

CORVUS BELLI
INFINITY

INFINITY TOURNAMENT SYSTEM
SEASON 8: TAGLINE



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NARRATIVE EVENT: TAGLINE

TAGLINE is a narrative event where every player in a tournament can immerse themselves and participate in part of the Infinity background. In TAGLINE the players are the main cast of an important episode of Paradiso's military campaign, the combat action designated "Operation: The Grid", which includes the death of Toni Macayana and the thirty days following this operation.

Take your Combi Rifle and take control of the story!

The narrative event TAGLINE is divided into five chapters, each corresponding to a Tournament Round. Three of these chapters are mandatory (Chapters one, two, and five) while the other two (Chapters three and four) are optional.

Mandatory chapters must always be played. If you want to organize a four round tournament, the Organizer must choose one extra chapter, be it the third or the fourth. In the case of a five round tournament, the Organizer must include all of the chapters. The maximum number of rounds allowed for this type of tournament is five.

Each chapter includes a small piece of narrative background, as well as specifics on how the mission must be played and the extras that can be applied to each mission and tournament round.

The narrative event TAGLINE is not compatible with tournament extras from the ITS Rules unless otherwise specified by a chapter's rules. Likewise, the basic rules of an ITS Tournament must be followed, with the exception of the preselected scenarios.

PROLOGUE: TAGLINE.

Planet Paradiso. Theater of Operations.

It ostensibly falls upon the Coordinated High Command, under the auspices of O-12, to oversee the systemwide military efforts against the alien invasion of Paradiso. And yet the superpowers of the Sphere will not hesitate to exploit this arrangement to further their own governmental and financial agendas.

The slightest shift in the balance of this precarious alliance might bring about the collapse of the O-12-led international initiative, in turn leading to the fall of Paradiso, Combined Army encroachment on human systems, the prospect of a total war and, in the worst-case scenario, the enslavement—or eradication—of the human race.

Paradiso is subject to both a physical military blockade and an unprecedented information blockade. Precious little news about the events in Paradiso manages to break through the culture of silence that surrounds the system. Whatever information percolates through to the average citizen has been trimmed down to a series of inconsequential anecdotes. It would be fair to say that the larger part of humanity has learned more about the conflict from fictional Maya shows like Myrmidon Wars than from mainstream news media. This careful curation of news has been set up by the Coordinated High Command—with the acquiescence of each of its members—in order to shield the public from information that might conceivably lead to panic and unrest.

Behind this ironclad system of censorship, occurrences in Paradiso help shape the political landscape of the Sphere as members vie for influence over the Coordinated High Command.

Of this, PanOceania is painfully aware. The latest three operations coordinated by the Hyperpower floundered disastrously, resulting in the loss of a key strategic position and the True Death of five TAG pilots, including celebrated war hero Toni Macayana. These blunders have taken their toll on the morale of PanOceanian soldiers, called into question PanOceania's military fitness and given their Yu Jing contenders ammunition for a potential bid for the leadership.

Alfred Savage, Zeitgeist spokesman, concerned about the lobby's decline in popularity and pressed by the Board of Directors, arranges a secret meeting to decide the best course of action.

CHAPTER 1: OPERATION: THE GRID, BEFORE TAGLINE

Norstralia, North-Center front.

Final stage of the Second Paradiso Offensive.

An impending Combined Army assault on PanOceanian supply lines threatens to overrun the Grünhafen advance field hospital.

Safety lighting cast the hospital interiors in sharp red contrast as the blare of alarm sirens drowned out the panicked cries of the civilian staff. Colonel Donovan, officer in charge of the hospital complex, did his best to coordinate the evacuation of the facilities.

"We have to evacuate everyone, you hear? Carry the infirm and escort the medical staff to the aircraft. All exits are compromised, so we'll have to leave ground vehicles behind."

"Sir, should the enemy gain control of the grid, they could use the wide-spectrum antennas to interfere with the pod evacuation."

"God damn it! Scramble any troops the evac team can spare, have them join the Tikbalang Battalion and send them to destroy those antennas. I won't run the risk of those alien fucks taking over my grid!" Colonel Donovan punctuated his order by banging his fist on the command table.

Mission: The Grid.

Extras:

Historical Event

This scenario reflects a specific event in the current history of the Infinity universe: the death of Toni Macayana. During this mission, each player will get a bonus to his Army List.

The players must decide who is going to be Player A and Player B before the *Deployment Phase*, to determine which bonus each of them is going to get.

PLAYER A can add a Tikbalang, Armored Chasseur of Acontecimento, to his Army List without Point Cost or SWC. This Tikbalang will represent Toni Macayana.

PLAYER B can add an Umbra Samaritan Hacker and three Unidron Batroids armed with K1 Combi Rifle to his Army Lists without Point Cost or SWC. All of them must belong to the same Combat Group. These troops will represent Nourkias the Samaritan and his escort.

