

FOLLOW-UP

1



- **Requirements:** Medium Infantry or Heavy Infantry
- **Objective:** A trooper whose Unit Type is Medium or Heavy Infantry, with the enemy HVT model inside his Zone of Control, must spend a Short Skill and succeed at a WIP Roll.
- **Bonus:** If the trooper has LoF to the enemy HVT model the WIP Roll gets a +3 MOD.

NET-UNDERMINE

2



- **Requirements:** Veteran Troop, Elite Troop, or Chain of Command.
- **Objective:** A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must spend a Short Skill and succeed at a WIP Roll while totally inside the enemy's half of the game table.

HVT: IDENTITY CHECK

3



- **Requirements:** Biometric Visor, Multispectral Visor or Sensor.
- **Objective:** A trooper with the Biometric Visor or the Multispectral Visor piece of Equipment with the enemy HVT model inside of his Zone of Control and LoF, or a trooper with the Sensor Special Skill with the enemy HVT model inside his Sensor Area, must spend a Short Skill and succeed at a WIP Roll.

CAPTURE

4



- **Requirements:** Veteran Troop, Elite Troop, or Chain of Command.
- **Objective:** At the end of the game, a trooper in a non-Null State whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in base contact with an enemy trooper. The enemy must be in a Null state and be totally inside the enemy's half of the game table.

HVT: KIDNAPPING

5



- **Requirements:** Veteran Troop, Elite Troop, or Chain of Command.
- **Objective:** A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in CivEvac state with the enemy HVT at the end of the game.

HVT: INOCULATION

6



- **Requirements:** Doctor or Paramedic.
- **Objective:** A Doctor or Paramedic in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP+3 Roll. The player can use troops possessing G: Servant to accomplish this Objective.

SABOTAGE

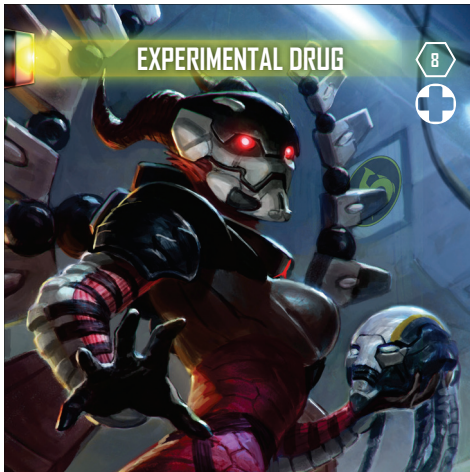
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- **Requirements:** D-Charges.
- **Special:** The player must choose a Scenery Building or a Scenery Item, after solving the Initiative Roll, but before you start your Deployment, placed entirely inside the enemy's half of the table. This piece of scenery will be considered the target of the Classified Objective.
- **Objective:** To detonate a D-Charge on the targeted piece of scenery. It is not required to make an ARM Roll for the piece of scenery. When detonating the D-Charge, the rules for Scenery Structures do not apply.

