

# ESCORT

## (RESCUE VARIANT)

*Special Rules: Civilians, Specialist Troops*

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## MISSION OBJECTIVES

### MAIN OBJECTIVES

- At the end of the game for each Civilian in player's half of the table, but outside their deployment zone (1 Objective Point)
- At the end of the game for each civilian in opponent's half of the table, but outside their deployment zone (2 Objective Points)
- At the end of the game for each civilian in opponent's deployment zone (3 Objective Points).

### CLASSIFIED

- Each player has one classified objective (1 Objective Point).

## FORCES AND DEPLOYMENT

**SIDE A** and **SIDE B**: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

Side	Army Points	SWC	Table Size	Deployment Zone Sizes
A and B	150	3	24x32 in	6x24 in
A and B	200	4	32x48 in	8x32 in
A and B	250	5	32x48 in	8x32 in
A and B	300	6	48x48 in	8x48 in
A and B	400	8	48x48 in	8x48 in

It is not allowed to deploy in base contact with a civilian.

## SCENARIO SPECIAL RULES

### CIVILIANS

There are a total of six Civilians on the game table, three of them belonging to each player. Each player will place their three Civilians inside their deployment zone, in silhouette contact with back edge of the table. One of them must be placed 12 inches from one side edge of the table, one 12 inches from the opposite side edge, and the remaining one must be placed in the centre of the table's back edge for 400/300 Army points games (see the map below).

For 250/200 Army points games, the distance of the left and right civilians to the table's side edge will be 8 inches.

For 150 Army points games the distance of the left and right civilians to the table's side edge will be 6 inches.

Players cannot place their Civilians either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table. Scenery placement must facilitate this.

Players can only Synchronize their own Civilians.

In this scenario, Specialist Troops can have up to two Civilians in CivEvac State at the same time. Other Troops able to declare Synchronize Civilian can have only one Civilian in this State.

Players can use any Model from the Infinity or the Infinity Bootleg range, preferably those designated as HVT or as a Civilian. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Tokens to identify or even represent their Civilians.

### SPECIALIST TROOPS

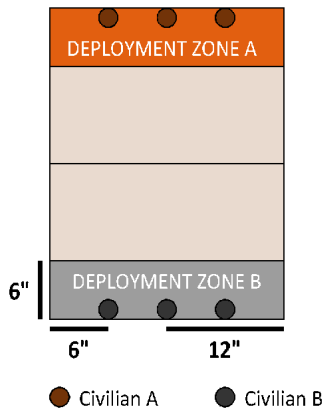
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops. Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

## END OF MISSION

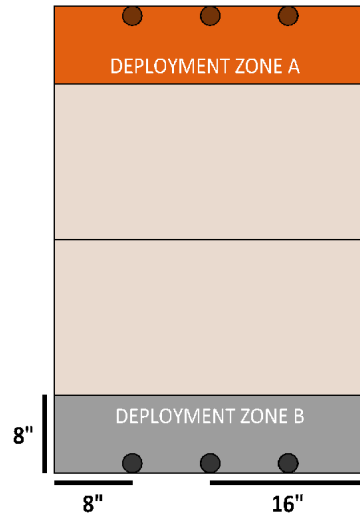
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

**150 P**  
24 in x 32 in



**200/250 P**  
32 in x 48 in



**300/400 P**  
48 in x 48 in

