

VP

DATA SECURITY

V.9.1

ATTACKER'S TABLE EDGE

DATA TERMINAL 10"

DATA TERMINAL 18"

17"

10"

DEFENDER'S TABLE EDGE

Kharipesh temple complexes appear on most Pride home worlds and combine the facilities of spiritual centers with military installations, and data storage vaults. As such these gathering places are highly surveilled by the Blacksmth Corps.

Temple facilities on the Mu'hasan prideworld became the target of M-TAC raids shortly following the C26 incident, where their picturesque gardens became the backdrop for intense firefights.

SETUP

Place two size-40 Data Terminals as shown in the diagram to the left. The Data Terminals are treated as Low terrain.

INTERACTIONS

One of your units can Interact with each of the Data Terminals once each round, so long as there are no enemies in base contact with that Data Terminal.

MISSION PARAMETERS

Score **1 VP** the first time each round one of your units interacts with a Data Terminal.

Score **2VP** the second time each round one of your units interacts with a Data Terminal.

During the **VICTORY PHASE**: Score **1 VP** if there are no enemies within 3" of any Data Terminals.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" of a Data Terminal is destroyed by an enemy.

You have access to the **SECURITY SWEEP** Tactical Asset:

COST 1 AP **SECURITY SWEEP**

You can purchase this asset once each round as a free action during one of your units' activations.

Until the end of the round, the attacks of your units targeting enemies within 6" of a Data Terminal gain +1 Acc.

VP

HOLD POSITION

V.9

ATTACKER'S TABLE EDGE

HOLDOUT ZONE 18"

15.5"

DEFENDER'S TABLE EDGE

"We registered the drop-spore impact approximately two hours ago. Proximity sensors indicate Volucrid lifesigns have changed their direction of movement. They're coming towards our main facility... This isn't normal behavior... why would they...?"

The picket sensors are tripped. Gods above, they're almost here. We can't let them break--"

C26 COVERT RESEARCH OUTPOST
FINAL TRANSMISSION

SETUP

Place one round, 5" diameter Holdout Zone as shown in the diagram to the left.

MISSION PARAMETERS

During the **VICTORY PHASE**: Score **1 VP** if there are one or more friendly troopers within the Holdout Zone.

Score **3VP** instead if there are also no enemy troopers within the Holdout zone.

During the **VICTORY PHASE**: Score **1 VP** if none of your units are wholly within your Deployment Zone.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 6" of the Holdout Zone is destroyed by an enemy.

You have access to the **CLOSE AIR SUPPORT** Tactical Asset:

COST 2 AP **CLOSE AIR SUPPORT**

You can purchase this asset as a free action during your units' activations.

CLOSE AIR SUPPORT			
AOE	ACC	1+	5+ 9+
1"	4	10	13 16

Perform an AOE attack with the above profile. The AOE marker of the attack must be placed within the Holdout Zone.

VP

SCORCHED EARTH

"The research compound has been breached - we've lost the position but can't risk contamination. Orders are to sterilize the area. Not how we expected this day to go... but we can't leave anything standing. It's been a pleasure serving with you all."

COL. HARRISON SHALE
C26 OUTPOST SECURITY CHIEF

INTERACTIONS

Your units can Interact with Unprimed terrain features. Each time you do, that terrain feature is no longer Unprimed and becomes Primed instead.

Your units that have the **INTERACT** action also have the **DETONATE CHARGE** action:

DETONATE CHARGE

Target Primed terrain feature within 6" becomes Demolished and is no longer Primed.

Each unit within 2" suffers 6 Damage.

MISSION PARAMETERS

Score **1 VP** each time a Low terrain feature becomes Demolished.

Score **2VP** each time an Obstructing terrain feature becomes Demolished.

Score **1 VP** the first-time a terrain feature becomes Demolished each round.
(To a maximum of 4 VP per Round).

TACTICAL ASSETS (CON'T)

You have access to the **SATCHEL CHARGE** and **GO PRONE** Tactical Assets:

COST 1 AP GO PRONE

You can purchase this asset when one of your units would suffer damage from the **DETONATE CHARGE** action or an AOE attack. Reduce the damage that unit suffers by 6.

COST 1 AP SATCHEL CHARGE

You can purchase this asset before one of your units performs an **ATTACK** action. You can perform the resulting attack with the **SATCHEL CHARGE** AOE weapon.

SATCHEL CHARGE			
RNG	AOE	ACC	
4"	2"	4	6 10 14

SETUP

Set up the Combat Zone as normal. After the "Set Up Terrain" step of the game, Obstructing and Low terrain features gain the Unprimed state.

VP

EVACUATE FACILITY

SETUP

Place two Noncombatants (see *Contractor profile*) and one Extraction Zone as shown in the diagram to the left. These units may not be chosen to activate normally.

After teams are deployed you can move each Noncombatant up to 4".

END OF ROUND

Your unactivated Noncombatants may be chosen to activate at the end of each Activation Phase, after all other units (in both teams) have activated.

After each Victory Phase, heal all damage from each of your Noncombatants that is in the Casualty Zone and set them up in base contact with an Obstructing terrain feature and at least 6" away from the Extraction Zone.

INTERACTIONS

You units can Interact with Unactivated Noncombatants. When they do, the Noncombatant is Commanded as if the interacting unit was a Field Officer.

MISSION PARAMETERS

During the **VICTORY PHASE**: Score **1 VP** for each VIP in the Combat Zone.

Score **3VP** the first time each round a VIP ends a move within 0" of the Extraction Zone, then place that VIP in the Casualty Zone.

TACTICAL ASSETS

You gain one Asset point each time one of your units within 3" of a friendly Noncombatant or the Extraction Zone is destroyed by an enemy.

You have access to the **MISSION CRITICAL** and **CASEVAC** Tactical Assets:

COST 1 AP MISSION CRITICAL

You can purchase this asset once each round at the start of any round.

Until the end of the round, reduce the damage of enemy attacks targeting your units within 3" of friendly Noncombatants by 2.

COST 1 AP CASEVAC

You can purchase this asset as a free action during your units' activations.

Move one other friendly unit within 1" up to 2" in any direction.