

# VISION STATION 427

## SITUATION REPORT

As you take the money for the loot you got in Delta 6, you are quizzed in an unusual way.

The endgame is they want you to go on a mission. It's dangerous, but the reward is huge. 100G for every piece of valuable data you extract during an attack on Vision Station 427.

Vision stations are the information and intelligence centers of the Vigilant. Tough to get into and heavily guarded.

But you want the Vigilant gone. So you put it to your Team (and put out feelers for others to join you in this game for 1-3 players).

As night falls, you move in. It's simple. Blow the doors, get down the corridors to the data room, get as many panels hacked as you can, then get out...

## INSTRUCTIONS

1. Setup a 4'x 3' table, roughly laid out as in the photo. The main doors are guarded and must be blown. Data panels (6 or more) are in the data room at the far end. Ensure there are 3-4 corridors on the approach to it.
2. You will use your core Team for this game and you will take a Support Bot to aid with the hacking (you have a Hacker, right? Right???)
3. In addition to the door guards, 2 more Vigilant troopers guard the entrance to the data room.
4. The data room and the entrance doors are reinforced doors (DEF7), so you'll need a rocket launcher and E-Cells to get in!

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## SET-UP

Set-up as close to the photo as you can. We use battle systems terrain, but any will do as long as it defines the long route to the data room, the data room, and the two sets of reinforced doors.

Position the 4 NPCs in front of the two sets of doors.

NPCs are spawned from turn 1 as normal.

Ensure your constructed Team has a Support Bot and the means to blast through the doors.

NPCs will only spawn in the nearest open space (corridor) as per the main rules, not within rooms.

Place data and loot tokens as normal.

## VICTORY CONDITIONS

**GET BACK OUT THROUGH THE ENTRANCE AND EXIT THE BOARD WITH AS MUCH DATA AS YOU CAN!**

More than 3 Out per Team is a disaster.

Not getting out with at least 2 downloads per Team is a disaster.