

# DESPERATION

*This is the skinny: We need to get to the other side of the river. So who gives a Helot's wet fin if there is just one murderous space ape over there or a whole battalion of Avatars? If we don't take the other shore, our troops will be cut off and it'll be just a matter of time before they're wiped out. So failure is not an option. Saddle up, we drop in 10...!*

Table Configuration: A.

Special Rules: Data Tracker, Killing, Classified Deck Not Used, Retreat

## MISSION OBJECTIVES

Main Objectives:

- To have your Data Tracker inside the adversary's Deployment Zone in a non-Null state at the end of the game (3 Objective Points)
- To have more Army Points in the adversary's Deployment Zone than Army Points of the adversary in your own Deployment Zone at the end of the game (2 Objective Points)
- To have no Army Points of the adversary in your Deployment Zone at the end of the game (2 Objective Points)
- To kill more Army Points than the adversary (2 Objective Points)
- To have the adversary in retreat at the end of the game (1 Objective Point).

Classified Objectives

- There are no Classified Objectives.

## DEPLOYMENT

Both players deploy on opposite sides of the game table, in a Deployment Zone 12 inches deep.

## SCENARIO SPECIAL RULES

There is an *Exclusion Zone* 8 inches deep in front of the adversary's Deployment Zone.

In addition, there is a zone of *Difficult Terrain* extending 4 inches deep from the middle of the game table in both directions (for a total of 8 inches of *Difficult Terrain*).

## DATA TRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers. The DataTracker is identified with a DataPack Marker (DATA PACK).

## KILLING

A trooper is considered Killed when he enters Dead state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

## HVT AND CLASSIFIED DECK NOT USED

In this scenario, the *HVT* model and *Secure HVT* rules are not applied. Players will not deploy the *HVT* model on the game table and they will not use the Classified Deck in this scenario.

## END OF THE MISSION

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