Once it has been determined who is going to be Player A and Player B, the players can adjust their Combat Groups to adapt the new additions to their Army List. In this mission the use of proxies is allowed,

respecting the Silhouette Attribute of the miniatures added by the mission.

If one player plays with Combined Army or any of their Sectorial Armies he will automatically be Player B.

THE GRID

Table Configuration: N.

Special Rules: *Thicket*, *The Grid*, *Designated Antennas*, *Specialist Troops*, *Killing*.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **the same amount** of *Designated Antennas* as the adversary at the end of the game (**2 Objective Points**, but only if the player has *Designated* at least 1 *Antenna*).
- To have **more** *Designated Antennas* than the adversary at the end of the game (**3 Objective Points**).
- To have *Destroyed* **the same amount** of *Antennas* as the adversary at the end of the game (**2 Objective Points**, but only if the player has *Destroyed* at least 1 *Antenna*).
- To have *Destroyed* **more** *Antennas* than the adversary at the end of the game (**3 Objective Points**).
- To have *Destroyed* **more** *Antennas* placed in the enemy half of the game table than the adversary at the end of the game (**2 Objective Points**).

CLASSIFIED

- *Kill* Toni Macayana or *Kill* Nourkias the Samaritan (**2 Objective Points**).

DEPLOYMENT

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

It is not permitted to deploy in base contact with the *Antennas*.

SCENARIO SPECIAL RULES

THICKET

The 10 inch area on either side of the game table's central line is a **Saturation Zone** for the duration of this game.

THE GRID

There are a total of 9 *Antennas*. One of them is placed in the center of the game table, with the next two placed on the central line of the table, 12 inches from the edges. The other six *Antennas* are placed in different halves of the game table. Four of them are placed 8 inches in parallel from the central line of the game table and 12 inches from the edges. The other two are placed 8 inches in parallel from the central line of the game table and 24 inches from the edges (see map).

Each *Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

DESIGNATE ANTENNAS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.
- The *Specialist Troop* must be in base contact with an *Antenna*.

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Designate the Antenna*.

If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

- The *Designate Antenna* Skill can be replaced by the **Forward Observer** Special Skill for troops that have it, applying their rules and requirements to obtain the same effect in this mission.
- A *Designated Antenna* can be *Designated* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered *Designated* by the adversary.
- Once an *Antenna* has been *Destroyed*, it cannot be *Destroyed* again by any player.
- Player A and Player B Markers can be used to mark the *Designated Antennas*. It is recommended each player uses a different kind of Marker.

DESTROY ANTENNAS

In this scenario, the *Antennas* have a *Scenery Item Profile* (see *Infinity N3*), so they can be targeted, applying the *Scenery Structures* rules, but not before the **second Game Round**.

An *Antenna* must have been previously *Designated* by a *Specialist Troop* of the same side before a trooper may *Destroy* it.

A player cannot *Destroy* an *Antenna* that does not have his Marker on it (PLAYER A or PLAYER B).

Players are not allowed to *Destroy Antennas* before the **second Game Round**.

A Designated Antenna which has been Destroyed still counts as Designated.

If a player performs an *Attack* that affects an *Antenna* (when using a Template Weapon, for example) that has been not previously *Designated*, or before the **second Game Round**, players do not apply the *Scenery Structures* rules and will not Roll ARM / BTS for the *Antenna*.

Only those *Antennas* whose base is **entirely** placed in the enemy half of the game table will be considered valid towards accomplishing the Objective of *Destroying* more *Antennas* placed in the enemy half of the game.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

KILLING

A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game, will be considered *Killed* by the adversary.

END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

WOULD YOU LIKE TO KNOW MORE?

01 TAGLINE: Join the TAGLINE in our YouTube Channel.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	TRANSMISSION ANTENNA	4	3	2	--	--

ISC: Tikbalangs, Armoured Chasseurs of Acontecimento Mechanized Troops

TONI MACRYANA, TIKBALANGS, Armoured Chasseurs of Acontecimento

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	11	15	15	12	6	6	3	6	1

Equipment: ECM
Special Skills: CH: Mimetism - Climbing Plus - G: Remote Presence - Jungle Terrain

Name	BS Weapons	CC Weapons	SWC	C
TIKBALANG	HMG, Heavy Flamethrower, Antipersonnel Mines	AP CCW	2	85

ISC: Umbra Samaritans Elite Troops

NOURKIAS UMBRA SAMARITAN

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-2	24	12	12	14	2	3	1	2	2

Special Skills: Fireteam: Haris - Hyper-Dynamics L1 - Kinematika L2 - Protheion L4 Super-Jump - V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
UMBRA SAMARITAN Hacker (IE Assault Hacking Device, UPGRADE: Goodnight)	Plasma Carbine, Flash Pulse	Pistol, CCW Vorpal	0.5	43

ISC: Unidron Batroids L Troops

UNIDRON BATROIDS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	5	11	10	12	1	6	1	2	4

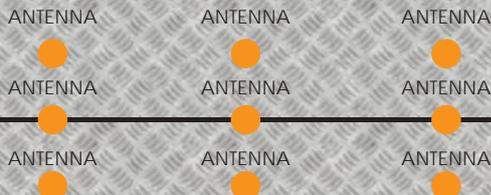
Special Skills: G: Autotool - Dogged

Name	BS Weapons	CC Weapons	SWC	C
UNIDRON	K1 Combi Rifle	Pistol, Electric Pulse	0.5	16



DEPLOYMENT ZONE

A



DEPLOYMENT ZONE

B

8"

12"

12"

CHAPTER 2: JOIN THE TAGLINE.

