

AIR DROP

Mission design: Tristan228 Inspiration: ITS 5 v3.03

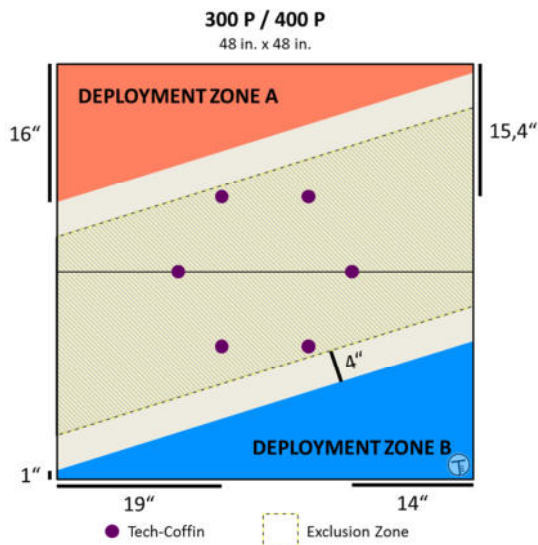
Special Rules: Engineer Bonus, Master Breacher, check & destroy Supply Crates, Specialist Troops, ends in Retreat!

OBJECTIVES

- At the **end** of the **game**: to have **checked more** Supply Crates than the opponent **2 OP**
- At the **end** of the **game**: to have **checked as many** Supply Crates as the opponent (at least **one**) **1 OP**
- At the **end** of the **game**: for each **destroyed** Supply Crate **1 OP (max. 6 OP)**
- At the **end** of the **game**: the player's Master Breacher is **not** in a **Null State** **1 OP**
- Each Player has **one** Classified Objective **1 OP**

DEPLOYMENT

Both players deploy in triangular Deployment Zone opposite to each other. The Deployment Zone's border reaches from 16" on the player's right table side edge to 1" on the player's left table side edge as shown in the figure below.



Exclusion Zone: This Zone is the area covering the Game Table from 4" of both Deployment zones away. Any Special Skill with the Airborne Deployment or Superior Deployment Labels cannot be used to deploy inside this area.

SUPPLY CRATES

In total 6 Supply Crates are placed in a hexagonal pattern around the centre point on the table.

Two Supply Crates are placed on the centre line, 14" away from each side edge. The remaining four Supply crates are placed 15.4" away from each player's edge and 19" away from both side edges (check designer's notes).

Each Supply Crate must be represented by a Tech Coffin or generic Objective Token or an appropriate scenery piece.

CHECK SUPPLY CRATES

To check a Supply Crate a Specialist troop must declare the Short Skill *Check*.

CHECK

Short Skill

REQUIREMENTS

- ▶ Only Specialist Troops in Silhouette contact with a Supply Crate can declare this skill

EFFECTS

- ▶ Allows the Specialist troop to perform a normal WIP roll to check the Supply Crate
- ▶ **Engineer Bonus:** Troopers with the Special Skill *Engineer* apply a **+3 MOD** to their WIP roll
- ▶ **Forward Observer Bonus:** Troopers can declare the *Forward Observer* Special Skill with a **-3 MOD** to check Supply Crates in **LOF** without Silhouette contact. The *Targeted* State is not applied. 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 a Supply Crate was successfully checked by a player, that player is allowed to attack it from the **second game round** onwards.
- ▶ A Supply Crate already checked by a Player can also be checked by the opponent applying the same procedure.

IMPORTANT!

Each Supply Crate can only be checked *once* by a player!

DESTROYING THE SUPPLY CRATES

In this scenario the Supply Crates are valid targets for any kind of attacks and have the following profile.

SUPPLY CRATE				
ARM	BTS	STR	S	TRAIT
3	9	2	3	Immunity (Total) Vulnerability (Breach) Vulnerability (D-Charges)

Supply Crates can only be destroyed by weapons or ammunitions with the *anti-materiel* trait.

However, a Supply crate cannot be chosen as the target of an attack if that attack would simultaneously affect friendly or enemy Troopers - and vice versa.

REMEMBER

Supply Crates **cannot** be chosen as a **target** of an **attack** before the **second game round**.

IMPORTANT!

Players can only destroy Supply Crates that have previously been checked by one of their Troopers!

After a Supply Crate got destroyed it is removed from the game table.

MASTER BREACHER

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 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. Also this Trooper **must not** enter any Marker state throughout the game. **Irregular Troops** and the Troop Types **REM** or **TAG** are **not eligible** to be a Master Breacher.

The Master Breacher possesses the **Climbing plus** and the **Breach** Special Skills as well as **D-Charges**, even if those are not listed on their Unit Profile.

The Master Breacher is identified by an appropriate Token.

BREACH

Entire Order

BS Attack, CC Attack, Optional

REQUIREMENTS

The Master Breacher is

- ▶ either in **LOF and ZOC**
- ▶ or in **Silhouette Contact**

with a Supply Crate

EFFECTS

- ▶ This Special Skill can only be declared against a **single** Supply Crate per activation
- ▶ During this activation all of the Master Breacher's weapons are granted the *anti-materiel* Trait and due to the Supply Crates' Vulnerability all other ammunition Effects and Traits are applied (*Note: the Supply Crates do not enter the Dead State*)

MASTER BREACHER SPECIAL ORDER

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

SPECIALIST TROOPS

For the purposes of this scenario, only *Doctors, Engineers, Forward Observers, Hackers, Paramedics*, and Troopers possessing 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 turn.

If one of the players starts his active turn in the *Retreat!* State, the game will end at the end of that player's turn.

Changes to v3.02:

- Supply Crate: Vulnerability (D-Charges)
- Breach
 - Requirements: now less restrictive
 - Effects: "once per turn" removed

Designer's notes:

The Supply Crates are arranged in a hexagonal pattern on a 10" radius around the game table's centre point. And since the Crates were air dropped it is advised, that if they land on terrain, to place each on the highest legal positions with the least possible deviation from their designated placement points.

Also, because it'll be easier to determine the Exclusion Zone's border Players can also measure 4 $\frac{3}{8}$ " parallel to the Side edges.