

Fragmented Data Delivery by Torias X2200

Special Rules: Tech-Coffins, Data Packs, Specialist Troops, Proximity Alert, Jumpy Smuggler

Mission Objectives

Main Objectives

- Extract Data Packs from the Tech-Coffins (1 objective point per extracted Data Pack, up to a maximum of 3 points)
- Hand over Data Packs to the smuggler (1 objective point per delivered Data Pack, up to a maximum of 3 points)
- At the end of the game, have handed over more Data Packs than the adversary (2 objective points)
- At the end of the game, have handed over all 3 Data Packs (2 objective point)

Classified

- There are no classified objectives

Forces and Deployment

SIDE A and SIDE B: Both players will deploy on opposite sides of the 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 Zones |
|---------|-------------|-----|-----------------|------------------|
| 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 allowed to deploy in Silhouette contact with the Tech-Coffins or the smuggler.

Scenario Special Rules

Tech-Coffins

There are 3 Tech-Coffins placed on the central line of the table. One is in the center of the table, and the other two 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. Inside each Tech-Coffin there are two Data Packs per Side (two Data Packs for SIDE A and two Data Packs for Side B in each Tech-Coffin).

The Tech-Coffins must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter.

Data Packs

The Data Packs must be represented by a 25 mm Token, like a Supply Box Token or a similar scenery item.

Short Skill: Extract Data Pack

Trait: Attack

Requirements

- Only Specialist Troops can declare this skill
- The Specialist Trooper must be in Silhouette contact with a Tech-Coffin

Effects

- Allows the Specialist Trooper to make a normal WIP-Roll to extract and pick up one of the corresponding Data Packs from the Tech-Coffin, with a succeeded roll a Supply Box Token is placed in Silhouette Contact with the acting trooper
- 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
- Once the roll is succesful, the Tech-Coffin Token is not removed from the gaming table as long as there are remaining Data Packs left inside. It can be removed if SIDE A and SIDE B have extracted all Data Packs.
- If a scenery item is used instead of a Token, then it can be kept on the gaming table, but a Player A and Player B Token should be placed besides it, to mark that all Data Packs are extracted

Short Skill: Pick up Data Pack

Trait: Attack

Requirements

- The trooper should be in one of the following situations:
 - o Be in Silhouette contact with a friendly model in a Null State with a Data Pack
 - o Be in Silhouette Contact with a friendly model in any kind of Immobilized State or Isolated state with a Data Pack
 - o Be in silhouette contact with a friendly unaccompanied Data Pack

Effects

- Spending one short skill but without any roll, any trooper can pick up a Data Pack Token in any of the situations previously mentioned
- Each model can carry one single Data Pack Token. There are no exceptions
- Only Models, and not Markers (Camo, Impersonation, Holoechos, ...) can carry the Data Pack Tokens
- The Data Packs Tokens must always be kept on the game table, even if the Model which is carrying it passes to a Null state.
- The only exception is the handover to the smuggler. For handing over, the Trooper which is carrying the Data Pack Token has to spend one short skill in Silhouette Contact with the smuggler, but does not have to make any further roll.
- It is not allowed to pick up or carry an enemy Data Pack. The only exception are Troopers in possessed or sepsitorized state. Those troopers are allowed to pick up Data Packs from the player who caused them to enter the state. As soon as possessed state is cancelled the Data Pack will be dropped in Silhouette contact and will remain in its current position.

Specialist Troops

For the purposes of this scenario, only Hackers, 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.

Jumpy Smuggler

At the beginning of the game a smuggler has to be placed in the exact same way as an HVT would be placed but with the additional restriction that it may not be placed inside the corresponding player's deployment zone. This is the smuggler where the opposing player has to bring his extracted Supply Boxes to.

After Deployment both players are allowed to spend up to one command token to change the position of the smuggler the opposing player has placed within a radius of up to 8 inches. The repositioning must not ensure that the smuggler is placed in the enemy's half of the game table. The player who kept deployment during the initiative Roll starts with his decision.

Data Packs Tokens cannot be handed over to the smuggler during the first game round.

Proximity Alert

Specialists possessing any kind of skill which would allow them to deploy outside of their own deployment zone (Impersonation, Infiltration, Airborne Deployment, Forward Deployment) have a MOD of -3 to the WIP Roll necessary to extract a Data Pack/Supply Box from the Tech-Coffin. In case of Strategic Deployment only the owner of the skill gets the MOD of -3 as long as other Fireteam members do not have other special deployment skills on their own.

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.