EXPERIMENTAL DRUG

8



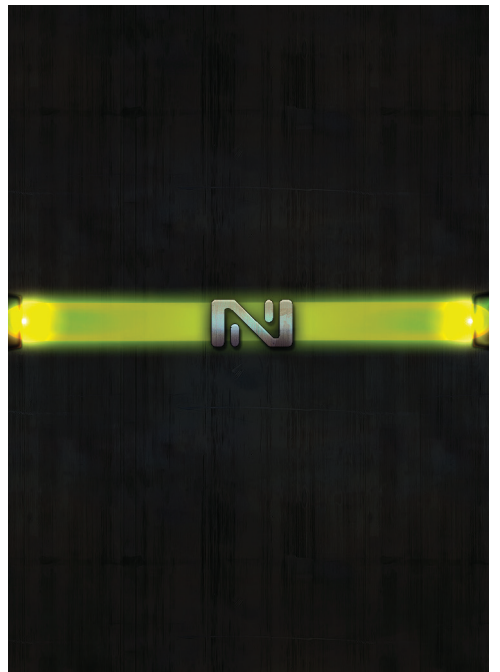
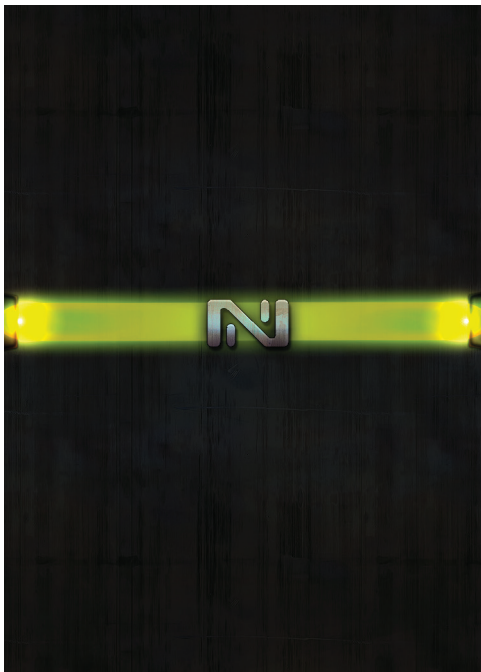
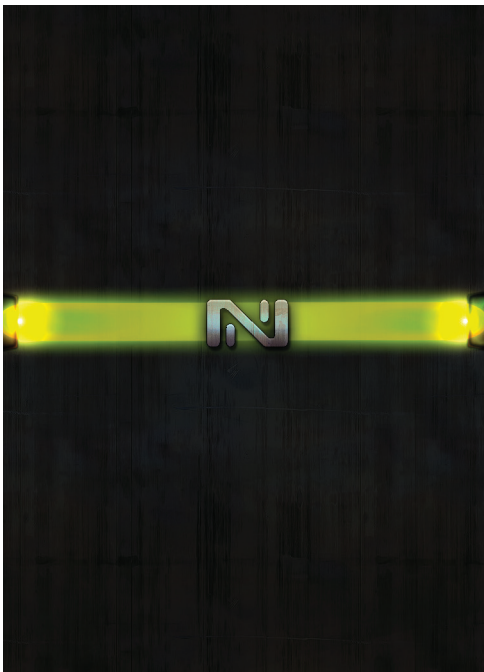
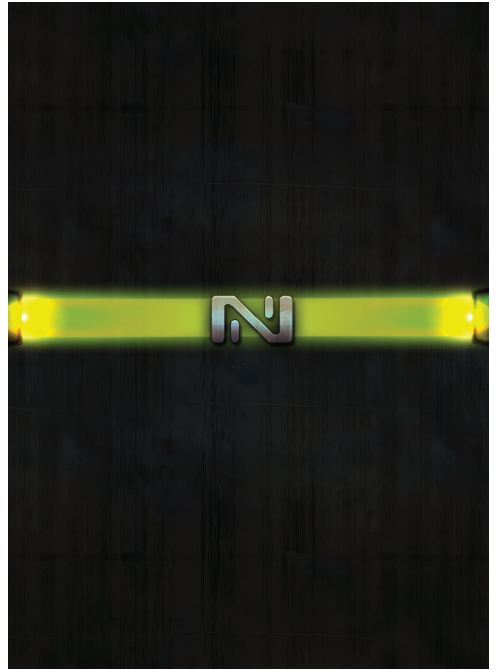
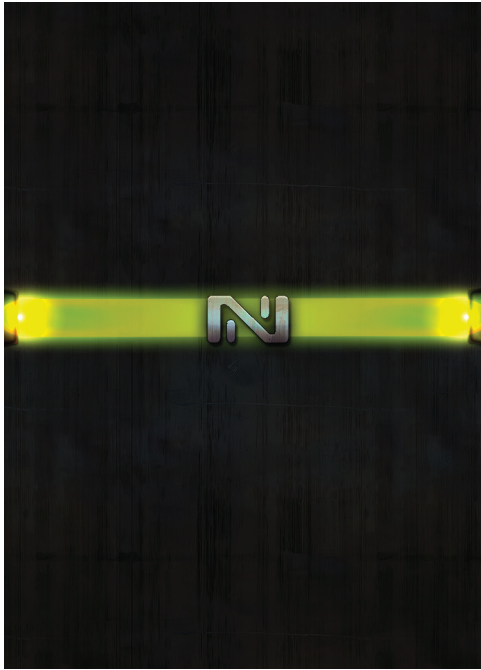
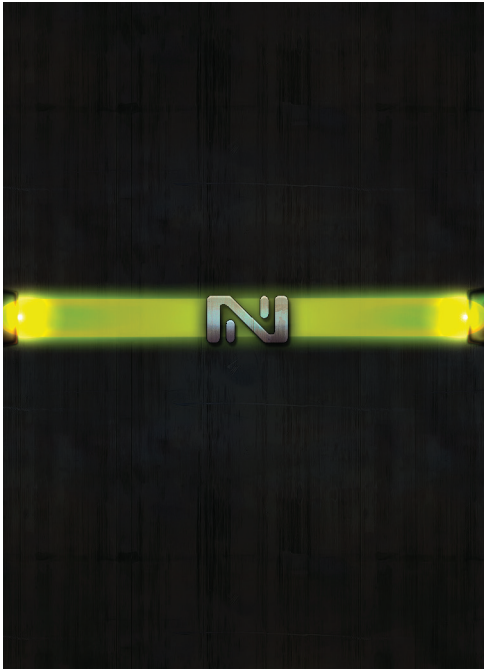
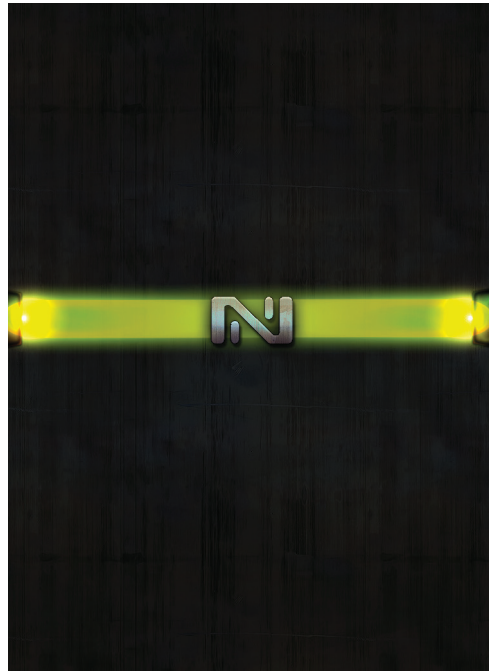
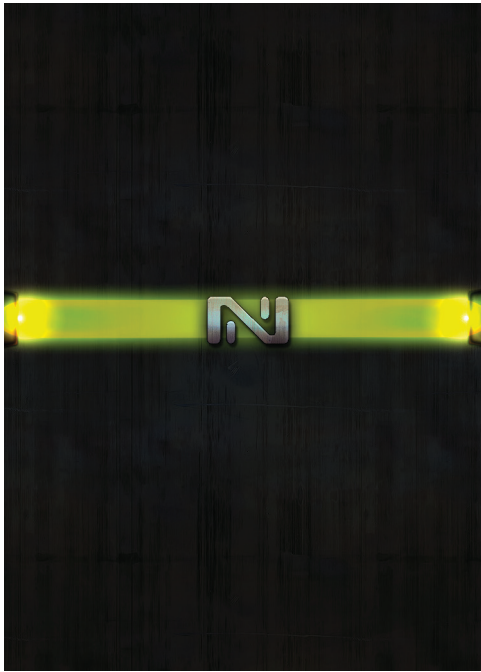
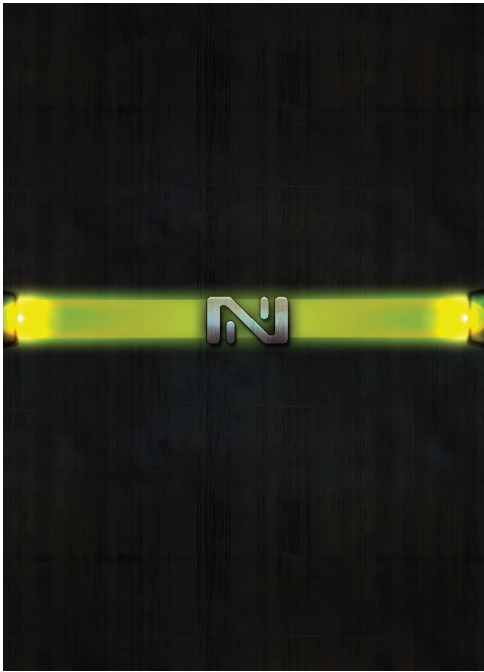
- **Requirements:** Doctor or Paramedic.
- **Objective:** To get an allied trooper recovered from Unconscious to Normal state by using the Doctor Special Skill, or by using a MediKit/Medjector.

HVT: ESPIONAGE

9



- **Requirements:** Hacker.
- **Objective:** A Hacker with the enemy HVT model inside his Zone of Control must spend a Short Skill and succeed at a WIP -3 Roll.



HVT: RETRONGINEERING

10

- **Requirements:** *Engineer.*
- **Objective:** An *Engineer* in base contact with the enemy *HVT* model must spend a *Short Skill* and succeed at a *WIP+3* Roll. The player can use troops possessing *G: Servant* to accomplish this Objective.

TEST RUN

11

- **Requirements:** *Engineer.*
- **Objective:** To succeed at an *Engineer* Roll on any allied trooper, getting it to recover 1 *STR* point.

