

Humanitarian Grounds

Table Configuration: Humanitarian Grounds (custom)

Special Rules: Civilians, Healing, Ends in Retreat, Specialist Troops, Classified Deck Not Used, Water Pumps, Repairing, Sabotage, Journalists, Exclusion Zone.

MISSION OBJECTIVES

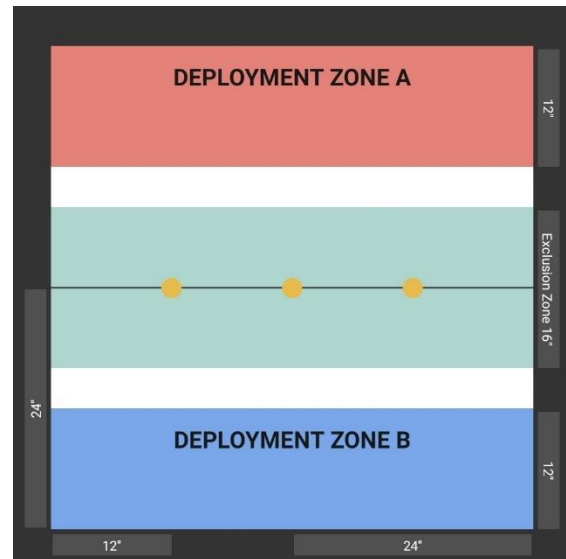
MAIN OBJECTIVES

- **Heal a Civilian while the active trooper is in LOF of a Journalist** – Doctors/Paramedics Only
(1 objective point per civilian – max 3)
- **Have a Civilian in the CivEvac State.**
(1 objective points for each civilian – max 3)
 - (+1 bonus point if the Active Trooper is a Character)
- **Repair a Water Pump while the Active trooper is in LOF of a Journalist.**
(1 Objective Points – max 2)
- **Have more Water Pumps in a Working State than your opponent at the end of the game.**
(1 objective point)
- **At the end of the game, have more Civilians in the CivEvac State in your half of the table than the opponent.**
(1 Objective Point)
 - (+1 bonus point if a Civilian in the CivEvac State is in the Zone of Control of a Journalist)
- **For each Civilian removed from the table at the end of the game – as a result of failed Doctor/Medikit Rolls**
(-1 Objective Point- cannot go below 0 points)

CLASSIFIEDS

There are no Classified Objectives.

TABLE SETUP



DEPLOYMENT

Both players deploy on opposite sides of the game table, in a standard *Deployment Zone 12\"* deep.

Exclusion Zone. Troopers may not use the Airborne Deployment, Forward Deployment, Mechanized Deployment, or Infiltration special skills or the deployment rule of the Impersonation special skill to deploy inside of an 8\" area on either side of the central line of the game table. The Exclusion Zone is not applied to troopers that suffer Dispersion.

It is not permitted to deploy in contact with any Civilians or Water Pumps.

SCENARIO SPECIAL RULES

CIVILIANS

At the start of the game, during deployment, both players will place 3 HVTs following the conventional rules. These HVTs are considered Neutral to both players and cannot be interacted with by the player that placed them.

HVTs have a Neutral Civilian Profile.

HVTs start in the No Wound Incapacitation State.
HVTs cannot be hit/damaged by enemy attacks.

HVTs are considered to have Cubes.

JOURNALISTS

Each player has one Journalist that must be deployed in their deployment zone during the Deployment Phase.

The Journalist must be deployed in Synchronized State with a friendly trooper, provided that the trooper meets the requirements of the Synchronize Civilian/Journalist Skill.

Journalists move at the speed of the Trooper they are Synchronized to.

Journalists are treated as a Neutral Civilian with a 360 Visor.

Journalists cannot be damaged or targeted by attacks in any way.

SYNCHRONIZE CIVILIAN/Journalist *Short Movement Skill*

- Only models and not markers can perform this Common Skill. Any marker which declares Synchronize Civilian is automatically revealed.
- Troopers must be in Base to Base contact with the Targeted Civilian/Journalist to declare this short skill.
- The Active Trooper cannot declare this Common Skill if any of the following is true:
 - It already controls two Civilians in the CivEvac State.
 - It possesses the Impetuous characteristic, or it possesses the Frenzy Special Rule.
 - It possesses the G: Servant or G: Synchronized special skill.
 - Its Type of Troop is REM.
 - The active trooper is performing a Coordinated Order, or it belongs to any kind of Fireteam.

EFFECTS

- If the model successfully passes a WIP Roll the Civilian/Journalist enters the CivEvac State.
- If the roll is failed then this can be repeated as many times as necessary,

each time spending the corresponding Short Skill and making the roll.

- Alternatively, the Active Trooper can Synchronize a Civilian/Journalist by spending one Entire Order.

WATER PUMPS

There are three Water Pumps, placed on the central line of the game table. One of them is in the centre of the table and the other two 12 inches from the edges.

Each Water Pump must be represented by a Console Token or by an appropriate piece of scenery of the same diameter. **For all intents and purposes, Water Pumps are treated as being Silhouette 3, and block LOF while also providing cover.**

REPAIRING

Any Specialist Troop can attempt to Repair a Broken Water Pump by spending a Short Skill and passing a WIP roll.

If the roll is failed then this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

Alternatively, any Specialist Troop can Repair a Broken Water Pump by spending one Entire Order.

A Repaired Water Pump can be Repaired again by the other player, applying the same procedure.

Player A and Player B markers can be used to mark the Repaired Consoles.

ENGINEERING BONUS

Troopers with the Engineer special skill, *instead* have a MOD of +3 to the WIP rolls necessary to Repair a Water Pump. This MOD is not cumulative with any Unit Profile MODs for the Engineer special skill.

In addition, they will be able to make two WIP rolls each time they spend a Short Skill to Repair a Water Pump.

A successful Repair roll will result in the Water Pump entering the **Working State**.

DOCTORING AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic special skill have a MOD of +3 to the WIP Rolls necessary to Heal an HVT. This MOD is not cumulative with any profile MODs for the Doctor or Paramedic special skills.

In addition, they will be able to make two WIP rolls each time they spend a Short Skill to Heal an HVT.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or Specialist Operative special skill are considered Specialist Troops.

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 his Active Turn in a Retreat! Situation, the game will end at the end of that Turn.