



Version 1.1

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Banned Weapons

- Mines
- Shotguns
- Chain Colts
- Chain Rifles
- Flamethrowers
- Nanopulsers

Banned Ammunition

- Double Action
- Electromagnetic
- E/M2
- Explosive
- Shock
- Swarm
- T2
- Viral

ATTENTION: These weapons and ammunition are forbidden by the Concilium Convention. Their use will be penalized by the international courts.

Crowd Rules

Crowd templates represent a mass of people going around their daily lives. A Crowd is assumed to be fairly packed with people. As such, Crowds have 360° visibility. Crowds are human-height (1.5"/4cm tall) **Poor Visibility** zones the size of a **Circular Template**, as well as being **Difficult Terrain** for all figures. Any figure Shooting into, out of, or through a Crowd suffers a -6 MOD, and any shots that would have hit the target but for the -6 MOD hit someone in the Crowd.

Crowds Panicking

Crowds are notorious for their unpredictable behavior in the presence of danger. Things that will cause the Crowd to make a Panic Check are:

- Having a model be taken Out of Action (**Unconscious** or **Dead**) within the crowd or within the Crowd's ZOC (within 8" of the edge of the marker) and within LOF.
- Having any template (circular, large, or small teardrop) placed within the Crowd's ZOC (within 8" of the edge of the marker) and within LOF.
- Any BS or CC attack made by models within or touching the Crowd.
- Any model in the crowd (whether a player's model or part of the Crowd) gets hit by an attack.
- If a model uses the **Disperse Crowd** Short Skill

To determine the results of a **Panic Check**, roll on the following chart:

Result	Crowd Actions
1-10	Crowd as a whole moves 8" directly away from the source of the Panic Check
11-15	Crowd stays put. If this Check was a result of a Disperse Crowd action, treat as a roll of 16+.
16+	Crowd disperses. Remove the Crowd Marker.

Attempting to disperse the crowd is a Short Skill. The crowd's disposition determines if the figure gains a bonus or suffers a penalty.

A Friendly Crowd gives the Dispersing model a +3 bonus to the Panic Check, while a Hostile Crowd will impose a -3 penalty to the Panic Check. The mission will specify whether Crowds are Friendly, Neutral, or Hostile to each side, and it is possible that a Crowd will have the same reaction to both player forces.

Hiding in Crowds

It is possible for any Normal-sized LI, WB, or SK, as well as Small sized remotes like G: Servants or Crazy Koalas to hide in a crowd, as if the crowd template were a single large Camouflage Marker. Just like a model replaced by a Camouflage Marker, it requires a Discover roll with a -3 MOD to reveal. This MOD is cumulative with other skills a troop may have, such as CH: Camouflage or Impersonation. Models with Holoprojector L1 require a Discover Roll with a -6 MOD to reveal. Unless a troop already has the ability to perform Surprise Shots, the crowd itself does not give the advantage of Surprise Shot. However, the jostling and random motion of the Crowd impose a -6 MOD on shots out of the Crowd.

Note that shooting out of a Crowd will cause the crowd to make a **Panic Check**, so there's little chance of the Crowd sticking around for the shooter to re-camouflage if the shooter doesn't normally have Camo or TO.

Wounds and Crowds

If a BS Attack would have hit the intended target but for the -6 MOD, someone in the crowd is hit instead. Any ARM or BTS rolls are made as normal, with the exception that civilians in a crowd automatically pass to the Dead state if their roll is failed. Stun and Flash ammunitions are not lethal to crowds and have no effect.

Civilian

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	10	9	11	13	0	0	1

Modeling Crowds

The fastest and easiest way to represent crowds is to print and assemble the template. It will look better if the area is marked by an acetate or felt circle with a number of civilian models on top, though this is entirely optional. Leave space between the civilian models for a 25mm base. You could also add a food cart or street performer to create a small scene.

Recovery Rules

Medevac

Medevac refers to the recovery of an Unconscious Character or Spec Ops, whether or not they have a Cube. The presence of Doctors during the mission can increase the odds of the fallen troop surviving and being able to take part in future missions. At the end of a mission, each Unconscious Character or Spec Ops must make a Medevac roll. If the roll is successful, the Character or Spec Ops is alive and able to participate in the next mission. If the roll is failed, they are out of action for the rest of the campaign or chapter.

Cubevac

If a Character or Spec Ops fails their Medevac roll or is in the Dead State at the end of the mission, there is still a chance for them to survive if they possess a Cube. As with Medevac, Doctors can increase the odds of a Cubevac roll being successful. If the Character or Spec Ops' Cube is deactivated during the mission by any means, or if they have been Sepsitorized, they may not attempt a Cubevac and are out of action for the rest of the campaign or chapter.

Conditions	MEDEVAC	CUBEVAC
No Doctor or Paramedic present	7	4
Paramedic present and alive	10	7
One Doctor present and alive	13	10
More than one Doctor present and alive	16	13
Doctor Plus present and alive	16	13

Vehicle Rules

Driving

Every vehicle has a number of Seats, one of which is always a special Driver Seat. Boarding a vehicle is a Short Movement Skill. HI, REMs and TAGs may not use any sort of Seat. The troop occupying the Driver Seat is always declared with a Driver marker. Switching Seats is a Short Movement Skill. The Reset Short Skill can only be performed by the figure occupying the Driver Seat. A troop driving the vehicle will use Orders from their own Combat Group. Vehicles may attempt to Overrun, which is an Entire Order skill that functions as Assault, allowing the vehicle to make a full move, enter base contact with an enemy troop and automatically deal Normal damage equal to the PH of the vehicle, unless the target succeeds at a Dodge roll. When an Order is spent on a vehicle in the Active Turn, the skills may be split among the driver and passengers, allowing the vehicle to move and a passenger to fire a weapon.

Shooting

Shooting at a vehicle is treated the same as figures. The driver and passengers can be targeted specifically with a -6 MOD. A player must specify the target. If the Failure Category is equal to or less than the -6 MOD, then the shot hits the vehicle instead and is resolved accordingly. Line of Fire depends on individual vehicles and is noted with a special rule. Civilian vehicles allow LoF from any angle, Military vehicles only allow LoF from their front arc, and Armored vehicles do not allow LoF in or out. Shooting from a vehicle is possible with a -6 MOD provided the vehicle type allows LoF to the target figure. The figure occupying the Driver Seat cannot shoot from the vehicle.

Damage

When a vehicle has exactly 0 STR or is Immobilized, it finishes any movement and comes to a stop, where it can be repaired by an Engineer. If the vehicle is ever reduced to less than 0 STR, it stops and cannot be repaired. Troops may not occupy a vehicle with 0 or less STR and any troops on board automatically dismount a vehicle when it reaches 0 or less STR. Once all troops dismount the vehicle, the model remains behind as a static terrain piece. Unless a vehicle has the Armored skill, any time it loses STR, all troops on board automatically suffer a DAM 5 hit. If a vehicle is reduced to less than 0 STR, all troops on board automatically suffer a DAM 13 hit.

