

Agent Forces

1. U.T. with laser spray pistol (LSP) and access card
2. Seymour with auto pistol
3. Annie with SMG and access card
4. Bilson with shotgun and access card

Agent Setup

Agents may enter the board at squares A and/or B.

CorpGuard Forces

1. CorpGuard automaton (rules below) with Gen2 TMA and servo mods, and regular RinoHyde armor and targeting eye mods, lazrifle, baton, helmet, and access card. Use heavy weapons expert model to represent automoton.
2. Elite CorpGuard with lazrifle and access card.

CorpGuard Setup

Corpguard forces enter the board at square C.

Automaton Special Rules

Treat the automaton exactly as you would a regular CorpGuard, except as follows. The servo cyber-mods give the automaton +2 damage in close combat instead of +1. The next-generation TMA mod give the automaton 17 action points. To keep track of this, the automaton has one action available during every impulse. Additionally, during the impulses that only models with 8 action points move (5 and 11), the automaton has 2 action points available. This means that the automaton may shoot twice during these impulses, and when in close combat, the opponent must choose a defense during the second action, regardless of whether the opponent had an action that impulse. The automaton's RinoHyde armor and targeting eye mods are first generation, and function as normal.

Victory Conditions

The shoe is on the other foot for this scenario. This time, the CorpGuard player must get one model off the board at either square A or B before the end of the 3rd turn. A failure to do this results in a victory for the agent player.

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