

Description:

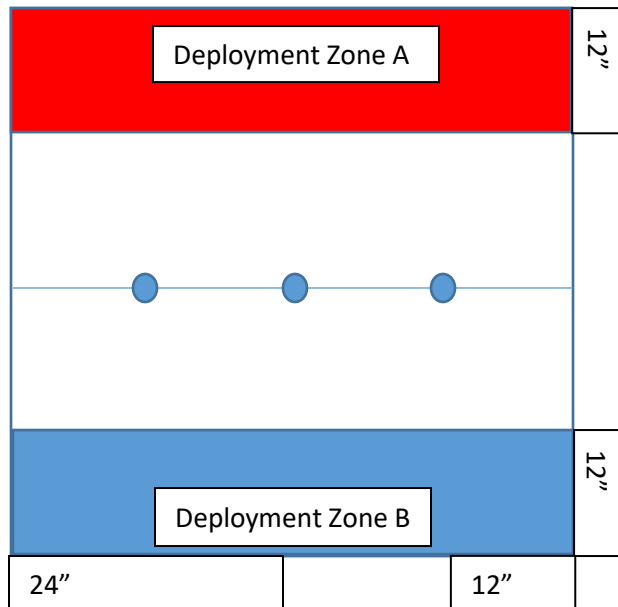
The fog of battle can cause even the most encrypted communications to be scrambled. Commanders of strike forces may find their communications from HQ are interfered with due to jammers, enemy plants within the command team, and even communications being deciphered by the enemy code breakers. It is up to Lieutenants on the field to do whatever they can to determine the true orders from command and then act on them.

Main Objectives:

- At the end of the game, have accomplished more Classified Objectives than the adversary. (4 Objective Points)
- At the end of the game, have accomplished the same number of Classified Objectives as the adversary. (2 Objective Points, but only if at least 1 Classified Objective has been accomplished)
- Accomplish at least 1 Classified Objective (1 Objective Point)
- Control exactly 1 Activated Communications Array (1 Objective Point)
- Control exactly 2 Activated Communications Arrays (2 Objective Points)
- Control exactly 3 Activated Communications Arrays (3 Objective Points)
- Kill the Enemy Lieutenant (2 Objective Points)

Mission Parameters:

- HVT
- Ends in Retreat
- Classifieds

Table Setup:**Deployment:**

Both Players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

It is not permitted to deploy in base contact with the Communications Array.

Civilian:

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	6	5	10	11	-	-	-	2	-
Name			SWC				C		
Civilian			-				-		

Mission Skills:

Activate a Communications Array

Short Skill

Labels: Attack

Requirements:

- Only Specialist Troops and Lieutenants can declare this skill
- The Specialist Troop or Lieutenant must be in Silhouette Contact with a Communications Array

Effects:

- Allows the Specialist Troop to make a Normal WIP Roll to “Activate a Communications Array”. The army’s Lieutenant does not need to roll to “Activate a Communications Array”.

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.

- A successful “Activate Communications Array” activates that Communications Array and places it under the control of the active player.
- When a Communications Array is activated, the activating player may opt to activate an additional effect. In the resolution step, the player that activated the console may select either player, then first flip up one face down Classified Objective and subsequently flip down one face up Classified Objective for whichever player they selected. A player cannot be selected if they do not have any cards to flip up.
- An “Activated Communications Array” can be activated again by the other player, applying the same procedure. In this situation, the Communications Array is no longer activated by the adversary.
- A trooper may only “Activate a Communications Array” that has not been activated or has been activated by the opposing player.
- Player A and Player B Tokens can be used to make the Activated Communications Array. It is recommended each player uses a different kind of Tokens.

Mission Bonuses:

Chain of Command and NCO Bonus

Troopers possessing the Chain of Command or NCO Special Skill have a MOD of +3 to the WIP Rolls necessary to “Activate a Communications Array”. In addition, they will be able to make two WIP Rolls each time they spend a short skill to “Activate a Communications Array”.

Special Rules:Communications Array:

There are 3 Communications Arrays 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.

The Communications Array must be represented by a Transmission Antenna Token or with a scenery piece of the same diameter.

Scrambled Communications

At the start of the game before Initiative is rolled, each player draws 4 Classified Objectives in secret. Once the 4 Classified Objectives have been reviewed, the players will continue to roll initiative as normal to determine Play Order and Deployment. Once these have been decided, each player will then select and place 2 Classified Objectives on their side of the field. The player with first turn places the two cards of their side of the field first. One Classified Objective will be placed face down, and One Classified Objective will be placed face up. Once this is completed, the remaining 2 secret Classified Objectives will then be placed face down on their opponent’s side of the field.

A player may not review face down Classified Objectives, and they are considered secret information. A Player may only score a Classified Objective that is face up on their side of the field. Once a Classified Objective is scored, the controlling player will remove it from play for scorekeeping and then flip up a facedown Classified Objective.

Specialist Troops:

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

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

Secure the HVT:

In this scenario, the option Secure the HVT is not used.

High Difficulty Mode:

This scenario can be played at an extreme level of difficulty. In this Mode, players must use the Extreme Classified Objective Deck (the red one).

This mode is not compatible with the Double Deck Extra.

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.