

AKIAL INTERFERENCE

TACTICAL SUPPORT OPTIONS

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SUITABLE FOR REINFORCEMENTS

YES

For you, Laika.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Accomplish Common Classified Objectives (1 Objective Point for each, up to a maximum of 6 Objective Points).
- At the end of the game, have accomplished more Classified Objectives than the adversary (1 Objective Point).
- At the end of the game, have accomplished at least 1 Classified Objective in each Game Round (1 Objective Point, even if the Classified Objective gets canceled for that player).

CLASSIFIED

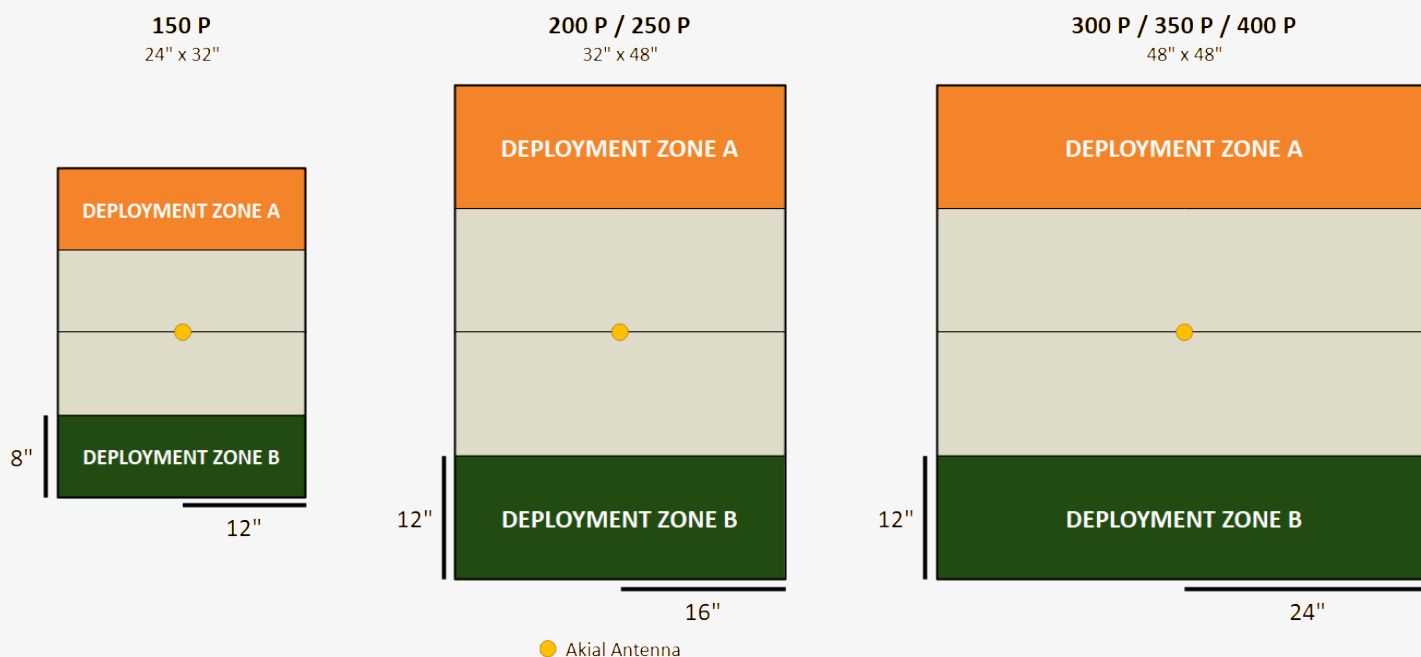
- Each player has 1 Private Classified Objective (2 Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONES SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not allowed to deploy in Silhouette contact with the Akial Antenna or with any HVT.





SEEKERS SEASON 17

SCENARIO SPECIAL RULES

COMMON CLASSIFIED OBJECTIVES

Both players share 2 Common Classified Objectives each Game Round, which are Public Information.

At the beginning of the first Game Round, each player must shuffle their Classified Deck in front of their opponent. Then each player must draw two cards, select one of them as their Private Classified Objective, and the other as a Common Classified Objective for the first Game Round. Once both players have selected a Common Classified Objective, they are revealed at the same time.

At the beginning of Game Rounds two and three, any current Common Classified Objective cards that have not been accomplished by either player are discarded. The Common Classified Objective cards that have been accomplished are moved to a separate area, so that each player can keep track of which cards have been accomplished. Player A and Player B Tokens can be used to mark which player has accomplished each Common Classified Objective card. It is recommended each player uses a different kind of Token.

Each player then draws two cards from their Classified Deck, chooses one as a Common Classified Objective, and discards the other.

Any Common Classified Objective that is checked “at the end of the game” or “during the game” can be accomplished at the end of any Player Turn. If both players accomplished the same Common Classified Objective in the same Round, both players have accomplished it. A Common Classified Objective can only be accomplished after it has been drawn.

If a player’s deck runs out of cards, shuffle their discard pile into a new deck.

PRIVATE CLASSIFIED OBJECTIVE

A Private Classified Objective cannot be used to Emit Akial Interference, and cannot be canceled by it.

The Private Classified Objectives are Private Information.

SIGNAL REDUNDANCY

If, upon revealing the Common Classified Objectives, both have the same name, the player with the first Player Turn must draw another card from their Classified Deck and place it as an extra Common Classified Objective.

Two Classified Objectives with the same name, whether Common or Private, can both be accomplished in the same Player Turn as long as they each have a different target or are accomplished by a different Trooper.

MULTIPLE HVTs

Each of the players will deploy four HVTs, following the usual rules for deploying HVTs. Each HVT may only be used to accomplish one Classified Objective - once a Classified Objective targeting an HVT has been completed, that HVT Model is removed from the game table.



SEEKERS SEASON 17

SECURE HVT OR SECURE TREASURE NOT USED

In this scenario, the Secure HVT or Secure Treasure rule is not applied.

AKIAL ANTENNA

There is 1 Akial Antenna placed in the center of the table.

The Akial Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antenna of the ITS Objective Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

EMIT AKIAL INTERFERENCE

SHORT SKILL

Attack, Scenario

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Akial Antenna
- ▶ The player has accomplished a Common Classified Objective that has any of those symbols: .
- ▶ Each of those Common Classified Objective cards can only be chosen once for this Skill.
- ▶ Each Specialist Troop can only Emit Akial Interference once per Game Round.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Emit Akial Interference.
If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ When Akial Interference is Emitted, the player may cancel a Common Classified Objective that has been accomplished by the adversary and that shares a symbol with a Common Classified Objective previously accomplished by the player.
- ▶ The adversary has no longer accomplished the chosen Common Classified Objective card. If neither player has accomplished the card, discard it.
- ▶ Only Common Classified Objective cards that have been accomplished count towards the final score total, or can be used to Emit Akial Interference.

FILTER THE SIGNAL

SHORT SKILL

Attack, Scenario

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Akial Antenna.

EFFECTS

- ▶ Without needing to perform a Roll, the player can Filter the Signal.
- ▶ When Filtering the Signal, the player chooses one of the current Common Classified Objective cards.
- ▶ If any player has accomplished the chosen card, it is placed with the other accomplished cards. If neither player has accomplished the card, discard it.
- ▶ The player draws a replacement card from their deck.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

END OF THE MISSION

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

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.