Depot of the Armored Chasseur Regiment in San Fernando de Dagopan.

Ten days after Operation: The Grid.

Jules is a nobody, just another cog in the bowels of the PanOceanian Military Apparatus. Just another pilot in the 14th Tikbalang Chasseurs.

General Kleinmann's message still played on loop from her holotablet. It was short and straightforward: after the recent demise of the hero Toni Macayana and her colleagues, public opinion was turning against PanOceania just as its credibility took a nosedive. Joining the TAGLINE project would be her shot at greatness, her dream come true, her opportunity to make a difference and, most importantly, her patriotic duty. The message looped again, echoing in her head: "Join the TAGLINE."

General Kleinmann's speech was written as an ultimatum, a warning to invaders that they had stirred up a hornet's nest, but its main value was as a statement of intent and a show of PanOceanian strength for all Humanity to see.

Jules was anxious to take on the screening test and drive a Tikbalang with "Welcome to the Jungle" blasting in her ears. Nothing quite like classical music to blow shit up to.

The chance to secure a position among those ten elite soldiers, those ten bastards eager to point the barrel of their Tikbalang-issue HMG towards the alien scum and squeeze that trigger until the haptics stop vibrating, show no fear, show no mercy... Well, it was a chance she had no intention of wasting. It was time to set course for SchwarzePoint, because the dance was about to begin.

Mission: Deadly Dance.

Extras:

- » Environment: Jungle.
- » Saturation: Saturation Zone.
- » Type of Terrain: Jungle.
- » Hostility level: --
- » MOV Difficulty: Difficult.
- » This is a Special Terrain suggestion, but the TO can choose to modify the difficulty and conditions keeping the Type of Terrain.
- » Visibility Condition: Low Visibility.

The entire surface of the game table, except both Deployment Zones and the interiors and rooftops of buildings, are treated as Jungle Terrain.

Armored Vanguard: In this scenario, TAG units may deploy as if they had the Special Skill Forward Deployment L1.

DEADLY DANCE

Table Configuration: I.

Special Rules: Quadrants (ZO), Assigned Quadrant, Dominate ZO, Shasvastii, Baggage, Dominant TAG, Consoles, Hack Communications, Specialist Troops, Hacker Bonus, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate your Assigned Quadrants at the end of each Game Round. (1 Objective Point).
- Have a Dominant TAG in your Assigned Quadrant at the end of each Game Round (1 Objective Point).
- Dominate **more** Assigned Quadrants than the adversary at the end of the Game (1 Objective Points).
- To kill **more** Army Points than the adversary (2 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point).

DEPLOYMENT

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

It is not allowed to deploy in base contact with the Consoles.

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided in four areas as seen on the map. Then, each player checks if they are dominating the Assigned Quadrants and Objective Points are counted.

ASSIGNED QUADRANT

At the beginning of the first Game Round, before the Tactical Phase of the first player, both players must roll a die on the Assigned Quadrant Table. The result of the roll will determine the Assigned Quadrant of each player.

ASSIGNED QUADRANT TABLE

ASSIGNED QUADRANT TABLE	
QUADRANT 1	1-5
QUADRANT 2	5-10
QUADRANT 3	11-15
QUADRANT 4	16-20

In this scenario each Assigned Quadrant is considered a *Zone of Operations (ZO)*.

Players must decide who is going to be Player A and Player B before the *Deployment Phase*, to determine the effect of the *Hack Communications* rule during the game.

DOMINATE ZO

A *Zone of Operations (ZO)* is considered Dominated by a player if he has **more Army Points** than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like *Mines* or *Deployable Repeaters*), fake *Holoechoes*, or any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when **more than half** the trooper's base is inside that ZO.

SHASVASTII

Troops possessing the Shasvastii Special Skill that are inside a *Zone of Operations* count while they are in the Spawn-Embryo state or any non-Null state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

DOMINANT TAG

Players who have a TAG in any non-Null state in their *Assigned Quadrant* gain a maximum of 1 extra *Objective Point* when checking the *Assigned Quadrants* at the end of each *Game Round*.

CONSOLES

There are 4 *Consoles*, placed in the center of each *Quadrant*, 12 inches from the edge of the table (See map below). Each *Console* must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK COMMUNICATIONS

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can use this Skill.
- The *Specialist Troop* must be in base contact with a *Console*.

