



Mission design: Bardiel, Tristan228 v1.04

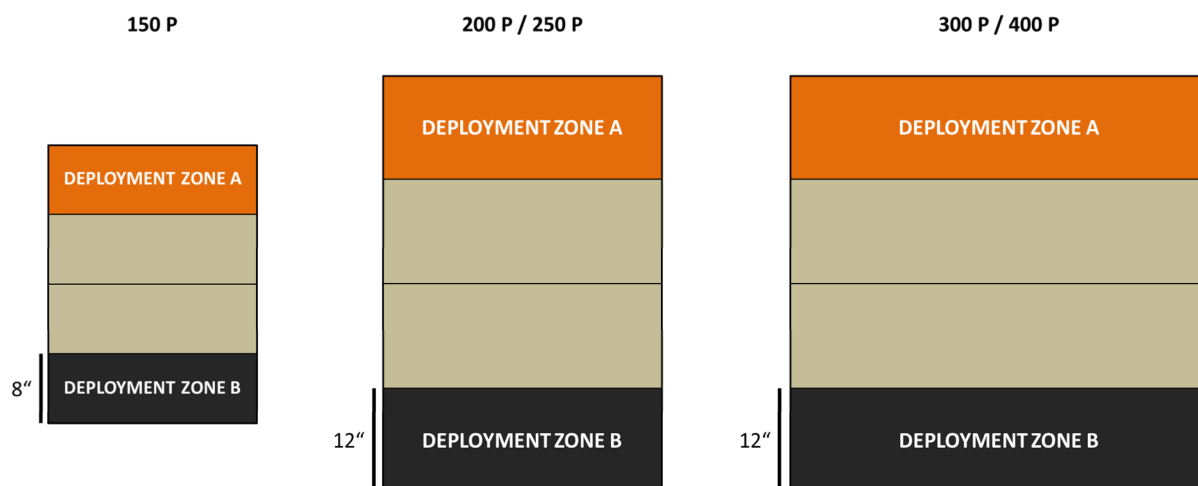
Special Rules: Probing, Scanning, Restraining, Specialist Troops, ends in Retreat!

Objectives

- At the **End** of the **Game**: to have **probed more** enemy Troopers **3 Points**
- At the **End** of the **Game**: to have **probed the same number of** enemy Troopers as your opponent (minimum 1 Trooper) **1 Point**
- At the **End** of the **Game**: to have **restrained more** enemy Troopers **1 Point**
- At the **End** of the **Game**: to have **scanned** troopers from more different enemy **Units** **2 Points**
- At the **End** of the **Game**: the opponent's Lieutenant got...
 - ... **restrained** **+1 Point**
 - ... **probed** **+1 Point**
- Each Player has one Classified Objective **2 Points**

DEPLOYMENT

Both players deploy on the opposite sides of the table in 12-inch-deep deployment zones for 200 Points to 400 Points games and in 8-inch-deep deployment Zones for 150 Point games (as shown in the layout graphics below).



PROBING

PROBE

Short Skill

Attack

REQUIREMENTS

- ▶ The user is not a TAG
- ▶ The Target must be an enemy Troop in Silhouette contact
- ▶ The Target **must not** be in a *Null-State*

EFFECTS

- ▶ Allows the *User* to perform a PH roll to probe the Target.
 - **Doctor / Paramedic Bonus:** when probing an enemy Trooper with the W Attribute, Troopers with the *Doctor / Paramedic* Special Skill may use their WIP instead of PH. Further enemy Troopers with the W Attribute can be probed remotely with the MediKit. If the Target fails at least one PH roll the probing was successful. No Wounds are caused, Immunity (Total) is ignored.
 - **Engineer / GizmoKit Bonus:** when probing an enemy Trooper with the STR Attribute, Troopers with the *Engineer* Special Skill may use their WIP instead of PH. Further enemy Troopers with the STR Attribute can be probed remotely with the GizmoKit. If the Target fails at least one PH roll the probing

was successful. No Wounds are caused, Immunity (Total) is ignored.

- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ Once successfully probed the target cannot be probed any further.
- ▶ Once successfully probed the target doesn't need to remain on the table in order to count towards the mission objective at the end of the game.

SCANNING

SCAN

Short Skill

Comms Attack

REQUIREMENTS

- ▶ The user must be a *Specialist Troop*
- ▶ The Target must be an enemy Troop inside the user's Zone of Control
- ▶ The Target **must not** be in a *Null-State*

EFFECTS

- ▶ Allows the *Specialist Troop* to perform a WIP roll to scan the Target.
 - **Hacker bonus:** for Troopers with the *Hacker* Special skill a successful roll reveals the Target's *Private Information* and counts as a success for the *Classified Objective "Data Scan"*.
 - **Forward Observer bonus:** When declaring *SCAN* Troopers with the *Forward Observer* Special skill can use the *Forward Observer* Special Skill to scan their Target in LOF and even outside their ZOC. Successful rolls **do not** impose the *Targeted* State on the scanned Target.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ Once successfully scanned the target cannot be scanned any further.
- ▶ Once successfully scanned the target doesn't need to remain on the table in order to count towards the mission objective at the end of the game

RESTRAINING

Troopers are considered *Restrained* when they still are in any *Immobilized* (IMM-A and/or IMM-B) state at the end of the game.

All Troopers with the Troop Characteristic *Veteran Troop*, *Elite Troop* or *Support Troop* add one Adhesive Launcher (ADHL) to their profile. If Troopers are already equipped with one this weapon becomes "Adhesive Launcher (+1B)". For Troopers composed of a *Controller* and one or more *Peripherals* only the *Controller* is equipped with the ADHL. For G: Jumper Troopers only one Proxy is equipped with the ADHL.

All Troopers are equipped with one PARA CCW (-3) per Model; (+1B) if already equipped with a PARA CCW (-3).

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors / Paramedics*, *Engineers*, *Forward Observers* and Troopers possessing 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 player starts his Active Turn in a *Retreat!* situation, the game will end at the end of this player's Turn.