

Raid on TAGs

Main Objectives :

- At the end of each Game Round, control more TAGs than your opponent : 2 objective points
- At the end of the game, for each functional TAG in your deployment zone : 1 objective point

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 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 SIZES
A and B	150	3	24 in x 32 in	8 in x 8 in
A and B	200	4	32 in x 48 in	12 in x 12 in
A and B	250	5	32 in x 48 in	12 in x 12 in
A and B	300	6	48 in x 48 in	12 in x 16 in
A and B	400	8	48 in x 48 in	12 in x 16 in

It is not allowed to deploy in silhouette contact with the Silos

Scenario Special Rules :

Pilots : Each S2 specialist troops gain the pilot rule for this scenario.

Silo : There are 3 Silos on the ground placed in the central line. One is in the center of the table, and the other two are 30cm from the central Silo. Each silo is represented by a 55mm marker S0.

Special rule : Unlock TAG

short skill : Attack

Requirements :

- The trooper must be a pilot
- The trooper must be in silhouette contact with the silo that contain a TAG

Effects :

- By succeeding a WIP roll, the Silo Marker is replaced by the TAG and the trooper mount the TAG.
 - After the TAG is deployed, the Silo marker is removed from the game.
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Mining TAGs :

There is three Mining TAGs, each stored in the ground, inside a Silo, on the center line of the table.

Each TAG has the same profile :

Order Type : Use the pilot's characteristic

Hackable

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
10-10	15	12	15	*	6	6	3	7

* use the pilot's characteristic

Skills : Courage, Dodge PH=11, Gizmokit PH=11, immunity Shock, Tactical Awareness

Weapons : Mining Device Dam B Ammo Save

Trait : CC 15 1 EXP ARM

0-20 : +3 / 20-40 : -6

If the TAG is possessed it gains the null state. Remember : despite being in a null state, a possessed TAG is considered controlled by the player who is possessing it for the purpose of scoring points in this mission.

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.

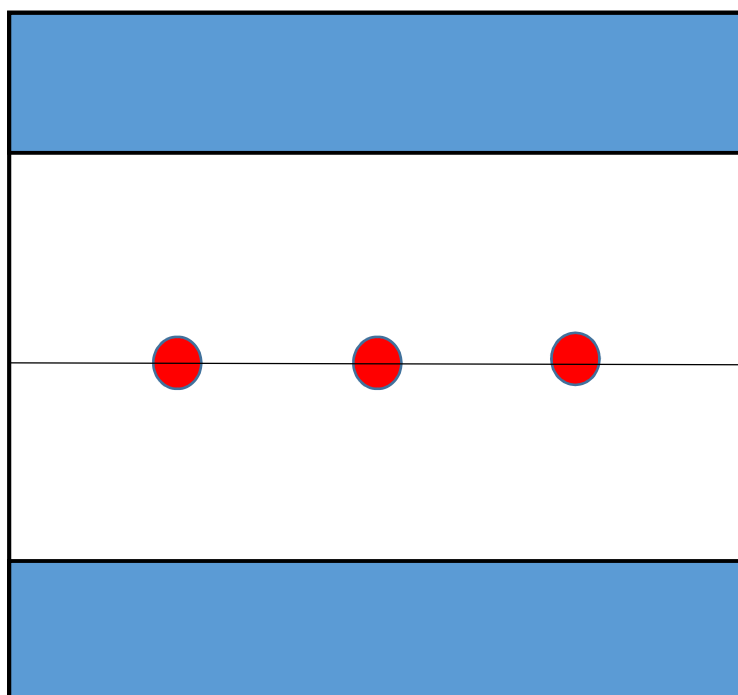
Engineers Bonus

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

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.



Red dot : Silo markers

Yellow area : Exclusion Zone

Blue areas : deployment zones