



Access code: a specialist in contact with an *Access Terminal* may spend a short skill to test WIP, a pass unlocks two *data vaults*, always the *data vault* in the centre of the table and the *data vault* in their opponents deployment zone replacing them with *supply boxes*. If a *Data vault* has already been unlocked, do not place another *Supply box*. (the second player to use Access Code will only unlock the *Data Vault* in their opponents deployment zone)

After succeeding on a roll that players *access code* is spent and that *access terminal* is locked, the *access terminal* used may not be used again by either player, as the players *access code* has been used the player may not attempt the *access code* on the other *access terminal*. A used *Access Code* and a locked *Access terminal* may be denoted by a player A/B marker.

Dominate extraction zones: use circular templates to denote the *Extraction zones* an extraction zone is dominated at the end of the game by the player with the most victory points in that zone. To count as in a zone for domination more than half the troopers base must be in the extraction zone. (units with the Shasvastii skill count while they are in Shasvastii-embryo state or any non-null state.)

Exclusion zone: an exclusion zone is in effect covering the central 8" strip of the game board, no models may use any special skill to deploy in this zone (including AD after deployment)

Pick up supply box: A model in silhouette contact with an unaccompanied supply box, a friendly model with a supply box or a null state enemy model with a supply box ,may declare a short skill to pick up the supply box. A model controls a supply box if a model (not a marker) is carrying it and that model is not in the engaged state.

Common rules of supply boxes:

- Each model can carry a maximum of 1 supply box. As an exception Troopers possessing the Baggage special skill can carry up to 2 Supply boxes.
- Only models, and not markers, can carry supply boxes.
- The supply box token must always be kept on the table, even if the model which is carrying it passes to a null state.

End of the mission:

This scenario operates on a limited time frame, so the game will automatically finish at the end of the third game round. If a player starts their active turn in Retreat! The game will end at the end of that turn.

Game artifacts:

- Datavault: may be represented by a tech coffin.
- Access terminal: may be represented by a console.
- Extraction zone: may be represented with a Ø5" circular blast template.