

## **ITS Mid Tier Joint Ops ITS**

(Friday)

1. Supremacy
2. Antennae Field
3. Engineering Deck



# SUPREMACY

*Table Configuration: I.*

*Special Rules: Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » **Dominate the same number of Quadrants** as the adversary at the end of the *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- » **Dominate more Quadrants** than the adversary at the end of the *Game Round* (2 *Objective Points*).
- » **Hack a Console** (1 *Objective Point*).

### CLASSIFIED

Each player has **1 Classified Objective** (1 *Objective Point* only if the player has less than 10 *Objective Points*).

## DEPLOYMENT

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

## SCENARIO SPECIAL RULES

### QUADRANTS (ZO)

At the end of each *Game Round*, but not before, the table is divided into four areas as seen on the map. Each player then checks how many *Quadrants* he is dominating and counts his *Objective Points*.

In this scenario each *Quadrant* is considered a *Zone of Operations* (ZO).

### DOMINATE ZO

A *Zone of Operations* (ZO) is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that ZO.

### SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

### BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

### CONSOLES

There are **4 Consoles**, placed on the center of each *Quadrant*, 12 inches from the edge of the table (See map below). Each *Console* must be represented by a Console A Marker 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).

In this scenario, the *Consoles* have a *Scenery Item Profile*, so they can be targeted, applying the *Scenery Structures* rules, but not before the **second Game Round**.

## HACK CONSOLES (SHORT SKILL)

### LABELS

*Attack.*

### REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with an *Console*.

### EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Hack the Console*.
- » 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.
- » A *Hacked Console* can be *Hacked* again by the other player, applying the same procedure.
- » Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

## CONSOLES HACKED BY BOTH PLAYERS

At the end of the game, players will make a Face to Face *WIP* Roll for each *Console* that has been hacked by both players. Each player can Roll the *WIP* of every *Specialist Trooper* which survived the scenario. This can result in a Face to face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that *Console*. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving *Specialist Troops*, that player will automatically get the Objective Point directly. If neither player has any *Specialist Troopers*, the Objective Point is lost.

## SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers*, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servants* to perform tasks reserved for *Specialist Troops*.

### REMEMBER:

Troops possessing the *Specialist Operative* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

## HACKER BONUS

Troops possessing the *Hacker* Special Skill have a *MOD* of +3 to the *WIP* Rolls necessary to *Hack a Console*.

## INTELCOM CARD (INTERFERENCE)

Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first to announce his decision to his adversary. The content of the card, whether the mission or the card's numeric value, is *Private Information*, no matter which use the player has chosen for it.

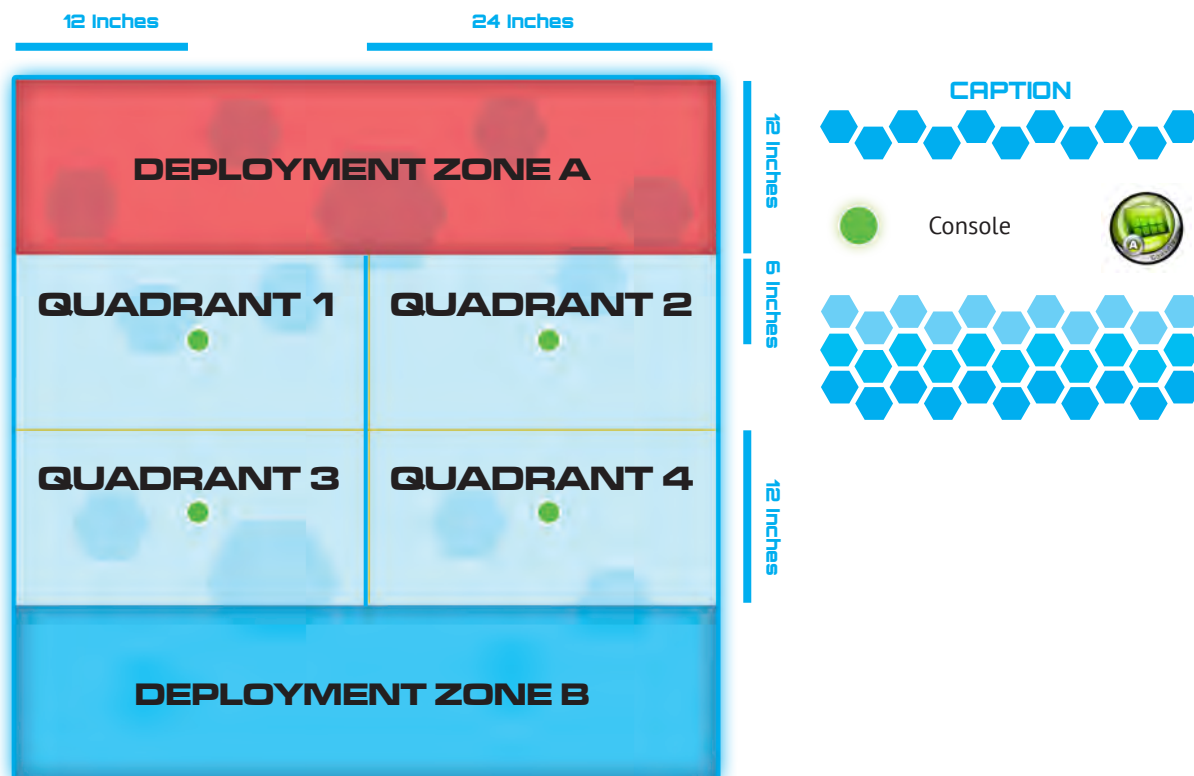
At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

