

Extraction

Mission Objectives

Pursuing Player:

- The enemy lieutenant is not in the dropship at the end of the game. 2
- Kill at least one enemy Lieutenant. 1
- The HVT is not in the dropship at the end of the game. 1
- The Dropship is destroyed. 1
- The HVT is synced with an allied model in the pursuer's deployment zone 1
- Enemy has <151 points surviving in the extraction zone at the end of the game 1
- Enemy has <76 points surviving in the extraction zone at the end of the game 1
- Complete a classified objective (can score up to 2) 1

Extracting player:

- Have lieutenant in a non- null state within dropship at the end of the game without ever being in the loss of lieutenant game state. 3
- Have the Lieutenant in a non-null state within the dropship at the end of the game but have been in the loss of lieutenant game state. 1
- Have the HVT within the Dropship at the end of the game. 2
- The Dropship takes off. 1
- Have >250 points surviving in the extraction zone at the end of the game 1
- Have >150 points surviving in the extraction zone at the end of the game 1
- Have >75 points surviving in the extraction zone at the end of the game 1
- Complete a classified objective 1

Mission Parameters

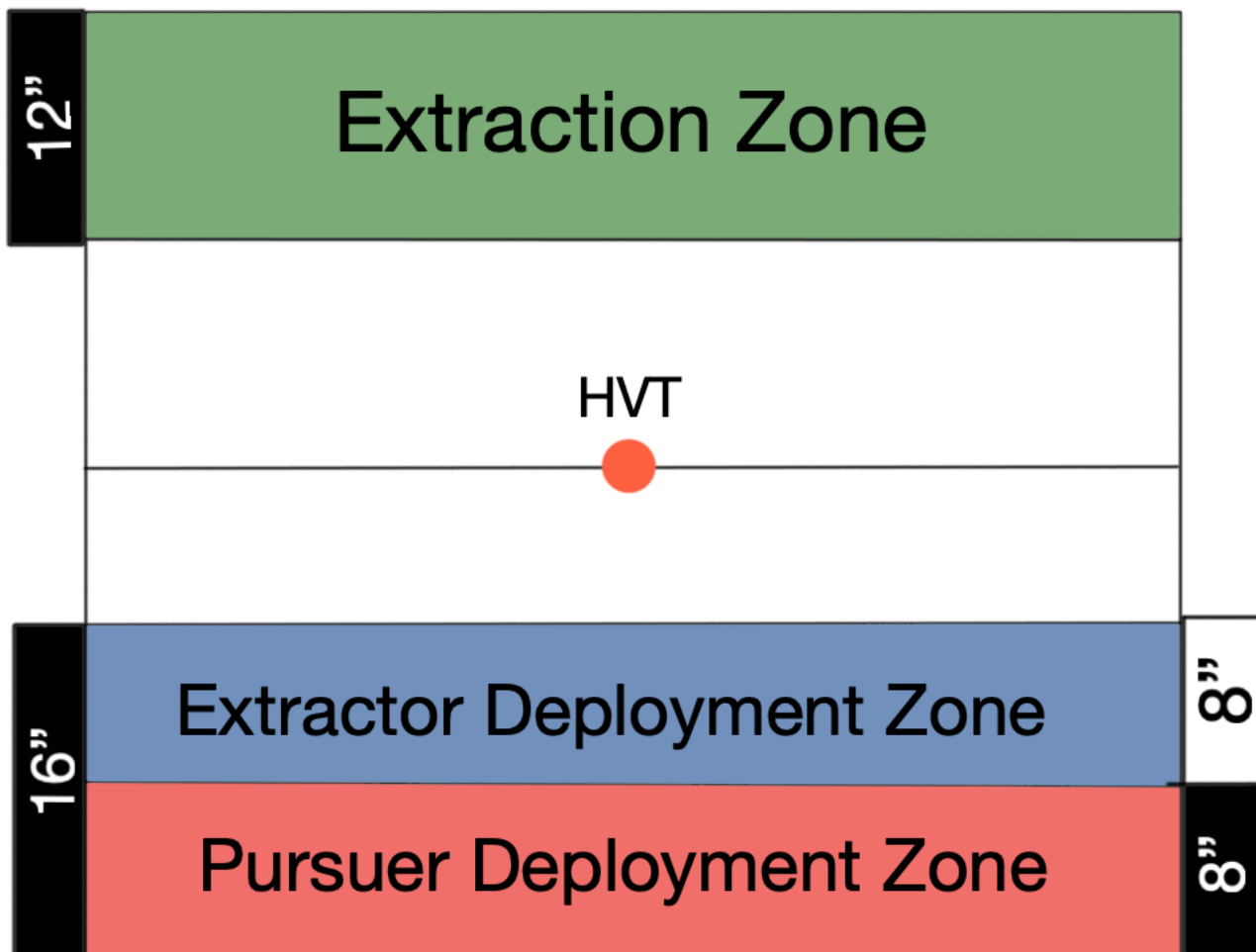
No Retreat

HVT 1

Classifieds: Pursuer draw 4 discard 2, Extractor Draw2 discard 1. Open information.

Forces & Deployment

The table is a 48' x 48' table. The sides are both 300pts 6 SWC. The winner of the lieutenant roll decides whether to be pursuer or extractor. The extractor player deploys first in the extractor deployment zone. The Pursuer deploys next in the pursuer deployment zone. The extractor always goes first.



Make a F2F WIP roll using a Specialist of your choice. If there is no specialist available to one side, this is unopposed. If neither side have a specialist, then use a F2F WIP10 for both sides. This can be ARO'd by Controlled Jump prior to the roll, if this is available to the players list. The Winner of this roll can choose to place the dropship or the HVT and their opponent can place whatever is left. The HVT must be placed anywhere it's base fits anywhere on the centre line.



