

# A NIGHT AT THE OPERA

Special rules: Swarming Crowd, Subterfuge+, Control the Target Decoy: Repeater, Disable the Target Decoy: Repeater.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- At the end of each Game Round, have Captured the enemy Target Decoy: Repeater (2 objective points)
- At the end of the Game, have Destroyed the enemy Target Decoy: Repeater (1 objective point)

### CLASSIFIED OBJECTIVES

- Each player has 3 predetermined Classified Objectives (1 Objective point each): HVT: Inoculation, Capture, Mapping.
- It is not possible to change any Classified Objective into Secure HVT.

## 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

**Swarming Crowd.** Any Trooper using the Infiltration Special Skill to deploy in the opponent's half of the game table must make a PH Roll instead of the usual PH-3 Roll. Any MOD applied to the Roll by a Special Skill, piece of Equipment, or rule will be added to this roll.

## SCENARIO SPECIAL RULES

### SUBTERFUGE+

Each of the players will deploy three HVTs, applying the conventional rules, but only one of them will be the Designated Target. The other two HVTs are Target Decoy: Repeater and

Target Decoy: Mine. This choice will be made by each player during the Deployment Phase. The HVTs identities are Private Information and must be written down to show to your opponent if necessary.

All the HVTs have an Impersonator Profile (IMP-1) until they are Revealed as an HVT, or as a Target Decoy, following Impersonator state rules.

An HVT applies the HVT Profile at the end of the Order in which it has been Revealed as an HVT.

An HVT applies the Deployable Repeater Profile, with Silhouette 2, at the end of the Order in which it has been Revealed as a Target Decoy: Repeater or whenever an attack is declared through its Hacking Area.

An HVT applies the Mine Profile, with Silhouette 2, at the end of the Order in which it has been Revealed as a Target Decoy: Mine or whenever it is triggered. The type of mine must be chosen before by each player during the Deployment Phase and written down, selecting the mine type amongst those available to the faction.

## CONTROL THE TARGET DECOY: REPEATER

A Target Decoy: Repeater is Controlled by a player as long as that player is the only one with at least one Specialist Trooper (as a Model, not a Marker) in Silhouette contact with it. Non-specialist Troops cannot Control the Target Decoy: Repeater, but can prevent the enemy from Controlling it by being in Silhouette contact with it. Troopers in a Null State cannot do either.

## DISABLE THE TARGET DECOY: REPEATER

An Hacker in Silhouette contact with the Target Decoy: Repeater may spend a short skill to Disable it. A Disabled Target Decoy: Repeater will count as Destroyed but it will still be possible to Control it.

## 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, except for the Classified Objective HVT: Inoculation.

## END OF THE MISSION

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