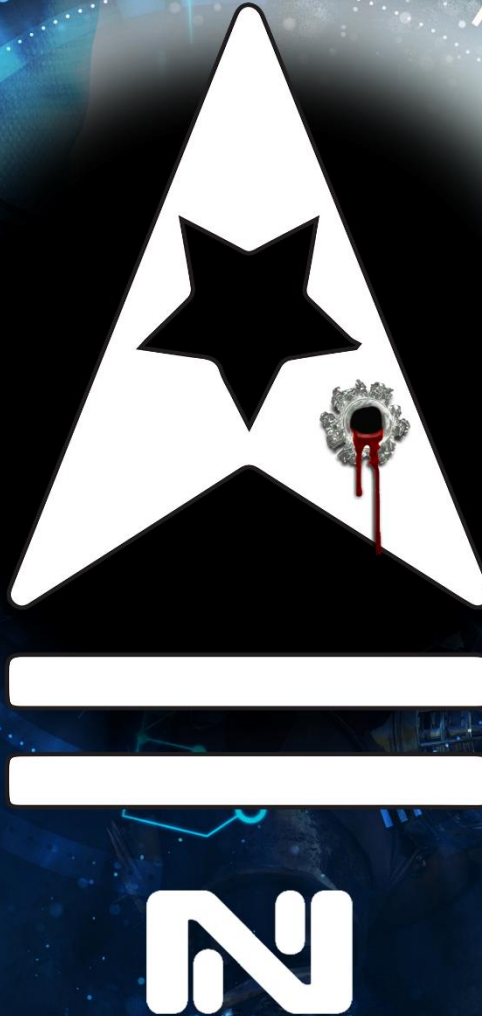


# LOSS OF LIEUTENANT



## CUSTOM MISSION CHALLENGE 2024

### SCENARIO PACKET

LOSS OF LIEUTENANT

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## **Foreword from Loss of Lieutenant**

Thank you to all those who submitted a custom scenario to this year's LoL Custom Mission Challenge. This project would not be possible without you. You have given the Infinity community many new mission mechanics, both large and subtle. Now, we release your ideas upon the global Infinity community for them to be toyed with, broken, and rebuilt. May your custom missions create countless stories and battle reports, and may your ideas help inspire the next generation of Infinity scenarios.

We would also like to thank Kevin, Jacob, and Val for starting the LoL Custom Mission Challenge last year.

With the LoL Custom Mission Challenge becoming a yearly tradition, this scenario packet will now include all submissions from previous years. We hope that this scenario packet can become a repository of the Infinity community's creativity, and a resource for both TOs looking to spice up their scenario lineup and players looking for new and different challenges in casual play.

We hope you enjoy these custom scenarios and look forward to seeing your newest creations next year.

- Nick Owen

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# A SONG OF I.C.E. AND FIREFIGHTS

Scenario by Obyiscus, with constructive feedback from Leo, for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Complete a Tactical Objective (1 Objective Point each)
- » At the end of each Game Round, have scored more Resilience Points in that Game Round than the adversary (1 Objective Point)
- » Kill the enemy Operations Specialist (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 an Objective, with an HVT, or with a Beacon.

## SCENARIO SPECIAL RULES

### TACTICAL OBJECTIVES

Before choosing the Army List, each player will secretly select 4 Tactical Objective cards from their own Tactical Objectives deck.

At the start of each Game Round, each player will select one of their Tactical Objectives. For the remainder of that Game Round, both players will attempt to complete these two Tactical Objectives. Both players may score both Tactical Objectives.

In Round 1, the player who kept Initiative reveals their Tactical Objective first. In Round 2 and 3, the player who currently has the most Objective Points reveals their Tactical Objective first. In the event of a tie, the player who kept Initiative reveals first.

Both players may select the same Tactical Objective for the same Game Round. If this happens, a player will score both Tactical Objectives if they satisfy the requirements at least once.

Any Tactical Objective that is checked “at the end of the game” can be accomplished at the end of any Player Turn.

On all Tactical Objective cards, replace the words “Objective Points” with “Resilience Points.” Players should track the number of Resilience Points they score during each Game Round.

### MULTIPLE HVTs

Each of the players will deploy 2 HVTs, following the usual rules for deploying HVTs.

### BEACONS

There are 4 Beacons. Two Beacons are placed on the front edge of each player’s Deployment Zone, 16” from each side table edge (see map).

The Beacons must be represented by a 25mm Beacon Token or by a scenario piece of the same diameter.

The enemy Beacons are the ones on the edge of the enemy Deployment Zone.

A Beacon can only be damaged by Weapons possessing the Anti-Material Trait.

If a Beacon’s Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

The Beacons can be targeted by the Engineer Special Skill or the GizmoKit piece of Equipment.

NAME	ARM	BTS	STR	S
Beacon	4	4	3	2
Gizmokit (PH = 10)				

### OBJECTIVES

There are 6 Objectives. Three Objectives are placed 16” from each player’s table edge, one centred and two placed 12” from the side table edges (see map).

Each Objective must be represented by a 40mm Objective Token or by a scenery piece of the same diameter.

The enemy Objectives are the ones that start the game on the opponent’s side of the table.

### BEEPERS

Each Trooper possesses a Beeper. If the Trooper is a Specialist, then they will have an extra Beeper.

To place a Beeper, the Trooper must declare the Place Deployable Skill.

Beepers cannot be placed as part of a Coordinated Order.

Beepers can be damaged by Attacks.

If a Beeper’s Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

The Beepers must be represented by 25mm Player A or Player B Tokens, or by Models or pieces of scenery of the same Silhouette value.

NAME	ARM	BTS	STR	S
Beeper	2	0	1	2

## DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons and pieces of equipment (like Mines and Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

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

## OPERATION SPECIALIST

An Operation Specialist is an operative with a wide expertise in tactical objective situations.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Operation Specialist. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose a Trooper in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be an Operation Specialist.

The Operation Specialist possesses the Specialist Operative Special Skill and also D-Charges, even if those are not listed on their Unit Profile.

An Operation Specialist in a non-Null State provides an additional 10 Victory Points for Dominating a ZO. An Operation Specialist has a +3 MOD to the WIP Rolls necessary to CivEvac an HVT.

The Operation Specialist is identified with a Player A or B Marker.

## OPERATION SPECIALIST ORDER

The Trooper with the Player A or B Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order, or be used in a Fireteam.

## KILLING

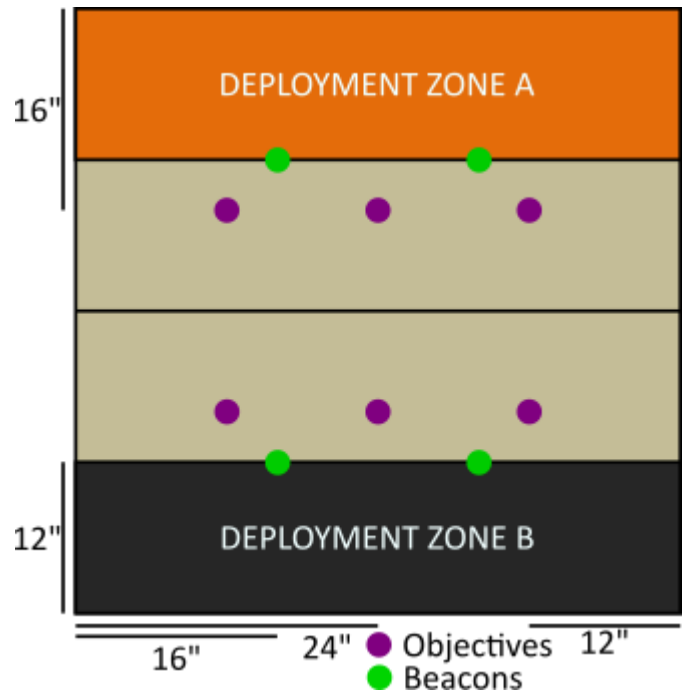
Troopers are considered Killed by the adversary when they enter the Dead State, or they are in a Null State at the time their 'Killed' status is checked.

Troopers that have not been deployed on the game table, as a Model or a Marker, at the end of the game will be considered to be Killed by the adversary.

A Lieutenant is considered Killed if they were a Lieutenant at any time during the game, and they either enter the Dead State or are in a Null State at the time their 'Killed' status is checked.

## CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.



## SHASVASTII

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

## BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the Zone of Operations.

## 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.

## END OF THE MISSION

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

# ANTI-TERROR EXERCISES

*Scenario by Rogue Ligth for the Loss of Lieutenant Custom Mission Challenge 2024*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Win more Simulations than the adversary
- » In case of a tie, have more XP than the adversary
- » In case of another tie, have fewer casualties than the adversary (includes Embryo-State)

### CLASSIFIED

- » There are no Classified Objectives.

## FORCES AND DEPLOYMENT

This scenario is played on a 24" by 32" table with 8" by 24" Deployment Zones.

Players have 48 Army Points and 0 SWC to build their Army List.

After resolving the Initiative Roll for each Simulation, the winner of the Initiative Roll must choose whether they will play as the Terrorist Team or the Security Team. A player cannot choose the same Team more than two times in a row.

## SCENARIO SPECIAL RULES

### OBJECTIVES

There are 2 Objectives on the midline of the table, 4" from either table edge (see map). Each Objective must be represented by a 40mm Objective Token or a piece of scenery of the same diameter.

### SIMULATIONS

This scenario consists of 4 Simulations. Each Simulation is a full three-round game. If a player wins the first three Simulations, players may choose not to play the fourth Simulation.

If all of the Active Player's Troopers are Dead or in a Null State, the Simulation ends with a victory to their adversary.

If all of the Reactive Player's Troopers are Dead or in a Null State, the Active player may continue to spend their remaining Orders. At the end of that Active Player's Turn, the Simulation will end in a victory for them.

### SPEC OPS

In this scenario, all Spec Ops profiles have AVA Total. All Spec Ops start with 4 XP and gain the NCO Special Skill for free.

At the start of each Simulation, players must secretly assign the Lieutenant Special Skill to one of their Spec Ops.

### SPEC OPS XP

Spec Ops gain XP points for the following:

- Kill an enemy unit: 1 XP
- Kill an enemy Lt: 2 XP
- Deploy the bomb: 4 XP
- Defuse the bomb: 5 XP

### FIRETEAMS

Core Fireteams may not be formed in this scenario.

Harris Fireteams become AVA Total in this scenario.

All Spec Ops are considered Wildcards for forming Fireteams.

Spec Ops may form Duo and Harris Fireteams with other Spec Ops.

### RESTART THE SIMULATION

After a Simulation ends, players may spend XP gained by their Spec Ops. Any XP not spent is saved and can be spent later.

A Spec Ops may have at most 2 non-Pistol Ranged Weapons, 1 Pistol, and 2 CC Weapons. If they purchase additional weapons over these limits, weapons must be removed from their profile to meet the limits (with no refund for the lost weapons). There is no limit on grenades and disposable weapons.

Once both players have spent XP on their Spec Ops, perform a new Initiative Roll and begin the next Simulation.

### TERRORISTS AND SECURITY TEAMS

At the end of the Deployment Phase, the Terrorist Team player must declare which Trooper from their Army List is the Bomb Carrier. The Bomb Carrier must be deployed inside their Deployment Zone. The Bomb Carrier can perform the Plant Bomb Short Skill.

Plant Bomb is a Short Attack Skill that can only be performed while within 2" of an Objective. No Roll is required. Place a 25mm Bomb Token in Silhouette contact with the Bomb Carrier.

Any unit on the Security Team can perform the Defuse Bomb Short Skill.

Defuse Bomb is a Short Attack Skill that can only be performed while in Silhouette contact with the Bomb Token. Perform a WIP check with a cumulative MOD of -2 for every Player Turn since the Bomb Token was placed, to a maximum MOD of -6. Engineers and Hackers ignore this penalty, instead gaining a MOD of +3. On a success, the bomb is defused. Remove the Bomb Token from the table.

### REM LEARNING

Players may include REMs of size S3 or less in their Army Lists.

### HVT AND CLASSIFIED DECK NOT USED

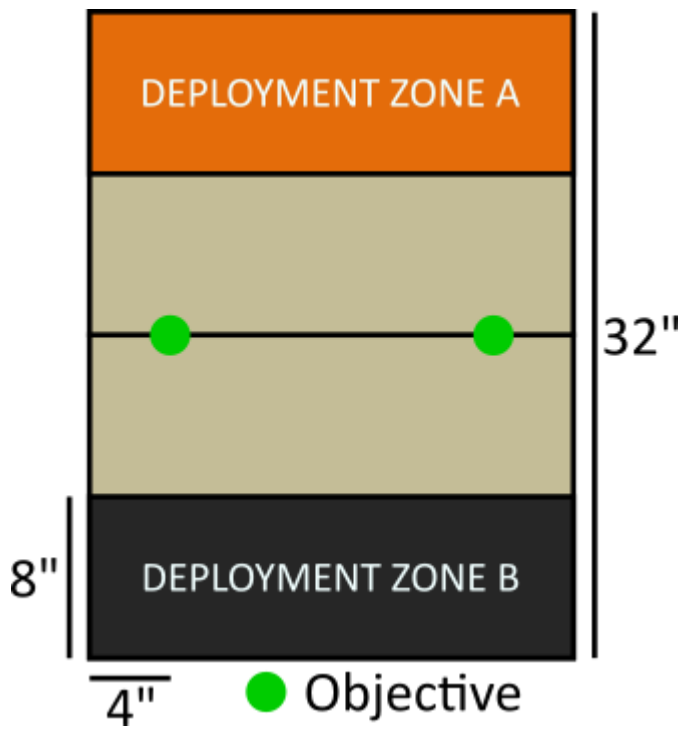
In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table and they will not use the Classified Deck in this scenario.

### NO QUARTER

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

## END OF THE MISSION

This scenario ends once all 4 Simulations have been completed.





# BIO SAMPLE

Scenario by Sambino for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have an Activated Console (1 Objective Point each)
- » At the end of the game, Control a Central Console (1 Objective Point each)
- » At the end of the game, have more Activated Consoles than your opponent (1 Objective Point)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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 a Console.

**Exclusion Zone:** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### CONSOLES

There are 6 Consoles. Two Consoles are placed at the central line of the table, 16 inches from each table edge in a 300/400 point game (10 inches in 200/250, and 8 inches in 150). These are the Central Consoles. The remaining four Consoles are placed touching the side table edges and centred on the edge of the Exclusion Zone (see map).

Each Console must be represented by a 40mm Console Token or by a scenery piece of the same diameter.

### DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skill. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

### ACTIVATE CONSOLE

#### SHORT SKILL

Attack

#### REQUIREMENTS

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

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate 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.
- An Activated Console can be Activated again by the other player, applying the same procedure. In this case, both players will count that Console as Activated.
- Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player use a different kind of Token.

## CONTROL THE CONSOLES

A Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

**Reminder:** Only the 2 Central Consoles can be Controlled in this scenario.

## CONTAINMENT LEAK

At the end of the Player Turn in which a Console is Activated, that Console will begin to leak the Biotechvore plague.

Any Active Trooper that declares or performs an Order while within 2" of a leaking Activated Console must make a Saving Roll against BTS, with Damage 10. Failing the Saving Roll results in the loss of one point of Wounds/Structure Attribute.

The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead of one.

## SPECIALIST TROOPS

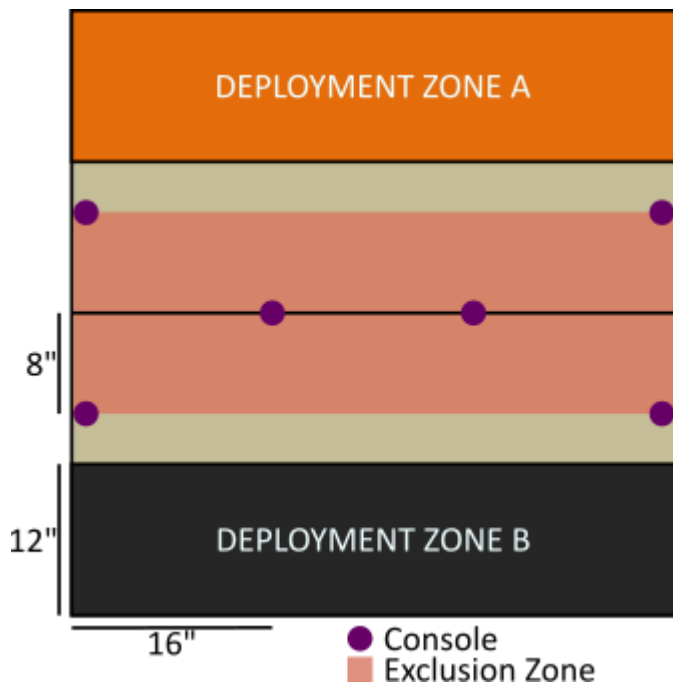
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# CUBE RAID

Scenario by Genghis Cohen for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Kill a Designated Target (1 Objective Point each)
- » Harvest an enemy Cube Data Pack (2 Objective Points each)
- » Activate the Enemy Console (3 Objective Points)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

**Reminder:** HVT Classified Objectives are not used in this scenario.

## 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 a Console or with a Designated Target.

## SCENARIO SPECIAL RULES

### CONSOLES

There are 2 Consoles, one corresponding to each player, placed in the centre of their Deployment Zone, 6" from their board edge (see map).

The Enemy Console is the one in the enemy Deployment Zone.

Each Console must be represented by a 40mm Console Token or by a scenery piece of the same diameter.

### MULTIPLE HVTs

Each of the players will deploy two HVTs, following the usual rules for deploying HVTs.

### DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy Trooper instead of a Neutral Civilian. It can be targeted by Attacks.

HVTs that are Designated Targets are reactive and hostile, reacting as if they are an Enemy Trooper.

### HVT CLASSIFIEDS NOT USED

In this scenario, the Secure HVT rule is not applied. Players must remove all the HVT Classified Objective cards from the Classified Deck.

### NO QUARTER

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

### KILLING

An HVT is considered Killed by the adversary when it enters the Dead State, or if it is in a Null State at the end of the game.

### CUBE DATA PACKS

When a Designated Target enters a Null State, or before it is removed from the table, its controlling player places a 25mm Cube Data Pack Token in Silhouette contact with the Designated Target. This Token represents the Designated Target's Cube and can be interacted with via the Harvest Cube Short Skill.

#### HARVEST CUBE

##### SHORT SKILL

##### Attack

#### REQUIREMENTS

- The Trooper must be in Silhouette contact with a Cube Data Pack Token dropped by an enemy Designated Target.

#### EFFECTS

- Allows the Trooper to, without a roll, remove the enemy Cube Data Pack Token from the table.
- The player has Harvested the enemy Cube Data Pack.

### CUBE DATA BONUS

If a player has Harvested one Cube Data Pack, their Troopers have a MOD of +3 to WIP Rolls necessary to Activate the Enemy Console.

If a player has Harvested two Cube Data Packs, in addition to the MOD of +3, their Troopers will be able to make two WIP Rolls each time they spend a Short Skill to Activate the Enemy Console.

#### ACTIVATE ENEMY CONSOLE

##### SHORT SKILL

##### Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Enemy Console.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Enemy 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.
- An Activated Console cannot be Activated again, nor can it be deactivated by either player.

# DEFENSIVE TURRET F-13

Before the Deployment Phase, each player must place a Defensive Turret F-13 totally inside their Deployment Zone.

The player that kept Deployment is the first one to place their Defensive Turret F-13.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

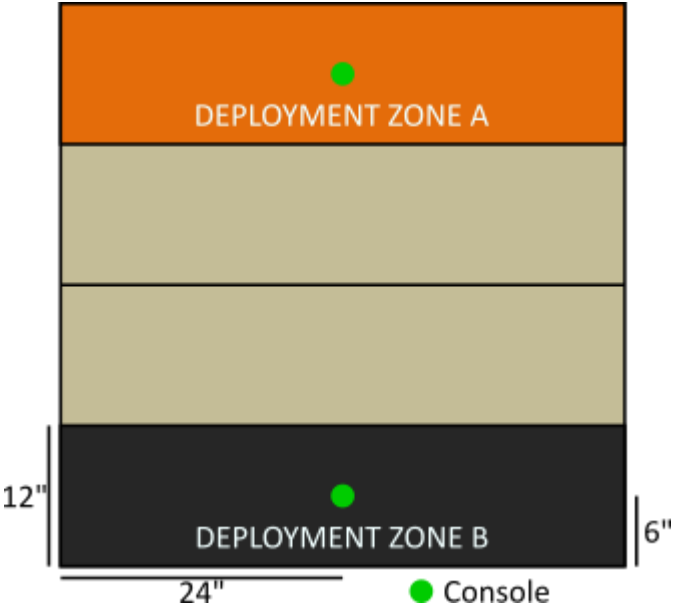
## DEFENSIVE TURRET F-13

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2
<b>Equipment:</b> 360° Visor <b>Special Skills:</b> Total Reaction				<b>BS Weapons:</b> Combi Rifle <b>Melee Weapons:</b> PARA (-3) CCW				

# 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.



# END OF THE MISSION

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

# HAMMER OF DAWN

Scenario by Jordan A/Nice Things for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » During the first Game Round, Deploy a Targeting Beacon (2 Objective Points)
- » During the second or third Game Round, Deploy a Targeting Beacon (1 Objective Point each)
- » Deploy a Targeting Beacon with your Lieutenant (1 Objective Point each, max 2 OP)
- » At the end of the game, have Deployed at least 1 Targeting Beacon (1 Objective Point)
- » At the end of the game, have Deployed more Targeting Beacons than the adversary (2 Objective Points)
- » At the end of the game, Control more Data Arrays than the adversary (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

**Exclusion Zone:** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### DATA ARRAYS

There are 3 Data Arrays deployed along the central line of the game table. One of them is in the centre of the table and the other two are 12 inches (4 inches in 150/200/250 point games) from the table edges (see map).

Each Data Array must be represented by a 40mm Console Token or by a scenery piece of the same diameter.

## CONTROL DATA ARRAYS

A Data Array is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Data Array. Models in a Null State cannot do either.

ACQUIRE TARGETING BEACON

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops and Lieutenants can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Data Array.

EFFECTS

- Allows the Specialist Troop/Lieutenant to make a Normal WIP Roll to Acquire a Targeting Beacon.
- 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 player may only successfully Acquire a Targeting Beacon once per turn.

## COMMON RULES OF TARGETING BEACONS

- » Each Model can carry a maximum of 1 Targeting Beacon.
- » Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry a Targeting Beacon.
- » The Targeting Beacon Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

PICK UP TARGETING BEACON

SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a Targeting Beacon Token.
- Be in Silhouette contact with an unaccompanied Targeting Beacon Token.

EFFECTS

- A Trooper can Pick Up a Targeting Beacon in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- The Trooper must satisfy the Common Rules for Targeting Beacons.

# QAZ CREATURES

Before the Deployment Phase, each player must place a QAZ Creature a minimum of 4 inches outside the enemy Deployment Zone

The player that kept Deployment is the first one to place their QAZ Creature.

Each QAZ Creature is fixed in place and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example the Sasok Creatures from TAG Raid, or the Taigha Creatures).

The QAZ Creatures are Deployable Weapons, reacting with CC Attack to any Order declared by an active Enemy Model (but not Markers) within ZoC.

The QAZ Creatures' Guard Special Skill does not require LoF, but the CC Attack will become an Idle if the path from the QAZ Creature to the Enemy Model is blocked, for example by an impassible obstacle (a wall of infinite height, a closed door, or a sealed room...) or a gap too small for the Silhouette Template of the QAZ Creature to pass through.

The CC Attack AROs of the QAZ Creature have a Burst of 3.

## QAZ CREATURE

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	11	--	13	--	1	3	1	1
Special Skills: CC Attack (B3 in ARO), Guard (No LoF)				Melee Weapons: AP CCW				

# LIEUTENANT AND CHAIN OF COMMAND BONUS

Troopers possessing the Lieutenant or Chain of Command Special Skill have a MOD of +3 to the WIP Rolls necessary to Acquire and Deploy a Targeting Beacon. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Acquire and Deploy a Targeting Beacon.

## EVO HACKER BONUS

In this scenario, those Troopers that are not in the Isolated State or any Null State, and possess an EVO Hacking Device, provide 1 extra Regular Order to their Combat Group's Order Pool. The maximum number of extra Orders they can provide is 1 per Army List.

# 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.

## 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.

## DEPLOY TARGETING BEACON

SHORT SKILL

Attack

### REQUIREMENTS

- Only Specialist Troops and Lieutenants can declare this Skill.
- The Trooper must have a Targeting Beacon Token.
- The Trooper must be inside the enemy Deployment Zone.

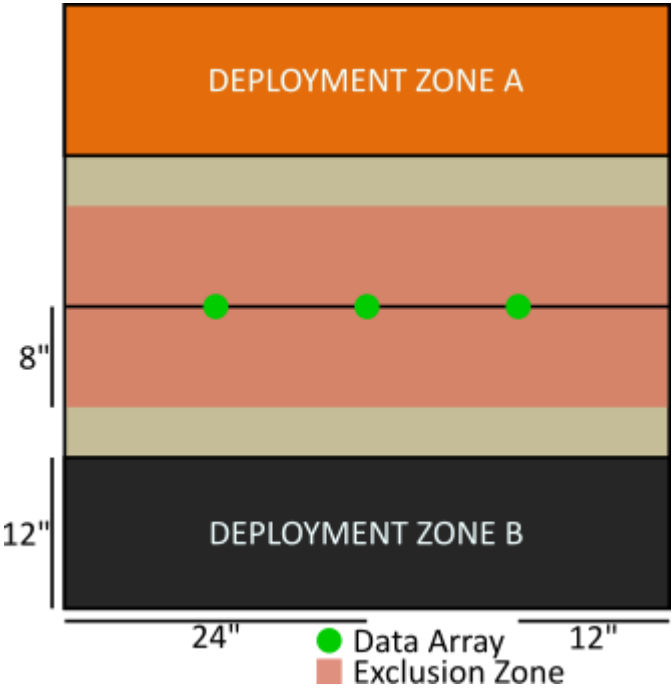
### EFFECTS

- Allows the Trooper holding the Targeting Beacon to make a Normal WIP Roll to Deploy a Targeting Beacon.
- 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 Deployed, the Targeting Beacon is counted for scoring.
- Once Deployed, the Targeting Beacon cannot be interacted with or destroyed.
- A player may only successfully Deploy a Targeting Beacon once per turn.

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



# HEATSTROKE 2024

Scenario by Obyiscus for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Kill more Army Points than the adversary (3 Objective Points)
- » At the end of the game, have an Activated Cooling Unit (1 Objective Point each, up to a maximum of 3 Objective Points)
- » At the end of the game, have more Activated Cooling Units than the adversary (2 Objective Points)
- » At the end of the game, if your adversary has no Activated Cooling Units (1 Objective Point)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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 allowed to deploy in Silhouette contact with a Console or with a Cooling Unit.

**Exclusion Zone:** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### KILLER HEAT

The high temperature is so extreme that only those possessing personal cooling units can tolerate it.

In game terms, all those Troopers who at the end of the third Game Round are in a table quarter without an Active Cooling Unit must be considered as Killed by the enemy.

This rule is not applied to all those Troopers whose Troop Type is Heavy Infantry (HI) or TAG. It is not applied to the Troopers designated as an Überhacker. It is not applied to any model totally inside a Localized Decompression Zone.

## CONSOLES

There are 3 Consoles placed on the centre line of the table, one at the centre of the table and two 12 inches from the side edges of the table in a 300/400 point game (8 inches in a 200/250 point game, 6 inches in a 150 point game) (see map).

Each Console must be represented by a 40mm Console Token or by a scenery piece of the same diameter.

### ACTIVATE CONSOLE

#### SHORT SKILL

#### Attack

### REQUIREMENTS

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

### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate 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.
- On successful Roll, the player chooses a Cooling Unit that is not Activated. That Cooling Unit is now Activated.
- Once Activated, a Console cannot be used to Activate a different Cooling Unit.
- An Activated Console can be Activated again by the other player, applying the same procedure except for choosing a Cooling Unit. In this situation, the Cooling Unit originally Activated by this Console is Activated by the Active Player and no longer Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Cooling Unit. It is recommended each player use a different kind of Token.

## COOLING UNITS

There are 4 Cooling Units placed on the table, one at the centre of each quarter of the table (see map). Each Cooling Unit, when Activated, protects their corresponding table quarter from the effects of Killer Heat.

Each Cooling Unit must be represented by a 40mm Objective Marker or by a scenery piece of the same diameter.

In this scenario, Cooling Units have a Profile and can be targeted. However, Cooling Units cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

Cooling units **can** be the target of the Engineer Special Skill.

	ARM	BTS	STR	Traits
Cooling Unit	3	6	3	Hackable

## ENGINEER BONUS

Troopers possessing the Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

## DAMAGE AND DESTROY THE COOLING UNITS

The Cooling Units can only be damaged by CC Attacks with Weapons possessing the Anti-material Trait, by placing D-Charges, or using the Special Hacking Program: Short Circuit.

Cooling Units cannot be attacked until they have been Activated.

If a Cooling Unit's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

A Cooling Unit that has 0 or fewer STR remaining is not considered to be Activated and is not scored.

## SHORT CIRCUIT

Short Circuit is a special experimental Hacking Program developed to effectively short-out Cooling Units.

At the end of the Deployment Phase, in Initiative order, players must declare which Hacker from their Army List has access to Short Circuit. The Hacker chosen must be always one of the Models deployed on the game table. The Hacker must always be on the game table as a Model or as a Marker.

**The chosen Hacker must possess a Hacking Device, a Hacking Device Plus, or an EVO Hacking Device.**

The Hacker with access to the Hacker Program Short Circuit is identified with a Data Pack Token, and is considered to be the Überhacker so long as they hold the Data Pack Token.