EFFECTS

- At the beginning of the **second** and **third Game Round**, before the first Player Tactical Phase, each player will take the highest WIP Attribute of his *Specialists Troops* in base contact with a *Console* and make a Normal Roll or Face to Face Roll using the **WIP** Attribute. The winner of the roll will *Hack* the adversary's *Communications*.
- The winner must draw a *Card* from his *Classified Deck*, if the value of the *Card* is an even number, the *Assigned Quadrant* of the enemy Player will be moved to the next *Quadrant* clockwise (from *Quadrant 2* to *Quadrant 4*, for example)

If the value of the *Card* is an odd number, the *Assigned Quadrant* of the enemy Player will be moved counterclockwise.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors*, and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

HACKER BONUS

Troops possessing the *Hacker* Special Skill have a **MOD of +3** to the *WIP* Attribute for the *Hack Communications* rule.

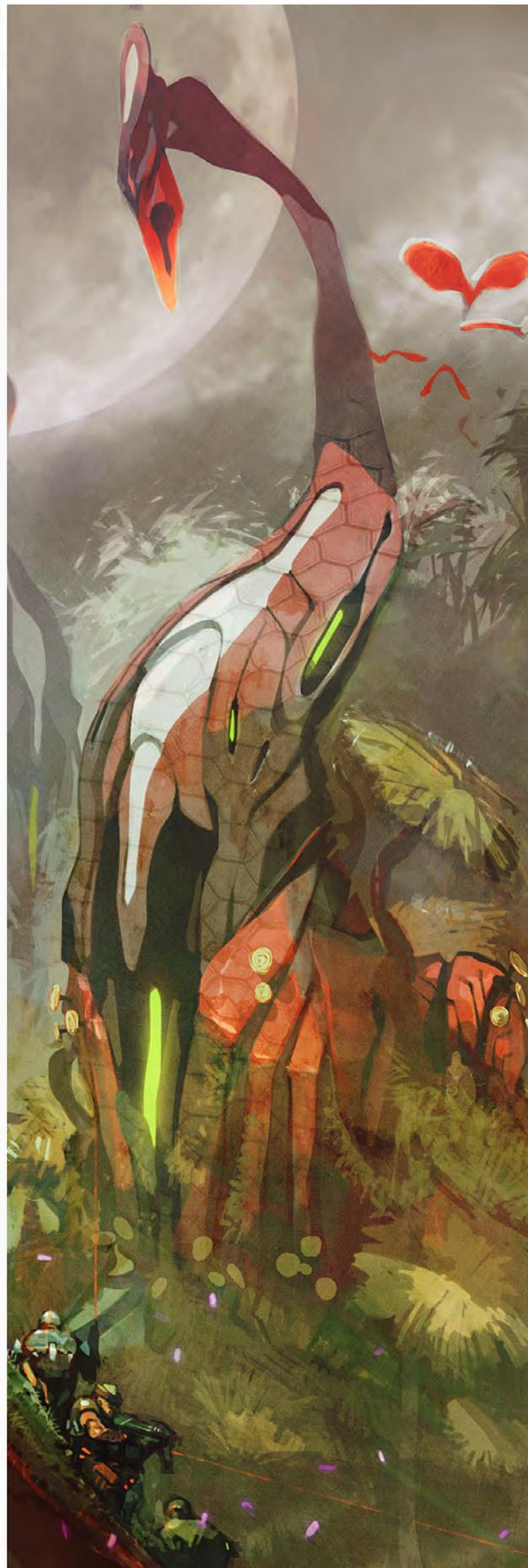
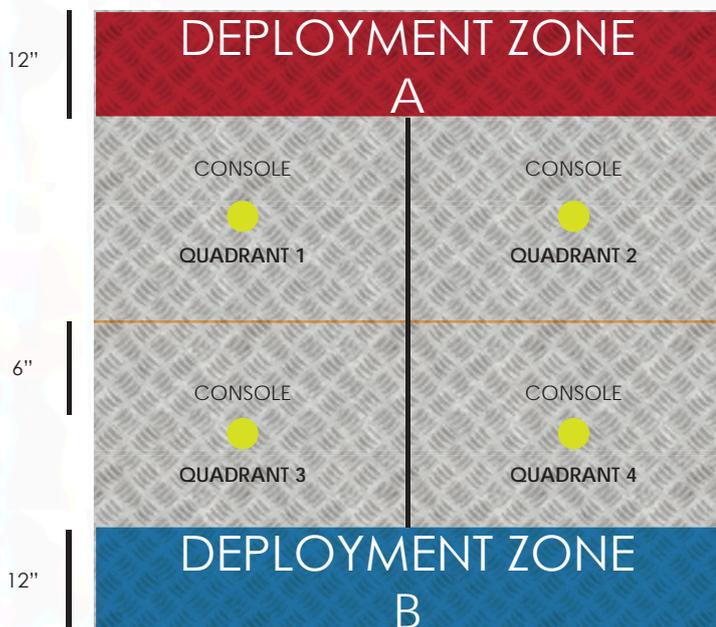
KILLING

A trooper is considered *Killed* when he enters the *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game will be considered *Killed* by the adversary.

