



OPERATION HUNGRY WALRUS

An unofficial Infinity The Game global campaign brought you by A Tale of Miniatures and Dice

PHASE 1



A rogue AI named **Brutus** has taken control of the city of **New Hypatia** and its eponymous strait. The indefinite blockade issued by the AI has initiated a crisis that will eventually bother everyone in the human sphere with price increases and delays.

This situation won't be as critical and difficult to solve if only the rogue AI wasn't acting protected by a legal technicality that the bureau Aegis can't allow to be solved immediately without creating a dangerous precedent.

While the whole legal apparatus of O-12 is studying the case, every faction seeks an opportunity to take out the best from this unexpected situation...

The present event follows all Season 14 Rules from ITS Season 14 - Thunderclap

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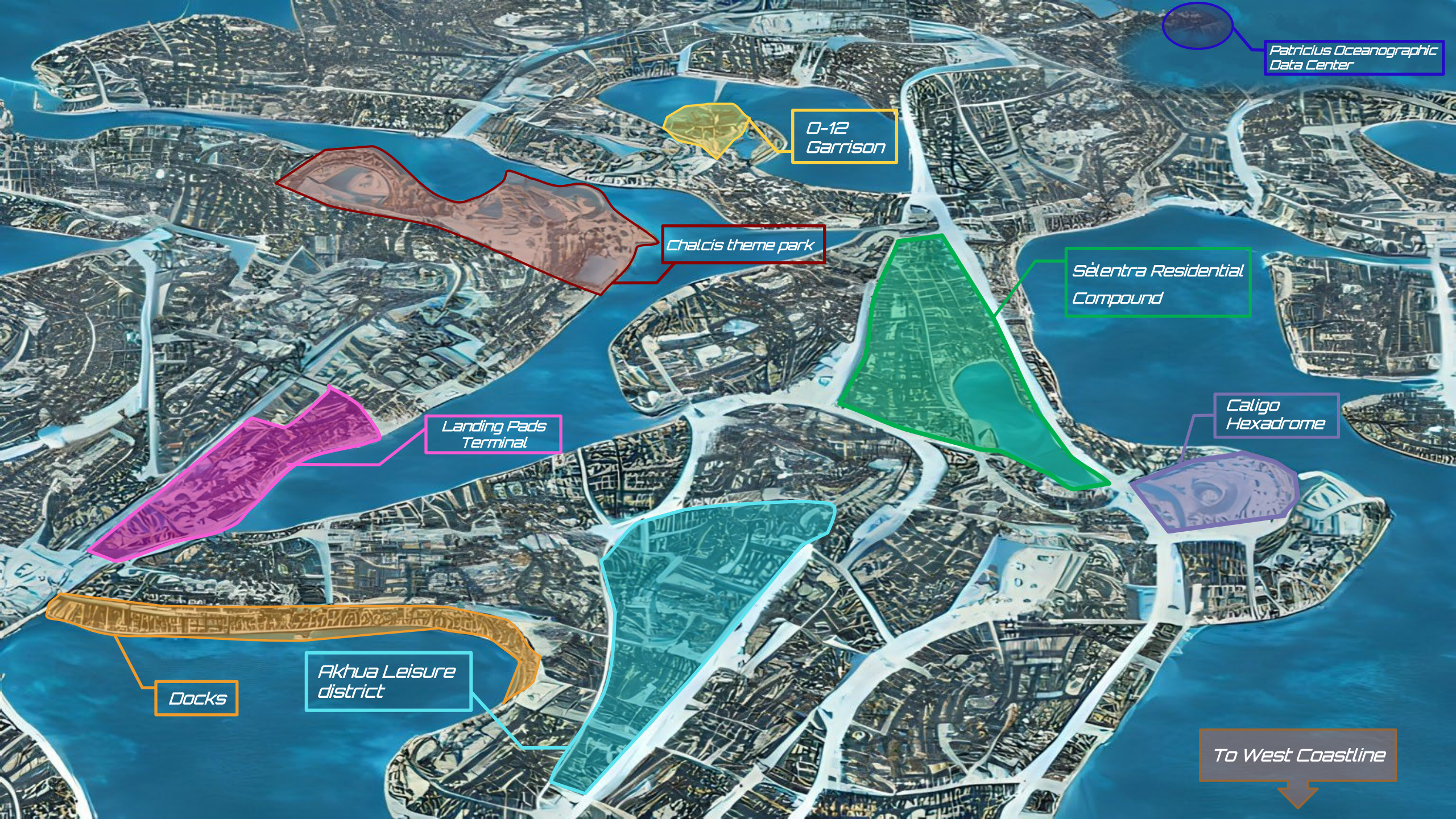
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New Hypatia

Dossier V.3

by Leah "Checkmate" Recalcas





Patricius Oceanographic
Data Center

0-12
Garrison

Chalcis theme park

Selentra Residential
Compound

Caligo
Hexadrome

Landing Pads
Terminal

Docks

Akhua Leisure
district

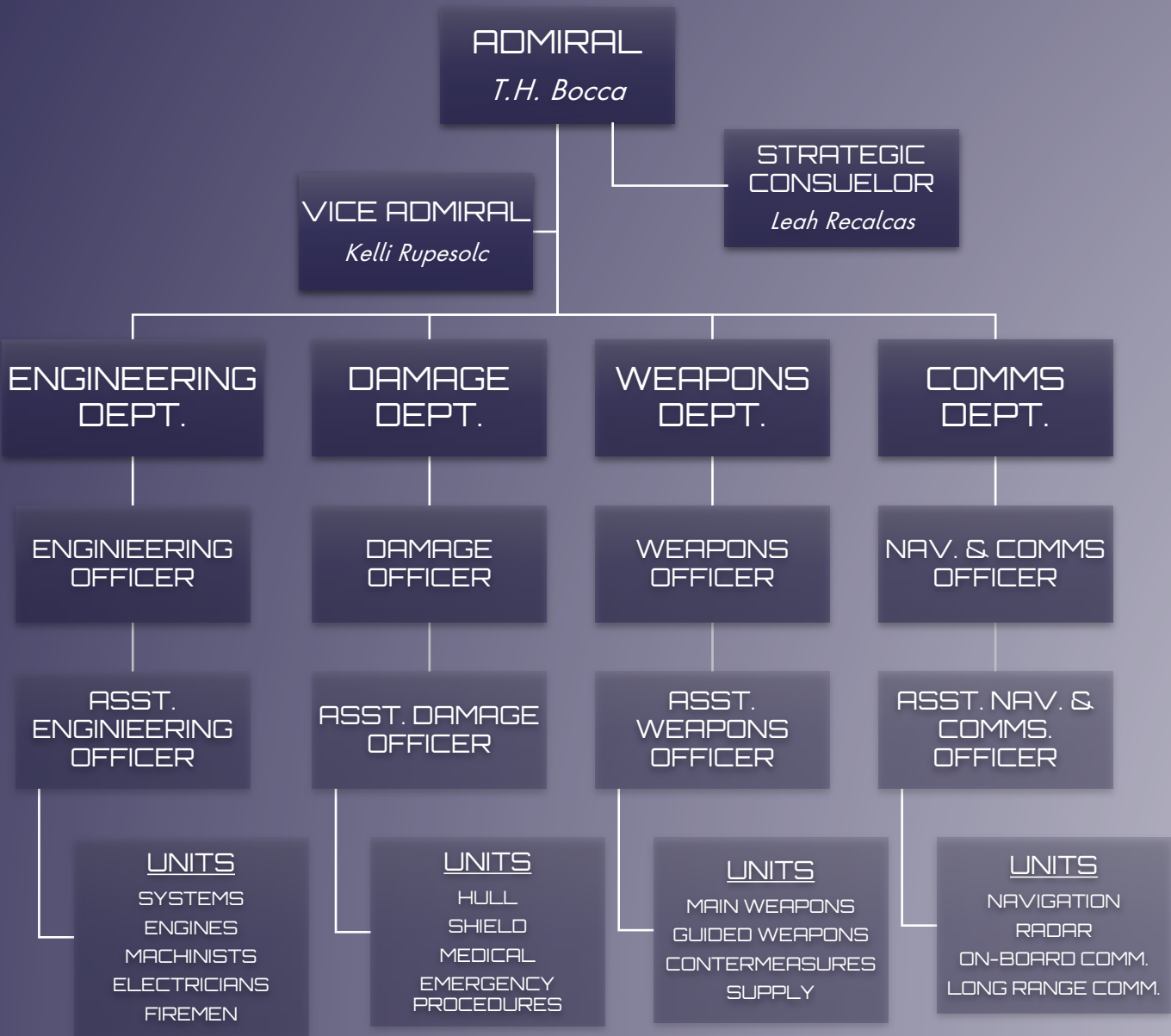
To West Coastline

The background of the entire image is a dramatic space scene. A large, blue, metallic battleship with a sleek, aerodynamic design is positioned on the right side, angled towards the left. It has several glowing blue lights and a prominent hexagonal sensor or window on its side. The ship is set against a backdrop of a planet's horizon, which is a mix of orange and yellow hues. In the upper left, a large, dark blue moon with visible craters hangs in the sky. Two smaller, similar moons are visible further away. A bright sun or star is in the upper right, creating a lens flare effect. The overall atmosphere is one of high-tech sci-fi.

O-12 Crisis Center

O-12 battleship *Halmeoni* is stationing in orbit over New Hypatia and has been nominated Crisis Center for the whole operation. The ship was selected not only for its low orbit capabilities but also because is led by Admiral T. H. Bocca, native from New Hypatia.

