

# DATA BREACH

Scenario by Gyro88 and Khavrión

*Special Rules: Tech-Coffins, Data Knives, Servers, Datavault Server, Specialist Troops, Hacker Bonus, No Quarter, HVT and Classified Deck Not Used.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- »To access Enemy Servers (1 Objective Point for each Server).
- »To access more Enemy Servers than the adversary (2 Objective Points).
- »To access the same number of Enemy Servers (1 Object Point, but only if at least one is accessed).
- »At the end of the game, if your Datavault Server is not accessed (2 Objective Points).
- »At the end of each Game Round, control at least one Data Knife (1 Objective Point).

### CLASSIFIED

- »There are no Classified Objectives.

## 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.

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

It is not permitted to deploy in Silhouette contact with the Tech-Coffins, nor with the Servers.

## 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 each Tech-Coffin there is one Data Knife.

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).

### DATA KNIVES

A Data Knife is a special experimental piece of equipment designed to access enemy Servers.

The Data Knives must be represented by a Data Knife 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 DATA KNIVES

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 Data Knife. With a successful roll, a Data Knife Token must be placed beside 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.
- Once the roll is successful, the Tech-Coffin Token is removed from the game table.
- If a scenery item is used instead of a Token, then it can be kept on the game table, but a Player A or Player B Token must be placed beside it to mark that the Data Knife was extracted.

## PICK UP DATA KNIVES

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 Data Knife Token.
- Be in Silhouette contact with an allied Trooper in a Normal State with a Data Knife Token.
- Be in Silhouette contact with an unaccompanied Data Knife Token.

### EFFECTS

- Spending one Short Skill, without Roll, any Trooper can pick up a Data Knife in any of the situations previously mentioned.
- The Trooper must satisfy the Common Rules of Data Knives.

## COMMON RULES OF DATA KNIVES

- »Each Model can carry a maximum of 1 Data Knife.
- »Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Data Knives.
- »The Data Knife Token must always be kept on the table, even if the Model which is carrying it passes to a Null State.

## CONTROLLING THE DATA KNIVES

A Data Knife is Controlled by a player if, at the end of the Game Round, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model.

## SERVERS

There are 3 servers placed at the front of each Deployment Zone.

In 300/400 point games they are 12 inches, 24 inches, and 36 inches from the left table edge, respectively (see map).

In 200/250 point games they are 6 inches, 16 inches, and 26 inches from the left table edge, respectively (see map).

In 150 point games they are 4 inches, 12 inches, and 20 inches from the left table edge (see map).

Each Server 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).

The Enemy Servers are the ones at the front of the enemy Deployment Zone.

## ACCESS A SERVER

SHORT SKILL

Attack

### REQUIREMENTS

- The Trooper is in Silhouette contact with an enemy Server that has not yet been Accessed.
- The Trooper must be in possession of a Data Knife.

### EFFECTS

- Allows the trooper to make a Normal WIP Roll to Access the Server.

## DATAVULT SERVER

While the information on each server is invaluable, it is paramount that you protect the information in your Datavault.

At the end of the Deployment Phase, each player (in turn order) selects one of the Servers near their Deployment Zone to be their Datavault Server. **Datavault Servers are Open Information**, and must be marked with Player A or Player B markers, respectively.

## 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.

## HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary **to Access a Server ONLY, but NOT to extract a Data Knife**. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Access a Server.

## NO QUARTER

In this scenario, the Retreat! rules are not applied.

HVT AND CLASSIFIED  
DECK NOT USED

In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table and they will not use the Classified Deck in this scenario.

## END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

