



# RECON

## ALTERNATE PLAY MODE

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### TOWERING INFERNO

*"A diversion, they said. Hack the fire suppression system, they said. This place is coming down around us!! Doesn't matter. We still have a mission. Let's do it and get out of here before we're toast."*

#### SETUP

This alternate play mode is designed to increase the difficulty of existing MERC5: Recon missions. Draw a mission card as normal and apply the rules listed below.

#### ALTERNATE BURNING STATUS CONDITION:

- Every room not occupied by an agent, SecFor, or objective token at the start of the game is considered under the burning status condition.
- The burning status condition does not spread to hallways.
- The burning status condition does not damage rooms.
- During the refresh phase, the burning status condition is not cleared.
- During the refresh phase, the burning status condition, as described here, automatically spreads to rooms not already affected, if they are vacant of agents, SecFor and/or objectives.
- At the end of the refresh phase, the security counter increases by 1 space automatically, in addition to any other increases.
- MERC5 entering burning rooms must roll to soak 1 damage from the burning status condition.
- Employees, agents, and SecFor ignore the movement penalty for the burning status condition and are not moved to the casualty pool if they are trapped and in an area with the burning status condition.

#### EMPLOYEE AND AGENT MOVEMENT

Employees and agents (Blue and Red) entering a hallway use all available movement to head to the nearest stairs. This movement is still interrupted if a MERC is in LoS of an agent disc. Black agent discs ignore agent movement cards and move towards the closest MERC

