

CORVUS BELLI
inFiNity

FORCED RETRIEVAL



#OPATHOME
CREATE YOUR MISSION (SANTYAGO - S8218)

FORCED RETRIEVAL

Special Rules: Exclusion Zone, Waiting Room, HVT (Designated Evacuation Target), Tech-Coffins, Supply Boxes, Specialist Troops, Engineer Bonus, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

- For the first synchronization, each Designated Evacuation Target gives 1 Objective Points.
- To Kill the Designated Evacuation Target synchronized with enemy trooper (1 Objective Points for each one).
- At the end of the game, have Designated Evacuation Target in CivEvac State in your Evacuation Zone (2 Objective Point for each Designated Evacuation Target).
- At the end of the game, Control a Supply Box (1 Objective Point for each Supply Box).

CLASSIFIED

- Each player has 2 Classified Objectives (1 Objective Point for each one).

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	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels

SCENARIO SPECIAL RULES

WAITING ROOM

Placed 12 inches from left the table edge, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Automatical Wide Gates, one in the middle of each wall (see map below).

AUTOMATICAL WIDE GATES

The Gates of the Waiting Room are closed. These Gates are automatic, that is, you can pass through them without obstruction, but they block Line of Fire. The Gates must be represented by Wide Gate Tokens or scenery pieces with the same size.

DESIGNATED EVACUATION TARGET

At the start of the game HVTs are neutral for both Players. Players can Synchronize all HVTs (Designated Evacuation Targets).

In this scenario, **after** syncing (in CivEvac State) with an enemy trooper, the HVT is considered an enemy Trooper instead of a Neutral Civilian so, reacting as if they are an enemy Trooper, and it can be targeted by Attacks.

After exiting the CivEvac State, the HVT becomes neutral again.

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.

Engineers cannot make use Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

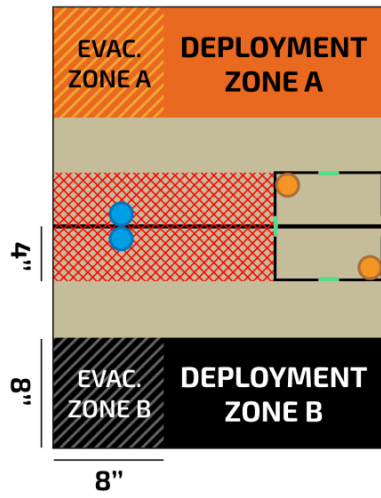
ENGINEER BONUS

Troopers possessing the Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract the Supply Boxes. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Supply Boxes.

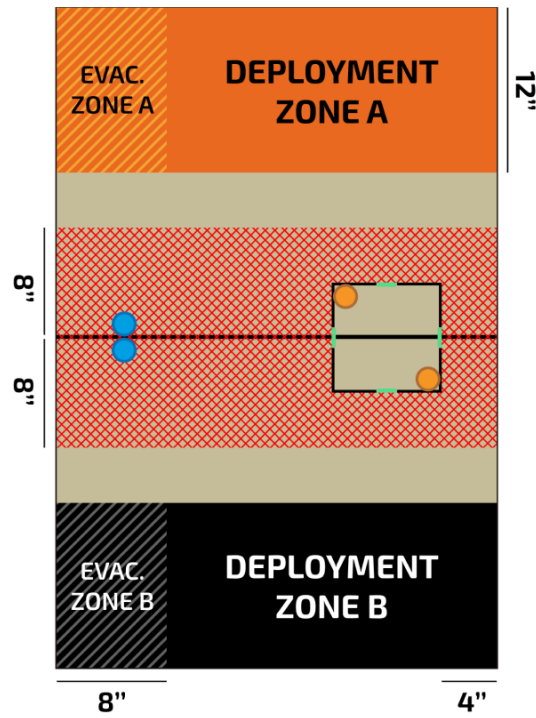
- ▶ Spending one Short Skill, without Roll, any Trooper can pick up a Supply Box in any of the situations previously mentioned.
- ▶ The Troops must accomplish the Common Rules of Supply Box.

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

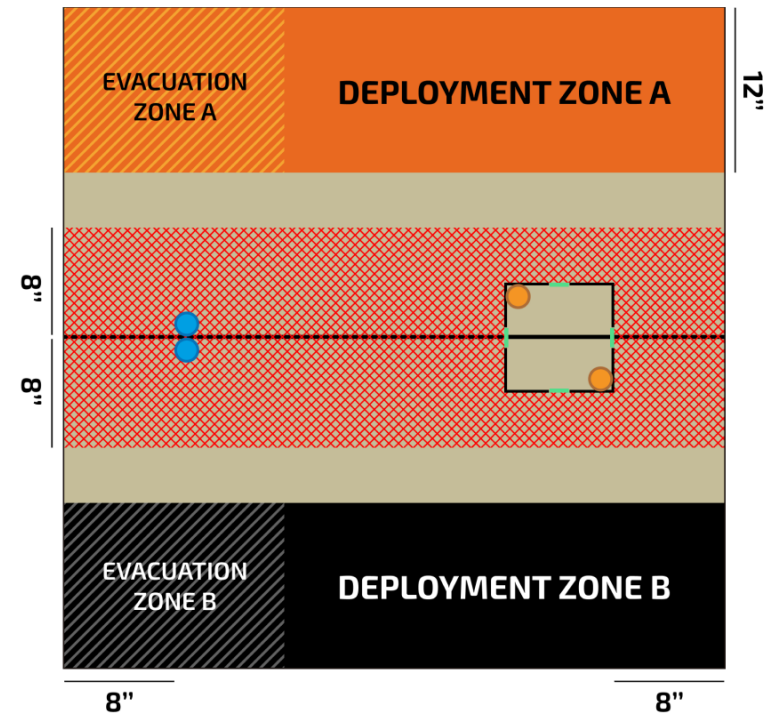
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



150 P
48 in x 48 in



- HVT (Designated Evacuation Target)
- Tech-Coffin

- Exclusion Zone
- Automatical Wide Gate