

# THE THING

Special Rules: Exclusion Zone, Subterfuge, Designated Target, Killing, Classified Deck Not Used.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- To Kill The Thing the enemy deployed (3 Objective Points).
- To Kill enemy Target Decoys (1 Objective Point per Target Decoy Killed).
- To Kill all Target Decoys and The Thing (1 Objective Point).
- Have The Thing you deployed not Killed at the end of the game (1 Objective Point).
- Acquire more weapons or items from the Panoplies than the adversary at the end of the game (2 Objective Points).
- Acquire 3 or more weapons or items from the Panoplies (1 Objective Point).

### 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

**Exclusion Zone.** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

## SCENARIO SPECIAL RULES

### SUBTERFUGE

Each of the players will deploy three HVTs, applying the conventional rules, but only one of them will be The Thing. This choice will be made by each player during the Deployment Phase. It is Private Information and must be written down to show to your opponent if necessary. The other two HVTs are Target Decoys.

All the HVTs have an HVT Profile (Neutral Civilian) until they are Revealed as The Thing, or as a Target Decoy.

During the Order in which the HVT has been Revealed, that HVT applies either the HVT Profile (The Thing) if Revealed as The Thing, or the HVT Profile (Designated Target) if it has been Revealed a Target Decoy.

## PANOPLIES

There are 3 Panoplies, placed on the central line of the game table. One of them is in the center of the table and the other two are 8 inches from the edges in 300/400 point games, 4 inches in 200/250 point games, and touching the table edges in 150 point games (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 Troop Types: 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

## HVT REVEAL

### AUTOMATIC SKILL

#### Obligatory, No Roll

##### Requirements:

- The Trooper must be in Silhouette contact with an enemy HVT

##### Effects:

- The adversary must Reveal if it is The Thing, or if it is one of the Target Decoys.
- On the order that HVTs are Revealed for the first time (either as The Thing or a Target Decoy), the only attacks that can be declared against them are CC Attacks.
- The HVT Revealed can declare any ARO

## DESIGNATED TARGET AND THE THING

In this scenario, the enemy HVTs that have been Revealed are considered enemy Troopers instead of Neutral Civilians, so they can be targeted by Attacks.

Revealed HVTs are reactive and hostile, reacting as if they are an enemy Trooper.

### IMPORTANT:

Players are not allowed to Kill an enemy HVT until it has been revealed as The Thing, or as one of the Target Decoys.

## 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.

## CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.

## END OF THE MISSION

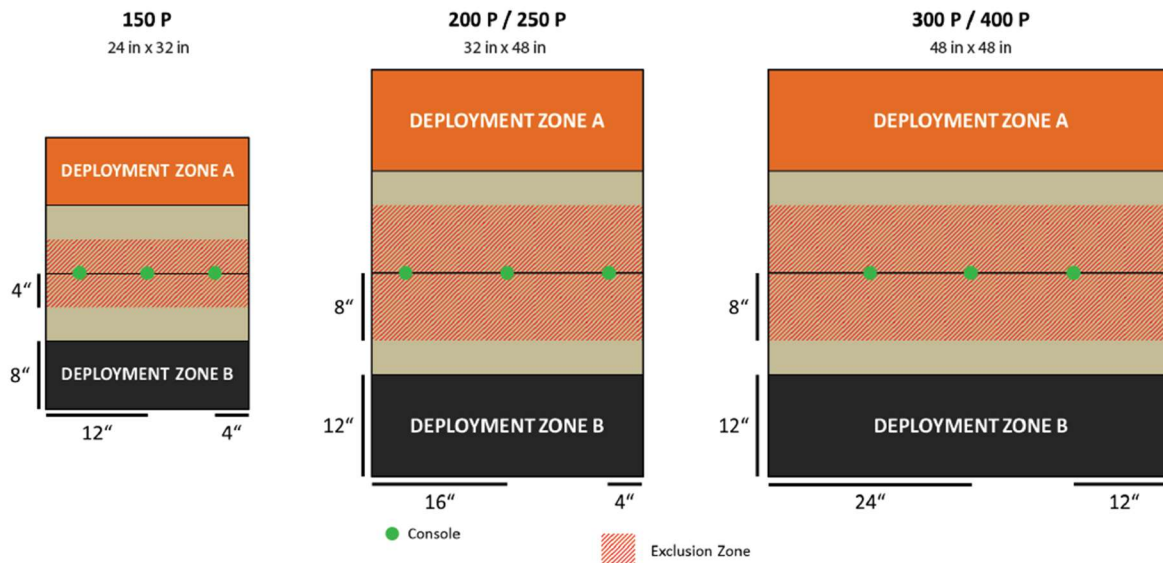
This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round. If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

## HVT (The Thing)

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	24	9	13	13	3	3	3	2

Special Skills: Natural Born Warrior, Mimetism (-6), Dodge (+3), Dodge (+1 Inch), Sixth Sense

Weapons: Pulzar, E/M CCW



Note: The green dots for "Console" should be for "Panoply"