

Espionage

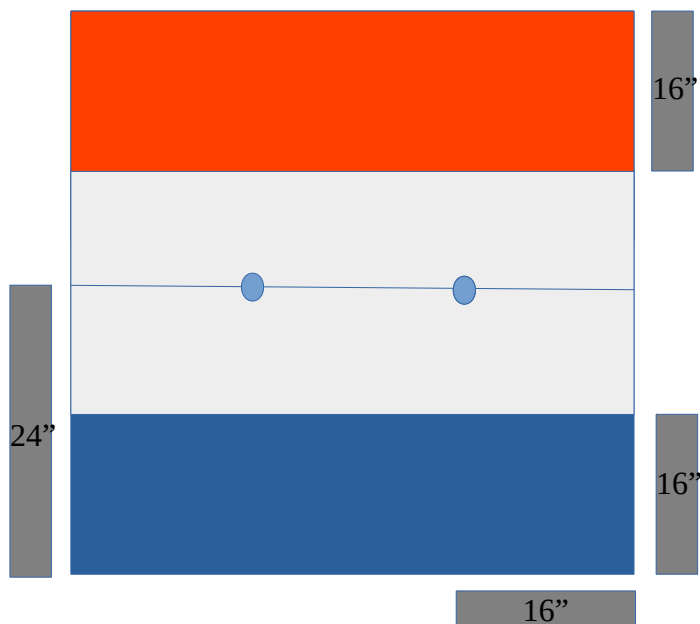
Main Objectives

- To Kill more Specialist Troops than the adversary
2 Objective Points
- To Kill the same number of Specialist Troops as the adversary
1 Objective Point
- At the end of each Game Round, have completed at least 1 Secret Objective this Game Round.
1 Objective Point
- Accomplish Secret Mission Objectives.
1 Objective Point each, up to a maximum of 5 Objective Points

Mission Parameters

Ends in Retreat

Table Setup



Deployment

- Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.
- It is not allowed to deploy in base contact with any HVT or Communication Antenna.

Special Rules

Classified Objectives

At the start of the game, using a single Classified Deck(Standard Mode), take the top card and place it face up to start a discard pile. Place the rest of the deck beside the discarded card. These cards are referred to as Secret Mission Objectives.

At the start of the Tactical Phase of each player's turn, that player draws one card at a time from the top either the discard or the deck until that player has 4 cards. Then that player chooses and discards a card. The cards in each player's hand is secret information until attempted.

During each Player Turn, if a player completes a Secret Mission Card from their hand, that player sets the card aside as completed by that player.

Any Secret Mission Card that is checked "at the end of the game" can be accomplished at the end of any Player Turn.

Activate Communication Antenna

Short Skill

Labels

Attack

Requirements

- Only Specialist Troops or a player's Lieutenant can declare this Skill.
- The 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 a roll.

- Allows a Lieutenant to Activate a Communication Antenna without making a roll.
- When a Communication Antenna is Activated the activating player discards one Secret Mission Card and draws a new one from the Secret Mission Deck.
- An Activated Communication Antenna can be Activated again by the other player. Each player may only activate each Communication Antenna once.
- 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 Token.

Multiple HVT

Each of the players will deploy three HVTs, following the usual rules for deploying HVTs. Each HVT may only be used to accomplish one Classified Objective: once a Classified Objective targeting an HVT has been completed, that HVT Model is removed from the game table.

Secure the HVT not used

In this scenario, the Secure the HVT rule is not applied.

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 on of the players starts their Active Turn in a Retreat! Situation, the game will end at the end of that Turn.