Vehicle Profiles

Coupe

MOV	PH	ARM	BTS	STR
8-6	14	3	3	2

Seats (2), Civilian

Truck

MOV	PH	ARM	BTS	STR
6-6	15	3	3	2

Seats (2), Civilian

Sedan

MOV	PH	ARM	BTS	STR
6-6	14	3	3	2

Seats (4), Civilian

Patrol SUV

MOV	PH	ARM	BTS	STR
6-4	15	5	3	3

Seats (4), Military, Hackable

VIP Luxury Car

MOV	PH	ARM	BTS	STR
6-4	15	4	6	3

Seats (4), Military, Hackable, Electric Pulse, ECM

Personnel Carrier

MOV	PH	ARM	BTS	STR
6-2	16	8	6	3

Seats (6), Armored, Hackable, Electric Pulse, Advanced ECM

Game Modes

Campaign

The entire campaign from start to finish. Players must choose a single faction for the entirety of the campaign. Sectorials are counted as part of the chosen faction. Spec Ops begin with 0 XP and Military Specialties are allowed.

Chapter

Several missions played in sequence. A single faction or sectorial must be chosen for the entire chapter. Spec Ops begin with 12 XP and Military Specialties are allowed.

Mission

A single standalone mission. No Achievements may be earned for points. Any conditions or objectives that require previous missions are ignored. Spec Ops begin with 20 XP and Military Specialties are not allowed.

After choosing the desired game mode, the next step is choosing the intensity level, which is maintained throughout the chapter or campaign.

Low Intensity: 200 points

High Intensity: 300 points

Narrative

Story-based mode that includes unique character profiles and different point values that recreate the events of Operation: Brimstone.

Campaign Structure

Chapter One

→ M:01 – Training Simulator

◆ Random Pairings

→ M:02 – Secure the Area

◆ Most Points

Chapter Two

→ M:03 – Investigate the Crash

◆ Random Pairings

→ M:04 – Trace the Hacker

◆ Most Points

→ M:05 – Find the Intelligence

◆ Most Points

Chapter Three

→ M:06 – Defend the Base

◆ Most Points

→ M:07A – Prevent the Launch

◆ Special Conditions

OR

→ M:07B – Protect the Data

◆ Special Conditions

→ M:08 – Catch the Syndicate

◆ Special Conditions

Achievements

Each achievement earned is worth 1 OP in the mission in which it is earned, and may only be earned once. Check them off on the list below. In the event of a tie, the player with the most Achievements is considered the winner of the campaign or chapter.

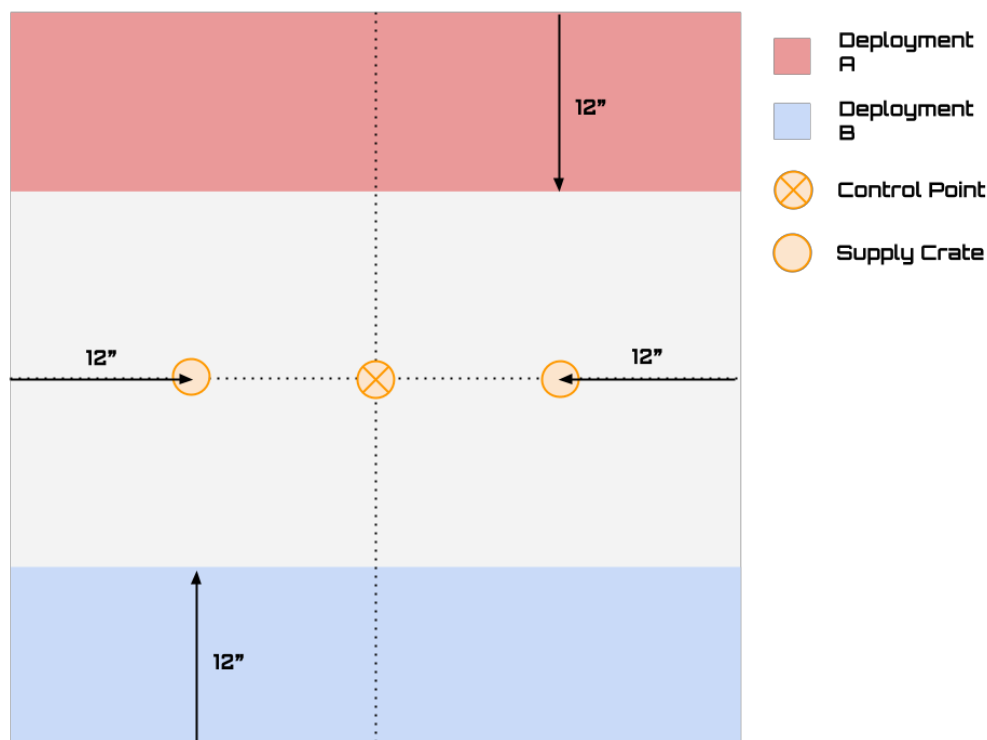
[Procedure]

- **Flash! Bang!** : Kill a figure affected by Flash Ammunition.
Earned in M:_____
- **Nowhere to Hide**: Kill a figure with Guided Ammunition.
Earned in M:_____
- **Ruthless**: Put your enemy into Loss of Lieutenant or Retreat during the first game turn.
Earned in M:_____
- **Clay Pigeon**: Kill an AD:3 figure in ARD the Order it comes in.
Earned in M:_____
- **Game Changer**: Kill an enemy Lieutenant with a critical hit.
Earned in M:_____
- **Rampage**: Kill five or more enemy figures with one figure.
Earned in M:_____
- **Tick Tick Boom!**: Kill an enemy figure in Close Combat with a D-Charge.
Earned in M:_____
- **Mine Your Own Business**: Destroy two mines by shooting them.
Earned in M:_____

[Weaponry]

- **Pistolero**: Kill an enemy figure with a pistol.
Earned in M:_____
- **Burninator**: Kill two or more enemy figures with one fire weapon attack.
Earned in M:_____
- **Chain Reaction**: Kill two or more enemy figures with one chain attack.
Earned in M:_____
- **Make it Rain**: Kill three or more enemy figures with Speculative Shots.
Earned in M:_____
- **Connoisseur**: Kill three or more enemy figures with two different Special Ammunitions.
Earned in M:_____
- **Sluggger**: Kill two or more enemy figures with one shotgun attack.
Earned in M:_____
- **Pacifist**: Immobilize three or more enemy figures.
Earned in M:_____
- **TAG, You're It!**: Kill an enemy figure in Close Combat with a TAG.
Earned in M:_____

M:01 - Training Simulator



Points: 200-300 **Length:** 4 Turns

Conditions: This is a virtual reality module with a sophisticated AI. Any Special Characters and Spec Ops killed during this mission are automatically recovered with no penalty.

Included in each player's army list is a Coupe. It is placed during deployment as if it was a troop in that army.

Objectives: Specialists may activate objectives with base contact, a Short Skill and a successful unmodified WIP roll. Non-specialists may activate objectives with a WIP-3 roll. When activated, objectives remain under control until an enemy troop activates it.

