

# Two Keys

Table Configuration: see below

Special Rules: Data Tracker, Ends in Retreat, Classifieds, HVT, Specialist Troops, Objective Room

## Mission Objectives

### Main Objectives

- Kill more army points (2 pt)
- Kill the enemy Data Tracker (1 pt)
- Dominate the Objective Room on player turns 2, 3, 4, and 5 (1 pt each - 4 pt max)
- Perform a Two Keyed entry on your turn (1 pt each – 2 pt max)
- 1 Classified Objective (1 pt)

## Deployment

Both players will deploy on opposite sides of the board in 12" deep Deployment Zones

There is an 8"x8" Objective Room in the center of the board. The Objective Room is considered to have infinite height. The 4 doors on the objective room start the game in the closed position.

Two Consoles will be placed at the midfield, each 12" from a board edge

## Scenario Special Rules

### Killing

A trooper is considered Killed when he enters Dead state or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered killed by the adversary.

### Data Tracker

At the end of deployment, in player turn order, assign one trooper to be your Data Tracker. Must not be a TAG or REM. Must be deployed on the table in a non-marker state

Data Tracker will receive 1 additional irregular order that can only be spent on the Data Tracker

Data Tracker may choose to count as a Specialist Operative or to be equipped with D-Charges

### Dominate Objective Room

The Objective Room is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camo, Shas-Embryo, Seed-Embryo..) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside the Objective Room when more than half the Trooper's base is inside the room.

### Activate a Console (short skill)

#### Labels

Attack

#### Requirements

- A Specialist trooper must be in base contact with the console and pass a WIP(+3) roll.

Once a console is activated by an active turn player it will remain activated by that player until it is activated by the opponent.

### Specialist Troops

For the purpose of this scenario, Hackers, Doctors, Engineers, Forward Observers, Paramedics, and troops possessing Chain of Command Special Skill are considered Specialist Troops

Hackers, Doctors, and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops

Troops with the Specialist Operatives Special Skill can accomplish the different functions Specialist Troops have in this scenario

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## Two-Keyed Entry

A player opens all 4 doors of the Objective Room at the conclusion of the current order, once they have both consoles activated and they have Control of both consoles.

The doors shut at the conclusion of the order when the above conditions are no longer met. The doors shut automatically at the end of the player turn.

## Control a Console

A console is considered Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the console. Models in a Null State cannot Control a console.

## Blow the Doors

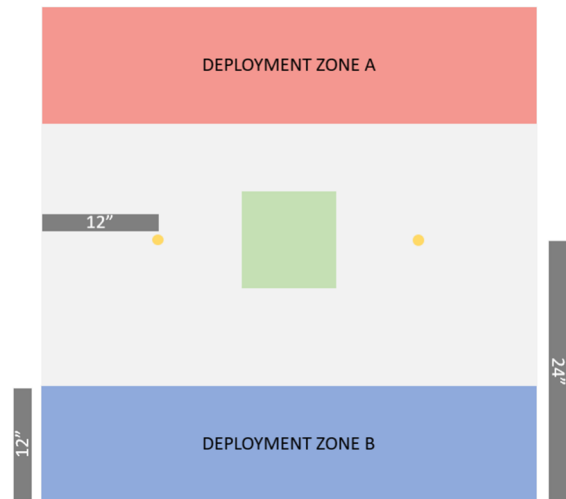
A player has the option to Blow the Doors at any point in the game. This is accomplished by planting a D-Charge while in Silhouette contact with a single door. This will permanently open that door for the remainder of the game. At the resolution of that order, all models inside the Objective Room must take an Armor Save against Damage 13, Fire Ammunition

Blowing a door will cause a player to lose all communication between the Objective Room control system and their specialist troops at the consoles. The active player loses the ability to score any more points by performing a Two-Keyed Entry for the rest of the game.

## End of Mission

This scenario ends at the end of Game Round 3

If one of the players starts their Active Turn in Retreat the game will end at the conclusion of that turn



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