If the Hacker enters a Null State or is killed, the Data Pack Token remains on the spot and can be salvaged by an allied Hacker in Silhouette contact by spending a Short Skill. The Hacker must meet the above requirements for having the Data Pack Token.

SHORT CIRCUIT	
	SHORT SKILL
Attack	
REQUIREMENTS	
► The target must be an Activated Cooling Unit.	
EFFECTS	
► The Program's Burst of 1 allows the user to make a WIP Roll against the target.	
► Each successful roll, due to the DA Ammunition, forces the target to make two Saving Rolls against BTS, with a Damage 17.	
► For each failed Saving Roll, the target loses one point of its Structure.	
► A Critical with Short Circuit forces its target to perform an additional Saving Roll.	
► The range of this Program is the Hacker's Zone of Control. It cannot be used through a Repeater.	

NAME	ATTACK MOD	OPP. MOD	DAM	B	TARGET	SKILL TYPE	SPECIAL
Short Circuit	0	0	17	1	Activated Cooling Unit	Short Skill	DA Ammo

## ÜBERHACKER SPECIAL ORDER

The Hacker with the Data Pack Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order or be used in a Fireteam.

## LOCALIZED DECOMPRESSION

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zone.

The player that kept Deployment must place their Circular Templates first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Zero-G) and a Saturation Zone.

## SPECIALIST TROOPS

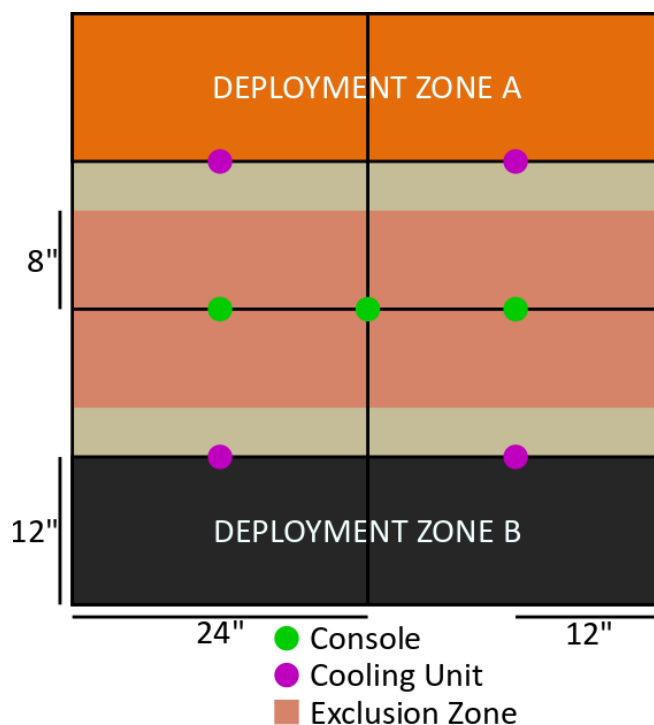
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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





# MEGA TURRET

Scenario by AverageDave for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Protect your Mega Turret (1 Objective Point per STR point your Mega Turret still has at the end of the game)
- » Damage the enemy Mega Turret (1 Objective Point per STR point the enemy Mega Turret has lost at the end of the game, maximum 4)

### CLASSIFIED

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

## 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 a Mega Turret.

**Minimum Game Size:** Due to the power level of the Mega Turrets, this mission should be played at 250 or more Army Points.

## SCENARIO SPECIAL RULES

### MEGA TURRETS

Each player has one Mega Turret, which must be deployed during their Deployment Phase. Mega Turrets must be deployed touching the front edge of your Deployment Zone. Mega Turrets are fixed to the floor and cannot move. Mega Turrets must be represented by an appropriately sized scenery piece or an S7 TAG.

Mega Turrets react to any Order declared by an active Enemy Model (but not Markers) in LOF, in ZoC, or in Silhouette contact. Mega Turrets can only use BS Attack, CC Attack, and Reset AROs.

Mega Turrets are Hackable and may be targeted by Hacking programs as if they were TAGs. Mega Turrets can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment.

When the STR Attribute of a Mega Turret is 0 or less, it is removed from the game table.

### MEGA TURRET

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	8	14	--	--	8	6	4	7
<b>Equipment:</b> 360° Visor <b>Special Skills:</b> GizmoKit (PH=8), Hackable (TAG), Reset (WIP=10), Total Reaction				<b>BS Weapons:</b> Hyper-Rapid Magnetic Cannon <b>Melee Weapons:</b> PARA (-3) CCW				

## CONSOLES

There are 2 Consoles placed at the central line of the table, 16 inches from each table edge in a 300/400 point game (10 inches in 200/250, and 8 inches in 150).

Each Console must be represented by a 40mm Console Token or by a scenery piece of the same diameter.

### ACTIVATE CONSOLE

SHORT SKILL

Attack

### REQUIREMENTS

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

### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate 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.
- An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the Console no longer counts as Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player use a different kind of Token.

## DESTRUCTIVE INTERFERENCE

For each Console currently Activated by a player, reduce the base ARM of their opponent's Mega Turret by 2. (e.g. One Activated Console reduces the base ARM to 6, two Activated Consoles reduce the base ARM to 4.)

## HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. This MOD is not cumulative with any Unit Profile MODs for the Hacker Special Skill. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

# SPECIALIST TROOPS

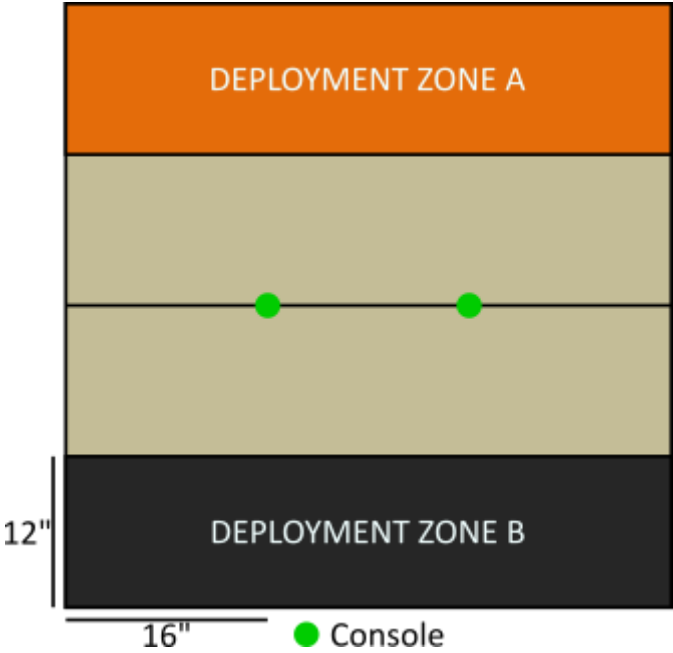
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# QASIT ZONES

Scenario by David Hart for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Activate a Beacon (1 Objective Point each)
- » At the end of the game, have sent at least 1 Model through a QASIT (1 Objective Point)
- » At the end of the game, have sent more Models through QASITs than the adversary (2 Objective Points)
- » At the end of the game, have sent the same number of Models through QASITs as the adversary (1 Objective Point, but only if at least 1 Model was sent)
- » At the end of the game, Dominate at least 1 Quadrant (1 Objective Point)
- » At the end of the game, Dominate more Quadrants than the adversary (2 Objective Points)
- » At the end of the game, Dominate the same number of Quadrants as the adversary (1 Objective Point, but only if at least 1 Quadrant is Dominated)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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 a Beacon or with a QASIT Portal.

**Exclusion Zone:** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### BEACONS

There are 3 Beacons placed on the midline of the table, one in the centre and the remaining two placed 4” from the sides of the table (see map).

Each Beacon must be represented by a 25mm Beacon Token or by a scenery piece of the same diameter.

## QUADRANTS (ZO)

At the end of the game, but not before, the table is divided into four Quadrants as seen on the map. Each player then checks how many Quadrants they Dominate.

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

### DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons and pieces of equipment (like Mines and Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations when more than half of the Trooper’s base is inside the ZO.

### QASIT PORTALS

There are 4 Quantum Anomaly Spatial Integration Terminus (QASIT) Portals on the table, one in the centre of each Quadrant (see map).

Each QASIT Portal must be represented by a 40mm Token or by a scenery piece of the same diameter. QASIT Portals start the game unlinked.

Once two QASIT Portals are Linked, a Model in Silhouette contact with the Entrance QASIT may use the Move Short Movement Skill to teleport into Silhouette contact with the Exit QASIT.

Only 1 Model may move through a QASIT per Order. Models of S6 or larger count as 3 Models for the purpose of using a QASIT Portal.

ACTIVATE BEACON

SHORT SKILL

Attack

REQUIREMENTS

EFFECTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Beacon.
- A player may not Activate a Beacon they have already Activated.

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Beacon.
- 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.
- After successfully Activating a Beacon, select one of the following options: Establish a Link, Strengthen a Link, or Reverse a Link.
- An Activated Beacon can be Activated again by the other player, applying the same procedure. In this situation, both players will count the Beacon as Activated.
- Player A and Player B Tokens can be used to mark the Activated Beacon. It is recommended each player uses a different kind of Token.

## ENGINEER BONUS

Troopers possessing the Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Beacon. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Beacon.

## ESTABLISH LINK

After successfully Activating a Beacon, the player may Link two QASIT Portals that have not yet been Linked. One QASIT must be on the player's half of the table and the other QASIT must be on the adversary's half of the table. The player must also choose which is the Entrance QASIT and which is the Exit QASIT.

## STRENGTHEN LINK

Choose a pair of Linked QASIT Portals. Increase the number of Models that can move through these QASIT Portals per Order by 2.

## REVERSE LINK

Choose a pair of Linked QASIT Portals. The current Entrance QASIT becomes the new Exit QASIT and the current Exit QASIT becomes the new Entrance QASIT.

## SHASVASTII

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

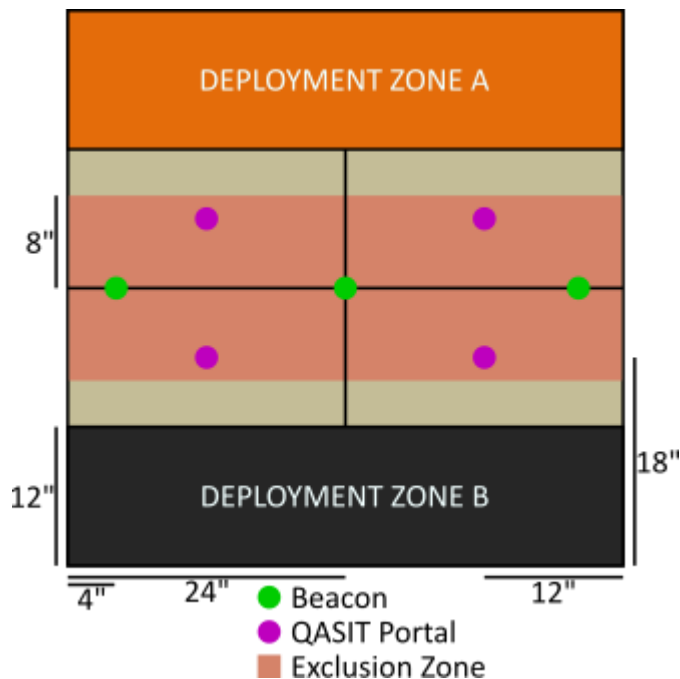
## BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the Zone of Operations.

## 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.



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

# RECOVER PRIORITY TARGET

Scenario by Rogue Ligth for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

#### Attacker:

- » At the end of the game, have the HVT in CivEvac and inside the Exclusion Zone on your side of the table (1 Objective Point, not cumulative)
- » At the end of the game, have the HVT in CivEvac and between the Exclusion Zone and your Deployment Zone (3 Objective Points, not cumulative)
- » At the end of the game, have the HVT in CivEvac and inside your Deployment Zone (6 Objective Points, not cumulative)

#### Defender:

- » At the end of the game, an HVT Decoy is still on the table (2 Objective Points each)
- » At the end of the game, the real HVT is revealed but not inside the Attacker's Deployment Zone (3 Objective Points)

### CLASSIFIED

- » Each player has 2 Classified Objectives (2 Objective Points each)

**Reminder:** HVT Classified Objectives are not used in this scenario.

## 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

**Attacker and Defender:** In this scenario, one player is the Attacker and the other is the Defender. Before Deployment, the Defender must place a Transport Vehicle, such as the Stalker from Luxumbra, with the Transport Vehicle's centre on the central line of the game table and wholly inside the Exclusion Zones. The inside of the Transport Vehicle must be between 4 and 8 inches in size (between 2 and 4 inches in 150 point games).

**Exclusion Zone:** There are 2 Exclusion Zones in this scenario. The first Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) on the Attacker's side of the central line of the game table. The second Exclusion Zone is an area covering a square 8 by 8 inches (4 by 4 inches in 150 point games) from both the central line of the game table and the Defender's left side table edge (see map). Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside these areas.

## SCENARIO SPECIAL RULES

### HVT TARGET

In this scenario, the Attacker does not deploy an HVT.

During their deployment, the Defender deploys 3 HVT Decoy Markers wholly inside the Transport Vehicle. The Defender must secretly record which of the Decoys is the real HVT.

HVT Decoys may **not** be targeted by the CivEvac Short Skill.

#### REVEAL HVT

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with an HVT Decoy.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Reveal the HVT.
- 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.
- On a successful WIP Roll, the Defender must reveal if the HVT Decoy is the real HVT. If it is the real HVT, replace it with the HVT Model and remove the other HVT Decoys from the table. Otherwise, remove the targeted HVT Decoy from the table.

### HVT CLASSIFIEDS NOT USED

In this scenario, the Secure HVT rule is not applied. Players must remove all the HVT Classified Objective cards from the Classified Deck.

### SPECIALIST TROOPS

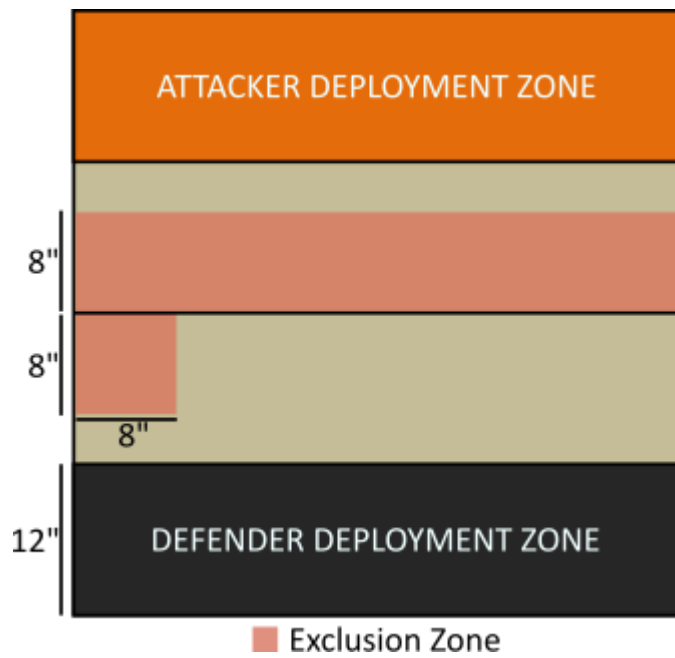
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# SERVER CONTROL

Scenario by Genghis Cohen for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have an Activated Server (1 Objective Point each)
- » At the end of the game, have more Activated Servers than the adversary (4 Objective Points)
- » At the end of the game, have the same number of Activated Servers as the adversary (2 Objective Points, but only if at least 1 Server is Activated)

### CLASSIFIED

- » Each player has 3 Classified Objectives (1 Objective Point each)

## 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 a Server.

## SCENARIO SPECIAL RULES

### SERVERS

There are 3 Servers placed on the midline of the table, one in the centre and the remaining two placed 12" from the side table edges (8" in a 200/250 point game, 6" in a 150 point game) (see map).

Each Server must be represented by a 40mm Objective Token or by a scenery piece of the same diameter.

In this scenario, the Servers have a Profile and can be targeted. However, the Servers cannot be chosen as a target of an Attack that would also affect Troopers, be they Enemy or Allied.

Servers cannot be the target of the Engineer Special Skill or the GizmoKit piece of equipment.

NAME	ARM	BTS	STR	S
Server	4	6	2	5

## DAMAGE AND DESTROY SERVERS

The Servers can only be damaged by CC Attacks with CC Weapons possessing the Anti-material Trait or with D-Charges.

If a Server's STR Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

A Server that is Destroyed does not count as Activated by either player.

### ACTIVATE SERVER

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Server.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Server.
- 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.
- An Activated Server can be Activated again by the other player, applying the same procedure. In this situation, the Server no longer counts as Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Server. It is recommended each player uses a different kind of Token.

## CRYPTO SECURITY

If a player uses the Activate Server Short Skill on a Server that is Activated by the adversary, they suffer a MOD of -3 to the WIP Roll.

## HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Server. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Server.

## ANTI-INTRUSION SHUTDOWN

From the start of the Third Game Round, players may no longer declare the Activate Server Short Skill against Servers that are Activated by the adversary.

## SPECIALIST TROOPS

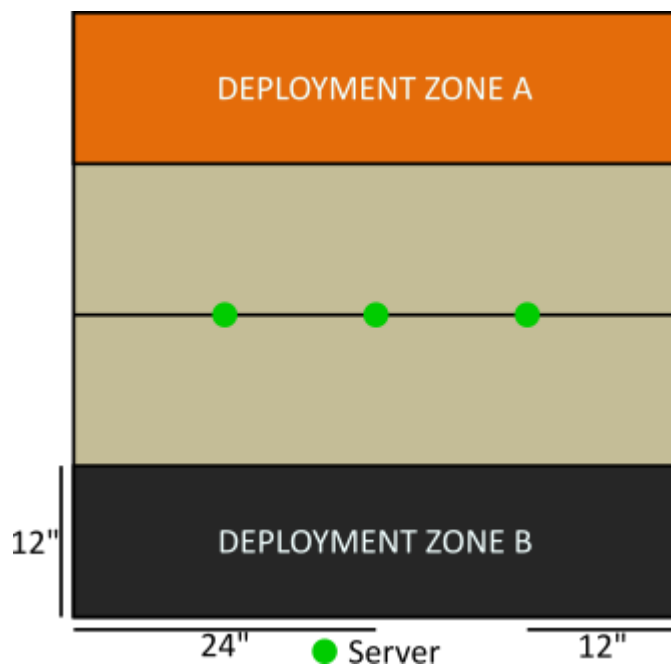
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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





# SUPPLY RAID - BCB 2024 v2

Scenario by Tristan Whyte for the Loss of Lieutenant custom mission challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, Secure Supply Boxes (1 Objective Point each, maximum 6 Objective Points)
- » At the end of the game, Secure more Supply Boxes than your opponent (1 Objective Point)
- » At the end of the game, have Destroyed more Tech-Coffins than your opponent (1 Objective Point)

### CLASSIFIED

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

## 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

## SCENARIO SPECIAL RULES

### TECH-COFFINS

There are 9 Tech-Coffins on the table. One is placed at the centre of the board. Two are placed on the midline, 12" from each board edge. The remaining six Tech-Coffins are placed 8" away from the three on the midline, directly toward each player's deployment zone (see map).

Each Tech-Coffin must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffins of the ITS Objective Pack Alpha, the Stasis Coffins by Warsenal, or the Cryo Pods by Customeeple).

### SUPPLY BOXES

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Supply Boxes of the ITS Objective Pack Alpha, 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).

### LAUNCHING SUPPLY BOXES

At the start of a player's turn, before Executive Use of Command Tokens, each Tech-Coffins that is currently Activated by the Active Player Launches its Supply Box. Remove the Tech-Coffin from the table. The Launched Supply Box is now Secured by the player who Launched it.

### ACTIVATE TECH-COFFIN

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact a Tech-Coffin.
- It is the first or second Game Round.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Tech-Coffin.
- 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.
- An Activated Tech-Coffin can be Activated again by the other player, applying the same procedure. In this situation, the Tech-Coffin is no longer Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Tech-Coffin. It is recommended each player use a different kind of Token.

### FORWARD OBSERVER BONUS

Troopers possessing the Forward Observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Tech-Coffin. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Tech-Coffin.

### COMMON RULES OF SUPPLY BOXES

### PICK UP SUPPLY BOX

SHORT SKILL

Attack

#### REQUIREMENTS

The Trooper must be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a Supply Box Token.
- Be in Silhouette contact with an unaccompanied Supply Box Token.

#### EFFECTS

- A Trooper can Pick Up a Supply Box in any of the situations previously mentioned by spending one Short Skill, without needing to perform a roll.
- The Trooper must satisfy the Common Rules for 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, not Markers (Camo, Impersonation, Holoechos...) can carry Supply Boxes.

» The Supply Box Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

DESTROYING TECH-COFFINS

A Tech-Coffin that is currently Activated by the opposing player or Locked by the EI may be targeted by CC Attacks. Tech-Coffins can only be damaged by CC Attacks using Weapons possessing the Anti-material Trait or by placing D-Charges.

Each Tech-Coffin has 2 Structure, with 4 ARM and 6 BTS. If a Tech-Coffin’s Structure is reduced to 0 or below, it is Destroyed and removed from the game table. The Model that Destroyed the Tech-Coffin gains a Supply Box Token as long as they satisfy the Common Rules for Supply Boxes. If they do not, place a Supply Box Token on the game table where the Destroyed Tech-Coffin was.

A Tech-Coffin **cannot** be the target of the Engineer Special Skill or the Gizmokit piece of Equipment.

ARMORED FURY

In this scenario, TAGs apply the Anti-material Trait to their CC Weapons when making a CC Attack against a Tech-Coffin.

THE EI RETALIATES

At the start of the third Game Round, all Tech-Coffins remaining on the table that are not Activated by either player become Locked by the EI. Locked Tech-Coffins cannot be targeted with the Activate Tech-Coffin Short Skill.

ARMED AND DANGEROUS

When a Tech-Coffin is Locked by the EI, its Automated Defence System (ADS) activates. Any Attack made against a Locked Tech-Coffin will trigger a CC Attack in reaction, which automatically rolls an 8. Any CC Attack against a Locked Tech-Coffin is automatically a Face to Face Roll even if the Berserk Special Skill is used. No MODs can be applied to the attacker’s CC Attribute. If the ADS’s Roll of 8 is a success, the attacker suffers a Stun Ammunition hit, forcing them to make two Saving Rolls against BTS, with Damage 15. The Immunity (Total) Special Skill is not effective against this hit.

SECURE SUPPLY BOXES

- A Supply Box is Secured by a player if either:
- a. 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 any enemy Model.
  - b. That player Launched the Supply Box during the game.

QAZ CREATURES

Before the Deployment Phase, each player must place a QAZ Creature a minimum of 8 inches outside the enemy Deployment Zone.

The player that kept Deployment is the first one to place their QAZ Creature.

Each QAZ Creature is fixed in place and cannot move. They must be represented by a Player A or Player B Token, or by a Model or piece of scenery with the same Silhouette value (such as the Sasok Creatures from TAG Raid, or the Taigha Creatures).

The QAZ Creatures are Deployable Weapons, reacting with CC Attack to any Order declared or performed by an active Enemy Model (but not Markers) within ZoC.

The QAZ Creatures’ Guard Special Skill does not require LoF, but the CC Attack will become an Idle if the path from the QAZ Creature to the Enemy Model is blocked, for example by an impassible obstacle (a wall of infinite height, a closed door, or sealed room...) or a gap too small for the Silhouette Template of the QAZ Creature to pass through.

The CC Attack AROs of the QAZ Creature have a Burst of 3.

When the Wounds Attribute value of a QAZ Creature is 0 or less, it is removed from the game table.

ISC: QAZ CREATURE								
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
--	11	--	13	--	1	3	1	1
Special Skills: CC Attack (B3 in ARO), Guard (No LoF)				Melee Weapons: AP CCW				

HAZMAT OPS

A Hazmat Ops is an operative with a wide expertise in hostile environments.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Hazmat Ops. The Trooper chosen must be always one of the models deployed on the table. Players are not allowed to choose Troopers in Hidden Deployment or in a Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Hazmat Ops.

The Hazmat Ops possesses the Terrain (Zero-G) Special Skill and also D-Charges, even if those are not listed on their Unit Profile. The Hazmat Ops is identified with a Player A or B Marker.

SPECIALIST TROOPS

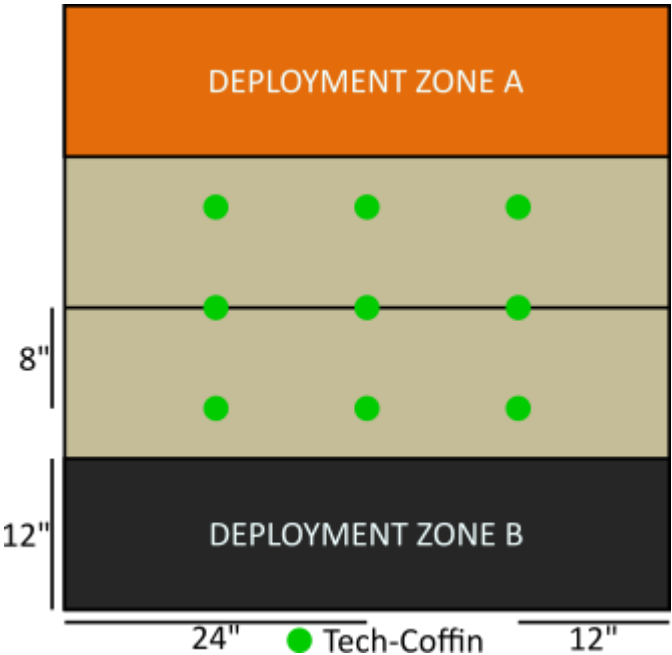
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# TACTICAL MANOEUVRES

Scenario by Richard Rushforth for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have Killed more Specialist Troops than the adversary (2 Objective Points)
- » At the end of the game, have Killed the same number of Specialist Troops as the adversary (1 Objective Point, but only if at least 1 Specialist has been Killed)
- » Accomplish Primary Classified Objectives (1 Objective Point each)

### SECONDARY CLASSIFIED

- » Each player has 1 Secondary Classified Objective (2 Objective Points)

## 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

## SCENARIO SPECIAL RULES

### PRIMARY CLASSIFIED OBJECTIVES

In this scenario, both players generate their Classified Objectives from the same Classified Deck. Lay the single Classified Deck out in front of both players, with the cards face-up.

Players generate the Primary Classified Objectives as follows:

1. Player who kept Deployment chooses 1 Classified Objective as a Primary Classified Objective from the Classified Deck.
2. Player who kept Initiative chooses 1 Classified Objective as a Primary Classified Objective from the Classified Deck.
3. Player who kept Deployment discards 1 Classified Objective from the Classified Deck.
4. Player who kept Initiative discards 1 Classified Objective from the Classified Deck.
5. Repeat steps 1-4 twice more until 6 Primary Classified Objectives have been selected and 6 Classified Objectives have been discarded from the Classified Deck.

Both Primary Classified Objectives and the Classified Objectives discarded while selecting the Primary Classified Objectives are Open Information. Primary Classified Objectives are available for both players to accomplish.

Once a Primary Classified Objective has been accomplished by a player, that Primary Objective is no longer available for their opponent to accomplish.

If both players accomplish the same Primary Objective during the same Order, both players count as having accomplished it.

Any Primary Classified Objective that is checked "at the end of the game" can be accomplished at the end of any Game Round. If both players accomplish the same Primary Objective at the end of the same Game Round, both players count as having accomplished it.

### SECONDARY CLASSIFIED OBJECTIVES

After selecting the Primary Classified Objectives, shuffle the remaining Classified Objectives, making sure to exclude any that were discarded while selecting Primary Classified Objectives. This forms the Classified Objective Deck from which the Secondary Classified Objectives will be picked.

Starting with the player who kept Deployment, each player draws 2 Classified Objective cards, selects one as their Secondary Classified Objective, and discards the other without revealing it.

Secondary Classified Objectives and the Classified Objective cards discarded while selecting Secondary Classified Objectives are Private Information.

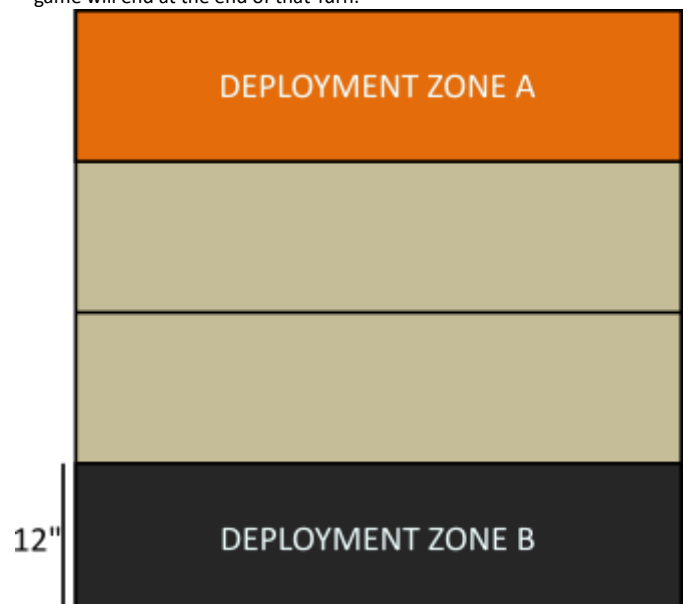
### SECURE HVT

In this scenario, the option Secure HVT is only allowed to replace the Secondary Classified Objective.

