

# System Reboot

Scenario by Toasty and Arglebooster

Special Rules: Hack the Consoles, Specialist Troops, Datatracker, Asymmetrical objectives. Countdown. HVT.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have a Hacked Console (2 Objective Points for each Hacked Console.
- » At the end of the game have your Datatracker in contact with a console, even if in a null state (2 Objective Points)
- » At the end of the game, have your Datatracker in a non-null state. (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 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

## SCENARIO SPECIAL RULES

### Datatracker

At the end of the Deployment Phase, the player must declare which REM from their Army List is the Datatracker. The Trooper chosen must be always one of the Models deployed on the game table. This Trooper must always be on the game table as a Model and not as a Marker. This model may not be a Peripheral.

### Datatracker BONUS

The Datatracker counts as a specialist trooper for this mission.  
The Datatracker can make two WIP Rolls each time they spend a Short Skill to Hack a Console.

## CONSOLES

There are 4 Consoles. *One will be removed. Two are* placed on the center line, one foot from the table edges. Two other consoles are placed along the center line, 6 inches from the centre on each side

Each 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).

### HACK CONSOLES

SHORT SKILL

Attack

#### REQUIREMENTS

- A Specialist Troop or Datatracker can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Console.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console. spending the corresponding Short Skill and making the roll.
- If the roll is failed, this can be repeated as many times as necessary, each time
- A Hacked Console can be Hacked again by the other player, applying the same procedure. In this case, the console is no longer controlled by the adversary.
- Player A and Player B Tokens can be used to mark the Hacked Consoles. It is recommended each player uses a different kind of Tokens.

## Countdown

- » On the first game round, troopers have a +3 WIP MOD to the Hack Consoles short skill.
- » On the third game round, troopers have a -6 WIP MOD to the Hack Consoles short skill.

## Asymmetrical Objectives

Once players have chosen deployment zones, remove the centre console closest to the player taking the second turn.

# 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.

# 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.