## 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 his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	CONSOLE	0	0	1	--	Hackable (WIP Roll)



# ENGINEERING DECK

*Table Configuration: G.*

*Special Rules: Inner Area, Objective Room (ZO), Secure ZO, Consoles, Specialist Troop.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Have **the same amount** of *Connected Consoles* as the adversary at the end of the game (2 *Objective Points*, only if the player has *Connected* at least 1 *Console*).
- » Have **more** *Connected Consoles* than the adversary at the end of the game (5 *Objective Points*).
- » **Secure** the *Objective Room* at the end of the game (3 *Objective Points*).

### CLASSIFIED

- » Each player has **2 Classified Objectives** (1 *Objective Point* each).

## DEPLOYMENT

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

Deploying inside or in base contact with the *Objective Room* or in base contact with a *Console* is not permitted.

### INNER AREA

This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the *Airborne Deployment* Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Deployment Zones*, with no *PH Roll* required. *Inner Area* doesn't affect other *Deployment* Special Skills.

## SCENARIO SPECIAL RULES

### OBJECTIVE ROOM (ZO)

In this scenario the *Objective Room* is considered a **Zone of Operations (ZO)**.

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*.

To represent the *Objective Room*, we recommend using the *Objective Room* by Micro Art Studio, the *Operations Room* by Plastcraft or the *Command Bunker* by Warsenal or the *Panic Room* by Customeeple.

The interior of the *Objective Room* is a **Saturation Zone**.

The *Objective Room* has four *Gates*, one in the middle of each wall (See map below). The *Objective Room Gates* must be represented by a *Narrow Gate Marker* or a scenery piece

with the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

The *Gates* of the *Objective Room* are closed at the start of the game.

### OPEN THE ROOM GATES (SHORT SKILL)

#### LABELS

*Attack.*

#### REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Gate*.

#### EFFECTS

- » Allows the *Specialist Troop* to make a **WIP Roll** to *Open the Gates*. A success opens **all** *Gates* to the *Objective Room*. 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.

### SECURE ZO

A *Zone of Operations (ZO)* is considered to be *Secured* by a player when that player is the only one to have any troopers inside the *Room* who are not in a *Null* state.

### THE CONSOLES

There are **4 Consoles**, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* must be represented by a *Console A Marker (CONSOLE A)* or by a scenery piece of the same diameter (such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* and the *Communications Array* by Warsenal or the *Comlink Console* by Customeeple).

### CONNECT CONSOLES (SHORT SKILL)

#### LABELS

*Attack.*

#### REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Console*.

## EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP Roll** to *Connect the Console*. 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.
- » A connected *Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.
- » Player A and Player B Markers can be used to mark the *Connected Consoles*. It is recommended each player uses a different kind of Marker.

## SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers, Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

### REMEMBER

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

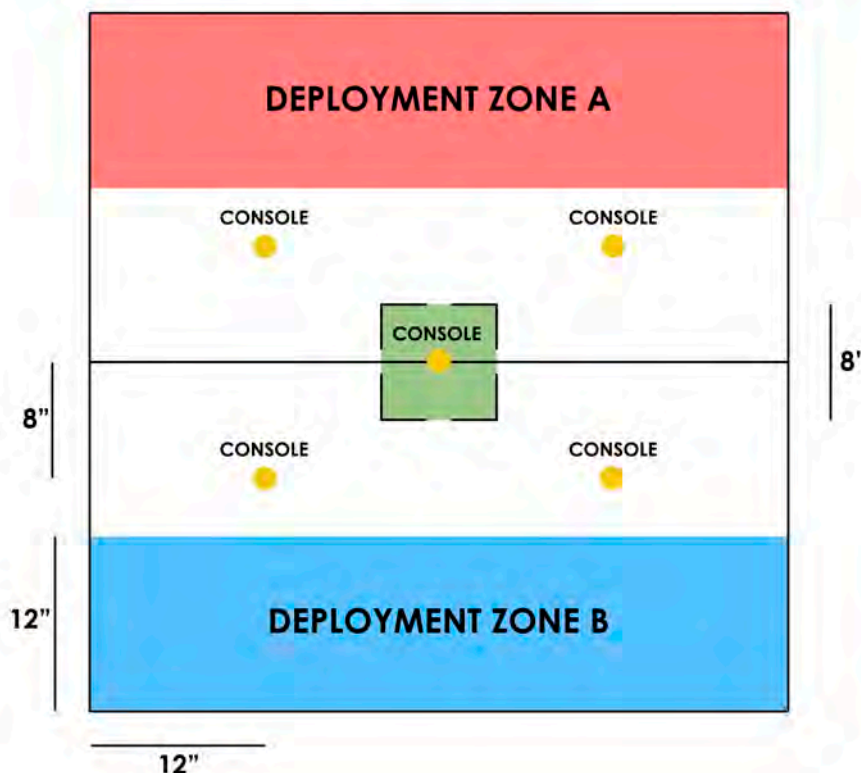
A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

## END OF THE MISSION

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

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

## ENGINEERING DECK



# ANTENNA FIELD

*Table Configuration: D.*

*Special Rules: Exclusion Zone, Transmission Antennas, Control Transmission Antennas, Specialist Troops.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Control **more** *Transmission Antennas* than the adversary at the end of each *Game Round* (2 Objective Points).
- » Control the **same number** of *Transmission Antennas* as the adversary at the end of each *Game Round* (1 Objective Point, if the player Controls **at least 1** *Transmission Antenna*).

### SECONDARY OBJECTIVES

- » Control the *Main Transmission Antenna* at the end of the game (2 Objective Points).
- » Control the *Transmission Antenna* in the enemy *Zone of Deployment* at the end of the game (1 Objective Point).

### CLASSIFIED

Each player has **1 Classified Objective** (1 Objective Point).

## 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 the *Transmission Antennas*.

### EXCLUSION ZONE

The use of the *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment* and *Infiltration* Special Skills is not allowed, as well as the deployment rule of the *Impersonation* Special Skill, inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

## SCENARIO SPECIAL RULES

### TRANSMISSION ANTENNAS

There is a total of 5 *Transmission Antennas*:

- » The *Main Transmission Antenna* is placed in the center of the game table.
- » There are 2 *Transmission Antennas* placed along the central line and 12 inches from the edges.

- » There is 1 *Transmission Antenna* placed on the border of each *Zone of Deployment*, 24 inches from each edge of the table.

Each *Transmission Antennas* must be represented by a *Transmission Antenna Marker* (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the *Communications Array* by Warsenal or the *Sat Station Antenna* by Customeeple).

### CONTROLLING THE TRANSMISSION ANTENNAS

A *Transmission Antenna* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control* the *Transmission Antenna*, but can prevent the enemy from *Controlling* it by being in base contact with it. Troopers in a *Null* state (*Unconscious*, *Dead*, *Sepsitorized*...) cannot do either.

### SPECIALIST TROOPS

In this scenario, only *Doctors*, *Engineers*, *Forward Observers*, *Hackers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered to be *Specialist Troops*.

*Hackers*, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

#### REMEMBER

Troops possessing the *Specialist Operative* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

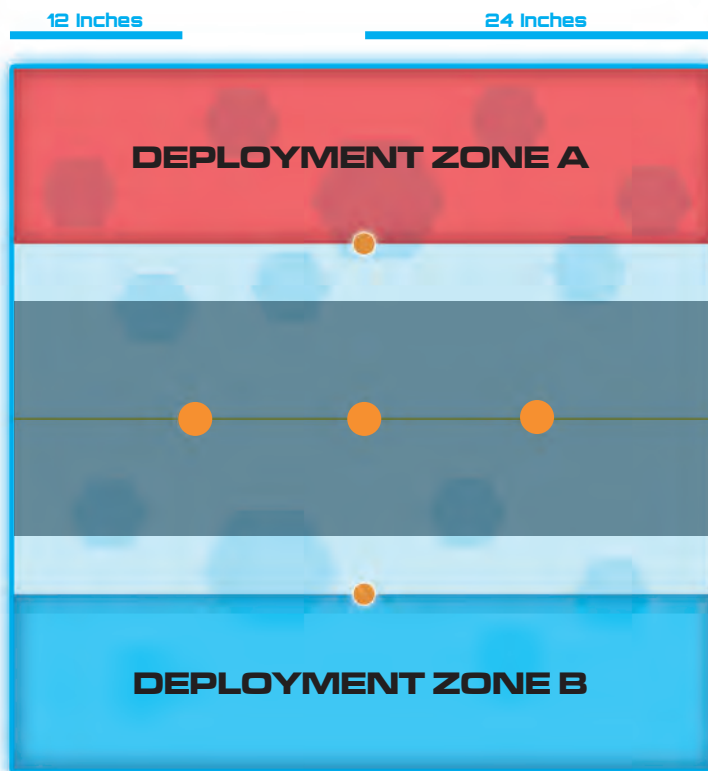
A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

### END OF THE MISSION

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

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.





