GENERAL RULES

MISSION PARAMETERS

These missions revolve around the discovery of a Package of unknown alien technology. Each participant is playing the role of a fast-response garrison of troops reacting to rapidly-unfolding events.

MISSION PARAMETERS

RAPID RESPONSE

▸ At the start of each round, the current mission will be revealed.
▸ When this happens, each player has 20 minutes to construct a valid 300 point ITS-legal list and show it to an Event Organizer.

PERSISTENCE

▸ Troops that enter the Dead state in one round are not available in subsequent rounds.
▸ Troops that have suffered Wounds maintain those wounds in subsequent rounds.
▸ Between each round, each player may heal 5 wounds from their forces.
▸ Troop availability is subject to garrison limits as described in the Garrison Rules document.

POINTS

▸ This is not an ITS event. No Objective Points are earned during these missions.

CLASSIFIED

▸ There are no Classified Objectives, and no HVTs deployed.

FORCES AND DEPLOYMENT

▸ Both players deploy ITS-legal 300 point lists.
▸ Retreat rules are used during these missions.
▸ Either player may voluntarily enter Retreat at any point.

COMMON SPECIAL RULES

PACKAGE

Each mission revolves around a Package of unknown alien technology. This Package may be carried by Troopers, and when not carried is represented by a 25mm marker.

SCRAMBLER FIELD

The Package emits a Scrambler Field preventing the use of any Special Skill with the Airborne Deployment label within its Zone of Control.

AWKWARD CARRY

▸ A Trooper carrying the Package may not benefit from Partial Cover or the use of a Nanoscreen.
▸ A Trooper carrying the Package may not declare a Movement skill twice in the same Order.
▸ A Trooper carrying the Package suffers a -3 MOD to its BS and CC attributes.

ITS SPECIAL RULES

These missions do not use the Long Service or Tachimotos rules from ITS 14.

COMMON SKILLS

RECOVER	
	(SHORT SKILL)
Optional.	
REQUIREMENTS	
▸ Only Models and not Markers can perform this Common Skill. Any Marker which declares Recovery is automatically revealed.	
▸ Impetuous Troops or Troops with a Motorcycle may not perform this Common Skill.	
▸ The Trooper must be in Silhouette contact with the Package.	
EFFECTS	
▸ This allows a Trooper to pick up the Package.	
▸ If this Trooper enters a Null state, the package is dropped.	

SECURE THE PACKAGE

MISSION PARAMETERS

OBJECTIVE

‣ Control the Package at the end of the game.

CLASSIFIED

‣ There are no Classified Objectives, and no HVTs deployed.

FORCES AND DEPLOYMENT

Both players deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

Exclusion Zone. The Exclusion Zone is is the area covering 8 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

CONTAINERS

There are three containers, placed along the centerline of the table. Containers start the game locked, and must be opened by an Engineer performing the Safecrack skill or by reducing them to 0 STR. One Container holds the Package.

In this scenario the Containers have a Profile and can be targeted. However, a Container cannot be chosen as the target of an Attack that would also affect Troopers, either enemy or allied. A Container may only be damaged by CC Attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges.

Name	ARM	BTS	STR	S
Container	6	6	3	5
Fixed CC Roll: 8				

AUTOMATED DEFENSE SYSTEM (ADS)

Every Container is equipped with an ADS to avoid tampering. Any Attack made against the Container will trigger a CC Attack in reaction, which automatically rolls an 8. Any CC Attack against the Container is automatically a Face to Face Roll even if the Berserk Special Skill is used. No MODs can be applied to the attacker's CC Attribute.
If the ADS's automatic Roll of 8 is a success, the attacker suffers a Stun Ammunition hit, forcing them to make two Saving Rolls against BTS, with Damage 15. The Immunity (Total) Special Skill is not effective against this hit.

CONSOLES

There are 4 Consoles, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table. A Hacker may perform the Scan Container at a console to scan a container and determine whether it contains the Package.

PACKAGE

The Package is inside a Container as described above.

A Trooper who has Recovered the Package may leave the table along the long edge of the controlling player's Deployment Zone.

In this mission, the Package does not have a profile and may not be attacked. It is not considered to be affected by any Attack targeting the carrying Trooper.

COMMON SKILLS

SCAN CONTAINER	
	(SHORT SKILL)
Attack.	
REQUIREMENTS	
‣ Only Hackers may declare this Skill. ‣ The Hacker must be in Silhouette contact with a Console	
EFFECTS	
‣ Allows the Hacker to make a Normal WIP Roll to Scan a Container. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll. ‣ A player who succeeds at a Scan roll may declare that any un-scanned Container either does or does not contain the Package, unless the Package is already discovered or there is only one un-scanned Container remaining. ‣ Each console can only successfully Scan a Container once.	

SAFECRACK	
	(ENTIRE ORDER SKILL)
Attack.	
REQUIREMENTS	
‣ Only Engineers may declare this Skill. ‣ The Hacker must be in Silhouette contact with a Container	
EFFECTS	
‣ Allows the Engineer to make a WIP -3 Roll to Open a Container. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll. ‣ Succeeding this roll automatically recovers the Package.	

END OF THE MISSION

‣ This scenario will end at the end of the third Game Round, or as soon as a player leaves the table with the Package.