Coupe: For student drivers.

MOV	PH	ARM	BTS	STR
B-6	14	3	3	2

Seats [2], Civilian

Control Point: Accessing the Control Point is 3 OP. It is 3 OP if held at the end of the game. It may only be accessed for points once.

Supply Crates: Each Supply Crate accessed is worth 2 OP, and 2 OP if held at the end of the game. Each Supply Crate may only be accessed for points once.

Shared Objective: Each player can complete this secondary objective for 2 OP.

Hold the Line: Dominate your half of the table and not be in Retreat at the end of the game. It is considered Dominated by a player if they have more Army Points in that table half than their opponent, including Baggage units.

Narrative Mode

Side A Force Size: 150 + Roderic Kane

Roderic Kane (Regular, Not Impetuous) 80 points

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	15	14	14	13	4	6	2

Weapons: Panzerfaust or Assault Pistol, Light GL+Smoke GL, AP Rifle + LFT, EXP CCW

Skills/Equipment: Cube, CH: Mimetism, Regeneration, Specialist Troop, V: Courage

Side B Force Size: 150 + Valeria Barrett

Valeria Barrett (Regular, Not Impetuous) - Iguana Squadron 80 points

TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR
6-4	16	14	16	13	6	6	2

Weapons: HMG, Heavy Flamethrower, D.E.P. (2) or Adhesive Launcher

Skills/Equipment: Cube, ECM, Ejection System, Forward Observer, Repeater, V: Courage

(Regular, Not Impetuous) - Iguana Operator

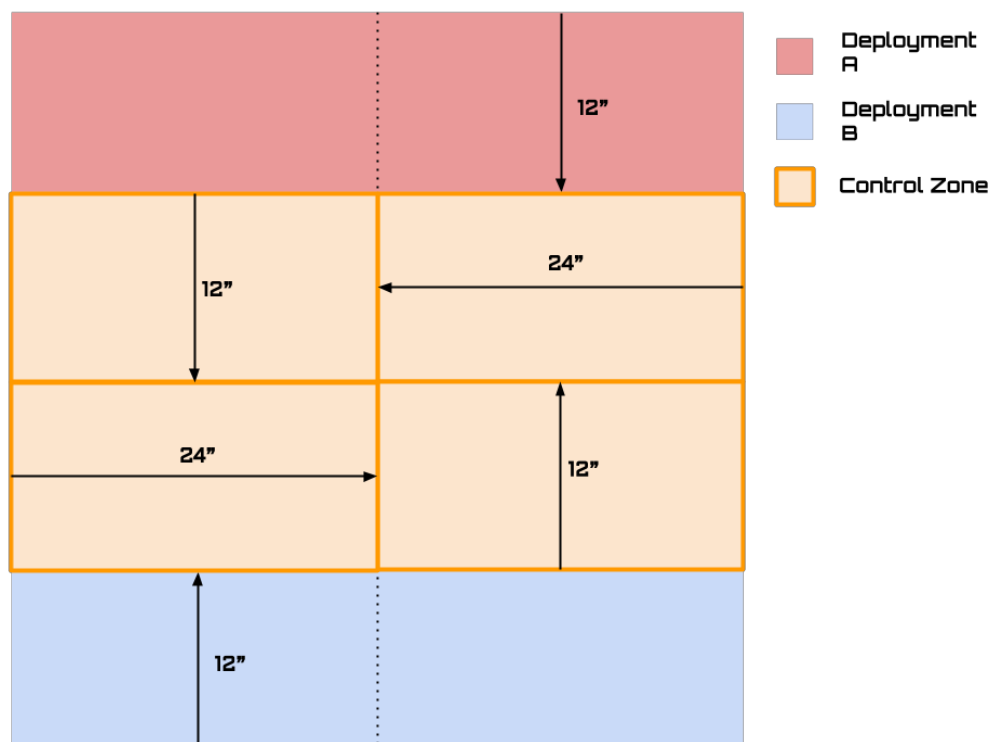
HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	12	12	13	3	0	2

Weapons: HMG, Pistol, Knife

Skills/Equipment: Cube, Specialist Troop, V: Courage

M:02 - Secure the Area



Points: 200-300 **Length:** 4 Turns

Conditions: Included in each player's army list is a Mobile HQ. It is placed during deployment as the player wishes, and may begin with figures on board.

The player who earned the most points in M:01 receives +3 to the roll for initiative or deployment. If both players have the same amount, both receive +3 to their rolls.

Control Zones: It is 1 OP for each Control Zone dominated at the end of each game turn. It is considered Dominated by a player if they have more Army Points in that Control Zone than their opponent, including Baggage units.

Mobile HQ: An armored personnel carrier fitted with command equipment. If a Mobile HQ is destroyed or Immobilized by the end of the game, it is 4 OP.

MOV	BS	PH	ARM	BTS	STR
6-2	11	16	8	6	3

MK12, 360° Visor, Armored, Baggage, Seats (4), Electric Pulse, Advanced ECM

Shared Objective: Each player can score this secondary objective individually for 2 OP.

Not A Scratch: Mobile HQ has full STR and is not Immobilized by the end of the game.

Narrative Mode

Side A Force Size: 250 + Jack 2.0

Jack 2.0 (Regular, Not Impetuous) 40 points

SK

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	21	12	13	14	2	3	1

Weapons: SMG, Pistol, Nanopulser, DA + Shock CCW

Skills/Equipment: Doctor, Holoprojector L2 or CH: TO Camo, Martial Arts L4, V: No Wound Incapacitation

