BEACON RACE

MISSION OBJECTIVES

PRIMARY OBJECTIVES

- **40P -** *Seize* **more** *beacons* than the enemy.

- **20P -** Seize **the same number** of *Beacons* as the enemy, only if at least one 1 beacon has been seized.
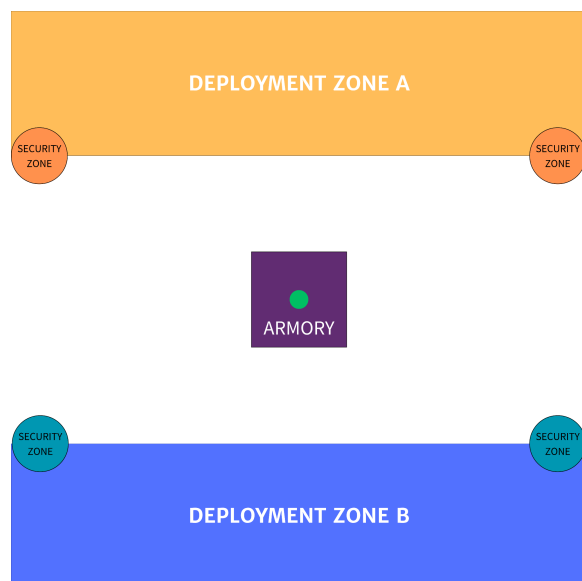
SECONDARY OBJECTIVES

- **1 objective point** for **each seized beacon** (Maximum 4 OP)
- Each player has 2 Classified Objects. (1 objective point each)

FORCES AND DEPLOYMENT

Players will deploy on opposite sides of the game table in a standard Deployment Zone.

ARMY POINTS	TABLE SIZE	D. ZONES
150	24x32	8x24
200, 250	32x48	12x32
300-400	48x48	12x48

SCENARIO SPECIAL RULES

ARMORY

Nobody's home.

An **Objective Room** is placed in the center of the table. It is infinitely tall and blocks Line of Fire. The Objective Room has four **Narrow Gates**, and the Narrow Gates start **closed** at the start of the mission.

OPEN GATE - SHORT SKILL
Labels: *None*
REQUIREMENTS
- A **Specialist Troop** in silhouette contact with a closed Gate.
EFFECTS
- If the trooper passes a Normal WIP roll, all of the **Gates** to the objective room are opened.

BEACON GENERATOR

In the center of the Armory is the Beacon Generator. Represent it by a Console A Marker or scenery piece. If a marker, then it is a flat 40mm marker with no height..

BEACONS

Creation: Beacons are placed by using the *Generate Beacon* skill.

GENERATE BEACON - SHORT SKILL // ARO
Labels: (none)
REQUIREMENTS
- A *Specialist Troop* in Silhouette contact with the *Beacon Generator*.
EFFECT
- Allows the Specialist Troop to make a Normal **WIP+3** roll.
- If the roll is succeeded, then place a Beacon Marker in base contact with the model that generated.
- To avoid confusion, each player should use a different marker (EG Beacon A or Beacon B.) Players cannot generate a second beacon of the same type while the first one is still on the table. (Only one A, only one B)

Beacon Rules

- Beacons are always kept on the table, even if the model carrying it enters a null state.
- Each Model can carry a maximum of 1 beacon. As an exception, troopers possessing the Baggage Special Skill can carry up to 2 Beacons.
- Only models and not markers can carry the beacons.

PICK UP BEACON - SHORT SKILL

Labels: Attack

REQUIREMENTS

- A trooper in silhouette contact with a friendly trooper in a Normal state that is carrying a beacon.
- OR a trooper in contact with a model in a Null state that is carrying a beacon.
- OR a trooper in silhouette contact with a beacon with no Enemy troops also in contact with it.

EFFECT

- Allows the Trooper to pick up the beacon by spending one Short Skill without needing a roll.

SEIZING BEACONS

At the end of an Order or ARO in which a trooper not in a Null state enters their friendly Security Zone, the Beacon Marker is removed and placed aside. If it is a friendly Beacon, it is **Seized.**

Only Beacons generated and seized by the player's own troops count for Objective Points; the other player's beacons are still removed, but not counted for scoring.

SECURITY ZONES

Quantronic upload speeds are faster than bullets.

Each player has 2 Security Zones the size of a Circular Template, each placed at the limit of their Deployment Zone, touching one of the edges of the game table. The center of the security zone should be represented by either a piece of scenery, or a flat 40mm marker..

CHAIN OF COMMAND MOD

Credentials allow for faster procurement.

Troops possessing the *Chain of Command* special skill have an additional MOD of +3 to open the Armory Doors and to Generate Beacons.

SPECIALIST TROOPS

In this scenario, troopers with the following Special Skills quality as Specialists:

- **Chain of Command (+3)**
- Doctor
- Engineer
- Forward Observer
- Hacker
- Operative Especial
- Paramedic

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 player starts in *Retreat!*, then the mission concludes at the end of that Player Turn.