

Fugitive

Main Objectives:

To Kill the enemy Designated Target

3 Objective Points

At the end of the game, have your Designated Target not Killed

2 Objective Points

Have all 3 Consoles activated at the same time, at any point during the Game

2 Objective Point

At the end of the game, have more activated Consoles than the adversary

2 Objective Points

Each Player has 1 Classified Objective (Non-HVT)

1 Objective Points

Mission Parameters:

Ends in Retreat

Classifieds (1)

Designated Target

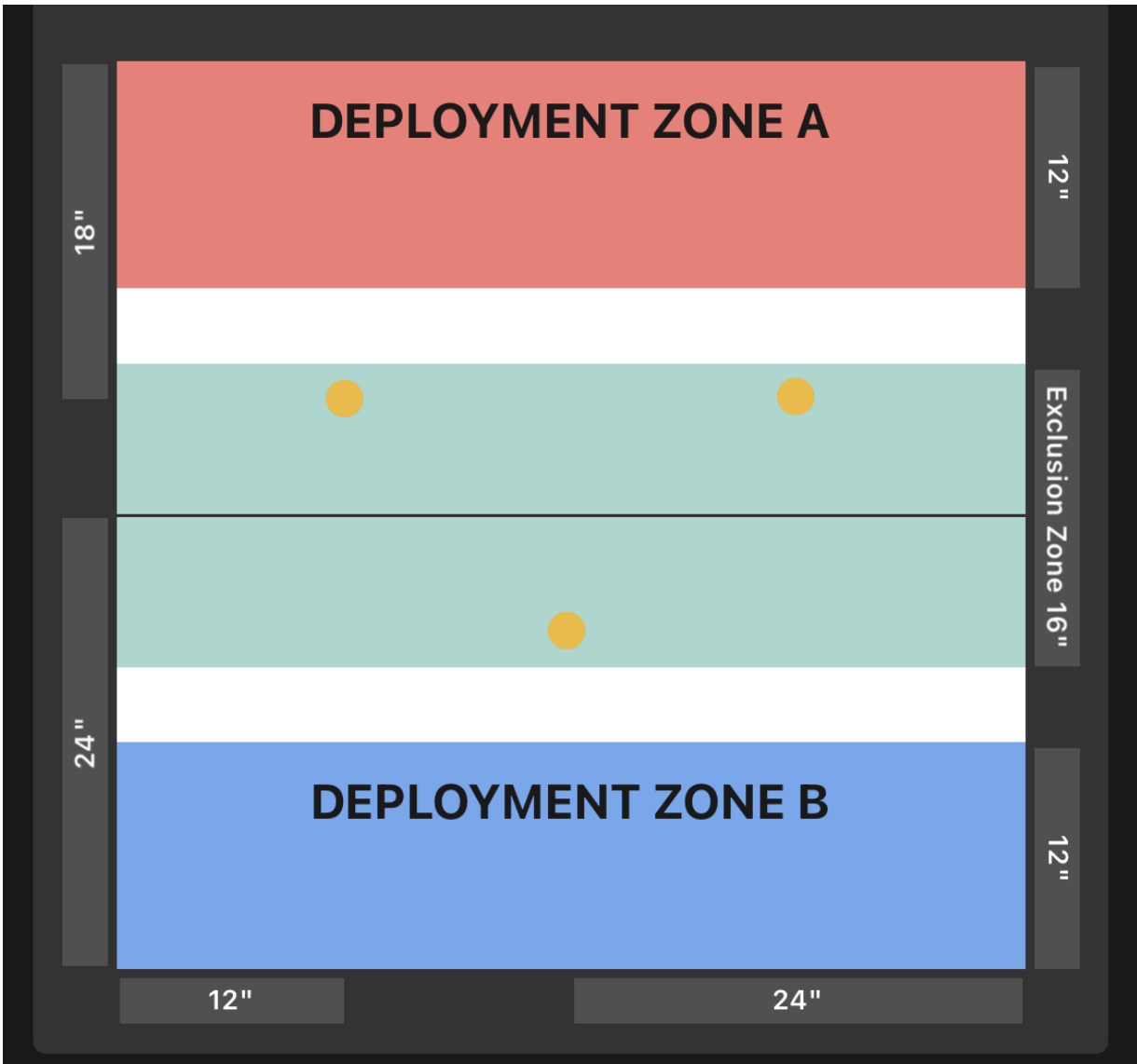
Deployment:

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

The Exclusion Zone is the area covering 8 inches (4 inches for 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 cannot be used to deploy inside this area.

It is not allowed to deploy in base contact with any Designated Target.

It is not allowed to deploy in base contact with the console



Mission Skills:

Activate Console

Short Skill

Labels

Attack.

Requirements

Only Specialist Troops can declare this Skill.

The Specialist Troop must be in base contact with a Console

Effects

*Allows the Specialist Troop to make a Normal WIP Roll to Activate the 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.

*When Activating the first of three Consoles. The enemy Designated Target loses Mimetism -6.

*When Activating the second of three Consoles. The enemy Designated Target loses Dodge +3

*When Activating the third of three Consoles. The enemy Designated Target loses it's free movement short skill upon declaration of an order.

*An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the Console no longer counts as Activated by the adversary.

*It is not necessary to have all consoles activated at the same time to cancel any special abilities. It is only required that you activate each console once.

*Player A and B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token

Mission Bonuses:

Chain of Command Bonus

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

Special Rules:

Escape!

At the beginning of the game each player will put out their designated target. When a player declares they are using an order the opponent's designated target gets a free move. This move is with the Designated Target and happens before the opposing player's order begins. Then the order will resolve as normal. The Designated target can move in and out of buildings and up and down ladders just as a regular model you control.

Your Designated Target can not enter your own deployment zone.

The first console a player activates will remove the Designated Target's Mimetism -6

The second console a player activates will remove the Designated Target's Dodge +3. It is not necessary to have 2 consoles activated at the same time to cancel the Dodge +3.

The third console a player activates cancels the free move short skill the Designated Target receives. It is not necessary to have all consoles activated at the same time to cancel the movement. It is only required that you activate each console once.

Consoles

There will be 3 Consoles on the board at the start of the game. There are two consoles, placed 18" from Player A's deployment zone and 12" from the table edge. They are 12 inches from each table edge and 24 inches apart. The Third console will be placed 18" from Player B's deployment zone and 24 inches from the table edge.

The Consoles must be represented by a Console token (Console) or by a scenery piece of the same diameter 40mm

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.

Designated Target

In this scenario, the enemy HVT is considered an enemy Trooper instead of Neutral Civilians, so they can be targeted by Attacks.

HVTS that are Designated Targets are reactive and hostile, reacting as if they are an enemy Trooper.

Uber Designated Target

The Designated Target is an highly trained operative and their stats and equipment reflect this

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	6	12	11	11	1	0	1	2	-----

Equipment: Stun Pistol, Mimitism -6, Dodge +3

Killing

Troopers are considered Killed by the adversary when they enter the Dead State, or they 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 marker, at the end of the game will be considered to be Killed by the adversary.

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.