

Missionen:

- Mindwipe
- Akail Interference
- Area of Interest
- Hardlock
- Crossing Lines

Informationen:

Bei Crossing Lines wird man die Punkte in der vorderen Zone notieren müssen, um versehentliche Fehler zu vermeiden. (Es wird mehr Zeit geben)

"Der Tisch hat mich das Spiel/Turnier gekostet!"

Die Tischabfrage läuft mit Fotos, damit vorsortiert werden kann. Es gibt einen Zusatztisch, falls sich ein Tisch nach der ersten Runde als gar nicht spielbar herausstellt.

Die "how to play this table"-Zettel gibt's auch wieder.

Auf der Rückseite um "Feedback von Teilnehmenden" ergänzt.



LT Wurf:

Zug 1; Zug 2; Deployment

Listen Anforderungen:

Spezialisten erforderlich:

Exclusion Zone: Nein

Sonderregeln: Überhacker mit Special Order; Hacker Bonus

Persönliche Strategie / Anmerkung:

MINDWIPE

SUITABLE FOR REINFORCEMENTS

Scenario by the Warcors Blindside and CoveredinFish.

TACTICAL SUPPORT OPTIONS: 1

MISSION OBJECTIVES

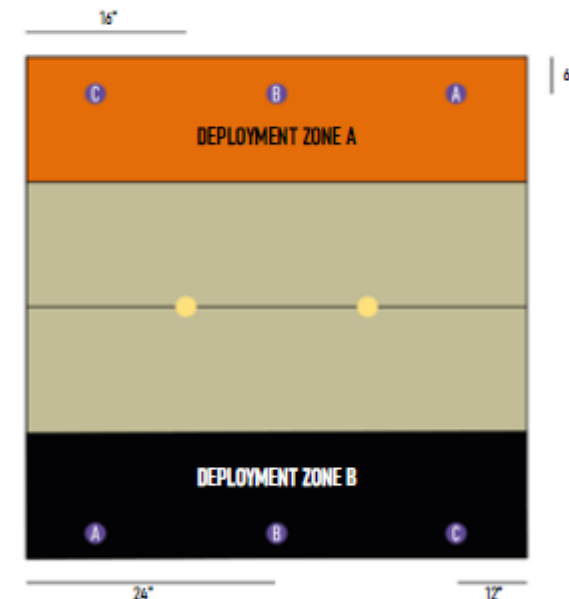
MAIN OBJECTIVES

- At the end of the game, have Destroyed the Enemy Server containing the Rogue AI (3 Objective Points).
- At the end of the game, have Destroyed the same number of Enemy Servers as your opponent, (1 Objective Point, but only if at least 1 Server has been Destroyed by the player).
- At the end of the game, have Destroyed more Servers than your opponent (2 Objective Points).
- At the end of the game, if your Server with the Rogue AI is not Destroyed (2 Objective Points).
- At the end of the game, if none of your Servers are Destroyed (1 Objective Point).
- Activate one Console (1 Objective Point).

CLASSIFIED

- Each player has 1 Classified Objective (1 Objective Point).

300 P / 350 P / 400 P
48 in x 48 in



LT Wurf:

Zug 1; Zug 2; Deployment

Listen Anforderungen:

Spezialisten erforderlich:

Exclusion Zone: Nein

Sonderregeln: Multiple HVTs; Classifieds filtern; Classifieds negieren

Persönliche Strategie / Anmerkung:

Akail Interference

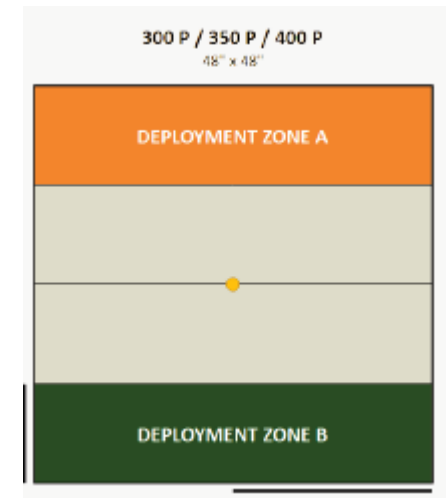
MISSION OBJECTIVES

MAIN OBJECTIVES

- ▼ Accomplish Common Classified Objectives (1 Objective Point for each, up to a maximum of 6 Objective Points).
- ▼ At the end of the game, have accomplished more Classified Objectives than the adversary (1 Objective Point).
- ▼ At the end of the game, have accomplished at least 1 Classified Objective in each Game Round (1 Objective Point, even if the Classified Objective gets canceled for that player).

