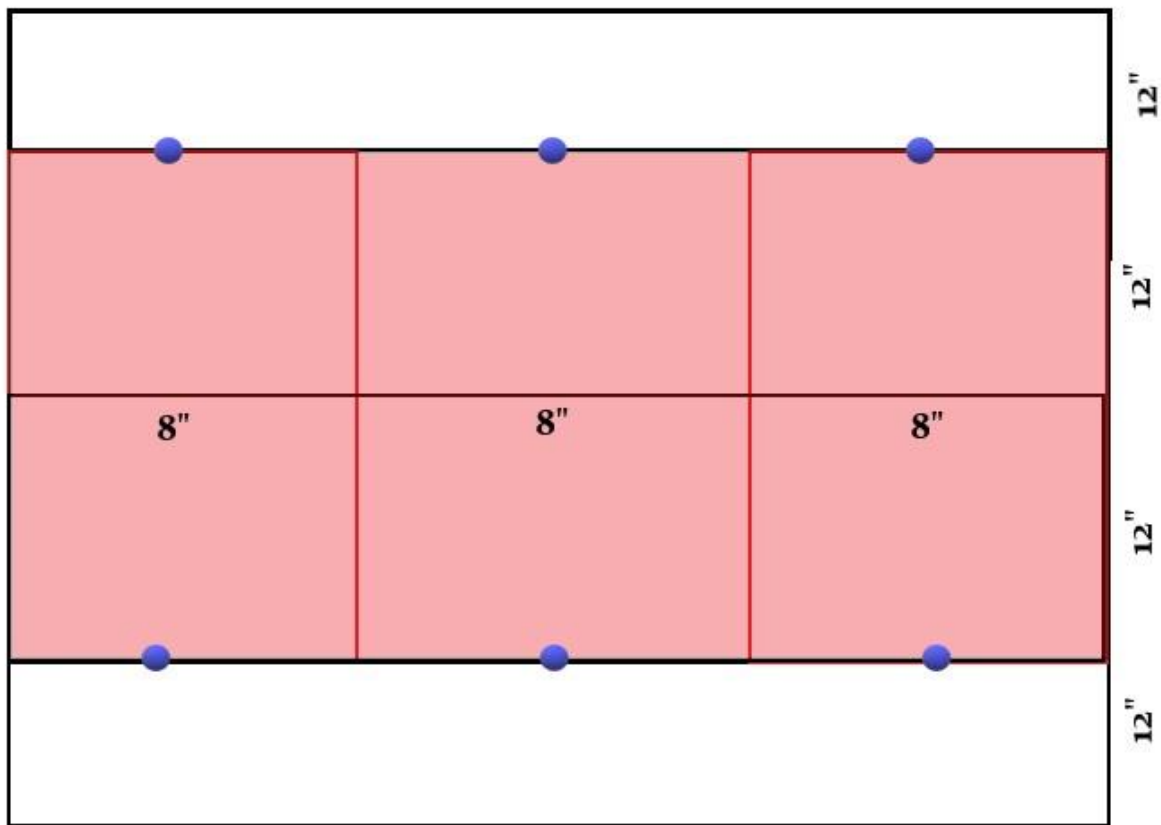


Hazmat Sweep and Clear



MISSION OBJECTIVES:

At the end of the game control the antennas (1 objective pt per antenna)

At the end of the game achieve Classified Objectives (1 objective pt per Classified)

At the end of the game kill more specialist troops than the adversary (2 Objective pts)

Starting with a 12" deployment zone, divide the centre of the table into 6 8"x12" areas. The entire middle of the table between the deployment zones is designated a Biotechvore Zone and a Saturation Zone. At 4" from the edge of each area on the deployment line place an antenna objective.

2 Classified Objectives

Hazmat Sweep and Clear

ACTIVATE ANTENNA
SHORT SKILL
Attack
REQUIREMENTS <ul style="list-style-type: none">▶ Only Specialist Troops can declare this Skill.▶ The Specialist Troop must be in Silhouette contact with the Antenna.
EFFECTS <ul style="list-style-type: none">▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Antenna.▶ 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.▶ An Activated Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Antenna no longer counts as Activated by the adversary.▶ Player A and Player B Tokens can be used to mark the Activated Antennas. It is recommended each player uses a different kind of Token.

BIOTECHVORE AREA

A Biotechvore plague infests the game table. At the end of each Active Player Turn, all Troopers belonging to the Active Player that are inside a Biotechvore Area must make a Saving Roll against BTS, with Damage 14. Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute. The Biotechvore Plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead one. At the end of the third Game Round any Trooper inside a Biotechvore Area is automatically Killed.

BTV COUNTERMEASURES

Players may take control of an Antenna, doing so will allow the controlling player to either Deactivate (This removes Biotechvore area and the saturation) or Reactivate (if there is no Biotechvore zone in the designated area it now becomes a Biotechvore zone and Saturation zone) a single designated 8"x12" Biotechvore Zone and Saturation Zone. (Note: you cannot Activate a currently active Biotechvore zone. If there are no deactivated Biotechvore Zones you must choose to deactivate a zone.)

The mission has a limited time frame so will automatically finish at the end of the 3rd game round.