

# **Dropship Evac AKA Get To Da Choppa!**

## **Mission Objectives**

- At the end of the game having your civilian in the Dropship (3 points).
- At the end of the game denying your opponent's civilian from being in the Dropship (2 points).
- At the end of the game having a pilot in the cockpit (2 points).
- At the end of the game having both your pilot in the cockpit and your civilian in the Dropship (2 points).
- At the end of the game performing a successful Take-Off (1 point).

## **Forces And Deployment**

Split deployment will be used with one player being deployed in Deployment Zone A and D and the opponent in Deployment Zone B and C. Deployment Zone A and B will be 12" from Table Edge A and 12" from the side. Deployment Zone C and D will be 16" from Table Edge B and 12" from the side. There cannot be more than 175 points per deployment zone.

Exclusion Zone: The Exclusion zone will cover the entire half of the table on the Table Edge B's side. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

## **Scenario Special Rules**

### **Dropship**

Place 2 Dropship Evac Point (DEP) markers 12" from Table Edge B and 20" from either side. Place a Cockpit Marker 16" from Table Edge B and 24" from the side. Place a scenery piece in the space between the markers to represent the Dropship.

### **Civilians**

Players can only Synchronize their own Civilians.

Civilians must be placed outside of but within 4" of Deployment Zone A or B

## **Dropship Evac Point (DEP)**

At the start of Game Turn 2, if a synchronised Civilian is placed in base contact with a DEP marker it is removed from the table and is considered to be in the Dropship. Both Civilians can be in the Dropship.

## **The Cockpit**

At the start of Game Turn 2, if a specialist is placed in base contact with the Cockpit marker it needs to spend a short skill and succeed a WIP roll. If successful with the Pilot roll, a Pilot marker is placed next to the trooper and it acquires the Nanoscreen special skill. If the trooper already has the Nanoscreen skill, there are no further benefits. If at any time the trooper is in an unconscious, immobilised, isolated or marker state or moves away from base contact with the Cockpit marker it loses the Pilot marker and Nanoscreen skill.

Only one trooper at a time can be in base contact with the Cockpit marker.

## **Take-Off**

If at the end of the game a player has both a Pilot in base contact with the Cockpit marker and either one or both Civilians in the Dropship, they can attempt a Take-Off roll, succeeding with a MOD of +3 to its WIP roll. This roll can only be attempted once.

