

# Prison Escape 3.0

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Table Configuration: X

Special Rules: The Armory (ZO), Civilians, Specialist Troops, Consoles, Connect a Console, Guard

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- Have a Civilian in CivEvac state at the end of each game round (1 Objective Point).
- Have **more** Civilians in CivEvac state in the player's own Deployment Zone than the adversary in his Deployment Zone at the end of each game round (1 Objective Point).
- Have **more** Civilians in CivEvac state than the Adversary at the end of the game (1 Objective Point).
- Connect the Console (1 Objective Point for each Connected Console at the end of the game).
- 1 Classified Objective (1 Objective Point).

## DEPLOYMENT

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

It is not allowed to deploy inside the Armory.

## SCENARIO SPECIAL RULES

### THE ARMORY (ZO)

In this scenario The Armory is a Zone of Operations (ZO). Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Armory, we recommend using 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 has four Gates, one in the middle of each wall (See map below). The Gates of the Armory are closed at the start of the game. The Armory Gates must be represented by a Narrow Gate Token or a scenery piece with the same size.

### OPEN THE ARMORY GATES

(SHORT SKILL)LABELS Attack.

### REQUIREMENTS

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

### EFFECTS

- Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens all Gates to the Objective Room. If the roll is failed, this can be repeated as many times as necessary

## CIVILIANS and HVTs

There are a total of Four Civilians on the game table, Two of them belonging to each player. Each player will place his two Civilians inside the Armory, two in each corner, in the adversary's half of the table. Players can only CivEvac their own Civilians. In this scenario, Specialist Troops can have up to two Civilians in CivEvac state at the same time. Other troops able to declare CivEvac can have only one Civilian in such a 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 Markers to identify or even represent their Civilians.

HVTs can be placed normally following ITS rules.

The HVT from the adversary, can be CivEvaced by you. The Adversaries HVT count as your own Civilian for scoring the Main Objectives.

Classified objectives concerning the HVT can also be accomplished on your own Civilians. Your own Civilians count as your adversaries HVT for scoring Classified Objectives.

## CONSOLE

There Are 2 consoles on the central line of the game table, placed 8 inches from the edge of the table (see map below). Each Console must be represented by a Console A Marker 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).

## CONNECT CONSOLE

(SHORT SKILL)LABELS Attack.

## REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with the Console.

## EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Connect 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.
- When a player as at least one Connected Console, the Guard is friendly to that player.
- A Connected Console can be Connected again by the other player, applying the same procedure. In such a situation, the Antenna is no longer considered to be Connected by the adversary.
- Player A and Player B Markers can be used to mark the Connected Antenna. It is recommended each player uses a different kind of Marker

## GUARD

There is 1 Guard placed inside the Armory. It is placed in the centre of the table.

- The Guard starts the game hostile to both players.
- The Guard is armed with a combi rifle that fires only Adhesive Ammo.
- The Guard can be attacked by a player as if it is a regular enemy trooper, when it is hostile to a player.
- A connected Console can turn the Guard friendly towards the player who connected the Console.

The Guard must be represented by Remote or a Tech-Coffin Marker or with a scenery piece of the same diameter (A remote of any faction or as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

The Guard uses the following profile:

|                |                                      |    |    |     |     |     |   |
|----------------|--------------------------------------|----|----|-----|-----|-----|---|
| REM            | Guard                                |    |    |     |     |     |   |
| MOV            | CC                                   | BS | PH | WIP | ARM | STR | S |
| 0-0            | 8                                    | 11 | 10 | 13  | 3   | 2   | 3 |
| Equipment      | 360 visor                            |    |    |     |     |     |   |
| Special Skills | G: Remote Presence<br>Total Reaction |    |    |     |     |     |   |
| Weaponry       | Combi Rifle (Adhesive ammo)          |    |    |     |     |     |   |

## SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops. Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops. Remember: Troops with the Specialist Troop Special Skill can accomplish the different functions Specialist Troops have in this scenario. A Specialist Troop with a Disabled Marker can still accomplish the Objectives of 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 his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

- Civilian
- Civilian
- Guard
- Console

