

CROSSING LINES

TACTICAL SUPPORT OPTIONS

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SUITABLE FOR REINFORCEMENTS

NO

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, Dominate a Dead Zone (1 Objective Point for each Dead Zone).
- At the end of the game, Dominate both Dead Zones (2 Objective Points).
- At the end of the game, have an Activated Antenna (1 Objective Point for each Activated Antenna).

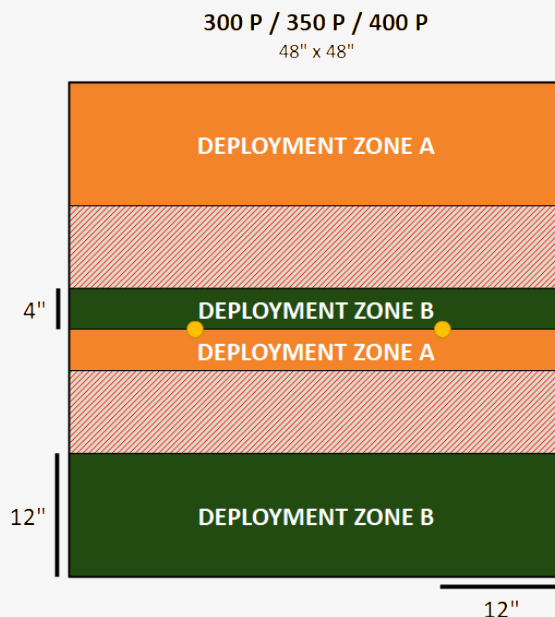
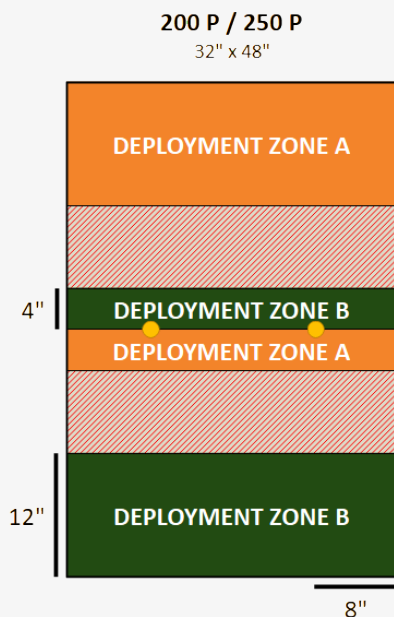
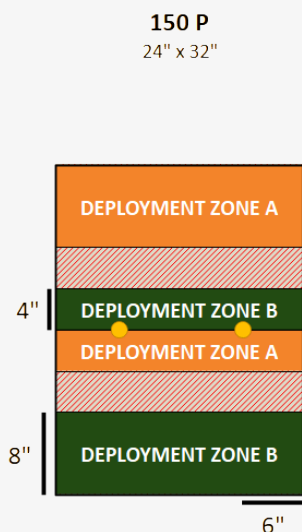
CLASSIFIED

There are no Classified Objectives.

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. Each player has a Deployment Zone in the rear of their half of the game table, and a second Deployment Zone in the other half of the game table, within the central strip.

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



● Antenna
Exclusion Zone



SEEKERS SEASON 17

During Deployment Phase, players may deploy up to 75 points of Troops from their Army List in their Deployment Zone within the Central Strip.

It is not permitted to deploy in Silhouette contact with the Antennas.

Exclusion Zone. The Exclusion Zones are the areas between the Deployment Zones. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside these areas.

SCENARIO SPECIAL RULES

DEAD ZONE

There are two Dead Zones, one in each half of the game table. The Dead Zones are the areas between the Deployment Zones.

In this scenario each Dead Zone is a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

ANTENNAS

There are 2 Antennas placed on the central line of the table. They are placed 12 inches from the table edges in 300/350/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games (see map).

The Antennas must be represented by Transmission Antenna Tokens (TRANS. ANTENNA) or with scenery pieces 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).

ACTIVATE ANTENNA

SHORT SKILL

Attack, Scenario.

REQUIREMENTS

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

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate an Antenna.
- 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.
- An Activated Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Antenna is no longer Activated by the adversary.
- Player A and Player B Tokens can be used to mark the Activated Antenna. It is recommended each player uses a different kind of Token.



SEEKERS SEASON 17

SUPERIOR DEPLOYMENT

With the exception of Impersonation, Special Skills with the Superior Deployment Label **cannot** be used in this scenario.

SECURE HVT OR SECURE TREASURE NOT USED

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

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.