Battleship *Halmeloni* Organizational chart



O-12 Garrison on New Hypatia

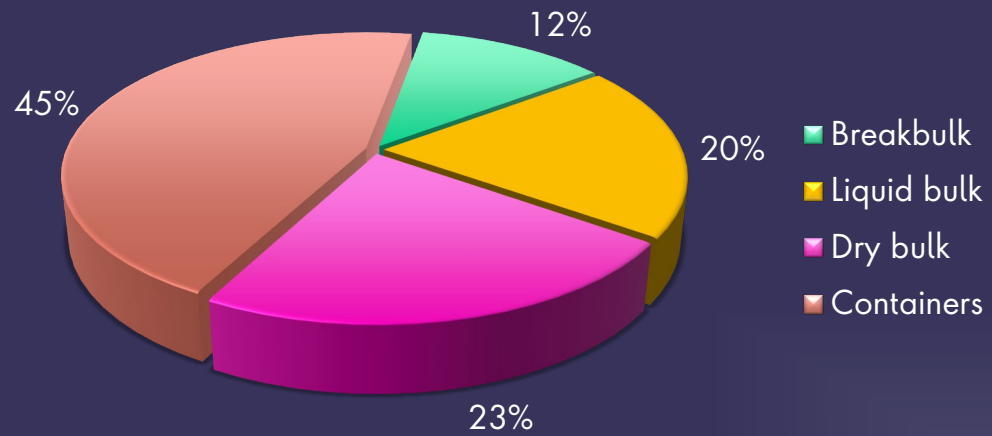


Docks

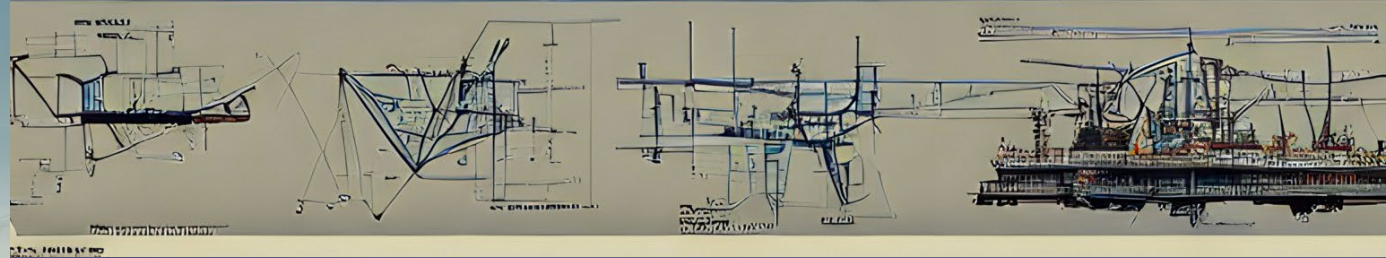
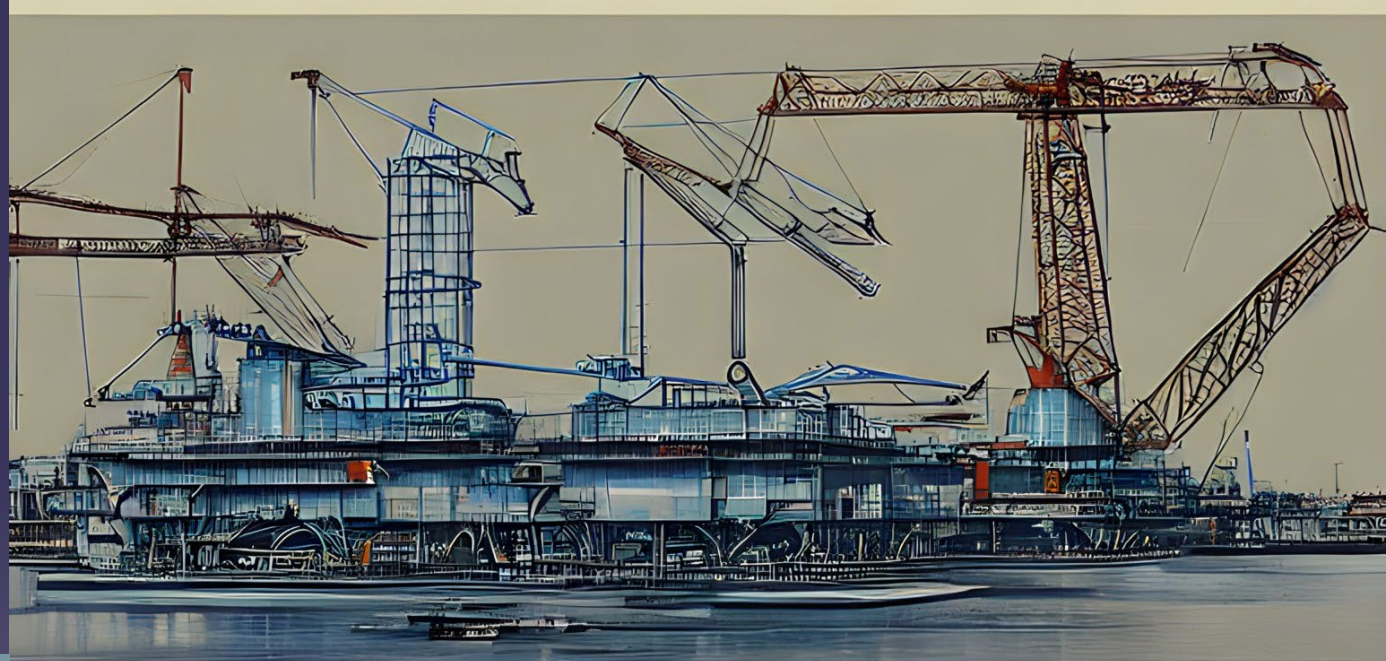
The New Hypatia Seaport, which is the pulsing heart of the strait, is the busiest container seaport on the planet. It is also a pivotal element of the Sea and Space program, handling cargo of the largest existing container ships directly to the near landing pads. The port has the largest fully automated container terminal, thus setting the highest bar for comparable transshipment hubs.



Breakdown segments



Dock #619



Blueprint of non-deep-water docks

- ❖ 85% of New Hypatia's foreign-trade goods are handled by its ports;
- ❖ Cargo handling capacity of 1.900 million tons;
- ❖ Container handling capacity of 37 million TEUs;
- ❖ 698 docks:
 - 1 - 200 non-deep-water docks;
 - 201 - 500 floating docks;
 - 501 - 698 deep-water docks.



Landing Pad Terminal

A huge interplanetary trade terminal stands next to the docks. The terminal is constantly evolving and in more recent years the old landing pads have been abandoned in favor of more modern facilities equipped with the latest technology to meet the growing shipping traffic in the strait, especially after the construction of the deep-water docks.



Third-generation landing pads

Third-generation landing pads have permanently sealed the decline of older landing pads, which are incapable of adapting to the different tasks they are called to perform. The latest landing pads are characterized by their extreme flexibility and each of them constitutes a multi-role hub that can be used in a wide variety of fields: construction, commercial, travel, maintenance, depending on the size of the landing pad.

INB4 is an old landing pad used long ago for construction operations; it has now become one of the pivotal assets in this new scenario.



INB4 landing pad



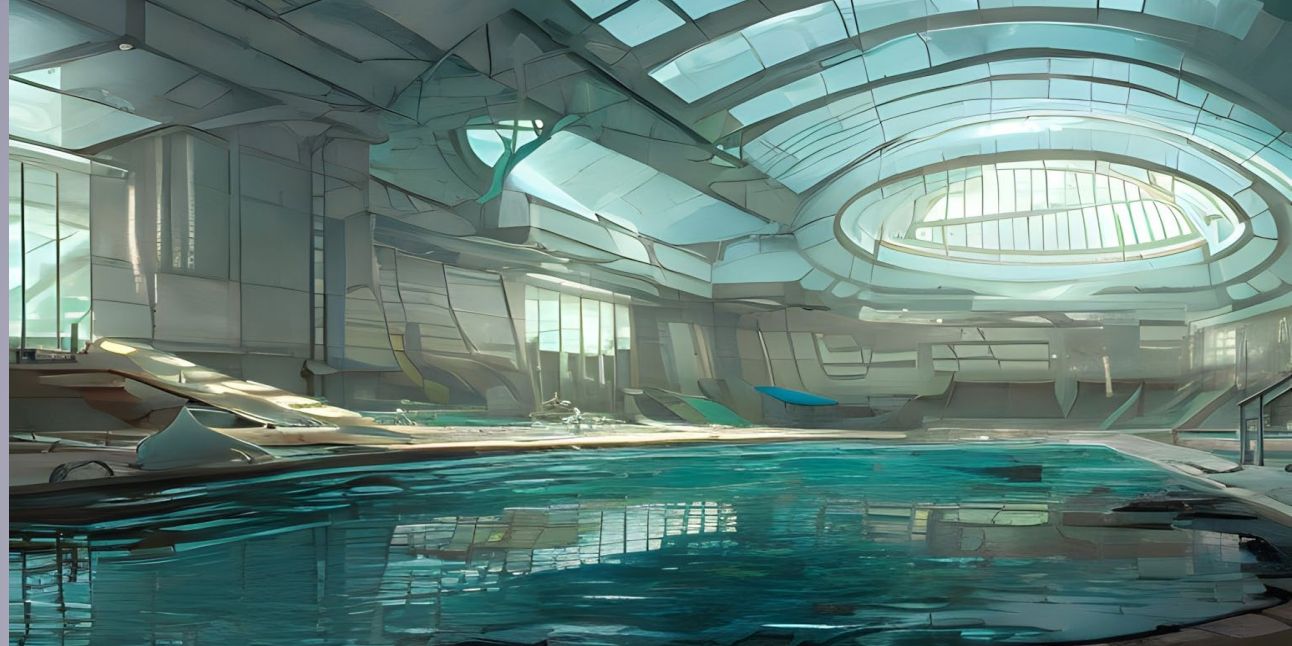
Akhua leisure district

After the fall of silk trader *Batth'o Ubelin*, patron of the ALD, the whole venue undergo a steep decadence. Thus, the blockade has definitely transformed this area into an open-air black market, where the submondo is making business undisturbed.



Before the decline, Akhua leisure district was considered one of the most exciting places in New Hypatia. The streets were buzzing with all sorts of clubs, food lounges, museums, shopping centers and sports facilities. Famous is the statue of patron Bath'o Ubelin that once adorned the lobby of his palace, before he moved to the West Coast.

Today, the district is an unsafe and poorly preserved place. The grandeurs of years past are now a memory, and many of the structures that once emptied the wallets of New Hypatia's high-spending citizens are now in a state of decay or have been illegally converted to accommodate the submondo's business.



