

EVAcuation by Archon L4911

Special Rules: Exclusion Zone, Objective Room (ZO), Civilians, Console, Dominate ZO, Baggage, Shasvastii, Specialist Troop, Saturation Zone

MISSION OBJECTIVES - MAIN OBJECTIVES

- » At the end of the game, for each Civilian in CivEvac State outside of the laboratory (1 Objective Point each).
- » Have more Civilians in CivEvac State outside of the laboratory than the adversary at the end of the game (1 Objective Point).
- » Have all Civilians in CivEvac State outside of the laboratory than the adversary has at the end of the game (2 Objective Points).
- » Have deactivated the console at the end of the game (2 Objective Points).
- » Have more army points in the laboratory than the adversary has at the end of the game (1 Objective Points).
- » At the end of the game, being the only one who has army points in the laboratory (2 Objective Points).

Bonus

- » Have a troop with the Journalist special skill in LoF and ZoC of the Laboratory (1 Objective Point this can not bring your total objective points over 10).

CLASSIFIED

- » There are no Classified Objectives

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.

A and B 150 3 24 in x 32 in 8 in x 24 in
A and B 200 4 32 in x 48 in 12 in x 32 in
A and B 250 5 32 in x 48 in 12 in x 32 in
A and B 300 6 48 in x 48 in 12 in x 48 in
A and B 400 8 48 in x 48 in 12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior

SCENARIO SPECIAL RULES

CIVILIANS

There are a total of four Civilians inside the laboratory, each must be placed in a corner approx. 1" away from the walls.

In 200 pts games and below, use only two civis and place them in a way, that you can draw a diagonal line between both and the console.
In 400 pts game use 6 and place the add.two in BtB with the console.

In this scenario, Specialist Troops can have up to two Civilians in CivEvac State at the same time. Other troops, which are 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.

DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill will be able to make two WIP Rolls each time they perform the CivEvac Skill.

THE LABORATORY (ZO)

In this scenario the Laboratory is a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches.

To represent the Laboratory, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four gates (2 wide and 2 narrow), one in the middle of each wall (see map below). The gates of the Laboratory are closed at the start of the game. The Laboratory Gates must be represented by a Narrow Gate Token or a scenery piece with the same size.

The inside of the Laboratory is a saturation zone!

Open the Laboratorys Gates – Short Skill/Attack

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with a Gate.
- Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens all Gates to the Laboratory. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either. A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

CONSOLE

There is one Console, placed in the center of the Laboratory.

The Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

Deactivate the Console – Short Skill/Attack

This short skill can only be done, if there are no civilian models inside the Laboratory.

Further note, that in every states phase of the game, all civilian models, that are inside

the laboratory will automatically disconnect from their controller!

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Console.
- Allows the Specialist Troop to make a Normal WIP Roll to Deactivate the Console.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- An Deactivated Console can be Deactivated again by the other player, applying the same procedure.
- Player A and Player B Tokens can be used to mark the (De-)Activated Consoles. It is recommended each player uses a different kind of Token.

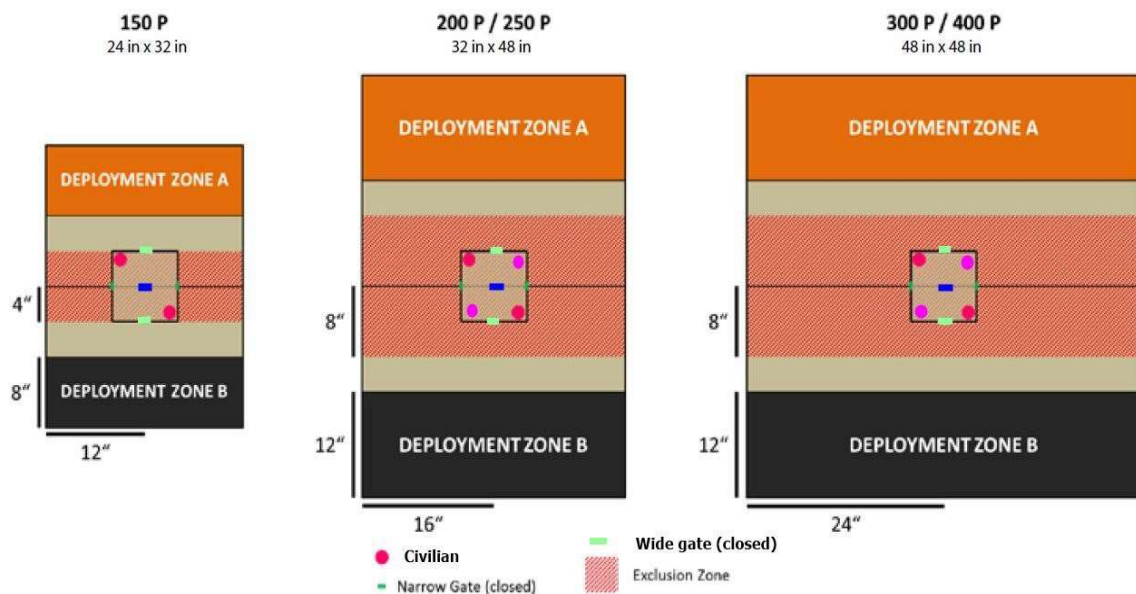
HACKER AND ENGINEER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Deactivate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Deactivate a Console.

END OF THE 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.



Narrative Mode:

This mission is an evacuation mission to prevent a bombing in a laboratory. The console is connected to the bomb, therefore you have to evacuate the personal first, then deactivate the bomb and at least, secure the site to enable the search for evidence.

In narrative mode, only one player is able to deactivate the bomb. I don't build in a failure mechanic, you can experiment with a boom on 20 or make it more difficult by imposing a -3 WIP after a failure.

In addition each player gets a Warcor for free. It has „news awareness“ that works exactly like „tactical awareness“ and it is in its own combat group and can not be moved into another group. Therefore its irregular order can in no way be turned into a regular order. So he/she has two orders each turn, if it manages to survive.