

WITHDRAW UNDER PRESSURE

Developed by Antipodean Bolt

Special Rules: HVT, Classifieds, Exclusion Zone, Retreat, CivEvac, Dominate ZO, Baggage, Extraction Zone, Specialist Troops, Secure HVT

Mission Objectives:

Main Objectives: Maximum of 10 OP

- Extract your HVT to your extraction zone – **1 OP**
- Extract your opponent's HVT to your extraction zone – **3 OP**
- At the end of the game dominate more extraction zones than your opponent – **2 OP**
- At the end of the game have more HVTs in your Extraction Zone than your opponent – **2 OP**

Classifieds

- Each player has 2 classifieds
- The Rescue Classified parameters are changed in this mission. The bonus point only applies if the model in Casevac state is in the extraction zone.
- The Secure HVT classified can be used in this mission

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	Game Table Sizes	Deployment Zone Size
A and B	150	3	24 x 32"	6" x 24"
A and B	200	4	32 x 48"	8 x 24"
A and B	250	5	32 x 48"	8 x 24"
A and B	300	6	48 x 48"	8 x 24"
A and B	400	8	48 x 48"	8 x 24"

Scenario Special Rules

Extraction Zone – The extraction zone includes the following: Exclusion Zone and Zone of Operations

- **Exclusion Zone.** The Exclusion Zone is an 8 inch area (4 inches in 150 point games) between the players' deployment zone and the board edge. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.
- **Dominant 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.

HVT. HVTs cannot be deployed in the exclusion zone or the player's deployment zone. Models are not allowed to deploy in Silhouette contact with any HVT. The Synchronise Civilian common skill may be used to on a Friendly HVT at +3 WIP, the enemy HVT is neutral however if a WIP roll is failed a -3 WIP is imposed on any further Synchronise Civilian rolls. In this scenario, the Secure the HVT classified is allowed to replace any Classified Objective.

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.

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.

