

# FINISH LINE

Scenario curated by SkyKnight

*Special Rules: End Zone, End Zone Table Edge, DataTracker, DataTracker Starts in Deployment Zone, Designated Target, Killing, Transmission Antenna, Control the Transmission Antenna, Panoplies, No Quarter, Classified Deck Not Used*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- »To move the friendly *DataTracker* into the enemy *End Zone* — this is the enemy player's deployment zone—at any time before the game ends (2 Objective Points).
- »To move the friendly *DataTracker* into silhouette contact with the enemy *End Zone Table Edge* — this is the back of the enemy player's deployment zone — at any time before the game ends (1 Objective Point).
- »To keep the friendly *DataTracker* alive at the end of the game (1 Objective Point).
- »To kill the *Designated Target* (1 Objective Point).
- »To control the *Transmission Antenna* at the end of the game (2 Objective Points).
- »To acquire more weapons or items from the Panoplies than the adversary at the end of the game (1 Objective Point).
- »To kill more Army Points than the adversary (2 Objective Points)

### CLASSIFIED

- »There are no Classified Objectives.

## 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

It is not permitted to deploy in Silhouette contact with the *Transmission Antenna*, nor with the *Panoplies*.

## SCENARIO SPECIAL RULES

### END ZONE

Each player's Deployment Zone is considered an *End Zone* for the other player. A *DataTracker* may score points by simply moving completely within an enemy player's deployment zone. This means that the entire area of the model's base is completely within the enemy player's deployment zone. Coming into base-to-base contact with the back of the enemy deployment zone (table edge) also scores a bonus Objective Point as per the Main Objectives.

### END ZONE TABLE EDGE

The back of each player's Deployment Zone is considered the *End Zone Table Edge* for the other player. A *DataTracker* may score points by coming into silhouette contact with the end zone table edge at any point during the game.

### DATATRACKER

At the end of the *Deployment Phase*, in *Initiative Order*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

## DATATRACKER STARTS IN DEPLOYMENT ZONE

In this scenario, the trooper chosen as friendly *DataTracker* must begin deployed in the player's own deployment zone.

## DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so it can be targeted by Attacks.

HVTs that are *Designated Targets* are reactive and hostile, reacting as if they are an enemy Trooper.

## KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game. Troopers that **have not been deployed on the game table**, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

## TRANSMISSION ANTENNA

There is 1 *Transmission Antenna* placed in the center of the table. The Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter. (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

## CONTROL THE TRANSMISSION ANTENNA

The *Transmission Antenna* is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

## PANOPLIES

There are 2 Panoplies, placed inside the Armory on different corners (see map below).

Each Panoply must be represented by an Objective Token or by a scenery piece of the same diameter.

## USE PANOPLIES

SHORT SKILL

Attack

### REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply

### EFFECTS

- By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.
- A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
- If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

## PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other TroopTypes: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

## NO QUARTER

In this scenario, the Retreat! rules are **not** applied.

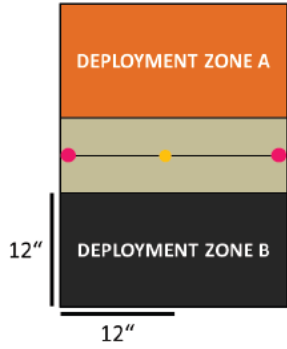
## CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.

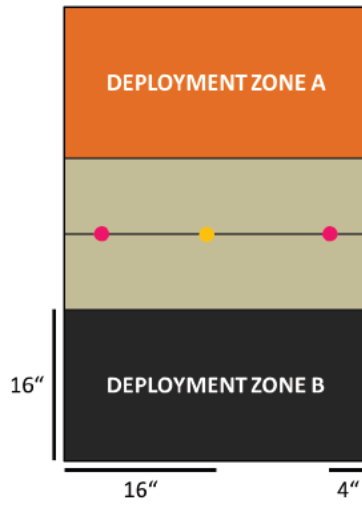
## END OF THE MISSION

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

**150 P**  
24 in x 32 in



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



- Panoply
- Transmission Antenna

**300 P / 400 P**  
48 in x 48 in