Sèlentra residential compound

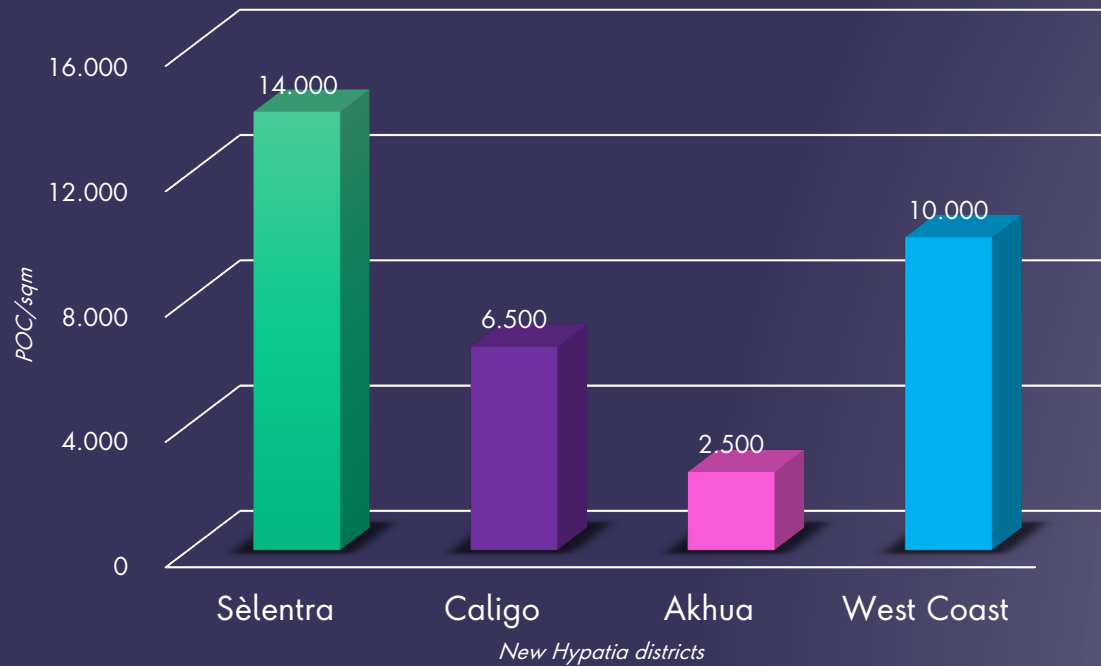
Elegant, sophisticated and incredibly wealthy, Sèlentra is undoubtedly the most desirable sector in New Hypatia. Only the upper classes can aspire to live in this area, whose expansion projects are extremely limited to preserve its exclusive character. Its preferential access to services, quality of life and almost total absence of crime make it a more desirable area even than the beautiful West Coast.



Sèlentra P.O.I.

- Domino's conference centre
- Architectural district
- Adverso botanical facility
- Magpahinga Mineral Spa Resort

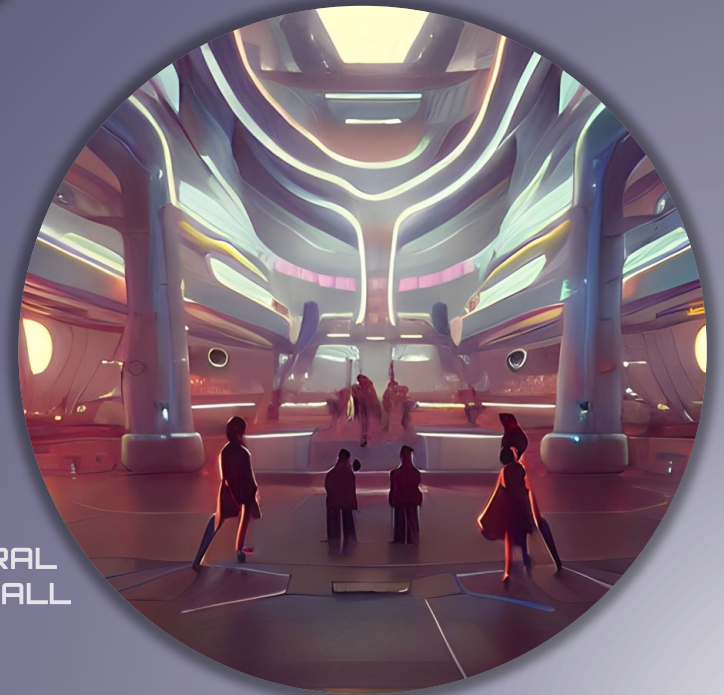
New Hypatia residential prices (POC/sqm)



ADVERSO BOTANICAL
FACILITY



ARCHITECTURAL
DISTRICT



MAGPAHINGA MINERAL
SPA RESORT MAIN HALL



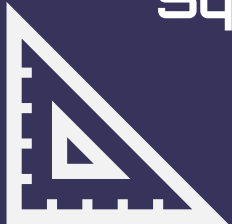
Patricius Oceanographic Data Center

An ALEPH subsidiary studying currents and weather of the strait to extrapolate planetology parameters and geophysical behaviors. The Center is the most advanced research facility on the planet and, possibly, in the Human Sphere.

The Data Center in numbers



Sqm research
area



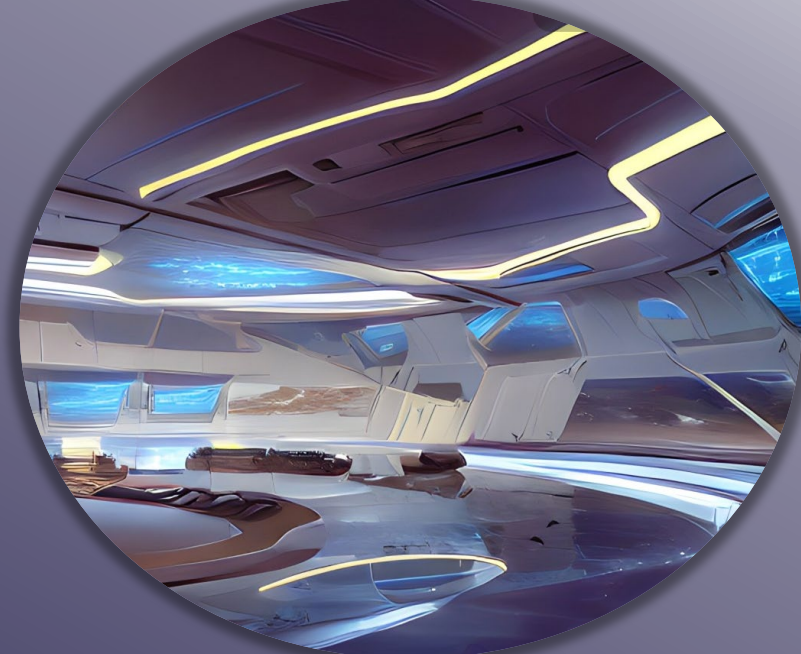
27.000



Number of
employees



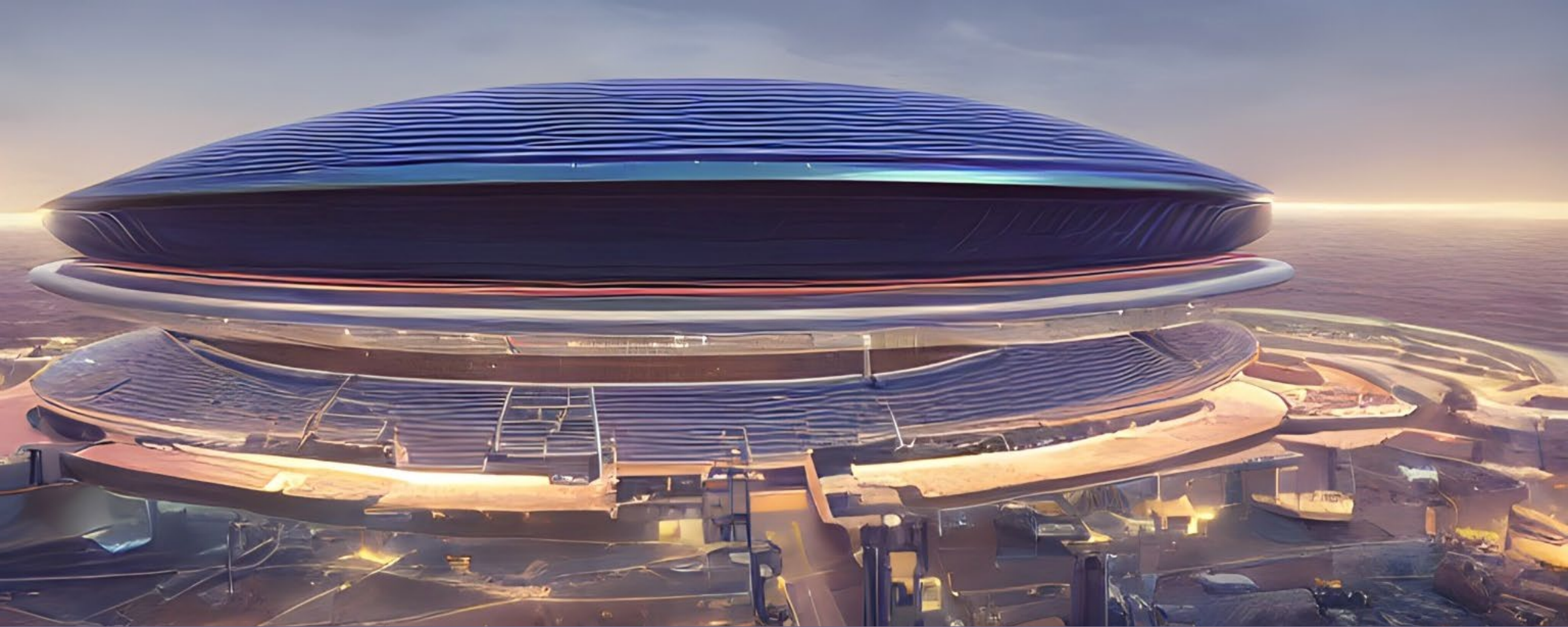
427



Ongoing
projects



847



Caligo Hexadrome

Capable of accommodating more than 300,000 spectators, the Caligo Hexadrome is a state-of-the-art stadium. Pop-up fields and fully integrated variable geometry surfaces provide unprecedented versatility. Within it, championships in Aristeia!, NeonBall, REM and car racing alternate with concerts and events of all sizes.



