

PUSH AND PULL

Special Rules: Exclusion Zone, Consoles, Loaders, Data Extraction, Specialist Troops, Hacker and Engineer Bonus

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of each Game Round have Enemy Loader in your half of the table (1 Objective Point).
- » At the end of the Game have a Friendly Loader on your half of the table (1 Objective Point).
- » At the end of the Game have more Loaders on your half of the table than the adversary (1 Objective Point).
- » At the end of the game has an the Enemy Loader in your Deployment Zone (2 Objective Points).
- » Extract Data from the core of an enemy Loader (2 Objective Points).

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 SIZE
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 4 inches from each of the Consoles. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

CONSOLES

There are 3 Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two are 8 inches from the edges in 300/400 point games, 4 inches in 200/250 point games, and touching the table edges in 150 point games (see map below).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter.

ACTIVATE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Console.
- Each Console can be activated only once per player turn.

EFFECTS

- 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.
- If the roll is successful, player may activate one of the Loader on the table (including Enemy Loader), and move it up to 10 inches must follow the General Movement Rules as a S6 silhouette trooper.
- If data is extracted from the Loader, it can only be moved up to 6 inches.
- Loader movement cannot be blocked by other troopers.

LOADERS

There are a total of 2 Loaders, 1 corresponding to each player, placed in different halves of the table, each in the middle of the front edge of the Deployment Zone. (see map below).

The Enemy Loader is the one on the edge of the enemy Deployment Zone. The Friendly Loader is the one on the edge of your own Deployment Zone.

The Loaders must be represented by markers S6 silhouette, with a scenery pieces of the same size, or TAG models equal silhouette (for example, Gecko).

DATA EXTRACTION

EXTRACT DATA

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with Enemy Loader.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Extract Data from core of Enemy Loader.
- 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 player cannot Extract Data if it has already been extracted.

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.

HACKER AND ENGINEER BONUS

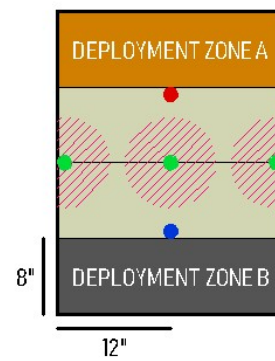
Troopers possessing the Hacker and Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract Data. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract Data.

END OF THE MISSION

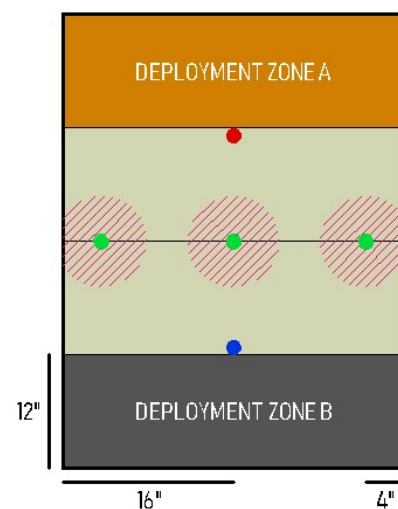
This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

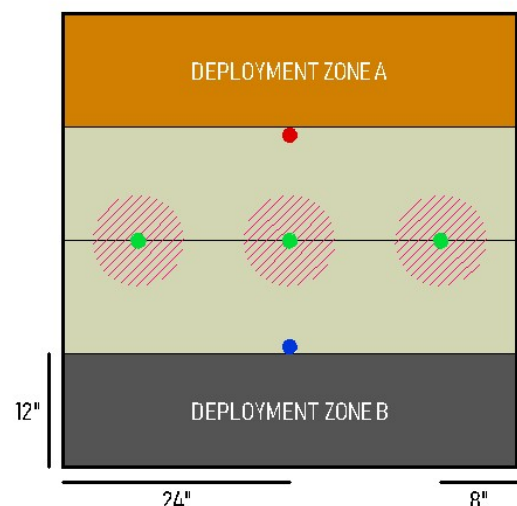
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 400 P
48 in x 48 in



- Console
- Loader A
- Loader B
- ▨ Exclusion Zone