NANDESPIONAGE

12

- **Requirements:** *Engineer, Doctor, Paramedic or DataTracker.*
- **Objective:** An *Engineer, Doctor, Paramedic* or the trooper designated as *DataTracker* must be in *Engaged* state with an enemy *Specialist Troop*, spend a *Short Skill* and succeed at a *Normal WIP* Roll.

MAPPING

13

- **Requirements:** *Forward Observer or Hacker.*
- **Objective:** A *Forward Observer* or *Hacker* –in base contact with a *Scenery Building* or a *Scenery Item* placed entirely inside the enemy's *Deployment Zone*– must spend a *Short Skill* and succeed at a *WIP* Roll.

DATA SCAN

14

- **Requirements:** *Hacker.*
- **Objective:** The *Hacker* must spend one *Short Skill* of the *Order* and succeed at one *WIP* Roll against any enemy model inside his *Zone of Control*. The target may declare a *Reset ARO* no matter which *Type of Troop* it is (LI, MI, HI...) and even if the *Data Scan* is performed outside his *LoF*.

HVT: DESIGNATION

15

- **Requirements:** *Forward Observer or Spotlight Hacking Program.*
- **Objective:** The player must succeed at *two Forward Observer* Rolls or *two Spotlight Hacking Program* Rolls against the enemy *HVT* model. The player is authorized to perform this type of *Attack* against the *HVT* model.

TELEMETRY

16

- **Requirements:** *Forward Observer or Spotlight Hacking Program.*
- **Objective:** To succeed at an *Attack* against an enemy trooper using *Forward Observer* or the *Spotlight Hacking Program*.

