



ESCORT

Escort the HVT.

MISSION OBJECTIVES

Attacker

- 1 OP for discovering an HVT (maximum of 2 OP total)
- 1 OP for killing an HVT (maximum of 2 OP total)
- 1 OP for having the real HVT in Civevac at the end of a player round once (maximum of 1 OP)
- 1 OP for moving the real HVT away from where they were first placed at the end of a player round once (maximum of 1 OP)
- 2 OP for having the real HVT in the Attacker's Deployment Zone at the end of the game (maximum of 2 OP)

Defender

- 1 OP each for dominating a zone at the end of each round. A zone is dominated when the Defender has more renown in the zone than the Attacker. (Maximum of 6 OP)
- 1 OP each for having an HVT in Civevac at the end of the game (Maximum of 2 OP)

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on **opposite** sides of the game table, in the Deployment Zones.

SCENARIO SPECIAL RULES

ESCORT THE HVT

After initiative is rolled, the player who takes initiative is considered the Attacker, while the player who takes deployment is the Defender.

There are 2 HVT's, placed by the Defender, anywhere outside of their Deployment Zone. The HVT's start in Impersonation-1 State. The Defender should note in secret which one is real HVT and which one is the Decoy. The HVT's can be discovered either with a Discover roll or using the Control Panel as described below.

Important Note: Impetuous units and REM's are not able to use Civevac.

CONTROL PANEL

There is a single Control Panel, placed in the center of the table. Each Control Panel must be represented by an Objective Token or by a scenery piece of the same diameter.

CONTROL PANEL	SHORT SKILL
Attack	
REQUIREMENTS	
➤ The Trooper must be in Silhouette contact with a Control Panel.	
➤ The Trooper must belong to the Attacker.	
EFFECTS	
➤ By succeeding at a WIP -3 Roll select one of the HVT's and that HVT loses Impersonation State. Additionally, the Defender must reveal whether it is the real HVT or the Decoy.	

NO QUARTER

In this scenario, the Retreat! rules are not applied.

TWIST

After the end of round 2 but before the beginning of round 3, roll a single d20. Then select and perform the twist according to the roll below.



NO TWIST (1-5)

BIOWEAPON (6-10)

All models within the Zone of Control of each HVT immediately take a DAM 14 hit on BTS. STR units take 2 hits.

WHO'S THIS? (11-15)

Any HVT's in Civevac immediately become unsynced and re-enter Impersonation-1.

A THIRD PLAYER! (16-20)

Each player places 1 Brawler within 8" of an HVT. The reactive player controls the Brawlers, but may

only declare ARO's when they are the target of an attack.

END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **fourth Game Round**.

If one of the players starts their Active Turn with no troopers on the board (null included), the game will end immediately.