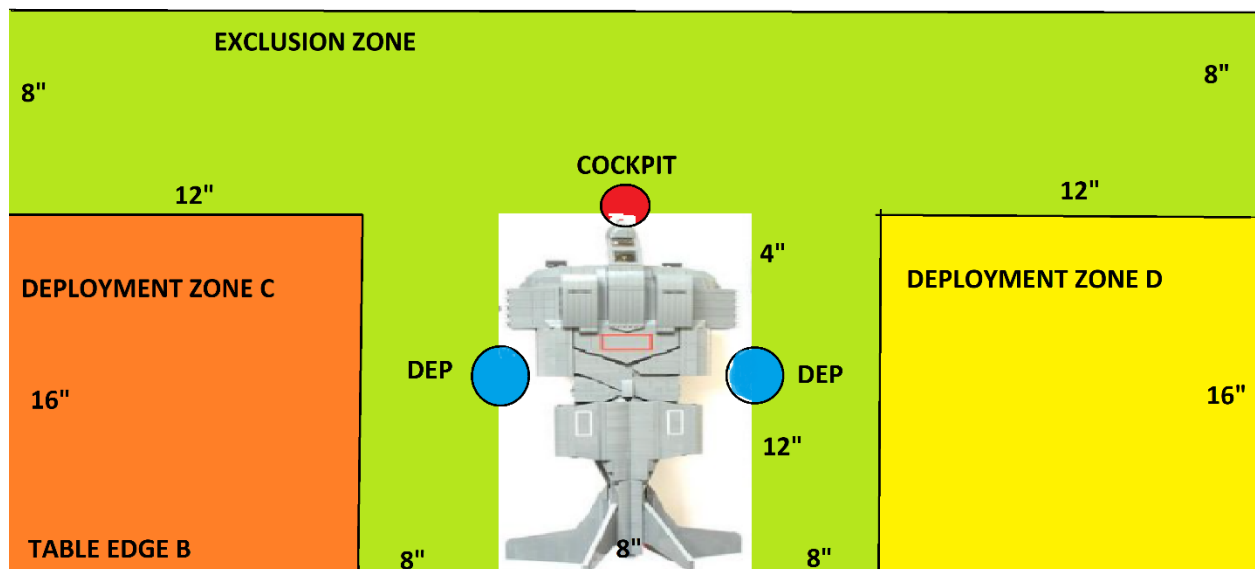
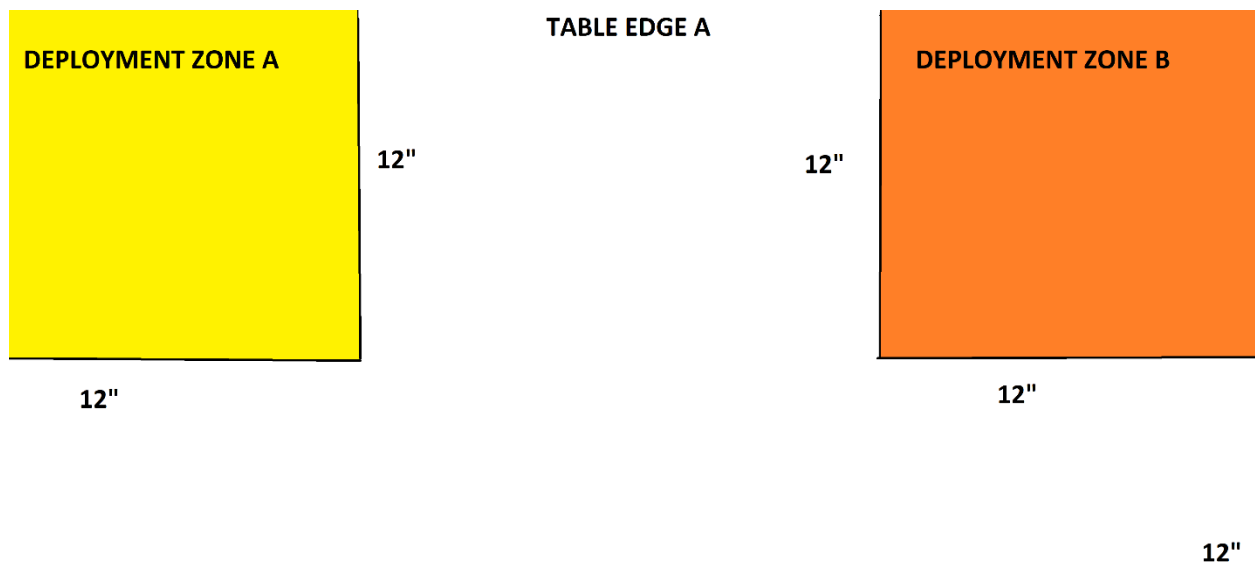
## **Specialist Troops**

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.

## **Hacker Bonus**

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to succeed a Pilot roll.



*Two opposing forces have been sharing the same space and an uneasy truce for far too long. And now, something has gone horribly wrong (or terrifically right!). A double agent accidentally exposed, the surprise reveal of a cache of illegal weapons, a drunken bigoted rant against a native population or the Reverend Mother giving up her vow of celibacy, whatever the situation, it just got really messy (or really tasty). To make matters worse, the whole ugly (gorgeous) scene*

*was witnessed and recorded by two civilians with vastly different agendas. It is up to you and your squad to guide the civilian aligned to your brand of ideology towards the dropship and off planet, to reveal the truth, or at least, your version of it.*

*In the words of the great philosopher poet; "GET TO DA CHOPPA!"*