

SEIZE AND VACCINATE

Special Rules: VACCINE CACHES VACCINE BOXES CIVILIANS
SPECIALIST TROOPS DOCTOR/PARAMEDIC BONUS

MISSION OBJECTIVES

PRIMARY OBJECTIVES

- » Control a vaccine at end of game (1 Objective Points per vaccine)
- » Have enemy HVT in vaccinated state (2 Objective Points per HVT)

CLASSIFIED OBJECTIVES

- » 1 classified objectives(1 Objective Point per classified)

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

It is not permitted to deploy in base contact with a HVT or Vaccine cache

SCENARIO SPECIFIC RULES

VACCINE CACHE

There are 3 vaccine caches placed on the central line of the table. One is in the center of the table, and the other two are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games. Inside each vaccine cache there is one vaccine box.

The vaccine caches must be represented by a Token or with a scenery piece of the same diameter.

Vaccine Boxes

The Vaccine Boxes must be represented by a Vaccine Box Token

Civilians

the players will deploy three HVTs, applying the conventional rules

EXTRACT VACCINE

Short Skill

TYPE attack

REQUIREMENTS

- » only specialist troopers can declare this
- » The specialist must be in silhouette contact with a Vaccine cache

EFFECTS

- » Allows the Specialist Troop to make a Normal WIP Roll to Extract and pick up the Vaccine, with a succeed roll a Vaccine box Token must be placed besides it.
 - 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.
 - Once the roll is successful, the Vaccine Cache Token is removed from the game table.
 - If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed beside it to mark that the Vaccine Box was extracted.

VACCINATE CIVILIAN

Short Skill

TYPE Attack

REQUIREMENTS

- » Only Models, and not Markers, can perform this Common Skill. Any Marker which declares vaccinate Civilian is automatically revealed.
 - Troopers must be in Silhouette contact with the targeted Civilian to declare vaccinate Civilian.
- » only troopers carrying a vaccine box can declare this

EFFECTS

- » If the trooper successfully passes a Wip +3 roll the civilian enters vaccinated state.

PICK UP VACCINE BOX

Short Skill

TYPE attack

REQUIREMENTS

- » The Trooper should be in one of the following situations:
 - Be in Silhouette contact with a Model in a Null State with a VACCINE BOX Token.
 - Be in Silhouette contact with an allied Trooper in a Normal State with a VACCINE BOX Token.
 - Be in Silhouette contact with an unaccompanied VACCINE BOX Token.

EFFECTS

- » Spending one Short Skill, without Roll, any Trooper can pick up a Supply Box in any of the situations previously mentioned.
 - The Troops must accomplish the Common Rules of Vaccine Boxes

COMMON RULES OF Vaccine Boxes

- » Each Model can carry a maximum of 1 Vaccine box. As exception, Troopers possessing the Baggage Special Skill can carry up to 2 Vaccine boxes.

»Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Vaccine Boxes.

»The Vaccine Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null State

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servants to perform tasks reserved for Specialist Troops.

Remember: Troops possessing the Specialist Troop Special Skill can accomplish the different tasks the Specialist Troops perform in this mission.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

DOCTOR/PARAMEDIC BONUS

Troops possessing the doctor or paramedic Special Skill have a MOD of +3 to the WIP Roll for the VACCINATE CIVILIAN SKILL and +3 to the WIP roll to the extract vaccine skill

NO RETREAT

retreat rules are not used in this mission

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.