
- The Specialist Troop must be in Silhouette contact with a Console.

#### EFFECTS

- Allows the Specialist Troops to make a Normal WIP Roll to Activate the Console.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- The Activated Console extends Hacking Area of any adjacent Hacker to the Armory, and to the Troopers in Silhouette contact with the corresponding Console on the other side of the table.
- An Activated Console cannot be deactivated or Activated again by the other player.

### CONTROL A CONSOLE

A Console is Controlled by a player as long as that player is the only one with at least one Hacker (as a Model, not a Marker) in Silhouette contact with it. There cannot be any enemy Hackers in Silhouette contact with the Console. Models in a Null State cannot do either.

### THE ARMORY

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Armory, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below). The Gates of the Armory are closed at the start of the game. The Armory Gates must be represented by a Narrow Gate Token or a scenery piece with the same size.

The armory gates cannot be opened during the first Game Round.

OPEN THE ARMORY GATES

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Hackers can declare this Skill
- ▶ The Hacker must be in Silhouette contact with an Activated Console.
- ▶ You must Control at least two Activated Consoles.

EFFECTS


- ▶ Allows the Hacker to make a Normal WIP Roll to Open the Gates. A success opens all Gates to the Objective Room. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ Using this skill is considered using a Hacking Program and is subjected to Hacking ARO.

## ROGUE HACKER

There is a Rogue Hacker placed in the center of the table inside the Armory. The Rogue Hacker is a Civilian identified by a Hostile Token, and considered an enemy Trooper to both players, reactive and hostile. The Rogue Hacker can be targeted by Attacks, and Hacking Programs.

If any player triggers the Hacking ARO inside the Hacking Area of the Rogue Hacker, the Rogue Hacker reacts with Trinity Program. If the Rogue Hacker takes any damage from a Hacking Program, he become Isolated until the end of the Turn instead.

If the Rogue Hacker takes any damage from Attack, he enters Dead state immediately ignoring Unconscious state.

▶ ISC: ROGUE HACKER										
	MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	S
	4-4	--	--	10	13	0	3	1	--	2
▶ROGUE HACKER BS Weapon ---; CC Weapon ---; Equipment: Killer Hacking Device; SWC: ---; Cost: ---										

## CYBER PANOPLIES

There are 2 Panoplies, placed in the central line of the table. They are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games (see map below).

Each Panoply must be represented by an Objective Token or by a scenery piece of the same diameter.

USE PANOPLIES

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill
- ▶ The Trooper must be in Silhouette contact with a Panoply

EFFECTS

- ▶ By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- ▶ Using this skill is considered using a Hacking Program and is subjected to Hacking ARO.

## CYBER PANOPLIES CHART

1D20	RESULT
1-4	Hacker (Zero Pain)
5-8	EVO Hacking Device
9-12	Hacking Device
13-16	Killer Hacking Device
17-20	Hacking Device Plus

## SPECIALIST TROOPS

For the purposes of this scenario, only Hackers and troops possessing Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

## HACKER AND ENGINEER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

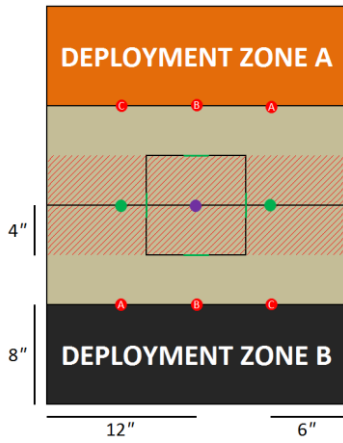
Also Engineers can chose the result of the 1D20 roll on Use Panoply chart.

## END OF THE MISSION

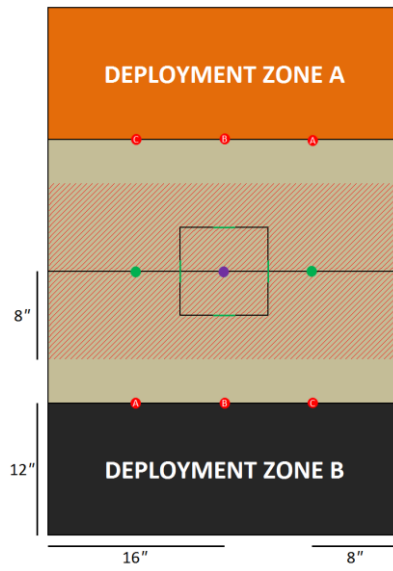
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

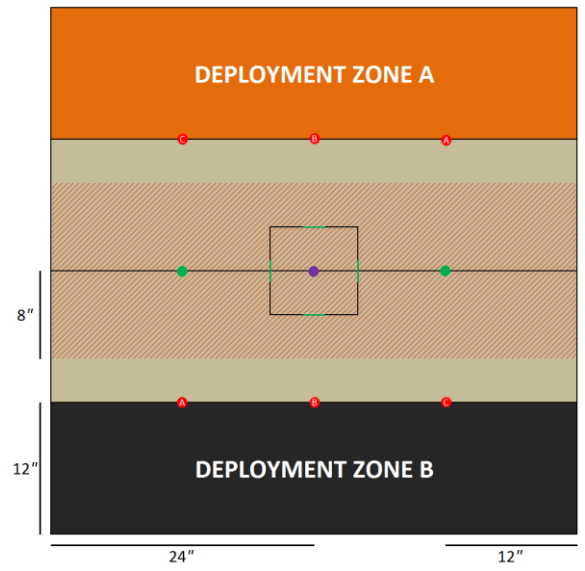
**150 P**  
24 in x 32 in



**200 P / 250 P**  
32 in x 48 in



**300 P / 400 P**  
48 in x 48 in



- Console
- Cyber Panoply
- Rogue Hacker
- Narrow Gate (closed)
- Exclusion Zone