‣ If the mission ends with neither player controlling the package, the players will decide who controls the package through a Face-to-Face WIP roll between their Lieutenants. Players will apply a +1 MOD to their roll for each surviving Hacker or Engineer they control, and the player with the most surviving Army Points will gain an additional +3 bonus.

PROTECT THE PACKAGE

MISSION PARAMETERS

OBJECTIVE

▸ Defend or Capture the Package at the end of the game.

CLASSIFIED

▸ There are no Classified Objectives, and no HVTs deployed.

FORCES AND DEPLOYMENT

The player who controlled the package in the previous round is the Defender, and the other player is the Attacker.

The Defender will deploy in a square 16" across centered on the Package.

The Attacker will choose a board edge after the Defender deploys and deploy within 6" of that edge. The Attacker may not use any Special Skills with the Superior Deployment label, or the Parachutist (Deployment Zone) skill.

SCENARIO SPECIAL RULES

ADVANCED INTEL

At the start of the Attacker's Deployment, the Defender may spend a Command Token to force the Attacker to choose a different board edge. The Defender may only do this once.

The Attacker may use the Counterintelligence Special Skill to deny this use of a Command Token.

LAST STAND

The Defender will not automatically enter Retreat. As with other rounds, either player may choose to enter Retreat at any point.

WRECKAGE ZONE

The Defender's Deployment Zone is considered a Special Terrain zone with the Low Visibility and Saturation Zone attributes.

Troopers in Silhouette contact with the Wreckage Zone may ignore its attributes for their attacks.

PACKAGE

The Package starts the game at the center of the board. No Trooper may be deployed in Silhouette contact with the Package.

A Trooper controlled by the Attacker who has Recovered the Package may leave the table along the long edge of the controlling player's Deployment Zone.

The Defender may only perform the Recover skill after the package has been Recovered and subsequently dropped by the Attacker.

In this mission, the Package does not have a profile and may not be attacked. It is not considered to be affected by any Attack targeting the carrying Trooper.

END OF THE MISSION

▸ This scenario will end at the end of the third Game Round, or as soon as the Attacker leaves the table with the Package.

▸ The Defender is considered to control the Package if either they control a Trooper carrying the Package or the Package remains in their Deployment Zone.

▸ If the mission ends with neither player controlling the package, the players will decide who controls the package through a Face-to-Face WIP roll between their Lieutenants. Players will apply a +1 MOD to their roll for each surviving Hacker or Engineer they control, and Defender will gain an additional +3 bonus.

EXTRACT THE INTEL

MISSION PARAMETERS

OBJECTIVE

▸ Extract the Intel or Destroy the Package at the end of the game.

CLASSIFIED

▸ There are no Classified Objectives, and no HVTs deployed.

FORCES AND DEPLOYMENT

The player who controlled the package in the previous round is the Extractor, and the other player is the Destroyer.

The Extractor will deploy in a standard Deployment Zone 12 inches deep, on any side of the board they choose.

The Destroyer will deploy along the opposite board edge in two 12" square deployment areas at the corners.

Exclusion Zone. The Exclusion Zone is is the area covering 8 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

PACKAGE

In this scenario the Package has a Profile when it is dropped and present on the game table and can be targeted.

Name	ARM	BTS	STR	S
Package	4	6	2	1

PYLONS

There are four Pylons, placed at the corners of an 8" square at the center of the board.

In this scenario, the Pylons have a profile and can be targeted. However, a Pylon cannot be chosen as the target of an Attack that would also affect Troopers, either enemy or allied. A Pylons may only be damaged by Attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges.

If an Pylon's Structure Attribute is reduced to 0 or below, it is considered Destroyed but not removed from the game table.

The Pylons can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment.

ENERGY FIELD

While at least two Pylons are not Destroyed, Line of Sight may not be drawn between Troops on opposite sides of a line drawn between two adjacent Pylons.

ACTIVATION PAD

The center of the table is the Activation Pad, represented by a 40mm marker.

The Extractor must bring the Package to the Activation Pad before Activating it. When the Package is brought to the Pad, the carrying Trooper automatically drops it.

COMMON SKILLS

OPERATE THE MACHINE	
	(ENTIRE ORDER SKILL)
Attack.	

REQUIREMENTS
▸ Only Engineers and Hackers may declare this Skill.
▸ The Trooper must be in Silhouette contact with a Pylon that is not Destroyed

EFFECTS
▸ Allows the Trooper to make a WIP -3 Roll to operate the Pylon. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
▸ Succeeding this roll Activates the Activation Pad if performed by the Extractor, or removes the Activation state if performed by the Destroyer.
▸ If the Pad becomes Activated as a result of this skill, any Troopers in Silhouette contact with it enter the Dead state.

EXTRACT THE INTEL	
	(ENTIRE ORDER SKILL)
Attack.	

REQUIREMENTS
▸ Only Specialist Troops controlled by the Extractor may declare this Skill.
▸ The Trooper must be in Silhouette contact with the Activation Pad.
▸ The Activation Pad must be Activated.

EFFECTS
▸ Allows the Trooper to make a WIP -3 Roll to extract the Intel. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
▸ Succeeding this roll Extracts the Intel from the package, removing it from the table.

END OF THE MISSION

▸ This scenario will end at the end of the third Game Round, or as soon as the Package is Extracted or Destroyed.
▸ If the Package is neither Extracted nor Destroyed, the mission results in a tie.