PREDATOR

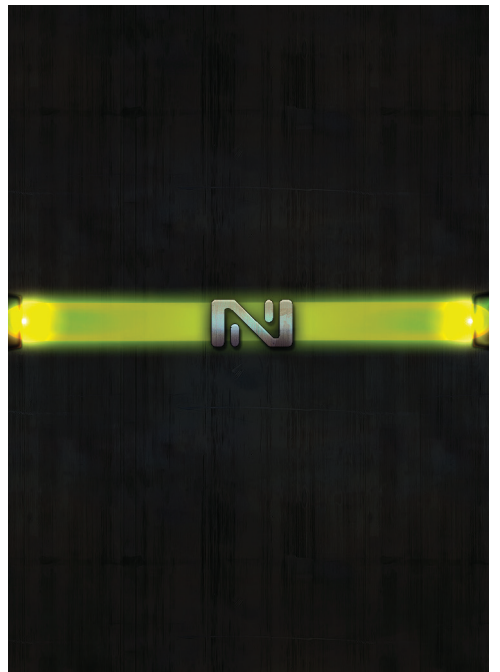
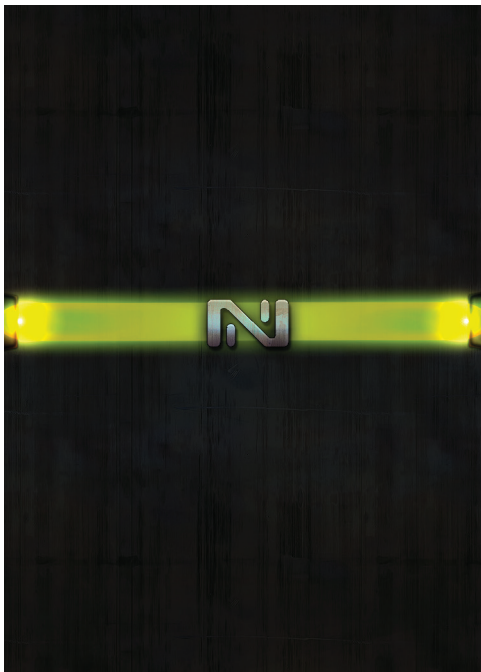
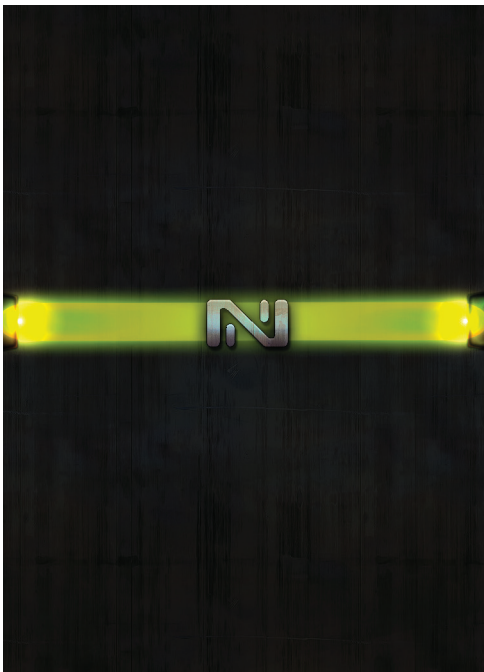
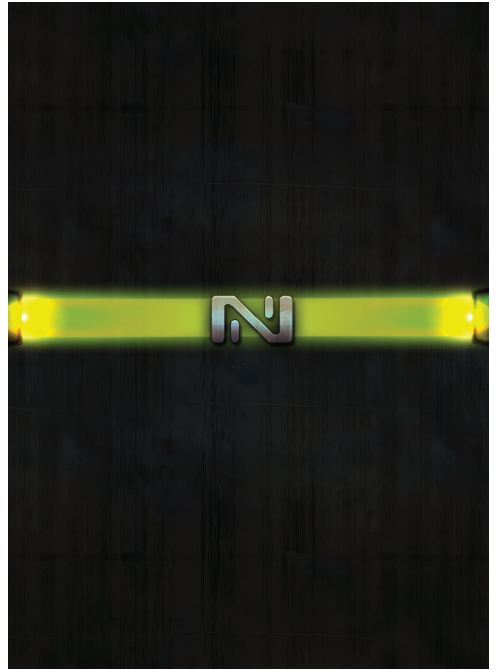
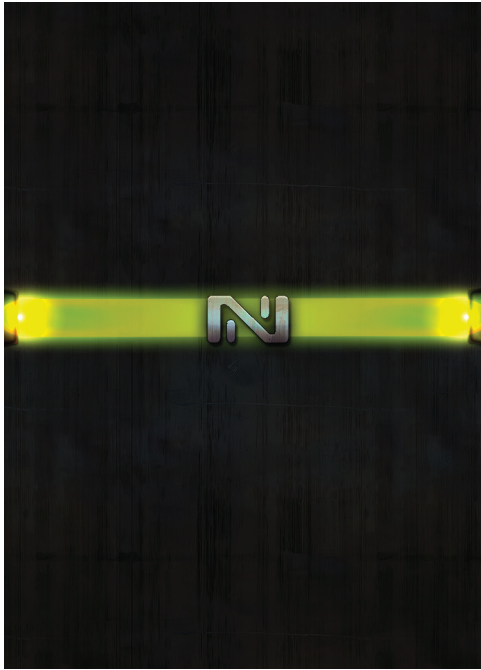
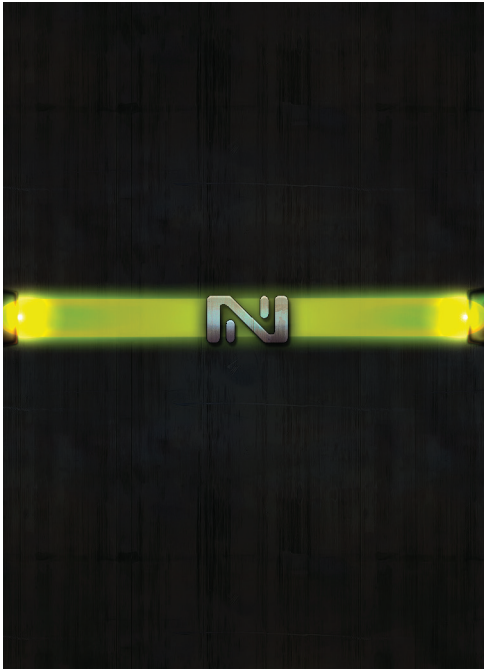
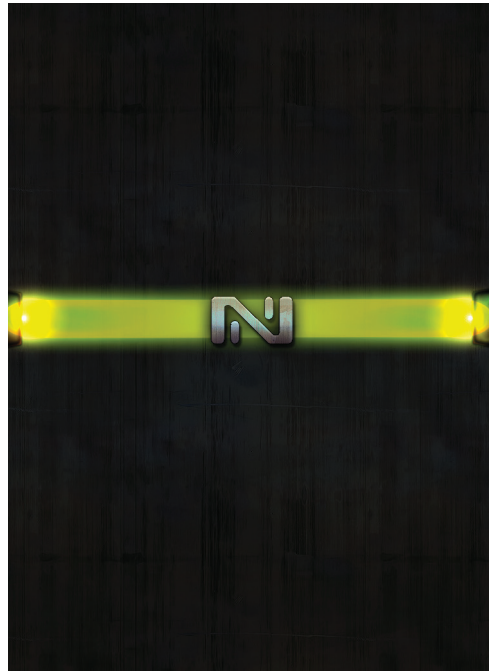
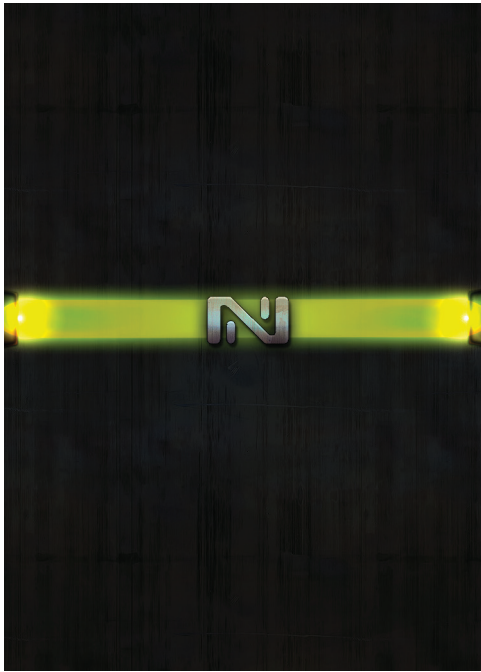
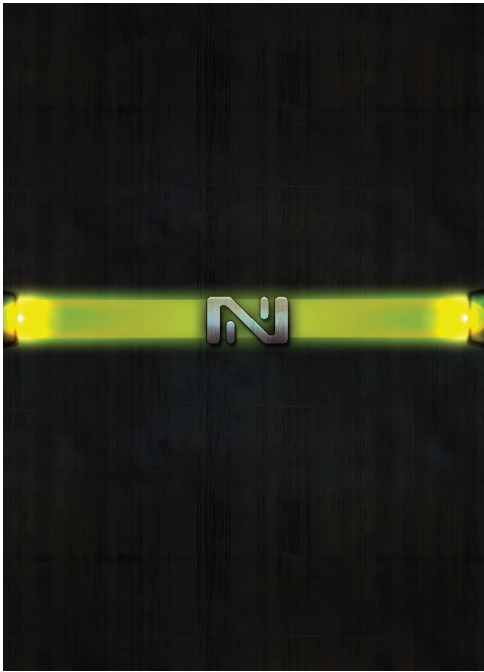
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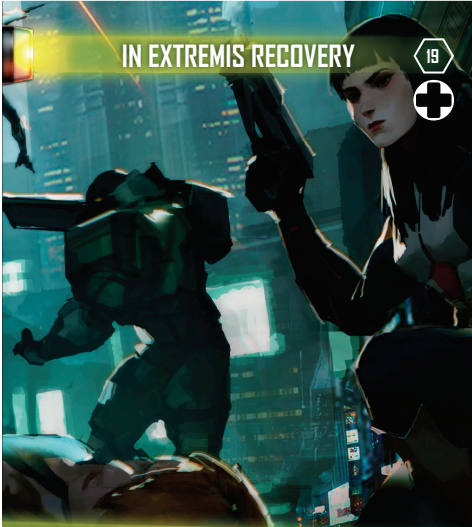
- **Requirements:** --
- **Objective:** At the end of the game the player must have killed at least two enemy troopers in *Close Combat*. Performing a *Coup de Grâce* doesn't count towards this objective.
- **Bonus:** If at the end of the game the player has killed three enemy troopers in *Close Combat*, this objective gives 1 *Objective Point* in addition to the stated *Objective Points* for the scenario's *Classified Objectives* (only if the player has less than 10 *Objective Points*).

RESCUE

18

- **Requirements:** --
- **Objective:** A trooper must be in *Casevac* state with an allied trooper that is totally inside his own half of the game table and outside his own *Deployment Zone* at the end of the game.
- **Bonus:** If, at the end of the game, the trooper in *Casevac* state and the allied trooper are both totally inside the enemy's half of the table, this objective gives 1 *Objective Point* in addition to the stated *Objective Points* for the scenario's *Classified Objectives* (only if the player has less than 10 *Objective Points*).





IN EXTREMIS RECOVERY 19

- **Requirements:** -
- **Objective:** A trooper in *Engaged* state with an *Unconscious* or *Spawn-Embryo* enemy trooper must spend a *Short Skill* and succeed at a *WIP+3* Roll. After a successful *WIP* Roll the enemy trooper is removed from play.



EXTREME PREJUDICE 20

- **Requirements:** -
- **Objective:** To perform a *Coup de Grâce* against an *Unconscious* or *Spawn-Embryo* enemy model.



