

LIFEBLOOD

Navigate a maze of cargo, vital to the hungry economy of the Human Sphere. Deny strategic materiel.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Check **more Supply Boxes** than your opponent by the end of the mission. (2OP if you checked more.)
- Destroy **Supply Boxes**. (1OP for each Supply Box you destroy.)

CLASSIFIED

- Each player has 2 Classified Objectives. (1OP for each completed objective.)

FORCES AND DEPLOYMENT

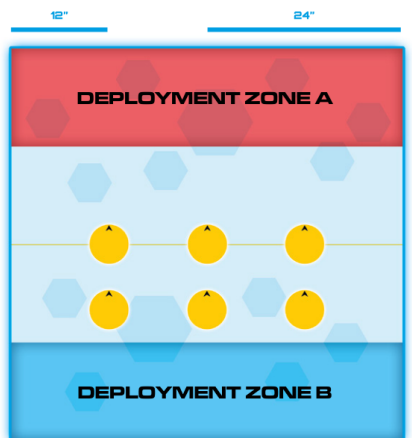
Both players will deploy on opposite sides of the game table in a standard Deployment Zone that is **12 inches deep**.

During setup, **after** each player has chosen their Classified Objectives and army lists, and

before the Initiative Roll, place 6 Circular Templates on the map, with 3 along the central line and 3 more with their center 6" from DZ.

Roll 2d20 for each template, with the first result being the distance in inches that it will move and the second result being the direction of the dispersion roll. Place a Supply Box centered underneath the Circular Template after dispersions.

If any Supply Box would be placed in such a way that the Supply Box (or marker) overlaps with another template or it will be placed in a location with no access, re-roll both dice for that Supply Box.



SCENARIO SPECIAL RULES

SUPPLY BOXES

There are six (6) Supply Boxes placed on the table using the method under **Forces and Deployment**.

CHECK SUPPLY BOX (Short skill)

Labels: Attack

REQUIREMENTS

- A **Specialist Troop** in silhouette contact with a Supply Box

EFFECTS

- If the trooper passes a **WIP** roll, the supply box has been Checked by the active player.
- Each Supply Box can only be checked once by each player.
- If the Specialist possesses the **Chain of Command** or **Forward Observer** special skills, this roll is made with a +3 MOD and two rolls may be made instead of one.

DESTROYING SUPPLY BOXES

Materiel must be destroyed to prevent it from falling into hostile hands.

Starting at the **second** Game Round, Supply Boxes can be targeted and destroyed.¹

- Supply boxes have **ARM1, BTS0, STR1**
- Players cannot target a Supply Box until it has been successfully checked by their own troops.
- Supply Boxes can only be destroyed using a weapon possessing the **Anti-Material Trait**.²
- Supply Boxes cannot be chosen as the target of an attack that would also affect Troopers, be they enemy or friendly.
- Once destroyed, a Supply Box is removed from the game table.

SPECIALIST TROOPS

For the purposes of this scenario troops possessing any of these skills are *Specialist Troops*.

Chain of Command, Doctor, Engineer, Forward Observer, Hacker, Paramedic, Specialist Operative

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 a Player Turn starts in *Retreat!*, then the game will end at the **end of that** Player Turn.

¹ During the first Game Round, the Supply Boxes may not be targeted by any skills, nor can they be destroyed

² This includes ranged weapons such as the Missile Launcher.