CAPTION



Antenna





## **ITS Mid Tier Direct Action**

### **Dire States: Battle for the Beltway**

(Saturday - Sunday)

1. The Armory
2. Safe Area
3. Show of Power
4. Deadly Dance
5. Supremacy



# THE ARMORY

*Table Configuration: F*

*Special Rules: Exclusion Zone, The Armory (ZO), Dominate ZO, Panoplies, Specialist Troops, INTELCOM Card (Support and Control).*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Dominate the Armory at the end of the Game Round (1 Objective Point).
- » Dominate the Armory at the end of the game (4 Objective Points).
- » Acquire **more** weapons or items from the Panoplies than the adversary at the end of the game (2 Objective Points).

### CLASSIFIED

Each player has **1 Classified Objective** (1 Objective Point).

## DEPLOYMENT

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

*Exclusion Zone.* Troopers may not use *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment*, and *Infiltration* Special Skills or the deployment rule of the *Impersonation* Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

## SCENARIO SPECIAL RULES

### THE ARMORY (ZO)

In this scenario The Armory is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the *Armory*, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block *Line of Fire*. It has four *Gates*, one in the middle of each wall (See map below). The *Gates* of the *Armory* are closed at the start of the game. The *Armory Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. The *Armory Gates* have a *Narrow Gate Width*.

The *Scenery Structure* rules are allowed in this scenario.

## OPEN THE ARMORY GATES (SHORT SKILL)

### LABELS

Attack.

### REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Gate*.

### EFFECTS

Allows the *Specialist Troop* to make a **WIP** Roll to *Open the Gates*. A success opens **all Gates** to the *Objective Room*. 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.

## DOMINATE ZO

A *Zone of Operations (ZO)* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Remotes*. Troops in *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that ZO.

### SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

### BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

### PANOPLIES

There are **2 Panoplies**, placed inside the *Armory* on different corners (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter.

Players cannot declare any *Attack* against the *Panoplies*, except *Use Panoply*, **prior to the second Game Round**.

## USE THE PANOPLIES (SHORT SKILL)

### LABELS

Attack.

### REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

### EFFECTS

» Allows the trooper to use the *Logistics* Trait of a *Panoply*:

- 1.1. By succeeding at a *WIP* Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the *Logistics* Trait of this piece of scenery again.
- 1.2. Troopers possessing the *Booty or the Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty Charts*.
- 1.3. A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.

» By succeeding at a *WIP* Roll, the Specialist Troops can roll twice on any of the *Booty Charts* but they can only choose one of the results.

## SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers*, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

### REMEMBER:

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Troop* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

## INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, the player must inform to his adversary if that card will be his Classified Objective or his INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first to announce his decision to his adversary. The content of the card, whether the mission or the card's numeric value, is Private Information, no matter which use the player has chosen for it.

At the end of the third Game Round when the game ends and the players count up their points following the order established by the Initiative, the player can use his INTELCOM Card, applying the Support and Control Mode.

*Support and Control Mode*: the player can add the value of the *Support and Control Card* to the total *Army Points* he has in the *Zone of Operations (ZO)* of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

