

Reduce the Debris

Objectives: Three devices on the center line of the board. They are floracide agents, used to pull back the brush so that your ships can drop down your larger 300 point contingent. To activate, an engineer or hacker must make a successful WIP role. All other models can activate the device with a WIP -6 roll (or -3 if the model is a specialist troop). To Successfully activate the device, two devices must be activated. Each device may be activated by both players. If either player activates all three devices, the game immediately ends. This can be used to keep your opponent from achieving their Side Objective.

Side objective: You have been made aware that the board holds a hidden Nomad communications from their advance deployment team. You can gain extra intel if you are able to triangulate the location of the Nomad data. At the start of the game, both corners of your deployment zone have triangulation beacons. During the course of the game, before all three floracide agents are activated by a single player (and before time runs out), you must have a model place a third triangulation beacon within 10 inches of a corner of your opponent's deployment zone. Placing the beacon is a straight WIP roll for a forward observer, or WIP -6 for anyone else (including specialist troops). Once that is successful, Combat jump the nomad information from the center of your opponent's deployment zone with PH 10. If the information scatters, it cannot scatter outside of your opponent's deployment zone. The nomad parcel can only be acquired by the player who triangulated the data. No roll is required to acquire the data, and once it is acquired, the data is immediately transferred (cannot be taken away).

Special Deployment rule: Infiltrators ,may not deploy on any terrain feature.

Reminder, green felt is very difficult jungle terrain. Hills are difficult mountain terrain.

Terrain/ Unit	LI	WB	MI	HI	SK	TAG	REM	Motorc ycle	Mechani zed Deploy ment	Comba t Jump
Difficult	nor mal mov e	nor mal mov e	half move	half move	nor mal mov e	half move	half move	half move	allowed	allowed
Very Difficult	half mov e	half mov e	half move	half move	nor mal mov e	disallo wed	disallo wed	disallow ed	disallowe d	allowed
Impassa ble	half mov e	half mov e	disallo wed	disallo wed	half mov e	disallo wed	disallo wed	disallow ed	disallowe d	disallo wed