Dropship: The dropship may be placed anywhere within the extraction zone that it's representing model fits. It needs doors and an accessible represented interior space. If you do not have a model, you can use the stalker drop ship tile for infinity defiance and treat its walls as S8 (70mm) high or the dire foes "Flee or Die" dropship models. The Dropship's doors are treated as open. When placing terrain please ensure there are at least 2 areas the dropship could fit. The other open area should have some scatter placed after drop ship deployment.

Within the Dropship interior place a console token which is considered the controls for mission purposes.

		Scenery				
Name	ARM	BTS	STR	BS	WIP	Traits
Dropship	8	9	5	11	11	Mimetism -6 360 visor Nanoscreen Total Reaction Total Immunity Vulnerability AP ECM Guided -6

The dropship is armed with an AP HMG. It will only ARO BS attack against models who are using a short skill against it or trying to move into silhouette contact. It cannot ARO against models inside itself, but models inside can attack the dropship (& each other) even when it has been removed from the table with the skill "Dammit get us out of here!!".

Models Standing within doorway when skill "Close the Hatches!" activates: LI & MI will die automatically. HI will prevent only the blocked door from closing and take a damage 14 saving roll causing 1W on failure. TAGS cannot enter the dropship doorways.

TAGS in silhouette contact with the dropship will leave with it when the skill "Dammit get us out of here!!" succeeds and can continue to interact with its exterior off the table.

The Dropship is Hackable and counts as a TAG but cannot be affected by the programme total control.

Models within the Dropship count as being within the extraction zone for scoring purposes.

Damage and destroy the dropship:

The Dropship can only be damaged by antimateriel attacks or with D-charges.

If the Dropships STR is reduced below zero it is destroyed. It is removed from the gaming table and all models within are considered dead.

The Dropship can be the target of the Engineer special skill or Gizmo kit piece of equipment.

HVT: Must be placed anywhere it's base fits anywhere on the centre line.

CIVILIAN									
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	6	5	10	11	--	--	--	2	--

Pursuers must follow the Pursuer Deployment special rules.

