Cocci

Akosha was loose in the darkness. The others would deploy when she came back. Maybe. She seldom saw them, except in passing, and no one ever saw her. The camouflage let her be a shadow among shadows, not a cyborg like she was. Not a woman like she used to be. The closer to human she looked the harder everyone stared. Looking for seams, for flaws. Didn't matter now. She was loose. In the dark. With a very big rifle.

The trooper in Akosha's sites patrolled aimlessly, the first sign of the infection. They were calling it Rogue, the mission and the plague. Which was good. Even a virus should have a name, she thought, sighting from the rafters of the darkened med-lab. Funny how when magnified, their lives looked so small. They were reduced to circles, round and round, rattling through the half-abandoned sector like dying coughs. Guns down meant the early stage, the lethargy. Guns up meant it had gone to paranoia. The civvies had caught it, too. They were pulling alarms at things beyond sane sight after they gave up their listless hunkering. Akosha shot the ones who were gone already. She left the others behind.

Maybe Command could send someone to collect the dead ones afterward, use them to poison the Strain for a change. But, no, they didn't get sick. Neither did cyborgs. Or did they? She wouldn't get to ask the doctor whether she could catch it or not. The doctor was the sickest one of all, of course. They should have named it after him instead, maybe. Akosha licked her lips. She raised her rifle again. A tiny life got smaller, now no sicker than any other corpse. It was good to see a real body, a dead body that was really dead. Vade was next, and then back to the shadows. She would leave him cold as stone, which was cold enough that nothing could infect him. Dead men didn't spread viruses. Just like a cyborg, at least so the theory went. She licked her lips again. Maybe they would name this mission after her. But Rogue had a nice sound to it. She liked it.

Vanguard Mission
OBJECTIVE:
Eliminate the target and escape
• If the officer is killed and Akosha spends an action in her Deployment Zone, the Vanguard player wins the Scenario.

Scenario Deployment
VANGUARD
Vanguard deploys Akosha second, in her Deployment Zone.

The Vanguard player gets the first turn.

(Alternate: the Vanguard player has 15 points and ignores model count. Replace references to Akosha with Vanguard models.)

Rogue Vanguard Mission
OBJECTIVE:
Protect your Leader
• If Akosha is killed, and the Officer survives, the Rogue player wins the Scenario.

ROGUE VANGUARD
The Rogue Vanguard player begins with one Officer, three Samaritans, and six Civilians.

The Officer deploys in the Officer Deployment Zone. The Samaritans deploy in the Reinforcement Zones.

The Civilians are placed where indicated.

Special Conditions
Akosha has the Opticamo traits (see Lights Out), and must always pay to maintain Opticamo. If Akosha does not maintain Opticamo, the Vanguard player loses.

Akosha gains the ability: lower the next Reinforcement roll by 1 if not in vector and 8 squares of enemy models.

The Rogue Vanguard player's Management Phase uses the Reinforcements rule instead of the Tac-net rule.

The Officer uses Corpsman Vade's card, but has no Traits or Abilities except for Pistol Expert.

Rogue Vanguard models enter or begin play with the Patrolling rule.

PATROLLING

Patrolling models' activation consists of a move 2, and cannot make reflex attacks.

When activated, each player rolls a d6: the player with the higher roll moves the model (at least one square), ties go to Rogue. The Officer does not move when Patrolling. Patrolling models must activate.

Civilians can't move, but count as Patrolling Rogue Vanguard models, for purposes of attacks and Reinforcements. Civilians have DEF 10

As soon as the Spotted! conditions are met by a Patrolling model (not Civilian tokens), it stops patrolling and may fight as normal. If it is their active turn, they may activate as normal if they haven't activate though may not Focus, or may make one attack action if Akosha is Spotted! during their activation.

SPOTTED!

When any of the following conditions are met, apply the effects of Spotted each time (example: Akosha passes 2 Patrolling Samaritans: +2 reinforcements, both are no longer Patrolling).

•The patrolling model has Vector to or is within 4 squares of a model that Akosha makes a Ranged attack against.

•Akosha moves or opens a door within 4 squares and vector of a Patrolling model that is not killed this turn.

•A Patrolling model moves within 4 squares of Akosha and has a vector to her

Map Key

🔷 Civilian

🄰 Akosha

🄾 Officer

🅁 Reinforcement Zone

REINFORCEMENTS (Rogue Vanguard Management Phase):

Each turn, d3-3 Samaritan Troopers enter play. Each time Akosha is Spotted!, add +1 to the next roll, maximum +4 (meaning the highest roll is d3, +1).

Samaritans are placed in any of the 3 Reinforcement Zones. There can never be more than 8 Samaritans in play at any time. The Rogue player may choose not to deploy them. If they are not deployed, they are lost.