END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.



CHAPTER 3: MASTER STROKE

PanOceanian campaign headquarters in the Norstralia North-Center Front.

Seventeen days after Operation: The Grid.

To Savage's surprise, the TAGLINE program was working beautifully, both on the battlefield and on the court of public opinion. His master stroke could already be called a success seven days after that peculiar General Kleinmann put together his elite squad.

The time was ripe to make another move, but which?

It was Sergeant First Class Janet Olayvar and Staff Sergeant Julie Fucanan, pilots in Toni Macayana's former unit, who first came up with the idea of salvaging Toni's Eduardo. They saw it as a way to honor the memory of their deceased comrade, an exercise in nostalgia, but they knew the project would not pass muster with the brass unless they could justify the risk and expenditure involved in retrieving the damaged TAG.

They ended up selling the proposal to their general as a rescue and acquisition operation intended to keep PanOceanian materiel off the hands of its enemies. Protecting the technological secrets of the PanOceanian Military Apparatus sat very well with the higher-ups.

Savage couldn't help a smile when he first learned about the proposal from his informers in the command center. It was exactly what he had been waiting for, another military PR success to reinvigorate PanOceania's position in the world stage. With this victory, he could spin Toni Macayana into an actual folk hero, a never dead warrior, a martyr... PanOceania's very own King Arthur.

Once High Command gave the go-ahead, a small team led by Sergeant First Class Janet Olayvar would infiltrate the Grünhafen advance field hospital and bring Eduardo back home.

Mission: Acquisition.

Extras:

Limited Insertion: The window of insertion for this scenario is very small, meaning only a very small team can be effectively deployed onto the zone of operations. Consequently, Army Lists for this scenario may not have more than one Combat Group.

ACQUISITION

Table Configuration: B.
Special Rules: Communication Antennas, Control Communication Antennas, Tech-Coffin, Control Tech-Coffin, Specialist Troops, Engineer and Hacker Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

- For **each** Activated Communication Antenna at the end of the game (1 Objective Point).
- For **each** Controlled Communication Antenna at the end of the game (1 Objective Point).
- Control the Tech-Coffin at the end of the game (4 Objective Points).

CLASSIFIED

- Each player has 1 **Classified Objective** (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a Deployment Zone 16 inches deep.

It is not permitted to deploy in base contact with the Tech-Coffin or with the Communication Antennas.

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 2 Communication Antennas placed in the central line of the table, 12 inches from the edge of the table. Each Communication Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

Give me ten soldiers and three weeks, and I will make the Stingray into the best fucking elite corp who will make Satan himself shit his pants.

...And pardon my language.

General Kleinmann.

ACTIVATE COMMUNICATION ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.
- The *Specialist Troop* must be in base contact with a *Communication Antenna*.

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate a Communication Antenna*. 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.
- An *Activated Communication Antenna* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Communication Antenna* is no longer considered *Activated* by the adversary.
- Player A and Player B Markers can be used to mark the *Activated Communication Antenna*. It is recommended each player uses a different kind of Marker.

CONTROL THE COMMUNICATION ANTENNA

A *Communication Antenna* is considered *Controlled* by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the *Communication Antenna*. Models in *Null* state cannot be counted for this.

TECH-COFFIN

There is 1 *Tech-Coffin* placed in the center of the table.

The *Tech-Coffin* must be represented by a *Tech-Coffin* Marker or with a scenery piece of the same diameter (Such as the *Stasis Coffins* by Warsenal or the *Cryo Pods* by Customeeple).

CONTROL THE TECH-COFFIN

The *Tech-Coffin* is considered *Controlled* by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the *Tech-Coffin*. Models in a *Null* state cannot be counted for this.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors*, and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled Marker* can still accomplish the Objectives of this scenario.

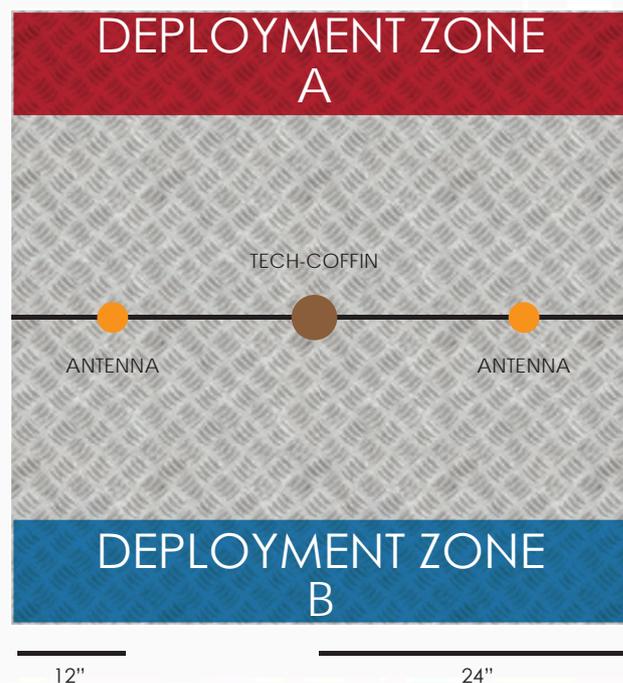
ENGINEER AND HACKER BONUS

Troops possessing the *Engineer* or *Hacker* Special Skill have a **MOD of +3** to the **WIP** Rolls necessary to *Activate a Communication Antenna*.