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



# VITAL GROUND

Scenario by Richard Rushforth for the Loss of Lieutenant Custom Mission Challenge 2024

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, Control more Zones of Operations (ZO) than the adversary (5 Objective Points)
- » At the end of the game, Control the same number of Zones of Operations (ZO) as the adversary (3 Objective Points, but only if at least 1 ZO is Controlled)
- » Kill the enemy Key Ops (2 Objective Points)
- » Kill more Essential Personnel than the adversary (2 Objective Points)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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

**Exclusion Zone:** The Exclusion Zone is the area inside the Bunker. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### THE BUNKER (ZO)

In this scenario, the Bunker is a Zone of Operations (ZO).

Placed in the centre of the table, it covers an area of 8 by 8 inches. To represent the Bunker, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, 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 Narrow Gates, one in the middle of each wall (see map). The Gates of the Bunker are closed at the start of the game. The Bunker Gates must be represented by a Narrow Gate Token or scenery piece with the same size.

### QUADRANTS (ZO)

At the end of each Player Turn, but not before, the table is divided into four Quadrants as seen on the map.

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

**Note:** The area inside the Bunker is not part of any Quadrant, as it forms a fifth Zone of Operations.

### DOMINATE (ZO)

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations if more than half the Trooper's base is inside that ZO.

### TACTICAL ADVANTAGE (ZO)

If a player has a greater number of Essential Personnel in a Zone of Operations than the adversary, they have Tactical Advantage in that Zone of Operations.

### ESSENTIAL PERSONNEL

For the purposes of this scenario, Lieutenants, and Troopers possessing the Number 2, NCO, or Chain of Command Special Skills are considered Essential Personnel. Troopers with a Trooper Classification of Headquarters Troopers or Character are also considered Essential Personnel.

### COMMAND CODES

In this scenario, Essential Personnel and Key Ops Troopers have Command Codes. Troopers with Command Codes have a MOD of +3 to the WIP Rolls necessary to Open the Bunker Gates. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Open the Bunker Gates.

After a Trooper with Command Codes successfully passes the WIP Roll necessary to Open the Bunker Gates, they may choose to either open all Gates to the Bunker as normal, or they may choose to open only the Gate that the Trooper is in Silhouette contact with.

### SHASVASTII

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

### BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

## OPEN THE BUNKER GATES

SHORT SKILL

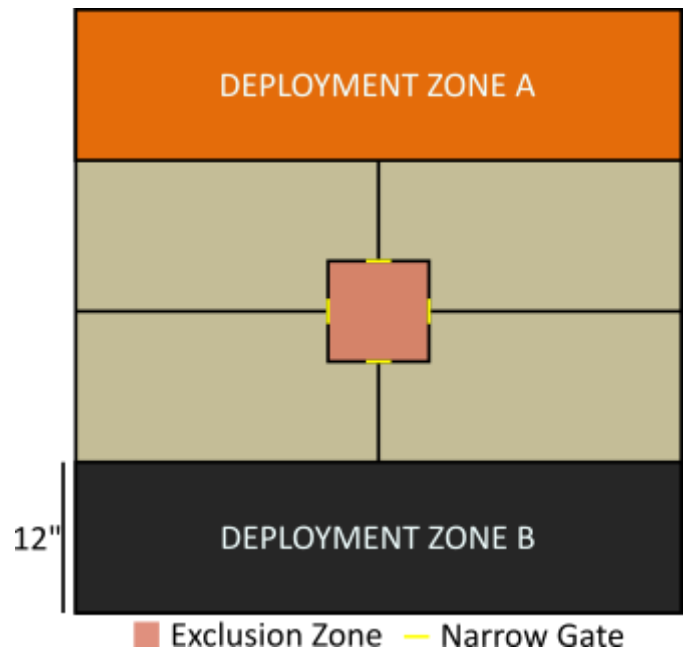
Attack

### REQUIREMENTS

- Only Specialist Troops or Troopers with Command Codes can declare this Skill.
- The Specialist Troop or Trooper with Command Codes must be in Silhouette contact with a Gate.

### EFFECTS

- Allows the Specialist Troop or Trooper with Command Codes to make a Normal WIP Roll to Open the Gates.
- On successful roll, open all Gates to the Bunker.
- 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.



## KEY OPS

The Key Ops is a special tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in a Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the Dodge (+3) and Tactical Awareness Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative; if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B marker.

## KEY OPS RECON (ZO)

If a Zone of Operations (ZO) contains only one player's Key Ops, the adversary cannot add any Player Tokens to that Zone of Operations.

If a Zone of Operations contains both players Key Ops, they negate each other and have no effect on that Zone of Operations.

## PROGRESSIVE CONTROL (ZO)

At the end of each Player **Turn**, for each of the five ZO do the following:

1. Check for Domination. The player who Dominates the ZO places one of their corresponding Player A or B Tokens in the ZO.
2. Check for Tactical Advantage. The player who has Tactical Advantage in the ZO places one of their corresponding Player A or B Tokens in the ZO. If the ZO is the Bunker, place one additional corresponding Player A or B Token in the ZO.

**Remember:** A Player cannot place their Player Tokens into a ZO containing the opponent's Key Ops unless their own Key Ops is also in that ZO.

## CONTROL (ZO)

At the end of the game, calculate the total number of Player A and B Tokens in each of the five Zones of Operations (ZO). The player with the most player tokens in a Zone of Operations Controls that Zone of Operations.

## 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.

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

# DIRTY DOZEN CAMPAIGNS

*Campaign system by Crouching Otter for the Loss of Lieutenant Custom Mission Challenge 2024*

A Dirty Dozen campaign is a series of linked scenarios where one player uses the same Army List throughout and has to worry about attrition, as they represent a team of specialists sent on a dangerous mission. For example, Player A has a 300pt Army List and has to play through 4-5 scenarios. Player B will have a maximum of 200pts but gets a fresh, thematic Army List each scenario. Think along the lines of trying to create something akin to films like Dirty Dozen, Tears of the Sun, etc. To represent attrition there are some expanded Med-Evac rules (see below). So as an example...

*In Encounter 1, crossing enemy lines, the team try to get across the frontline without triggering any alerts. In Encounter 2, the team have to get the access codes for the target site that are guarded by a light garrison. Then, in Encounter 3, things have gone wrong, and our heroes need to evade a rapid response team sent to track them down. Finally, in Encounter 4, our battered and bruised heroes must try and complete their objective despite the losses they have suffered.*

## General Campaign Rules

### Strike Team

The faction detailed as the Strike Team are our protagonists. They are the faction that can use the Expanded Med-Evac and Emergency Repair rules below.

### Loss of Lieutenant

If the Strike Team's Lieutenant is removed during the campaign (due to, for example, injury or death), the player must select a surviving model to gain the Lieutenant Special Skill. That model will be the Strike Team's Lieutenant for the remainder of the campaign... or until it suffers the same fate as the previous Lieutenant.

### Combat Groups

The Strike Team player can rearrange their Combat Groups between games within the legal limitations.

### Expanded Med-Evac

The close proximity of the missions in these operations makes traditional MedEvac unfeasible and a CubeEvac is completely impossible. The teams need to make do with being patched up and fighting on as best they can with their wounds.

Troopers who end a game in the Unconscious or Dead State are patched up by their squad mates in the hope that they will be in fighting shape before the next scenario starts. For each Trooper who ended the game in the Unconscious or Dead State, make a normal Roll on the following table. If the Strike Team has a Doctor in a non-Null State, consult the 'Doctor' column. If the Strike Team has no Doctor in a non-Null State but has a Paramedic in a non-Null State, consult the 'Paramedic' column. If the Strike Team has neither a Doctor nor a Paramedic in a non-Null State, consult the 'Basic First Aid' column.

Note: Shasvastii in the Shasvastii-Embryo State always count as being in the CasEvac State.

Model State	Basic First Aid	Paramedic	Doctor
Dead	8	12	14
Unconscious, but not in CasEvac State	12	14	16
Unconscious and in CasEvac State	14	16	18

If this Roll fails, the Trooper is too wounded to press on. Remove that Trooper from the Strike Team.

If the Roll succeeds, make a normal Roll on the following Lingering Effect table and apply the result to the Trooper's profile for the rest of the campaign, unless noted otherwise.

Lingering Effect	Basic First Aid	Paramedic	Doctor
Serious head wound (-1 BS)	1-4	--	--
Broken leg (-1/-1 MOV)	5-8	1-4	--
Concussion (-1 WIP)	9-12	5-8	1-4
Broken arm (-1 CC)	13-16	9-12	4-8
Broken ribs (-1 PH)	17-20	13-16	9-12
Shellshocked (-1 WIP – Next game only)	--	17-20	13-16
No lingering effects	--	--	17-20

## Emergency Repairs

Like their mortal comrades, Remotes and other units with Structure instead of Wounds may also develop faults as the missions progress.

Troopers with STR who end the game in the Unconscious or Dead State may be jerry-rigged back into operational status. For each Trooper with STR who ended the game in the Unconscious or Dead State, make a normal Roll on the following table. If the Strike Team has an Engineer in a non-Null State, consult the 'Engineer' column. If not, consult the 'Amateur Tinkering' column.

Model State	Amateur Tinkering	Engineer
Dead	8	12
Unconscious, but not in CasEvac State	12	14
Unconscious and in CasEvac State	14	16

If the Roll fails, the Trooper is too wounded to press on. Remove that Trooper from the Strike Team.

If the Roll succeeds, make a normal Roll on the following Lingering Effect table and apply the result to the Trooper's profile for the rest of the campaign, unless noted otherwise.

Lingering Effect	Amateur Tinkering	Engineer
Damaged targeting array (-1 BS)	1-4	--
Damaged motor (-1/-1 MOV)	5-8	1-4
Fried quantronic logic relay (-1 WIP)	9-12	5-8
Shattered servos (-1 CC)	13-16	9-12
Weakened structural system (-1 PH)	17-20	13-16
No lingering effects (It's amazing what you can fix with duct tape.)	--	17-20

# DIRTY DOZEN CAMPAIGN 01

## LOST FUTURE

### A SHASVASTII INCURSION ON DAWN

*Campaign by Crouching Otter for the Loss of Lieutenant Custom Mission Challenge 2024*

Over the course of 5 scenarios, we'll see if a Shasvastii Strike Force can navigate past Ariadnan defence forces and achieve their retaliatory objective.

#### **Overview:**

*The EI doesn't want the conquest of the humans to drag on. Our objective will be a step in, robbing them of the ability to continue the fight. It is fitting that we, the Shasvastii, are the ones to enact it. The humans destroyed one of our embryo incubation nodes on Paradiso in the early days of this war and now we will take from them the ability to breed. Our enemy is a biologically simple race, and it has been an easy task for our scientists to create a compound that will render them sterile. All we need to do is deploy it into the water supply on the planet they call Dawn.*

#### **Strike Team:**

Shasvastii Expeditionary Force (300 pts)

#### **Encounter 1: First Contact**

Opposing Force: Ariadna (100 pts)

The Ariadnan surveillance grid has registered the Shasvastii lander as an unexplained anomaly. A small patrol has been sent to investigate. Can the Strike Team neutralise or evade them to begin their mission?

#### **Encounter 2: Stealing Wings**

Opposing Force: USAriadna (100 pts)

The Shasvastii Strike Team must steal a transport aircraft to travel across Dawn and reach their target.

#### **Encounter 3: A Necessary Diversion**

Opposing Force: Ariadna (100 pts)

We must put the humans on the wrong trail. Hack their communications and make them think we are after a different target.

#### **Encounter 4: Hunted**

Opposing Force: Spiral Corps (150 pts)

Those thrice cursed Tohaa mercenaries are trying to interfere. Destroy them and complete the mission.

#### **Encounter 5: Poisoned Well**

Opposing Force: Ariadna (100 pts)

Having reached their objective, it's time for the surviving Shasvastii to complete their mission and poison the water supply.



# ENCOUNTER 1: FIRST CONTACT

*The Ariadnan surveillance grid has registered the Shasvastii lander as an unexplained anomaly.  
A small patrol has been sent to investigate. Can the Strike Team neutralise or evade them to begin their mission?*

## MISSION OBJECTIVES

### STRIKE FORCE OBJECTIVES

- » All Ariadnan models are in a Null State
- Or
- » All Strike Force models have either left the table via the back edge of the enemy Deployment Zone or are in a Null State

### OPPOSING FORCE OBJECTIVES

- » Resist and survive

## FORCES AND DEPLOYMENT

**Strike Team:** Shasvastii (300 pts)

**Opposing Force:** Ariadna (100 pts)

**Table Size:** 48" by 48"

**Deployment Zone Size:** 12" by 48"

Players deploy on opposite sides of the game table.

## SCENARIO SPECIAL RULES

### PASSING THROUGH

Models in the Strike Force may exit the table via the back table edge of the enemy Deployment Zone.

### NO QUARTER (SHASVASTII)

In this scenario, the Retreat! rules are not applied to the Shasvastii Strike Team. Retreat! rules apply normally to the Opposing Force.

## END OF THE MISSION

This scenario will end when either:

1. The Ariadnan player **starts** their turn in Retreat!
2. All Strike Force models have either exited the table or are in a Null State.

# ENCOUNTER 2: STEALING WINGS

*The Shasvastii Strike Team must steal a transport aircraft to travel across Dawn and reach their target.*

## MISSION OBJECTIVES

### STRIKE FORCE OBJECTIVES

- » All Ariadnan models are in a Null State
- OR
- » All Strike Force models are either within 4" of the Escape Craft or are in a Null State

### OPPOSING FORCE OBJECTIVES

- » Kill the Speculo Agent for +50 points in Encounter 3

## FORCES AND DEPLOYMENT

**Strike Team:** Shasvastii (Surviving members of the 300 pt Strike Team)

**Opposing Force:** USAriadna (100 pts)

**Table Size:** 48" by 48"

**Deployment Zone Size:** 12" by 48"

Players deploy on opposite sides of the game table.

## NO QUARTER (SHASVASTII)

In this scenario, the Retreat! rules are not applied to the Shasvastii Strike Team. Retreat! rules apply normally to the Opposing Force.

### SLEEPER AGENT

A Speculo Agent with Ariadnan IFF codes has infiltrated the USAriadnan force. At the start of the Shasvastii player's 2nd turn, they must replace one USAriadnan model with a Speculo Agent. The Shasvastii player chooses which Combat Group the Speculo Agent joins.

If the Speculo Agent is killed before the end of the game, the Ariadnans will be able to track the Escape Craft and deploy reinforcements. This will give the Opposing Forces an extra 50 points in Encounter 3.

At the end of the mission, the Speculo Agent leaves the Strike Force, searching for a new cover identity.

Speculo Agent (Type: Character, Cube, Hackable) - Irregular								
MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	15	11	10	13	1	0	1	2
Special Skills:		Shasvastii, Immunity (Shock), Stealth, Engineer						
Equipment:		GizmoKit						
BS Weapons:		Submachine Gun						
CC Weapons:		Pistol, Knife						

## END OF THE MISSION

This scenario will end when either:

1. The Ariadnan player **starts** their turn in Retreat!
2. At the start of a Strike Force player's turn, all Strike Force models are either within 4" of the Escape Craft or are in a Null State.

## SCENARIO SPECIAL RULES

### ESCAPE CRAFT

Place an appropriate scenery item to represent the Escape Craft in the USAriadnan half of the table. The Escape Craft should be centred 4" outside the USAriadnan Deployment Zone and 24" from the side table edge.

# ENCOUNTER 3: A NECESSARY DIVERSION

*We must put the humans on the wrong trail. Hack their communications and make them think we are after a different target.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of each Game Round, Dominate the Comms Centre (2 Objective Points)
- » At the end of the game, have Activated the Antenna (4 Objective Points)

## FORCES AND DEPLOYMENT

**Strike Team:** Shasvastii (Surviving members of the 300 pt Strike Team)

**Opposing Force:** Ariadna (100 pts)

- Bonus 50 points if Encounter 2 objective completed

**Table Size:** 48" by 48"

**Deployment Zone Size:** 12" by 48"

Players deploy on opposite sides of the game table.

## SCENARIO SPECIAL RULES

### COMMS CENTRE (ZO)

In this scenario the Comms Centre is a Zone of Operations (ZO). Placed in the centre 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. It has four Gates, one in the middle of each wall. These Gates start the game closed.

### DOMINATE (ZO)

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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.

#### OPEN THE COMMS CENTRE GATES

SHORT SKILL

Attack

#### REQUIREMENTS

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

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Open the Gates.
- On successful roll, open all Gates to the Comms Centre.
- 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.

## COMUNICATION ANTENNA

There is a Communication Antenna, placed at the central of the game table. This Communication Antenna must be represented by a 40mm Console Marker or by a scenery piece of the same diameter.

#### ACTIVATE ANTENNA

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Antenna.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Antenna.
- 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.
- An Activated Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Antenna no longer counts as Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Antenna. It is recommended each player use a different kind of Token.

## NO QUARTER (SHASVASTII)

In this scenario, the Retreat! rules are not applied to the Shasvastii Strike Team. Retreat! rules apply normally to the Opposing Force.

## 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.

## END OF THE MISSION

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

## ENCOUNTER 4: HUNTED

*Those thrice cursed Tohaa mercenaries are trying to interfere. Destroy them and complete the mission.*

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- » Kill more Army Points than the adversary (3 Objective Points)
- » Kill more Lieutenants than the adversary (3 Objective Points)
- » Kill the same number of Lieutenants as the adversary (2 Objective Points, but only if at least 1 Lieutenant was Killed)

### FORCES AND DEPLOYMENT

**Strike Team:** Shasvastii (Surviving members of the 300 pt Strike Team)

**Opposing Force:** Spiral Corps (150 pts)

**Table Size:** 48" by 48"

**Deployment Zone Size:**

- Shasvastii: 12" by 48"
- Spiral Corps: 16" by 48"

Players deploy on opposite sides of the game table.

### SCENARIO SPECIAL RULES

#### KILLING

Troopers are considered Killed by the adversary when they enter the Dead State, or they are in a Null State at the end of the game. Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

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

## ENCOUNTER 5: POISONED WELL

*Having reached their objective, it's time for the surviving Shasvastii to complete their mission and poison the water supply.*

### MISSION OBJECTIVES

#### STRIKE FORCE OBJECTIVES

- » At the end of any Game Round, Control both Well Heads

#### OPPOSING FORCE OBJECTIVES

- » Resist and survive

### FORCES AND DEPLOYMENT

**Strike Team:** Shasvastii (Surviving members of the 300 pt Strike Team)

**Opposing Force:** Ariadna (100 pts)

- Bonus 50 points if the Ariadnan player won Encounter 3

**Table Size:** 48" by 48"

**Deployment Zone Size:** 12" by 48"

Players deploy on opposite sides of the game table.

**Exclusion Zone:** The Exclusion Zone is the area covering 4 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

### SCENARIO SPECIAL RULES

#### WELL HEADS

There are 2 Well Heads, placed on the central line of the game table 8" from the table edges. Each Well Head must be represented by a 40mm Objective Token or by a scenery piece of the same diameter.

#### CONTROL A WELL HEAD

A Well Head is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

#### NO QUARTER (SHASVASTII)

In this scenario, the Retreat! rules are not applied to the Shasvastii Strike Team. Retreat! rules apply normally to the Opposing Force.

#### END OF THE MISSION

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

## **PREVIOUS YEARS' CUSTOM SCENARIOS**

# AIR DROP

Scenario by Tristan228 for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

» At the end of the game, have Checked more Supply Crates than your opponent (2 Objective Points)

» At the end of the game, have Checked the same number of Supply Crates as your opponent (1 Objective Point, but only if the player has Checked at least 1 Supply Crate)

» At the end of the game, have your Master Breacher in a non-Null State (1 Objective Point)

» Destroy a Supply Crate (1 Objective Point each)

### CLASSIFIED

» Each player has 1 Classified Objective (1 Objective Point)

## FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy in **triangular Deployment Zones** on opposite sides of the game table. The Deployment Zone border extends from a point 16 inches up the player's right table side edge (12 inches in 150 point games), to a point 1 inch up player's left table side edge (see map).

Side	Army Points	SWC	Game Table Size	Deployment Zone Sizes
A and B	150	3	24 in x 32 in	See map
A and B	200	4	32 in x 48 in	See map
A and B	250	5	32 in x 48 in	See map
A and B	300	6	48 in x 48 in	See map
A and B	400	8	48 in x 48 in	See map

## SCENARIO SPECIAL RULES

### SUPPLY CRATES

There are 6 Supply Crates placed on the table in a semi-random manner. The position of the Supply Crates is determined after players have chosen their lists but before the Initiative Roll.

Each Supply Crate must be represented by a Tech-Coffin Token or by a scenery piece of the same diameter (such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

Arrange a triangular pattern of 3 Circular Templates around the centre of the table (see map). The '1' direction of each template should point to the centre of the next template in an anti-clockwise manner. Next, scatter 2 Supply Crates from each template.

To scatter a Supply Crate, place it at the centre of a template and roll once. Move the Supply Crate a number of inches equal to the die roll in the direction of the die roll on the template. If this would place a Supply Crate in contact with another Supply Crate or in an inaccessible area of the table, reroll its placement. Once you have scattered 2 Supply Crates from each template, remove the templates.

### CHECK SUPPLY CRATE

#### SHORT SKILL

#### Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact a Supply Crate.
- The player has not successfully Checked that Supply Crate.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Check the Supply Crate.
- 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 Checked Supply Crate can be Checked again by the other player, applying the same procedure. In this case, both players will count that Supply Crate as Checked.
- Player A and Player B Tokens can be used to mark the Checked Supply Crates. It is recommended each player use a different kind of Token.

## ENGINEER BONUS

Troopers possessing the Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Check a Supply Crate.

## FORWARD OBSERVER BONUS

Troopers possessing the Forward Observer Special Skill may use the Forward Observer Short Skill on a Supply Crate within LoF to Check it without requiring Silhouette contact. If they choose to do so, apply a -3 MOD to the WIP Roll, cumulative with the normal modifiers to the Forward Observer Short Skill (Range, Cover...). On a success, the Supply Crate is Checked, but does **not** become Targeted.

## DAMAGE AND DESTROY THE CHECKED SUPPLY CRATES

In this scenario, Supply Crates have a Profile and can be targeted. However, a Supply Crate cannot be chosen as the target of an Attack that would also affect Troopers, be they enemy or allied.

Supply Crates cannot be targeted until the start of the second game round.

A player can only target a Supply Crate they have already Checked.

A Checked Supply Crate can only be damaged by Weapons possessing the Anti-material Trait. A Supply Crate automatically passes any BTS Saving Roll it is required to make. If a Supply Crate's Structure Attribute is reduced to 0 or below, it is destroyed and removed from the game table.

NAME	ARM	BTS	STR	S
Supply Crate	2	∞	2	3
Immunity (Total), Vulnerability (Breach)				

# MASTER BREACHER

The Master Breacher is an operative with a wide expertise in breaching accesses during a space boarding action.

At the end of the Deployment Phase, in initiative order, players must declare which Trooper from their Army List is their Master Breacher. The Trooper chosen must always be one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Master Breachers.

The Master Breacher possesses the Terrain (Zero-G) Special Skill and also has D-Charges, even if those are not listed on their Unit Profile.

The Master Breacher is identified with a Player A or B Marker.

In this scenario, Master Breachers have access to the Breach Special Skill.

BREACH

ENTIRE ORDER

BS Attack, CC Attack, Optional

REQUIREMENTS

► The Master Breacher is activated by spending the Master Breacher Special Order.

► The Master Breacher is either in LoF and ZoC of a Supply Crate or in Silhouette contact with a Supply Crate.

EFFECTS

► The Master Breacher performs a BS Attack or CC Attack targeting a single Supply Crate (they may **not** split Burst).

► During this activation, the Master Breacher adds the Anti-material Trait to all their weapons.

## MASTER BREACHER SPECIAL ORDER

During the Order Count, the Master Breacher is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order is treated in the same way as the Irregular Order generated by the Tactical Awareness Special Skill.

## SPECIALIST TROOPS

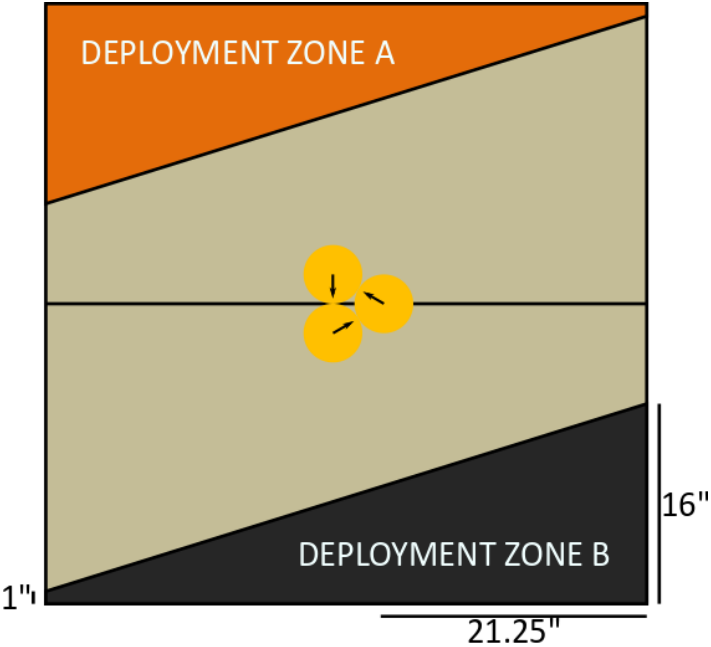
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# ARMS RACE

Scenario by Josh G (Just Joshing) for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of each Game Round, have an Active Prototype TAG in the Dead Zone (1 Objective Point)
- » At the end of the game, have an Activated Console (2 Objective Points)
- » At the end of the game, have Captured Evidence of your opponent's Prototype TAG (2 Objective Points)
- » At the end of the game, have destroyed your opponent's Captured Evidence (2 Objective Points)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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

**Exclusion Zone:** The Exclusion Zone is the area covering 4 inches (2 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with the Prototype TAG.

## SCENARIO SPECIAL RULES

### DEAD ZONE

There are two Dead Zones, one in each half of the game table. The Dead Zones are the area between the Deployment Zone and the Exclusion Zone.

### PROTOTYPE TAG

There are a total of 2 Prototype TAGs, 1 corresponding to each player, placed 16 inches from the Deployment Zone board edge and 24 inches from the side board edge (see map).

Each Prototype TAG must be represented by a S6 model or Silhouette Marker.

A player can have only 1 Active Prototype TAG at any time.

A Prototype TAG must be piloted by a Trooper with the Pilot skill.

### REPAIR PROTOTYPE TAG

#### SHORT SKILL

#### Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Prototype TAG.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Repair the Prototype TAG.
- 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.
- If the roll is successful, place a Player A/B Token next to the Prototype TAG. When the Prototype TAG has accumulated three Tokens, the player has fully Repaired the Prototype TAG and it is now considered Active (see profile below).

### PROTOTYPE TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
6-4	17	14	15	*	6	6	3	6
<b>Equipment:</b> ECM: Guided ( -6 ) • ECM: Hacker ( -3 )								
<b>Special Skills:</b> BS Attack ( +1 Dam ) • Booty** • Metachemistry** • Dodge ( PH=11 ) • Gizmokit ( PH=11 ) • Immunity ( Shock )								
<b>Weapons   Equipment    Peripherals</b>								
Spitfire, Nanopulser(+1B), Multi Pistol, AP CC Weapon								
Note* - Use the WIP of the Pilot Trooper Note** - Roll for Booty and Metachemistry the first time a Pilot enters the Prototype TAG								

## ENGINEER BONUS

Troopers possessing the Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Repair the Prototype Tag. This MOD is not cumulative with any Unit Profile MODs for the Engineer Special Skill. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Repair the Prototype TAG.

## CONSOLES

There are 2 Consoles on the central line of the table, placed 8 inches from each table edge (4 inches in 150 point games).

Each Console must be represented by a Console 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).

## ACTIVATE CONSOLE

SHORT SKILL

Attack

### REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Console.
- ▶ Your opponent must have an Active Prototype TAG.

### EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate 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.
- ▶ On successful roll, the player immediately applies the Isolated and Immobilised-B States to the opponent's Active Prototype TAG. The Prototype TAG is no longer considered Active until these States are removed.
- ▶ Once Activated, a Console can no longer be Activated by either player for the remainder of the game (mark the Console with a Player A/B Token).

## CHAIN OF COMMAND BONUS

Troopers possessing the Chain of Command Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

## CONCILIUM WATCH

In this scenario, both players can add one extra WarCor (any profile option), even if that is not available to their armies—without applying Cost or SWC. However, their Cost does count towards Dominating ZO's. This Trooper does not count towards a Combat Group's limit of ten Troopers or the Army List's limit of fifteen Troopers. This Trooper does not count toward the Army List's AVA for WarCor.

