

Medical Evacuation

A top-secret facility has been the target of an outrageous nanotech attack, but some of the personnel have inexplicably managed to survive. Now the opposing special forces are competing to secure these unlikely survivors for further examination and salvage the surviving prototypes from the destroyed testing sites. All while avoiding the residual devastator swarms and trying to cripple each other.

Special Rules: Panoplies, Isolation Pods, Damage Isolation Pods, Biotechvore Area, Killing, Specialist Troops, Civilians, Doctor and Paramedic bonus

Mission Objectives

- » At the end of the game if the Isolation Pod is sabotaged – 1 Objective Point for each rescued Civilian.
- » At the end of the game – 1 Objective Point for each Civilian in CivEvac State.
- » At the end of the game if the Isolation Pod is not sabotaged – 2 Objective Points for each rescued Civilian.
- » To kill more Specialists than the adversary (2 Objective Points).
- » To kill as many Specialists as the adversary, but at least one (1 Objective Point).
- » At the end of the game, acquire more weapons or items from the Panoplies than the adversary (2 Objective Point).
- » At the end of the game, acquire as many weapons or items from the Panoplies as the adversary, but at least one (1 Objective Point).

Residual Biotechvore Areas

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and must be completely outside any Deployment Zones. The player that kept Deployment must place their Circular Templates first.

During the Deployment Phase, no troop can be deployed inside those Circular Templates, including troops in hidden deployment.

During the game, each of these Circular Templates is a Biotechvore Area.

At the end of each Active Player Turn, all Troopers belonging to the Active Player that are inside a Biotechvore Area must make a Saving Roll against BTS, with Damage 14.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute. The Biotechvore Plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead one.

At the end of the third Game Round any Trooper inside a Biotechvore Area is automatically Killed.

Killing

Troopers are considered Killed by the adversary when they enter 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.

Panoplies

There are 2 Panoplies, placed in the center of each half of the game table.

Each Panoply must be represented by an Objective Token or by a scenery piece of the same diameter.

USE PANOPLIES	
SHORT SKILL	
Attack	
REQUIREMENTS	
► The Trooper must be in Silhouette contact with a Panoply	
EFFECTS	
► By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.	
► Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.	
► A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.	
► If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.	

Panoply Chart

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total)

			Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism(-6)
12	TAG: Immunity AP Other Troop Types:+2 ARM	20	TAG: BS Attack(+1B) Other Troop Types: HMG

Civilians

There are 3 Civilians placed on the central line of the table. One is in the center of the table, and the other two are 12 inches from the central Civilian (8 inches in 150 point games).

In this scenario, Doctors can have up to two Civilians in CivEvac State at the same time. Other Specialists 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.

Isolation Pod

There are 2 Isolation Pods placed in the centers of each deployment zone. The Isolation Pod 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).

PREPARE FOR EVACUATION SHORT SKILL
Attack
REQUIREMENTS Only Specialist Troops can declare this Skill. The Specialist Troop must be in Silhouette contact with the Isolation Pod in its deployment zone. The Specialist must control a Civilian in a CivEvac State
EFFECTS ▶ Allows the Specialist Troop to make a Normal WIP Roll to Prepare for Evacuation a single Civilian controlled by the Specialist. ▶ Troopers possessing the Doctor Special Skill, don't need to make the WIP Roll. Troopers possessing the Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Prepare for Evacuation ▶ 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. ▶ A successful roll removes the Civilian from the Table. ▶ Player A and Player B Tokens can be used to mark the number of Civilians Prepared for Evacuation at each Isolation Pod.

In this scenario the Isolation Pods have a Profile and can be targeted. However, a Isolation Pod cannot be chosen as the target of an *Attack* that would also affect Troopers, be they enemy or allied.

Name	PH	ARM	BTS	STR	S
Isolation Pod	9	8	9	3	5

Damage and Sabotage the Isolation Pod

An Isolation Pod can only be damaged by CC Attacks with CC Weapons possessing the Anti-materiel Trait, or with D-Charges.

If its Structure Attribute is reduced below 0, it is instead considered 0.

The Isolation Pods can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment.

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.

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.

300/400 P48 in x 48 in

