

Prisoner Exchange

A tense exchange of POWs turns bloody as someone fires the first shot. Both sides scramble to make the best of it, secure a tactical victory and maybe even free their captured comrades. Neither side is willing allow their own captives to slip away in the commotion however and may resort to terminating them if necessary.

Special rules: Prisoners, Designated Target, Disarmed, Specialist Troops, Killing, HVT and Classified Deck Not Used

MISSION OBJECTIVES

MAIN OBJECTIVES:

- At the end of the game, for each Prisoner in Civevac state (1 objective point)
- At the end of the game, have more Prisoners in Civevac state (3 objective points)
- At the end of the game, have killed less enemy Prisoners (2 objective points)
- At the end of the game, have more Victory Points than the adversary (3 objective points)

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	TABLE SIZE	DEPLOYMENT SIZE
A and B	150	3	24x32 in	8x24 in
A and B	200	4	32x48 in	12x32 in
A and B	250	5	32x48 in	12x32 in
A and B	300	6	48x48 in	12x48 in
A and B	400	8	48x48 in	12x48 in

SCENARIO SPECIAL RULES

PRISONERS

There are a total of four Prisoners on the game table, two of them belonging to each player.

Each player will place their two prisoners in contact with the enemy deployment zone, facing away from it. They must be placed exactly 1/4th of the deployment zone's longer side away from a table edge. For 300/400 point games this means 12 inches away from the table edges. For 200/250 point games this means 8 inches away from the table edges and for 150 point game this means 6 inches away from the table edges.

Players cannot place their Prisoners 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.

Prisoners are considered Civilians for the purpose of the Synchronize Civilian short skill and CivEvac state. Prisoners that are in the dead or null states cannot be synchronized. The Civevac state of the civilian is cancelled if it enters a null or the dead state.

Players can only Synchronize their own Prisoners. Players can only target enemy prisoners with attacks.

In this scenario, Specialist Troops can have up to two Prisoners in CivEvac State at the same time. Other Troops able to declare Synchronize Prisoner can have only one Prisoner in this State.

Players can use any Model from the Infinity or the Infinity Bootleg range, preferably those designated as HVT or as a Civilian. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat,

Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Tokens to identify or even represent their Prisoners.

DESIGNATED TARGET

In this scenario, the opponent's Prisoners are considered enemy troopers and can be targeted by Attacks. Prisoners have the stats of Designated Targets and are reactive and hostile, reacting as if they are an enemy Trooper.

DISARMED

The Prisoners have been disarmed. Remove the Stun Pistol from the Designated Target equipment for this mission.

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.

KILLING

Prisoners are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

HVT AND CLASSIFIED DECK NOT USED

In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table and they will not use the Classified Deck in this scenario ,

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.