CLASSIFIED

- ▼ Each player has 1 Private Classified Objective (2 Objective Points).



LT Wurf:

Zug 1; Zug 2; Deployment

Listen Anforderungen:

Spezialisten erforderlich:

Exclusion Zone: Nein

Sonderregeln:

Persönliche Strategie / Anmerkung:

Area of Interest

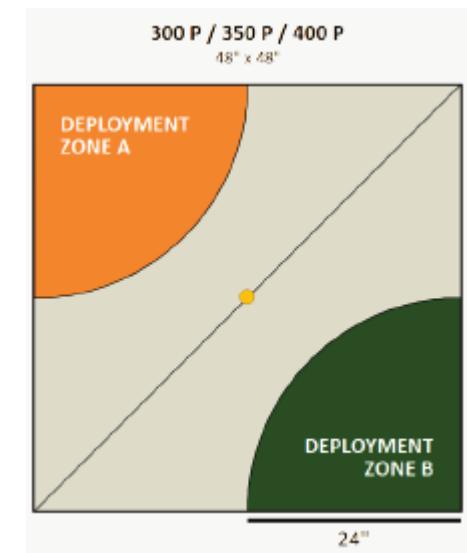
MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, Dominate an Area of Interest (1 Objective Point for each Dominated Area of Interest, up to a maximum of 3 Objective Points).
- At the end of each **GAME ROUND**, Dominate the Special Area of Interest (1 Objective Point).
- At the end of each **GAME ROUND** have an Activated Communication Antenna (1 Objective Point).

CLASSIFIED

- Each player has 1 Classified Objective (1 Objective Point).



LT Wurf:

Zug 1; Zug 2; Deployment

Listen Anforderungen:

Spezialisten erforderlich:

Exclusion Zone: Nein

Sonderregeln:

Persönliche Strategie / Anmerkung:

Hardlock

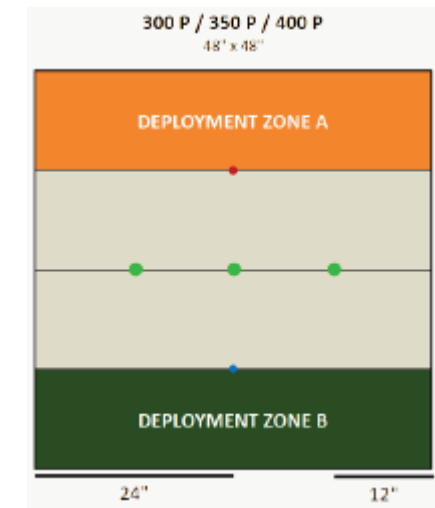
MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, Control the Enemy Beacon (1 Objective Point).
- At the end of the game, your Beacon is not Controlled by the enemy (1 Objective Point).
- At the end of the game, have more Activated Consoles than the adversary (2 Objective Points).
- At the end of the game, have an Activated Console (1 Objective Point for each Activated Console).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).



LT Wurf:

Zug 1; Zug 2; Deployment

Listen Anforderungen:

Spezialisten erforderlich:

Exclusion Zone: Ja

Sonderregeln:

Persönliche Strategie / Anmerkung:

Crossing Lines

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, Dominate a Dead Zone (1 Objective Point for each Dead Zone).
- At the end of the game, Dominate both Dead Zones (2 Objective Points).
- At the end of the game, have an Activated Antenna (1 Objective Point for each Activated Antenna).

CLASSIFIED

There are no Classified Objectives.