Chalcis virtual theme park

According to public surveys, Chalcis is the most fantastic amusement park on the planet, with Several huge thematic areas: "MedievalTown", "Rollercoaster galore!", "Ovestland 2.0", "RisingSunWorld" and many others.

The following is one of the most recurrent commercial widespread on the digitotems in New Hypatia streets.

"Tired of the hyper-technological life? Visit MedievalTown and dive into the streets of a real medieval village, wear shining armor or try your hand at one of the many challenges: knights' joust, archery tournaments or sword fights."

"Looking for thrills? Choose from over 20 rollercoasters and get addicted to adrenalin rushes of the Rollercoaster galore!"

"Get lost in the RisingSunWorld and discover how virtual reality is pushed to the limit!"



RisingSunWorld



Rollercoaster galore!



MedievalTown



West Coastline



The city of New Hypatia is distributed on both sides of the strait, but not evenly. The western part is still largely untouched and here natural cliffs and tier-2 refineries adorn the landscape in an outmost peculiar way. The two refineries are a key link in the Teseum production chain, making them desirable targets in the eyes of many.



Crude oil
extraction



Sea
transport



Hecuba refinery



Refining
process



Storage



A.T.O.M.A.D. refinery



Batth'o Ubelin's Mansion

PUBLIC PEACE

BACKGROUND

Everyone important in New Hypatia has assets in Sèlentra, and often their own residence. This high end residential district is the perfect example of how a merchant city can still be a paradise for rich people: and it has to stay so, understood? Spilling blue blood may transform a crisis into a full scale war, so extract those civilians without making too much noise.

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, for each CivEvaced Civilian (1 Objective Point).
- Have the same number of CivEvaced Civilians in your Dead Zone as the adversary has in their Dead Zone at the end of the game (1 Objective Point, only if the player has at least 1 CivEvaced Civilian in the Dead Zone).
- Have more CivEvaced Civilians in your Dead Zone than the adversary has in their Dead Zone at the end of the game (2 Objective Points).
- At the end of the game, have more CivEvaced Civilians in your Deployment Zone than the adversary has in their Deployment Zone (3 Objective Points)

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point)

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 x 32 in	8 x 24 in
A and B	200	4	32 x 48 in	12 x 32 in
A and B	250	5	32 x 48 in	12 x 32 in
A and B	300	6	48 x 48 in	12 x 48 in
A and B	400	8	48 x 48 in	12 x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) 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. It is not allowed to deploy in Silhouette contact with a Civilian.

SCENARIO SPECIAL

RULES

DEAD ZONES

There are two Dead Zones on the battlefield, 4 inches deep between the Deployment Zone and the Exclusion Zone (see the map below).

The Dead Zone of each player is the one in their half of the table.

CIVILIANS

There are a total of eight Civilians on the game table, four of them belonging to each player.

Each player will place their four Civilians inside the Exclusion Zone, but in Silhouette contact with the limit of the enemy Dead Zone, in the adversary's half of the table. Two of them must be placed 12 and 20 inches respectively from one of the edges of the table, while the other two must be placed 12 and 20 inches respectively from the other edge for 400/300 Army points games (see the map below).

For 250/200 Army points games, the Civilians will be in Silhouette contact with the limit of the enemy Dead Zone, in the adversary's half of the table. Two of them must be placed 4 and 12 inches respectively from one of the edges of the table, while the other two must be placed 4 and 12 inches respectively from the other edge (see the map below).

For 150 Army points games, the Civilians will be in Silhouette contact with the limit of the enemy Dead Zone, in the adversary's half of the table. Two of them must be placed 4 and 8 inches respectively from one of the edges of the table, while the other two must be placed 4 and 8 inches respectively from the other edge (see the map below).

Players cannot place their Civilians either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table. Scenery placement must facilitate this.

Players can only CivEvac their own Civilians.

In this scenario, Specialist Troops can have up to two CivEvaced Civilians at the same time. Other Troops able to declare CivEvac can have only one CivEvaced Civilian.

Players can use any Model from the Infinity or the Infinity Bootleg range, preferably those designated as HVT or as a Civilian. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Tokens to identify or even represent their Civilians.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

CORSAIR

In this scenario, both players can add one extra Bashi Bazook (any weapon option) even if they are not available in their army—without applying Cost or SWC. This Trooper does not count towards a Combat Group's limit of ten Troopers or the Army List's limit of fifteen Troopers. For the purposes of this scenario, the Bashi Bazook is a Specialist Troop with no change in their Cost and SWC.

NIMBY

Not In My Back Yard. SWC must be 0.

NO BYSTANDERS

The use of lethal template weapons is permitted but prevents Objective Points from being scored during the game (final result= 0 OP).

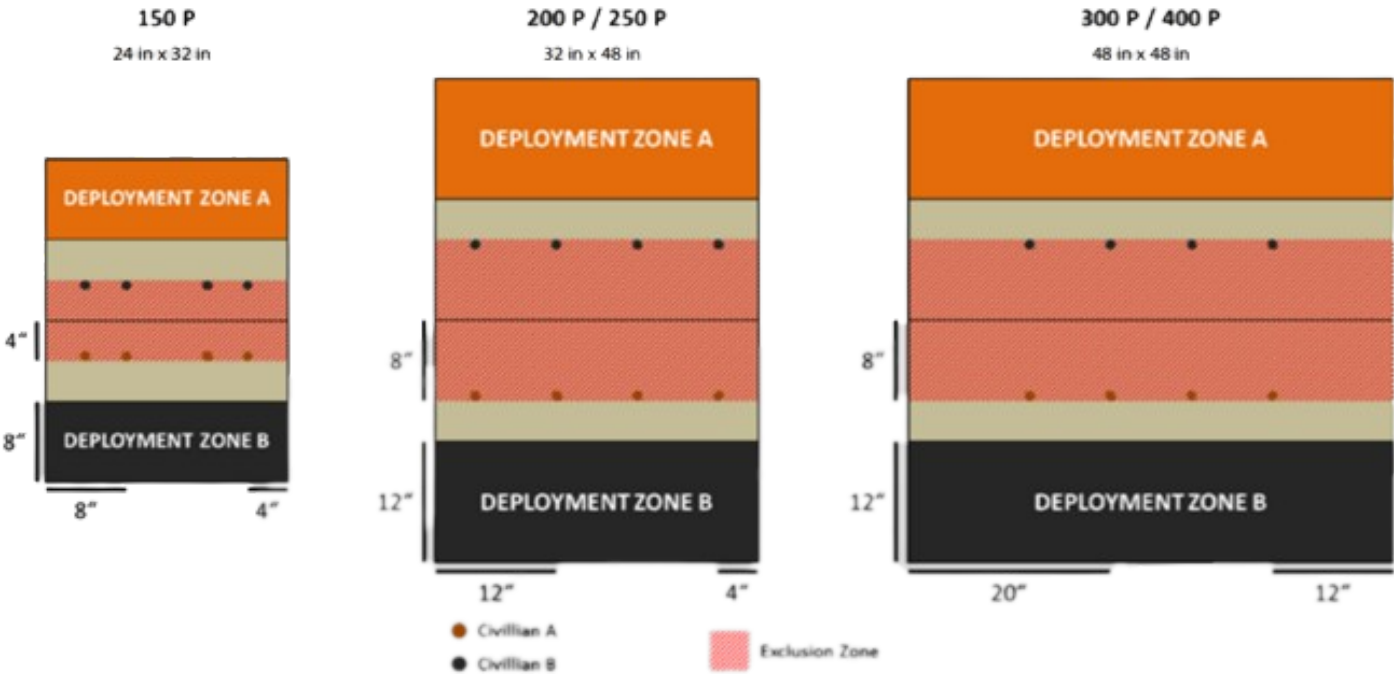
Placing a lethal template deployable weapon counts as using it.

Template weapons deployed or used by a trooper in possessed or sepsitorized state still count as used by the original owner of the trooper, however they only provide a -3 OP malus.

END OF THE 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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



SKY FALL

Scenario by Francesco Baccino "butchee86" (T9612) from the #OPATHOME "Create Your Mission" Contest.

Special Rules: Communication Antennas, Control Communication Antennas, Designated Landing Area, Crash and Burn, Panoplies, Control Panoply, Flight Controller Operative,

MISSION OBJECTIVES

MAIN OBJECTIVES

» At the end of the game, Control a Panoply (1 Objective Point for each Panoply).

» At the end of the game, Control more Panoplies than your adversary (2 Objective Points).

» At the end of the game, if your adversary does not Control any Panoplies (2 Objective Points).

» At the end of the game, acquire more weapons or items from the Panoplies than the adversary (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 2 Communication Antennas on the central line of the table. They are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 4 inches in 150 point games. Each Communication Antenna must be represented by a Transmission Antenna Token (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).

ACTIVATE COMMUNICATION ANTENNA	SHORT SKILL
Attack	
REQUIREMENTS	
- Only Specialist Troops can declare this Skill. - The Specialist Troop must be in Silhouette 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 this situation, the Communication Antenna is no longer Activated by the adversary. - Player A and Player B Tokens can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Tokens.	

CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

DESIGNATED LANDING AREA

The whole game table is a Designated Landing Area. Any Trooper with the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, Troopers with any Special Skill with the Airborne Deployment (AD) Label ignore the prohibition of the Deployment rules against deploying inside the enemy Deployment Zone.

CRASH AND BURN

At the end of the of the **first Game Round** 4 Panoplies are deployed using the Combat Jump (Explosion) and Combat Jump (PH 10) special skills. Players perform 4 separate Face to Face rolls, one for each Panoply. The player who wins a Face to Face roll can decide where to deploy the Panoply. In the case of a tie, or both players failing, repeat the Face to Face roll.

Panoplies cannot be deployed at less than 8 in from each other. They can be deployed at less than 8 in from each other only if both players agree there is not another valid option.

