

CLOSE ORBIT

Table Configuration : A1

Special Rules: Security Console, Killing, Field Promotion, Reinforced Chain of Command, Orbital Strike, HVT and Classified Deck Not Used, Retreat.

MISSION OBJECTIVES

- » To Control a Security Console at the end of the game. (1 Objective Points per Console)
- » Kill More Lieutenants than your opponent (4 Objective Points)
- » Identify a Lieutenant. (1 Objective Point per Lieutenant. Max 1 per turn)

DEPLOYMENT

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

Exclusion Zone. Troopers may not use the Parachutist, Combat Jump, Forward Deployment, or Infiltration Special Skills or the deployment rule of the Impersonation Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table.

SCENARIO SPECIFIC RULES

FIELD PROMOTION

Before deployment, both players may choose to nominate a trooper in their list as their Lieutenant, ignoring their original Lieutenant. Troopers whose Unit Profile has the Irregular Characteristic or the REM Troop Type cannot be appointed as Lieutenant. The identity of the new Lieutenant is Private Information.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a model or as a Marker.

REINFORCED CHAIN OF COMMAND

If players lack a Lieutenant at the start of the Tactical Phase of their Active Turn, because this Trooper was not deployed or because it is in a Null state (Unconscious, Dead...), they must name a new Lieutenant, without Order expenditure. It is compulsory such Lieutenant be a Model or a Marker placed on the game table. The identity of the new Lieutenant is Private Information.

As a result, players cannot be in Loss of Lieutenant while this rule is active.

SECURITY CONSOLES

There are three Consoles, placed on the central line of the game table. One is in the center of the table, and the other two are 8 inches from the edge of the table.. Each Console must be represented by a Console A Marker or by a scenery piece of the same diameter.

ACTIVATE SECURITY CONSOLE

Short Skill

ATTACK

REQUIREMENTS

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

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.
- » Once the roll is successful, the player Controls the console, then may choose to activate one of the additional effects depending on the amount of consoles they control:
 - 1 Console: Identify a Lieutenant. The opposing player must reveal the identity of their Lieutenant. Any Marker State it is in is cancelled. This benefit may only be gained once per turn but may Identify the same Trooper across multiple turns)
 - 2 Consoles: Disrupted Tactical Links. The Reinforced Chain of Command rule no longer applies to the opposing player on their next Active turn. (This benefit may only be activated if Orbital Strike has not been used.)
 - 3 Consoles: The player may declare an Orbital Strike attack on the enemy Lieutenant who has been Identified this round, spending no additional Orders. (This benefit may only be activated if Reinforced Tactical Link has not been used.)

Orbital Strike

Orbital Strike

ATTACK

REQUIREMENTS

- » Succeed on a roll to activate a Security Console while all three are Controlled by the same player.

EFFECTS

- » Perform a BS Attack on the enemy Lieutenant with a BS of 15, ignoring all other modifiers using the weapon profile below.
- » This Attack ignores any LoF or Range Requirements.
- » For the purposes of AROs, the trooper who activated the Console is considered the Active Trooper for this Attack.

Name	DMG	B	Ammo	Save	Traits
Orbital Strike	16	1	AP+EXP	ARM	Impact Template (Circular)

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: Servants to perform tasks reserved for Specialist Troops.

Remember: Troops possessing the Specialist Troop Special Skill can accomplish the different tasks the Specialist Troops perform in this mission.

HACKER BONUS

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate the Consoles.

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 a Player finds, during the Tactical Phase of his Player Turn, that the Troopers of his Army List who are not in Null state do not add up to the minimum number of Victory Points indicated in the Forces and Deployment Chart, then the mission will be over at the end of that Player Turn.