



# Mission: Overload

Mission design: Tristan228, Burp & ZlaKhon Ver. 4.01

*Special Rules: Exclusion Zone, Classified Objectives, Unlock Missions, Scout, Scout bonuses, no HVT secured, difficult and extreme mode.*

## OBJECTIVES (MAX. 10 POINTS)

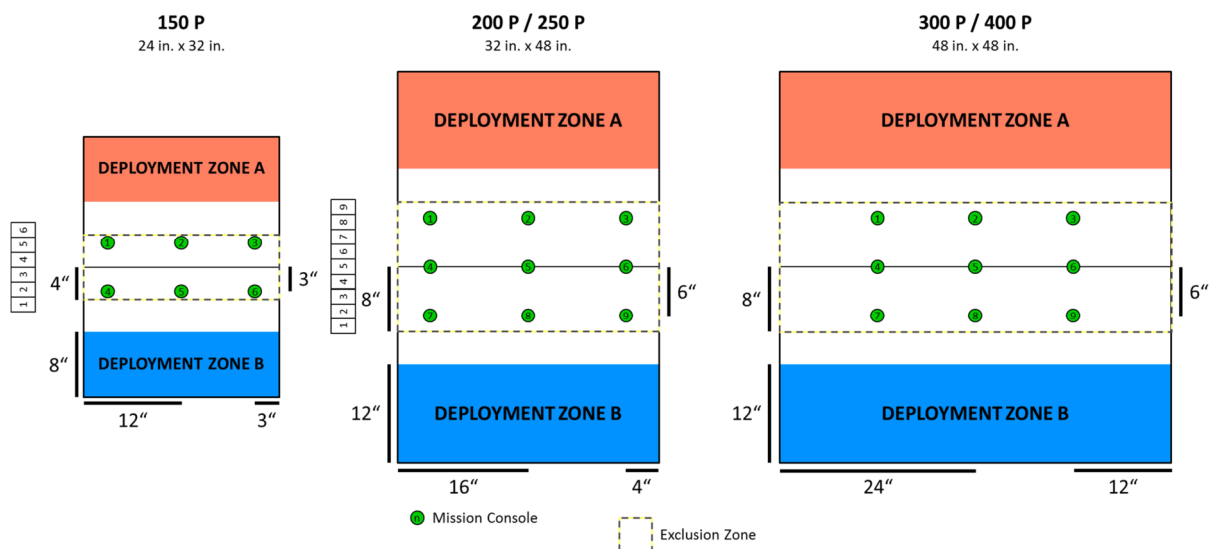
- **Any definitely fulfilled** Classified Objective: **1 Point** (max. 4)
- **More** Classified Objectives than the opponent **definitely fulfilled**: **3 Points**
- **As many** Classified Objectives (minimum: 1) **as the opponent definitely fulfilled**: **2 Points**
- At the **End** of the **Game**: more consoles in **possession**: **2 Points**
- At the **End** of the **Game**: the own **Scout alive** in the **Exclusion Zone**: **1 Point**

## DEPLOYMENT

Within the Exclusion Zone nine(six) Consoles are placed as shown in the Mission Layout Graphic below

**Exclusion Zone:** Within 8(4) inch to both sides from the centre line any deployment is prohibited.

Both players deploy on the opposite sides of the table in 12(8)-inch-deep deployment zones.



## CLASSIFIED OBJECTIVES (COs)

After resolving the turn order and deployment, but before the Deployment Phase starts, nine CO cards are drawn face up and each card is assigned to one console (see Mission Layout Graphic, first active player = Player A).

Those nine COs have to be unlocked in order to fulfil them.

## UNLOCK CLASSIFIED OBJECTIVES

In order to unlock a CO the respective Mission Console has to be taken into possession. This follows the ITS rules for *Activate Consoles*.

### POSSESS CONSOLE

Short Skill

Attack

#### REQUIREMENTS

- ▶ Only Specialist Troops (Forward Observer, Chain of Command, Doctor/Paramedic, Engineer, Specialist Operative, Hacker, Infinity Spec-Ops) or Scouts can declare this skill.
- ▶ The Specialist Troop / Scout has to be in Silhouette contact with the Console.

#### EFFECTS

- ▶ A successful normal WIP-roll allows the Specialist Troop / Scout to possess the console. Failed rolls can be repeated by spending this short skill again and rolling on WIP each time as many times as necessary.
- ▶ Following the same rules an already possessed Console can be possessed by the opponent. Doing so the opponent becomes the new owner of this console.
- ▶ The possessed consoles (or the assigned cards) are marked with a player token.
- ▶ Following a console's first possession the assigned CO card is **unlocked for both players**.

## FULFILLING THE UNLOCKED CLASSIFIED OBJECTIVES


- Both players can fulfill a CO's requirements only after unlocking it. **Definitely fulfilled** COs can't be fulfilled by the opponent anymore
  - If a player has fulfilled the requirements of a previously unlocked CO and is already in possession of the assigned Console the CO is considered **definitely fulfilled** and the player gets the CO card.
  - If a player has fulfilled the requirements of a previously unlocked CO and is not yet in possession of the assigned Console this player can try to take the assigned console into possession in order to **definitively fulfill** the CO → and get the CO card.
- If all HVT models are taken off the table all not definitely fulfilled HVT-related COs are swapped out by drawing new COs from the CO deck.

## HVT SECURED

The *Secure the HVT* rule is not applied.

## SCOUT

At the end of the Deployment Phase players choose, in turn order, one of their already deployed troopers (Model or Marker) as their Scout.

- The Scout is identified by the SCOUT Marker. 

- Troops in Hidden Deployment, Troops with any *Peripheral* or the *G: Jumper* Special Skill and Troops with the troop type REM or TAG are not eligible to be chosen as a Scout.
- The Scout doesn't count as a Specialist Troop unless the Troop chosen as Scout is already a Specialist Troop.

## SCOUT-BONUSES

- the Scout is allowed to take Consoles into possession
- if the Trooper chosen as the Scout is a *Specialist Troop* → Possess Console (+3 WIP)
- the Scout has the Special Skill *Tactical Awareness*



Printable 25 mm Scout Marker

## 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 his Active Turn in a *Retreat!* situation, the game will end at the end of that Turn.

## DIFFICULT MODE

- Possess Console: WIP roll face to face versus *PARA Ammunition* (WIP=7)

## EXTREME MODE

- Extreme classified Objectives are used (red Deck)
- Possess Console: WIP roll face to face versus *PARA Ammunition* (WIP=9)