Side B Force Size: 250 + Mason Owens

Mason Owens (Regular, Not Impetuous) 40 points

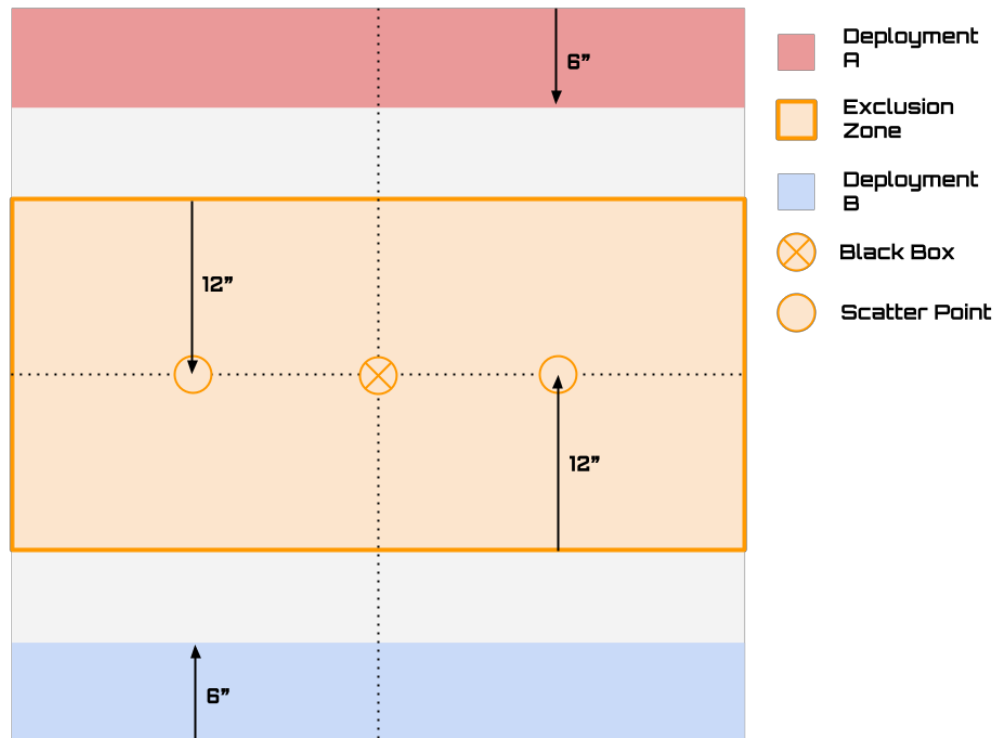
LJ

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	11	14	2	Ø	1

Weapons: AP Rifle+LSG, Chain Colt, Smoke Grenades, Knife, AP Mines

Skills/Equipment: Cube, Doctor, Engineer, Medikit or Minelayer, V: Dogged

M:03 - Investigate The Crash



Points: 200-300 **Length:** 4 Turns

Conditions: Powerful storms are on the horizon. At the beginning of the second turn, roll a d20. If the result is 5 or less, the entire battlefield becomes a Low Visibility zone for the rest of the game. If the result is greater than 5, repeat this for turns three and four unless it succeeds.

No unit may deploy within the Exclusion Zone.

Objectives: Specialists may activate objectives with base contact, a Short Skill and a successful unmodified WIP roll. Non-specialists may activate objectives with a WIP-3 roll.

Wreckage: Remains of the craft that crashed nearby. Before deployment, two pieces of Wreckage are scattered around each Scatter Point and the Black Box. Alternating sides, two die rolls are made. The first result uses the second digit of the number to determine scatter direction. The second result uses the second digit to determine scatter distance. The 10 and 20 result count as 10" for this purpose. Each piece of Wreckage is treated as a Camouflage Marker. Each piece of Wreckage discovered is 1 OP.

Black Box: Remnant of the craft that contains a recording of what occurred just before the crash. When the Black Box is activated, it is 4 OP. It is a normal objective, not a Camouflage Marker. It may only be activated for points once.

Shared Objective: Each player can score this secondary objective individually for 2 OP.

Clear Out!: End the game with no active figures in the Exclusion Zone.

Narrative Mode

Side A Force Size: 200 + Henrik Slavko

Henrik Slavko (Regular, Not Impetuous) **40 points**

MI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	17	13	12	13	3	Ø	1

Weapons: Spitfire, Chain Colt, Grenades, CCW, Viral Mines

Skills/Equipment: Multispectral Visor L1 or X Visor, Shock Immunity, Specialist Troop, V: Dogged

Side B Force Size: 200 + Felix Alvarez

Felix Alvarez (Regular, Not Impetuous) **40 points**

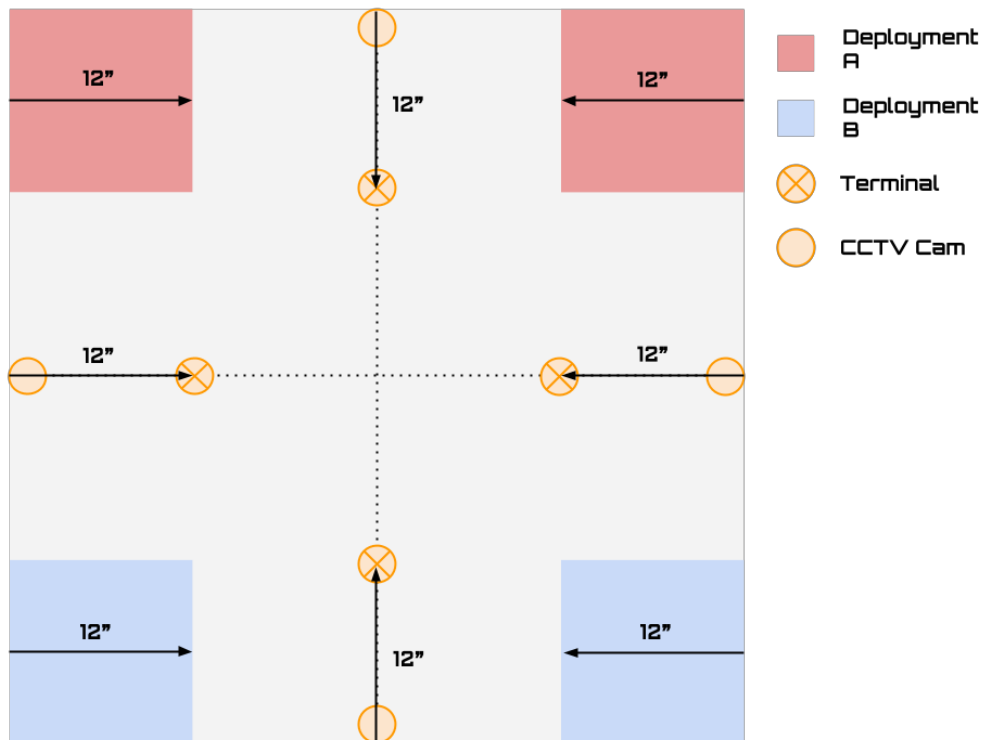
MI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	13	12	14	3	Ø	1

Weapons: Combi Rifle + LFT or MULTI Sniper, Pistol, Grenades, CCW

Skills/Equipment: CH: Ambushed Camouflage, Multispectral Visor L2, Specialist Troop, V: Dogged

M:04 - Trace the Hacker



Points: 200-300 **Length:** 4 Turns

Conditions: This is a populated urban area. If a civilian is killed, 1 OP is lost per occurrence. If a civilian is killed within line of sight of a CCTV Cam, 2 OP is lost instead. If a figure uses weapons and equipment banned by the Concilium Convention against humans within sight of a CCTV Cam, 1 OP is lost per occurrence

The player who earned the most points in M:03 chooses deployment or initiative first. If both players have the same amount, roll for it normally.

Objectives: Specialists may activate objectives with base contact, a Short Skill and a successful unmodified WIP roll. Non-specialists may activate objectives with a WIP-3 roll. When activated, objectives remain under control until an enemy troop activates it.

Terminal: A public Maya access terminal. Activating a terminal is 1 OP, each terminal under control is worth 1 OP at the end of the game. They may only be activated for points once.

CCTV Cam: Can be disabled by activating them, which is 1 OP. Once disabled, they can be repaired by an Engineer and can only be activated for points once.

