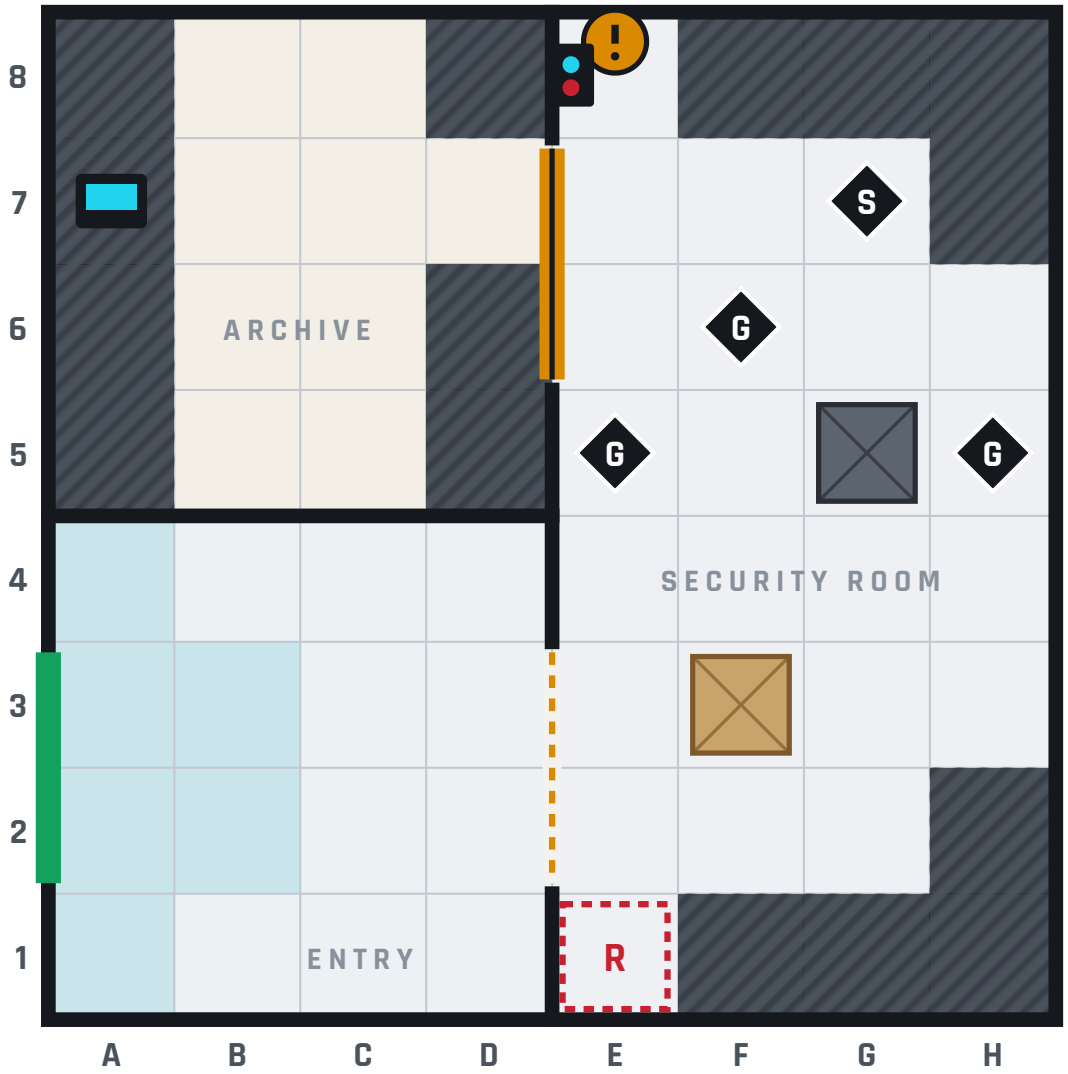
VRBUILD|none|FONTS|Barlow Semi Condensed,Rajdhani|END

CHECKPOINT BREACH: GM MAP

ONE SQUARE = 1 INCH · OPPOSITION 7 TP



- Blocking terrain (consoles, machinery, pipes): no entry, blocks line of sight
- Crate: **partial cover** (+1 defense die)
- Steel crate: **heavy cover** (+2 defense dice)
- Security door (closed): open it from the adjacent panel (1 action, Mind 2)
- Open doorway
- Entry and extraction
- Door panel on the wall at E8 (work the door from E7 or E8)
- Terminal: download the archive (1 action, Mind 3)
- Alarm (red light on the wall above E8): disable it (1 action, Mind 2)
- Start: 3 Corporate Guards (G), 1 Security Sergeant (S)
- Hero deployment
- R: reinforcement entry (GM's choice of point)

SETUP

1. Heroes deploy in the shaded entry squares. Place the enemies as shown.
2. Decide whether the guards are aware. Heroes act first unless you establish an ambush.
3. The terminal sits behind the closed security door, out of line of sight until it opens.

OBJECTIVES

Each takes 1 action; failure uses the action and may be retried. A Cipher's cyberdeck works the terminal and alarm wirelessly within 8 squares and line of sight (the alarm is 6 squares from E2, just inside the doorway).

ALARM

If an archive download fails while the alarm is active, 2 more Corporate Guards enter at R at the start of the next round, once only (9 TP maximum).

WIN AND LOSS

Win: the archive is downloaded and a conscious hero carrying it reaches the extraction door. If every hero is Downed, the team is captured.

Layout traced from an overhead photo of the terrain: four 4 × 4 modules of 1-inch squares; built-in wall consoles are not squares. The two grey crates are shown as one partial and one heavy cover; set them as you like. Start positions, deployment and R are suggestions.