## END OF THE MISSION

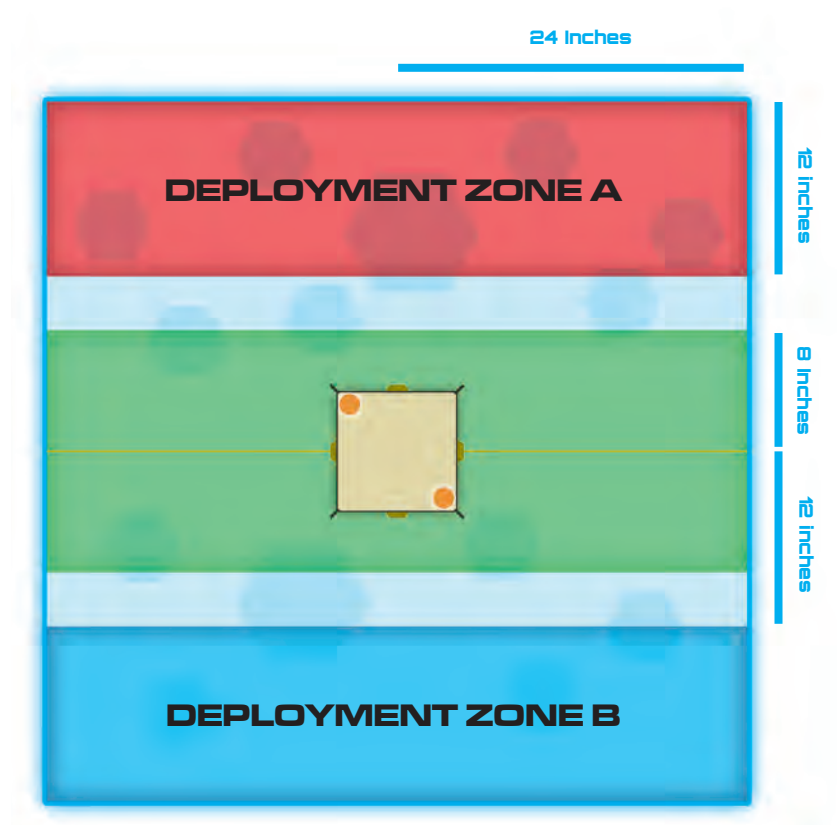
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

TYPE OF BUILDING	TYPE OF CONSTRUCTION	TYPE OF ACCESS			ACCESS WIDTH	TRAITS
ARMORY	Outer Wall (x4)	Security Gate (x4)			Narrow Access (x4)	Panoply (x2)

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
ACCESS	SECURITY GATE	3	3	2	Narrow Gate	Hackable (WIP Roll)
CONSTRUCTION	OUTER WALL	10	0	3	--	--
PROPS	PANOPLY	0	0	1	--	Logistics



CAPTION



Panoply





# SAFE AREA

*Table Configuration: I.*

*Special Rules: Sections (ZO), Dominate ZO, Consoles, Control Consoles, Specialist Troops, INTELCOM Card (Support and Control/Interference).*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Dominate **the same number** of *Sections* as the adversary at the end of the game (3 *Objective Points*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- » Dominate **more Sections** than the adversary at the end of each the game (5 *Objective Points*).
- » Control a **Console** at the end of the game (1 *Objective Point* for each *Controlled Console*).

### CLASSIFIED

Each player has **1 Classified Objective** (1 *Objective Point*).

## DEPLOYMENT

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

## SCENARIO SPECIAL RULES

### SECTIONS

At the end of the game, the table is divided in four 24x12 inches *Sections* as seen on the map. Then, each player checks how many *Sections* he is dominating and *Objective Points* are counted.

In this scenario each *Quadrant* is considered a *Zone of Operations (ZO)*.

### DOMINATE ZO

A *Zone of Operations (ZO)* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that *ZO*.

### SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

### BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

### CONSOLES

There are 4 *Consoles*, placed in the center of each *Quadrant*, each of them 12 inches from the edge of the table (See map below). The *Consoles* must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

### CONTROLLING THE CONSOLES

A *Console* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control* the *Console*, but can prevent the enemy from *Controlling* it by being in base contact with it. Troopers in a *Null* state (*Unconscious*, *Dead*, *Sepsitorized*...) cannot do either.

### SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers*, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

#### REMEMBER

Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

### INTELCOM CARD (SUPPORT AND CONTROL / INTERFERENCE)

Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first to announce his decision to his adversary. The content of the card, whether the mission or the card's



numeric value, is *Private Information*, no matter which use the player has chosen for it.

