

DESTROY THE EVIDENCE

Special Rules: Exclusion Zone, Riot Barricades, Hostage and Unconscious Guards, Specialist Troops, Search Unconscious Guard, Hostage Room, Remove Mechanical Implant, Destroy the Evidence, Pick Up Supply Boxes, Controlling a Supply Box.

MISSION OBJECTIVES

MAIN OBJECTIVES

- >>Search Guard (1 Objective Point for each guard successfully searched).
- >>Remove a Mechanical Implant from the Hostage (1 Objective Point).
- >>Destroy the Evidence (1 Objective Point for each target).
- >>At the end of the game, be in control of at least one Supply Box (2 Objective Points).
- >>At the end of the game, your opponent is not in control of a Supply Box (2 Points).

FORCES AND DEPLOYMENT

Side A & Side B: both players will deploy on opposite sides of the game table, in two Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIDES
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 covers the area 8 inches (4 inches plus all of the Hostage Room in 150 point games) on either side of the central line of the game table between deployment zones and the full width of the table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

RIOT BARRICADES

Before the Deployment Phase, each player must place 1 Riot Barricade Template or Riot Barricade Scenery Piece. A printable template Page is included below; .stl files and assembly instructions will be made available on www.Thingiverse.com; Straight Riot Barricades are 114mm long, 10mm thick, and 45mm high.

They can be placed on any surface of the game table that is equal to or larger in size than the template or scenery, and that has at least 41 of overhead clearance; and must be completely outside any deployment zones and any buildings. They may be inside the exclusion zone.

The player that kept Deployment must place their Riot Barricade first.

During the game, each of the Riot Barricades is an area of difficult terrain. Additionally, any model or marker that comes into Silhouette Contact with a Riot Barricade suffers an attack as if from a Para (-6) CC weapon.

Riot Barricades may be vaulted or jumped without suffering an attack so long as the trooper does end its movement on the Riot Barricade.

Riot Barricades may also be targeted by weapons with the Anti-material label, and have the following Characteristics: ARM 2, BTS 3, STR 2. A Riot Barricade that loses its last structure is disabled and the template is removed from play.

THE HOSTAGE AND UNCONSCIOUS GUARDS

The Hostage is located in the exact center of the game table, and two unconscious guards are located 12" from the table edges on either side along the center line (See map below). Each of the 3 may be represented by an HVT model, or any other suitable marker or model with a 25 mm base. The Hostage and Unconscious Guards are considered Hostile, but not reactive, and do not cancel template weapon attacks when hit. If killed, the Hostage and unconscious guard models are not

removed from the game table unless special conditions are met.

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 Skills are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) models to perform tasks reserved for Specialist Troops.

SEARCH UNCONSCIOUS GUARD

SEARCH UNCONSCIOUS GUARD: ENTIRE ORDER
ATTACK
REQUIREMENTS <ul style="list-style-type: none"> Only Specialist Troops can declare this Entire Order Skill. The Trooper must be in Silhouette contact with the Unconscious Guard and not in marker state. Once any trooper from a team succeeds, no other trooper from that team may repeat this skill on the same Unconscious Guard.
EFFECTS <ul style="list-style-type: none"> By succeeding on a WIP roll, a trooper may make a roll on the Meta Chemistry chart. Troopers possessing either the Protheion or the Meta-Chemistry Special Skill receive a +3 bonus and may roll 2 dice. If a Trooper already has the ability listed, they may not reroll. If failed, the roll can be repeated as many times as necessary, each time spending the corresponding Entire Order and making the roll.

HOSTAGE ROOM

The Hostage room covers an area that is 8" by 8" and should be oriented with 1 corner facing each table edge. It is considered to have walls of infinite height that completely block LoF. It has four Gates, one in the middle of each wall (See map below). The Hostage Room Gates must be represented by a Narrow Gate Token or a Scenery Piece with the same size.

OPEN A HOSTAGE ROOM GATE: 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 Gate.
EFFECTS <ul style="list-style-type: none"> Allows the specialist Troop to make a WIP roll to Open the Hostage Room Gate that the Troop is in silhouette contact with. 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.

