PRISONER #9

Prisoner #9, an agent possessing valuable information, is being detained in an isolation cell onboard an enemy orbital base. A special rescue team is being sent covertly to rescue them.

The attacker's main force entered and is now trapped inside a massive shuttle airlock. They don't have much time - a supply ship is about to arrive, opening the airlock and launching the main force into the void of space.

The Defender needs to defend against the attack, as well as move Prisoner #9 to a more secure location. This is made all the more difficult by their security system; all of the access codes have been changed by the Attacking force.

MISSION OBJECTIVES

MAIN OBJECTIVES

Attacker: Operate the **Cargo Console** to disconnect the Automatic Docking System (1 Objective Point)

Attacker: Extract the **HVT** from the zone of operations through the Attacker's **Evacuation Hatch** (2OP)

Defender: Restart the Security System (1 Objective Point)

Defender: Extract the **HVT** from the zone of operations through the Defender's **Evacuation Hatch** (2 Objective Points)

CLASSIFIED

Each player has Two Classified Objectives (1 objective point for each one)

FORCES AND DEPLOYMENT

Table size: 48x48"

Both players will deploy on opposite sides of the game table in a Deployment Zone that is 12 inches deep.

In this scenario, the Attacker has automatically w on the Initiative Roll.

The Defender should note which of the four Prisoner Pods contains the HVt.

Players cannot deploy any troops, weapons, or equipment inside the Isolation Room aside from the Sentinels.

VERY CONFUSED DEPLOYMENT

Any Trooper deploying outside their Deployment Zone must make a PH Roll with a -6 MOD. This Roll replaces any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll. [1]

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

SCENARIO SPECIAL RULES

AIRLOCK

The Attacker's Deployment Zone represents a massive shuttle airlock. A supply shuttle is on the way! Get out fast!

The forward edge of the Attacker's Deployment Zone is a closed and impassable door with infinite height that blocks all Line of Fire past it.

If the Attacker successfully performs an Operate Console skill, the door will retract at the start of the next Attacker Player Turn, and it stops blocking Line of Fire and providing Cover.

At the end of the second Game Round, UNLESS the Attacker has successfully opened the airlock door via the Security Consoles, all troopers still inside the Airlock are considered Dead and removed from play.

SECURITY CONSOLES

The Attacker must use the console to allow the rest of their troopers into the facility, while the Defender ends the lockdown so that the HVT can be moved to a more secure location.

Two Consoles are each placed with one in each half of the table, touching the walls of the Isolation Room. The consoles are friendly to the player to the Deployment Zone with which the consoles are closest.

OPERATE CONSOLE – Short Skilll
Labels: Attack
REQUIREMENTS
- The Trooper must be in silhouette contact with a friendly Console.

EFFECTS
- Allows the Trooper to make a WIP roll.
- Troopers possessing the Lieutenant, Chain of Command, or Hacker Special Skills roll with a WIP+3 MOD. In addition, they will be able to make two WIP rolls each time.
- If the Attacker is successful, then at the end of the next Attacker Player Turn the *airlock door* is opened.
- If the Defender is successful, then the Defender's

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[1] For example a Trooper with Infiltration must make a Roll if they deploy outside their Deployment Zone. There will be a -6 MOD to deploy in their half of the game table, or a -9 MOD to deploy in the opponent's half of the game table.

Evacuation Hatch is now usable.

ISOLATION ROOM

The Isolation Room is placed in the center of the table. In game terms it has walls of infinite height that completely block Line of Fire.

It has two Narrow Gates, one in the middle of each wall along the central line of the game table. These gates are closed at the start of the game.

Gates may also be targeted by weapons possessing the Anti-Materiel trait. If the Narrow Gate's STR Attribute is reduced to 0 or below, it is Destroyed and removed from the game table. NARROW GATE - ARM2, BTS0, STR3

OPEN GATE – short skill
Labels: Attack
REQUIREMENTS
- The Trooper must be in silhouette contact with a Narrow Gate.

EFFECTS
- Allows the Trooper to make a WIP roll.
- Troopers possessing the Hacker or Engineer Special Skills roll with a WIP+3 MOD. In addition, they will be able to make two WIP rolls each time.
- On a success, the Narrow gate is opened.

There are four Prisoner Pods inside the Isolation Room.

OPEN CELL – short skill
Labels: Attack
REQUIREMENTS
- The trooper must be a **Specialist Troop** in silhouette contact with an Isolation Cell.

EFFECTS
- Allows the Trooper to make a WIP roll.
- Troopers possessing the Hacker or Engineer Special Skills roll with a WIP+3 MOD. In addition, they will be able to make two WIP rolls each time.
- On a successful WIP roll, roll a d20.

1-9	Irrelevant to Mission
10-18	Prisoner (Replace Prisoner Pod with the HVT)
19-20	Active trooper is hit with DAM12 PARA attack vs BTS.

EVACUATION HATCHES

There are two Evacuation Hatches, one corresponding to each player, placed in different halves of the table, each in the center of the front edge of the Deployment Zone. The friendly Evacuation Hatch is the one in the player's deployment zone. Hatches are **So** and do not provide Partial Cover.

To **Extract** through them, a trooper in CivEvac State with the HVT must declare the Move Short Skill while both models are in silhouette contact with the friendly Evacuation Hatch.

In order for the Defender to extract the HVT through the Hatch, the Defender must have already **Operated the Security Console.**

HVT - HIGH VALUE TARGET

The prisoner (referred to as the HVT) is treated as a Civilian. It can be put into CivEvac state via the Synchronize Civilian Common Skill.[2]

The HVT is *always* Hostile to the Defender, and *never* Hostile to the Attacker.

In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy their HVT Model on the game table and they must remove all the HVT Classified Objective cards from the Classified Deck. The only HVT present is the Prisoner.

SENTINELS

The Defender places two **Sentinels** anywhere inside the Isolation Room during their Deployment Phase. These Sentinels are Troopers, composing their own Combat Group that cannot contain other troopers. They cannot be transferred to any other Combat Group.

SENTINEL - Irregular, Cube									
MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	S
4-4	14	11	11	12	2	1	1	--	2
Pistol, Adhesive Launcher, PARA CC Weapon (-3)									

NO QUARTER

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

SPECIALIST TROOPS

For the purposes of this scenario, troopers with any of the following Special Skills are Specialist Troops. They may not make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.
- Hacker
- Doctors & Paramedic
- Engineer
- Forward Observer
- Chain of Command
- Lieutenant
- Specialist Operative

END OF THE MISSION

This scenario ends at the end of the Player Turn in which the HVT is extracted through an Evacuation HOatch.

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[2] Page 9, ITS Season 13.