The following, **and only the following**, MODs apply to the Face to Face rolls:

- +3 MOD for each Antenna **both Activated AND Controlled** by the same player
- +3 MOD if the allied Flight Controller Operative is not in a Null State.

PANOPLIES

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

USE PANOPLIES		SHORT SKILL
Attack		
REQUIREMENTS		
• The Trooper must be in Silhouette contact with a Panoply		
EFFECTS		
• By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.		
• Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.		
• A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.		
• If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.		

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

CONTROL PANOPLY

A Panoply is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Panoply. Models in a Null State cannot do either.

FLIGHT CONTROLLER OPERATIVE

At the end of the Deployment Phase, the player must declare which Hacker or Engineer from their Army List is the Flight Controller Operative. The Trooper chosen must be always one of the Models deployed on the game table. This Trooper must always be on the game table as a Model and not as a Marker. Players are not allowed to choose Hackers with Killer Hacking Devices.

The Hacker or the Engineer designated as the Flight Controller Operative is identified with a Data Pack Token (DATA PACK). If the Hacker or the Engineer enters a Null State or is killed the DATA PACK Token remains on that spot and can be salvaged by an allied non-KHD Hacker or Engineer in Silhouette contact by spending a Short Skill.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

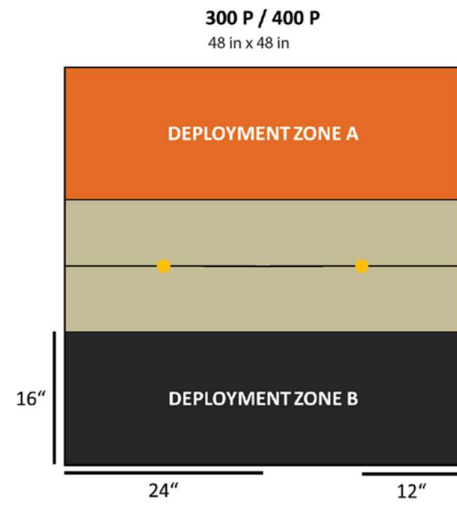
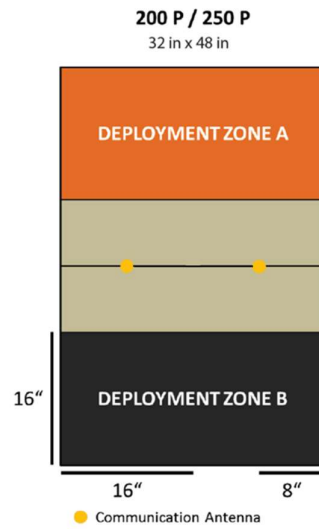
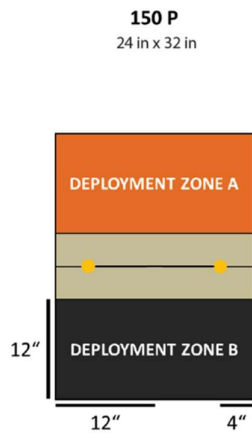
ENGINEER AND HACKER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Communication Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

END OF THE 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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



BREAKING NEWS!

BACKGROUND

The Caligo Hexadrome may be considered the place where Brutus has placed the heart of the New Hypatia crisis: the sport center, now elevated to emergency military complex, is the hot spot where news are forged by the minute. To report from Caligo Hexadrome is to report from the eye of the storm.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To Kill more Specialist Troops than the adversary (2 Objective Points).
- To Kill more Lieutenants than the adversary (2 Objective Points).
- To Kill more Army Points than the adversary (2 Objective Points).
- At the end of the game, acquire more weapons or items from the Panoplies than the adversary (1 Objective Point).
- Perform the actions listed in Crisis Correspondence special rule (up to 3 Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 x 32 in	8 x 24 in
A and B	200	4	32 x 48 in	12 x 32 in
A and B	250	5	32 x 48 in	12 x 32 in
A and B	300	6	48 x 48 in	12 x 48 in
A and B	400	8	48 x 48 in	12 x 48 in

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that **have not been deployed on the game table**, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, the Retreat! rules are **not** applied

DESIGNATED LANDING AREA

The whole game table is a Designated Landing Area. Any Trooper with the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, Troopers with any Special Skill with the Airborne Deployment (AD) Label ignore the prohibition of the Deployment rules against deploying inside the enemy Deployment Zone.

PANOPLIES

There are 3 Panoplies, placed on the central line of the game table. One of them is in the center of the table and the other two are 8 inches from the edges in 300/400 point games, 4 inches in 200/250 point games, and touching the table edges in 150 point games (see map below).

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

USE PANOPLIES

SHORT SKILL

Attack

REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply

EFFECTS

- By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.
- A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
- If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other TroopTypes: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

EMBEDDED PRESS

In this scenario, both players can add one extra WarCor (any weapon option) even if they are not available in their army—without applying Cost or SWC. This Trooper does not count towards a Combat Group's limit of ten Troopers or the Army List's limit of fifteen Troopers and may not be appointed Lieutenant.

Before rolling for initiative, each player decides if that Warcor is either Regular or is a Fireteam Wildcard. This decision is private information.

PRESS IMMUNITY

The use of lethal weapons on troopers with Journalist skill is permitted but, if a player makes the enemy WarCor from Special Rule Embedded Press go to any Null State, he/she won't score Objective Points during the game (final result=0 Objective Points).

If the Embedded Press WarCor is sent to any Null State by a trooper in possessed or sepsitorized state, the original owner of that trooper will suffer a -3 Objective Points malus instead of the 0 Objective Points rule.

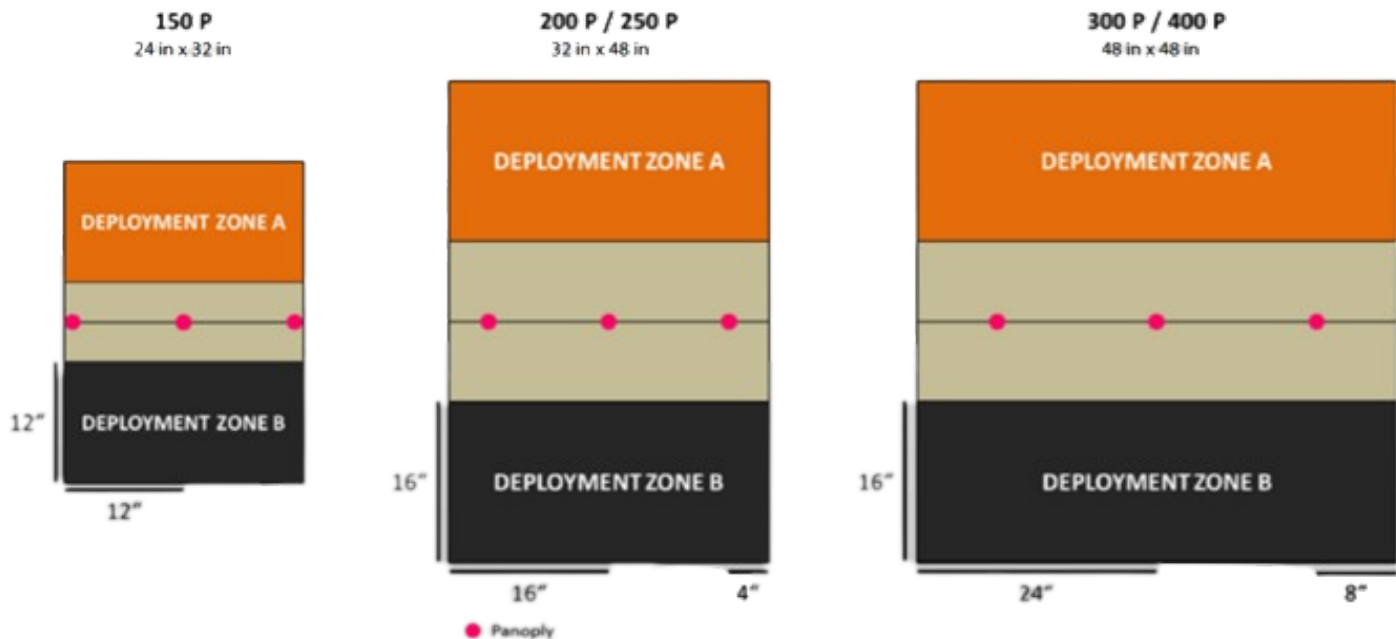
CRISIS CORRESPONDENCE

Any trooper with the Journalist skill may perform the following actions to score Objective Points (each may be performed only once by each player):

- Interview: short skill to pass a WIP roll in Silhouette Contact with enemy HVT (1 Objective Point).
- Propaganda: short skill to pass a WIP roll with the same range modifiers used for Discover against an unconscious enemy model (1 Objective Point).
- "We are in control": short skill to pass a WIP roll with the same range modifiers used for Discover against a friendly model not in null state in the enemy deployment zone (1 Objective Point).

END OF THE MISSION

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



F.U.B.A.R.

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, have Extinguished the same number of Burning Engines as the adversary (1 Objective Points, but only if the player has Extinguished at least 1 Engine).
- At the end of the game, have Extinguished more Burning Engines than the adversary (3 Objective Points).
- At the end of the game, Control the enemy Bridge Console (3 Objective Point).
- At the end of the game, Control your Bridge Console (3 Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point)

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 x 32 in	8x24 in
A and B	200	4	32 x 48 in	12 x 32 in
A and B	250	5	32 x 48 in	12 x 32 in
A and B	300	6	48 x 48 in	12 x 48 in
A and B	400	8	48 x 48 in	12 x 48 in

SCENARIO SPECIAL RULES

NO QUARTER

In this scenario, the **Retreat!** rules are not applied.

EXCLUSION ZONE

The Exclusion Zone is the area covering 12 inches (8 inches in 150 point games) 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.

It is not allowed to deploy in Silhouette contact with a Bridge Console nor with an Extinguisher Panoply.

EXTINGUISHER PANOPLIES

There are 2 **Extinguisher Panoplies**, placed 6 inches outside the front edge of each Deployment Zone, and 12 inches and 36 inches from the left table edge (see maps below for 150/200/250 points game).

