Seek and Destroy

Our scanners picked up a signal from an enemy position. Find the emitter and destroy it, before they can send a signal off-world!

# Mission Summary

Type of Engagement: Destroy  
Victory Condition: Target Destroyed and Escaped

# Adversary

Our scans suggest no or only minor fortifications. You should have no problems fighting deep into enemy positions.

# Deployment

You will be deployed via Thunderhawk, either at the border of the enemy position or dropped right into it. You will also have to designate a pick-off-point at the start of the game.

# Objectives

Find the signal source and disable it. To do so, one character must spend their action phase dismantling it. This requires a 3+. Once this is done, all characters must be about 5cm within the point designated at the start of the game to get picked up and brought back to the base.