

HOLE UP AND BREECH

#OPATHOME Entry Fall 2021, Corvus Nick Ghost00 Corvus ID M7466

Special Rules: Synchronized Civilian, Civevac, Dominate ZO, Specialist Troops, Exclusion Zone, Designated Target, Secure the HVT not used, Intelcom Card (Support and Control)

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game round, dominate the Intelligence building (2 Objective points)
- At the end of the Game have escorted the opponent's HVT into the intelligence building via Synchronize Civilian and Civevac (3 Objective points)

CLASSIFIEDS

- Each player has 1 Classified Objectives (1 Objective point each)

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	4 in x 24 in
A and B	200	4	32 in x 48 in	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) 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

INTELLIGENCE BUILDING (ZO)

In this scenario the Intelligence Building is a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Panic Room, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has two Gates, one in the middle of each wall facing the non deployment table edges (see map below). The Gates of the Intelligence Building are open at the start of the game. The gates can be opened or closed using the Activate Get Short Skill

SECURE THE HVT NOT USED

In this scenario, the Secure the HVT rule is not applied

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks.

HVTs that are Designated Targets are reactive and hostile, reacting as if they are an enemy Trooper.

ACTIVATE GATE

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops Can Declare this Skill
- The Specialist Troop must be in Silhouette Contact with a

EFFECTS

- Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens or closes all operable Gates to the Intelligence Room. If the roll is failed, this can be repeated as many times as necessary, each time spending the corre-

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

LOCALIZED DECOMPRESSION

Before the Deployment Phase, each player must place one Circular Template. It 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. They cannot be placed inside the Intelligence Building.

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.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

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.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, the player must inform to their adversary if that card will be their Classified Objective or their INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces their decision to their adversary. The content of the card, whether the mission or the card numeric value, is Private Information, no matter which use the player has chosen for it.

At the end of the last Game Round and at the end of the game, when the players count up their points and in Initiative order, the player can use their INTELCOM Card in Support and Control Mode.

Support and Control Mode: The player can add the value of the Support and Control Card to their Victory Points in the Zone of Operations (ZO) of their choice. The player must have at least one Trooper inside that ZO, in a non-Null State.

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.