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

USE EXTINGUISHER PANOPLIES

SHORT SKILL

- Attack

REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply

EFFECTS

- Allows a Trooper to make a Normal WIP Roll to Extract and pick up the Extinguisher. With a succeed roll an **Extinguisher Token** must be placed besides it.
- 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 the roll is successful, the Objective Token is removed from the game table.
- If a scenery item is used instead of a Token, then it can be kept on the game table, but a Player A and Player B Token must be placed besides it to mark that the Extinguisher was extracted.

Extinguisher Token: after declaring the short skill "Extinguish Burning Engines", but before rolling the die, the user may ignore the PH -3 MOD by spending this token. Once used, the Extinguisher Token is removed from its bearer.

BURNING ENGINES

There are 3 Burning Engines placed on the central line of the table. One is in the centre of the table, and the other two are 12 inches from the central Burning Engines (see maps below for 150/200/250 points game). The Burning Engines must be represented by an Objective Token or with a scenery piece of the same diameter.

Burning Engines generates a Zero Visibility Zone the size of a Circular Template and with infinite height. Once a player successfully extinguishes the fire (see table below) the Zero Visibility Zone is cancelled at the end of that player's turn.

EXTINGUISH BURNING ENGINES

SHORT SKILL

- Attack

REQUIREMENTS

- Only HI (Heavy Infantry) and Engineers can perform this Short Skill. Impetuous Troopers cannot perform this Short Skill.
- The Trooper must be in Silhouette contact with a Burning Engine

EFFECTS

- Allows a Trooper to make a PH -3 Roll to put out the fire. With a succeed roll that Burning Engine is extinguished.
- If the roll is failed the Trooper suffer a Normal Ammunition hit (Continuous Damage), forcing them to make one Saving Rolls against ARM, with Damage 15. The Immunity Total Special Skill is not effective against this hit.
- 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.

BRIDGE CONSOLES

There are 2 **Bridges Consoles** placed 8 inches from the center of the table and 24 inches from the edge of the table (6 inches from the center of the table and 12 inches from the edge of the table in 150-point game).

The Bridge Consoles must be represented by a Console Token or with a scenery piece of the same diameter.

CONTROL THE CONSOLES

A Bridge Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So, there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

WATER SHIELD

As long as a player controls at least one Bridge Console, its Troopers ignore the Continuous Damage and only suffer a Normal Ammunition hit when failing the roll to extinguish the Burning Engines.

SPECIALIST TROOPS

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

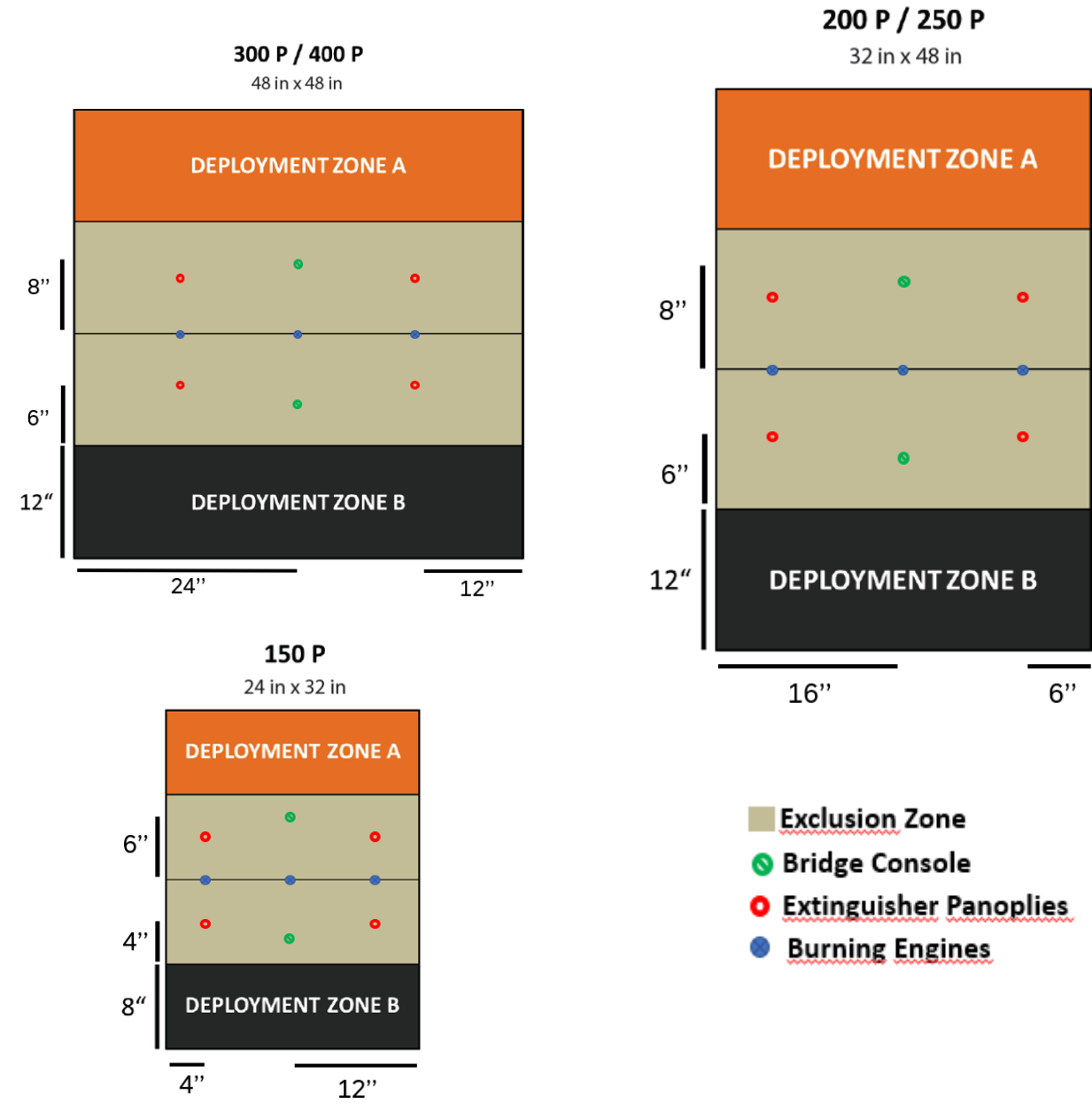
Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

ENGINEER BONUS

Troopers possessing the Engineer Special Skill ignores the PH -3 MOD of the PH Rolls necessary to extinguish the Burning Engines. This MOD is not cumulative with the bonus provided by the Extinguisher Token. In addition, they will be able to make **two PH Rolls** each time they spend a Short Skill to extinguish the Burning Engines.

END OF THE MISSION

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



BACKGROUND

A mysterious biotech nano symbiont has been found in the Lasagna Trench, the deepest point of the planet's ocean. A sample of the symbiont, codenamed Lazarus, has been sent to Patricius Oceanographic Data Center to assess its connections with Voodoo-tech. The Data Center is the foothold of Aleph on New Hypatia but was never designed to host such assets. As your team enters the building, a loud explosion shakes the walls, letting Lazarus loose...

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, dominate the same number of Quadrants as the adversary (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).
- At the end of each Game Round, dominate more Quadrants than the adversary (2 Objective Points).
- At the end of each Game Round, dominate one of the Quadrants next to the Enemy Deployment zone (1 Objective Point).

CLASSIFIED

Each player has 1 Classified Objective (1 Objective Point)

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 x 32 in	8 x 24 in
A and B	200	4	32 x 48 in	12 x 32 in
A and B	250	5	32 x 48 in	12 x 32 in
A and B	300	6	48 x 48 in	12 x 48 in
A and B	400	8	48 x 48 in	12 x 48 in

SCENARIO SPECIAL

RULES

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants they are dominating and counts their Objective Points.

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

DOMINATE ZO

A Zone of Operations (ZO= is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii.Embryo, seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii -Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, the player must inform their adversary if that card will be their Classified Objective or their INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces their decision to their adversary. The content of the card, whether the mission or the card numeric value, is Private Information, no matter which use the player has chosen for it.

At the end of the last Game Round, when the players count up their points and in Initiative order, the player can use their INTELCOM Card in Support and Control Mode

Support and Control Mode: The player can add the value of the Support and Control Card to their Victory Points in the Zone of Operations (ZO) of their choice. The player must have at least one Trooper inside that ZO, in a non-Null State

LAZARUS' HEALSTORM AREA

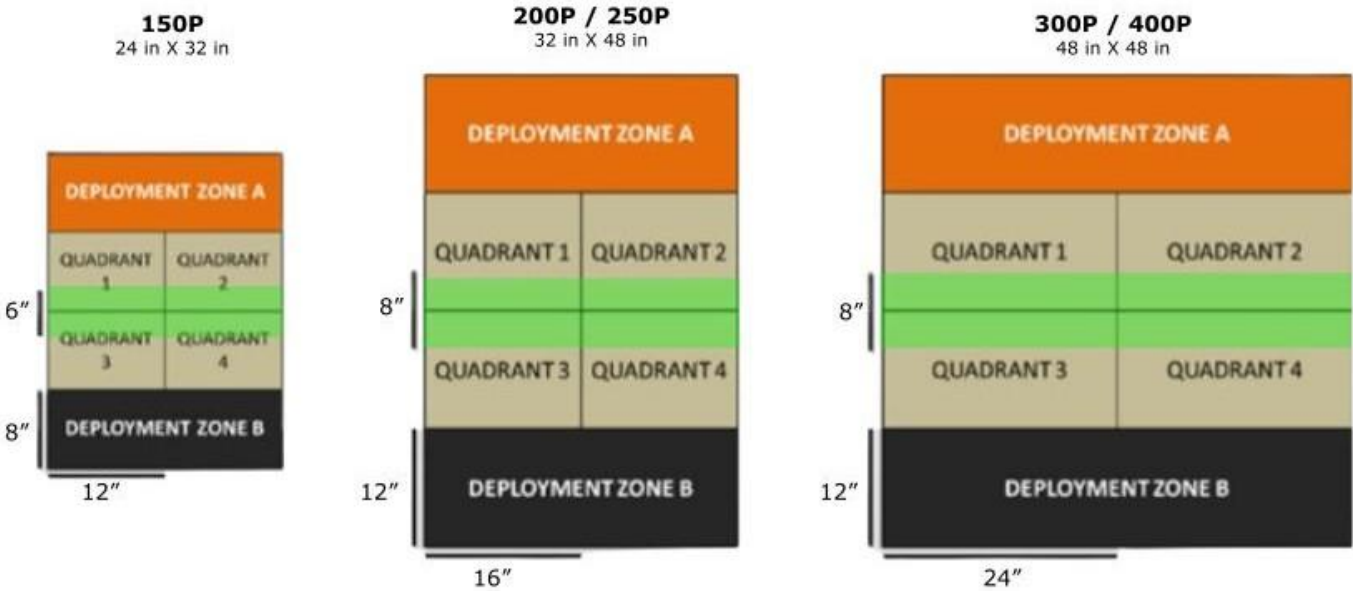
There is an 8 inches deep area in the center of the map infested by the ravaging biotech nano symbiont (6 inches in 150 point games).

