

Special Rules: Communication Antennas, Control Beacon,
Main Classified Objectives, Specialist Troops, Exclusion Zone.

MISSION OBJECTIVES
MAIN OBJECTIVES

- » At the end of each Game Round, **have more activated** Antenna than the adversary (1 Objective Point).
- » At the end of each Game Round, **have** the Beacon **captured** (1 Objective Point).
- » Accomplish Classified Objectives (1 Objective Point for each one).

DEPLOYMENT
Exclusion Zone

The Exclusion Zone is the area 6 inches around the beacon. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL
RULES
COMMUNICATION
ANTENNAS

There are 2 Communication Antennas on the central line of the table. Each Communication Antenna must be represented by a Antenna Token (ANTENNA). They are placed 12 inches from the table edges.

ACTIVATE COMMUNICATION ANTENNA
SHORT SKILL
Attack

REQUIREMENTS

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

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to activate a Communication 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 Communication Antenna can be activated again by the other player, applying the same procedure. In this situation, the Communication Antenna is no longer activated by the adversary.
- Player A and Player B Tokens can be used to mark the activated Communication Antenna. It is recommended each player uses a different kind of Tokens.

BEACON

There is 1 Beacon placed in the center of the table. The Beacon must be represented by a Beacon Token (BEACON)

PICK UP BEACON
SHORT SKILL
Attack

REQUIREMENTS

- The Trooper must be in one of the following situations:
- The Trooper is in Silhouette contact with a Model in a Null State that has the Beacon.
 - The Trooper is in Silhouette contact with a friendly Trooper in a Normal State that has the Beacon.
 - The Trooper is in Silhouette contact with the Beacon with no enemy Troops also in contact with it.

EFFECTS

- A Trooper can pick up the Beacon in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- The Troopers must satisfy the Common Rules of Beacons.

MAIN CLASSIFIED
OBJECTIVES

After both players have placed, each player **draws 4** Classified Objectives from a common deck and **selects 2** of them. The final result is **a total of 4** Classified Objectives as open information.

Both sides can reach any classified targets, even if they have been previously reached by the enemy.

SECURE THE HVT

In this scenario, the option Secure the HVT is **not allowed** to replace.

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.

