

ESCAPE

Special Rules: Civilians, Containment Fields, Consoles, Specialist Troops, Forward Observer Bonus, HVT not used

MISSION OBJECTIVES

MAIN OBJECTIVES

- **Activate a Console Pair** (1 Objective Point).
- At the end of each Game Round, have the **same number** of Civilians in CivEvac State as the adversary (1 Objective Point, only if the player has at least 1 Civilian in CivEvac State).
- At the end of each Game Round, have **more** Civilians in CivEvac State as the adversary (2 Objective Points)

CLASSIFIED

- Each player has 1 Classified Objective (1 Objective Point).

DEPLOYMENT

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

Exclusion Zone. The Exclusion Zone is the area covering 8 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any Prisoner or Console.

SCENARIO RULES

CIVILIANS

There are 3 Civilians placed on the central line of the table, one in the center of the table, the other two 12 inches from either table edge.

Civilians cannot be placed 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.

Civilians can be **synchronised by both players**.

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

CONTAINMENT FIELDS

Each Civilian is affected by a Containment Field that freezes them in place. While the Containment Field is active a Civilian **cannot be synchronised** by Troopers from **either player**.

The Containment Field of a Civilian is deactivated as soon as the corresponding Console pair has been activated **by the same player**. The Console pairs and Civilians are labelled A, B, and C (see map) to indicate which are tied together.

CONSOLES

There are 6 Consoles placed 8 inches on either side of the center line. One is placed 12 inches, 24 inches and 36 inches from the left table edge (see map).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

ACTIVATE CONSOLE (SHORT SKILL)

LABELS

Attack

REQUIREMENTS

- **Only Specialist Troops** can declare this Skill.
- The Specialist Troop must be in **Silhouette contact with a Console**.

EFFECTS

- Allows the Specialist Troop to make a **Normal WIP Roll** to Activate a Console.
- 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.
- An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, **both players** will count that Console as Activated.
- Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Tokens.

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.

FORWARD OBSERVER BONUS

Troopers possessing the Forward Observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

HVT 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 must remove all the HVT Classified Objective cards from the Classified Deck.

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.

