

# HOT EVAC

Special rules: Evac Site, Asymmetrical Deployment, Civilians, Consoles, Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus, Hacker Bonus, Classified Deck Not Used

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- > At the end of the game, Control or have Evac'd a Supply Box (1 Objective point for each Supply Box)
- > At the end of the game, Control or have Evac'd more Supply Boxes than your adversary (1 Objective point)
- > At the end of the game, have a Hacked Console (1 Objective point for each Hacked Console)
- > At the end of the game, have more Hacked Consoles than your adversary (1 Objective point)
- > At the end of the game, for each Civilian in CivEvac state or Evac'd (1 Objective point)

### CLASSIFIED

- > There are no Classified Objectives

## FORCES AND DEPLOYMENT

SIDE A: Will deploy in four Deployment Zones at the corners of the game table whose size depends on the number of Army Points in the Army Lists.

SIDE B: Will deploy in a Deployment Zone at the centre of the game table whose size depends on the number of Army Points in the Army Lists.

ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE A SIZES	DEPLOYMENT ZONE B SIZE
150	3	24 in x 32 in	6 in x 8 in	8 in x 12 in
200	4	32 in x 48 in	8 in x 8 in	12 in x 16 in
250	5	32 in x 48 in	8 in x 8 in	12 in x 16 in
300	6	48 in x 48 in	8 in x 12 in	16 in x 16 in
400	8	48 in x 48 in	8 in x 12 in	16 in x 16 in

It is not permitted to deploy in Silhouette contact with the Tech-Coffins, Consoles or Civilians.

## SCENARIO SPECIAL RULES

### EVAC SITE (ZO)

In this scenario the Evac Site is a Zone of Operations (ZO).

Placed in the centre of the table, it covers an area of 8 by 8 inches. To represent the Evac Site, we recommend using The Stalker by Luxumbra, the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It either has four Gates, one in the middle of each wall, or two Gates in the middle of opposite walls and one Narrow ramp (See map below). The Gates and narrow Ramp of the Evac Site are open at the start of the game. The Evac Site Gates must be represented by Wide Gate Tokens or scenery pieces with the same size, the Narrow Ramp must be represented by Narrow Gate Token or a scenery piece with the same size.

Any Supply Boxes or Civilains in CivEvac State inside the ZO during the States Phase of the turn is considered to be Evac'd by SIDE B, remove them from the game table.

### ASYMMETRICAL DEPLOYMENT

During deployment, for all intents and purposes the middle of the game table is halfway between the edge of Deployment Zone B and the closest of:

- > The edge of the game table
- > The edge of Deployment Zone A

At the start of SIDE B's deployment, they must place objectives from the following list so that the total number of objectives is 8. These must be placed outside their half of the table and not within 8" of another objective:

- > 4 Civilians
- > Between 1 and 3 Consoles
- > Between 1 and 3 Tech Coffins

For all intents and purposes other than Parachutist (Dep Zone) the internal walls of the Evac Site (ZO) count as the back of the deployment zone for Deployment Zone B.

### CIVILIANS

There are a total of four Civilians on the game table. They will be placed as indicated in ASYMMETRICAL DEPLOYMENT.

Players cannot place their Civilians 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.

Players can Synchronize any of the Civilians.

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.

## CONSOLES

There are between 1 and 3 Consoles placed as indicated by ASYMMETRICAL DEPLOYMENT.

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).

HACK CONSOLES
SHORT SKILL
Attack
REQUIREMENTS
Only Specialist Troops can declare this Skill. The Specialist Troop must be in Silhouette contact with a Console.
EFFECTS
<ul style="list-style-type: none"><li>▶ Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console.</li><li>▶ 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.</li><li>▶ A Hacked Console can be Hacked again by the other player, applying the same procedure. In this case, both players will count that Console as Hacked.</li><li>▶ Player A and Player B Tokens can be used to mark the Hacked Consoles. It is recommended each player uses a different kind of Tokens.</li></ul>

## TECH-COFFINS

There are between 1 and 3 Tech-Coffins placed as indicated by ASYMMETRICAL DEPLOYMENT. Inside each Tech-Coffin there is one Supply Box.

The Tech-Coffins must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple)

## SUPPLY BOXES

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple)

PICK UP SUPPLY BOXES
SHORT SKILL
Attack
REQUIREMENTS
The Trooper should be in one of the following situations: <ul style="list-style-type: none"><li>▶ Be in Silhouette contact with a Model in a Null State with a SUPPLY BOX Token.</li><li>▶ Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token.</li><li>▶ Be in Silhouette contact with an unaccompanied SUPPLY BOX Token.</li></ul>
EFFECTS
<ul style="list-style-type: none"><li>▶ Spending one Short Skill, without Roll, any Trooper can pick up a Supply Box in any of the situations previously mentioned.</li><li>▶ The Troops must accomplish the Common Rules of Supply Box.</li></ul>

EXTRACT SUPPLY BOXES
SHORT SKILL
Attack
REQUIREMENTS
<ul style="list-style-type: none"><li>▶ Only Specialist Troops can declare this Skill.</li><li>▶ The Specialist Troop must be in Silhouette contact with a Tech-Coffin.</li></ul>
EFFECTS
<ul style="list-style-type: none"><li>▶ Allows the Specialist Troop to make a Normal WIP Roll to Extract and pick up the Supply Box, with a succeed roll a SUPPLY BOX Token must be placed besides it.</li><li>▶ 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.</li><li>▶ Once the roll is successful, the Tech-Coffin Token is removed from the game table.</li><li>▶ If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed besides it to mark that the Supply Box was extracted.</li></ul>

## COMMON RULES OF SUPPLY BOXES

- > Each Model can carry a maximum of 1 Supply Box. As exception, Troopers possessing the Baggage Special Skill can carry up to 2 Supply Boxes.
- > Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
- > The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null State, baring if a supply box is evac'd.

## CONTROLLING THE SUPPLY BOXES

A Supply Box is Controlled by a player if, at the end of the game, that player either has a Model, but not a Marker, carrying it, or has evac'd the supply box. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model.

## 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.

## DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract the Supply Boxes. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Supply Boxes.

# HACKER BONUS

Troopers possessing the Hacker 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.

# 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.