END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.



CHAPTER 4: THE QUEST FOR THE KING ARTHUR

Vicinity of the Grünhafen advance field hospital complex.

Twenty days after Operation: The Grid.

"This has all gone to shit! Why the hell are those cretins doing there?" Julie yelled over the sound of gunfire feedback. "This was supposed to be a simple extraction: walk in, get Eduardo, walk out!"

"That's how you know this is Paradiso. If it was easy, it wouldn't be fun," teased General Kleinmann over comm. "Defend the TAG at all costs and hold your ground, ETA for your airlift is fifteen minutes as long as your extraction beacon is transmitting. If it goes off, you're on your own."

"Well, if it's fun you wanted, you're in for a treat," Janet's characteristically soft voice piped in. "I'm reading a signal calling for enemy reinforcements. We could try to cut it off, couldn't we? That sure would even the dancefloor. Julie, honey, you're closer to the enemy beacon. Go stomp on it and I'll cover you, alright?"

Mission: Capture and Protect.

Extras:

No Quarter: For the duration of this scenario, ignore the Retreat!!! rule.



CAPTURE AND PROTECT

Table Configuration: D1.

Special Rules: Beacons, Pick up Beacons, Captured Enemy Beacon, Connect the Consoles, Specialist Troops, Chain of Command Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **Connected** an Energy Console (1 **Objective Point**).
- Have **Captured** the Enemy Beacon at the end of the Game (4 **Objective Points**).
- Have the **Captured** the Enemy Beacon in your own Deployment Zone at the end of the Game (1 **Objective Point**).
- Prevent the enemy from **Capturing** your Beacon the end of the game (3 **Objective Points**).

CLASSIFIED

Each player has 1 *Classified Objective* (1 *Objective Point*).

DEPLOYMENT

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

It is not allowed to deploy in base contact with the *Beacons* or with the *Energy Consoles*.

SCENARIO SPECIAL RULES

BEACONS

There are a total of 2 *Beacons*, 1 corresponding to each player, placed in different halves of the table, 12 inches from the center and 24 inches from the edge of the table.

The **Enemy Beacon** is the one closest to the enemy *Deployment Zone*.

The *Beacons* must be represented by a *Beacon Marker* (BEACON) or by a scenery piece of the same diameter (such as the *Tactical Beacons* by Micro Art Studio, the *Tracking Beacons* by Warsenal or the *Mark One Beacons* by Customeeple).

PICK UP BEACON (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- The player must *Connect* an *Energy Console* before he can declare this Skill.
- The trooper must be in one of the following situations:
 - ❑ The trooper is in base contact with a figure in a *Null* state that has an *Enemy Beacon*.
 - ❑ The trooper is in base contact with a friendly trooper in a *Normal* state that has an *Enemy Beacon*.
 - ❑ The trooper is in base contact with an *Enemy Beacon* with no enemy troops also in contact with it.
 - ❑ The trooper is in base contact with an *Enemy Beacon* alone.

EFFECTS

- A trooper can pick up an *Enemy Beacon* in any of the situations previously mentioned by spending one *Short Skill*, without needing to perform a Roll.
- The troopers must satisfy the **Common Rules of Beacons**.

COMMON RULES OF BEACONS

- Each miniature can carry a maximum of **1 Beacon**. As an exception, troopers possessing the *Baggage* Special Skill can carry up to **2 Beacons**.
- Only **figures**, and not **Markers**, (*Camouflage*, *Impersonation*, *Holoechoes*...) can carry the *Beacons*.

If the miniature carrying a *Beacon* enters a *Null* state, then the player must leave the *Beacon* Marker on the table.

CAPTURED ENEMY BEACON

An *Enemy Beacon* is considered to be **Captured** by a player as long as that player is the only one with at least one troop (as a model, not a *Marker*) in base contact with it. Therefore, there cannot be an enemy in base contact with the *Beacon*. Troopers in a *Null* state (*Unconscious*, *Dead*, *Sepsitorized*...) cannot do either.

ENERGY CONSOLES

There are 2 *Energy Consoles*, placed on the central line of the table, 12 inches from the edge of the table (See map below).

Each *Console* must be represented by a *Console A Marker* or by a scenery piece of the same diameter (such as the *Human Consoles* by *Micro Art Studio*, the *Tech Consoles* by *Warsenal* or the *Comlink Console* by *Customeeple*).