Exclusion Zone : The Extraction Zone is an Exclusion Zone. Any Special Skill with the airborne deployment (AD) or superior deployment labels cannot be used to deploy in this area.

Mission Skills

Close The Hatches!

Short skill

Requirements: The Trooper must be a specialist and in silhouette contact with the shuttles console or acting through a servant or repeater in contact with the console.

Effects: By succeeding at a WIP roll the Dropship's doors close.

Dammit get us out of here!!

Shortskill

Requirements: The Hatches must be shut. The Trooper must be a specialist and in silhouette contact with the shuttles console or acting through a repeater or a servant in contact with the console. The Dropship cannot be in an immobilised state.

Effects: By succeeding at a WIP roll the Dropship will lift off at the end of game round after the pursuer player's turn. Remove The drop ship and all models within from the table. As it leaves it is considered to travel straight up and anybody with line of sight can have an ARO. Place it on another surface. Any models within, from either side can continued to be activated and act as normal. They are assumed to remain in contact with their forces on the ground unless otherwise affected by a state to prevent this. (i.e. can be powered by, or donate their regular orders and are not in loss of lieutenant if they are on the departing dropship.)

Synchronize Civilian

Short movement Skill (optional)

Requirements:

- Only models, and not markers, can perform this Common skill. Any marker that declares synchronize civilian is automatically revealed.
- Troopers must be in silhouette contact with the targeted civilian to declare synchronise civilian.
- The targeted Civilian cannot be in CivEvac State with an enemy model.
- A model cannot declare this skill if any of the following are 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's troop type is REM.
 - It is performing a co'ordinated order or is part of a Fireteam.

Effects: If the trooper successfully passes a WIP Roll with a +3 mod, the civilian enters the 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 a WIP roll causes the civilian to become Hostile, placing a hostile token beside them.

Special Rules

Pursuer Deployment Rules: The pursuer deploys in the Pursuer deployment zone. It is possible to choose to hold back troopers during deployment, who are then allowed to walk in from the board edge from within their deployment zone, using their own regular order, to do so on their first turn. This works identically to parachutist except troops must walk on in the first turn and do so from a board edge which is compliant with their regular deployment rules (ie. Infiltration models can walk on up to the halfway line or past the half way line with a roll, but they lose any deployable equipment and cannot walk on in the Extractor Deployment Zone.)

Parachutist works as normal. Parachutists cannot walk in on Extractor Deployment Zone unless they have Parachutist deployment zone.

AD combat drop works as normal.

All forward deploying troops for both sides are measured from the front edge of the Extractor Deployment Zone. This also applies if they are walking on first turn as per Pursuer Deployment Rules.

Biotechvore Area: A biotechvore plague targeted to the Extractors side has been released.

At the end of each extractor player turn, all troopers belonging to the extractor player that are within a biotechvore area must make a BTS saving throw against damage 14.

Failing the saving throw results in the loss of one wound/structure.

The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR attribute must make two saving throws instead of one.

In the first game round this Biotechvore area includes the pursuer deployment zone.

In the second game round this Biotechvore area includes the pursuer and extractor deployment zones.

In the third game round extends to the midline and contains both deployment zones.

At the end of the third game round Extractor troopers inside the biotechvore area is automatically killed.

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 skills are considered specialist troops.

Hackers, Doctors and Engineers cannot make use of repeaters or peripheral servants to interact with the HVT but can use them to interact with the Dropship console, as long as repeater/hacker/servant are in contact with the dropship console.

Killing: Troopers are considered killed by the adversary when they enter dead state or are in a null state at the end of the game.

Troopers that have not been deployed on the game table, as a model or a marker, at the end of the game will be considered to be killed by the adversary.

Armoured Fury:

In this scenario, TAGS apply the Anti-materiel trait to their CC weapons when making a CC attack against the Dropship.

End of the Mission:

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