

# INVASION

## MISSION OBJECTIVES

### Attacking side

Activate console and call reinforcements (1 Objective point)

Destroy the enemy communications array (3 Objective points)

### Defending side

Block the enemy reinforcements (1 Objective point)

Defend your communications array ( 3 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. Players must deploy their HVT 4" from their deployment zone. Both sides will initially deploy 300 points

SIDE	ARMY PTS	SWC	SIZE	DEPLOYMENT ZONE
A & B	150	3	24x32	8x24
A & B	200	4	32x48	12x32
A & B	250	5	32x48	12x32
A & B	300	6	48x48	12x48
A & B	400	8	48x48	12x48

## INVADING FORCES

The player who wins initiative will decide who will attack and defend. The attacking side will have a 100 extra army points than the defending side and the defending side will have 2 extra SWC.

## SCENERY

NAME	ARM	BTS	STR	AW	TRAITS
ARRAY	8	9	3	-	-

## SCENARIO SPECIAL RULES

### NO QUARTER

In this scenario the Retreat! rules do not apply.

### CONSOLE

There is a single Console, placed in the center of the game table. It must be represented by an objective marker or scenery.

### COMMUNICATIONS ARRAY

There is a single communications array on the defending side of the table at the edge of the deployment zone. It must be represented by a Transmission token or with scenery pieces. In this scenario the Array has a profile and can be targeted. However, they cannot be chosen as the target of an attack that would also affect Troopers, be they enemy or allied.

### DAMAGE AND DESTROY THE ARRAY

The Array can only be damaged by CC attacks with Weapons possessing the Anti-Material Trait, or with D-Charges.

If the Array's Structure attribute is reduced below 0, it must be removed from the game table.

The Array can be the target of the Engineer Special Skill or the GizmoKit piece of equipment.

### ARMORED FURY

In this scenario, TAGs apply the Anti-Material Trait to their CC weapons when making a CC attack against the Array

### REINFORCEMENTS

The attacking side can deploy an additional 100 army points at the edge of their deployment zone during the states phase after the central console is activated with a normal WIP roll.

### CONFUSED DEPLOYMENT

Any trooper using a Special Skill to deploy outside their Deployment Zone must make a PH-3 Roll. Special Skills, pieces of Equipment, or rules that apply any PH or WIP Roll to deploy must replace it with this roll. Any MOD applied to the Roll by a Special Skill, piece of Equipment, or rule will be added to this roll.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the table.

### **SPECIALISTS 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

### **END OF MISSION**

This scenario has a limited time frame and will automatically finish at the end of the third game round