At the end of the Orders Phase, each model in Null State inside Lazarus' Healstorm Area performs a Doctor/Engineer skill check with WIP 10 to heal them. In case the roll fails, nothing happens. It is not possible to make Tactical Use of Command Tokens to repeat this roll.

A Trooper is inside Lazarus' Healstorm Area if more than half the Trooper's base is inside the area.

END OF THE MISSION

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



Blockade Runner (Narrative Version)

By WiseKensai



The rogue AI Brutus has taken control of the West Coastline defense batteries as part of its strategy to enforce the blockade on the city of New Hypatia. You are tasked to run the blockade and smuggle one of our key personnel, a real High Value Target (HVT), through the defense batteries. Be warned, the defense batteries are designed to prevent this exact type of activity!

Brutus must have done something to bypass the security software on the defense batteries as well. They should have been hardened against this sort of attack. As a secondary objective, see if you can collect a system log from the defense battery Command Console. It will take a trooper with special training as well as time, so make sure you plan to cover whoever it is doing the work! Consider taking a Master Breacher.

We are certainly not the only team interested in gathering intelligence near the West Coastline defensive batteries. You have your classified objectives on your comlog as well.

Remember, this is a coastal area, so you may want to consider an amphibious assault. Good hunting.

Mission Objectives

Main Objectives

Points	Timing	Objective
2	End of Game	Your HVT in CivEvac state in opponent's table half.
2	End of Game	Your HVT in CivEvac state in opponent's deployment zone.
1 (max 4)	End of Player Turn ¹	Control Command Console with Specialist Troop or Master Breacher

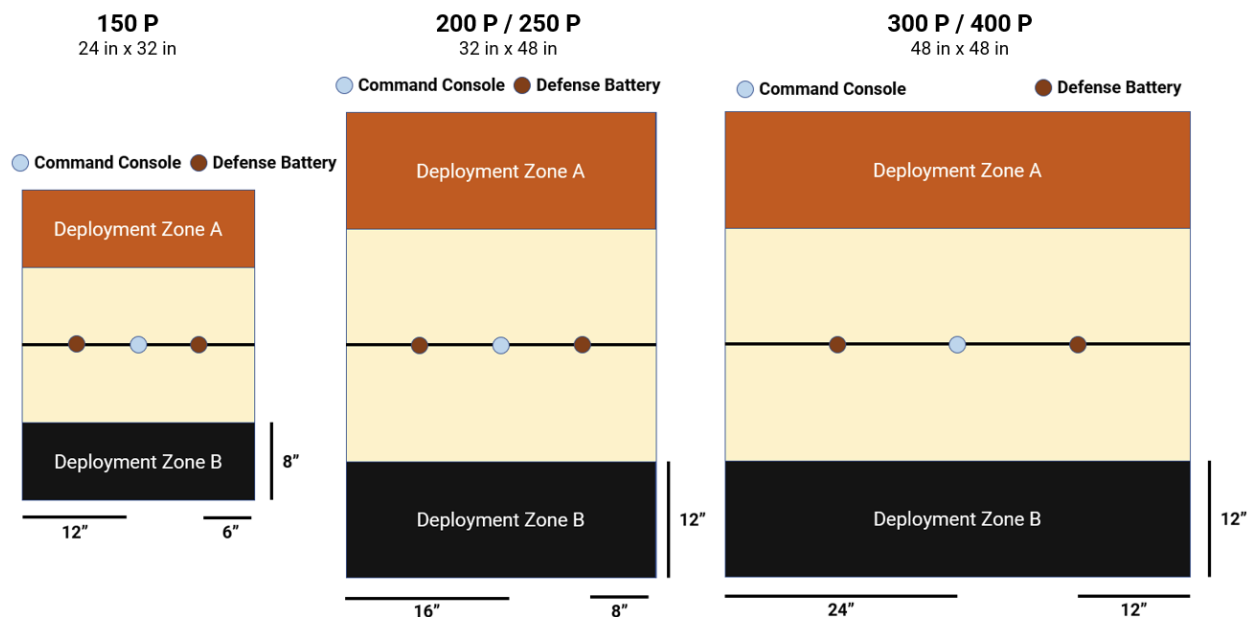
¹This is the end of *each player's* turn. There are 6 player turns and 3 game rounds.

Classified Objectives

- Each player has 2 Classified Objectives (1 Point Each)

Forces and Deployment

- It is not allowed to deploy in silhouette contact with any HVT.
- HVTs must be deployed 4" outside your deployment zone but in your table half.
- It is not allowed to deploy in silhouette contact with the Command Console.
- Before the lieutenant roll, players must agree on a non-deployment zone table edge to be the "Amphibious Assault" table edge.



Scenario Special Rules

Amphibious Assault

Models with the Terrain (Aquatic) skill gain the Parachutist (Amphibious Assault) skill. They may deploy as if they had the Parachutist skill on the Amphibious Assault table edge chosen before the lieutenant roll. You may *not* deploy in the enemy deployment zone, as normal.

CivEvac

Please refer to the ITS14 document for the rules governing civilians and the CivEvac state/order.

Control the Command Console

A Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot control the console.

This scenario requires the controlling Trooper to be a Hacker, Engineer, Doctor, Forward Observer, Paramedic, or have the Chain of Command or Specialist Operative skill. The Master Breacher also counts. However, denying the controlled state is possible with any trooper.

Defense Battery

These Batteries are fixed to the floor and cannot move. They must be represented by a Model or piece of scenery with the same Silhouette value. They may not benefit from cover. They will automatically fail saves from PARA ammunition types and cannot declare Dodge to cancel the Imm-A state. When Possessed, they may be repaired by a friendly engineer.

The Defensive Batteries are considered TAGs. When they are not possessed, they are considered hostile to both players. They will declare whatever ARO is possible, using the following priority order:

1. ARO: BS Attack
2. ARO: CC Attack
3. ARO: Reset

When the STR Attribute value of a Defense Battery is 0 or less, it is removed from the game table. When Possessed, the Defense Battery statline does not change from the one below:

West Coastline Defense Battery								
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
–	10	10	–	13	4	6	2	2
Equipment: 360 Visor Special Skills: Total Reaction, Gizmokit (PH=10)					BS Weapons: Mk12 Melee Weapons: Para CCW (-3)			
This model is considered a TAG. It is hackable, but does not have a cube.								

Master Breacher

The Master Breacher is an operative with a wide expertise in breaching accesses during a space boarding action.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Master Breacher. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Master Breachers.

The **Master Breacher possesses the Terrain (Aquatic) Special Skill** and also D-Charges, even if those are not listed on their Unit Profile.

The Master Breacher is identified with a Player A or B Token.

Master Breacher Special Order

The Trooper with the Player A or B Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order, or be used in a Fireteam.

End of the 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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

Last Resort

By TheDiceAbide, intro by YueFei23



The resort of Moir-a-Looga, once famous only for its Six Star Serra Fish Buffet and pristine golf links, has suddenly become the focus of multiple intelligence organisations. After a brief and eventful tenure in Pan Oceanian government, the owner of the resort retired there, bringing with him a haphazardly packed selection of extremely sensitive documents. Infuriated by the security risks, the Hexahedron made it their highest priority to either recruit, extort or replace every member of the resort staff until government lawyers could get the documents back. Of course, the same opportunity quickly became obvious to Yu Jing's Yanjing, the Hassassin Society, Ariadna's Stavka, a cell of Equinox terrorists and possibly even Shasvastii agents of the EI. Copying, moving, removing, destroying and planting entirely fabricated folders full of "classified information" suddenly became the clandestine game of the season.

Double and triple agents abound. Keeping track of who is spying for who has become a logistical nightmare, backed by AI assisted operations rooms full of spy masters. Finally, with a government raid on the way, things have come to a head. Two of the cleaning staff were just found dead in a closet, but were spotted minutes later, cleaning offices next to the private

residence. Your team must get in, uncover the enemy operatives and discover what they know, while making sure your own agents do not fall into enemy hands. Let's hope you don't run into any other intelligence agencies doing the same.

"Good news, I don't think I need to kill that French maid. Turns out she's just looking to remove evidence of the Merovingian Premier's affair. Can you believe he's sleeping with a woman 14 years older than his wife?"

- Major Lisette Beckmann, Hexahedron Garkain Operative

"Do you think we can stay a few more days? I haven't had fish tacos this good since that week at Vikruti Beach."

- Kyle Hawkins, Hospitaller Knight

Mission Objectives

Main Objectives

Points	Timing	Objective
3	End of Game	Have the enemy Designated Target in the CasEvac or CivEvac State with one of your troopers.
1	End of Game	The enemy Designated Target is in your Deployment Zone.
1	End of Game	The enemy Designated Target has been discovered.
2	End of Game	The enemy Decoy has been discovered (1 each).
1	End of Game	Your Special Master has not been killed.
2	End of Game	Your Designated Target has not been killed.

Classified Objectives

- Classified Objectives are not used in this mission.