Crowds: There are six crowds of Neutral civilians going about their business. They are placed by scattering d20" from the center of the table. Alternating sides, two die rolls are made. The second digit of the first roll determines the direction, the second roll determines the distance.

Shared Objective: Each player can score this secondary objective individually for 2 OP.

Good Publicity: Immobilize an enemy figure within LoF of a CCTV Cam or Crowds.

Narrative Mode

Side A Force Size: 200 + Jack 2.0

Jack 2.0 (Regular, Not Impetuous) 40 points

SK

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	21	12	13	14	2	3	1

Weapons: SMG, Pistol, Nanopulser, DA + Shock CCW

Skills/Equipment: Doctor, Holoprojector L2 or CH: TO Camo, Martial Arts L4, V: No Wound Incapacitation

Side B Force Size: 200 + Reyna Nichols

Reyna Nichols (Regular, Not Impetuous) 40 points

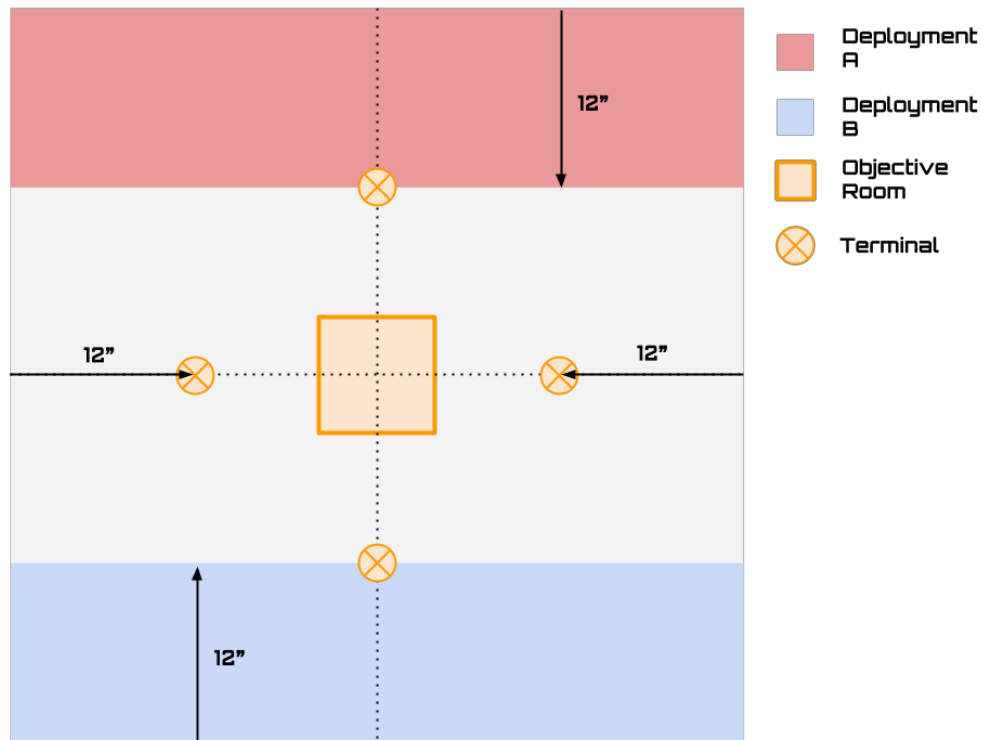
LI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	10	15	1	3	1

Weapons: SMG, Fast Panda or Marker, Assault Pistol, Nanopulser, Knife

Skills/Equipment: Cube, Hacking Device, ODD, Sensor, V: Dogged

M:05 - Find the Intelligence



Points: 200-300 **Length:** 4 Turns

Objectives: Specialists may activate objectives with base contact, a Short Skill and a successful unmodified WIP roll. Non-specialists may activate objectives with a WIP-3 roll. When activated, objectives remain under control until an enemy troop activates it.

The Hideout: An objective room placed in the center of the table, with infinite height that blocks LoF. Doors are Security Gates and must be opened by activating them.

Intelligence: There are four two-sided camouflage markers, one of which is labeled as the Intelligence, the rest are empty. They are shuffled together and placed face down in each corner of the objective room. Once found, picking up the Intelligence is a Short Skill or ARD. Having the Intelligence in a figure's possession at the end of the game is 2 OP. If it is in one of your figures' possession within your deployment zone, it is 4 OP.

Terminal: A public Maya access terminal. Activating a terminal is 1 OP, each terminal under control is 1 OP at the end of the game. The player with the highest number of terminals from M:04 and M:05 receives 2 OP. If tied, both players receive 1 OP.

Shared Objective: Each player can score this secondary objective individually for 2 OP.

Infiltration: End the game with an active figure in the enemy deployment zone.

Narrative Mode

Side A Force Size: 250 + Riley Nichols

Riley Nichols (Regular, Frenzy) 40 points

L1

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	14	12	11	15	1	0	1

Weapons: Heavy Rocket Launcher, Heavy Flamethrower, Assault Pistol (2), D-Charges

Skills/Equipment: Climbing Plus or Hyperdynamics L1, Engineer, Assault Hacking Device, V: Dogged

Side B Force Size: 250 + Reyna Nichols

Reyna Nichols (Regular, Not Impetuous) 40 points

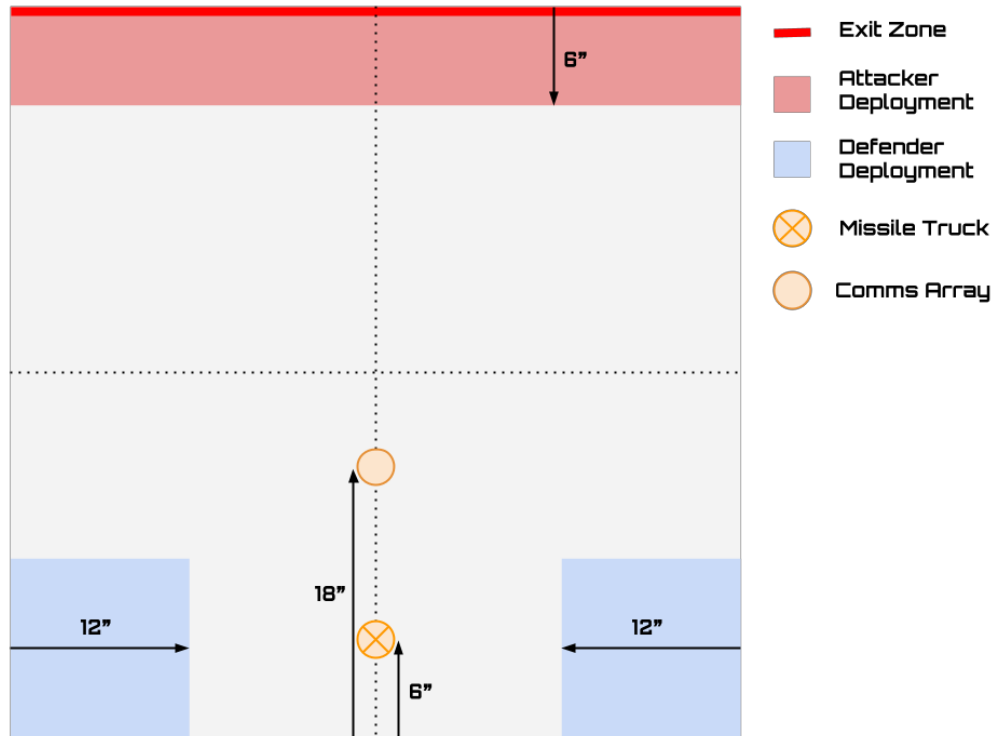
L1

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	10	15	1	3	1

Weapons: SMG, Fast Panda or Marker, Assault Pistol, Nanopulser, Knife

Skills/Equipment: Cube, Hacking Device, ODD, Sensor, V: Dogged

M:06 - Defend the Base



Points: 200-300 **Length:** 4 Turns

Conditions: The player with the highest total OP chooses to be the Attacker or Defender. Attacker always deploys first and has the first turn.