## CAPTURE EVIDENCE

SHORT SKILL

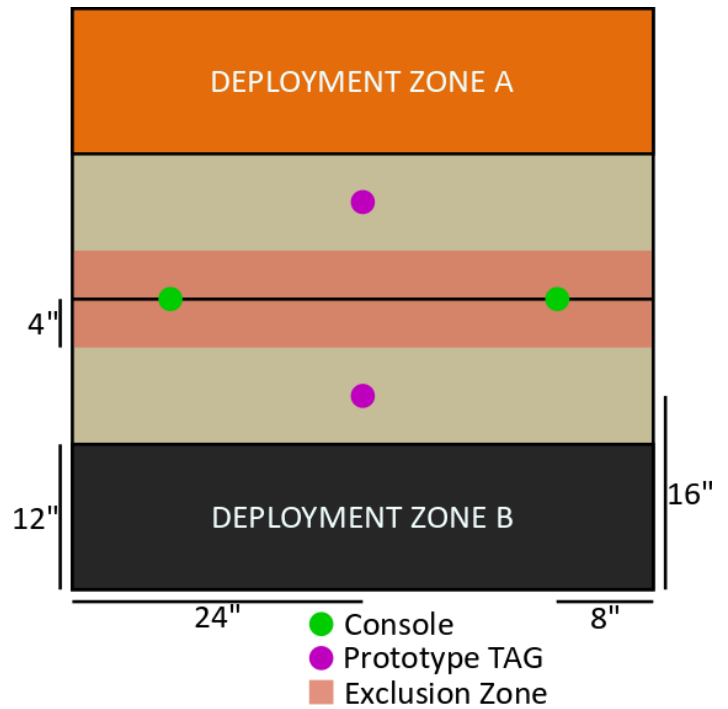
Attack

### REQUIREMENTS

- ▶ Only Troopers with the Journalist Special Skill can declare this skill.
- ▶ The Trooper must have an opponent's Repaired Prototype TAG in its Line of Fire.

### EFFECTS

- ▶ Allows the Trooper to make a Normal WIP Roll to Capture Evidence. The Trooper may apply any Journalist Skill MODs they may have.
- ▶ 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.
- ▶ On successful roll, place a Supply Box Token next to the Trooper. This Token represents the Captured Evidence.
- ▶ This roll may be contested by the opponent's Prototype TAG with BS Attack, Dodge, or Reset Skills.
- ▶ Once a Trooper has successfully Captured Evidence, that Trooper may no longer use the Capture Evidence Skill for the remainder of the game.



## LEAVE NO TRACES

Troopers may Destroy an opponent's Captured Evidence by using the Coup de Grâce Skill on or by Isolating the opponent's Journalist Trooper with the Captured Evidence. In this scenario, Journalist Troopers are valid targets of the Oblivion Hacking Program and may declare Reset against it.

## 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.

In this scenario, all Specialist Troops gain the Pilot Special Skill.

## HVT 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 must remove all HVT Classified Objective cards from the Classified Deck.

## INTELCOM CARD (EMERGENCY REPAIRS)

Once their opponent successfully Activates a Console, a player may immediately discard their Classified Objective card to cancel the Isolated and Immobilised-B States imposed by Activating the Console.

Additionally, if the Classified Objective has the ⚙ symbol and the current Pilot of the Prototype TAG has the Engineer Special Skill, the player receives 1 Objective Point.

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



# CAVALRY ASSAULT

Scenario by Sam Benson for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Kill the enemy Cavalry Commander (2 Objective Points)
- » Kill more Lieutenants than your opponent (2 Objective Points)
- » At the end of the game, Dominate an enemy Deployment Zone with your Cavalry Commander (3 Objective Points)
- » At the end of the game, acquire more weapons or items from the Panoplies than your opponent (2 Objective Points)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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 12 in
A and B	200	4	32 in x 48 in	12 in x 16 in
A and B	250	5	32 in x 48 in	12 in x 16 in
A and B	300	6	48 in x 48 in	12 in x 24 in
A and B	400	8	48 in x 48 in	12 in x 24 in

## SCENARIO SPECIAL RULES

### CAVALRY

At the start of the Deployment Phase, each player chooses and secretly records up to 100 Army Points of Troopers to be their Cavalry. Models chosen for Cavalry must have a minimum MOV value of 6-4.

Players must deploy their Cavalry at the start of their second turn. Cavalry must be deployed touching a table edge and completely inside the player's Cavalry Deployment Zone.

### SPLIT DEPLOYMENT ZONES

At the start of the Deployment Phase, after players select their Cavalry and starting with the player who Kept Initiative, each player must declare whether they will use the left or right Deployment Zone on their side of the table. The other becomes their opponent's Cavalry Deployment Zone (see map).

### ROUGH COUNTRY

At the start of the Deployment Phase, after players have resolved Split Deployment Zones, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside the opponent's Deployment Zones. They can be placed inside a player's own Deployment Zones.

The player who Kept Deployment must place their Circular Templates first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Mountain) and a Saturation Zone.

## CAVALRY COMMANDER

After deploying their Cavalry, a player must declare which Trooper from their Cavalry is their Cavalry Commander. Irregular Troops and those whose Troop Type is REM are not eligible to be Cavalry Commanders.

The Cavalry Commander possesses the Terrain (Total) and Super Jump Special Skills, even if those are not listed on their Unit Profile.

The Cavalry Commander is identified with a Player A or B Token.

## PANOPLIES

There are 3 Panoplies placed on the central line of the table, one at the centre of the table and two 12 inches from the side table edges.

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

### USE PANOPLIES

#### SHORT SKILL

Attack

### REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply.

### EFFECTS

- By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need make a WIP Roll.
- A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
- If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

## PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

# SPECIALIST TROOPS

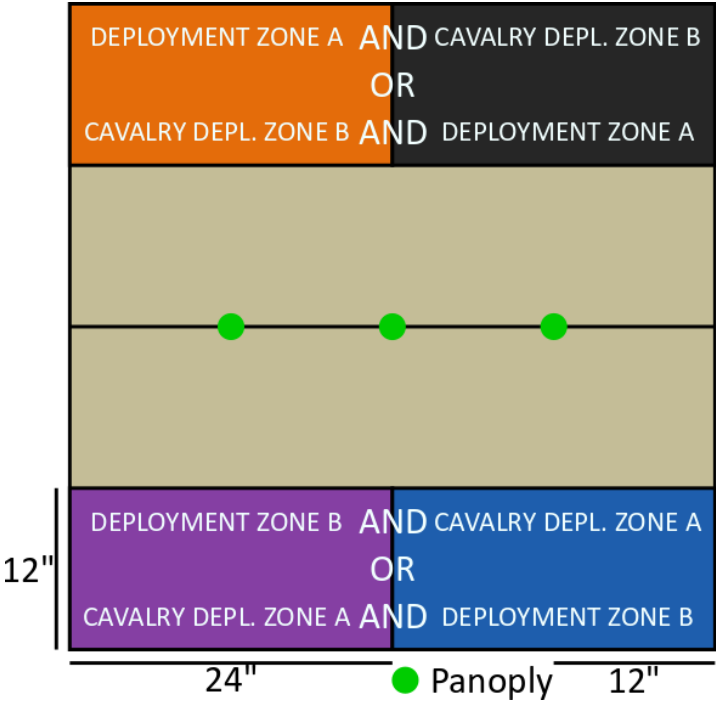
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# CONTAINMENT

Scenario by Corey McCulloch (PappaChu) for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have more Repaired Containment Pods than your opponent (2 Objective Points)
- » At the end of the game, have a Repaired Containment Pod (2 Objective Points per Containment Pod)
- » At the end of the game, have more surviving Victory Points than the adversary (2 Objective Points)

### CLASSIFIED

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

## 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 a Containment Pod.

## SCENARIO SPECIAL RULES

### BIOTECHVORE PLAGUE AREA

Four malfunctioning Biotechvore Containment Pods are spewing Biotechvore plague into the Zone of Control (ZoC) of each Pod (8-inch radius of each Pod).

After each End of Turn Step, all Troopers (both Models and Markers) belonging to the Active Player that are inside the ZoC of a Sabotaged Containment Pod must make a Saving Throw against BTS, with Damage 14. Failing the Saving Roll results in the loss of one point of Wounds/Structure Attribute. The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead of one.

At the end of the third Game Round, any Trooper inside the ZoC of a Sabotaged Containment Pod is automatically killed. Additionally, if **fewer than three** Containment Pods are Repaired, the Biotechvore plague overflows from the containment system and infests the entire table, automatically killing all Troopers.

## CONTAINMENT PODS

There are 4 Containment Pods, one placed at the centre of each quadrant (see map). Each Containment Pod must be represented by an Objective Token or a piece of scenery of the same diameter. All Containment Pods start the game in the Sabotaged State.

A player may have a maximum of two Repaired Containment Pods at any time.

### REPAIR CONTAINMENT POD

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Containment Pod in the Sabotaged State.
- The player must have **fewer than two** Repaired Containment Pods.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Repair the Containment Pod.
- 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.
- On successful roll, the Containment Pod is Repaired. It loses the Sabotaged State.
- A Repaired Containment Pod cannot be Repaired again by the other player. They must first Sabotage the Containment Pod before they can Repair it.
- Player A and Player B Tokens can be used to mark the Repaired Containment Pod. It is recommended each player use a different kind of Token.

### SABOTAGE CONTAINMENT POD

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Containment Pod that has been Repaired by the adversary.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Sabotage the Containment Pod.
- 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.
- On successful roll, the Containment Pod is Sabotaged. It loses the Repaired State. Remove the Player A/B Token from that Containment Pod.

# ENGINEER AND HACKER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to both Repair and Sabotage Containment Pods. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Repair or Sabotage a Containment Pod.

# 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.

# KILLING

Troopers are considered Killed by the adversary when they enter the Dead State, or are in a Null State at the end of the game.

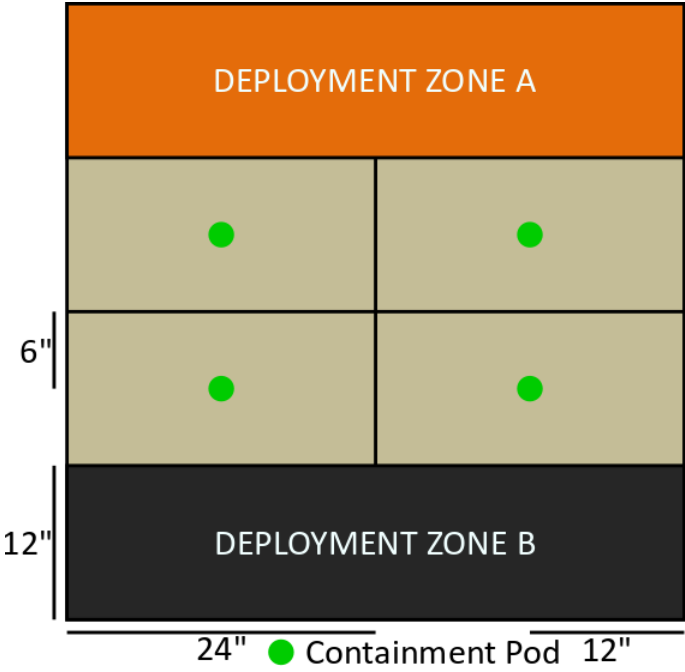
Troopers that **have not been deployed on the game table**, as a Model or Marker, at the end of the game will be considered Killed by the adversary.

# NO QUARTER

In this scenario, the Retreat! rules are **not** used.

# END OF THE MISSION

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



# CONTAINMENT FIELD

Scenario by Steve Cooper (aka Jam800) for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of each Game Round, Dominate at least one Zone of Operations (1 Objective Point)
- » At the end of each Game Round, Dominate more Zones of Operation than your opponent (1 Objective Point)
- » At the end of the game, have at least one Activated Field Generator on the table (1 Objective Point)
- » At the end of the game, have more Activated Field Generators on the table than your opponent (2 Objective Points)
- » At the end of the game, Dominate the central Zone of Operations **and** have a Trooper possessing the Chain of Command or Lieutenant Special Skill in the central Zone of Operations (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	4 in x 24 in
A and B	200	4	32 in x 48 in	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

**Exclusion Zone:** The Exclusion Zone is an area covering 4 inches either side of the central line of the game table. Any Special Skill with Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### FIELD GENERATORS

There are 3 Field Generators place along the central line of the table. One is placed in the centre of the table and the other two are placed 6 inches in from either side edge of the table (4 inches in 150/200/250 point games). A Field Generator must be represented by a 40mm Console Token or with a scenery piece of the same diameter.

All Field Generators start the game in the Inactive State.

In this scenario, Field Generators have a Profile and can be targeted. However, a Field Generator cannot be chosen as the target of an Attack that would also affect Troopers, be they enemy or allied.

NAME	ARM	BTS	STR	S
Field Generator	3	0	3	3
Fixed CC Roll = 8, Gizmokit (Ph=9)				

## AUTOMATED DEFENCE SYSTEM (ADS)

Each Field Generator is equipped with an ADS to avoid tampering with the containment safety protocols. Any Attack made against the Field Generator will trigger a CC Attack in reaction, which automatically rolls an 8. Any CC Attack against the Field Generator is automatically a Face to Face Roll even if the Berserk Special Skill is used. No MODs can be applied to the attacker's CC Attribute. If the ADS's Roll of 8 is a success, the attacker suffers a Stun Ammunition hit, forcing them to make two Saving Rolls against BTS, with Damage 15. The Immunity (Total) Special Skill is not effective against this hit.

## DAMAGE AND DESTROY THE FIELD GENERATORS

A Field Generator can only be damaged by CC Attacks with Weapons possessing the Anti-material Trait, or by placing D-Charges using the Place Deployable Skill.

If a Field Generator's Structure Attribute is reduced to 0 or below, it is destroyed. The Field Generator becomes Inactive, then remove it from the game table.

The Field Generators **can** be the target of the Engineer Special Skill or the GizmoKit piece of Equipment.

ACTIVATE FIELD GENERATOR
SHORT SKILL
Attack
REQUIREMENTS
<ul style="list-style-type: none"><li>► Only Specialist Troops can declare this Skill.</li><li>► The Specialist Troop must be in Silhouette contact with an Inactive Field Generator.</li></ul>
EFFECTS
<ul style="list-style-type: none"><li>► Allows the Specialist Troop to make a Normal WIP Roll to Activate the Field Generator.</li><li>► 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.</li><li>► On successful roll, the Field Generator is Activated and now generates a Containment Field (ZO). Place a Player A/B Token next to the Field Generator to mark which player Activated it.</li><li>► Once a Field Generator has been Activated, it cannot be Activated again by the other player. It can only be made Inactive by destroying it.</li></ul>

## ENGINEER BONUS

Troopers possessing the Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Field Generator. This MOD is not cumulative with any Unit Profile MODs for the Engineer Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Field Generator.

## CONTAINMENT FIELDS (ZO)

In this scenario, there are up to 3 Containment Fields, each created around an Activated Field Generator. A Containment Field is created when a Field Generator is Activated and remain as long as that Field Generator is Activated. Each of these Containment Fields, when present on the table, is a Zone of Operations (ZO).

Each Containment Field has infinite height and extends 8 inches from the outer edge of an Activated Field Generator (3 inches in 150 point games, 5 inches in 200/250 point games).

Any Trooper whose base is completely within a Containment Field is immune to the effects of the Radiation Leak.

## DOMINATE ZONE OF OPERATIONS

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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 the ZO.

## RADIATION LEAK

A massive Radiation Leak has been detected and is quickly flooding the area. This will prove fatal to those left exposed to its effects for too long. All Troopers in the area must seek immediate shelter.

As the mission progresses, the Radiation Leak will steadily worsen.

### Game Round 1 – Radiation Leak Detected

A massive Radiation Leak has been detected. All personnel are advised to seek shelter within the nearest Containment Field immediately.

During the first Game Round, Troopers are not affected by the Radiation Leak and can act and operate normally.

### Game Round 2 – Atmospheric Ionisation

The radiation levels are high enough to affect Troopers caught in the Radiation Leak, damaging equipment and impairing a Trooper's ability to operate effectively.

In Game Round 2, at the start of each player's turn, all Troopers (both Models and Markers) on the table belonging to the Active player that have any part of their base inside either Deployment Zone must make a Saving Roll against BTS, with Damage 14. Failing the Saving Roll causes the Trooper to enter the Stunned State. The Immunity (Total) Special Skill is not effective against this hit.

### Game Round 3 – Radiation Poisoning

As the radiation levels in the area increase, Troopers are at risk of receiving a lethal dose of radiation if they do not evacuate to a Containment Field quickly enough.

In Game Round 3, at the start of each player's turn, all Troopers (both Models and Markers) on the table belonging to the Active player that are not completely within a Containment Field must make a Saving Roll against BTS, with Damage 14. Failing the Saving Roll causes the Trooper to lose 1 point from their Wounds/Structure Attribute and enter the Stunned State. The Immunity (Total) Special Skill is not effective against this hit.

## EQUIPMENT MALFUNCTION

If a Trooper is in a Marker State (Camouflage, Impersonation, Holomask, HoloEcho, Decoy...) and must make a Saving Roll caused by the Radiation Leak, they will be revealed automatically, even if this is not a normal conditions for the cancellation of their Marker state.

## KEY-OPS

The Key Ops is a special-tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in initiative order, players must declare which Trooper from their Army List is their Key Ops. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in any Marker State. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho.. etc). Also, Irregular Troops and Troops whose Troop Type is REM or TAG are not eligible to be Key Ops.

The Key Ops possesses the Terrain (Total) Special Skill and also D-Charges even if those are not listed on their Unit Profile.

The Key Ops is identified with a Player A or Player B Token.

## KEY-OPS SPECIAL ORDER

The Trooper identified as the Key Ops with the Player A or Player B Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order, or be used in a Fireteam.

## RADIATION SHIELDING

The Key-Ops and Troopers possessing the Engineer Special Skill are not affected by Stunned State caused by the Radiation Leak. They still suffer all other effects (loss of marker state, damage in Game Round 3...).

## SHASVASTII

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

## BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the Zone of Operations.

## 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.

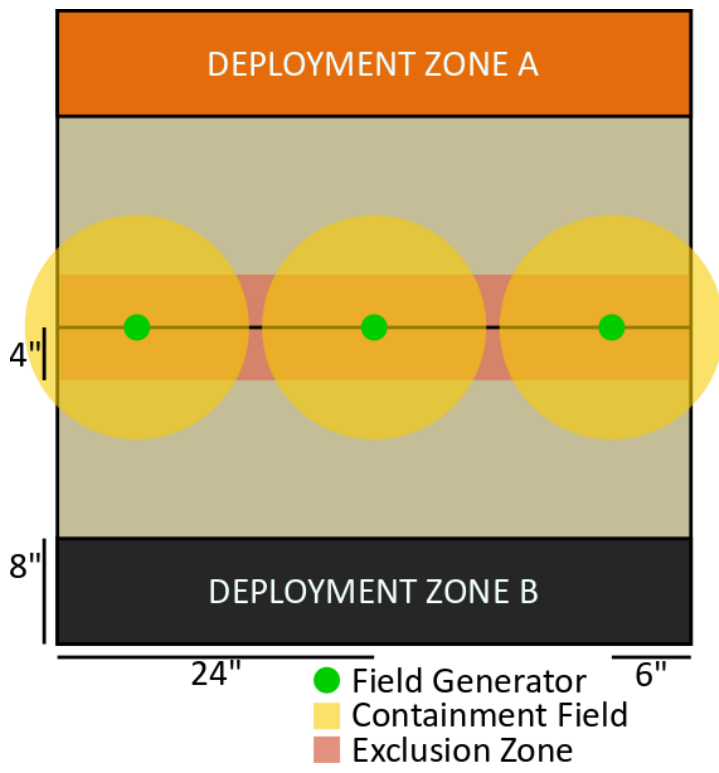
Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

## NO QUARTER

In this scenario, the Retreat! rules are **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**.



# CROWD CONTROL

Scenario by Lockie Carter for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have a Civilian in the CivEvac State and completely within your Deployment Zone (1 Objective Point each)
- » At the end of the game, have more Civilians in the CivEvac State and completely within your Deployment Zone than the adversary has in their Deployment Zone (2 Objective Points)
- » At the end of the game, have more Civilians in the CivEvac State and completely within your half of the table than the adversary has in their half of the table (1 Objective Point)

### CLASSIFIED

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

## 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 allowed to deploy in Silhouette contact with a Civilian.

## SCENARIO SPECIAL RULES

### CIVILIANS

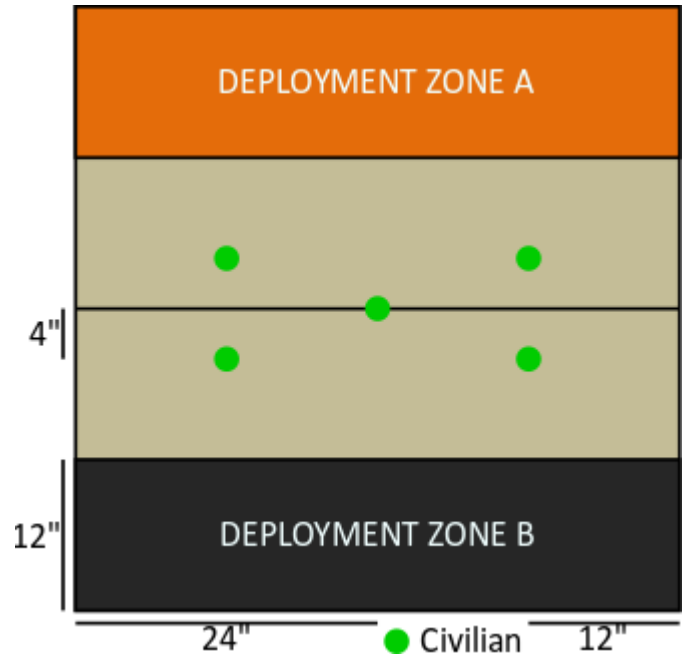
There are 5 Civilians placed on the table. One is at the centre of the table. The other 4 are placed 4 inches from the central line and 12 inches from the side edges of the board in a 300/400 point game (8 inches in a 200/250/150 point games).

In this scenario, Specialist Troops can have up to two Civilians in the CivEvac State at the same time. All other Troopers able to declare CivEvac can only have on Civilian in the CivEvac State at a time.

### CROWD ZONES

After placing the 5 Civilians on the table, place a Circular Template centred on each of them. During the game, each of these Crowd Zones is treated as both a Low Visibility Zone and a Saturation Zone. Troopers equipped with a Biometric Visor may ignore the effects of Crowd Zones.

The first time a Civilian enters the CivEvac State, remove its corresponding Crowd Zone from the table.



### 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.

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

**Editor's Note:** Twenty-four sectorals/armies in the game do not have access to Biometric Visors, making the Biometric Visor exception to the Crowd Zones rule imbalanced in favour of a minority of armies. I recommend Biometric Visors only ignore the Low Visibility part of Crowd Zones and do not ignore the Saturation Zone.



# DATA EXTRACTION

Scenario by Andrea Carbone for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of each Game Round, have an Activated Communication Antenna (2 Objective Points)
- » At the end of the game, have a Hacked Console (1 Objective Point for each Hacked Console, up to a maximum of 3 Objective Points)
- » At the end of the game, have at least one HVT in CivEvac (1 Objective Points)
- » At the end of the game, have an HVT in CivEvac in your Deployment Zone (1 Objective Points, up to a maximum of 10 Objective Points)

### 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

## SCENARIO SPECIAL RULES

### ICE – INTRUSION

### COUNTERMEASURE ELECTRONICS

When trying to Hack a Console or Activate a Communication Antenna previously Hacked or Activated by the opponent, Troopers suffer a -3 MOD to their WIP Roll.

### AUTOMATED DEFENCE TURRETS

An Automated Defence Turret is a game element with a Unit Profile that does not belong to the Army List of any player. It cannot be part of any Combat Group and does not provide Orders to any Order Pool.

Automated Defence Turrets are Enemies to both players and consider both players' Troopers as Enemy Models unless another rule, Special Skill, or piece of Equipment states otherwise (for example, Impersonation). As Enemy Models, they can prevent the use of Skills and Equipment that require the Trooper to be outside LoF of the Enemy, such as returning to the Camouflaged or Holoecho State.

Automated Defence Turrets do not generate AROs.

Automated Defence Turrets are fixed to the floor and cannot move. They must be represented by a Model or piece of scenery with the same Silhouette value (for example, Turrets from the Defiance Scenery or Fiddler's Turrets).

Automated Defence Turrets are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LoF or in Silhouette contact.

When the STR Attribute value of an Automated Defence Turret is 0 or less, it is removed from the game table.

### AUTOMATED DEFENCE TURRET

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	8	11	--	--	4	3	2	2
<b>Equipment:</b> 360° Visor, X-Visor <b>Special Skills:</b> Total Reaction				<b>BS Weapons:</b> Combi Rifle (+1 Damage) <b>Melee Weapons:</b> PARA (-6) CCW				

### CONSOLES

There are 4 Consoles placed on the table. Two Consoles are on the central line of the table, 6 inches from the board edge, and two Consoles are centred at the front of the Deployment Zones (see map).

Each Console must be represented by a Console 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).

HACK CONSOLE
SHORT SKILL
Attack
REQUIREMENTS
<ul style="list-style-type: none"><li>► Only Specialist Troops can declare this Skill.</li><li>► The Specialist Troop must be in Silhouette contact with a Console.</li></ul>
EFFECTS
<ul style="list-style-type: none"><li>► Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console.</li><li>► 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.</li><li>► A Hacked Console can be Hacked again by the other player, applying the same procedure. In this case, both players will count that Console as Hacked.</li><li>► On successful roll, the player may choose one of the Automated Defence Turrets. The chosen Turret is no longer considered an Enemy Trooper for that player and the Turret no longer considers that player's Troopers as Enemy Models.</li><li>► Player A and Player B Tokens can be used to mark the Activated Communication Antenna and non-Enemy Automated Defence Turret. It is recommended each player use a different kind of Token.</li></ul>

# HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Hack a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Hack a Console.

# COMMUNICATION ANTENNA

There is one Communication Antenna placed at the centre of the board.

The Communication Antenna must be represented by a Transmission Antenna Token or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE COMMUNICATION ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

▶ Only Specialist Troops can declare this Skill.

▶ The Specialist Troop must be in Silhouette contact with the Communication Antenna.

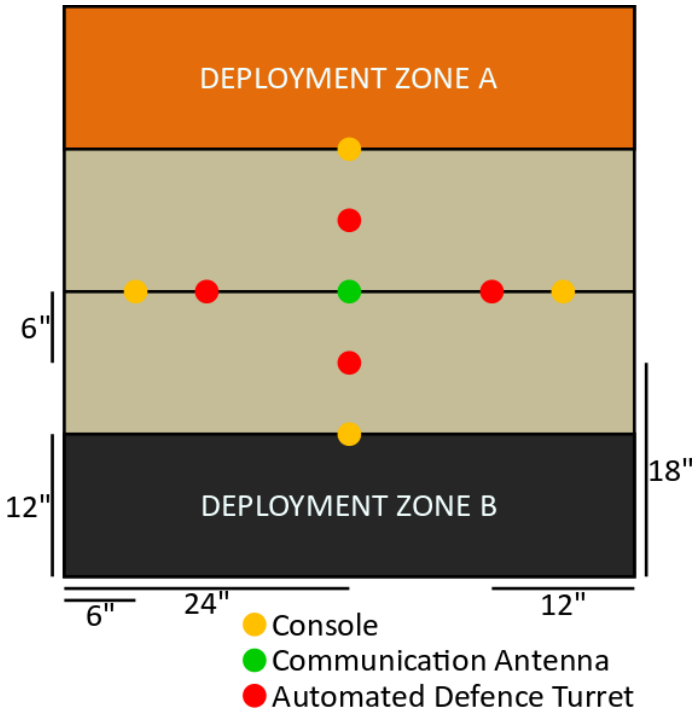
EFFECTS

▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the 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 the roll.

▶ An Activated Communication Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Communication Antenna is no longer Activated by the adversary.

▶ Player A and Player B Tokens can be used to mark the Activated Communication Antenna. It is recommended each player use a different kind of Token.



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

# ENGINEER AND CHAIN OF COMMAND BONUS

Troopers possessing the Engineer or Chain of Command Special Skill have a

MOD of +3 to the WIP Rolls necessary to Activate a Communication Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

# AUTHORISED PERSONNEL

When trying to Activate a Communication Antenna, Troopers suffer a -3 MOD to their WIP Rolls for each of the 4 Consoles not Hacked by the player. If the player has at least one HVT the CivEvac state, the Authorised Personnel modifier does not apply.

# 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.

# DATA HEIST

Scenario by Richard Rushforth for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end the game, have Activated the Data Vault (1 Objective Point)
- » At the end of the game, Control an Info-Cube (1 Objective Point for each Controlled Info-Cube)
- » At the end of the game, have Downloaded Data Packets:

Data Packets Downloaded	Objective Points
1 to 5 Data Packets	1
6 to 10 Data Packets	2
11 to 15 Data Packets	3
16 or more Data Packets	4

- » At the end of the game, have Downloaded more Data Packets than your adversary (1 Objective Points)
- » Kill more Specialist Troops than the adversary (2 Objective Points)

### 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

**Restricted Access Zone:** The Restricted Access Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table.

The Restricted Access Zone is applicable **only** during the Deployment Phase. Therefore, it will **not** affect use of Airborne Deployment Special Skill used during a player's turn.

Any Trooper deploying within the Restricted Access Zone must make a PH Roll with a -3 MOD. This Roll replaces any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll.

For example, a Trooper with Infiltration must make a Roll if they deploy within the Restricted Access Zone. There will be a -3 MOD to deploy in their half of the game table, or a -6 MOD to deploy in the opponent's half of the game table.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is

always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

It is not permitted to deploy in Silhouette contact with the Data Vault or Tech-Coffins.

## SCENARIO SPECIAL RULES

### DATA VAULT

There is 1 Data Vault placed in the centre of the table. A Data Vault must be represented by a 40mm Token or piece of scenery of Silhouette size 3.

#### ACTIVATE DATA VAULT

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Data Vault.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Data Vault.
- 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.
- An Activated Data Vault can be Activated again by the other player, applying the same procedure. In this situation, the Data Vault no longer counts as Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Data Vault. It is recommended each player uses a different kind of Token.

## FORWARD OBSERVER BONUS

Troopers possessing the Forward Observer Skill have a MOD of +3 to the WIP Rolls necessary to Activate the Data Vault. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate the Data Vault.