REMOVE MECHANICAL IMPLANT

REMOVE MECHANICAL IMPLANT: ENTIRE ORDER
ATTACK
REQUIREMENTS <ul style="list-style-type: none"> Only Troops with the Doctor or Engineer label may declare this Entire Order Skill. The Doctor or Engineer must be in base contact with the hostage. Doctors and Engineers cannot make use of a Peripheral (Servant) to execute this Short Skill. Once any trooper from a team succeeds, no other trooper from that team may repeat this skill.
EFFECTS <ul style="list-style-type: none"> Make a normal WIP roll. This can be repeated as many times as necessary, each time spending the corresponding Entire Order and making the roll. After a success, place a Supply Box token or similar token or scenery piece in base contact with the Troop who made the roll.

DESTROY THE EVIDENCE

DESTROY THE EVIDENCE: SHORT SKILL
ATTACK
REQUIREMENTS <ul style="list-style-type: none"> The target of this attack must be either an Unconscious Guard or the Hostage. The player Controls at least one supply box and has successfully searched at least one Unconscious Guard. Use a weapon with either the Explosive or the Continuous Damage Label.

EFFECTS

- Make a normal BS or CC attack roll.
- If the Hostage is not in a Null state it saves as normal with 0 Arm & 0 BTS.
- If the target of the attack is an Unconscious Guard or the Hostage in a Null State, it does not make a save, but is automatically wounded.
- If and unconscious Guard or the Hostage is wounded, it is removed from play.

PICK UP SUPPLY BOXES

PICK UP SUPPLY BOX: SHORT SKILL

MOVEMENT

REQUIREMENTS

The Trooper must be in one of the following situations:

- The Trooper is in Silhouette contact with a Model in a Null State that has a Supply Box.
- The Trooper is in Silhouette contact with a friendly Trooper that has a Supply Box.
- The Trooper is in silhouette contact with a Supply Box with no enemy Troops also in contact with it.

EFFECTS

- A Trooper can pick up a Supply Box by spending one short movement skill without needing to perform a roll.
- The Trooper must satisfy the common Rules of Supply Boxes

Common Rules of Supply boxes

>>Each Model can carry a maximum of 1 Supply Box. As an exception, Troopers possessing the Baggage Special Skill can carry 2 Supply Boxes.

>>Only Models, and nor Markers (Camouflaged, Impersonation, Holoechoes, etc.) can carry Supply Boxes.

>>If the model carrying a Supply Box or boxes enters a Null State, then the Player must leave the corresponding token or tokens on the table.

CONTROLLING A SUPPLY BOX

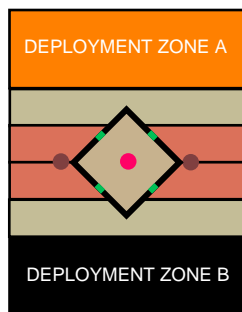
A Supply Box is considered Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker), in Silhouette contract with it. There cannot be any enemy Troopers in silhouette contact with the Supply Box Token. Models in a null state cannot do either.

END OF THE MISSION

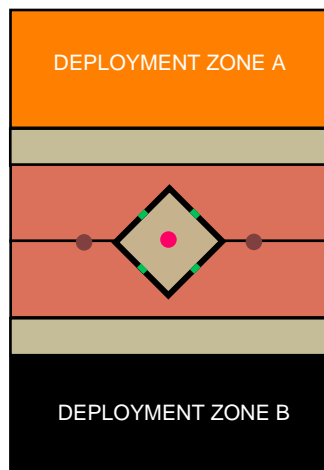
This scenario has a limited time frame, so it will automatically finish at the end of the **Third Game Round**.

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

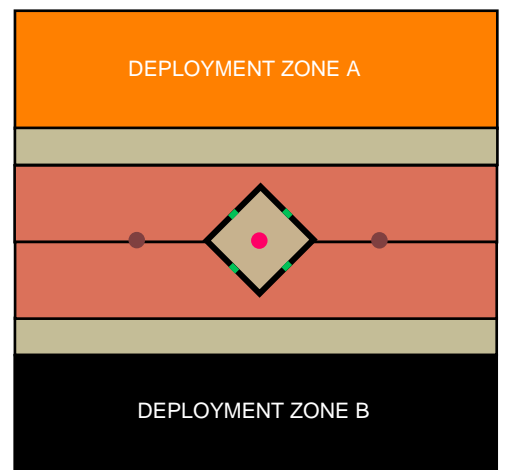
150 P
24 in x 32 in



200 / 250 P
32 in x 48 in



300 / 400 P
48 in x 48 in



- Hostage
- Exclusion Zone
- Unconscious Guard
- Narrow Gate (closed)

Riot Barricade Template

