

# Bomb Squad

## **Main Objectives**

- At the end of the game, control a Diffused Bomb
  - 2 points for each diffused bomb
- At the end of the game, control more Diffused Bombs than the adversary
  - 2 points
- At the end of the game, have acquired more weapons or items from the Panoply than the adversary
  - 2 points
- Each player has 2 Classified Objectives

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  - 1 point each

## **Mission Parameters**

- HVT
- Ends in Retreat
- 2 Classifieds

## **Table Setup**

Player Deployment Zones extend 12" from their table edge. At the center point of the battlefield, set up one Panoply. 12" from the Panoply, in each direction along the center line between the deployment zones, set up one Armed Bomb (similar layout to Supplies).

## **Deployment**

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12" deep.

It is not permitted to deploy in base contact with either the Panoply or an Armed Bomb.

## **Mission Skills**

- Use Panoply (Same as The Armory)

- Diffuse Bomb

Short Skill

Labels: Attack

Requirements:

Only Specialist Troopers can declare this skill.

The Specialist Troop must be in base contact with an Armed Bomb.

Effects:

Allows the Specialist Troop to make a Normal WIP Roll to replace the Armed Bomb marker with a Diffused Bomb marker and pick-up the Diffused Bomb. The Diffused Bomb token must be placed besides the model.

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.

- Pick-up Diffused Bomb

Short Skill

Labels: Attack

Requirements:

The Troop should be in one of the following situations:

Be in Silhouette contact with a figure in a Null state with a Diffused Bomb token.

Be in Silhouette contact with a figure in a Normal state with a Diffused Bomb token.

Be in Silhouette contact with an alone Diffused Bomb token.

Effects:

Spending one Short Skill, any troop can pick-up a Diffused Bomb token.

- Hack Bomb

Short Skill

Labels: Attack

Requirements:

Only Hackers can declare this skill.

The target must be either an Armed Bomb token or Diffused Bomb token within the hacker's ZoC. Both alone tokens and those carried by models are legal targets. If this targets a token carried by an enemy trooper, they may declare Reset as an ARO to force a Face-to-Face roll.

Effects:

This skill allows a hacker, by passing a WIP Roll, to replace one Armed Bomb token with a Diffused Bomb token.

Alternatively, by passing a WIP Roll, the hacker may replace one Diffused Bomb token with one Armed Bomb token.

**Civilian Stat Line** (Same as Supplies)

### **Mission Bonuses**

- **Engineer Bonus**: Troopers possessing the Engineer Special Skill have a +3 MOD to the WIP Roll necessary to Diffuse Bomb. This MOD is not cumulative with any Unit Profile MODs. In addition, they will be able to make 2 WIP Rolls each time they spend a Short Skill to Diffuse Bomb.

### **Special Rules**

- **Bomb tokens**: The game starts with two Armed Bomb tokens on the table. These tokens can be replaced with Diffused Bomb tokens during the course of the game. Diffused Bomb tokens, but not Armed Bomb tokens, can be carried by models, but not markers, and each model can carry a maximum of 1 Diffused Bomb token. This includes models with the Baggage Special Skill, as it is too dangerous to carry two bombs at once. There must always be 2 tokens, in any combination, on the table, even if a model which is carrying one passes into a Null State. Should a Diffused Bomb token carried by a model be replaced with an Armed Bomb token, the model immediately drops the token. The token is then placed in base contact with the model, in a location of the controlling player's choice.
- **Controlling a Diffused Bomb**: A Diffused Bomb 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 or in Silhouette contact with an enemy Model.
- **Specialist Troops**: Standard
- **End of Mission**: The 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.