

Warehouse

MISSION OBJECTIVES

Main Objectives

- »At the end of each Game round, Control more Booty Marker (2 Objective Points)
- »At the end of the Game, Control a Booty Marker with your Lt. (2 Objective Points)
- »To kill more Units carrying a Booty Marker (2 Objective Points)

CLASSIFIED

»none

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.

A and B 150P 24 in x 32 in 8 in x 24 in
A and B 200P 32 in x 48 in 12 in x 32 in
A and B 250P 32 in x 48 in 12 in x 32 in
A and B 300P 48 in x 48 in 12 in x 48 in
A and B 400P 48 in x 48 in 12 in x 48 in

It is not permitted to deploy in Silhouette contact with the Tech-Coffins.

SCENARIO SPECIAL RULES

TECH-COFFINS

There are 3 Tech-Coffins placed on the central line of the table. One is in the center of the table, and the other two are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games. Inside the central Tech-Coffin there is one Booty Marker. The two Tech-Coffins near the table edges each carry two Booty Markers. The Tech-Coffins must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

BOOTY MARKER

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

EXTRACT BOOTY MARKER

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Tech-Coffin.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Extract and pick up the Supply Box, with a succeed roll a BOOTY MARKER Token must be placed besides it.
- 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.
- If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed besides it to mark that the BOOTY MARKER was extracted.

PICK UP BOOTY MARKER

SHORT SKILL

Attack

REQUIREMENTS

The Trooper should be in one of the following situations:

- Be in Silhouette contact with a Model in a Null State with a BOOTY MARKER Token.
- Be in Silhouette contact with an allied Trooper in a Normal State with a BOOTY MARKER Token.
- Be in Silhouette contact with an unaccompanied BOOTY MARKER Token.

EFFECTS

- Spending one Short Skill, without Roll, any Trooper can pick up a BOOTY MARKER in any of the situations previously mentioned.
- The Troops must accomplish the Common Rules of Supply Boxes.

COMMON RULES OF BOOTY MARKER

- »Each Model can carry a maximum of 1 Supply Box. As exception, Troopers possessing the Baggage Special Skill can carry up to 2 BOOTY MARKER
- »Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the BOOTY MARKER.
- »The BOOTY MARKER Token must always be kept on the table, even if the Model which is carrying it passes to a Null State.
- »If a Booty Marker is acquired, the Trooper must roll on the Booty table at the end of the order. (Without Reroll).
- » BOOTY MARKER can be dropped with a short skill.

CONTROLLING THE SUPPLY BOXES

- »A BOOTY MARKER is Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State.
- »If a new Unit picks up a BOOTY MARKER the Booty Bonus will be applied unchanged to the new Trooper.

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.

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.

