

ASSASSINATION AGENDA!

DESCRIPTION: A VIP has made some powerful enemies, and an order has been given to silence him! One team is sworn to protect him at all costs, and the other has been contracted to eliminate him with extreme prejudice. The ensuing battle will determine the VIP's fate.

SET-UP: The defending player must place all of his models and the VIP in the middle of the board, a maximum of 5" from the center. The attacking player may distribute her team members wherever she chooses, but each model must begin play at least 15" away from enemy models.

SPECIAL RULES: The well-being of the VIP is the central theme of this scenario. The attacking team must try to take him out, and the defending team must try to protect him. He or she is a fully functioning character in terms of this scenario, with statistics given below. To receive full scenario awards the attacking team must KO then Coup De Grace the VIP, while the defending team must keep the VIP on his or her feet. It is assumed that the attacking team has cut all avenues of escape off, and thus forced a pitched battle--the VIP may not be whisked off of the board to safety! **VIP:AP: 7**
Attributes Strength: 3 Agility 3 Mind 4 Resolve 3 Powers None Vitality: 6

BODYGUARD: Bodyguard is a special rule for this scenario. Any defending (and conscious) model in base contact with the VIP can absorb all attacks meant for the VIP. Even Radius attacks will be absorbed, as the defender throws his body atop the VIP's to offer maximum protection. In close combat, attackers may only attack a "bodyguarded" VIP if they have a numerical advantage.

OBJECTIVE: Defender: Keep the VIP alive and well for the duration of the battle. Even if the VIP is KO'ed, Defenders can still claim victory as long as he is on the table after the last round of combat. **Attacker:** Take out the VIP by any means necessary. If the VIP is not removed from play after the last round of combat has been fought, the Attackers lose the scenario.

END GAME: The scenario lasts 5 rounds, or until the defenders have beaten back the attackers, or the attackers have succeeded in taking out the VIP.

REWARDS: 2/1, +1 Experience to each model on the winning side, +1 to the model that takes out the VIP.

SPECIAL EVENTS BOX	
ROLL	RESULTS
1	OLD FRIEND/FLAME
2	WEIRD RADIATION
3	UNEXPECTED ALLY
4	DOPPELGANGER!
5	DOPPELGANGER!
6	COSMIC POWERS INTERVENE

Assassination Agenda KO Table

#Goals	Results
0	Hospital/Prison Stay-miss next battle!
1	Burn Arm -1D Strength next battle.
2	Your failure to complete your mission distracts you: -1 Initiative next battle.
3	Vow of Vengeance: +1D to attacks against the enemy team the next time you face them.
4	Vow of Vengeance: +2D to attacks against the enemy team the next time you face them.
5+	Toughened +4 Experience

Assassination Agenda Coup De Grace Table

#Goals	Results
0	Apparent death! Model gone from series (but save that SuperSheet)!
1	Your injuries have made your powers unreliable: You cannot use one of your powers. (randomly choose before each battle*).
2	Hospital/Prison Stay-miss next.
3	Slow Recovery: -3 Vitality at the start of the next battle.
4	Vow of Vengeance: +2D to attacks against the enemy team the next time you face them.
5+	Miraculous Recovery: +4 Experience

*This injury can be bought off by spending 5 experience points after your next battle.