

## 2. RUNDE:

# DOMINATION

### ARMEE:

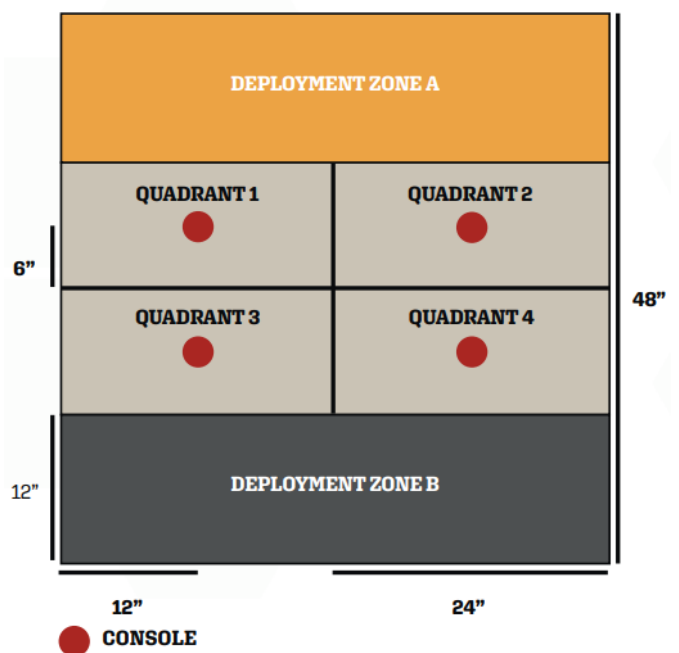
200p – 4SWC

- Keine Fireteams
- Keine TAGs
- Nur ein Modell mit mehreren Wunden/Strukturpunkten (auch Transmutation, Symbiont Armor, NWI) pro 4 Modelle
- Nur ein Impetuous Modell pro 4 Modelle
- Eine Kampfgruppe

### MISSION:

Domination (N4 Regelbuch)

- Spielfeld: 48" x 48"
- Regeln:
  - 3 Runden
  - Endet im Retreat



## HACK CONSOLES

SHORT SKILL

Attack

### REQUIREMENTS

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

### EFFECTS

- ▶ The Console is Hacked if the Specialist Troop succeeds at a Normal WIP Roll. 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.
- ▶ A player can Hack a Console previously Hacked by the adversary. In this situation, that Console will only be considered Hacked by the last player to Hack it.
- ▶ Hackers apply a +3 MOD to Hack a Console, so they must succeed at a Normal WIP+3 Roll.

## SPECIALIST TROOPS

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

## DOMINATE QUADRANTS

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants he is dominating and counts their **Objective Points**.

A Quadrant is considered Dominated by a player if he has more Victory Points than the adversary inside it. Only Troopers represented by Models or Markers count. Troopers in a Null state do not count. Tokens and Markers representing weapons or pieces of Equipment (like Mines), and those that do not represent a Trooper do not count either.

A Trooper is considered inside a Quadrant when more than half the Trooper's base is inside that Quadrant.

Ziel	Punkte
Dominiere die gleiche Anzahl an Quadranten wie dein Gegner am Ende einer Runde	1
Dominiere mehr Quadranten als dein Gegner am Ende einer Runde	2
Besitze eine gehackte Console am Ende des Spiels.	1 pro Console