

EXPERIMENTAL TREATMENT

Special Rules: Antennas, Overload Protection System, Specialist Troops, Multiple HVTs, HVT classifieds not used.

MISSION OBJECTIVES

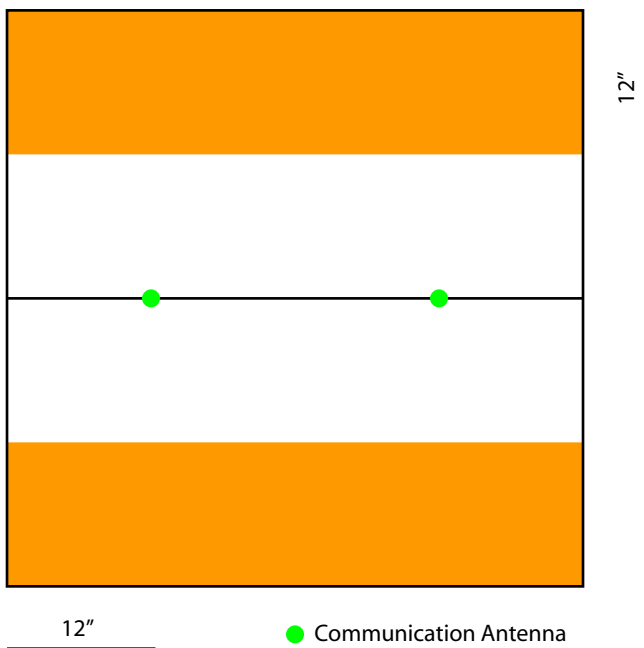
- *Successfully Treat opponent's HVT (2 points each)
- *At the end of each round, have an activated Antenna (1 point)
- *Complete classified objective (1 point)

CLASSIFIED OBJECTIVES

Each player will have 1 Classified Objective.
The HVT Classified Objectives, and Secure HVT will not be used.

FORCES AND DEPLOYMENT

Players will deploy on opposite sides of the game table.
Each Player will deploy 3 HVTs during deployment.
Models may not deploy in base contact with antennas or HVTs.



ANTENNAS

There are 2 Antennas placed on the center line of the table.
Each Antenna is 12" from the table edge. The Antennas must be represented by a Transmission Antenna Token (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).

OVERLOAD PREVENTION SYSTEM

A player cannot have more than one Activated Antennas at a time.
Even succeeding the WIP Roll with a second Antenna, the player cannot mark it as Activated.

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.

ACTIVATE ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

Only Specialist Troops can decalre this skill.
The Specialist Troop must be in Silhouette contact with an Antenna.
The Target Antenna must not be in the ACTIVE STATE.

EFFECTS

- * Allows the Specialist Troop to make a Normal WIP Roll to Hack the 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.
- * The Target Antenna enters the ACTIVE STATE, and should be marked by the activating player with a token.
- * Applies ANTENNA BONUS to TREAT PATIENT skill

DEACTIVATE ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

Only Specialist Troops can decalre this skill.
The Specialist Troop must be in Silhouette contact with an Antenna.
The Target must be an Antenna activated by the opponent.

EFFECTS

- * Allows the Specialist Troop to make a Normal WIP Roll to Hack the 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.
- * The Antenna is no longer considered active and provides no bonus.

TREAT PATIENT

SHORT SKILL

Attack

REQUIREMENTS

Only Specialist Troops can decalre this skill.
The Specialist Troop must be in Silhouette contact with an enemy HVT.

EFFECTS

- * Allows the Specialist Troop to make a Normal WIP Roll to Treat the HVT.
- * 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.
- * The HVT is considered treated and removed from the board.

HACKER / ENGINEER BONUS

Troopers possessing the Hacker or Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate Antenna as well as Deactivate Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate Antenna or Deactivate Antenna.

DOCTOR / PARAMEDIC BONUS

Troopers possessing the Hacker or Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Treat Patient.

ANTENNA BONUS

While having an active antenna, specialist troopers will be able to make two WIP rolls each time each time they spend a Short Skill to Treat Patient.

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 Tu rn.