scenario: making contact

Description

The attacker tries to retrieve/kidnap a HVT from under the defenders nose. The HVT might be the partner of an important politician that the attacker wants to blackmail, or an undercover spy that wants to jump the ship, or...

Deployment

High Value Target (HVT): The defender gets a HVT. It is deployed as per ordinary rules and may in addition not be placed within 12" of a table edge.

DataTracker (DT): After the deployment is finished the attacker nominates one model as his DT. The DT can not be a REM, TAG impetuous or subject to frenzy.

During the game

HVT: The HVT follows the home brewed HVT rules. The defenders may not synchronize the HVT until the attacker has managed to synchronize at least once.

Taking prisoner: If one defender model (not in a null state or immobilized) ends the game in B2B with an attacker model that is unconscious/immobilized/another equivalent state (not dead) then the attacker model is taken prisoner.

Game length

3 turns

Objectives attacker

- HVT successfully synchronized at least once: 2 OP.
- HVT in the attacker's deployment zone at the end of game: 2 OP.
- HVT synchronized to one of the attackers models (that are not in a null state): 4 OP.
- HVT synchronized to the Datatracker (not in a null state) at the end of game: + 2 OP.

Objectives defender

- The attacker has not managed to synchronize the HVT at all: 8 OP.
- HVT in defender's deployment zone at the end of game: 2 OP.
- HVT synchronized to one of the defender's models (that are not in a null state): 4 OP.
- Taking at least 1 prisoner: 2 OP.