

HEATSTROKE

Scenario by Obyiscus

Special Rules: Exclusion Zone, Killer Heat, Consoles, Cooling Units, Damage and Destroy Cooling Units, Short Circuit, Überhacker Special Order, Specialist Troops, Engineer Bonus, Localized Decompression.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To kill more *Army Points* than the adversary (3 Objective Points).
- » At the end of the game, have an Activated Cooling Unit (1 Objective Point for each Activated Cooling Unit, up to a maximum of 3 Objective Points).
- » At the end of the game, have more Activated Cooling Units than the adversary (2 Objective Points).
- » At the end of the game, if your adversary does not have any Activated Cooling Units (1 Objective Point)

CLASSIFIED

» Each player has 1 Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game 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 ZONE SIZES
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

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) on either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not permitted to deploy in Silhouette contact with the Consoles or with the Cooling units.

SCENARIO SPECIAL RULES

KILLER HEAT

The high temperature is so extreme that only those possessing personal cooling units can tolerate it.

In game terms, all those troopers who at the end of the third Game Round are inside a table quarter lacking an Active Cooling Unit, must be considered as Killed by the enemy.

This rule is not applied to all those troopers whose Troop Type is Heavy Infantry (HI) or TAG. It is not applied to the trooper the player has designated as Überhacker. It is not applied to any model total inside a Localized Decompression Zone.

CONSOLES

There are 3 Consoles, placed on the center line of the table (See map below).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

ACTIVATE CONSOLE
SHORT SKILL
Attack
REQUIREMENTS
<ul style="list-style-type: none">➤ Only Specialist Troops can declare this Skill.➤ The Specialist Troop must be in Silhouette contact with a Console.
EFFECTS
<ul style="list-style-type: none">➤ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.➤ 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.➤ When Connecting a Console, the player declares which Cooling Unit is Activated.➤ Once activated, a console cannot be used to activate a different Cooling Unit.➤ A Connected Console can be Connected again by the other player, applying the same procedure. This will switch who controls the activated Cooling Unit but does not allow a different Cooling unit to be activated.

COOLING UNITS

There are a total of four Cooling Units, located in the centre of each table quarter (See map below). Each unit, when activated, protects their corresponding table quarter from the effects of Killer Heat.

Each Cooling Unit must be represented by an Objective Marker (OBJECTIVE) or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

Player A and Player B Markers can be used to mark the Activated Cooling Units. It is recommended each player uses a different kind of Marker.

In this scenario the Cooling Units have a Profile and can be targeted. However, the Cooling Units cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

	ARM	BTS	STR	TRAITS
Cooling Unit	3	6	3	Hackable

Cooling Units **can** be target of the Engineer Special Skill.

DAMAGE AND DESTROY THE COOLING UNITS

The Cooling Units can only be damaged by CC Attacks with CC Weapons possessing the Anti-materiel Trait, with D-Charges, or with the Special Hacking Program: Short Circuit.

Cooling units cannot be attacked by a player until they have been activated.

If a Cooling Unit's Structure Attribute is reduced below 0, it is Destroyed and removed from the game table.

A Cooling Unit that has 0 or fewer structure remaining is not considered to be an Activated Cooling Unit for the purposes of scoring.

SHORT CIRCUIT

SHORT CIRCUIT is a special experimental Hacker Program developed to effectively short out Cooling Units.

At the end of the Deployment Phase, the player must declare which Hacker from their Army List has access to Short Circuit. The Trooper chosen must be always one of the Models deployed on the game table.

This Trooper must always be on the game table as a Model or as a Marker. **Players are not allowed to choose Hackers that do not possess a Hacking Device, Hacking Device Plus, or EVO Hacking Device.**

The Hacker with Access to the Hacker Program Short Circuit is identified with a Data Pack Token (DATA PACK), and is considered to be the Überhacker so long as they hold the Data Pack Token.

If the Hacker enters a Null State or is killed the DATA PACK Token remains on that spot and can be salvaged by an allied Hacker (per the requirements above) in Silhouette contact by spending a Short Skill.

SHORT CIRCUIT	
	SHORT SKILL
Attack	
REQUIREMENTS	
➤ The target must be an Active Cooling Unit.	
EFFECTS	
➤ This Program's Burst of 1 allows the user to make a WIP Roll against the target.	
➤ Each successful roll, due to DA Ammunition, forces the target to make two Saving Rolls against BTS, with Damage 17.	
➤ For each failed Saving Roll, the target loses one point of its Structure.	
➤ A Critical with Short Circuit forces its target to perform an additional Saving Roll.	
➤ The range of this Program is the Hacker's Zone of Control. It cannot be used through a Repeater	

ÜBERHACKER SPECIAL ORDER

The Hacker with the Data Pack Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order.

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.

ENGINEER BONUS

Troopers possessing the Engineer 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 Console.

LOCALIZED DECOMPRESSION

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and must be completely outside any Deployment Zones.

The player that kept Deployment must place their Circular Templates first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Zero-G) and a Saturation Zone.

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.