## TECH-COFFINS

There are 2 Tech-Coffins on the central line of the table. They are placed 12 inches from the table edges in a 300/400 point game (8 inches in 200/250 points, 4 inches in 150 points). Tech-Coffins must be represented by a 40mm Token or piece of scenery of Silhouette size 3.

## INFO-CUBE

An Info-Cube must be represented by a 25mm Token.

## CONTROLLING AN INFO-CUBE

An Info-Cube is Controlled by a player if 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.

EXTRACT INFO-CUBE
SHORT SKILL
Attack
REQUIREMENTS
<ul style="list-style-type: none"> <li>▶ Only Specialist Troops or Troopers with the Booty Special Skill can declare this Skill.</li> <li>▶ The Specialist Troop or Trooper with the Booty Special Skill must be in Silhouette contact with a Tech-Coffin.</li> </ul>
EFFECTS
<ul style="list-style-type: none"> <li>▶ Allows the Specialist Troop or Troop with the Booty Special Skill to make a Normal WIP Roll to Extract and Pick Up an Info-Cube.</li> <li>▶ 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.</li> <li>▶ On successful roll, place an Info-Cube Token on the table in Silhouette contact with the Trooper, then remove that Tech-Coffin from the game table.</li> <li>▶ If a scenery item is used for the Tech-Coffin instead of a Token, keep it on the table but place a Player A/B Token beside it to mark that the Info-Cube has been Extracted.</li> </ul>

## ENGINEER AND BOOTY BONUS

Troopers possessing the Engineer and/or Booty Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract an Info-Cube. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract an Info-Cube.

## DOWNLOAD DATA PACKETS

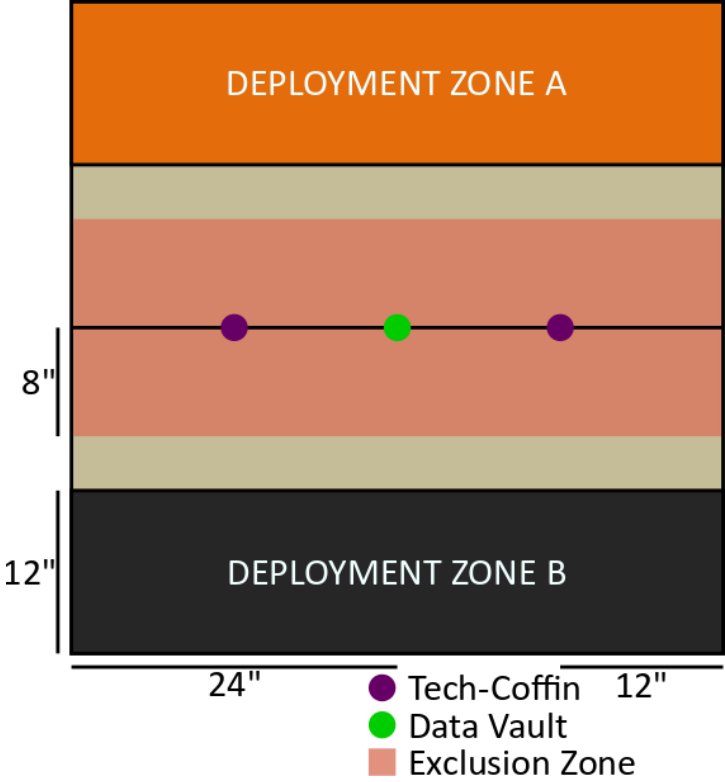
Data Packets can either be Downloaded from the Activated Data Vault or from Controlled Info-Cubes.

At the end of **each player turn**, calculated the number of Data Packets each player has downloaded this turn and add them to their current total.

- » Download 2 Data Packets from having Activated the Data Vault.
- » Download 1 additional Data Packet if the Activated Data Vault is Boosted.
- » Download 1 Data Packet for each Controlled Info-Cube.

A player can Download a maximum of 5 Data Packets per player turn.

PICK UP INFO-CUBE
SHORT SKILL
Attack
REQUIREMENTS
The Trooper should be in one of the following situations: <ul style="list-style-type: none"> <li>▶ Be in Silhouette contact with an allied Trooper in a Normal State with an Info-Cube Token.</li> <li>▶ Be in Silhouette contact with an unaccompanied Info-Cube Token.</li> </ul>
EFFECTS
<ul style="list-style-type: none"> <li>▶ Spending one Short Skill, without a roll, any Trooper can pick up an Info-Cube in any of the situations previously mentioned.</li> <li>▶ The Trooper must satisfy the Common Rules of Info-Cubes.</li> </ul>



## BOOST DATA VAULT

The Data Vault is Boosted by a player when that player has at least one Specialist Troop (as a Model, not a Marker) in Silhouette contact with the Data Vault and there are no enemy Models in Silhouette contact with the Data Vault. Models in a Null State cannot do either.

## COMMON RULES OF INFO-CUBES

- » Each Model can carry a maximum of 1 Info-Cube. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Info-Cubes.
- » Only Models, not Markers (Camo, Impersonation, Holoechoes...) can carry Info-Cubes.
- » The Info-Cube Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

## HVT NOT USED

In this scenario, the HVT Model rules are not applied. Players will not deploy the HVT Model on the game table.

## 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.

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

# DEMOLITION RUN

Scenario by Harrison Lindner for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Successfully Plant one of your Bombs (1 Objective Point per Bomb)
- » Detonate one of your Bombs (2 Objective Points per Bomb)
- » Fully Disarm one of the enemy Bombs **OR** at the end of the game, the enemy has not Planted both their Bombs (1 Objective Point)
- » At the end of the game, no enemy Bombs have Detonated (1 Objective Point)

### CLASSIFIED

- » Each player has 3 Classified Objectives (1 Objective Point each, maximum of 2 Objective Points – See Intelcom Card rule)

## 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

## SCENARIO SPECIAL RULES

### BOMBS

Each player start the game with 2 friendly Bomb Tokens. Bombs must be represented by a 25mm Bomb Token.

At the end of the Deployment Phase, in deployment order, each player nominates up to 2 models **inside their Deployment Zone**. These models must satisfy the Common Rules for Bombs. Assign your Bomb Tokens to your nominated models.

### COMMON RULES OF BOMBS

- » Each Model can carry a maximum of 1 Bomb. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Bombs.
- » Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry Bombs.
- » The Bomb Token must always be kept on the table, even if the Model which is carrying it enters a Null State.
- » If a Model in possession of a Bomb Token would be removed from the table, place its Bomb Token in the Model's final position.
- » Once a Bomb is Armed, it cannot be carried by any troop.

### PLANT BOMB

#### SHORT SKILL

#### Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be carrying a friendly Bomb Token.
- The Specialist Troop must be completely within 16 inches of the opponent's table edge and in Silhouette contact with a Scenery Building or Scenery Item that has not previously been the target of a successful Plant Bomb skill.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Plant the Bomb.
- 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.
- On a successful roll, place the Bomb Token in Silhouette contact with both the Specialist Troop and the Scenery Building/Item. Place 2 Armed Counters on the Bomb. The Bomb is now considered Armed.

## ENGINEER AND FORWARD

### OBSERVER BONUS

Troopers possessing the Engineer or Forward Observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Plant a Bomb. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Plant a Bomb.

### ARMED BOMBS

At the start of each **player** turn, add 1 Armed Counter to all Armed Bombs on the table. If any Bomb has 4 Armed Counters, it Detonates. Place a circular template centred on each Bomb that has Detonated. All Troopers within the template must make an ARM Saving Roll against Damage 15 with Explosive. Then, remove the Detonated Bomb Tokens from the table.

PICK UP BOMB

SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in one of the following situations:

- ▶ Be in Silhouette contact with an allied Trooper in a Normal State with a friendly Bomb Token that is **not** Armed.
- ▶ Be in Silhouette contact with an unaccompanied friendly Bomb Token that is **not** Armed.

EFFECTS

- ▶ A Trooper can Pick Up a Bomb in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- ▶ The Trooper must satisfy the Common Rules for Bombs.

## INTELCOM CARD (DISRUPTION)

When a player fulfils a Classified Objective, that player may choose to reveal that card. A Classified revealed in this way is removed from the game and cannot be used to score Objective Points.

When a player reveals a card in this way, they may nominate on of their Armed Bombs on the table. In their opponent’s next player turn, the first Defuse Bomb Skill used on the selected Bomb automatically fails.

## DEFENSIVE TURRET F-13

Before the Deployment Phase, each player must place a Defensive Turret F-13 totally inside their Deployment Zone.

The player that kept Deployment is the first one to place their Defensive Turret F-13.

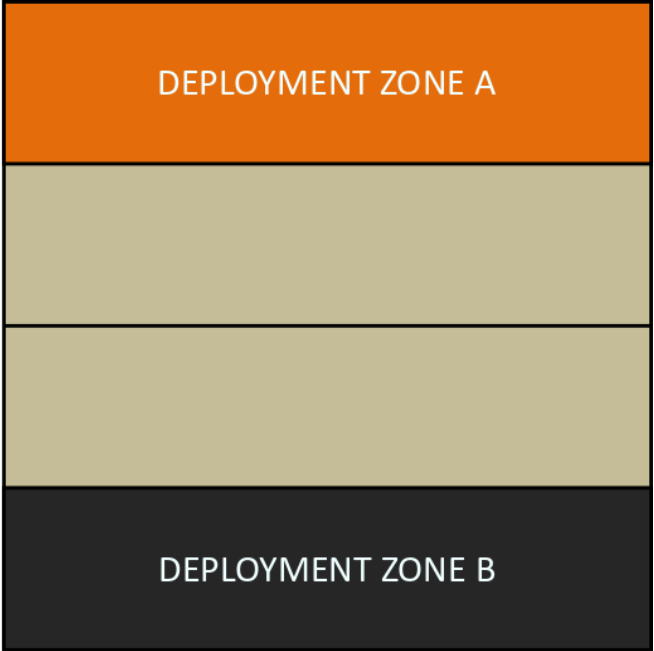
These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler’s Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

### ISC: TURRET F-13

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2
Equipment: 360° Visor Special Skills: Total Reaction				BS Weapons: Combi Rifle Melee Weapons: PARA (-3) CCW				



## 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.

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

# DROPSHIPPING

Scenario by Lewis Mikulic for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, Control at least one Supply Box **not** within a ZO (2 Objective Points)
- » At the end of the game, Control more Supply Boxes **not** within a ZO than the adversary (3 Objective Points)
- » Download the Ship's Log (1 Objective Point)
- » At the end of the game, Dominate the Dropship (3 Objective Points)

### CLASSIFIED

- » Each player has one Classified Objective (1 Objective Point)

## 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

**Temporary Exclusion Zone (Zone of Operations):** The Zone of Operations is a Temporary Exclusion Zone. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area. This restriction is removed after the Dropship Takes Off.

**Airborne Dropship:** After the Dropship Takes Off, Troopers with the Combat Jump Special Skill may deploy onto the Dropship, deploying fully within the Dropship and in base contact with a Gate. All normal modifiers apply to this roll. Troopers with the Parachutist Special Skill may deploy within the Dropship as though they had the Combat Jump Special Skill but apply an additional -3 MOD to their PH Roll.

## SCENARIO SPECIAL RULES

### THE DROPSHIP (ZO)

The Dropship is represented by an Objective Room in the centre of the table with Wide Gates. The Dropship is the Zone of Operations (ZO). Within the Dropship's corners are four Tech-Coffins, each containing a Supply Box. The Dropship's Console is placed at the centre of the ZO.

Supply Boxes completely within the Dropship do not count as Controlled for scoring purposes.

## DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

### DOWNLOAD SHIP'S LOG

SHORT SKILL

Attack

### REQUIREMENTS

- Only Specialist Troops can declare this skill.
- The Specialist Troop must be in Silhouette contact with the Ship's Console.

### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Download the Ship's Log.
- 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.
- On successful roll, the player counts as having Downloaded the Ship's Log for scoring. The other player may still Download the Ship's Log, applying the same procedure. In this case, both players will count as having Downloaded the Ship's Log.
- If the Ship's Logs are successfully Downloaded during the first Game Round, the Dropship will Take Off at the end of the first Game Round.

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

## TAKE OFF

At the end of the second Game Round, the Dropship Takes Off. If a player Downloaded the Ship's Log during the first Game Round, it Takes Off at the end of the first Game Round.

When the Dropship Takes Off, models within ZoC of the Dropship may Dodge as an ARO to either enter or leave the Dropship. Mark the position of the four corners of the Dropship, then remove the Dropship from the table. This area is now the Launch Area.

The Launch Area is a Saturation Zone for the remainder of the game.

If there are any unopened Tech-Coffins, place a Supply Box Token in the centre of the Launch Area and remove a random Tech-Coffin from the table.

Place the Dropship beside the game board. All game elements (Models, Markers, Tech-Coffins...) entirely within the Dropship remain in the same position as they were before Take Off. Troopers in the Dropship still generate Orders for and may spend Orders from their Order Pool as normal.

The inside of the Dropship is now a Low Visibility Zone (-3) for the remainder of the game.



## EXTRACT UNSECURED SUPPLY BOX

### SHORT SKILL

#### Attack

### REQUIREMENTS

- The Trooper must be in Silhouette contact with a Tech-Coffin.

### EFFECTS

- Allows the Trooper to make a Normal WIP Roll to Extract and Pick Up the Supply Box.
- Specialist Troops automatically pass this WIP Roll.
- 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.
- On successful roll, place a Supply Box Token next to the Trooper and remove the Tech-Coffin 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/B Token must be placed besides it to mark that the Supply Box has been extracted.

## PICK UP SUPPLY BOX

### SHORT SKILL

#### Attack

### REQUIREMENTS

The Trooper must be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a Supply Box Token.
- Be in Silhouette contact with an unaccompanied Supply Box Token.

### EFFECTS

- A Trooper can Pick Up a Supply Box in any of the situations previously mentioned by spending one Short Skill, without needing to perform a roll.
- The Trooper must satisfy the Common Rules for Supply Boxes.

## 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, not Markers (Camo, Impersonation, Holoechos...) can carry Supply Boxes.

» The Supply Box Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

## CONTROLLING A SUPPLY BOX

A Supply Box is Controlled by a player if 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.

## EVO HACKER BONUS

In this scenario, those Troopers possessing an EVO Hacking Device provide 1 extra Regular Order to their Combat Group's Order Pool. The maximum number of extra Orders they can provide is 1 per Army List.

## FLEE THE DROPSHIP

### ENTIRE ORDER

#### Movement

### REQUIREMENTS

- Only Troopers with the Parachutist and/or Combat Jump Special Skills may declare this skill.
- The Trooper must be on the Dropship after it Takes Off.

### EFFECTS

- Allows the Trooper to deploy to the battlefield from the Dropship using the Combat Jump Special Skill, making all rolls as normally required.
- If the Trooper is holding a Supply Box, they suffer a -3 MOD to their Combat Jump roll.
- If the roll is failed, the Trooper must deploy anywhere within the Launch Area instead of along a board edge.

## EMERGENCY ESCAPE

### ENTIRE ORDER

#### Movement

### REQUIREMENTS

- Only Troopers with the Courage, Religious Trooper, and/or Remote Presence Special Skills may declare this skill.
- The Trooper must be on the Dropship after it Takes Off.

### EFFECTS

- Allows the Trooper to make a normal WIP Roll. Troopers with the Remote Presence and/or G: Jumper Special Skills automatically pass this WIP Roll.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Long Skill and making the roll.
- On a successful roll, the Trooper may deploy anywhere within the Launch Area. After placing the Trooper, they must make a Saving Throw against Damage 18 with the Continuous Damage and ARM=0 traits.

## CORSAIR

In this scenario, both players can add one extra Bashi Bazouk (any weapon option) even if they are not available in their army without applying Cost or SWC.

This Trooper does not count towards a Combat Group's Limit of ten Troopers or the Army List's limit of fifteen Troopers.

For the purposes of this scenario, the Bashi Bazouk is a Specialist Troop with no change in their Cost and SWC.

## 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.

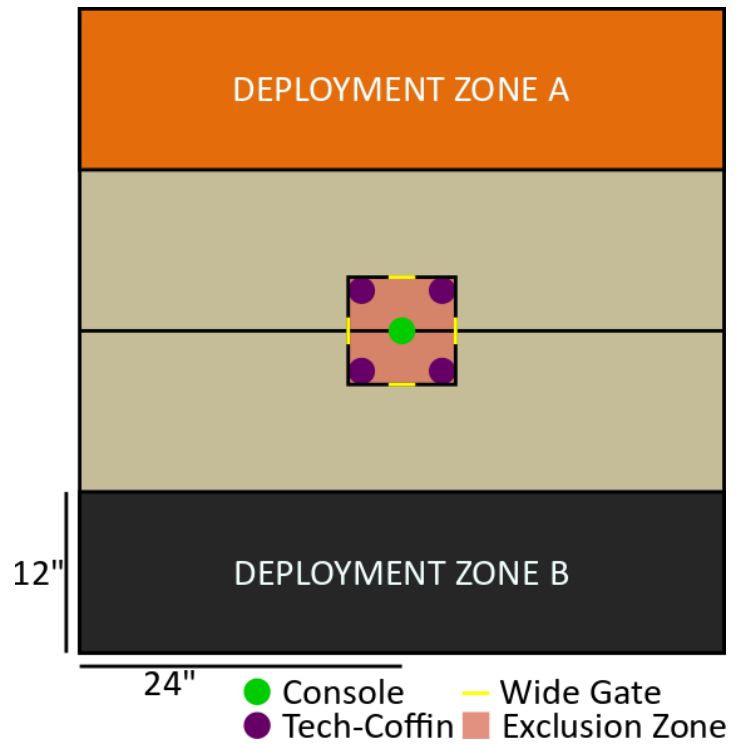
Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.



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



# EMERGENCY EVAC

Scenario by Link and Ghost in the Shed for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have Evacuated more Army Points than the adversary (3 Objective Points)
- » At the end of the game, have Evacuated one or more Essential Personnel (1 Objective Point)
- » At the end of the game, have Evacuated more Essential Personnel than the adversary (1 Objective Point)
- » At the end of the game, have Activated both Communication Antennas (1 Objective Point)
- » At the end of the game, Control a Communication Antenna (1 Objective Point each)

### CLASSIFIED

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

## 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	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

**Exclusion Zone:** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with a Communication Antenna.

## SCENARIO SPECIAL RULES

### EVAC ZONE (ZO)

In this scenario the Evac Zone is a Zone of Operations (ZO).

Placed in the centre of the table, it covers an area of 8 by 8 inches. To represent the Evac Zone, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, 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). The Gates of the Evac Zone are open at the start of the

game. The Gates must be represented by Wide Gate Tokens or scenery pieces with the same size.

### COMMUNICATION ANTENNAS

There are 2 Communication Antennas placed 10 inches from the centre of the table and 24 inches from the side table edge (6 inches and 12 inches in 150 point games).

Each Communication Antenna must be represented by a Transmission Antenna Token or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

### CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

#### ACTIVATE COMMUNICATION ANTENNA

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact a Communication Antenna
- The player has not successfully Activated that Communication Antenna.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the 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 the roll.
- On successful roll, the Communication Antenna is Activated. If this is the second or third Game Round, this will also Request Evac.
- An Activated Communication Antenna can be Activated again by the other player, applying the same procedure. In this case, both players will count that Communication Antenna as Activated.
- 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.

### EVAC REQUEST

During the End of Turn step of a player turn during which an Evac is Requested, all Troopers, **both allied and enemy**, inside the Evac Zone and in a non-Null State are removed from the table. They are considered to have been Evacuated. A Trooper is considered inside the Evac Zone if more than half their base is inside the Evac Zone.

For the purposes of end of game scoring, only the player who owned an Evacuated Trooper counts it towards their Army Points Evacuated, regardless of which player triggered the Evac Request.

## EVACUATED TROOPERS

When a Trooper is Evacuated, remove it from the game table and set it aside for later scoring. An Evacuated Trooper cannot return to the game table for any reason. They are no longer considered to be part of any Combat Group and no longer generate Orders during the Order Count Phase.

## ESSENTIAL PERSONNEL

For the purposes of this scenario, only Lieutenants and Troopers possessing the Number 2, NCO, or Chain of Command Special Skills are considered Essential Personnel. Troopers with a Trooper Classification of Headquarters Troopers or Character also are considered Essential Personnel.

## ESSENTIAL PERSONNEL BONUS

In this scenario, each Essential Personnel that has been Evacuated counts as an additional 20 Army Points for end of game scoring.

## 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.

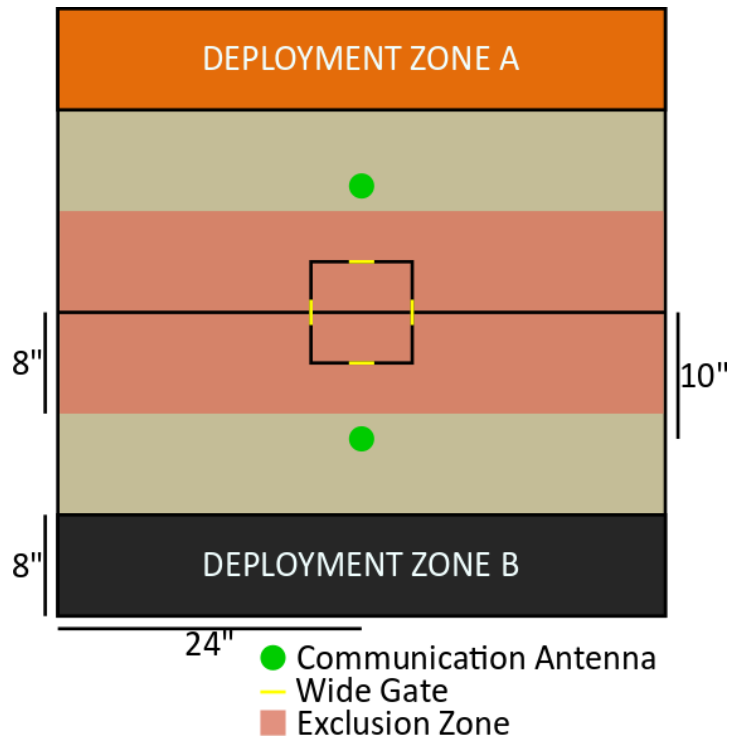
Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

## NO QUARTER

In this scenario, the Retreat! rules are **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**.



# EXPUNGE

Scenario by Ethan Pearson for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Upload a Data Packet to the enemy Server closest to your Deployment Zone (2 Objective Points)
- » Upload a Data Packet to the enemy Server farthest from your Deployment Zone (4 Objective Points)
- » At the end of the game, have Uploaded more Data Packets than your opponent (2 Objective Points)
- » At the end of the game, Control the Console (2 Objective Points)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point, but only if the player has less than 10 Objective Points)

## 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

**Exclusion Zone:** The Exclusion Zone is the area covering 6 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### SERVERS

Each player has 2 Servers, placed 12 and 18 inches from their table edge and 24 inches from the side table edge. A Server 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).

### CONSOLE

There is 1 Console placed at the centre of the game table.

The Console must be represented by a Console 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).

## CONTROL A CONSOLE

A Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

## ANTENNAS

There are two Antennas placed on the central line of the table, 12 inches from each table edge.

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

### EXTRACT DATA PACKET

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with an Antenna.
- The player has not successfully Extracted a Data Packet from that Antenna.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Extract and Pick Up a Data Packet.
- 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.
- On successful roll, place a Data Packet Token next to the Specialist.
- After successfully Extracting a Data Packet, the player may not use the Extract Data Packet Short Skill on that Antenna for the remainder of the game.

## CONSOLE LINK

While you Control the Console, your Specialist Troops receive a +3 MOD to their WIP Roll to Extract a Data Packet.

### PICK UP DATA PACKET

SHORT SKILL

Attack

#### REQUIREMENTS

The Trooper must be in one of the following situations:

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

#### EFFECTS

- A Trooper can Pick Up a Data Packet in any of the situations previously mentioned by spending one Short Skill, without needing to perform a roll.
- The Trooper must satisfy the Common Rules for Data Packets.

## COMMON RULES OF DATA PACKETS

» Each Model can carry a maximum of 1 Data Packet. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Data Packets.

» Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry Data Packets.

» The Data Packet Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

## UPLOAD DATA PACKET

While in Silhouette contact with an enemy Server, a Trooper may Upload a Data Packet in their possession by spending a Short Skill, without needed to perform a roll.

## SPECIALIST TROOPS

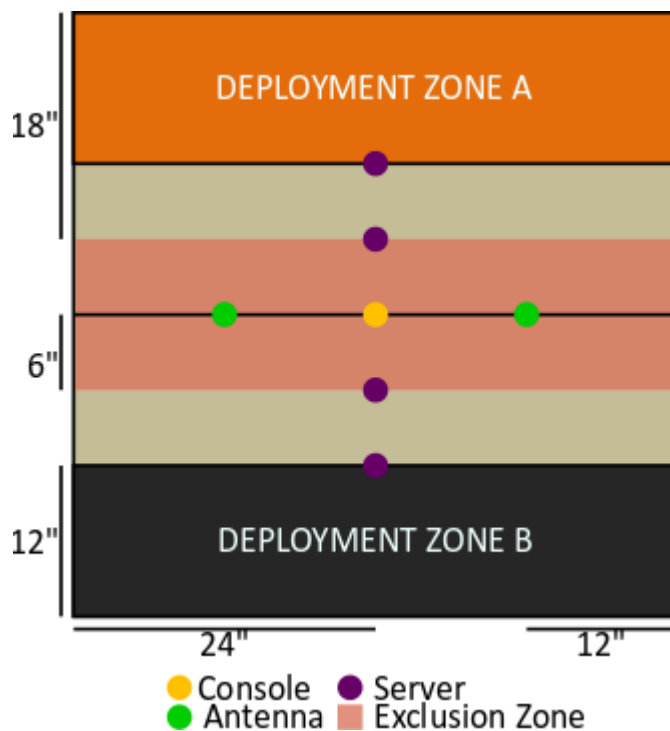
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# EXTRACT & ESCAPE

Scenario by Toasty (NYC Warcor) with assistance from Khavron for the Loss of Lieutenant Custom Mission Challenge 2023

## BACKGROUND

An aspect of Aleph with sensitive intel has gone rogue and is transmitting itself to a remote comms station. Activate the beacons to facilitate its download, transfer the aspect into the comms gear of your hackable troops by dominating the objective room, then secure the sensitive intel by extracting the AI cores.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

Certain Objectives can only be scored during specific Game Rounds. Achieving an objective on a different round than the one specified does not award Objective Points.

#### Game Round 1:

- » At the end of the first Game Round, have at least one Activated Beacon (2 Objective Points)
- » **Either** be the first player to Activate a Beacon **OR** have two Activated Beacons at the end of the first Game Round (1 Objective Point)

#### Game Round 2:

- » At the end of the second Game Round, Dominate the Objective Room (2 Objective Points)
- » At the end of your second player turn, have a Hackable Trooper or Data Tracker inside the Objective Room in a non-Null State (1 Objective Point)

#### Game Round 3:

- » At the end of the third Game Round, Control more AI Cores than the adversary (2 Objective Points)
- » At the end of your third player turn, Control an AI Core entirely within your own Deployment Zone (1 Objective Point)

#### End of Game:

- » At the end of the game, have more Victory Points than the adversary (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

**Exclusion Zone:** The Exclusion Zone is the area covering 4 inches (2 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### BEACONS

There are 3 Beacons placed in the centre of the table, one Beacon in the centre of the Objective Room and two on the centre line, 8 inches from either table edge. Beacons must be represented by a Silhouette size 5 piece of terrain.

#### ACTIVATE BEACON

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Beacon that has not been Activated by the adversary.
- The player has activated fewer than two Beacons.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Beacon.
- 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.
- After a successful WIP Roll, mark the Activated Beacon with a Player A/B Token. Then, if both exterior Beacons are Activated, change the Wide Gates of the Objective Room to Open.

## OVERLOAD PREVENTION SYSTEM

A player cannot have more than two Activated Beacons. Once a player has two Activated Beacons, they can no longer use the Activate Beacon Short Skill.

## OBJECTIVE ROOM (ZO)

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

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

In game terms it is considered to have walls of infinite height that completely block Line of Fire.

The Gates of the Objective Room are Closed at the start of the game. The Gates must be represented by Wide Gate Tokens or scenery pieces of the same size. The Gates will Open after both exterior Beacons are Activated. At the start of the second Game Round, the Gates Open if they are not already Open.

## DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers

represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

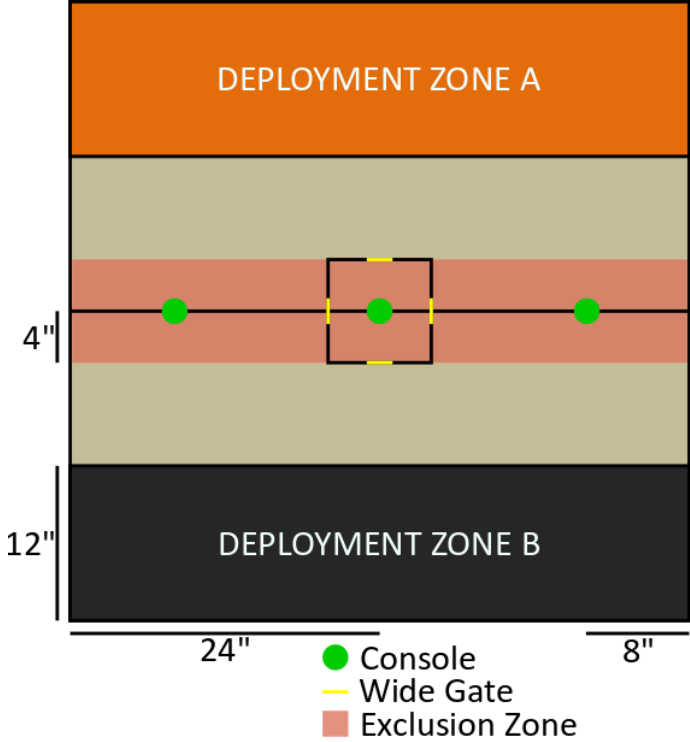
A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

## DATA TRACKER

At the end of the Deployment Phase, players must declare which Trooper from their Army List is the Data Tracker. The Trooper chosen must always be deployed as a Model on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker State. This Trooper must always be on the game table as a Model and not as a Marker. Also, Impetuous or Irregular Troops are not eligible to be Data Tracker. The Data Tracker is identified with a DataPack Token.

