



CYBERHUNT

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To control the *Tech-Coffin* with trapped *RogueAI* at the end of the game. (3 Objective Points)
- » To control the *Tech-Coffin* with trapped *RogueAI* with your *DataTracker* at the end of the game. (2 extra Objective Points)
- » To activate one *Console* or more during the game. (1 Objective Point for each *Console* to a maximum of 3 Objective Points)
- » To activate more *Consoles* than the opponent at the end of the game. (1 Objective Point)
- » To kill the enemy *DataTracker*. (1 Objective Point)

SECRET OBJECTIVES

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

DEPLOYMENT

Both players deploy on opposite sides of the game table, in *Deployment Zones* 12 inches deep.

SPECIAL RULES

KILLING

A troop 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, are considered *Killed* by the adversary.

NO RETREAT

In this scenario, *Retreat!* rules are **not** applied.

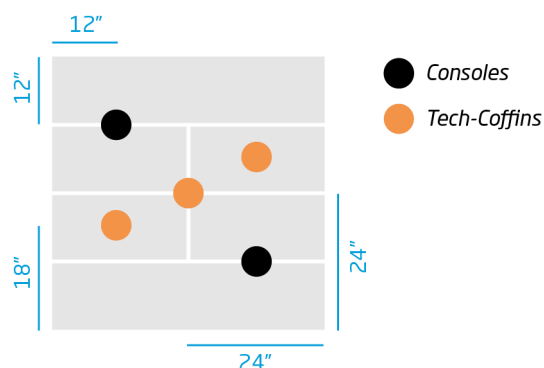
TECH-COFFINS

There are **3 Tech-Coffins**, **2** of them placed 12 inches away from left and right table edges, 18 inches from

deployment zone table side. The **third one** is located in the center of the Battlefield (see map below). The *Tech-Coffins* must be represented by a *Tech-Coffin* Marker (silhouette 3, 40mm) or with a scenery piece of the same diameter.

CONSOLES

There are **2 Consoles**, each of them located on the edge of the deployment zones, opposed to a *Tech-Coffin* on your own half of the Table, 12 inches from table sides. (See map below). *Consoles* must be represented by a *Console A* Marker (silhouette 3, 40mm) or by a scenery piece of the same diameter (such as *Double Console* by TerraCutter).



TRACKING MODE

To complete Main Objective Players must firstly trap *RogueAI* in one of the *Tech-Coffins* by activating *Consoles*. Before disconnecting any *Tech-Coffins*, *RogueAI* is considered wandering somewhere between *Tech-Coffins*, off the Battlefield, though the Main Objective cannot be accomplished.

After activating the *Console* the Active Player decides which of *Tech-Coffins* to put into *Disconnected* state. After activating the *Console* it enters *Disconnected* state as well, so it can't be activated again by any Player. After all possible *Consoles* activated and all but one *Tech-Coffins* entered *Disconnected* states, the last active *Tech-Coffin* is considered to contain *RogueAI*. Place a marker as a reminder on top of this *Tech-Coffin*. From this moment on, this *Tech-Coffin* can be controlled and the Main Objective can be accomplished.



ACTIVATE CONSOLE

Attack.

SHORT SKILL

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal *WIP* Roll to *Activate* a *Console*. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » On a success, award the user of this skill 1 Objective Point.
- » An *Activated Console* **can not be Activated again** by the other player. Immediately after *Activation Console* enters *Disconnected* state and can't be interacted with unless the *Manual Overwrite Mode* applied (see below).
- » After *Activating Console* the user of this skill choses which *Tech-Coffin* to put into *Disconnected* state. This is important for *Tracking Mode*, see above.

It's possible, however, that only two *Tech-Coffins* can remain in a non-Destroyed state, as you can read further down in mission description. In this case only 1 activation of the *Console* is needed. In case that only 1 *Tech-Coffin* left it automatically counts as containing the *RogueAI*. The last *Tech-Coffin* cannot be destroyed.

CONTROL THE TECH-COFFIN

The ***Tech-Coffin*** is considered Controlled by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the *Tech-Coffin*. Models in a Null state cannot be counted for this.

MANUAL OVERWRITE MODE

After trapping *RogueAI* in the *Tech-Coffin* it's still possible to interact with *Tech-Coffin* containing *RogueAI* by applying this rule. Players can't interact with any other *Console* or *Tech-Coffin*. Players can apply this rule in two different ways:

- » *Smack'Em*. In this scenario the *Tech-Coffin*, containing the *RogueAI* has a *Scenery Item Profile*. It can be targeted, applying a variant of the *Scenery Structures* rules. The *Tech-Coffin* can be damaged by CC Attacks with any CC Weapons. If the Structure Attribute reaches a value below 0, the *Scenery Item* enters the *Destroyed* state.

- » *Overload*. The *Tech-Coffin* containing the *RogueAI* can be activated manually by *Specialist Troops*, using the *Activate Console* short skill. In this case, *Tech-Coffin* enters the *Destroyed* state directly.

In both cases, at the end of the order in which the *Tech-Coffin* was destroyed all remaining *Consoles* and *Tech-Coffins* end their *Disconnected* state and can be interacted with again, applying the same *Tracking Mode* rules. Game continues on, but players need to do the whole *Tracking Mode* all over again, excluding the Destroyed *Tech-Coffin*. They still can't control *Tech-Coffin* unless they trap the *RogueAI* in it.

TYPE	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	TECH-COFFIN	1	3	1	—	—

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *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*. A *Specialist Troop* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

ENGINEER&HACKER BONUS

Troops 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 *Communication Antenna*.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the ***DataTracker***. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troops in *Hidden Deployment* or in a *Marker* state. This troop must always be on the game table as a model and not as a *Marker*



(Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is *REM* are not eligible to be *DataTrackers*. The *DataTracker* is identified with a DataPack Marker (DATA PACK).

DATATRACKER SPECIAL ORDER

The *DataTracker* has a special **extra Irregular Order** that is for his use only, and cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the *DataTracker*.

END OF THE MISSION

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

DESIGNER NOTES

The main idea was to create a competitive mission in which it's almost equally good to go both first and second. It is achieved by providing the first player an alternate way to interact with the second player, not only by killing him. First player is able to set up the battlefield in a way that will hopefully benefit him in a last turn scoring, but it relies on a heavy button-pressing duty. The second player, however, is facing a different tactical dilemma. When to destroy the current Coffin and trap the AI in a new one? My opponent didn't even start the trapping sequence, do I need to press buttons myself? Providing such a choice is an aim of every good mission, imho.

I'm also proud that the mission is actually full of character. You can easily imagine yourself being on a special hi-tech mission to trap a specific AI. Mission objectives are not just plain "press button X to score" but actually represent some kind of cyber hunting (very simplified, of course).

The mission is pretty easy to play in my view, yet I've received feedback from my testers that it was sometimes hard to fully understand. I recommend to think about two different playing modes, and when each of them activates. You can also hit me up for additional clarifications.

In our community we played this mission as a part of the League event and tested it in casual games as well. The mission turned out to be pretty diverse in results.