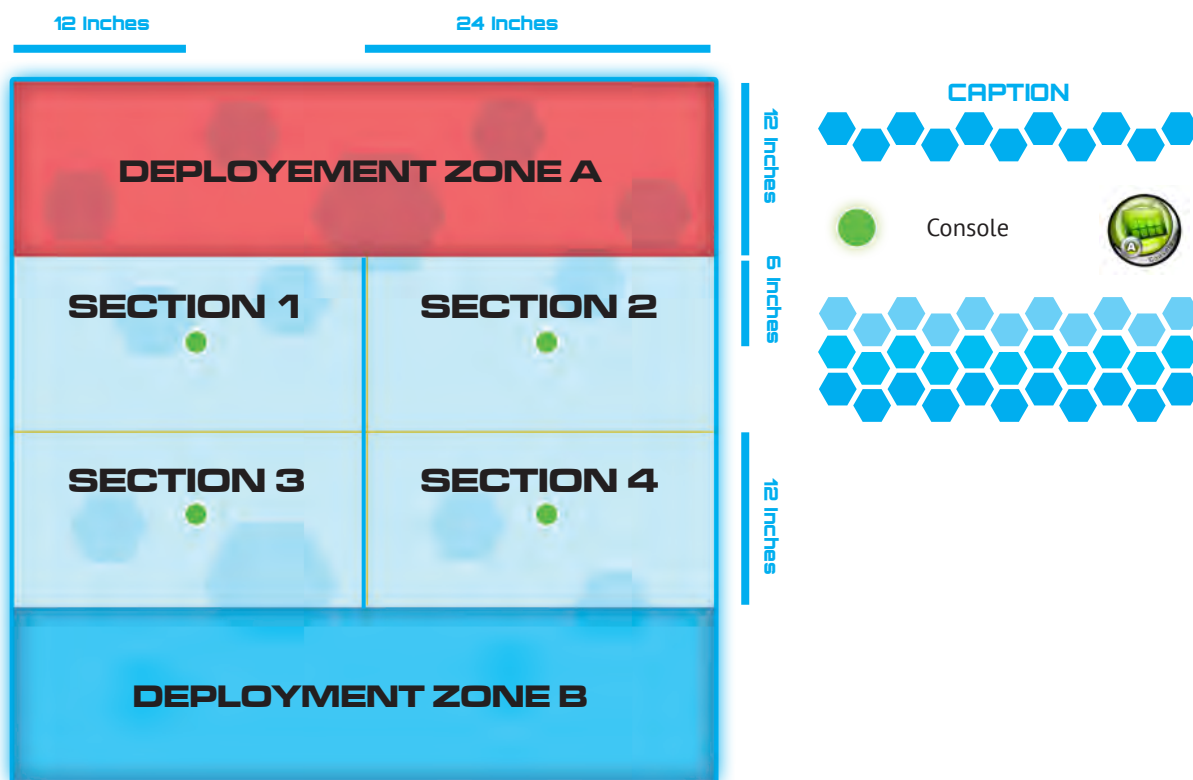
At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode* or the *Interference Mode*, at his choice:

- » **SUPPORT AND CONTROL MODE:** At the end of the game, when the players count up their points, the player can add the value of the *INTELCOM Card* to the total Army Points he has in the Zone of Operations (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.
- » **INTERFERENCE MODE:** At the end of the game, when the players count up their points, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

## 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 his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.



# SHOW OF FORCE

*Table Configuration: B.*

*Special Rules: Control the Transmission Antenna, Panoplies, Killing.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Control the **Transmission Antenna** at the end of the game (**2 Objective Points**).
- » Control the **Transmission Antenna** with a TAG at the end of the game (**3 extra Objective Points**).
- » Acquire **more** weapons or items from the *Panoplies* than the adversary at the end of the game (**2 Objective Points**).
- » To kill **more** Army Points than the adversary (**2 Objective Points**).

### CLASSIFIED

Each player has **1 Classified Objective** (**1 Objective Point**).

### DEPLOYMENT

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

## SCENARIO SPECIAL RULES

### TRANSMISSION ANTENNA

There is **1 Transmission Antenna** placed in the center of the table. The *Antenna* must be represented by a *Transmission Antenna Marker* (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).

### CONTROL THE TRANSMISSION ANTENNA

The *Transmission Antenna* is considered *Controlled* by a player when he is the only one who possesses a *Troop* (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy *Troops* in base contact with the *Transmission Antenna*. Models in *Null* state do not count for this.

As stated in Main Objectives, if the troop that *Controls the Antenna* is a **TAG**, the player gains 3 additional Objective Points.

### PANOPLIES

There are **2 Panoplies**, placed on the central line of the game table, each 12 inches from the edges (see map below).'

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter.

## USE PANOPLY (SHORT SKILL)

### LABELS

Attack.

### REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

### EFFECTS

### ALLOWS THE TROOPER TO USE THE LOGISTICS TRAIT OF A PANOPLY:

- By succeeding at a *WIP Roll*, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.
- Troopers possessing the *Booty* or the *Scavenger Special Skill*, or any other Skill which specifies so, don't need to make the *WIP Roll* and may automatically make a Roll on any of the *Booty Charts*.
- A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.

By succeeding at a *WIP Roll*, the *Specialist Troops* can roll twice on any of the *Booty Charts* but they can only choose one of the results.

