

Neural Net

Table Configuration: 9x Objective Grid (custom)

Design Intent: This is a 'button-pushing' mission inspired by the classic comms centre, but with more player agency and intrigue added around the 'encryption' mechanic, and less emphasis on end of game strength due to the 'machine learning' mechanic.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Control AI Terminals at the end of the game (1 Objective point per controlled Terminal)
- Control MORE AI Terminals than the adversary at the end of the game (1 Objective point)

CLASSIFIED

There are no Classified Objectives, and no HVTs deployed.

DEPLOYMENT

Both players 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 an AI Terminal. This limitation also applies to deployable equipment.

SCENARIO SPECIAL RULES

NO QUARTER

In this scenario, Retreat! Rules are not applied.

AI TERMINALS

The two players are fighting for control of a series of computer terminals which are maintained by a local AI. There are nine AI Terminals arranged in a grid.

One of them is placed in the center of the game table, with the next two placed on the central line of the table, 12 inches from the edges. The other six Terminals are placed in different halves of the game table. Four of them are placed 8

inches in parallel from the central line of the game table and 12 inches from the edges. The other two are placed 8 inches in parallel from the central line of the game table and 24 inches from the edges (see map)

CAPTURE TERMINAL (SHORT SKILL)

LABELS: Attack

The term 'capture terminal' refers to the skill used to ensure control of the terminal. To score objective points, a player captures a terminal, and if it hasn't been captured back by the adversary by the end of the game, consider it to be 'controlled' for the purpose of MAIN OBJECTIVES.

REQUIREMENTS:

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a AI Terminal

EFFECTS:

- Allows the Specialist Troop to make a Normal WIP Roll to capture the AI Terminal.
- If the roll is failed, this can be repeated as many times as necessary, each time spending a new order and corresponding Short Skill and making the roll.
- Player A and Player B Markers can be used to mark the captured Terminals. Either player may attempt to capture a Terminal previously captured by the adversary, in order to win it back. It is recommended each player uses a different kind of Marker.

TERMINAL VOLUME

- The Terminal is considered to take up space on the battlefield equivalent to a Silhouette 3 marker, and blocks that amount of LOS. It is acceptable for players to use their own customized objective pieces to represent the terminal, but agree to count them as occupying space as if they were S3. They grant cover as normal.
- Nothing can be deployed in base contact with the S3 areas occupied by the Terminals.

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

ENCRYPTION

Both players have the ability to set a trap for each other by locking down one of the AI Terminals preemptively.

After both players have fully deployed all of their Troopers, but before the start of the first game round, both players must secretly nominate ONE of the AI Terminals for lockdown, and record which one was chosen. This record of this nomination must be revealed to the opponent by the end of the game.

If a player successfully uses the Capture Terminal short skill by passing the WIP check to complete the capture, the adversary must inform that player as to whether it was nominated for lockdown or not. If it wasn't, the Terminal is captured and controlled as normal. But if it was nominated, the active player automatically fails the capture attempt and forfeits the order used in the process. Any future attempts will also automatically fail unless the override condition is achieved (below).

OVERRIDE CONDITION

If a player has successfully captured/controlled 8 out of the 9 possible AI Terminals, leaving only the locked-down terminal remaining, then the above Encryption rule will not apply, and the player may attempt to capture the final terminal normally.

Please note that if one player nominates a Terminal for lockdown, only their opponent is affected--they may still attempt to capture it themselves (unless of course, both players nominated the same terminal co-incidentally).

MACHINE LEARNING

As the players fight for dominance over the AI Terminals, the local AI who resides in the network slowly begins to take measures to make it harder and harder for outside interference to take place.

During the first game round, all attempts to execute the CAPTURE TERMINAL short skill benefit from a +3 MOD.

During the second game round, this benefit no longer applies.

During the third game round, all attempts to execute the CAPTURE TERMINAL short skill suffer from a -3 MOD.

END OF THE MISSION

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

