

EXTRACTION

- MAIN OBJECTIVES

- At the end of the game, for each Civilian in CivEvac State (1 Objective Point).
- Have the same number of Civilians in CivEvac State as the adversary has at the end of the game (1 Objective Point, only if the player has at least 1 Civilian in CivEvac State)
- Have more Civilians in CivEvac State than the adversary has at the end of the game (2 Objective Points).
- At the end of the game, have more Civilians in CivEvac State in your Deployment Zone than the adversary has in their Deployment Zone (3 Objective Points).

- CLASSIFIED

- Each Player has 1 Classified Objective (1 Objective Point)

- 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	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 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 cannot be used to deploy inside this area.

- DETENTION FACILITY

- In this scenario the Objective Room functions as a Detention Facility.
- Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Detention Facility, 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 Detention Facility are closed at the start of the game. The Detention Facility Gates must be represented by Wide Gate Tokens or scenery pieces with the same size.
- It is not allowed to deploy in the Detention Facility.

- At the beginning of the second game round, the Firewall Programs of the Detention Facility come online, causing the Consoles to become more difficult to Activate. A -3 modifier is applied to any WIP Roll made to Activate a Console.
 - At the beginning of the third game round, the Detention Facility enters a lockdown mode to inhibit any further security breaches. A -3 modifier is applied to any WIP Roll made to Activate a Console. Additionally, any Open Detention Gates are considered Closed, returning any Destroyed Detention Gates to the table, and placing them on the Detention Facility.
- DETAINEES
- Each player has three HVTs. At the start of the Deployment Phase, but before either player has deployed, each player will secretly choose which Detention Facility Gates their three HVTs are hiding behind. You may assign more than one HVT to a single Gate, or assign them all separately, but all three HVT's must be assigned to a Gate. This is Private Information and must be written down to show to your opponent if necessary. The assigned HVTs are not deployed onto the table until the Gate that they are assigned to has been opened, or destroyed, as detailed later.
 - During the game, the first time that a Detention Gate containing a player's assigned HVT(s) is Opened, that player must deploy those HVTs onto the table within the Detention Facility, up to 4 inches from the Gate that was Opened.
 - It is not permitted to deploy the HVT in Silhouette contact with any piece of terrain or other trooper. If any of these would obstruct the deployment requirements listed above, then the HVT must be deployed as close to the requirements as possible, without violating these restrictions.
 - 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.
- DETENTION GATES
- In this scenario the Detention Gates have a Profile and can be targeted. However, the Detention Gates cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

NAME	ARM	BTS	STR	S
Detention Gate	6	6	2	Gate (Wide)

- DAMAGE AND DESTROY THE DETENTION GATES
- A Detention Gate can only be damaged by CC Attacks with CC Weapons possessing the Anti-materiel Trait, or with D-Charges.

- If a Detention Gate's Structure Attribute is reduced below 0, then it is considered destroyed and it must be removed from the game table.
 - A destroyed Detention Gate is considered Open in game turns, and both players must Reveal if it is a Detention Gate containing an HVT, following the rules for deploying a Revealed HVT.
 - A destroyed Detention Gate cannot be closed or targeted again by any means.
 - The Detention Gates cannot be the target of the Engineer Special Skill or the GizmoKit piece of Equipment.
- CONSOLES
- There are 2 Consoles, placed in the central line of the table. They are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games (see map below).
 - The Consoles must be represented by a Console A or B Token (CONSOLE A or B) or with a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

ACTIVATE CONSOLE	SHORT SKILL
Attack	
REQUIREMENTS <ul style="list-style-type: none"> ➤ Only Specialist Troops can declare this Skill. ➤ The Specialist Troop must be in Silhouette contact with the Console. 	
EFFECTS <ul style="list-style-type: none"> ➤ 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 Console, the player may choose one of the Detention Facility's Gates to Open or Close if it is not Destroyed. If the Detention Gate was Closed, it is now considered Open, and both players must Reveal if it is a Detention Gate containing a HVT, following the rules for deploying a Revealed HVT. ➤ A Console cannot be Activated again by the same player to Open another Detention Gate. ➤ 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. ➤ Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token. 	

- 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.

- 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.