In this mission, the Data Tracker does not need to make a WIP Roll when using the Extract AI Core Short Skill.

EXTRACT AI CORE
SHORT SKILL
Attack
REQUIREMENTS
<ul style="list-style-type: none"><li>▶ Any <b>Non-Impetuous</b> Troop can declare this Skill.</li><li>▶ Impetuous Troops who are also Specialists can declare this Skill.</li><li>▶ The Trooper must be in Silhouette contact with a Beacon.</li><li>▶ It must be the <b>3rd</b> Game Round.</li></ul>
EFFECTS
<ul style="list-style-type: none"><li>▶ Allows the Trooper to make a Normal WIP Roll to Extract and Pick Up an AI Core.</li><li>▶ If the Beacon was previously Activated by the active player, the Trooper does not need to make the WIP Roll.</li><li>▶ 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.</li><li>▶ On successful roll, place an AI Core Token next to the Trooper.</li><li>▶ Once an AI Core has been successfully Extracted from a Beacon, no</li></ul>
PICK UP AI CORE
SHORT SKILL
Attack
REQUIREMENTS
The Trooper must be in one of the following situations: <ul style="list-style-type: none"><li>▶ Be in Silhouette contact with a Model in a Null State with an AI Core Token.</li><li>▶ Be in Silhouette contact with an allied Trooper in a Normal State with an AI Core Token.</li><li>▶ Be in Silhouette contact with an unaccompanied AI Core Token.</li></ul>
EFFECTS
<ul style="list-style-type: none"><li>▶ A Trooper can Pick Up an AI Core in any of the situations previously mentioned by spending one Short Skill, without needing to perform a roll.</li><li>▶ The Trooper must satisfy the Common Rules for AI Cores.</li></ul>



## COMMON RULES OF AI CORES

- » Each Model can carry a maximum of 1 AI Core. As an exception, Troopers possessing the **Baggage** Special Skill can carry up to 2 AI Cores.
- » Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry AI Cores.
- » The AI Core Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

## CONTROLLING AI CORES

An AI Core is Controlled by a player if 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.

## HVT NOT USED

In this scenario, the HVT Model rules are not applied. Players will not deploy the HVT Model on the game table.

## NO QUARTER

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

## 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.

## END OF THE MISSION

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

# EXTRACTION

Scenario by Saturn, Weran, and Lesh for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, Control an Extracted Cubes in your Deployment Zone (1 Objective Point per Extracted Cube, maximum 4 Objective Points)
- » At the end of the game, Control the same number of Extracted Cubes in your Deployment Zone as the adversary Controls in their Deployment Zone (1 Objective Point, only if the player Controls at least 1 Extracted Cube in their Deployment Zone)
- » At the end of the game, Control more Extracted Cubes in your Deployment Zone than the adversary Controls in their Deployment Zone (2 Objective Points)
- » At the end of the game, Control a Communication Antenna (1 Objective Point per Communication Antenna)
- » Kill more Specialist Troops than the adversary (2 Objective Points)

### 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 allowed to deploy in Silhouette contact with an HVT.

It is not allowed to deploy in Silhouette contact with a Communication Antenna.

## SCENARIO SPECIAL RULES

### SCATTERED INFORMATION

At the start of the game, before the Initiative Roll, both players roll a d20 to determine who will place the first HVT. Starting with the player who rolled highest, players will take turns deploying three unconscious HVTs, one at a time. In addition to the conventional rules for HVT placement, HVTs may not be deployed within the Zone of Control of another HVT. If both players agree this is not possible, place the HVT as far from other HVTs as possible.

After placing the last HVT, players proceed with the Initiative Roll.

## COMMUNICATION ANTENNAS

There are two Communication Antennas placed at the central line of the table, 16 inches from each table edge in a 300/400 point game.

Each Communication Antenna must be represented by a Transmission Antenna Token or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

## CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

## EXTRACTED CUBES

Extracted Cubes must be represented by an Extracted Cube Token, or a similar piece of scenery (such as the Tech Crates by Micro Art Studios).

### EXTRACT THE CUBE

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with **any** unconscious HVT.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Extract and Pick Up the Cube.
- 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.
- On successful roll, place an Extracted Cube Token next to the Specialist and remove the unconscious HVT from the game table.

### PICK UP EXTRACTED CUBE

SHORT SKILL

Attack

#### REQUIREMENTS

The Trooper must be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with an Extracted Cube Token.
- Be in Silhouette contact with an unaccompanied Extracted Cube Token.

#### EFFECTS

- A Trooper can Pick Up an Extracted Cube in any of the situations previously mentioned by spending one Short Skill, without needing to perform a roll.
- The Trooper must satisfy the Common Rules for Extracted Cubes.



## COMMON RULES OF EXTRACTED CUBES

» Each Model can carry a maximum of 1 Extracted Cube. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Extracted Cubes.

» Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry Extracted Cubes.

» The Extracted Cube Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

## CONTROLLING THE EXTRACTED CUBE

An Extracted Cube 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 any enemy Model.

## DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract the Cube. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Cube.

## SPECIALIST TROOPS

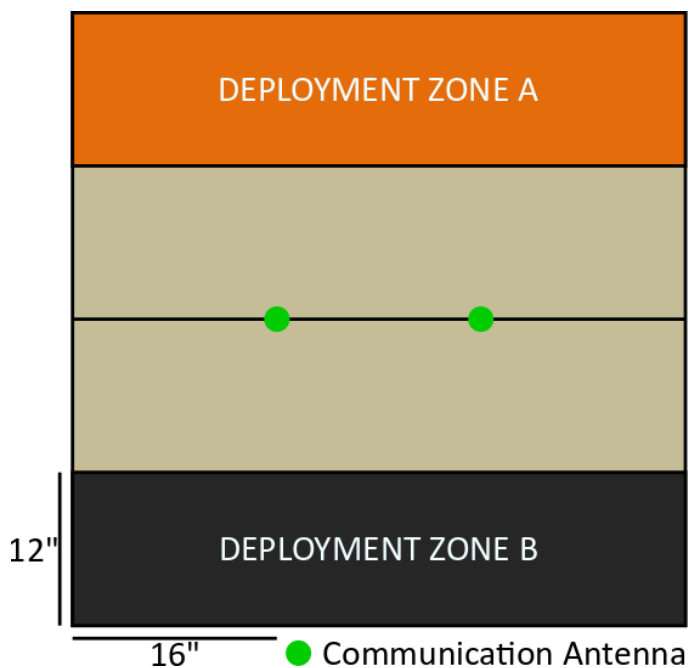
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# EXTRICATION

Scenario by Gaz Grubb of Fast Panda Gaming for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Extricate one or more Supply Boxes (2 Objective Points each)
- » Hack a Console (1 Objective Point)
- » At the end of the game, hold a Supply Box (1 Objective Point each)
- » At the end of the game, Dominate the Extraction Zone on your side of the table (1 Objective Point)
- » At the end of the game, Dominate the Extraction Zone in your opponent's half of the table (2 Objective Points)

### 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

**Exclusion Zone:** The Exclusion Zone is the area covering 4 inches (2 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### EXTRACTION ZONE

There are two Extraction Zones on the table, represented using a 5-inch Circular Template. The Extraction Zones are centred 16 inches from each player's board edge and 6 inches from the player's left-side table edge (see map).

### DOMINATE EXTRACTION ZONE

An Extraction Zone is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside an Extraction Zone when more than half the Trooper's base is inside the area.

### DATAVULT

There are 3 Datavaults on the table. One is placed at the centre of the table. The other two are placed on the right side of each Deployment Zone, 6 inches from the back and side table edges (see map).

A Datavault 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).

### CONSOLES

There are 2 Consoles on the table, both placed on the central line of the table, 12 inches from either side edge of the table (see map).

Each Console must be represented by a Console 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).

HACK CONSOLE
SHORT SKILL
Attack
REQUIREMENTS
<ul style="list-style-type: none"><li>► Only Specialist Troops can declare this Skill.</li><li>► The Specialist Troop must be in Silhouette contact with a Console.</li><li>► It is the first or second Game Round.</li></ul>
EFFECTS
<ul style="list-style-type: none"><li>► Allows the Specialist Troop to make a Normal WIP Roll to Hack a Console.</li><li>► 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.</li><li>► On successful roll, the Datavault in the centre of the table and the Datavault in the opponent's Deployment Zone unlock. Replace each with a Supply Box Token (if the central Datavault has already been unlocked, no additional Supply Box Token in placed).</li><li>► A Hacked Console cannot be Hacked again by the other player.</li><li>► Player A and Player B Tokens can be used to mark the Hacked Console. It is recommended each player use a different kind of Token.</li></ul>

### HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Hack a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Hack a Console.

### LIMITED ACCESS CODES

Players have only one Access Code for the Consoles. Once a player has successfully Hacked a Console, they can no longer use the Hack Console Short Skill for the remainder of the game.

# TIMED RELEASE

At the start of the third Game Round, all Datavaults unlock. Replace each remaining Datavault with a Supply Box Token. The Hack Console Short Skill can no longer be used.

EXTRICATE SUPPLY BOX

SHORT SKILL

Attack

REQUIREMENTS

► The Troop must be holding a Supply Box Token and must be within an Extraction Zone.

► It is the second Game Round or later.

EFFECTS

► A Trooper can Extricate their Supply Box by spending one Short Skill, without needing to perform a roll. Remove their Supply Box Token from the board. The Supply Box now counts as Extricated by that player.

# SCHEDULED EXTRICATION

Troopers may not use the Extricate Supply Box Short Skill until the second Game Round.

PICK UP SUPPLY BOX

SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in one of the following situations:

► Be in Silhouette contact with an allied Trooper in a Normal State with a Supply Box Token.

► Be in Silhouette contact with an unaccompanied Supply Box Token.

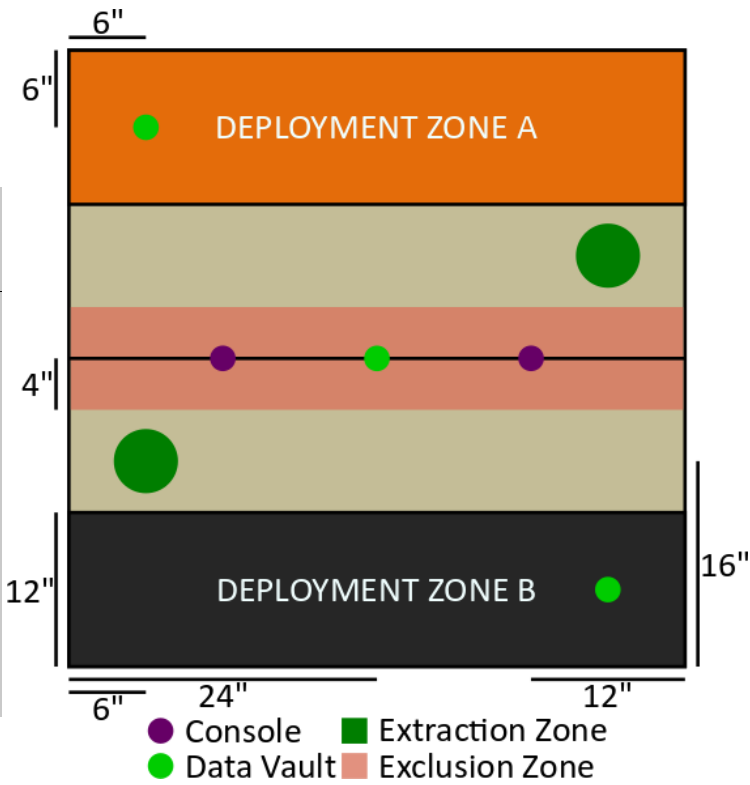
EFFECTS

► A Trooper can Pick Up a Supply Box in any of the situations previously mentioned by spending one Short Skill, without needing to perform a roll.

► The Trooper must satisfy the Common Rules for Supply Boxes.

# 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, not Markers (Camo, Impersonation, Holoechos...) can carry Supply Boxes.
- » The Supply Box Token must always be kept on the table, even if the Model which is carrying it enters a Null State.



# 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.

# HVT NOT USED

In this scenario, the HVT Model rules are not applied. Players will not deploy the HVT Model on the game table.

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

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have Extinguished the same number of Burning Engines as the adversary (1 Objective Point, but only if the player has Extinguished at least 1 Burning Engine)
- » At the end of the game, have Extinguished more Burning Engines than the adversary (3 Objective Points)
- » At the end of the game, Control the Bridge Console on the adversary's side of the table (3 Objective Points)
- » At the end of the game, Control the Bridge Console on your side of the table (3 Objective Points)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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

**Exclusion Zone:** The Exclusion Zone is the area covering 12 inches (8 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with a Bridge Console nor with an Extinguisher Panoply.

## SCENARIO SPECIAL RULES

### BURNING ENGINES

There are 3 Burning Engines placed on the central line of the table, one at the centre of the table and the other two 12 inches in from either table side edge in a 300/400 point game (6 inches for 200/250 point games, and 4 inches for 150 point games). Burning Engines must be represented by an Objective Token or with a scenery piece of the same diameter.

Place a Circular Template centred on each Burning Engine. This area is a Zero Visibility Zone of infinite height. If the Burning Engine is Extinguished, remove its Circular Template from the game table.

### EXTINGUISH BURNING ENGINES

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Heavy Infantry (HI) and Engineers can declare this Skill.
- Impetuous Troops can **not** perform this Short Skill.
- The Trooper must be in Silhouette contact with a Burning Engine.

#### EFFECTS

- Allows the Trooper to make a Normal PH Roll with a -3 MOD to Extinguish the Burning Engine.
- If the roll is failed, the Trooper must make an ARM Saving Roll against Damage 15 with Continuous Damage. The Immunity (Total) Special Skill is not effective against this hit.
- 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.
- On successful roll, the Burning Engine is Extinguished. Remove the Objective Token and the Circular Template centred on it 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 and Player B Token must be placed besides it to mark that the Burning Engine has been Extinguished.

## EXTINGUISHER PANOPLIES

There are 4 Extinguisher Panoplies placed 6 inches outside the front of each Deployment Zone and 12 inches in from each side edge of the in a 300/400 point game (6 and 6 in a 200/250 point game, and 4 and 4 for a 150 point game). Each Extinguisher Panoply must be represented by an

### USE EXTINGUISHER PANOPLIES

SHORT SKILL

Attack

#### REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply.

#### EFFECTS

- Allows the Trooper to make a Normal WIP Roll to Pick Up the Extinguisher.
- 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.
- On successful roll, place an Extinguisher Token next to the Trooper and remove the Objective Token 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 and Player B Token must be placed besides it to mark that the Extinguisher was extracted.

Objective Token or by a scenery piece of the same diameter.

# EXTINGUISHERS

Extinguishers are represented by a 25mm Token. After a Model holding an Extinguisher declares the Extinguish Burning Engines Short Skill, but before performing the PH Roll, a player may declare they are using the Extinguisher. If they chose to do so, remove the Extinguisher Token from the game table. The player may ignore the -3 MOD to this PH Roll.

PICK UP EXTINGUISHER

SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in one of the following situations:

- ▶ Be in Silhouette contact with an allied Trooper in a Normal State with an Extinguisher Token.
- ▶ Be in Silhouette contact with an unaccompanied Extinguisher Token.

EFFECTS

- ▶ A Trooper can Pick Up an Extinguisher in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- ▶ The Trooper must satisfy the Common Rules for Extinguishers.

## COMMON RULES OF EXTINGUISHERS

- » Each Model can carry a maximum of 1 Extinguisher. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Extinguishers.
- » Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry Extinguishers.
- » The Extinguisher Token must always be kept on the table, even if the Model which is carrying it enters a Null State.

## BRIDGE CONSOLES

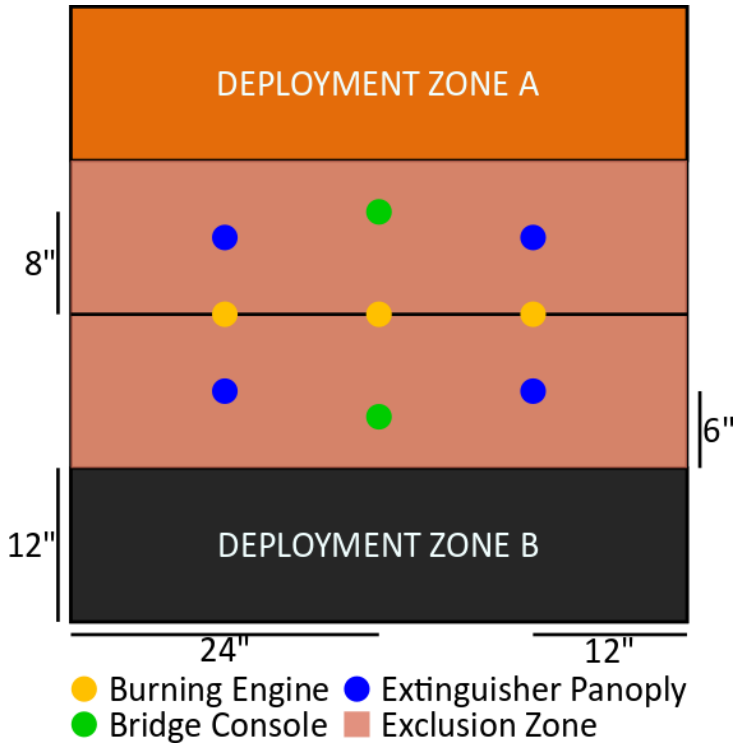
There are 2 Bridge Consoles placed 8 inches toward each Deployment Zone from the centre of the table (6 inches in a 150 point game). The Bridge Consoles must be represented by a Console Token or a scenery piece of the same diameter.

## CONTROL THE CONSOLES

A Bridge Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Bridge Console. Models in a Null State cannot do either.

## WATER SHIELD

As long as a player Controls at least one Bridge Console, if their Troopers fail an Extinguish Burning Engines PH Roll, they may ignore the Continuous Damage from the hit.



## ENGINEER BONUS

Troopers possessing the Engineer Special Skill may ignore the -3 MOD to the PH Roll when attempting to Extinguish Burning Engines. This MOD is not cumulative with the bonus provided by the Extinguisher Token. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extinguish Burning Engines.

## 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.

## NO QUARTER

In this scenario, the Retreat! rules are 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**.

# IMPRINT

Scenario by Richard Kerry for the Loss of Lieutenant Custom Mission Challenge 2023

## BACKGROUND

"Sometimes, information is everything. We need to replicate the enemy's HVT, perfectly. To do so we need to know how they move, talk, work, and we need biometric; and not just DNA, prints also.

To complicate matters, our competitors are trying to do the same. Stop them and upload the info."

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Forward Observe the adversary HVT (2 Objective Points)
- » Steal the adversary HVT's Biometric ID (3 Objective Points)
- » At the end of the game, have **not** used the CivEvac skill on your own HVT (1 Objective Point)
- » At the end of the game, have prevented your HVT's Biometric ID from being Scanned (2 Objective Points)

## CLASSIFIED

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

## 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

**HVT Deployment:** Before players deploy their forces, starting with the player who kept Deployment, players deploy a single HVT in one of three possible locations. A player's HVT must be 16 inches from their own table edge and either 12, 24, or 36 inches from a side table edge (see map).

## SCENARIO SPECIAL RULES

### STEAL BIOMETRIC ID

Stealing the adversary HVT's Biometric ID is a two-step process. First, a player must Scan the adversary HVT's Biometric ID. Second, the player must Upload the adversary HVT's Biometric ID.

### SCAN BIOMETRIC ID

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the adversary HVT.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Scan and Pick Up the Biometric ID.
- Apply a -6 MOD to this roll if **either** the HVT or the Specialist Troop is in a Zero Visibility Zone.
- 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.
- On successful roll, place a Biometric ID Token next to the Specialist.

## DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Scan a Biometric ID. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Scan a Biometric ID.

### PICK UP BIOMETRIC ID

SHORT SKILL

Attack

#### REQUIREMENTS

The Trooper must be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a Biometric ID Token.
- Be in Silhouette contact with an unaccompanied Biometric ID Token.

#### EFFECTS

- A Trooper can Pick Up a Biometric ID in any of the situations previously mentioned by spending one Short Skill, without needing to perform a roll.
- The Trooper must satisfy the Common Rules for Biometric IDs.

## COMMON RULES OF BIOMETRIC IDS

» Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry Biometric IDs.

» The Biometric ID Token must always be kept on the table, even if the Model which is carrying it enters a Null State. The Token is only removed after a successful use of the Upload Biometric ID Short Skill.

UPLOAD BIOMETRIC ID
SHORT SKILL
Attack
REQUIREMENTS
► Only Specialist Troops possessing a Biometric ID Token can declare this Skill.
EFFECTS
► Allows the Specialist Troop to make a Normal WIP Roll to Upload the Biometric ID.
► 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.
► On successful roll, the Biometric ID has been Uploaded. Remove the Biometric ID Token from the table.

## FORWARD OBSERVER BONUS

Troopers possessing the Forward Observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Upload a Biometric ID. This MOD is not cumulative with any Unit Profile MODs for the Forward Observer Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Upload a Biometric ID.

## SECURITY DETACHMENT (SECDET)

In this scenario, both players can add one extra CSU (any weapon option), even if that is not available for their armies—without applying Cost or SWC. This Trooper does not count towards a Combat Group’s limit of ten Troopers or the Army List’s limit of fifteen Troopers. For the purposes of this scenario, the CSU is a Specialist Troop and processes the Terrain (Zero-G) Skill with no change in their Cost or SWC. In addition, this Trooper is a CSU for all intents and purposes when creating Fireteams.

## SPECIALIST TROOPS

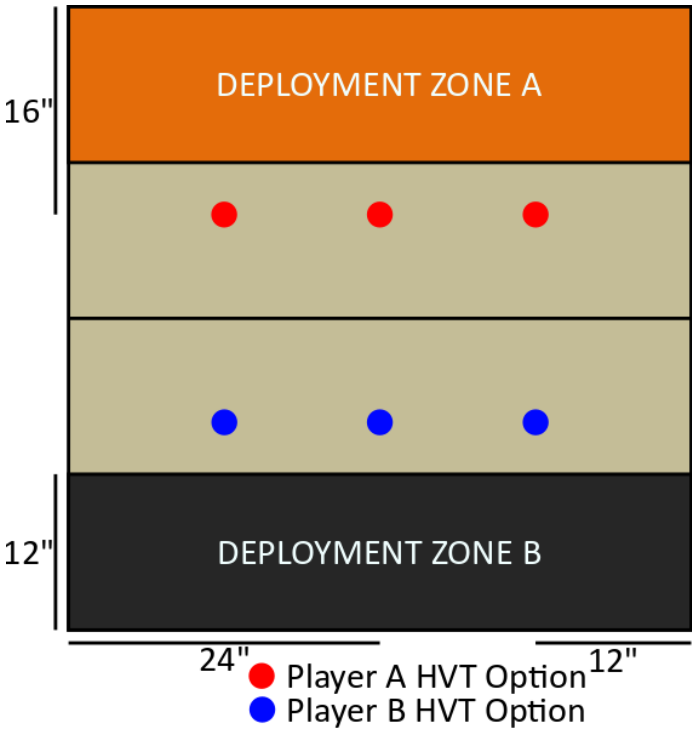
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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





# INFILTRATION

Scenario by Ayaxs Fuentealba for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

The Defender starts the game with 10 Objective Points. Each Objective Point earned by the Attacker is deducted from the Defender's total. Neither Attacker nor Defender can have more than 10 Objective Points at the end of the game.

Attacker receives Objective Points for:

- » At the end of the game, Dominate the Zone of Operations (4 Objective Points)
- » Hack at least one Console (2 Objective Points)

### CLASSIFIED

» Each player has 2 Classified Objectives (2 Objective Points each for the Attacker, 1 Objective Point each for the Defender)

## 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
Attacker	300	6	48 in x 48 in	8 in x 48 in
Defender	300	6	48 in x 48 in	20 in x 48 in

**Attacker and Defender:** After making the Initiative Roll, the winner chooses to be either Attacker or Defender.

- » The Defender chooses board sides and deploys first (see map).
- » The Attacker deploys second and chooses who has first turn.

**Confused Deployment:** Any Trooper deploying outside its Deployment Zone must make a PH Roll with a MOD of -3. This Roll replaces any PH or WIP Roll the Trooper would normally make to deploy. Any MODs for Special Abilities, pieces of Equipment, or rules that modify the Deployment Roll will be added to this Roll.

For example, a Trooper with Infiltration must make a roll if it deploys outside its Deployment Zone. It will have a MOD of -3 to deploy on its half of the table, or a MOD of -6 to deploy on the opponent's half of the table. When a Trooper with Combat Jump (PH=14) must make a Roll against PH 11 if they deploy outside their Deployment Zone.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. In addition, after failing the Roll, the user loses the option to deploy in Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed with them are removed from the game table.

It is not allowed to deploy inside the Zone of Operations.

## SCENARIO SPECIAL RULES

### OBJECTIVE ROOM (ZO)

In this scenario, the Objective Room is considered a Zone of Operations

(ZO). Placed in the centre of the table, it covers an area of 8 by 8 inches. To represent the Objective Room, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, 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 Doors, one in the middle of each wall (see map). The Doors of the Objective Room are Closed at the start of the game. The Doors must be represented by a Wide Gate Token or a scenery piece with the same size. Once Opened, the Doors will allow access to all Troopers regardless of their Silhouette size.

In this scenario, the Doors have a Profile and can be targeted. However, the Doors cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied. The Doors can only be damaged by Weapons possessing the Anti-material Trait.

A Door whose Structure Attribute is reduced to 0 or below is removed from the table and replaced with an Open Door.

	ARM	BTS	STR	S
Door	6	6	1	5

### DOMINATE ZONE OF OPERATIONS

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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 the ZO.

### CONSOLES

There are 2 Consoles on the central line of the table, placed 8 inches from either side table edge.

Each Console must be represented by a Console Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art

#### HACK CONSOLE

##### SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Console that has not been successfully Hacked.

#### 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.
- On successful roll, the Doors of the Objective Room immediately Open and can no longer be targeted by Attacks. Place a Player A/B Token next to the Console to mark which player has Hacked it. The Console can no longer be the target of the Hack Console Short Skill.



Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

## HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Hack a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Hack a Console.

## SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside the Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

## BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside the Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the Zone of Operations.

## SPECIALIST TROOPS

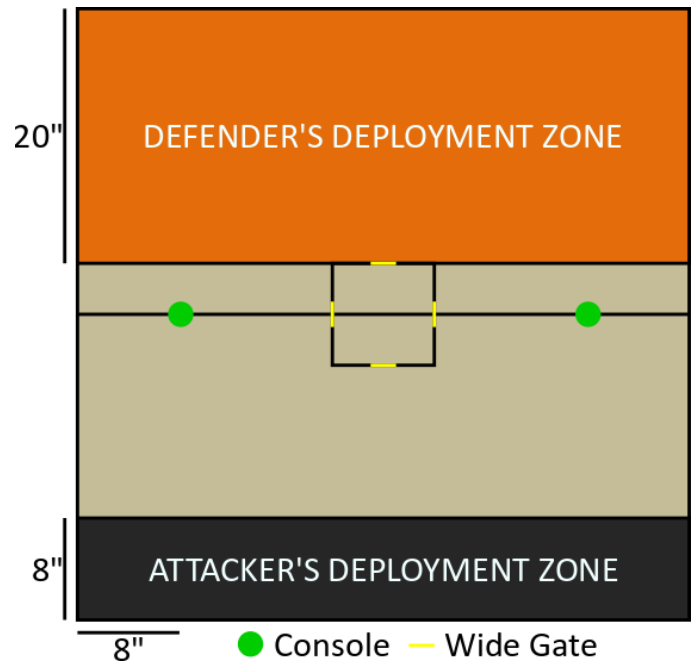
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# LAST CHANCE LAUNCH

Scenario by Dante Harrower for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have more army points Extracted than the adversary (3 Objective Points)
- » At the end of the game, have one or more Extracted Civilians (1 Objective Points per Civilian)
- » At the end of the game, have killed one or more models holding ID (1 Objective Point per model, maximum 2 Objective Points)
- » At the end of the game, have Extracted one or more models holding ID (1 Objective Point per model, maximum 2 Objective Points)

### 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 allowed to deploy in Silhouette contact with an ID Scanner nor in Silhouette contact with a Civilian.

## SCENARIO SPECIAL RULES

### CIVILIANS

There are four Civilians placed on the table, each 16 inches from a side edge and 16 inches from a back table edge (see map). Civilians are neutral to all players.

Civilians cannot be placed on top of or inside any Scenery Item or Building. They must be deployed in an accessible location on the table. Scenery placement must facilitate this.

Troopers may have only one Civilian in CivEvac at any time.

### ID SCANNERS

There are 2 ID Scanners placed at the central line of the table, 8 inches from each side edge of the table.

The ID Scanner 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).