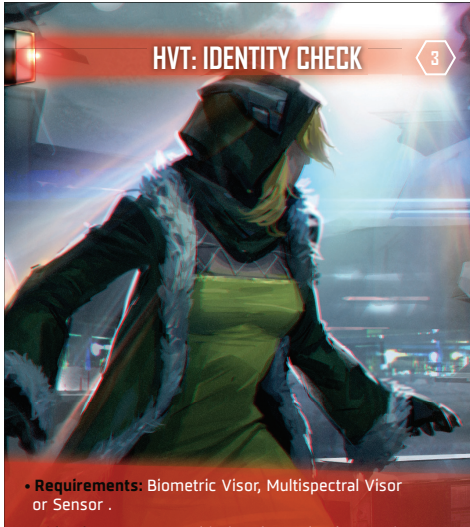
FOLLOW-UP 1

- **Requirements:** Medium Infantry or Heavy Infantry
- **Objective:** A trooper whose Unit Type is Medium or Heavy Infantry, with the enemy HVT model inside his *Zone of Control*, must spend a *Short Skill* and succeed at a *WIP-3* Roll.
- **Bonus:** If the trooper has *LoF* to the enemy HVT model the *WIP* Roll will be without the negative MOD



NET-UNDERMINE 2

- **Requirements:** Veteran Troop, Elite Troop, or Chain of Command.
- **Objective:** A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must spend a *Short Skill* and succeed at a *WIP* Roll while totally inside the enemy's *Deployment Zone*.



HVT: IDENTITY CHECK 3

- **Requirements:** Biometric Visor, Multispectral Visor or Sensor .
- **Objective:** A trooper with the Biometric Visor or the Multispectral Visor piece of Equipment with the enemy HVT model inside of his *Zone of Control* and *LoF*, or a trooper with the Sensor Special Skill with the enemy HVT model inside his *Sensor Area*, must spend a *Short Skill* and succeed at a *WIP-6* Roll.



CAPTURE 4

- **Requirements:** Veteran Troop, Elite Troop, or Chain of Command.
- **Objective:** At the end of the game, a trooper in a non-Null State whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in base contact with an enemy trooper. The enemy must be in a *Null* state and be totally inside the enemy's *Deployment Zone*.



HVT: KIDNAPPING 5

- **Requirements:** Veteran Troop, Elite Troop, or Chain of Command.
- **Objective:** A trooper whose Troop Classification is Veteran or Elite Troop, or a trooper possessing the Chain of Command Special Skill, must be in *CivEvac* state with the enemy HVT inside the own half of the table at the end of the game.