CONNECT ENERGY CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.
- The *Specialist Troop* must be in base contact with an *Energy Console*.
- To *Connect* the *Energy Console*, this must be *disconnected*.
- Each player can *Connect* a **single Energy Console**.

EFFECTS

- Allows the *Specialist Troop* to make a *Normal WIP* Roll to *Connect the Console*.

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.

- **Once a Console has been Connected it cannot be disconnected.**
- A *Connected Energy Console* can't be *Connected* again by the other player.
- Player A and Player B *Markers* can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of *Marker*..

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors, and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

Remember: Troops with the *Specialist Operative* Special Skill can accomplish the different functions Specialist Troops have in this scenario.

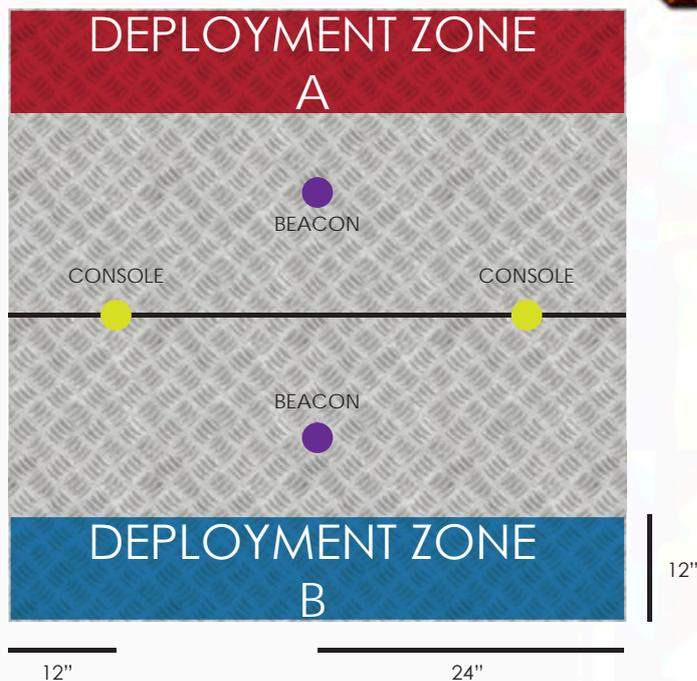
A *Specialist Trooper* with a *Disabled Marker* can still accomplish the Objectives of this scenario.

CHAIN OF COMMAND BONUS

Troops possessing the *Chain of Command* Special Skill have a **MOD of +3** to the WIP Rolls necessary to *Connect the Energy Console*.

END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.



12"

12"

24"



CHAPTER 5: ALWAYS ALIVE

Deep within the Paradiso jungle.

Following the trail of ALIVE...

Thirty days after Operation: The Grid.

[Add-on File #1]

If there's one thing Savage detests it's the feeling that events are outside his control, and the ALIVE movement is an unknown quantity, one that hadn't been factored into his plans. Their exploiting the figure of Toni for their own subversive propaganda exasperated him. It was him who turned her into an icon of the PanOceanian power on Paradiso, and they had corrupted her image in the name of a silly utopian notion of unity.

It started as an anecdote, a childish lashing out against the establishment, but at some point it had snowballed and gathered support from sectors within every nation, including, most troublingly, PanOceania.

The main issue with ALIVE, and what those script kiddies probably can't even fathom, is that their little hacking games, their cyphers, their cyberattacks, their leaks of sensitive information, all they do is undermine trust and feed the rumor mill. ALIVE is a crack in the fragile alliance for the safety of Paradiso. At its worse, it threatens to breach the information blockade. If the truth about Paradiso were widely known, it could kickstart widespread panic, chaos, mutiny and rioting across the Sphere. With the open front against in Paradiso bleeding resources on a daily basis, there would be no way to pacify the civilian population. ALIVE must be silenced or they threaten to usher in the extinction of mankind.

[Add-on File #1]

If there's one thing General Kleinmann detests it's getting ordered around by paper pushers, but this time he has no complaints. The ALIVE movement had become a nuisance but when they decided to smear him as a "puppet", they made it personal.

The general is all too happy to carry out his orders to find them and shut them up for good, and he had permission to use whatever methods at his disposal, no matter how unorthodox.

ALIVE message signals have been triangulated to an abandoned construction deep in the jungle. It's the perfect chance to wipe out the virus and show the Sphere who's boss. Eduardo, Toni Macayana's salvaged TAG, will spearhead the mission. Toni's armored avatar will smite those who would exploit her fame. Poetic justice? Rather, militarized sadism.

Mission: Show of Force.

Extras:

King Arthur

The players must decide who is going to be Player A and Player B before the *Deployment Phase*, to determine which bonus each of them is going to get.

PLAYER A can add a Tikbalang, Armored Chasseur of Acontecimento, to his Army List without Point Cost or SWC. This Tikbalang will represent Eduardo.

PLAYER B can add an Overdron Batroid armed with two Plasma Sniper Rifles to his Army Lists without Point Cost or SWC.

