

BREACH

Special rules: Exclusion Zone, Communication Antennas, Gate Consoles, Gate Decompression, Unlimited Power, Specialist Troops, Killing, HVT Not Used

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, have Activated or Jammed more gate consoles than your opponent (3 Objective Points, but only if the player has Activated or Jammed at least 1 Gate Console).
- » At the end of the game, have Activated or Jammed the same number of gate consoles as your opponent (2 Objective Points, but only if the player has Activated or Jammed at least 1 Gate Console).
- » Activate at least one Communication Antenna (1 Objective Point).
- » At the end of the game, have more Victory Points than the adversary (3 Objective Points).
- » To Kill more Specialist Troops than the adversary (2 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.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
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

It is not permitted to deploy in Silhouette contact with the Communication Antennas.

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.

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 3 Communication Antennas placed 4 inch from the central line in each half of the table (2 inch in 150 point games).

In 300/400 point games they are 12 inches, 24 inches, and 36 inches from the left table edge (see map).

In 200/250 point games they are 8 inches, 16 inches, and 24 inches from the left table edge (see map).

In 150 point games they are 6 inches, 12 inches, and 18 inches from the left table edge (see map).

Each Communication Antenna must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

ACTIVATE COMMUNICATION ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill
- The Specialist Troop must be in Silhouette contact with a Communication Antenna.

EFFECTS

- Allows the Specialist Troops to make a Normal WIP Roll to Activate the Communication Antenna.
- 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.
- An Activated Communication Antenna cannot be deactivated or Activated again.
- An Activated Communication Antenna gives you the gate activation code that allows Player to lock one Gate Antenna (see below).

GATE CONSOLES

There are 3 Gate Consoles placed 4 inch from each Deployment Zone.

In 300/400 point games they are 8 inches, 24 inches, and 40 inches from the left table edge (see map).

In 200/250 point games they are 6 inches, 16 inches, and 26 inches from the left table edge (see map).

In 150 point games they are 4 inches, 12 inches, and 20 inches from the left table edge (see map).

Each Gate Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

LOCK GATE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill
- ▶ The Specialist Troop must be in Silhouette contact with an Activated Console.
- ▶ You must have an unused gate activation code.

EFFECTS

- ▶ Allows the Specialist Troops to spend an make a Normal WIP Roll to Lock a Gate 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.
- ▶ A successful use of this skill spends an activation code.
- ▶ A player cannot Lock a Console again if they already have locked or jammed this Console.
- ▶ A Locked Console cannot be opened or Locked again by the other player.
- ▶ A Locked Gate Console prevents Gate Decompression from happening.

JAM GATE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ All Troops can declare this Skill
- ▶ The Troop must be in Silhouette contact with an Activated Console.

EFFECTS

- ▶ Allows any Troop to make a Normal PH-9 Roll to Jam a Gate Console.
- ▶ If the roll is failed, it cannot be repeated by the same trooper during this player turn.
- ▶ A player cannot Jam a Console again if they already have locked or jammed this Console.
- ▶ A Jammed Console cannot be opened or Jammed again by the other player.
- ▶ A Jammed Gate Console prevents Gate Decompression from happening.

GATE DECOMPRESSION

At the end of each Game Round the Decompression Area will spread around specific Gate Console. An Area is 8 inch radius and has following rules:

The Decompression Area is a Difficult Terrain (Zero-G) and a Saturation Zone.

At the end of each Active Player Turn, all Troopers belonging to the Active Player that are inside a Decompression Area must make a Saving Roll against BTS, with Damage 14.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

At the end of the third Game Round the Decompression Area spreads around all Unlocked Unjammed Gate Consoles, and any Trooper inside a Decompression Area is automatically Killed.

Troopers with the REM or TAG type ignore Damage 14 and could not be killed by Gate Decompression.

To find out which Gate Console breached and produced Decompression Area roll 1d20 and consult this table:

1D20	RESULT
1-6	Console A
7-12	Console B
13-18	Console C
19-20	Console of the player's choice

UNLIMITED POWER

In this scenario troops with the type TAG replaces Jam Gate Console PH-9 roll with PH-3 Roll. In addition, TAG can repeat Jam Gate Console Roll one more time during Player turn.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers and troops possessing, 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.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game. Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

HVT NOT USED

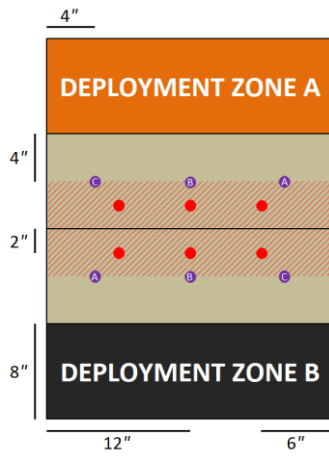
In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table and they must remove all the HVT Classified Objective cards from the Classified Deck.

END OF THE MISSION

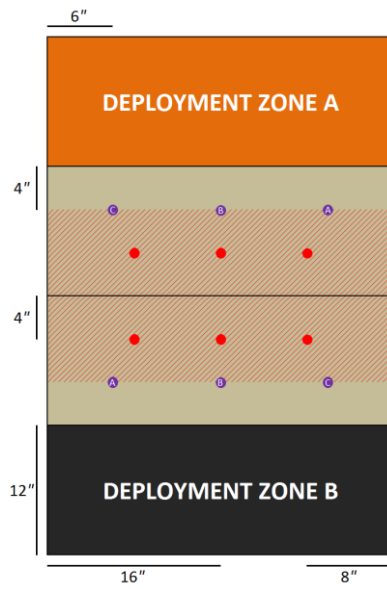
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

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

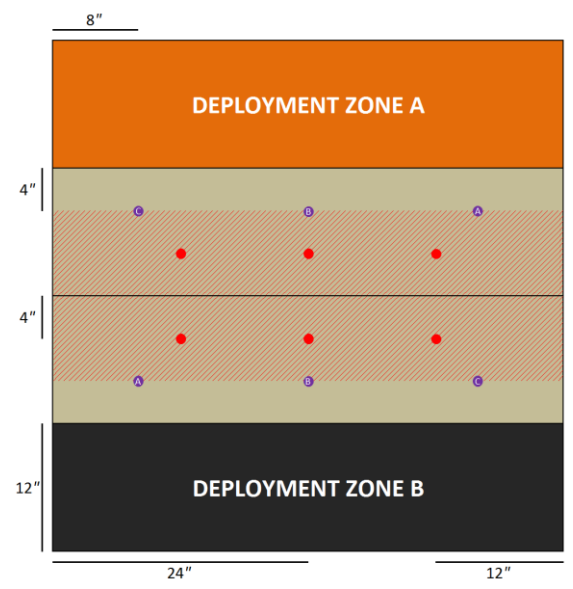
150 P
24 in x 32 in






200 P / 250 P
32 in x 48 in



300 P / 400 P
48 in x 48 in



-  Communication Antenna
-  Gate Console
-  Exclusion Zone