### AQUIRE ID

#### SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with an ID Scanner.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to gain and Pick Up the ID Token.
- 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.
- On successful roll, place an ID Token next to the Specialist. If the Landing Zone Gates are Closed, all Gates Open. Remove the ID Scanner Token from the game table.
- If a scenery item is used instead of Token, then it can be kept on the game table but a Player A or Player B Token must be placed besides it to mark that the ID has been Acquired.

## COMMON RULES OF ID TOKENS

- » Each Model can carry a maximum of 1 ID Token.
- » Only Models, not Markers (Camo, Impersonation, Holoechos...) can carry ID Tokens.

### SWAP ID

#### SHORT SKILL

Attack

#### REQUIREMENTS

- The Troop must be in Silhouette contact with an allied Trooper (in any state) with an ID Token.

#### EFFECTS

- Spending one Short Skill, without a roll, the Troop can Pick Up the ID Token.

## THE LANDING ZONE (ZO)

In this scenario the Landing Zone is a Zone of Operations (ZO). Placed in the centre of the table, it covers an area of 8 by 8 inches. To represent the Landing Zone, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, 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). The Gates of the Landing Zone are Closed at the start of the game. The Landing Zone Gates must be represented by a Wide Gate Token or a scenery piece with the same size.

Troops cannot Deploy inside the Landing Zone.

OPEN THE GATES

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Gate.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Open the Gates. A success Opens all Gates to the Landing Zone.
- ▶ 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.

TICKET INSPECTOR

There is 1 Myki Inspector placed in the centre of the Landing Zone.

The Myki Inspector must be represented by a Tech-Coffin Token or by a scenery piece of the same diameter (such as the Stasis Coffins by Warsenal, or the Cryo-Pod by Customeeple).

EXTRACT

SHORT SKILL

Attack

REQUIREMENTS

- ▶ The Trooper must be in Silhouette contact with the Myki Inspector.
- ▶ Troopers with an ID Token may ignore the Filling Seats rule.
- ▶ The Extract Short Skill may **not** be used as part of a Coordinated Order.

EFFECTS

- ▶ Allows the Trooper and any of its peripherals, with no roll required, to be removed from the game table. Its points cost and that of its peripherals are added to the player’s Extracted Points total. A player’s Extracted Points total is Public Information.
- ▶ Any Civilians in a CivEvac State with the Trooper using this skill are also removed from the table and considered Extracted.
- ▶ Troopers removed using the Extract Short Skill still count towards VP.

FILLING SEATS

In the second Game Round, only models with a points cost of 30 or less may use the Extract Short Skill.

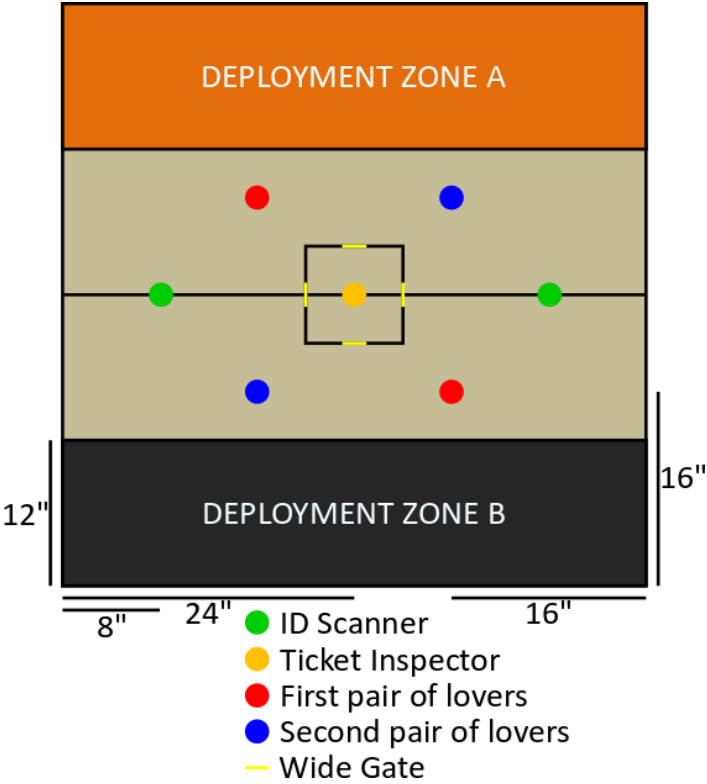
In the third Game Round, only models with a points cost of 20 or less may use the Extract Short Skill.

THE LOVERS

The Civilians starting diagonally across from each other are star-crossed lovers. If a player successfully Extracts either pair of lovers, they receive an additional Objective Point (to a maximum of 10).

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are Extracted and in a non-Null State provide an additional 20 points to the player’s Extraction Points.



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.

HVT NOT USED

In this scenario, the HVT Model rules are not applied. Players will not deploy the HVT Model on the game table.

NO QUARTER

In this scenario, the Retreat! rules are **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**.

# LOW FIDELITY

Scenario by Ryan Kirby for the Loss of Lieutenant Custom Mission Challenge 2023

## BACKGROUND

A data spike has occurred and unfiltered information is spilling from localised terminals. The authorities have dispersed a download dampener called the Low Fidelity Area and the packets are spooling out at 90's dial-up internet speeds. We're gonna be here a while!

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of each Game Round, have an Activated Antenna (1 Objective Point per Antenna, maximum 3 Objective Points per game)
- » At the end of two consecutive Game Rounds, have the same Antenna Activated (1 Objective Point per Antenna, maximum 3 Objective Points per game)
- » At the end of the game, have the same Antenna Activated that you had Activated at the end of Game Rounds 1 and 2 (1 Objective Point per Antenna, maximum 3 Objective Points)

## CLASSIFIED

- » Each player has one Classified Objective (1 Objective Point)

## 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

## SCENARIO SPECIAL RULES

### ANTENNAS

There are 4 Antennas placed at the centre of each Quadrant (see map).

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

### LOW FIDELITY AREA OPERATIVES

Low Fidelity Area (LFA) Operatives are highly skilled in utilising wide-spectrum data-dampening programs to hide the movement and deployment of military assets.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their LFA Operative. The

Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be LFA Operatives.

The LFA Operative possesses the Specialist Operative Special Skill, even if it is not listed on their Unit Profile.

The LFA Operative is identified with a Player A or B Marker.

### ACTIVATE ANTENNA

SHORT SKILL

Attack

### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with an Antenna.

### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Antenna.
- 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.
- An Activated Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Antenna no longer counts as Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Antennas. It is recommended each player uses a different kind of Token.

## SPECIALIST TROOPS

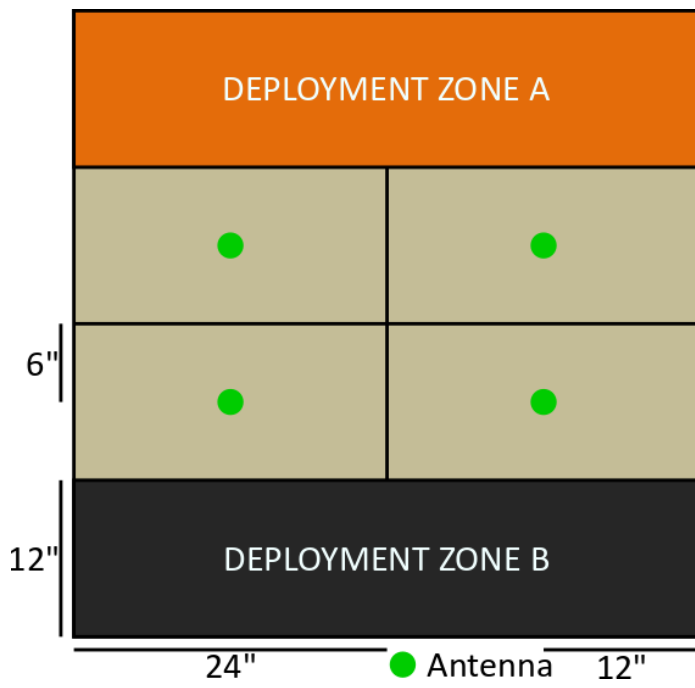
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# PANIC BUTTON

Scenario by Simon Wellsted for the Loss of Lieutenant Custom Mission Challenge 2023

## BACKGROUND

Secret talks between your factions have gone horribly wrong and you need to get your representative out of there.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, have your opponent's HVT in the CivEvac State (1 Objective Point)
- » At the end of the game, your opponent does **not** have your HVT in the CivEvac State (1 Objective Point)
- » At the end of the game, your HVT is inside your Deployment Zone (2 Objective Points)
- » At the end of the game, your opponent's HVT is inside your Deployment Zone (2 Objective Points)
- » At the end of the game, your HVT is inside your Evacuation Zone (3 Objective Points)
- » At the end of the game, your opponent's HVT is inside your Evacuation Zone (3 Objective Points)

## 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

**Exclusion Zone:** The Exclusion Zone is the square area extending 4 inches from each side of the Objective Room in the centre of the table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### EVACUATION ZONE

Each player has a 12-inch by 4-inch Evacuation Zone centred in the middle of their Deployment Zone (see map).

## MEETING ROOM

The Meeting Room is placed in the centre of the table and covers an area of 8 by 8 inches. To represent the Meeting Room, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, 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). The Gates of the Meeting Room are open at the start of the game. The Meeting Room Gates must be represented by a Wide Gate Token or a scenery piece with the same size.

Players must deploy their HVT inside the Meeting Room.

## 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.

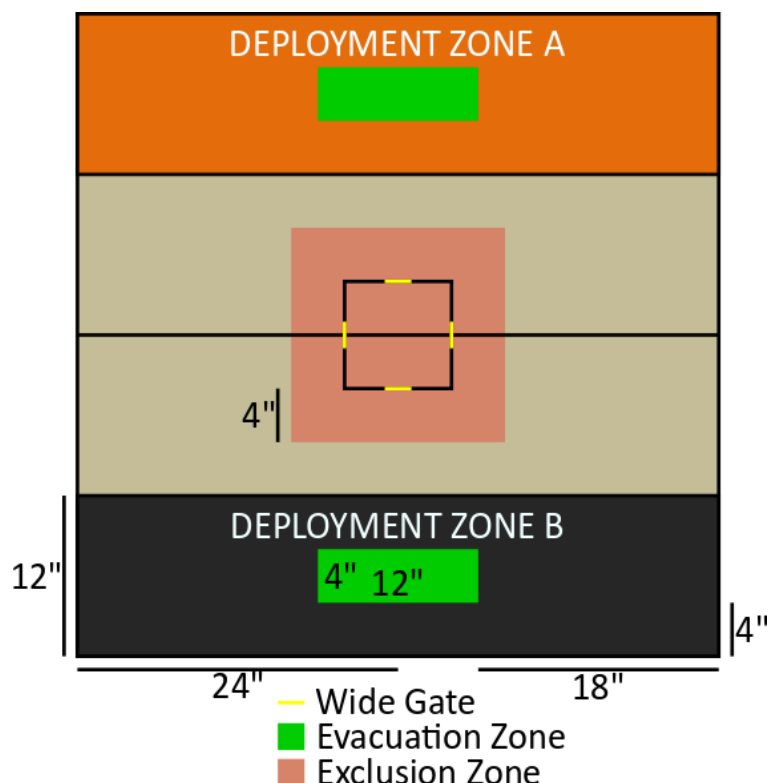
Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

## NO QUARTER

In this scenario, the Retreat! rules are **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**.



# PAYLOAD

Scenario by Bärtiger Strategie and Tristan228 for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of each Game Round, Dominate the Payload (1 Objective Points)
- » At the end of the game, Dominate the Payload with your Extractor (1 Objective Point)
- » At the end of the game, have the Payload completely inside your opponent's half of the table (1 Objective Point)
- » At the end of the game, have the Payload completely inside your opponent's Deployment Zone (3 Objective Point)

### CLASSIFIED

- » Each player has 1 Classified Objective (2 Objective Points)

## 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

**Exclusion Zone:** The Exclusion Zone is the circular area covering an 8-inch radius (6 inches in a 150 point game) from the Payload. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area. The Exclusion Zone **will** move with the Payload.

## SCENARIO SPECIAL RULES

### PAYLOAD

There is 1 Payload placed in the centre of the table. The Payload has a Silhouette size of 3 and must be represented by a Token or scenery piece of appropriate size.

### PAYLOAD INTERFERENCE

Interference from the Payload grants all Troopers the effects of the Nanoscreen piece of equipment while completely within 4 inches of the Payload. Additionally, the 8-inch Exclusion Zone centred on the Payload will move with the Payload.

### DOMINATE THE PAYLOAD

The Payload is Dominated by a player if they have a greater Trooper Value completely within 4 inches of the Payload (3 inches in a 150 point game). A Trooper's base must be **completely within** 4 inches of the Payload to contribute to the player's Trooper Value for Dominating the Payload.

Models in a Null State do not count for Dominating the Payload.

If a Trooper comprises of more than one Model, only the Controller or active Proxy counts toward Dominating the Payload.

If both players have the same Trooper Value, the player with their Extractor completely within 4 inches of the Payload Dominates the Payload. If both or neither players' Extractors are completely within 4 inches of the Payload, neither player Dominates the Payload.

### TROOPER VALUE

Each Trooper in a non-Null State has a Trooper Value. Troopers with Silhouette size of 3 or less have a Trooper Value of 1. Troopers with a Silhouette size of 4 or greater have a Trooper Value of 2. Troopers with the Baggage Special Skill increase their Trooper Value by +1.

### SHASVASTII

Troopers possessing the Shasvastii Special Skill count towards Dominating the Payload while they are in the Shasvastii-Embryo State or any non-Null State.

### MOVING THE PAYLOAD

At the end of each Game Round, the player who Dominated the Payload moves the Payload 6 inches (4 inches in a 150 point game) toward their opponent's table edge. Ignore any intervening terrain. If the Payload cannot be placed at that spot, move the Payload laterally the minimum distance until it can be placed, making sure distance between the Payload and the opponent's table edge remains unchanged by this lateral movement.

If neither player Dominated the Payload, the Payload does not move.

### EXTRACTOR

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Extractor. The Trooper chosen must be always one of the Models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular Troops and Troopers with the Troop Types REM or TAG are not eligible to be the Extractor.

If the Extractor gains a Marker State of any kind, the Trooper loses the Extractor status for the remainder of the game.

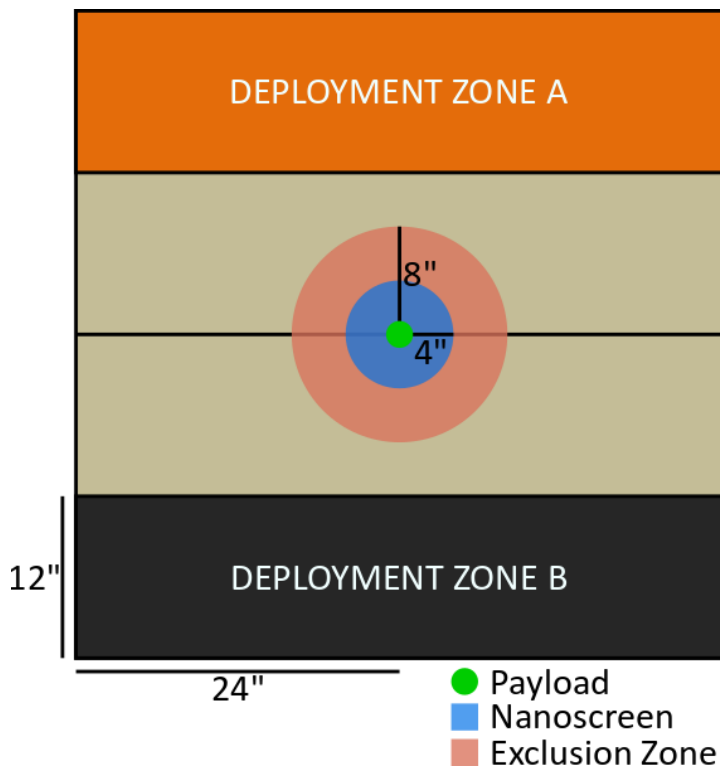
The Extractor adds +1 to their Trooper Value for Dominating the Payload.

The Extractor is identified with a Player A or B Token.

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





# SCIENCE BY FEAR

Scenario by Raymon Rodenburg aka "Cabaray" for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Be the first player to successfully put your Chosen Scientist into the CivEvac State (1 Objective Point)
- » At the end of each Game Round, have your Chosen Scientist in the CivEvac State (1 Objective Point)
- » Hack a Console with your Chosen Scientist (3 Objective Points per Console)

### 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

## SCENARIO SPECIAL RULES

### CHOSEN SCIENTIST

There are 2 Scientists, each placed on the central line of the game table 12 inches from either side table edge. Each Scientist must be represented by an HVT Model.

During their Deployment, each player must declare one of the two Scientists to be their Chosen Scientist. Players may not use CivEvac on the other Scientist. Both players may declare the same or different Scientists as their Chosen Scientist.

### CONVINCING SPECIALISTS

Specialists have a +3 MOD to WIP Rolls necessary to CivEvac a Scientist. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to CivEvac a Scientist.

### CONSOLES

There are 2 Consoles on the table, one placed in each Deployment Zone 8 inches from the Deployment Zone table edge and 24 inches from the side table edge (see map).

Each Console must be represented by a Console 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).

### HACK THE CONSOLE

#### SHORT SKILL

#### Attack

#### REQUIREMENTS

- Only Troopers that have their player's Chosen Scientist in CivEvac may declare this Skill.
- The Trooper must be in Silhouette contact with the Console.

#### EFFECTS

- Allows the Trooper 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. In this case, both players will count that Console as Hacked.
- Player A and Player B Tokens can be used to mark the Hacked Consoles. It is recommended each player uses a different kind of Token.

### FIRST ATTEMPT

For each Console, the first player to attempt to Hack the Console may roll an extra die for that first attempt.

### SYSTEM DEFENCE

A player has a -3 MOD to the WIP Roll when attempting to Hack a Console that has already been successfully Hacked by their opponent.

### SYSTEM DECAY

Consoles become more difficult to Hack as the game progresses. During the first Game Round, attempts to Hack a Console receive a +3 MOD to the WIP Roll. During the third Game Round, attempts to Hack a Console receive a -3 MOD to the WIP Roll.

### COMMAND TOKEN RE-ROLL

A player may use a Command Token to re-roll a failed attempt to Hack a Console.

### CONSOLE REPEATER

Players treat Consoles they have Hacked as friendly Repeaters.

### 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.

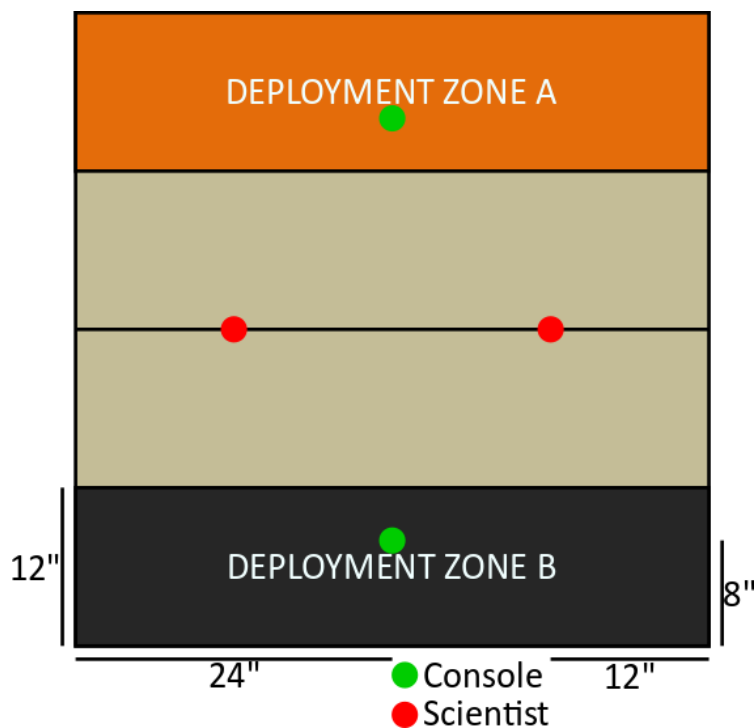
## HVT NOT USED

In this scenario, the HVT Model rules are not applied. Players will not deploy the HVT Model on the game table.

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



# SECURE AND DEFEND

Scenario by Kevin Hamilton for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, Control your Primary Console (3 Objective Points)
- » At the end of the game, Control your Secondary Console (1 Objective Point)
- » At the end of the game, Control the Tech-Coffin (2 Objective Points)
- » At the end of the game, have more Secured Consoles than your opponent (2 Objective Points)
- » At the end of the game, have the same number of Secured Consoles as your opponent (1 Objective Point, but only if the player has at least one Secured Console)

### CLASSIFIED

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

## 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 allowed to deploy in Silhouette contact with a Tech-Coffin nor a Console.

## SCENARIO SPECIAL RULES

### TECH-COFFIN

There is 1 Tech-Coffin placed in the centre of the table (see map).

The Tech-Coffin must be represented by a Tech-Coffin Token or by a scenery piece of the same diameter (such as the Stasis Coffins by Warsenal, or the Cryo-Pod by Customeeple).

### CONSOLES

After determining Initiative, turn order, and table sides, but before deployment, both players will place two Consoles. All Consoles must be placed at least 6 inches from either Deployment Zone and at least 8 inches from the table edge. Consoles must be placed at least 8 inches from the Tech-Coffin or any other Console already on the table.

Starting with the player who won the Initiative Roll, each player places their Primary Console. Primary Consoles must be placed on the opponent's half of the table.

Next, starting with the player who won the Initiative Roll, each player places their Secondary Console. Secondary Consoles must be placed on the player's own half of the table.

Each Console must be represented by a Console Token or by a scenery piece of the same diameter (such as Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal, or the Comlink Console by Customeeple).

SECURE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Secure 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 Secured Console can be Secured again by the other player, applying the same procedure. In this situation, the Console is no longer Secured by the adversary.
- Player A and Player B Tokens can be used to mark the Secured Console. It is recommended each player use a different kind of Token.

### FORWARD OBSERVER BONUS

Troopers possessing the Forward Observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Secure a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Secure a Console.

### CONTROL THE TECH-COFFIN

The Tech-Coffin is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Tech-Coffin. Models in a Null State cannot do either.

### CONTROL THE CONSOLES

A Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

### LOW GRAVITY AREA

The zone of operations is in a low gravity area. Movement restrictions are not applied, however, all Troopers possessing Terrain (Zero-G) or Terrain (Total) automatically gain the Super-Jump Special Skill.

## MASTER BREACHER

The Master Breacher is an operative with a wide expertise in breaching accesses during a space boarding action.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Master Breacher. The Trooper chosen must always be one of the Models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Master Breachers.

The Master Breacher possesses the Terrain (Zero-G) Special Skill and also has D-Charges, even if those are not listed on their Unit Profile.

The Master Breacher is identified with a Player A or B Marker.

## SPECIALIST TROOPS

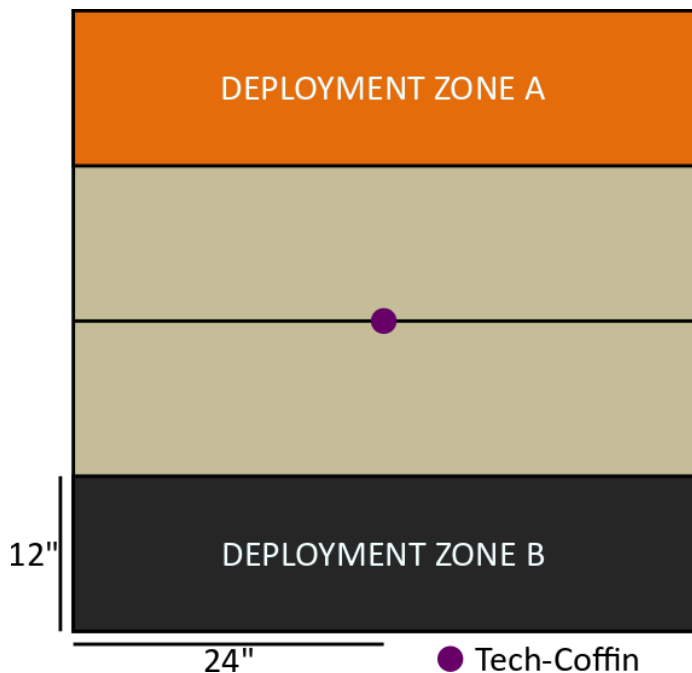
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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



# SHIPS IN THE NIGHT

Scenario by Rob Cantrell for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end each Game Round, Occupy the Zone of Operations (2 Objective Points per Game Round)
- » At the end of the game, Occupy the Zone of Operations (2 Objective Points)
- » At the end of the game, have killed more Lieutenants than your opponent (2 Objective Points)

### CLASSIFIED

- » There are no Classified Objectives

## FORCES AND DEPLOYMENT

Before the game begins, make the Initiative Roll as usual. The winner of this roll always keeps Initiative (choosing which player takes first turn).

In this scenario, replace the usual Deployment Phase steps with the following:

1. **Player One Deployment:** Following the order established by the Initiative Roll, the first player deploys *all* of their models anywhere on the game table.
2. **Player Two Deployment:** After Player One has deployed, Player Two deploys *all* of their models anywhere on the game table. Models cannot be deployed in Silhouette contact with enemy Models or enemy Markers.

No Troopers are kept back during these two steps. Rules such as Strategos do not apply during the Deployment Phase of this mission.

Troopers may deploy using Hidden Deployment and Airborne Deployment as normal.

For the purposes of any Special Skill that makes reference to a friendly or enemy table edge or Deployment Zone, that Trooper’s controlling player may choose to treat any table edge as friendly or enemy as desired and may choose to treat any part of the board as friendly or enemy Deployment Zone as desired.

## SCENARIO SPECIAL RULES

### ZONE OF OPERATIONS

At the end of each Game Round, a Zone of Operations is measured, with a radius of 8 inches from the centre of the table. Each player then checks to see if they Occupy the Zone of Operations.

### OCCUPY ZONE OF OPERATIONS

A Zone of Operations is Occupied if a player has more Troopers than the adversary in the Zone of Operations. Models in a Null State do not count. Tokens representing weapons or pieces of equipment (such as Mines or Deployable Repeaters), fake Holoechos, and any Token that does not represent a Trooper do not count either.

### SHASVASTII

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

### BAGGAGE

Troopers possessing the Baggage piece of equipment that are inside the Zone of Operations and in a non-Null State count as one additional Trooper.

### REINFORCED TACTICAL LINK

In this scenario, the Loss of Lieutenant rule does not apply.

In this scenario, the identity of the Lieutenant is always Open Information. Players must indicate which Marker is their Lieutenant if the Lieutenant is in a Marker State (Camouflage, Decoy...) or which Markers are the Lieutenant in the case of a Holoprojector.

### KILLING

Troopers are considered Killed by the adversary when they enter the Dead state, or they are in a Null state at the end of the game.

A Lieutenant is considered Killed if they were a Lieutenant at any time during the game, and they enter the Dead state or are in a Null state at the end of the game.

### DEFENSIVE TURRET F-13

During each player’s deployment, they must place a Defensive Turret F-13 anywhere on the table. The Defensive Turret may not be placed in Silhouette contact with an enemy Model or enemy Marker.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler’s Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

### ISC: TURRET F-13

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	2
<b>Equipment:</b> 360° Visor				<b>BS Weapons:</b> Combi Rifle				
<b>Special Skills:</b> Total Reaction				<b>Melee Weapons:</b> PARA (-6) CCW				

### HVT NOT USED

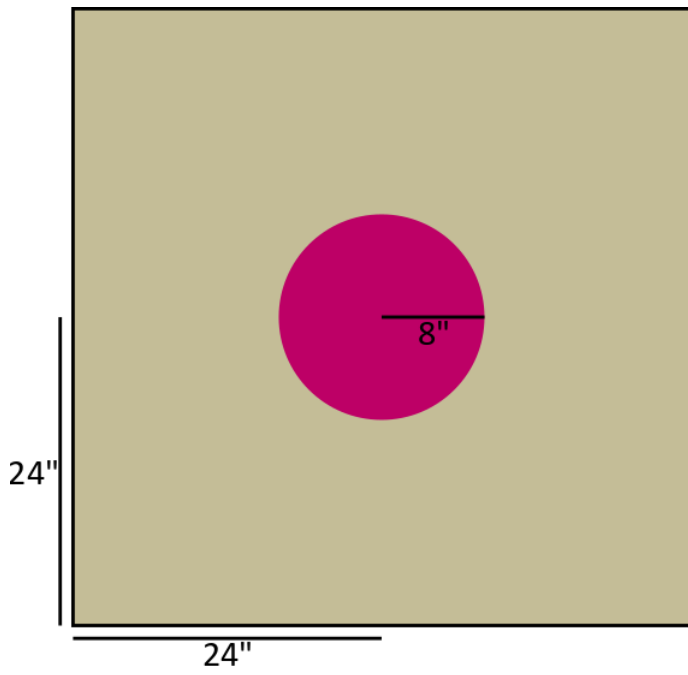
In this scenario, the HVT Model rules are not applied. Players will not deploy the HVT Model on the game table.

### NO QUARTER

In this scenario, the Retreat! rules are **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**.



# SKY FALL

Scenario by Francesco Baccino for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, Control a Panoply (1 Objective Point per Panoply)
- » At the end of the game, Control more Panoplies than your opponent (2 Objective Points)
- » At the end of the game, if your opponent does not Control any Panoplies (2 Objective Points)
- » At the end of the game, acquire more weapons or items from the Panoplies than your opponent (1 Objective Point)

### CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point)

## 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	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

## SCENARIO SPECIAL RULES

### COMMUNICATION ANTENNAS

There are 2 Communication Antennas placed at the central line of the table, 12 inches from each table edge in a 300/400 point game (8 inches in 200/250, and 4 inches in 150 point games).