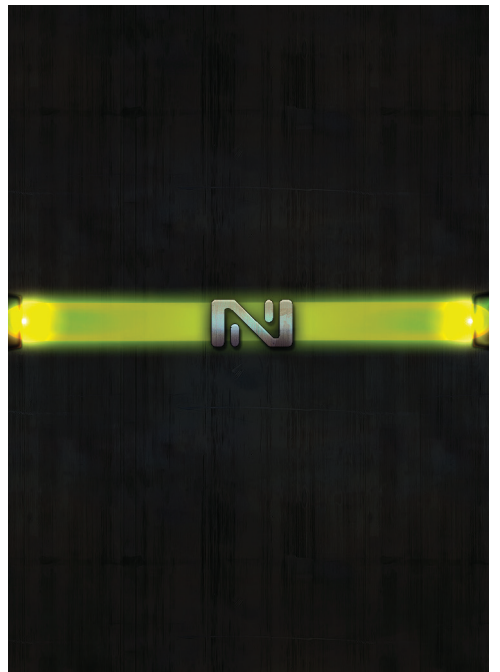
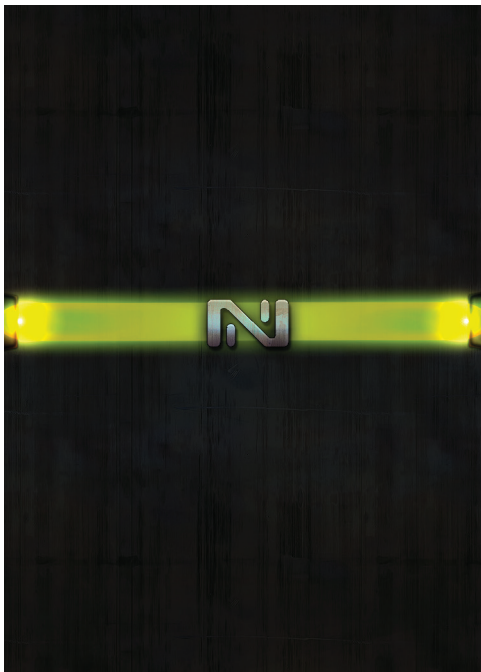
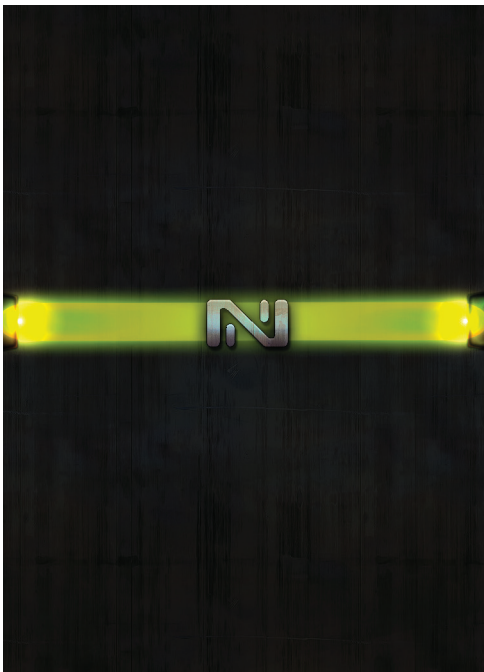
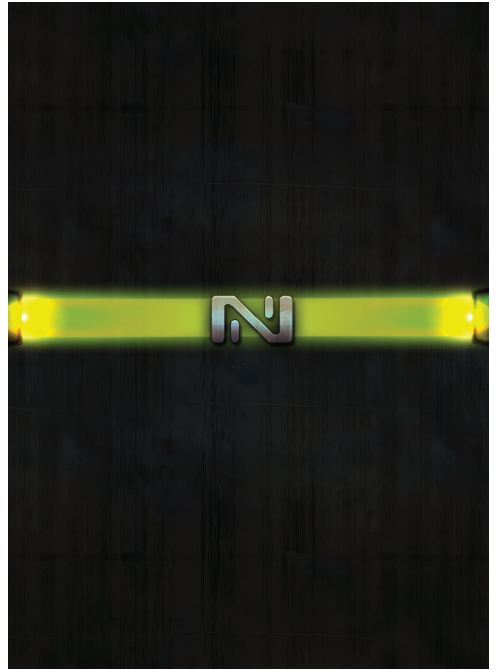
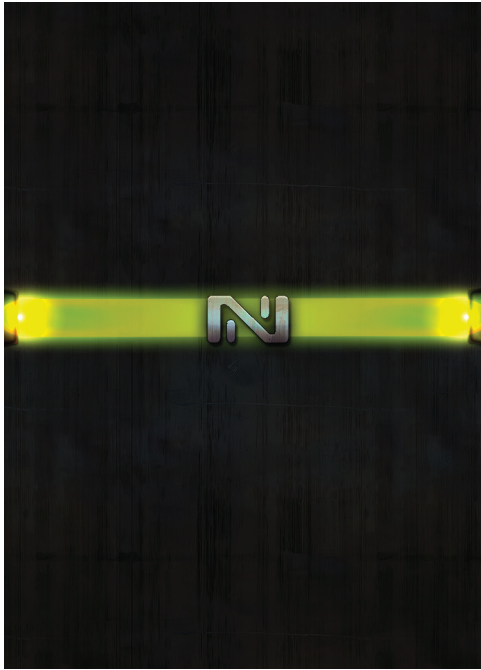
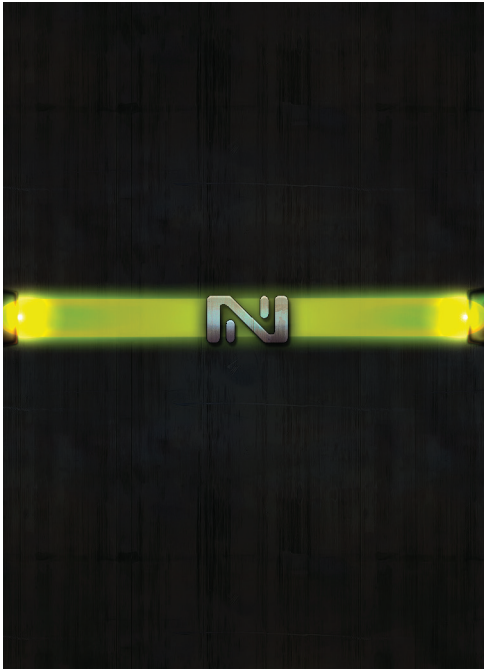
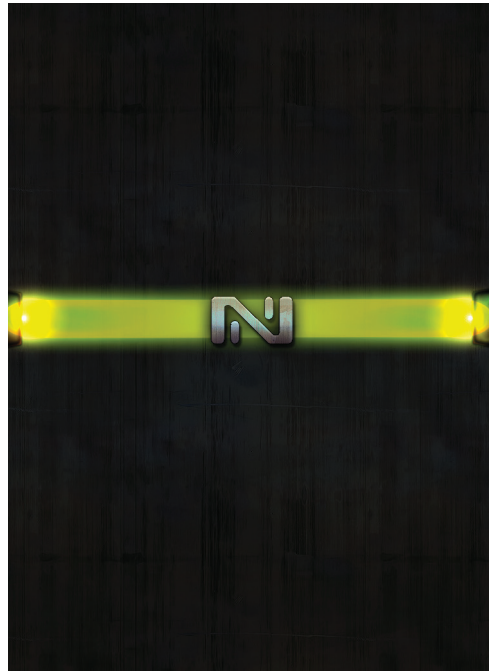
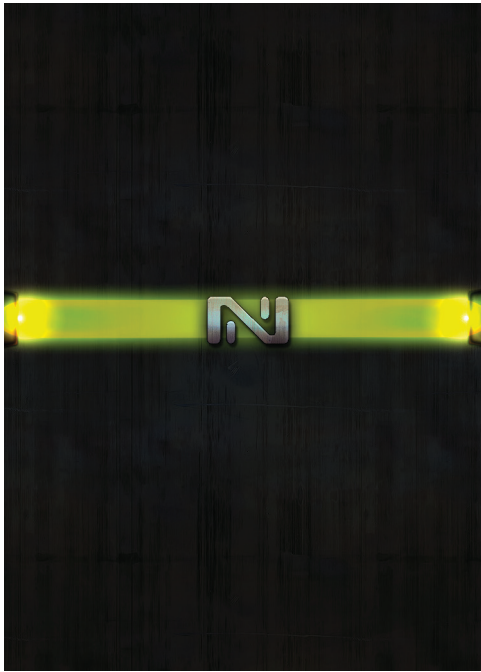
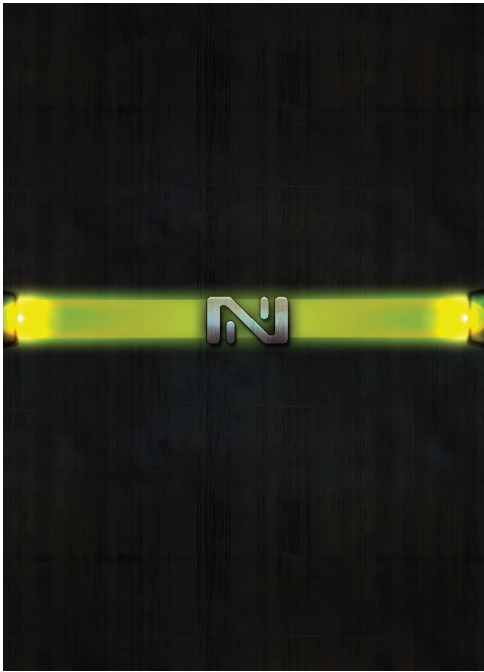
HVT: INOCULATION 6

- **Requirements:** Doctor or Paramedic.
- **Objective:** A Doctor or Paramedic in base contact with the enemy HVT model must spend a *Short Skill* and succeed at a *WIP-3* Roll. The player can use troops possessing *G: Servant* to accomplish this Objective.



SABOTAGE 7


- **Requirements:** D-Charges.
- **Special:** The player must choose two *Scenery Buildings* or a *Scenery Items*, after solving the *Initiative* Roll, but before you start your *Deployment*, placed entirely inside the enemy's half of the table. These pieces of scenery will be considered the target of the *Classified Objective*.
- **Objective:** To detonate a *D-Charge* on the targeted pieces of scenery. It is not required to make an *ARM* Roll for the piece of scenery. When detonating the *D-Charge*, the rules for *Scenery Structures* do not apply.






EXPERIMENTAL DRUG 8 

- **Requirements:** Doctor or Paramedic.
- **Objective:** To get two allied troopers recovered from Unconscious to Normal state by using the Doctor Special Skill, or by using a MediKit./Medjector.



HVT: ESPIONAGE 9 

- **Requirements:** Hacker.
- **Objective:** A Hacker with the enemy HVT model inside his Zone of Control must spend a Short Skill and succeed at a WIP -3 Roll. The HVT may declare a Reset ARO even if the HVT: Espionage is performed outside his LoF.



HVT: RETRONGINEERING 10 

- **Requirements:** Engineer.
- **Objective:** An Engineer in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP-3 Roll. The player can use troops possessing G: Servant to accomplish this Objective.



