

EDX OPERATIONS

Design Intent: This is a re-creation of the ITS season 10 Engineering Deck mission. Scoring has been restructured so that turn order doesn't directly advantage objective capture as much. Both players have the opportunity to get console and room points by committing in their final turn, but the symmetry of this is broken up with the opportunity for specialist killing or pressing a large material advantage to hold 4+ consoles at the end of the game.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **more** *Connected Consoles* than the adversary at the end of Player 1's final turn (2 *Objective points*) - this is player turn **#5**
- Have **more** *Connected Consoles* than the adversary at the end of Player 2's final turn (2 *Objective points*) - this is player turn **#6**
- Secure the *Objective Room* at the end of Player 1's final turn (2 *Objective points*) - this is player turn **#5**
- Secure the *Objective Room* at the end of Player 2's final turn (2 *Objective points*) - this is player turn **#6**
- Have **four or more** *Connected Consoles* at the end of the game (1 *Objective point*)
- Kill more enemy Specialists (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.

Exclusion Area: no deployment is allowed within the area in the zone: 8" either side of the middle line of the table (see the blue strip marked on the map diagram)

SCENARIO SPECIAL RULES

NO QUARTER

In this scenario, Retreat! Rules are not applied.

OBJECTIVE ROOM (ZO)

In this scenario the Objective Room is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block Line of Fire. *The use of climbing plus is not allowed to move up the walls of the objective room in this mission.*

To represent the Objective Room, we recommend using the Objective Room by Micro Art Studio, the Operations Room by Plastcraft or the Command Bunker by Warsenal or the Panic Room by Customeeple.

The interior of the Objective Room is a Saturation Zone.

The Objective Room has four Gates, one in the middle of each wall (See map below). The Objective Room Gates must be represented by a Narrow Gate Marker or a scenery piece with the same size. The Objective Room Gates have a Narrow Gate Width.

The Gates of the Objective Room are open at the start of the game.

SECURE ZO

A Zone of Operations (ZO) is considered to be Secured by a player when that player is the only one to have any troopers inside the Room who are not in a Null state.

THE CONSOLES

There are 4 Consoles, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). There is a fifth Console placed in the center of the Objective Room.

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

Console Volume

The Consoles are considered to take up space on the battlefield equivalent to a Silhouette 3 marker, and block that amount of LOS. It is acceptable for players to use their own customized objective pieces to represent the consoles, but agree to count them as occupying space as if they were S3.

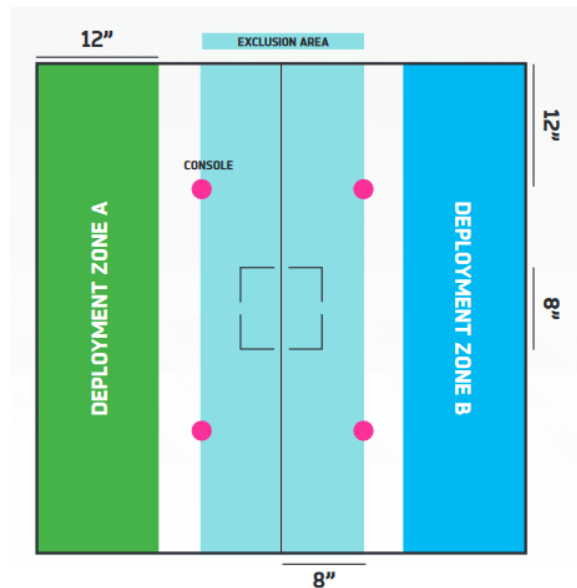
They grant cover as normal. Nothing can be deployed in base contact with the S3 areas occupied by the consoles.

CONNECT CONSOLES (SHORT SKILL)

LABELS: Attack.

REQUIREMENTS:

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Console
- Allows the Specialist Troop to make a Normal WIP Roll to Connect 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.
- A connected Console can be Connected again by the other player, applying the same procedure. In such a situation, the Console is no longer considered to be Connected by the adversary.
- Player A and Player B Markers can be used to mark the Connected Consoles. It is recommended each player uses a different kind of Marker.



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 connect the consoles. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills.

PLAYER TURN DEFINITIONS

Player 1 means the player who is taking the first turn in this game. A player's final turn means their third turn. Each player has 3 turns each, this means 6 player turns in total. Therefore player turn #5 is the final turn of the person who took the first turn. Player turn #6 is the final turn of the game.

END OF THE MISSION

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