

THE HILL

Special Rules: Exclusion Zone, Classified Objectives, No Quarter, Designated Landing Area, Designated Target, Restricted Range, Specialist Troops

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, Dominate the Hill (1 Objective Point).
- At the end of each Game Round, Control the Console (1 Objective Points).
- At the end of the game, have your Lieutenant inside the Hill (2 Objective Points)

CLASSIFIED

- Each player has 2 Classified Objective (1 Objective Point for each one).

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

Exclusion Zone. The Exclusion Zone is the area covering an 8 inch radius from the central point of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

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

Players must deploy their HVT models within 8 inches of the central point of the game table, respecting conventional rules.

SCENARIO SPECIAL RULES

NO QUARTER

In this scenario, the Retreat! rules are not applied.

CONSOLE

There is a single Console, placed in the center of the game table.

The Console must be represented by an Objective Token or by an Object of the same diameter.

CONTROLLING THE CONSOLE

The Console is Controlled by a player as long as that player is the only one with at least one Specialist Troop (as a Model, not a MArker) in Silhouette contact with it. Non-specialist Troops cannot Control the Console, but can prevent the enemy from Controlling it by being in Silhouette contact with it. Troopers in a Null State cannot do either.

The Console is a Repeater for the Hackers of whichever player Controls the Console. The Console doesn't apply the Firewall MODs.

THE HILL (ZO)

At the center of the game table is The Hill, with an 8 inch radius (16 inch diameter circle). A player cannot designate a model within the hill as their new Lieutenant. During the Game, The Hill is an area of Difficult Terrain and a Low Visibility Zone.

In this scenario The Hill is a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters),

fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

DESIGNATED LANDING AREA

Any Trooper with the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, Troopers with any Special Skill with the Airborne Deployment (AD) Label ignore the prohibition of the Deployment rules against deploying inside the enemy Deployment Zone.

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so it can be targeted by Attacks. HVTs that are Designated Targets are reactive and hostile, reacting as if they are an enemy Trooper

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

RESTRICTED RANGE

In this scenario, any BS Attack where the range to the target is 32 inches or more is an automatic failure with no need to roll the die.

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.