TEST RUN 11 

- **Requirements:** Engineer.
- **Objective:** To succeed at an Engineer Roll on two allied troopers, getting it to recover 1 STR point.



NANDESPIONAGE 12 

- **Requirements:** Engineer, Doctor, Paramedic or DataTracker.
- **Objective:** An Engineer, Doctor, Paramedic or the trooper designated as DataTracker must be in Engaged state with an enemy Specialist Troop in a non-Null state, spend a Short Skill and succeed at a Normal WIP Roll.



MAPPING 13 

- **Requirements:** Forward Observer.
- **Objective:** A Forward Observer or Hacker—in base contact with a Scenery Building or a Scenery Item placed entirely inside the enemy's Deployment Zone— must spend a Short Skill and succeed at a WIP Roll.



DATA SCAN 14 

- **Requirements:** Hacker.
- **Objective:** The Hacker must spend one Short Skill of the Order and succeed at one WIP-3 Roll against any enemy model inside his Zone of Control. The target may declare a Reset ARO no matter which Type of Troop it is (LI, MI, HI...) and even if the Data Scan is performed outside his LoF.



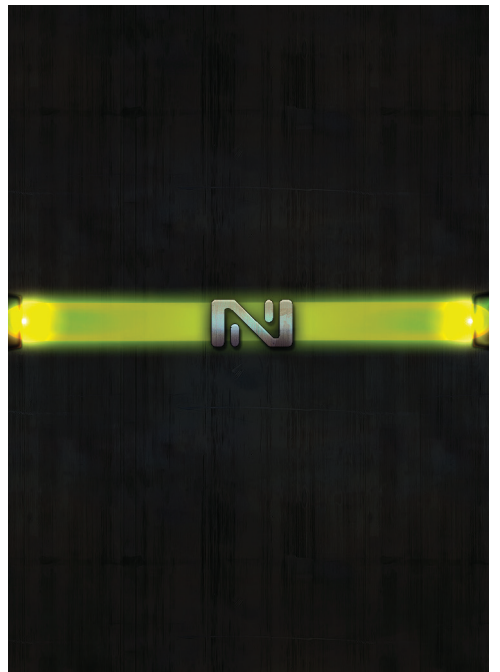
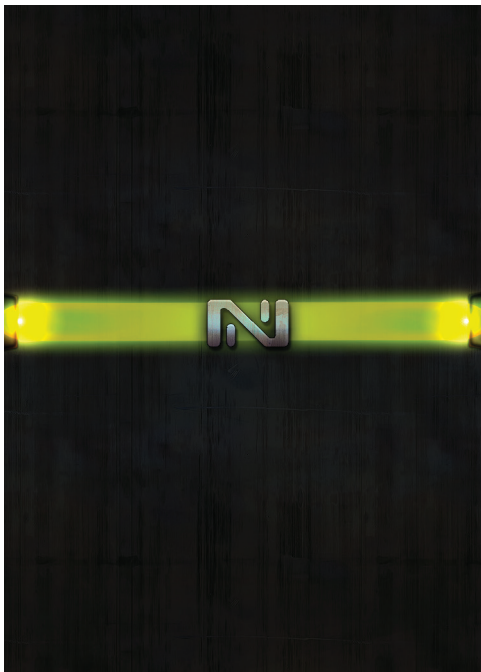
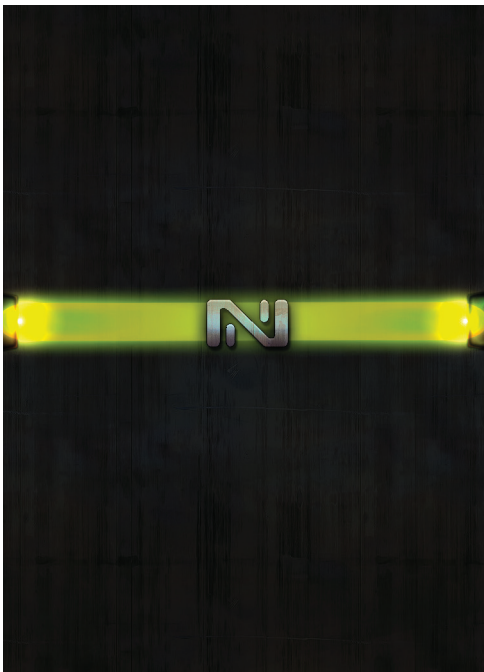
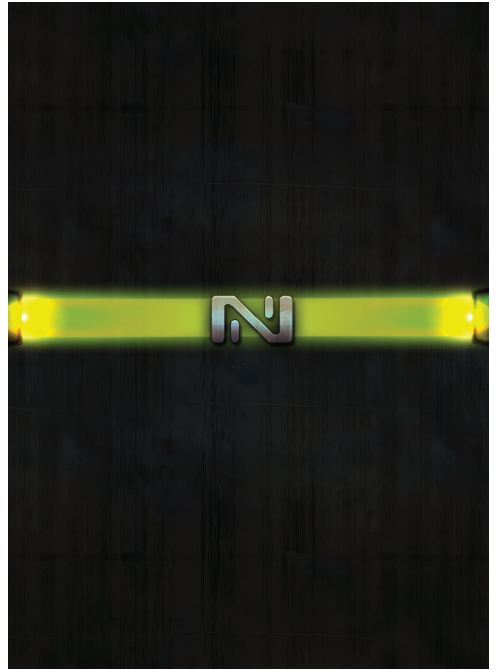
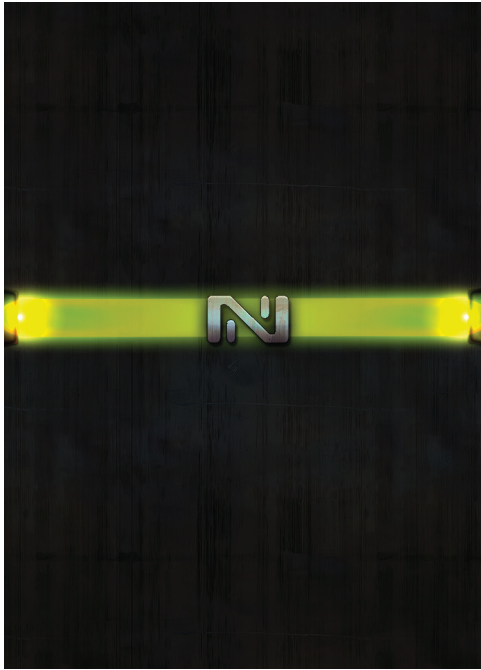
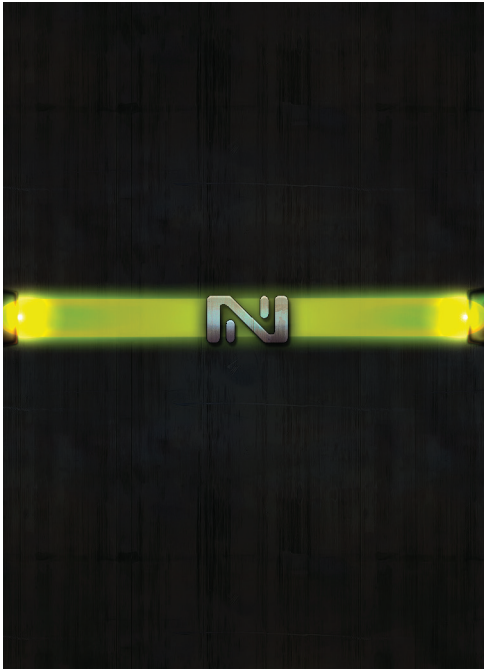
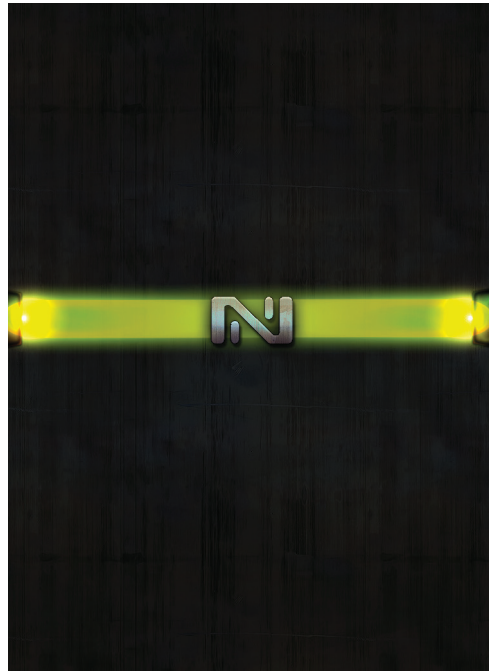
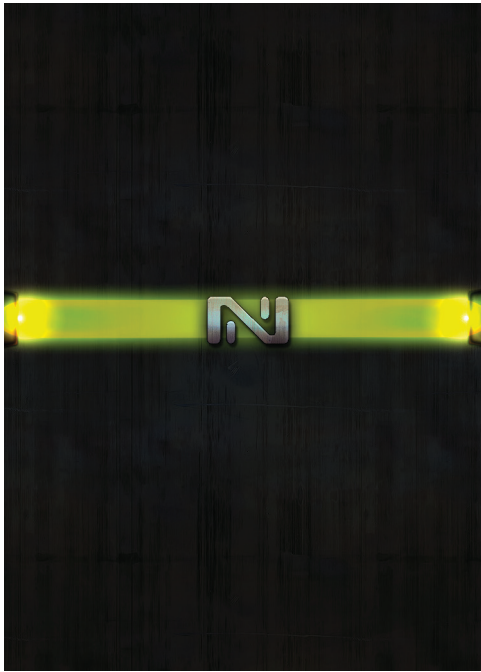
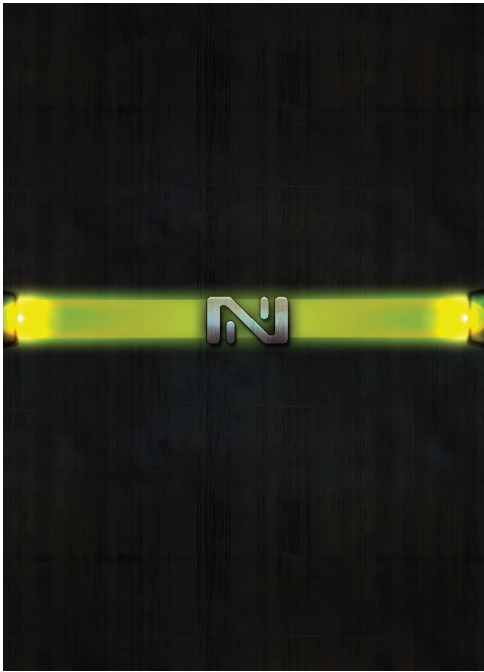
HVT: DESIGNATION 15 