Objectives: Specialists may activate objectives with base contact, a Short Skill and a successful unmodified WIP roll. Non-specialists may activate objectives with a WIP-3 roll.

Comms Array: A central hub of communication for the entire area.

ARM	BTS	STR
3	3	3

Attacker: Activating the comms array is 2 OP. Destroying it is 2 OP. It is not considered a valid target during the first game round.

Defender: Activating the comms array is 2 OP. If intact at the end of the game, it is 2 OP.

Missile Truck: A launch platform for Project: Blackfire.

MOV	PH	ARM	BTS	STR
6-4	16	5	6	3

Braces (2), ECM, Electric Pulse, Blackfire

Blackfire: A Critical against the Missile Truck detonates the Blackfire warheads, dealing 15 FIRE damage requiring two saves to all figures within LoF and ZoC, destroying the vehicle model and instantly killing any figures on its braces. Does not affect Adhesive, E/M, E/M2 and Flash ammunition.

Attacker: Boarding the Missile Truck and driving it to the Area Exit is 4 OP. If the Missile Truck is destroyed, 1 OP is lost.

Defender: Having the Missile Truck under control at the end of the game is 4 OP. It is counted as under control if a friendly figure is on board, or it is Immobilized. If the Missile Truck is destroyed, 1 OP is lost.

Shared Objective: Each player can score this secondary objective individually for 2 OP.

Priority Target: Kill a Doctor, Hacker or Engineer. If there are none, count the figure that is worth the most points.

Narrative Mode

Attacker Force Size: 250 + Riley Nichols

Riley Nichols (Regular, Frenzy) 40 points

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	14	12	11	15	1	0	1

Weapons: Heavy Rocket Launcher, Heavy Flamethrower, Assault Pistol (2), D-Charges

Skills/Equipment: Climbing Plus or Hyperdynamics L1, Engineer, Assault Hacking Device, V: Dogged

Defender Force Size: 250 + Mason Owens

Mason Owens (Regular, Not Impetuous) 40 points

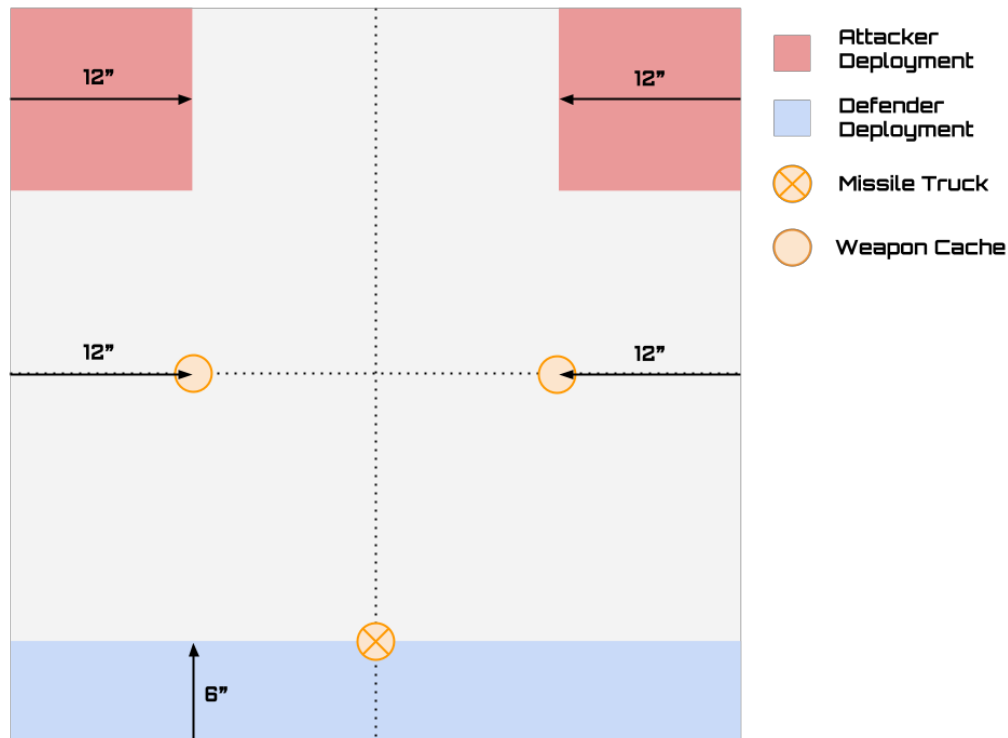
LI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	11	14	2	0	1

Weapons: AP Rifle+LSG, Chain Colt, Smoke Grenades, Knife, AP Mines

Skills/Equipment: Cube, Doctor, Engineer, Medikit or Minelayer, V: Dogged

M:07A - Prevent the Launch



Points: 200-300 **Length:** 4 Turns

Conditions: The Attacker from M:06 is now the Defender. Attacker always deploys first and has the first turn.

Objectives: Specialists may activate objectives with base contact, a Short Skill and a successful unmodified WIP roll. Non-specialists may activate objectives with a WIP-3 roll.

Missile Truck: A launch platform for Project: Blackfire.

MOV	PH	ARM	BTS	STR
6-4	16	5	6	3

Braces [2], ECM, Electric Pulse, Blackfire

Blackfire: A Critical against the Missile Truck detonates the Blackfire warheads, dealing 15 FIRE damage requiring two saves to all figures within LoF and ZoC, destroying the vehicle model and instantly killing any figures on its braces. Does not affect Adhesive, E/M, E/M2 and Flash ammunition.

Attacker: Having the Missile Truck under control at the end of the game is 4 OP. It is counted as under control if a friendly figure is on board, or it is Immobilized. If the Missile Truck is destroyed, it is 2 OP. If the Blackfire is detonated, it is 1 OP.

Defender: If Missile Truck is not under Attacker control and able to perform a BS attack at the end of the game, it is 4 OP.

Weapon Caches: Crates of illicit weapons. Only affected by Anti-Materiel ammo.

