

HVT: SECURE HVT

REQUIREMENT



NO REQUIREMENT

HIGH VALUE TARGET

ROLLS

NO ROLL



USES HVT

OBJECTIVE

The Secure HVT optional Classified Objective is accomplished when at the end of the game

- 1) The player has one of his troopers (who is not in a Null state) inside the Zone of Control of the enemy HVT and at the same time
- 2) The Zone of Control of his own HVT is free of enemy troops (not counting those in a Null state).

SPECIAL

When in game, the player can replace one of his Classified Objectives with Secure HVT. This is an optional Classified Objective all players can choose to replace one of the Classified Objectives they drew from the Classified Deck.

CARD DESIGN BY CAPTAIN SPUD

[CLASSIFIED OBJECTIVE]

DATA SCAN

REQUIREMENT



HACKER

HIGH VALUE TARGET

ROLLS

1 ROLL

WIP -3

ZoC

NO HVT

OBJECTIVE

The Hacker must spend one Short Skill and succeed at one WIP-3 Roll against any enemy model inside his Zone of Control.

The target may declare a Reset ARD no matter which Type of Troop it is (LI, MI, HI...) and even if the Data Scan is performed outside its LDF.

CARD DESIGN BY CAPTAIN SPUD

[CLASSIFIED OBJECTIVE]

SABOTAGE

REQUIREMENT



D-CHARGES

HIGH VALUE TARGET

ROLLS

NO ROLL



NO HVT

SPECIAL

The player must choose a Scenery Building or a Scenery Item 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.

CARD DESIGN BY CAPTAIN SPUD

[CLASSIFIED OBJECTIVE]

EXPERIMENTAL DRUG

REQUIREMENT



DOCTOR OR PARAMEDIC

HIGH VALUE TARGET

ROLLS

1 ROLL

DOCTOR OR MEDIKIT

NO HVT

OBJECTIVE

To get an allied trooper recovered from Unconscious to Normal state by using the Doctor Special Skill, or by using a MediKit.

CARD DESIGN BY CAPTAIN SPUD

[CLASSIFIED OBJECTIVE]

FOLD

REQUIREMENT

HIGH VALUE TARGET



FORWARD OBSERVER
OR SPOTLIGHT

ROLLS



NO HVT

CARD DESIGN by CAPTAIN SPUD

To succeed at an Attack against an enemy trooper using Forward Observer or the Spotlight Hacking Program.



FOLD

REQUIREMENT

HIGH VALUE TARGET



ROLLS

NO ROLL

NO HVT

CARD DESIGN by CAPTAIN SPUD

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



FOLD

REQUIREMENT

HIGH VALUE TARGET



ENGINEER

ROLLS



NO HVT

CARD DESIGN by CAPTAIN SPUD

To succeed at an Engineer Roll on any allied trooper, getting it to recover 1 STR point.



FOLD

REQUIREMENT

HIGH VALUE TARGET



HACKER

ROLLS

1 ROLL
WIP -3
ZoC

USES HVT

CARD DESIGN by CAPTAIN SPUD

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: RETROENGINEERING

REQUIREMENT

HIGH VALUE TARGET



ENGINEER

ROLLS

1 ROLL

WIP +3

BASE CONTACT



USES HVT

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.

CARD DESIGN BY CAPTAIN SPUD

HVT: INOCULATION

REQUIREMENT

HIGH VALUE TARGET



DOCTOR OR
PARAMEDIC

ROLLS

1 ROLL

WIP +3

BASE CONTACT



USES HVT

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.

CARD DESIGN BY CAPTAIN SPUD

HVT: DESIGNATION

REQUIREMENT

HIGH VALUE TARGET



FORWARD OBSERVER
OR SPOTLIGHT

ROLLS

2 ROLLS

OBSERVE



USES HVT

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.

CARD DESIGN BY CAPTAIN SPUD