



ESCAPE VELOCITY

The evacuation of vital personnel from a war zone has not gone unnoticed by the enemy and all available aircraft have been scrambled to facilitate a successful fighting withdrawal.

FORCES

Players should mutually agree a points value between 50 points to 150 points, and choose their forces accordingly.

The defender may take any aircraft but must include one aircraft with a Transport characteristic of 1 or greater – this aircraft is the Evacuation Craft. The attacker may only include Scouts and Fighters. The defender may take Ground Defences.

SET-UP

In this scenario, one player is the attacker and the other is the defender. The winner of a roll-off decides which they will be.

The defender deploys first, choosing one edge of the Area of Engagement and placing their Evacuation Craft in a hex touching that edge. Their remaining aircraft are set up within six hexes of the Evacuation Craft.

The attacker's aircraft are set up in hexes touching the edge of the Area of Engagement opposite the defender's edge.

Both players may choose the Speed and Altitude of each aircraft before setting up. The Evacuation Craft starts the game travelling at Altitude 1, even if it is not normally able to do so.

SPECIAL RULES

Escape

The Evacuation Craft is a modified aircraft loaded with passengers and cargo attempting to escape into planetary orbit.

The Evacuation Craft cannot choose to perform Ace Manoeuvres 5-8 regardless of its Ace Manoeuvres characteristic. In addition, the Evacuation Craft cannot voluntarily increase or decrease its Altitude when activated during the Movement phase. Instead, at the beginning of each End phase from the second turn onwards, automatically increase the Altitude of the Evacuation Craft by 1 (shown by adjusting its Altitude dial as normal). This can take the aircraft above its normal Max Altitude; for the purposes of this scenario the aircraft is treated as having a Max Altitude of 5.

Should the Evacuation Craft reach Altitude 5, the next time the Altitude would be increased the aircraft Voluntarily Disengages instead. The Evacuation Craft may not otherwise Voluntarily Disengage.

VICTORY CONDITIONS

The defender's Evacuation Craft is trying to escape. If the aircraft Voluntarily Disengages after reaching Altitude 5, it does not concede Victory points. Instead, the defender gains Victory points equal to double the aircraft's total points cost. Should the Evacuation Craft Accidentally Disengage, Victory points are calculated for it as normal.

The game lasts for seven turns, or until one side is forced to disengage, or until only one player has aircraft left operating in the Area of Engagement.

When the game ends, calculate Victory points to determine the winner.

