



# THE MOLE

*Find the mole, protect the HVT.*

## MISSION OBJECTIVES

- 1 OP for each HVT analyzed
- 1 OP if, at the end of the game, the mole is not controlled by a friendly unit, but the CivEvac action was performed at least once on it.
- 2 OP if, at the end of the game, the mole is in CivEvac with a friendly unit, outside its own deployment zone
- 4 OP if, at the end of the game, the mole is in CivEvac with a friendly unit, inside its own deployment zone.

## FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on **opposite** sides of the game table, in the Deployment Zones.

**Exclusion Zone.** The Exclusion Zone is the area covering 8 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## SCENARIO SPECIAL RULES

### MOLES

After the deployment rolls, 4 HVTs are placed within 4" from the centerline of the table: two on Player A side of the table (placed by Player B) and two on Player B side of the table (placed by Player A).

The ZoC of each HVT is considered an exclusion zone.

### ANALYZING HVTs

### SHORT MOVEMENT SKILL

#### REQUIREMENTS

- The user must be in ZoC to the target HVT.
- This Skill can only be used once per turn per trooper.
- The Mole must not currently be on the table. Only one may exist.

#### EFFECTS

- By succeeding at a WIP -6 Roll the HVT is Discovered to be the Mole.
  - Hackers and Forward Observers must succeed on a WIP -3 Roll.
- If the analyzing roll is failed, the HVT is not the Mole and is removed from the table
- If the analyzing roll is successful, the targeted HVT is the mole.
- If no other HVTs are present on the field, no roll is required and the Trooper automatically passes the roll.

## NO QUARTER

In this scenario, the Retreat! rules are not applied.

## TWIST

After the end of round 2 but before the beginning of round 3, roll a single d20. Then select and perform the twist according to the roll below.


### NO TWIST (1-10)

### RUSH HOUR (11-15)

All the removed HVTs are reinstated on the field, in the previous spot in which they were placed. If the mole is already discovered, remove it from the table and place the HVT again on the table, unscanned.



## WE GOT COMPANY! (16-20)

Two brawler (rifle/light shotgun profile)  NPCs are placed inside the mole ZoC. Each player places one of the units in the field. The brawlers are considered hostile to both players.

This twist always has this effect: if the mole is discovered and/or in CivEvac, the units are immediately deployed. If the mole is not yet discovered, the units will be placed at the end of the action that reveals it.

## END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **fourth Game Round**.

If one of the players starts their Active Turn with no troopers on the board (null included), the game will end immediately.