ARM	BTS	STR
1	3	1

Attacker: Activating a Weapons Cache is 1 OP. Destroying a Weapons Cache is 2 OP. They are not considered valid targets during the first game round.

Defender: Each Weapons Cache that is not activated or destroyed by the Attacker is 3 OP. If only activated, it is 2 OP. If only destroyed, it is 1 OP

Shared Objective: Each player can score this secondary objective individually for 2 OP.

High Value Target: Kill the enemy figure worth the most points

Narrative Mode

Attacker Force Size: 300 + Valeria Barrett

Valeria Barrett (Regular, Not Impetuous) - Iguana Squadron 80 points

TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR
6-4	16	14	16	13	6	6	2

Weapons: HMG, Heavy Flamethrower, D.E.P. (2) or Adhesive Launcher

Skills/Equipment: Cube, ECM, Ejection System, Forward Observer, Repeater, V: Courage

(Regular, Not Impetuous) - Iguana Operator

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	12	12	13	3	0	2

Weapons: HMG, Pistol, Knife

Skills/Equipment: Cube, Specialist Troop, V: Courage

Defender Force Size: 300 + Roderic Kane

Roderic Kane (Regular, Not impetuous) 80 points

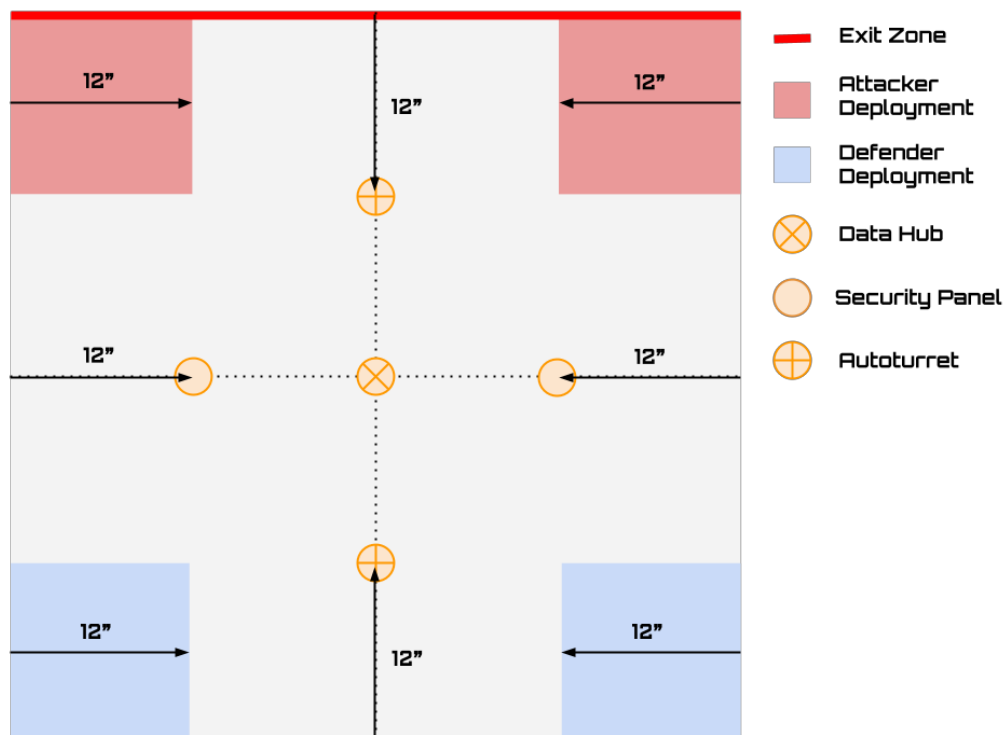
HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	15	14	14	13	4	6	2

Weapons: Panzerfaust or Assault Pistol, Light GL+Smoke GL, AP Rifle + LFT, EXP CCW

Skills/Equipment: Cube, CH: Mimetism, Regeneration, Specialist Troop, V: Courage

M:07B - Protect the Data



Points: 200-300 **Length:** 4 Turns

Conditions: This mission is only played if the Attacker in M:06 fails to capture the Missile Truck, or if the Missile Truck is destroyed. The Attacker remains the same.

Objectives: Specialists may activate objectives with base contact, a Short Skill and a successful unmodified WIP roll. Non-specialists may activate objectives with a WIP-3 roll. When activated, objectives remain under control until an enemy troop activates it.

Security Panels: A pair of consoles that prevent unauthorized access to classified data.

Attackers: Each Security Panel activated is 1 OP.

Defenders: Each Security Panel under control is worth 2 OP at the end of the game.

Data Hub: The central server where the Project: Blackfire Schematics are located.

Attackers: Once both Security Panels are under control, a figure may spend an Entire Order in base contact with the Data Hub to extract the Schematics. The figure carrying the Schematics must then leave the table through the Exit Zone. If successful, it is 4 OP.

Defenders: If the Schematics are not extracted at the end of the game, it is 2 OP

Autoturrets: AI-controlled security remotes built into the structure. They do not provide Orders, cannot Dodge and only perform AROs. Autoturrets only target the Attackers. They are only active if both Security Panels are under the Defender's control.

BS	PH	WIP	ARM	BTS	STR
11	14	15	3	3	3

Combi Rifle, 360° Visor, Total Reaction

Attackers: Each Autoturret destroyed or Immobilized at the end of the game is 2 OP. They are not considered valid targets during the first game round.

Defenders: Each Autoturret intact at the end of the game is 2 OP.

Shared Objective: Each player can score this secondary objective individually for 2 OP.

Assassination: Kill the enemy Lieutenant.

Narrative Mode

Attacker Force Size: 300 + Roderic Kane

Roderic Kane (Regular, Not impetuous) 80 points

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	15	14	14	13	4	6	2

Weapons: Panzerfaust or Assault Pistol, Light GL+Smoke GL, AP Rifle + LFT, EXP CCW

Skills/Equipment: Cube, CH: Mimetism, Regeneration, Specialist Troop, V: Courage

Defender Force Size: 300 + Valeria Barrett

Valeria Barrett (Regular, Not Impetuous) - Iguana Squadron 80 points

TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR
6-4	16	14	16	13	6	6	2

Weapons: HMG, Heavy Flamethrower, D.E.P. (2) or Adhesive Launcher

Skills/Equipment: Cube, ECM, Ejection System, Forward Observer, Repeater, V: Courage

