

ENDGAME

Helsbecter # E6206

I imagined this as a last-round tournament mission where players can make their exit, as though they were escaping a doomed spaceship or volcano base. Their HVT's now know too much and must be disposed of in a plausibly deniable way.

The Extraction room is a ZO, as well as an Exclusion Zone and a Localized Decompression zone. It is 8 x 8 inches and has infinite height.

HVT's used. Remove non-HVT classifieds. "Secure HVT" may not be used to replace a classified objective.

Activate the Console: when a console is activated, all game pieces in the objective room are Extracted and removed from play. If both consoles are damaged or destroyed, all game pieces in the objective room are Extracted at the end of every order. Consoles may only be damaged by Anti-Materiel CC attacks.

Chain of Command has a +3 bonus and two rolls to activate a console.

Extracted models are considered survivors for VP, even if unconscious or dogged. Models in retreat move toward the Objective room instead of a board edge. Models not extracted at game end are considered dead. HVT: Kidnapping is satisfied by a qualified trooper Extracting the HVT.

Scoring:

- Extract 75+ VP (1 PT)
- Extract 151+ VP (3 PT)
- Extract 251+ VP (4 PT)
- Extract the Lieutenant (2 PT) (one-time award)
- Your HVT was not Extracted (2PT)
- 2x Classified Objective (1PT each)

NAME	ARM	BTS	STR	S
Console	3	3	2	3

