

SEEK AND DESTROY

Special Rules: Subterfuge, Consoles, Exclusion Zone, Specialist Troops, Hacker Bonus, Designated Targets, Classified Deck Not Used

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To kill an enemy Designated Target (2 Objective Points per target).
- » At the end of the game, have more Consoles activated than the adversary (2 Objective Points).

CLASSIFIED

- » There are no Classified Objectives

SCENARIO SPECIAL RULES

EXCLUSION ZONE

The Exclusion Zone is the area covering 8 inches 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.

SUBTERFUGE

Each of the players will deploy **four** HVTs, applying the conventional rules, with the additional requirement that no HVT can be deployed inside the Zone of Control of any other friendly HVT.

All the HVTs have an HVT Profile (Neutral Civilian) until they are Revealed as a Designated Target. An HVT applies the HVT Profile (Designated Target) at the end of the Order in which it has been Revealed as a Designated Target.

DESIGNATED TARGET

In this scenario, the enemy HVTs that have been Revealed are considered enemy Troopers instead of Neutral Civilians, so they can be targeted by Attacks. Revealed HVTs are reactive and hostile, reacting as if they are an enemy Trooper.

CONSOLES

There are 4 Consoles, placed 18" from the nearest player table edge and 12" from the nearest side table edge (See map below). Each Console must be represented by a Console A Token or by a scenery piece of the same diameter.

ACTIVATE CONSOLE

Short Skill - Attack

Requirements:

- ▶ only specialist troops can declare this skill
- ▶ the specialist troop must be in base contact with a 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.
- ▶ When Activating the Console, the player may choose one of the enemy HVTs and the adversary must reveal it as a Designated Target.
- ▶ A Console cannot be Activated again by the same player to Reveal another HVT.
- ▶ A Console can be Activated once by each player, applying the same procedure. In this case, both players will count the Console as hacked.
 - ▶ Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token

HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

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.