## KILLING

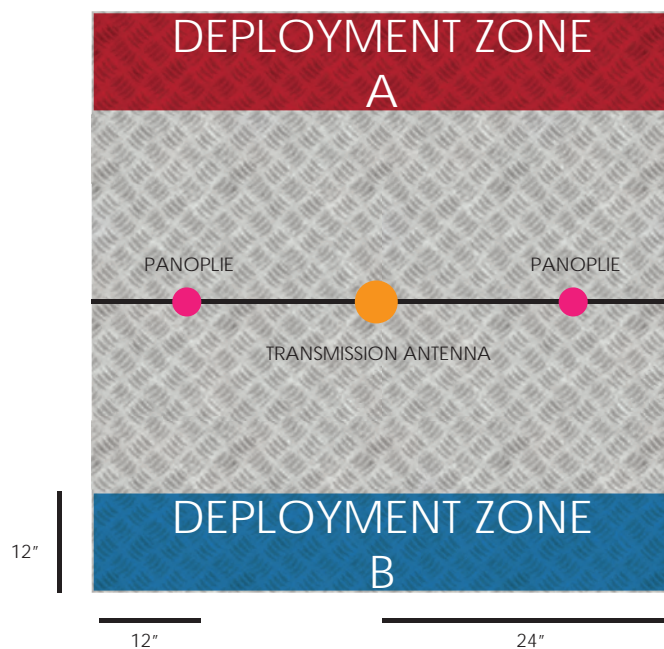
A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game will be considered *Killed* by the adversary.

## END OF 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 his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.



# DEADLY DANCE

*Table Configuration: I.*

*Special Rules: Quadrants (ZO), Assigned Quadrant, Dominate ZO, Shasvastii, Baggage, Dominant TAG, Consoles, Hack Communications, Specialist Troops, Hacker Bonus, Killing.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Dominate your Assigned Quadrants at the end of each Game Round. **(1 Objective Point)**.
- » Have a Dominant TAG in your Assigned Quadrant at the end of each Game Round **(1 Objective Point)**.
- » Dominate **more** Assigned Quadrants than the adversary at the end of the Game **(1 Objective Points)**.
- » To kill **more** Army Points than the adversary **(2 Objective Points)**.

### CLASSIFIED

Each player has 1 Classified Objective **(1 Objective Point)**.

### 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 the Consoles.

## SCENARIO SPECIAL RULES

### QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided in four areas as seen on the map. Then, each player checks if they are dominating the Assigned Quadrants and Objective Points are counted.

### ASSIGNED QUADRANT

At the beginning of the first Game Round, before the Tactical Phase of the first player, both players must roll a die on the Assigned Quadrant Table.

The result of the roll will determine the Assigned Quadrant of each player.

In this scenario each Assigned Quadrant is considered a Zone of Operations (ZO).

Players must decide who is going to be Player A and Player B before the Deployment Phase, to determine the effect of the Hack Communications rule during the game.

### DOMINATE ZO

A ZONE OF OPERATIONS (ZO) IS CONSIDERED DOMINATED BY A PLAYER IF HE HAS **MORE** ARMY POINTS THAN THE ADVERSARY **INSIDE** THE AREA. ONLY TROOPS REPRESENTED BY **MINIATURES** OR **MARKERS** (CAMOUFLAGE, SPAWN-EMBRYO, SEED-EMBRYO...) COUNT, AS WELL AS AI BEACONS, PROXIES AND G: SERVANT TROOPS. TROOPS IN A NULL STATE DO NOT COUNT. MARKERS REPRESENTING WEAPONS OR PIECES OF EQUIPMENT (LIKE MINES OR DEPLOYABLE REPEATERS), FAKE HOLOECHOES, OR ANY MARKER THAT DOES NOT REPRESENT A TROOPER DOES NOT COUNT EITHER. A trooper is inside a Zone of Operations when **more than half** the trooper's base is inside that ZO.

### SHASVASTII

Troops possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Spawn-Embryo state or any non-Null state.

### BAGGAGE

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

ASSIGNED QUADRANT TABLE

QUADRANT 1	1-5
QUADRANT 2	5-10
QUADRANT 3	11-15
QUADRANT 4	16-20



## DOMINANT TAG

PLAYERS WHO HAVE A TAG IN ANY NON-NULL STATE IN THEIR ASSIGNED QUADRANT GAIN A MAXIMUM OF 1 EXTRA OBJECTIVE POINT WHEN CHECKING THE ASSIGNED QUADRANTS AT THE END OF EACH GAME ROUND.

## CONSOLES

There are 4 *Consoles*, placed in the center of each *Quadrant*, 12 inches from the edge of the table (See map below). Each *Console* must be represented by a Console A Marker 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).

## HACK COMMUNICATIONS

### LABELS

*Attack.*

### REQUIREMENTS

- Only *Specialist Troops* can use this Skill.
- The *Specialist Troop* must be in base contact with a *Console*.

### EFFECTS

- At the beginning of the **second** and **third** *Game Round*, before the first Player Tactical Phase, each player will take the highest WIP Attribute of his *Specialists Troops* in base contact with a *Console* and make a Normal Roll or Face to Face Roll using the **WIP** Attribute. The winner of the roll will *Hack* the adversary's *Communications*.
- The winner must draw a *Card* from his *Classified Deck*, if the value of the *Card* is an even number, the *Assigned Quadrant* of the enemy Player will be moved to the next *Quadrant* clockwise (from *Quadrant 2* to *Quadrant 4*, for example)

If the value of the *Card* is an odd number, the *Assigned Quadrant* of the enemy Player will be moved counterclockwise.

## SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers*, *Doctors*, and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

**Remember:** Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

## HACKER BONUS

Troops possessing the *Hacker* Special Skill have a **MOD of +3** to the WIP Attribute for the *Hack Communications* rule.

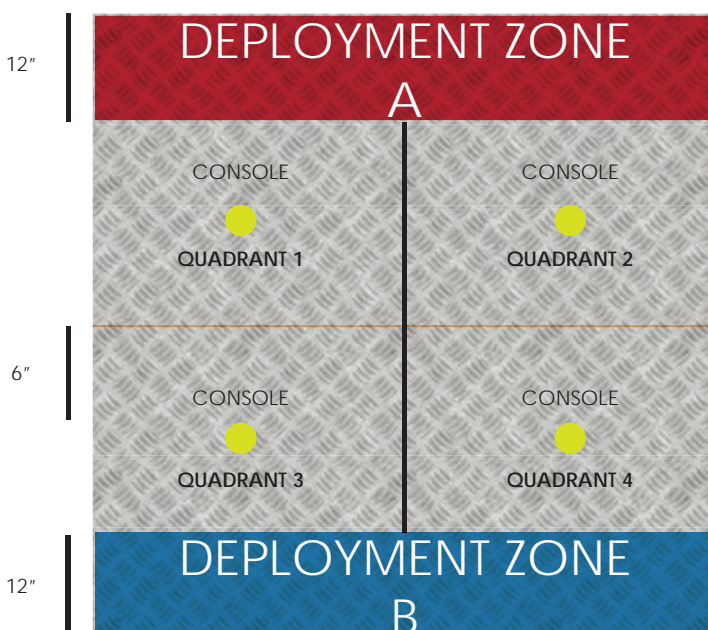
## KILLING

A trooper is considered *Killed* when he enters the *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game will be considered *Killed* by the adversary.

## END OF MISSION

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



# SUPREMACY

*Table Configuration: I.*

*Special Rules: Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » **Dominate the same number of Quadrants** as the adversary at the end of the *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- » **Dominate more Quadrants** than the adversary at the end of the *Game Round* (2 *Objective Points*).
- » **Hack a Console** (1 *Objective Point*).

### CLASSIFIED

Each player has **1 Classified Objective** (1 *Objective Point* only if the player has less than 10 *Objective Points*).

## DEPLOYMENT

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

## SCENARIO SPECIAL RULES

### QUADRANTS (ZO)

At the end of each *Game Round*, but not before, the table is divided into four areas as seen on the map. Each player then checks how many *Quadrants* he is dominating and counts his *Objective Points*.

In this scenario each *Quadrant* is considered a *Zone of Operations* (ZO).

### DOMINATE ZO

A *Zone of Operations* (ZO) is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that ZO.

### SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

### BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

### CONSOLES

There are **4 Consoles**, placed on the center of each *Quadrant*, 12 inches from the edge of the table (See map below). Each *Console* must be represented by a Console A Marker 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).

In this scenario, the *Consoles* have a *Scenery Item Profile*, so they can be targeted, applying the *Scenery Structures* rules, but not before the **second Game Round**.

## HACK CONSOLES (SHORT SKILL)

### LABELS

*Attack.*

### REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with an *Console*.

### EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Hack the Console*.
- » 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.
- » A *Hacked Console* can be *Hacked* again by the other player, applying the same procedure.
- » Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

## CONSOLES HACKED BY BOTH PLAYERS

At the end of the game, players will make a Face to Face *WIP* Roll for each *Console* that has been hacked by both players. Each player can Roll the *WIP* of every *Specialist Trooper* which survived the scenario. This can result in a Face to face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that *Console*. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving *Specialist Troops*, that player will automatically get the Objective Point directly. If neither player has any *Specialist Troopers*, the Objective Point is lost.

## SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

*Hackers*, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servants* to perform tasks reserved for *Specialist Troops*.

### REMEMBER:

Troops possessing the *Specialist Operative* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

## HACKER BONUS

Troops possessing the *Hacker* Special Skill have a *MOD* of +3 to the *WIP* Rolls necessary to *Hack a Console*.

## INTELCOM CARD (INTERFERENCE)

Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first to announce his decision to his adversary. The content of the card, whether the mission or the card's numeric value, is *Private Information*, no matter which use the player has chosen for it.

At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

## 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 his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	CONSOLE	0	0	1	--	Hackable (WIP Roll)