Each Communication Antenna must be represented by a Transmission Antenna Token or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

### CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

### ACTIVATE COMMUNICATION ANTENNA

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Communication Antenna.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the 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 the roll.
- An Activated Communication Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Communication Antenna no longer counts as Activated by the adversary.
- 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.

## ENGINEER AND HACKER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Communication Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

## DESIGNATED LANDING AREA

The whole game table is a Designated Landing Area. Any Trooper with the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, Troopers with any Special Skill with the Airborne Deployment (AD) Label ignore the prohibition of the Deployment rules against deploying inside the enemy Deployment Zone.

## CRASH AND BURN

At the end of the **first Game Round**, 4 Panoplies are deployed using the Combat Jump (Explosive) and Combat Jump (PH 10) Special Skills. Players perform 4 separate Face to Face rolls, one for each Panoply. The player who wins the Face to Face roll can decide where to deploy the Panoply. In the case of a tie, or both players failing, repeat the Face to Face roll.

Panoplies must be deployed at least 8 inches from other Panoplies. If both players agree that there is no valid placement for a Panoply, it can be placed less than 8 inches from another Panoply.

Each player applies the following, **and only the following**, MODs to their Face to Face rolls to deploy Panoplies:

- » +3 MOD for each Antenna **both Activated AND Controlled** by the player
- » +3 MOD if the player's Flight Controller Operative is in a non-Null State

PANOPLIES

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

USE PANOPLIES

SHORT SKILL

Attack

REQUIREMENTS

► The Trooper must be in Silhouette contact with a Panoply.

EFFECTS

► By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.

► Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need make a WIP Roll.

► A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.

► If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

CONTROL PANOPLY

A Panoply is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Panoply. Models in a Null State cannot do either.

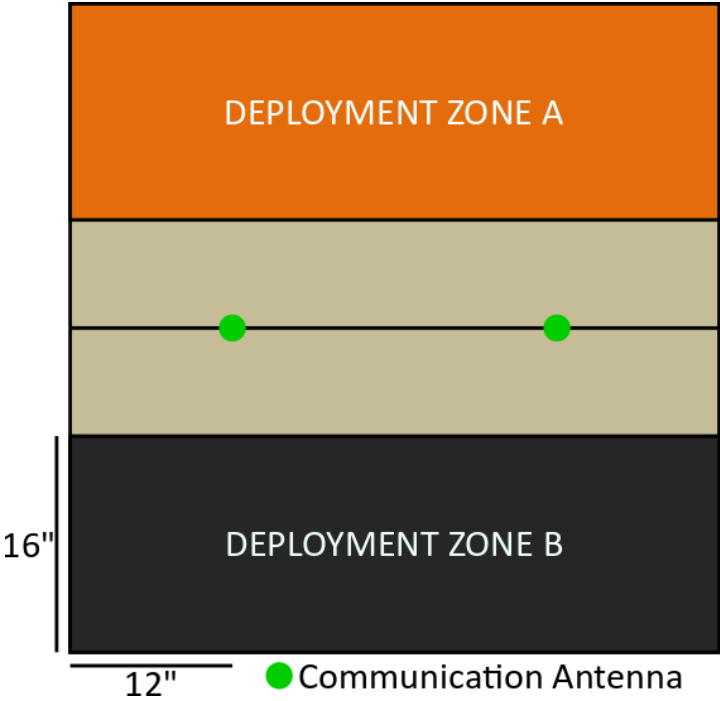
PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

FLIGHT CONTROLLER OPERATIVE

At the end of the Deployment Phase, the player must declare which Hacker or Engineer from their Army List is the Flight Controller Operative. The Trooper chosen must be always one of the Models deployed on the game table. This Trooper must always be on the game table as a Model and not as a Marker. Players not allowed to choose Hackers with Killer Hacking Devices.

The Hacker or Engineer designated as the Flight Controller Operative is identified with a Data Pack Token. If the Hacker or Engineer enters a Null State or is killed, the Data Pack Token remains on that spot and can be salvaged by an allied non-KHD Hacker or Engineer in Silhouette contact by spending a Short Skill.



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.

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



# THE TRAIN JOB

Scenario by Matthew Campbell for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Activate the Antenna (1 Objective Point)
- » At the end of the game, have Activated the Antenna **and** the adversary has not Activated the Antenna (1 Objective Point)
- » At the end of the game, have the enemy HVT in the CivEvac State **and** not On the Train (2 Objective Points)
- » At the end of the game, have your HVT **either** On the Train **or** not in the CivEvac State (1 Objective Point)
- » At the end of the game, acquire more weapons and items from the Panoplies than the adversary (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	32 in x 24 in	5 in x 32 in
A and B	200	4	48 in x 32 in	9 in x 48 in
A and B	250	5	48 in x 32 in	9 in x 48 in
A and B	300	6	48 in x 48 in	15 in x 48 in
A and B	400	8	48 in x 48 in	15 in x 48 in

**Note:** In 150/200/250 point games, the DZs are on the long table edges.

## SCENARIO SPECIAL RULES

### TERRAIN AND THE TRAIN

This scenario uses special terrain rules to represent the movement of the Train. At the end of each Game Round, all terrain features apart from the Train will move 16 inches (10 inches in a 150 point game) straight towards the side table edge nearest the back of the Train (see map). Terrain features that move off the table re-enter the table from the opposite side table edge to create a continuous range of terrain.

All Models, Markers, Deployable Equipment, and Tokens not on the Train are also moved. Any that move off the edge of the table are removed from the game table and can no longer take part in the mission. If any enter Silhouette contact with the front of the Train due to this movement, they are removed from the game table.

### TRAIN CARS

The Train consists of three Train Cars and two Flat-Bed Carriages, placed along the central line of the table. Train Cars are buildings 8 inches by 4 inches, with height of 4 inches. Each Train Car has a Narrow Door centred at its front and back (see map).

One Train Car is placed at the centre of the table. The other two Train Cars placed 6 inches in from the side table edges (2 inches in 150 point games).

The Train Cars are linked by two Flat-Bed Carriages. These are 4 inches wide and span the area between Train Cars (see map). Scatter terrain should be used to represent assorted cargo on the Flat-Bed Carriages.

A Model is considered On the Train if more than half of its base is inside either a Train Car or a Flat-Bed Carriage.

To move onto or off the Train, a Trooper must use the Cautious Movement Order. Troopers with the Super Jump, Climbing Plus, and/or Terrain (Total) Special Skills may ignore this restriction.

### ANTENNA

There is 1 Antenna placed in the centre of the front Train Car. The Antenna must be represented by a Transmission Antenna Token or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

#### ACTIAVTE ANTENNA

##### SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with an Antenna.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the Antenna.
- 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.
- On successful roll, the Antenna is Activated.
- An Activated Antenna can be Activated again by the other player, applying the same procedure. In this case, both players will count that Antenna as Activated.
- Player A and Player B Tokens can be used to mark the Activated Antenna. It is recommended each player uses a different kind of Token.

### HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate the Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate the Antenna.

PANOPLIES

There are 4 Panoplies placed in the corners of the rearmost Train Car. Each Panoply must be represented by an Objective Token or by a scenery piece of the same diameter.

USE PANOPLIES

SHORT SKILL

Attack

REQUIREMENTS

► The Troop must be in Silhouette contact with a Panoply.

EFFECTS

► By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.

► Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need make a WIP Roll.

► A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.

► If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

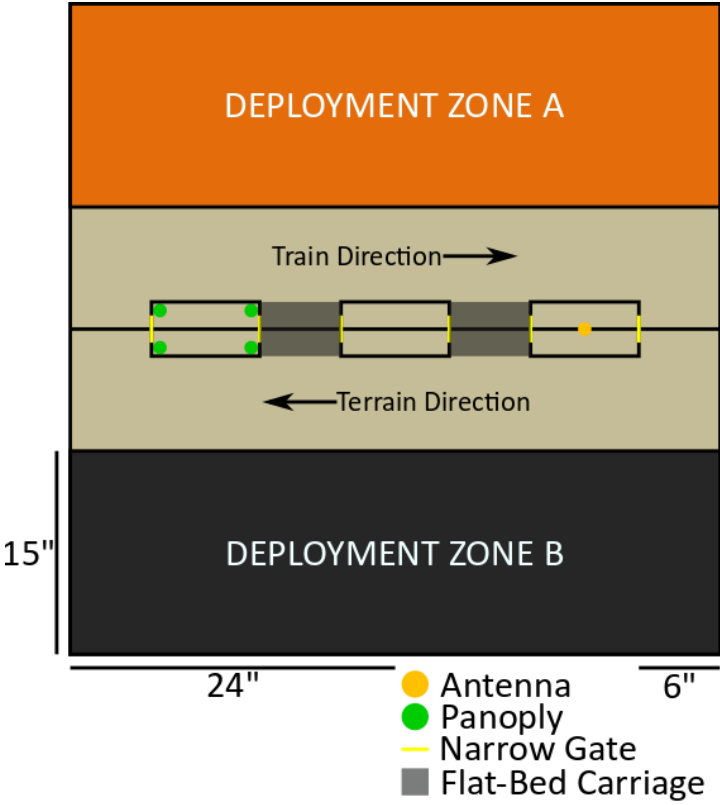
HALO OPS

In this scenario, any Trooper with the Parachutist Special Skill can deploy as if they had the Combat Jump Special Skill. Any Trooper already possessing the Combat Jump Special Skill applies a +3 MOD to their deployment PH Roll. This MOD is cumulative with other MODs provided by other rules.

Troops using the Combat Jump Special Skill are allowed to deploy onto the roofs of Train Cars and onto the Flat-Bed Carriages.

CORSAIR

In this scenario, both players can add one extra Bashi Bazouk (any weapon option) even if they are not available in their army—without applying Cost or SWC. This Trooper does not count towards a Combat Group's limit of ten Troopers or the Army List's limit of fifteen Troopers. For the purposes of this scenario, the Bashi Bazouk is a Specialist Troop with no change in their Cost or SWC.



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.

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

# TIK-TAK-KABOOM!

Scenario by ROGU3FOX for the Loss of Lieutenant Custom Mission Challenge 2023

## BACKGROUND

The operation happens inside a Biotech Secret Laboratories (GRANGA Laboratories) where a powerful (and illegal) Bio-digital virus is being developed. Two unfortunate teams have programmed cover operations to extract info and examples of the product ... at the same time (yep, that's your team buddy). The shit hits the fan when you encounter each other in the interior of the laboratories and your heated interactions trigger the alarm and set in motion the self-destruction of the facilities.

Good luck to find a way out of the hell that you have triggered...

## MISSION OBJECTIVES

### MAIN OBJECTIVES

» At the end of the game, be the last player to Activate/Deactivate a Console (1 Objective Point per Console)

» At the end of the game, Secure the opponent's HVT (2 Objective Points)

» At the end of the game, have Army Points surviving:

Objective Points	Army Points Surviving by Game Size				
	150	200	250	300	400
4	≥126	≥167	≥209	≥251	≥334
3	101-125	134-166	167-208	201-250	267-333
2	76-100	101-133	126-166	151-200	201-266
1	51-75	67-100	84-125	101-150	134-200

## CLASSIFIED

» Each player has 2 Classified Objectives (1 Objective Point each, but only if the player has less than 10 Objective Points)

## 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 allowed to deploy in Silhouette contact with a Console.

## SCENARIO SPECIAL RULES

### CONSOLES

There are 4 Consoles, one placed in the centre of each quadrant (see map). All Consoles begin the game in the Activated and Unlocked States.

A Console must be represented by a Console 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).

### ACTIVATE/DEACTIVATE A CONSOLE

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact an Unlocked Console.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate/Deactivate 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.
- An Activated/Deactivated Console can be Activated/Deactivated again by the other player, applying the same procedure. In such a situation, the Console is Activated/Deactivated by the last player who successfully Activated/Deactivated it.
- Place an Activated/Deactivated Token next to the Console to track the current state of the Console.
- Player A and Player B Tokens can be used to track which player last successfully Activated/Deactivated the Console. It is recommended that each player use a different kind of Token.

### REMOTELY ACTIVATE/DEACTIVATE A CONSOLE

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Hackers can declare this Skill.
- The Hacker must be in Silhouette contact **any** Console.
- When the Hacker declares this Short Skill, they must declare an Unlocked Console to be the Target Console for this skill.

#### EFFECTS

- Allows the Hacker to make a Normal WIP Roll with a -3 MOD to Activate/Deactivate the Target 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.
- An Activated/Deactivated Console can be Activated/Deactivated again by the other player, applying the same procedure. In such a situation, the Console is Activated/Deactivated by the last player who successfully Activated/Deactivated it.
- Place an Activated/Deactivated Token next to the Target Console to track the current state of the Console.
- Player A and Player B Tokens can be used to track which player last successfully Activated/Deactivated the Console. It is recommended that each player use a different kind of Token.

# DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to WIP Rolls necessary to Deactivate a Console.

# REMOTE ASSISTANCE

When a Hacker attempts to Remotely Activate/Deactivate a Console, if the Active player has another Hacker in Silhouette contact with **any** Console, the skill becomes Burst 2.

# REMOTE INTERFERENCE

When a Hacker attempts to Remotely Activate/Deactivate a Console, if the Reactive Player has at least one Specialist in Silhouette contact with the Target Console, the roll becomes face-to-face. The Reactive Player may choose which of their eligible Specialists will make the WIP Roll. If the Reactive Player wins the face-to-face roll, the attempt to Remotely Activate/Deactivate the Console fails.

SABOTAGE A CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

▶ Only Engineers can declare this Skill.

▶ The Engineer must be in Silhouette contact the Console.

▶ The Sabotage Short Skill may **not** be performed during the first player's first turn (Turn 1 of Game Round 1).

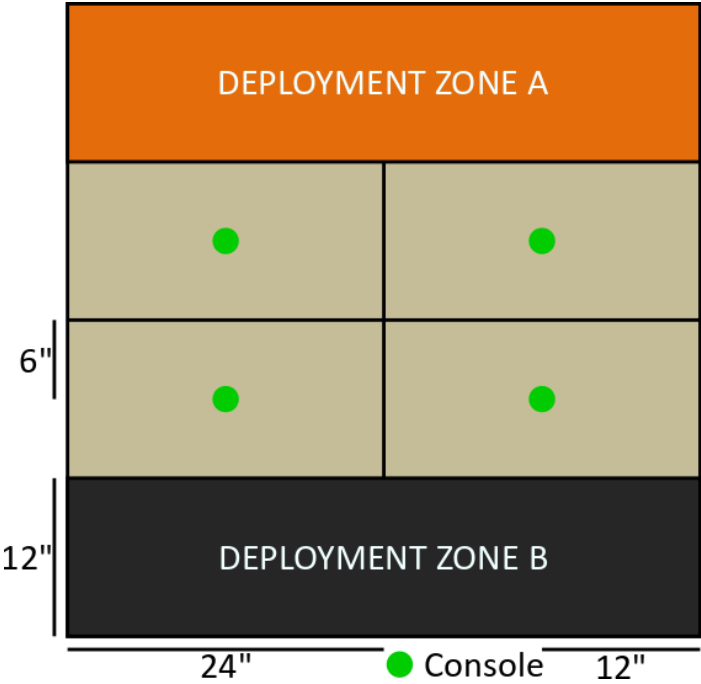
EFFECTS

▶ Allows the Engineer to make a Normal WIP Roll to Sabotage 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. See Tamper Resistant for other possible consequences of a failed roll.

▶ On a successful roll, if the Console was Unlocked, the Console is Locked. Its Activated/Deactivated state and the player who controlled it when it was Locked cannot be changed. Place a Lock Token next to the Console.

▶ On a successful roll, if the Console was Locked, the Console is now Unlocked. Remove the Lock Token from the Console. The Console may now be targeted by the Activated/Deactivated Console Short Skill.



# 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.

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

# TAMPER RESISTANT

At the end of each Game Round, if the last Sabotage roll on a Console was a failure, the KABOOM! rule immediately triggers for that quadrant.

# WHAT DID WE ACTIVATE?

At the end of the third Game Round, the KABOOM! rule triggers for all quadrants with an Activated Console.

# KABOOM!

All Troopers in the quadrant must make two Saving Rolls against the **lower** of their ARM or BTS, against DAM 15. For each failed roll, the Trooper loses one point from their Wound/Structure Attribute. Remove the Console from the table.

# UNDISCLOSED DESIRES

Scenario by Filippo Baccino for the Loss of Lieutenant Custom Mission Challenge 2023

## BACKGROUND

"Judge me, you gods! Wrong I mine enemies? And if not so, how should I wrong a brother?"

Marcus Junius Brutus, from William Shakespeare's Julius Caesar

"No one can tell what will be of Calchis Theme Park once the dust will settle. What is clear is that everyone in the universe had secrets and interests in this place, built on the fringe of history and future, of virtue and shame, of lust and pride. "Panem et circenses" – food and entertainment – this was all the ancient Romans cared about and despite all of our discoveries, this may still be all of what humans care about. I pity those whose secrets buried in the Park will be uncovered: They'll be thrown to the lions, and for everyone else's entertainment."

Notes by Phemius the Aoidos, from the SSS Information Service

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Find your opponent's HVT on Turn 1 (3 Objective Point)
- » Find your opponent's HVT on Turn 2 (2 Objective Points)
- » At the end of the game, have more surviving Specialists than your opponent (2 Objective Points)
- » At the end of the game, have a Trooper in a non-Null State in your opponent's Deployment Zone (1 Objective Point per Trooper, maximum of 3 Objective Points)

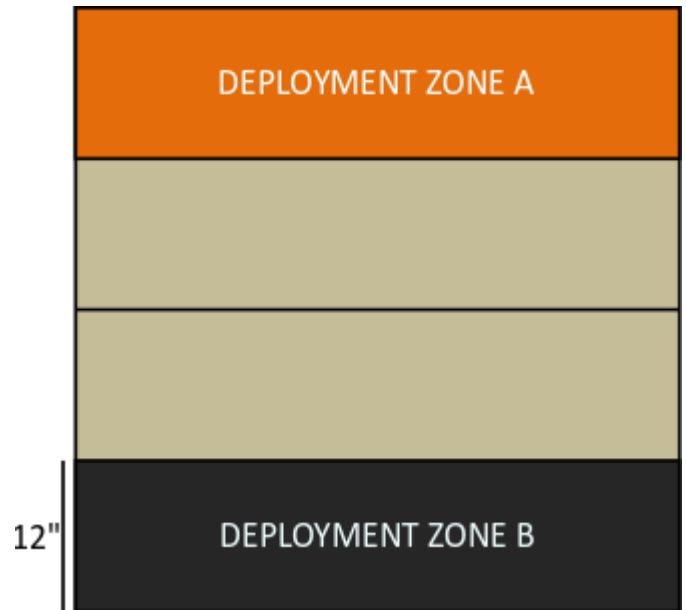
## CLASSIFIED

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

## 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



## SCENARIO SPECIAL RULES

### SILENT PERSONNEL

Players must deploy their HVT a minimum of 4 inches outside of both Deployment Zones and following the Hidden Deployment Special Skill rules. Players cannot place their HVT on the top of or inside any Scenario Element or Building, always deploying them in an accessible location on the table.

### RECOVERY TEAM

In this scenario, all Elite Troops have the Sensor Special Skill.

### 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.

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

**Editor's Note:** At least 8 sectorals/armies in the game do not have access to Elite Troops, making the Recovery Team rule inaccessible to them. I recommend changing the rule to read, "In this scenario, all Specialists have the Sensor Special Skill."

# UPLOAD CENTER

Scenario by Moritz Gosses for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » Activate a Console (2 Objective Points)
- » Corrupt the enemy VIP (2 Objective Points)
- » At the end of each Game Round, have your VIP in the Upload Center (1 Objective Point)

### CLASSIFIED

- » Each player has 3 Classified Objectives (1 Objective Point each)

## 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 allowed to deploy in Silhouette contact with a Civilian nor a Console. It is not allowed to deploy inside the Upload Center.

## SCENARIO SPECIAL RULES

### UPLOAD CENTER (ZO)

In this scenario, the Upload Center is a Zone of Operations (ZO).

Placed in the centre of the table, it covers an area of 8 by 8 inches. To represent the Objective Room, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, 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). The Gates of the Upload Center are Closed at the start of the game. The Gates must be represented by Narrow Gate Tokens or scenery pieces of the same size.

A Model is considered inside the Zone of Operations if more than half their base is inside the ZO.

### OPEN THE UPLOAD CENTER GATES

SHORT SKILL

Attack

#### REQUIREMENTS

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

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Open the Gates.
- 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.
- On successful roll, all Gates to the Upload Center are now Open.

### HVT 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 must remove all HVT Classified Objective cards from the Classified Deck.

### VIP

During their Deployment, instead of deploying an HVT, each player deploys 3 Civilians. Civilians must be deployed at least 8 inches outside both Deployment Zones and at least 8 inches away from other Civilians (4 inches in 150 point games).

At the end of the Deployment Phase, each player secretly records which of their **opponent's** Civilians is the VIP. When a player's VIP is revealed, remove that player's other two Civilians from the game table.

If a player's Trooper enters Silhouette contact with one of their opponent's Civilians, they must immediately reveal which of their opponent's Civilians is the VIP.

### CONSOLES

There are 2 Consoles placed on the central line of the game table, 8 inches from the table edges in a 300/400 point game (6 inches in a 200/250 point game, 4 inches in a 150 point game).

Each Console must be represented by a Console 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).

### SERVERS

There are 2 Servers placed on the table, centred on the front edge of each player's Deployment Zone (see map). Each Server must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Stasis Coffin by Warsenal or the Cryo Pods by Customeeple).

## ACTIVATE CONSOLE

SHORT SKILL

Attack

### REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Console.
- ▶ The player has not successfully Activated a Console.

### EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate 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.
- ▶ On successful roll, your opponent must reveal which of your Civilians is your VIP. Remove your other two Civilians from the game table. Place a Player A/B Token next to the Console to mark which player Activated it.
- ▶ After successfully Activating a Console, the player may not use the Activate Console Short Skill for the remainder of the game.
- ▶ Once a Console has been Activated, it cannot be Activated again by the other player.

## CORRUPT ENEMY VIP

SHORT SKILL

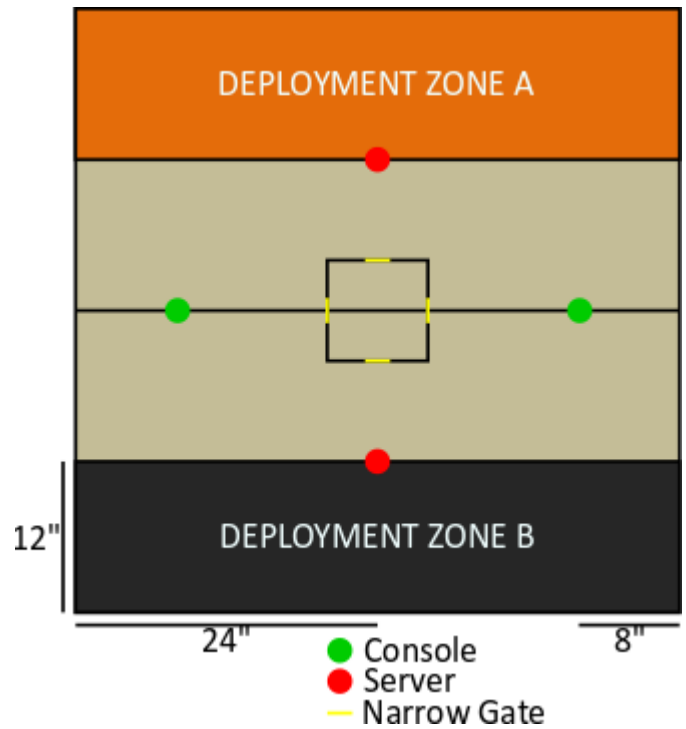
Attack

### REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Server on their half of the table.
- ▶ The opponent's VIP must be in the CivEvac State with the Specialist Troop.

### EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Corrupt the Enemy VIP.
- ▶ 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.
- ▶ On successful roll, the opponent's VIP is Corrupted.
- ▶ Once Corrupted, the opponent's VIP cannot be targeted by the Corrupt Enemy VIP Short Skill for the remainder of the game.



## ENGINEER AND CHAIN OF COMMAND BONUS

Troopers possessing the Engineer or Chain of Command Special Skill have a MOD of +3 to the WIP Rolls necessary to Open the Upload Center Gates, Activate a Console, and Corrupt the Enemy VIP. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Open the Upload Center Gates, Activate a Console, or Corrupt the Enemy VIP.

## 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.

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



# XENO BIOLOGY

Scenario by Johnathan Eaves for the Loss of Lieutenant Custom Mission Challenge 2023

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of the game, Control a Xeno-Egg (2 Objective Points each)
- » At the end of the game, Control more Xeno-Eggs than the adversary (1 Objective Point)
- » At the end of the game, if the adversary does not Control any Xeno-Eggs (1 Objective Point)

### CLASSIFIED

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

## 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

**Exclusion Zone:** The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### XENO-NESTS

There are 3 Xeno-Nests placed on the central line of the table. One is placed at the centre of the table, the other are placed 12 inches in from the side table edges in a 300/400 point game (8 inches in 200/250 point games, and 6 inches in 150 point games).

The Xeno-Nests must be represented by a 40mm Objective Token or with a scenery piece of the same diameter.

### XENO-EGGS

The Xeno-Eggs must be represented by a 25mm Token, or a similar scenery item (such as the Criatures from TAG Raid, or the Xeno-Eggs by Warsenal).

### CONTROL A XENO-EGG

A Xeno-Egg 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 any enemy Model.

#### EXTRACT XENO-EGG

SHORT SKILL

Attack

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Xeno-Nest.

#### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Extract and Pick Up a Xeno-Egg.
- If the roll is failed, guardian organisms in the nest attempt to defend it. The Specialist Troop automatically suffers a DA hit, forcing them to make two Saving Rolls against ARM, with Damage 12.
- 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.
- On successful roll, place a Xeno-Egg Token next to the Specialist.

## DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract a Xeno-Egg. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract a Xeno-Egg.

#### PICK UP XENO-EGG

SHORT SKILL

Attack

#### REQUIREMENTS

The Trooper must be in one of the following situations:

- Be in Silhouette contact with an allied Trooper in a Normal State with a Xeno-Egg Token.
- Be in Silhouette contact with an unaccompanied Xeno-Egg Token.

#### EFFECTS

- A Trooper can Pick Up a Xeno-Egg in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- The Trooper must satisfy the Common Rules for Xeno-Eggs.

## COMMON RULES OF XENO-EGGS

- » Each Model can carry a maximum of 1 Xeno-Egg. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Xeno-Eggs.
- » Only Models, not Markers (Camo, Impersonation, Holoechoes...) can carry a Xeno-Egg.
- » The Xeno-Egg Token must always be kept on the table, even if the Model which is carrying it enters a Null State.



# 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.

## BEASTHUNTER SPECIAL OPERATIVE

In this scenario, both players can add one extra Beasthunter (any weapon option) even if they are not available in their army—without applying Cost or SWC. This Trooper does not count towards a Combat Group’s limit of ten Troopers or the Army List’s limit of fifteen Troopers. For the purposes of this scenario, the Beasthunter is a Specialist Troop with no change in their Cost or SWC.

The Beasthunter Special Operative gains access to the Destroy Nest Special Skill.

DESTROY NEST

SHORT SKILL

Attack

REQUIREMENTS

► Only the Beasthunter Special Operative can declare this Skill.

► The Beasthunter must be in Silhouette contact with a Xeno-Nest.

EFFECTS

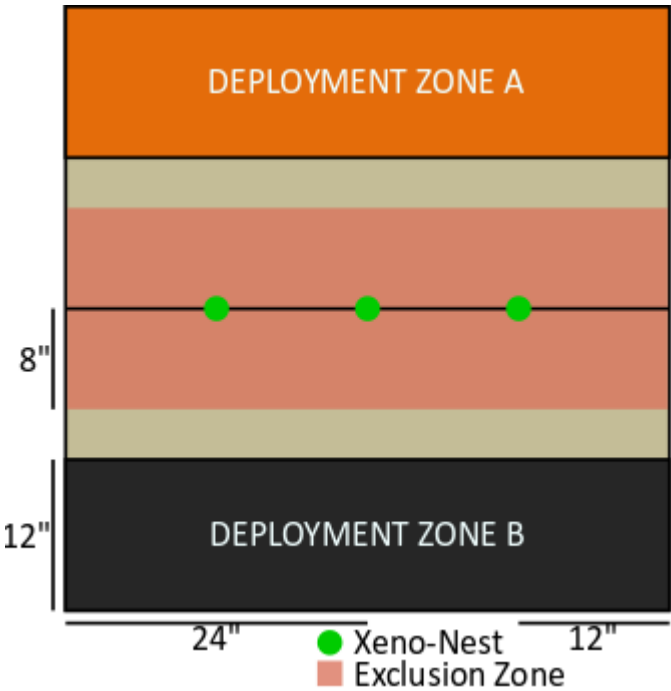
► Allows the Beasthunter to make a Normal WIP Roll to Destroy the Xeno-Nest.

► If the roll is failed, guardian organisms in the nest attempt to defend it. The Specialist Troop automatically suffers a DA hit, forcing them to make two Saving Rolls against ARM, with Damage 12.

► 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.

► On successful roll, the Xeno-Nest 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 and Player B Token must be placed besides it to mark that it has been Destroyed. Xeno-Eggs cannot be Extracted from a Destroyed Xeno-Nest.



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