

# MISSION 0302: RESCUE AND CIVEVAC

Deimos  
Edition

Those dropships and escape pods that managed to launch before the destruction of O-12's Orbital Station were scattered across a wide area of the Norstralia continent, and one of these craft held the Tohaa Diplomatic Delegate. To rescue the Delegate and his assistants would be a great public relations maneuver and also an opportunity to take a look at any files or documents she might be carrying.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- Have **as many Rescued Lab workers** as the adversary at the end of the game (1 Objective Point if the player has Rescued at least one Lab workers).
- Have **more Rescued Lab workers** than the adversary at the end of the game (2 Objective Points).
- Have **as many Secured Lab workers** as the adversary at the end of the game (2 Objective Points if the player has Secured at least one Tohaa Assistant).
- Have **more Secured Lab workers** than the adversary at the end of the game (3 Objective Points).
- Have **Rescued the Scientist** at the end of the game (2 Objective Points).
- Have **Secured the Scientist** at the end of the game (4 Objective Points).

### CLASSIFIED

Each player has **1 Classified Objective** (1 Objective Point).

## FORCES

**SIDE A:** 300 points.

**SIDE B:** 300 points.

## DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a *Deployment Zone* 10 inches deep.

*Exclusion Zone.* Troopers may not use *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment*, and *Infiltration Special Skills* or the deployment rule of the *Impersonation Special Skill* to deploy within a **12-inch** area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

## SCENARIO SPECIAL RULES

### GAME TABLE SIZE

48 x 48 inches

## CRASH-COFFINS

There is a total of **twelve Crash-Coffins** all placed of them inside the *Exclusion Zone*. Four of them are on the central line of the game table, two of them 8 inches from the edge of the table, and the other two 16 inches from the edge of the table.

There are two *Crash-Coffins* placed on the edge of the table on opposite halves of the table. Another four are placed, two in each half of the table, 8 inches from the central line of the table, and 12 inches from each edge of the table. The last two are placed in opposite halves of the table, 8 inches from the central line of the table and 24 inches from the edge of the table (see map).

The *Crash-Coffins* must be represented by a *Crash-Coffin Marker* or by a scenery piece of the same diameter (such as the *Crash-Coffins* by MicroArt Studio, the *Stasis Coffins* by Warsenal or the *Cryo Pods* by Customeeple).

### CHECK CRASH-COFFIN

(SHORT SKILL)

*Attack.*

#### REQUIREMENTS

- » It is compulsory to be in base contact with a *Crash-Coffin*.

#### EFFECTS

- » Players don't know what is inside the *Crash-Coffin*. When declaring this Skill they have to make a Roll on the following chart:

D20	RESULT
1-8	Xeno Hybrid
9-16	Lab Worker
17-19	Scientist
20	ENGINE DAMAGED, SUDDEN EXPLOSION.

Players must place a Player A or B Marker besides the checked *Crash-Coffin*. Players cannot check that *Crash-Coffin* again unless all the *Crash-Coffins* have been checked without locating all the *Tohaa Assistants* or the *Tohaa Diplomat*.

There are only six **Lab Worker** and one **Scientist**. Once the **Scientist** has been located, any further **Scientist** result will be considered as a **Lab worker** result. In the same way, once all the **Lab Worker** have been located, any **Lab worker** result will be considered as a **Scientist** result, if the **scientist** has not been located yet.

When a result of **Lab worker** or **Scientist** is rolled, their model will replace the *Crash-Coffin*.

An *Engine damaged, sudden explosion* result automatically means all troopers in base contact with the *Crash-Coffin* enter the *Dead* state and must be removed from the game table, along with the *Crash-Coffin*.

## Scientist

### AND Lab Worker

There is a total of six **Lab worker** and only one *Tahaa Diplomat* inside the *Crash-Coffins*. Each of them has a *Civilian* troop profile. Both players must consider them as *Neutral*.

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 **Scientist** 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 represent the **Lab worker**.

### RESCUE Scientist AND Lab Worker

The **Scientist** and the **Lab Worker** are considered *Rescued* by the players when they are in *CivEvac* state with one of their troopers outside their *Deployment Zone*.

### SECURE Scientist AND Lab Worker

The **Scientist** and the **Lab worker** are considered *Secured* by the players when they are in *CivEvac* state with one of their troopers and totally inside their *Deployment Zone*.

## CLINICAL SPECIALIST BONUS

Troopers possessing the **Doctor** (and all its variants, such as *Doctor Plus*, *Akbar...*) or **Paramedic** Special Skill have a **MOD of +3** to the *WIP* Rolls necessary to *Synchronize Civilian*. This Bonus is cumulative with the *Spec-Ops* Bonus.

## SPEC-OPS BONUS

Troopers possessing the *Infinity Spec-Ops* Special Skill have a **MOD of +6** to the *WIP* Rolls necessary to *Synchronize Civilian*.

Moreover, when rolling on the Unknown Cargo Chart, the *Infinity Spec-Ops* trooper will consider a result of *Engine damaged, sudden explosion* as a *Tahaa Assistant* result.

## 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*.