Once it has been determined who is going to be Player A and Player B, the players can adjust their Combat Groups to adapt the new additions to their Army List. In this mission the use of proxies is allowed respecting the Silhouette Attribute of the miniatures added by the mission.

If one player plays with Combined Army or any of their Sectorial Armies he will automatically be Player B.



SHOW OF FORCE

Table Configuration: B.
Special Rules: Control the Transmission Antenna, Panoplies, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Control the *Transmission Antenna* at the end of the game (2 *Objective Points*).
- Control the *Transmission Antenna* with a TAG at the end of the game (3 extra *Objective Points*).
- Acquire **more** weapons or items from the *Panoplies* than the adversary at the end of the game (2 *Objective Points*).
- To kill **more** Army Points than the adversary (2 *Objective Points*).

CLASSIFIED

Each player has 1 *Classified Objective* (1 *Objective Point*).

DEPLOYMENT

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

SCENARIO SPECIAL RULES

TRANSMISSION ANTENNA

There is 1 *Transmission Antenna* placed in the center of the table. The *Antenna* must be represented by a *Transmission Antenna Marker* (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the *Communications Array* by Warsenal or the *Sat Station Antenna* by Customeeple).

CONTROL THE TRANSMISSION ANTENNA

The *Transmission Antenna* is considered *Controlled* by a player when he is the only one who possesses a *Troop* (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy *Troops* in base contact with the *Transmission Antenna*. Models in *Null* state do not count for this.

As stated in Main Objectives, if the troop that *Controls the Antenna* is a TAG, the player gains 3 additional *Objective Points*.

PANOPLIES

There are 2 *Panoplies*, placed on the central line of the game table, each 12 inches from the edges (see map below).

Each *Panoply* must be represented by an *Objective Marker* or by a scenery piece of the same diameter.

USE PANOPLY (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

EFFECTS

- Allows the trooper to use the *Logistics Trait* of a *Panoply*:
 - By succeeding at a *WIP Roll*, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the *Logistics Trait* of this piece of scenery again.
 - Troopers possessing the *Booty* or the *Scavenger Special Skill*, or any other Skill which specifies so, don't need to make the *WIP Roll* and may automatically make a Roll on any of the *Booty Charts*.
 - A trooper in base contact with this piece of scenery may spend one *Short Skill* of an *Order* to cancel his *Unloaded* state.

By succeeding at a *WIP Roll*, the *Specialist Troops* can roll twice on any of the *Booty Charts* but they can only choose one of the results.

KILLING

A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game will be considered *Killed* by the adversary.

END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

ISC: Tikbalangs, Armoured Chasseurs of Acontecimento Mechanized Troops

EDUARDO, Tikbalangs, Armoured Chasseurs of Acontecimento

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	17	15	15	12	6	6	3	6	1

Equipment: ECM
Special Skills: CH: Mimetism - Climbing Plus - G: Remote Presence - Jungle Terrain

Name	BS Weapons	CC Weapons	SWC	C
TIKBALANG	HMG, Heavy Flamethrower, Antipersonnel Mines	AP CCW	2	85

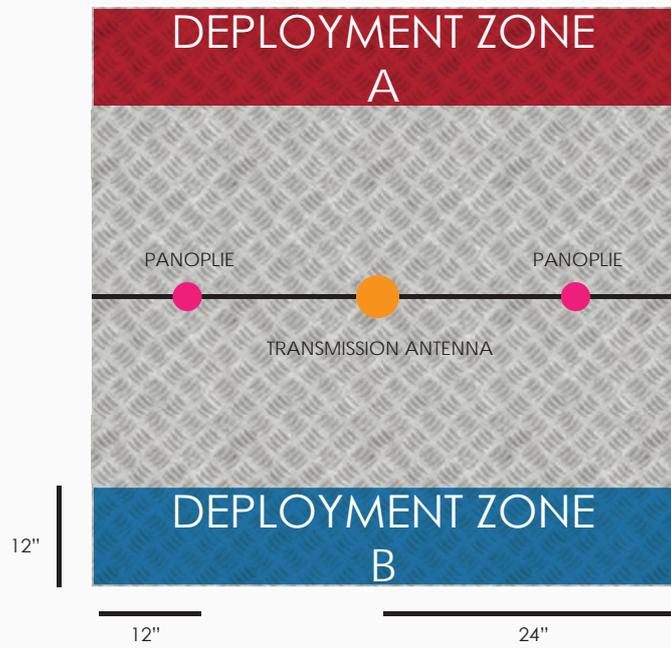
ISC: Overdron Batroids Mechanized Troops

OVERDRON BATROIDS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	14	13	14	13	6	6	3	6	1

Equipment: ECM
Special Skills: G: Remote Presence - TinBot D (Albedo) - TinBot A (Deflector L1)

Name	BS Weapons	CC Weapons	SWC	C
OVERDRON	2 Plasma Snipers		2	69





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