

MISSION: TAG RAID

Special Rules: Experimental TAG, Consoles, Specialists Troops.

MISSION OBJECTIVES MAIN OBJECTIVES

- » At the end of each game round, Control more Consoles than the adversary (1 objective point, but only if at least one Console is controlled)
- » At the end of the game, control the experimental TAG (3 objective points)
- » At the end of the game, have the experimental TAG completely in your half of the gaming table (1 objective points)
- » At the end of the game, have the experimental TAG completely in your Deployment Zone (1 objective points)
- » At the end of the game, Control a Console (1 Objective Point for each Controlled Console).

CLASSIFIED

- » Each player has 1 Classified Objective (2 objective point)

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.

It is not permitted to deploy in Silhouette contact with the Consoles.

SCENARIO SPECIAL RULES

CONSOLES

There are 4 Consoles, placed on the center of each Quadrant (See map below). Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).



CONTROLLING THE CONSOLES

A Console 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 Console, but can prevent the enemy from Controlling it by being in Silhouette contact with it. Troopers in a Null State cannot do either.

Use the Console

A Console can be used by a specialist in silhouette contact in two different ways:

Hacking by Console (short skill or ARO)

A console grants access to the hacking program Total Control, functioning similar to a hacking device. The hacking area of the console is the built-in repeater of the experimental TAG only.

Equip experimental TAG by Console (short skill)

A specialist can use a console to equip the experimental TAG with additional gear. To do that, the specialist spends the short skill of an order (this counts as an action with the attack label). 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.

The use of a console in these ways does not count as hacking and thus does not generating hacking AROs (other AROs such as from line of fire or because of zone of control are generated normally). The specialist using a console still has to spent a sort skill of an order or an ARO and uses his own WIP value for the action.

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

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.

Experimental TAG

At the beginning of the game, place a TAG (use a silhouette marker in size 7 or any appropriately sized TAG you have available) in the center of the game table. This is an experimental TAG both sides aim to aquire.

At the beginning of the game, the TAG is inactive, but can be activatedby succesfully using the hacking program Total Control on it.

EXPERIMENTAL TAG PROFILE

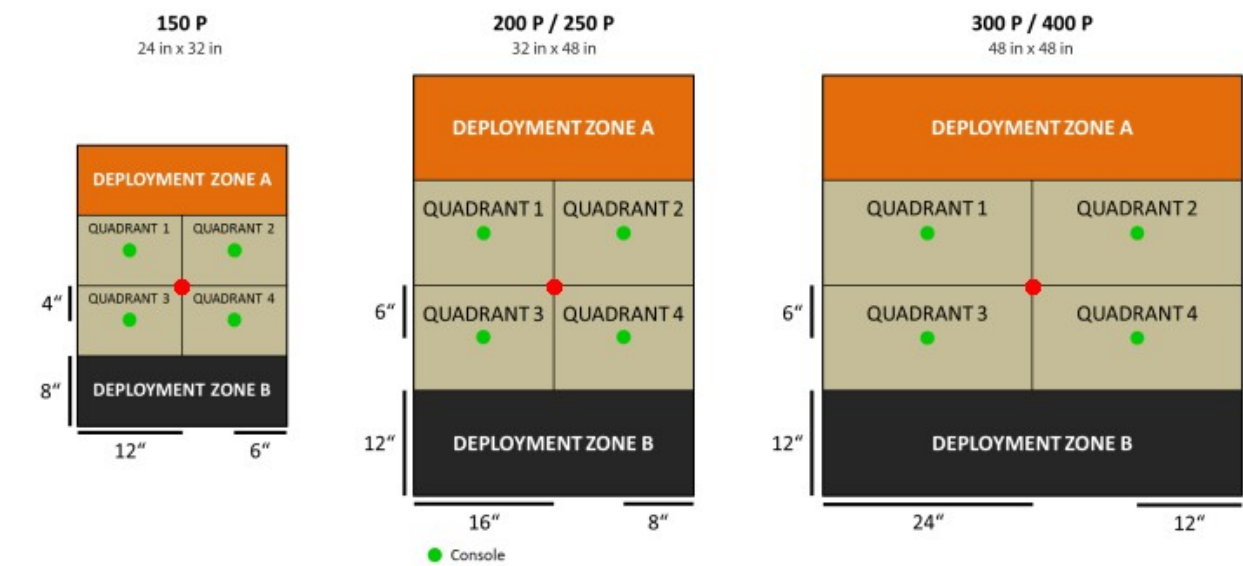
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
6 - 4	13	12	11	11	7	9	3	7
Repeater, 360° VISOR								

The TAG is armed with a **flash pulse**, but can optain additional items and weapons from the consoles.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



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