

UNMASKING

Scenario by the Warcor HurVo

Type of Operation available: Direct Action Operation, Special Operation, Joint Operations.

Table Configuration: B.

Special Rules: Exclusion Zone, Subterfuge, Consoles, Specialist Troops, Hacker Bonus, DataTracker, Designated Target, Killing, Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To **Kill** the enemy *Designated Target*, but only if it has been previously Revealed (3 Objective Points).
- » To **Kill more enemy Target Decoys**, but only if they have been previously Revealed (1 Objective Point).
- » To **Kill** the enemy *Designated Target* with your *DataTracker* (2 extra Objective Points).
- » To have the **same amount** of *Activated Consoles* as the adversary at the end of the game (1 Objective Point but only if the player has at least 1 *Activated Console*).
- » To have **more** *Activated Consoles* than the adversary at the end of the game (2 Objective Points).
- » Have your *Designated Target* not *Killed* at the end of the game (1 Objective Point).
- » Have your *DataTracker* not *Killed* at the end of the game (1 Objective Point).

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

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

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

It is not allowed to deploy in base contact with any *HVT*.

SCENARIO SPECIAL RULES

SUBTERFUGE

Each of the players will deploy **three** *HVTs*, applying the conventional rules, but only one of them will be the *Designated Target*. This choice will be made by each player during the *Deployment Phase*, it will be considered *Private Information* and must be written down to show to your opponent if necessary. The other two *HVTs* are considered *Target Decoys*.

All the *HVTs* have an *HVT Profile (Neutral Civilian)* until they are Revealed as a *Designated Target* or *Target Decoy*.

An *HVT* applies the *HVT Profile (Designated Target)* at the end of the *Order* in which it has been Revealed as a *Designated Target*, or as a *Target Decoy*.

CONSOLES

There are **three** *Consoles*, placed on the central line of the game table. One of them is in the center of the table and the other two 12 inches from the edges (see map below).

Each *Console* must be represented by a *Console A Marker* or by a scenery piece of the same diameter (such as the *Human Consoles* by *Micro Art Studio*, the *Tech Consoles* by *Warsenal* or the *Comlink Console* by *Cus-tomeeple*).

ACTIVATE CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *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.

- » When activating the *Console*, the player may choose one of the enemy *HVTs* and the adversary must *Reveal* if it is the *Designated Target*, or if it is one of the *Target Decoys*.
- » An *Activated Console* cannot be *Activated* again to *Reveal* another *HVT*.



- » An *Activated Console* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Activated* by the adversary.
- » Player A and Player B Markers can be used to mark the *Activated Consoles*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

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

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

REMEMBER:

TROOPS WITH THE *SPECIALIST OPERATIVE SPECIAL SKILL* CAN ACCOMPLISH THE DIFFERENT FUNCTIONS *SPECIALIST TROOPS* HAVE IN THIS SCENARIO.

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

HACKER BONUS

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

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their *Army List* is the *DataTracker*. 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 *DataTrackers*.

The *DataTracker* is identified with a *DataPack Marker* (*DATA PACK*).

DESIGNATED TARGET

In this scenario, once an enemy's *HVT* figure is *revealed* as the true *Designated Target* or as a *Target Decoy*, that enemy *HVT* is considered an enemy trooper instead of a *Neutral Civilian* so, it can be targeted by *Attacks*. *Killing* that enemy *HVT* does not cause loss of the game nor gives compensatory *Objective Points* to the adversary.

HVTs revealed as *Designated Target* or *Target Decoy* will be reactive and hostile, reacting to any *Order* performed by an enemy active trooper in *LoF* or *ZoC*.

KILLING

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

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

IMPORTANT:

Players are not allowed to *Kill* an enemy *HVT* until it has been *revealed* as the *Designated Target*, or one of the *Target Decoys*.

CLASSIFIED DECK NOT USED

Players will not use the *Classified Deck* in this scenario.

END OF THE MISSION

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

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

