

OUTRAGE-03: DOLLY HEAVY MAMMA

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill the same amount of Army Points as the adversary (2 Objective Points).
- To Kill more Army Points than the adversary (3 Objective Points).
- To Kill the enemy Sharpshooter (3 Objective Points).
- To Kill the enemy Sharpshooter with your own Sharpshooter (2 extra Objective Points).

CLASSIFIED

- Each player has 1 Classified Objective (worth 2 Objective Points)

FORCES AND DEPLOYMENT

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

It is compulsory for each player's list to contain **at least one trooper** equipped with a **Sniper Rifle** or a Marksman Rifle or any variant. (MULTI Sniper Rifle, Shock, Marksman Rifle, VIRAL Sniper Rifle, K1 Sniper Rifle, etc)

SCENARIO SPECIAL RULES

LIMITED INSERTION

Players **are not allowed** to use Army Lists with **more than one Combat Group**. Further, Players may not make use of **Strategic Use of Command Tokens**.¹

SHARPSHOOTER

During each player's Deployment Phase, each player must choose *exactly one* model equipped with a Sniper Rifle or variant in their Army List and declare it as a **Sharpshooter** for the purposes of objective scoring.

It must be a model and not in marker state, HoloMask State, or Hidden Deployment.

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.

REINFORCED TACTICAL LINK

In this scenario the rule **Loss of Lieutenant does not apply**.

In this mission, the identity of the Lieutenant is always Public Information. The player must indicate which Marker is the Lieutenant if it is in a Marker state or which Markers are the Lieutenant in the case of a Holoprojector. Players may not deploy their Lieutenants in the Hidden Deployment state or utilizing the Airborne Deployment Special Skill.

If the player lacks a Lieutenant during the Tactical Phase of their Active Turn because this trooper was not deployed or because it is in an Isolated or a Null state then the player must declare a new Lieutenant. The identity of this new Lieutenant is also Public Information. The new Lieutenant *must* be a model or a Marker placed on the game table.

NO HVT

In this scenario, neither the HVT Model nor the Secure HVT rules are applied. Players cannot deploy their HVT model on the game table, and must remove the HVT Classified Objectives cards from their Classified Deck.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario will automatically finish at the end of the third Game Round.

¹ Players cannot remove orders from the enemy Order Pool at the start of the game, nor may they restrict the opponent's use of command tokens, nor may they spend one to start in Suppressive Fire state.