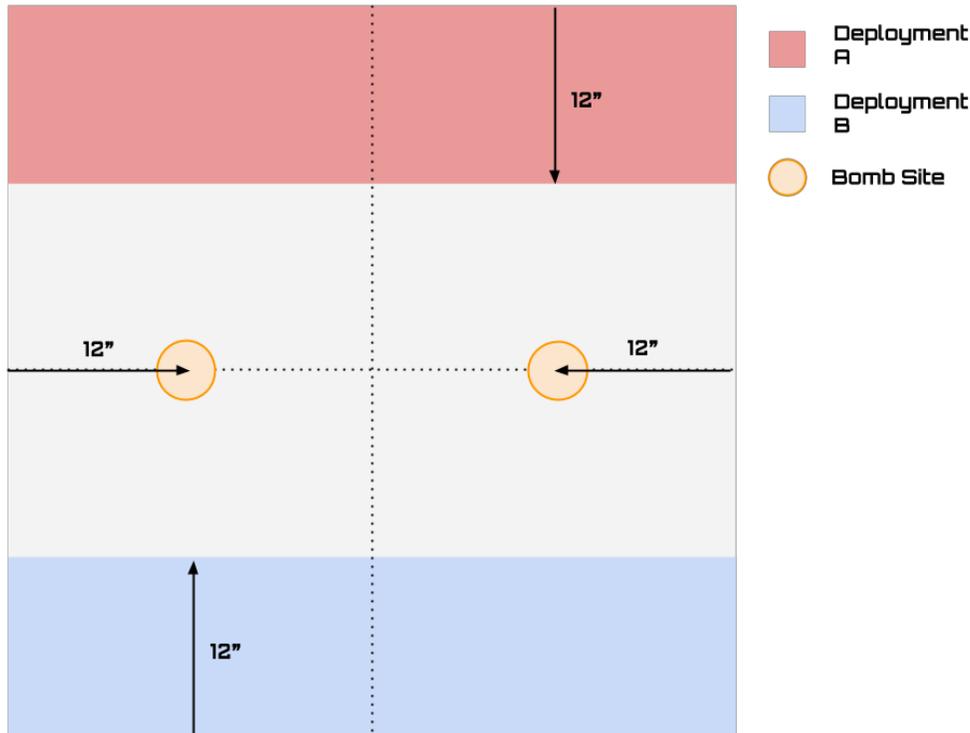


# CS:01 - Bomb Defusal



**Points:** 300 **Length:** 4 Turns

**Conditions:** Sides are chosen before army lists are created. No figure may make use of any Airborne Deployment, Impersonation, Infiltration or Mechanized Deployment skills.

**Objectives:** Specialists may access objectives with a Short Skill and a successful unmodified WIP roll. Non-specialists may access objectives with a WIP-3 roll.

**C6 Charge:** An explosive device used for demolitions. The Terrorist player gives the bomb to a figure during deployment, represented with a marker. If the figure carrying it is killed, the bomb may be picked up by another figure with a Short Skill. Planting the bomb is a Short Skill. The bomb is detonated on the second turn after it is planted unless defused by the Response Team, which is done by successfully accessing it.

**Bomb Sites:** There are two Bomb Sites. Each Bomb Site is the size of a circular template, and the C6 Charge must be planted wholly within it. The Bomb Site is treated as a zone that ignores any terrain in its way.

**The Response Team wins if all Terrorists are killed or if the bomb is successfully defused after it is planted, or if the bomb is not planted at all.**

**The Terrorists win if all Response Team members are killed or if the bomb is successfully detonated before the game ends.**

**If the bomb is not detonated and both sides still have figures on the table when the game ends, the player with the most army points remaining is the winner.**