



EXTRACTION

Special rules: Specialist Troops, Elite Trooper Bonus

MISSION OBJECTIVES

MAIN OBJECTIVES

- >> At the end of the game, have extracted the enemy Civilian to your deployment zone (3 objective points).
- >> At the end of the game, have extracted the enemy Civilian to your half of the table (2 objective points).
- >> At the end of the game, have extracted the enemy Civilian to outside their deployment zone (1 objective point).
- >> At the end of the game, have your Civilian in your deployment zone (4 objective points).

CLASSIFIED

- >> The classified objective deck is not 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 SIZE	DEPLOYMENT ZONE SIZES
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

It is not allowed to deploy in Silhouette contact with a Civilian.

SCENARIO SPECIAL RULES CIVILIAN

Each player must deploy one Civilian model within their deployment zone during the Deployment Phase.

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.

The Civilian is deemed as Hostile for the purposes of this scenario.

In this mission only Specialist Troops can perform the Synchronise Civilian skill.

It is permissible to use any HVT figure as a Civilian in this mission. Examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, etc...

Civilians have the following profile:

► ISC: CIVILIAN										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	DISP	
4-4	6	5	10	11	--	--	--	2	--	
► CIVILIAN BS Weapon: --- ; CC Weapon: --- ; SWC: --- ; Cost: ---										

Extracting a Civilian is achieved using the Synchronise Civilian skill which places the trooper in a CIVEVAC state.

SYNCHRONIZE CIVILIAN

SHORT MOVEMENT SKILL

Optional.

REQUIREMENTS

- Only Models, and not Markers, can perform this Common Skill. Any Marker which declares Synchronize Civilian is automatically revealed.
- Troopers must be in Silhouette contact with the targeted Civilian to declare Synchronize Civilian.
- The targeted Civilian cannot be in a CivEvac State with an enemy Model.
- A Model 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 Special Skill, or has gained it via the Frenzy Special Skill.
 - It possesses the Peripheral Special Skill.
 - Its Troop Type is REM.
 - It is performing a Coordinated Order.

EFFECTS

- If the Trooper successfully passes a WIP Roll with a +3 MOD, the Civilian enters CivEvac State.
- If the Civilian is Hostile, due to any game condition or Scenario Special Rule, then the player does not apply the +3 MOD.
- A Hostile Civilian is identified by a Hostile Token.
- Failing the WIP Roll causes the Civilian to become Hostile, placing a Hostile Token beside them.



CIVEVAC STATE

CIVEVAC

ACTIVATION

- ▶ A Trooper successfully uses the Synchronize Civilian Common Skill on the Civilian. This Model is called the Controller, and is the Reference Trooper for Coherency purposes.

EFFECTS

- ▶ Civilians are always activated with the same Order as their Controller, executing the same Skills of the Order, but are limited to Short Movement Skills. If the Civilian in CivEvac State does not meet the Requirements of a Skill of the Order declared by the Controller, then the Civilian perform an Idle instead of such Skill, while the other may act normally.
- ▶ The Civilian in CivEvac State must observe the Coherency rule in regards to its Controller. The player must perform a Coherency Check at the start and end of each Order or ARO.

CANCELLATION

- ▶ This State is immediately cancelled if the Civilian fails a Coherency Check, breaking Coherency with its Controller, before measuring any declared movement.
- ▶ This State is cancelled at the end of the Order in which the Controller enters Isolated State, any Null or Immobilized State, or any other State that indicates so.
- ▶ At the end of the Order, this State is also cancelled if the Controller enters a State that replaces the Model with a Marker (Camouflaged, Impersonation, Holoecho...).
- ▶ The Controller can cancel CivEvac State voluntarily by spending a Short Skill of the Order, with no Roll required.

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.

ELITE TROOPS BONUS

Troopers possessing the Elite Troops classification have a MOD of +3 to the WIP Rolls necessary to Synchronise the Civilian. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Synchronise a Civilian.

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.

