RAVENEY MISSION 01: BOARDING ACTION

A AND B	250	5	32" X 48"	12" X 32"
A AND B	300	6	48" X 48"	12" X 48"
A AND B	400	8	48" X 48"	12" X 48"

MISSION OBJECTIVES

MAIN OBJECTIVES

- [ ] At the end of the game, dominate one Quadrant with a Dominant Master Breacher (2 Objective Points)
- [ ] At the end of the game, dominate the same number of Quadrants as the adversary (2 Objective Points, but only if at least 1 Quadrant is Dominated by the player)
- [ ] At the end of the game, dominate more Quadrants than the adversary (3 Objective Points)
- [ ] At the end of the game, Control the same number of Panoplies as the adversary (1 Objective Points, but only if at least 1 Panoply is Controlled by the player)
- [ ] At the end of the game, Control more Panoplies than the adversary (2 Objective Points)
- [ ] To Kill more Army Points than the adversary (2 Objective Points)

CLASSIFIED

There are no Classified Objectives

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on the opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army List.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A AND B	150	3	24" X 32"	8" X 24"
A AND B	200	4	32" X 48"	12" X 32"

SCENARIO SPECIAL RULES

ASSURED SUPPORT

Reinforced and secure supply lines allows an enhanced access to more resources. In this scenario, both players get a **+1 Bonus to theSWC** they have available.

QUADRANTS (ZO)

At the end of the Game, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants they are dominating and counts their Objective Points.

In this scenario each Quadrant is a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo…) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A trooper is inside a Zone of Operations when more than half the Trooper's base is inside the ZO.

SHASVASTII

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO

PANOPLIES

There are 4 Panoplies, placed in the center of each Quadrant (see map below)

Each Panoply must be represented by an Objective Token or by a scenery piece of the same 40 mm diameter (as the Info Hubs from Micro Art Studio; or the Weapons Storage from Warsenal).

USE PANOPLIES
SHORT SKILL

Attack.

REQUIREMENTS
- The Trooper must be in Silhouette contact with a Panoply

EFFECTS
- By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.
- A Trooper on Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
- If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART			
1-2	+1 ARM	13	PANZERFAUST (+1 DMG)
3-4	HEAVY FLAMETHROWER	14	MONOFILAMENT CCW
5-6	HEAVY ROCKET LAUNCHER	15	MOV 8-4
7-8	DA CCW	16	TAG: BS ATTACK (+1 DMG) OTHER TROOP TYPES: MULTI RIFLE (+1B)
9	MULTISPECTRAL VISOR L1	17	MULTI SNIPER RIFLE (+1 DMG)
10	EXP CCW	18	TAG: IMMUNITY (TOTAL) OTHER TROOP TYPES: +4 ARM
11	ADHESIVE LAUNCHER (-1B)	19	MIMETISM (-6)
12	TAG: IMMUNITY (AP) OTHER TROOP TYPES: +2 ARM	20	TAG: BS ATTACK (+1B) OTHER TROOP TYPES: HMG

CONTROLLING THE PANOPLIES

A Panoply is controlled by a player as long as that player in the only one with at least one Specialist Trooper (as a Model, not a Marker) in Silhouette contact with it. Non-specialist Troops cannot Control the Panoply, but can prevent the enemy from Controlling it by being in Silhouette contact with it. Troopers in a Null Stat cannot do either.

KILLING

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Master Breachers, Paramedics, and Troopers possessing the Chain of Command, Infinity Spec-Ops, or the Specialist Operative Special Skill are considered Specialist Troops

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servent) Models to perform tasks reserved for Specialist Troops.

MASTER BREACHER

The Master Breacher is an operative with a wide expertise in breaching access during a space boarding action.