

## SEIZE, DECRYPT, & TRANSMIT

*Special Rules: Secure HVT not used,, Data Cache, Console, Communication Antenna, No Classified Deck*

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- >> Intercept the Enemy's Data Cache (1 Point)
- >> Have the Enemy's Console with ZoC of a friendly trooper (not in marker state) but not within ZoC of an enemy trooper at the end of a States Phase. [2 Points]
- >> Activate the Enemy's Console after intercepting the Data Cache [3 Points]
- >> At the end of the Game, have Activated the Transmission Antenna after Activating the Enemy's Console [4 Points].

#### CLASSIFIED OBJECTIVES

There are no Classified Objectives.

### FORCES & 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 Consoles or the Communication Antenna

## SCENARIO SPECIAL RULES

### CONSOLES

There are two Consoles, one for each player, deployed at the edge of each Deployment Zone, and 12" from the Left board edge with respect to each player in a 300/400 point game, 12" in a 200/250 point game, and 8" in a 150 point game.

In addition, each console also functions as a Deployable Repeater for the respective player.

### HVT

The HVT is deployed as normal (at least 4" outside of the Deployment Zone). Place a Data Cache token next to the HVT after deployment. The Data Cache can be intercepted by Specialists using the Intercept Data Cache Short Skill:

#### INTERCEPT DATA CACHE

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this skill
- The Specialist troop must be within ZoC and LoF of the Enemy HVT

#### EFFECTS

- Allows the Specialist to make a Normal WIP Roll to Intercept the Data Cache.
- If the roll is failed, it may be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- If the roll is failed, the HVT will behave as if it has failed guts.
- If the specialist is in base contact with the HVT, the Normal Roll automatically succeeds.

Once the Data Cache is successfully intercepted, remove the HVT from the table. Place the Data Cache token on the Enemy Console to denote that it can now be activated.



## VANDEBANE'S REVENGE: SEASON XIII

### ACTIVATE CONSOLE

SHORT SKILL

Attack

#### REQUIREMENTS

- ▶ Only Specialist Troops can declare this skill
- ▶ The Specialist troop must be in Silhouette contact with the Console
- ▶ Must be an enemy Console with a Data Cache token

#### EFFECTS

- ▶ Allows the Specialist to make a Normal WIP Roll to Activate the Console.
- ▶ If the roll is failed, it may be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ If the Specialist is a Hacker, the Normal Roll automatically succeeds.
- ▶ If the roll is successful, move the Data Cache token to the Transmission Antenna to denote that it can now be Activated.

### ACTIVATE ANTENNA

SHORT SKILL

Attack

#### REQUIREMENTS

- ▶ Only Specialist Troops can declare this skill
- ▶ The Specialist troop must be in Silhouette contact with the Antenna
- ▶ Antenna must be marked with an enemy Data Cache token

#### EFFECTS

- ▶ Allows the Specialist to make a Normal WIP Roll to Activate the Transmission Antenna.
- ▶ If the roll is failed, it may be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ If the Specialist is a Forward Observer, the Normal Roll automatically succeeds.
- ▶ If the Antenna was Activated by your opponent when you succeed on this Skill, it is no longer considered Activated by your opponent at the end of the Order.

## HACKER BONUS

Troops possessing the Hacker skill will automatically succeed at Normal Rolls using the Activate Console skill. They will still be subject to any AROs as normal.

## TRANSMISSION ANTENNA

There is a single Transmission Antenna placed in the center of the table. The Antenna should be represented by a Transmission Antenna Token or Scenery of the same diameter.

## FORWARD OBSERVER BONUS

Troops possessing the Forward Observer skill will automatically succeed at Normal Rolls using the Activate Antenna skill. They will still be subject to any AROs as normal.

## SECURE HVT NOT USED

In this scenario, the Secure HVT rules are not applied.

## SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers with the Chain of Command or Specialist Operative 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 MISSION

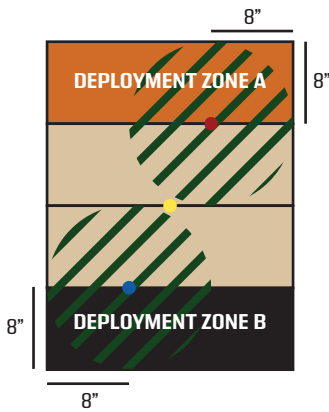
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

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

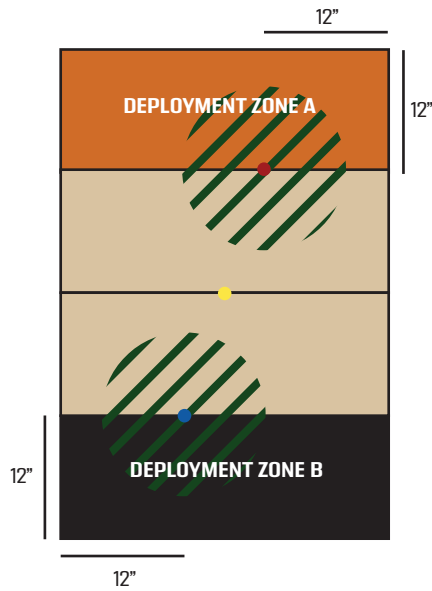
# VANDERBANE'S REVENGE: SEASON XIII



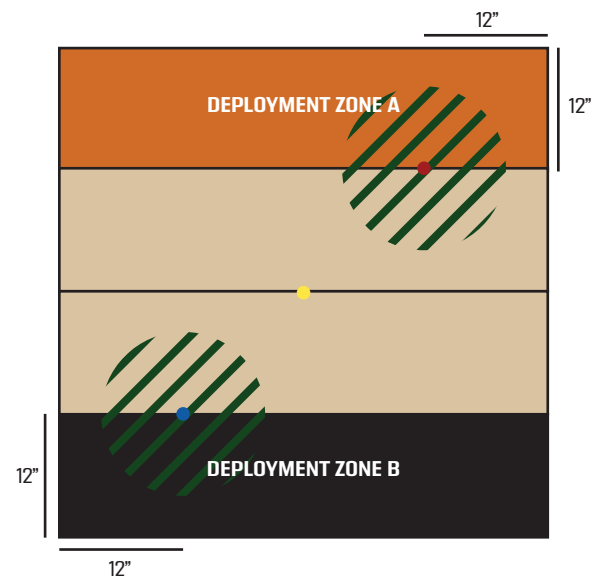
**150 P**  
24" x 32"



**200/250 P**  
32" x 48"



**300/400 P**  
48" x 48"



- Side A Console
- Side B Console
- Transmission Antenna
- ▨ Repeater Area