- **Requirements:** Forward Observer or Spotlight Hacking Program.
- **Objective:** The player must succeed at two Forward Observer Rolls or two Spotlight Hacking Program Rolls against the enemy HVT model and against the own HVT model. The player is authorized to perform this type of Attack against the HVT model.



TELEMETRY 16 

- **Requirements:** Forward Observer or Spotlight Hacking Program.
- **Objective:** To succeed at two attacks against an enemy trooper using Forward Observer or the Spotlight Hacking Program.



PREDATOR

17



• Requirements: --

- **Objective:** At the end of the game the player must have killed at least three enemy troopers in Close Combat. Performing a *Coup de Grâce* doesn't count towards this objective.
- **Bonus:** If at the end of the game the player has killed four enemy troopers in Close Combat, this objective gives 1 *Objective Point* in addition to the stated *Objective Points* for the scenario's *Classified Objectives* (only if the player has less than 10 *Objective Points*).

RESCUE

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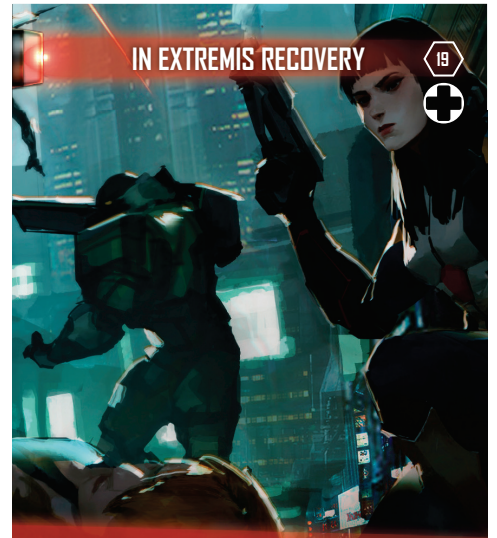


• Requirements: --

- **Objective:** A trooper must be in *Casevac* state with an allied trooper that is totally inside the enemy's half of the game table at the end of the game.
- **Bonus:** If, at the end of the game, the trooper in *Casevac* state and the allied trooper are both totally inside the enemy's *Deployment Zone*, this objective gives 1 *Objective Point* in addition to the stated *Objective Points* for the scenario's *Classified Objectives* (only if the player has less than 10 *Objective Points*).

IN EXTREMIS RECOVERY

19



• Requirements:--

- **Objective:** A trooper in *Engaged* state with an *Unconscious* or *Spawn-Embryo* enemy trooper must spend a *Short Skill* and succeed at a *WIP-3* Roll. After a successful *WIP* Roll the enemy trooper is removed from play.

EXTREME PREJUDICE

20



• Requirements: -

- **Objective:** To perform a *Coup de Grâce* against two *Unconscious* or *Spawn-Embryo* enemy models.