(Regular, Not Impetuous) - Iguana Operator

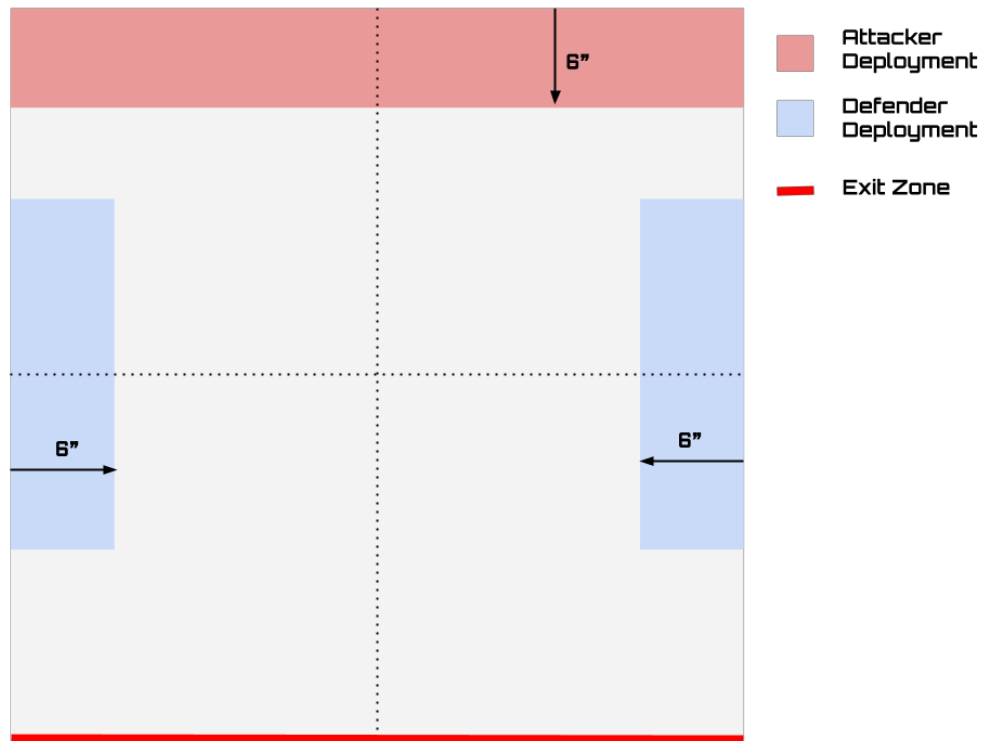
HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	12	12	13	3	0	2

Weapons: HMG, Pistol, Knife

Skills/Equipment: Cube, Specialist Troop, V: Courage

M: 08 - Catch the Syndicate



Points: 200-300 **Length:** 4 Turns

Conditions: The Defender from M:07 is now the Attacker. Attacker always deploys first and has the first turn. No figure may make use of any Airborne Deployment, Impersonation, Infiltration or Mechanized Deployment skills.

The Syndicate: An organization of criminals attempting to steal the Schematics.

Attackers: Each troop that escapes is 2 OP. When a troop leaves the game table through the Exit Zone, that troop stops providing an Order and is not counted as a casualty for Retreat purposes.

Defenders: Each enemy troop Dead at the end of the game is 1 OP. Each enemy troop Immobilized or Unconscious at the end of the game is 2 OP.

Schematics: Classified technical information of Project: Blackfire. During deployment, the Attacker gives the Schematics to a friendly troop. If the troop carrying it is killed, it is dropped somewhere in base contact. It may be picked up with a Short Skill or ARQ.

Attackers: If a troop escapes with the Schematics, it is 4 OP.

Defenders: If the Schematics are not in an enemy troop's possession, it is 1 OP. If the Schematics are in friendly troop's possession, it is an additional 3 OP.

Shared Objective: Each player can score this secondary objective individually for 2 OP.

Show of Force: Take out at least half of the enemy force. At least half of the enemy troops, rounded up, must be unconscious, dead, immobilized, possessed or Sepsitorized at the end of the game.

Narrative Mode

Attackers Force Size: 200 + Henrik Slavko and any surviving Criminals.

Henrik Slavko (Regular, Not Impetuous) 40 points

MI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	11	13	12	13	3	0	1

Weapons: Spitfire, Chain Colt, Grenades, CCW, Viral Mines

Skills/Equipment: Multispectral Visor L1 or X Visor, Shock Immunity, Specialist Troop, V: Dogged

Defenders Force Size: 200 + Felix Alvarez and any surviving Mercenaries.

Felix Alvarez (Regular, Not Impetuous) 40 points

MI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	13	12	14	3	0	1

Weapons: Combi Rifle + LFT or MULTI Sniper, Pistol, Grenades, CCW

Skills/Equipment: CH: Ambushed Camouflage, Multispectral Visor L2, Specialist Troop, V: Dogged

Criminal Character Profiles

Henrik Slavko (Regular, Not Impetuous) 40 points

MI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	17	13	12	13	3	0	1

Weapons: Spitfire or Boarding Shotgun, Chain Colt, Grenades, CCW, Viral Mines

Skills/Equipment: Multispectral Visor L1 or X Visor, Shock Immunity, Specialist Troop, V: Dogged

Riley Nichols (Regular, Frenzy) 40 points

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	14	12	11	15	1	0	1

Weapons: Heavy Rocket Launcher, Heavy Flamethrower, Assault Pistol (2), D-Charges

Skills/Equipment: Climbing Plus or Hyperdynamics L1, Engineer, Assault Hacking Device, V: Dogged

Jack 2.0 (Regular, Not Impetuous) 40 points

SK

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	21	12	13	14	2	3	1

Weapons: SMG, Pistol, Nanopulser, DA + Shock CCW

Skills/Equipment: Doctor, Holoprojector L2 or CH: TO Camo, Martial Arts L4, V: No Wound Incapacitation

Roderic Kane (Regular, Not Impetuous) 80 points

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	15	14	14	13	4	6	2

Weapons: Panzerfaust or Assault Pistol, Light GL+Smoke GL, AP Rifle + LFT, EXP CCW

Skills/Equipment: Cube, CH: Mimetism, Regeneration, Specialist Troop, V: Courage

Mercenary Character Profiles

Felix Alvarez (Regular, Not Impetuous) 40 points

MI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	13	12	14	3	0	1

Weapons: Combi Rifle + LFT or MULTI Sniper, Pistol, Grenades, CCW

Skills/Equipment: CH: Ambushed Camouflage, Multispectral Visor L2, Specialist Troop, V: Dogged

Valeria Barrett (Regular, Not Impetuous) - Iguana Squadron 80 points

TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR
6-4	16	14	16	13	6	6	2

Weapons: HMG, Heavy Flamethrower, D.E.P. (2) or Adhesive Launcher

Skills/Equipment: Cube, ECM, Ejection System, Forward Observer, Repeater, V: Courage

(Regular, Not Impetuous) - Iguana Operator

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	12	12	13	3	0	2

Weapons: HMG, Pistol, Knife

Skills/Equipment: Cube, Specialist Troop, V: Courage

Reyna Nichols (Regular, Not Impetuous) 40 points

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	10	15	1	3	1

Weapons: SMG, Fast Panda or Marker, Assault Pistol, Nanopulser, Knife

Skills/Equipment: Cube, Hacking Device, ODD, Sensor, V: Dogged

Mason Owens (Regular, Not Impetuous) 40 points

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	11	14	2	0	1

Weapons: AP Rifle+LSG, Chain Colt, Smoke Grenades, Knife, AP Mines

Skills/Equipment: Cube, Doctor, Engineer, Medikit or Minelayer, V: Dogged