Forces and Deployment

- 300/400 Points
 - 48x48" table size
 - 12" deployment zones
- 200/250 Points
 - 32x48" table size
 - 12" deployment zones
- 150 Points
 - 24x32" table size
 - 8" deployment zones
- It is not allowed to deploy in silhouette contact with any HVT.
- HVTs must be deployed 4" outside your own deployment zone and at ground level, but otherwise follow the deployment rules for Impersonation. HVTs may not attempt to deploy in the enemy Deployment Zone.

Scenario Special Rules

CivEvac & CasEvac

Please refer to the ITS14 document for the rules governing civilians and the CivEvac or CasEvac state/order.

Reminder: CasEvac may be used on models which are Stunned, or in the IMM-A/B state.

Crowded Resort

During regular deployment, both players will deploy three HVTs in the Impersonation State (choice of IMP-1 or IMP-2), applying the conventional rules for deploying models. One of them will be the Designated Target, the others are Decoys. This choice will be made by each player during the Deployment Phase. It is Private Information and must be written down to show to your opponent if necessary. It is not public knowledge that the Impersonation State HVTs are indeed HVTs, or other models in the Impersonation state.

All the HVTs have an HVT Profile (Neutral Civilian) until they are Discovered to be the Designated Target, or a Decoy.

An HVT applies the HVT Profile (Designated Target) at the end of the Order in which it has been Discovered to be the Designated Target.

Designated Target

In this scenario, once the enemy Designated Target has been Discovered, it will be considered an enemy Troopers instead of a Neutral Civilian, so they can be targeted by Attacks. Either player may use Doctor, Paramedic, or Medikits on the Designated Target.

Other HVTs are Decoys, and are removed once Discovered.

Specialized Operation

Since Designated Target is to be taken alive, troops have been equipped and trained to use less than lethal force to extract the enemy agent.

The following rule are in effect:

- All models which are armed with a Pistol of any type will also gain a Stun Pistol for this mission.
- Any model with Martial Arts may choose to use PARA ammunition type when declaring a CC Attack. This ammo may not be combined with any other ammo type.

Special Master

The Special Master is an operative with a wide expertise in tracking and discovering spies.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Special Master. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Master Breachers.

The Special Master possesses the **Discover (+3)** Special Skill and also **Biometric Visor**, even if those are not listed on their Unit Profile. If the Trooper already has Biometric Visor or Discover (+X), then they are not applied.

The Special Master is identified with a Player A or B Marker.

Alive at All Costs

Due to the incredibly sensitive information possessed by the Designated Target, it is important that they are not killed. The enemy Designated Target may only be targeted by Attacks with the Non-Lethal trait.

Can't Let Them Live

A player's Designated Target in the CivEvac or CasEvac state with an enemy trooper, may be targeted by their own forces as if it was an enemy trooper.

Killing

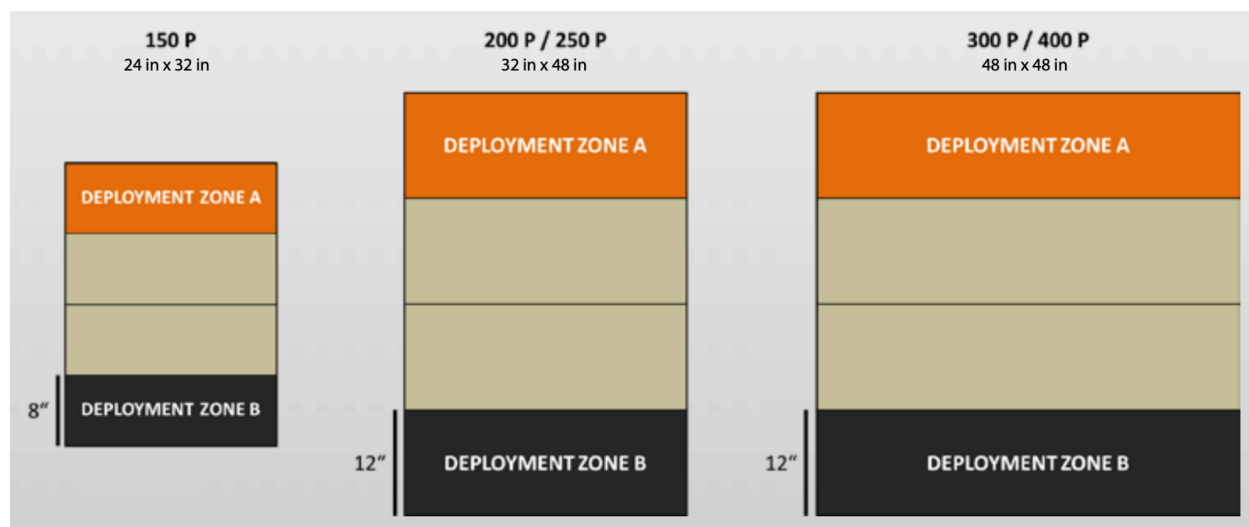
Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

End of the 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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.



Secure the Admiral

MISSION OBJECTIVES

Main Objectives:

- At the end of the game, have THE ADMIRAL in Civevac state with a trooper of your own (3 Objective Points).
- At the end of the game, have THE ADMIRAL in Civevac state with your Master Breacher (1 additional Objective Points).
- At the end of the game, Threaten THE ADMIRAL (1 Objective Point, not cumulative with the previous objective).
- At the end of the game, Threaten THE ADMIRAL with your Master Breacher (1 additional Objective Point).
- At the end of each Game Round, dominate the Exclusion Zone (1 Objective Point each round).
- Activate the Emergency Console (2 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) 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

DOMINATE EXCLUSION ZONE

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

THE ADMIRAL

There is one ADMIRAL, placed on the central line of the table and 12 inches from one edge of the game table (see map). In this scenario the ADMIRAL has a Neutral Civilian profile, applying the Civilian rules regarding the CivEvac state.

SECURE THE ADMIRAL

The Admiral is considered secured when they are in the CivEvac state with a trooper. It is not allowed to CivEvac the Admiral until after the Emergency Console has been activated by either player

THREATEN THE ADMIRAL

The ADMIRAL is considered Threatened by a player if they have at least one trooper (as a model, not a marker) in a non-Null state inside her Zone of Control. This objective does not count for a player if they already have the ADMIRAL in CivEvac state with one of their troopers.

EMERGENCY CONSOLE

There is one Emergency Console placed on the central line of the table and 12 inches from one edge of the game table opposite the ADMIRAL. The Console must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

ACTIVATE EMERGENCY CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with the Console.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate 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.
- An Activated Console can be Activated again by the other player, applying the same procedure. In such a situation, the Evacuation Console is considered to be Activated by both players.
- Once the Emergency Console has been activated by either player, The Admiral can be put into the CivEvac State.
- Player A and Player B Markers can be used to mark the Activated Consoles. 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 Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops. Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

LOW GRAVITY AREA

The gaming area is a low gravity area. Movement restrictions are not applied, however, all Troopers possessing Terrain (Zero-G) or Terrain (Total) automatically gain the Super-Jump Special Skill.

MASTER BREACHER

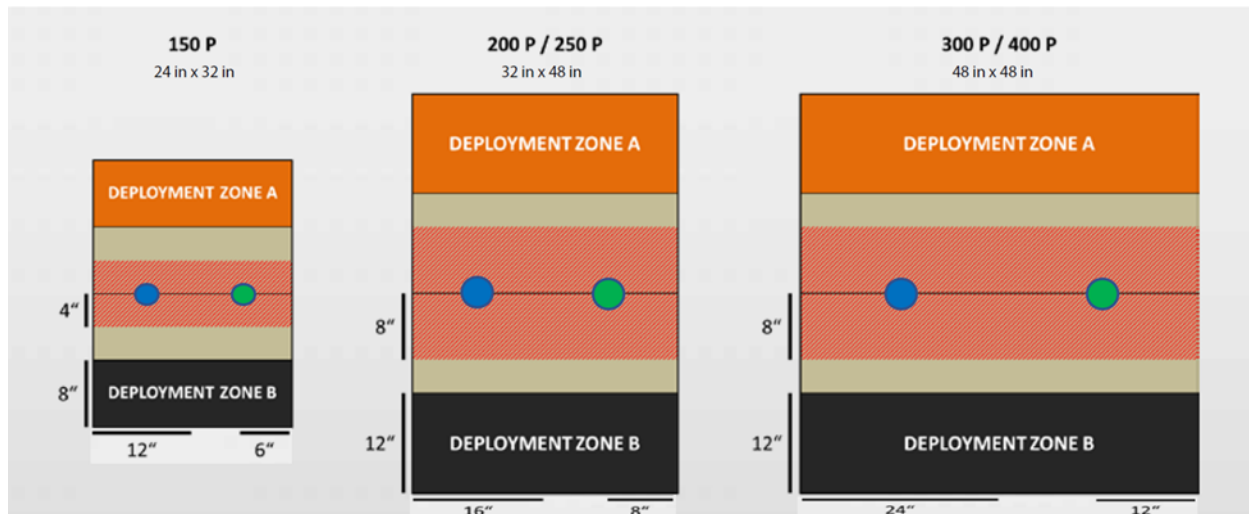
The Master Breacher is an operative with a wide expertise in breaching accesses during a space boarding action. At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Master Breacher. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Master Breachers.

HVT NOT USED

In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table and they must remove all the HVT Classified Objective cards from the Classified Deck.

END OF THE 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.



Admiral Bocca



Console



RED WIRE BLUE WIRE

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, for each CivEvaced Civilian (1 Objective Point).
- » At the end of the game, for each defused IED (2 Objective Points).
- » At the end of the game, have discovered the Undercover Agent (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) 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.

It is not allowed to deploy in Silhouette contact with a Civilian.

SCENARIO SPECIAL RULES

IEDs

There is a total of three IEDs on the game table: one in the center of the table, two on the central line of the table. They are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games. Each IEDs must be represented by a Mine Token or with a scenery piece of the same diameter (25mm) (see the map below). IEDs can be placed either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table.

DEFUSE IEDs

SHORT SKILL

- Attack

REQUIREMENTS

- Only Specialist Troops can perform this Short Skill.
- The Trooper must be in Silhouette contact with an IED.

EFFECTS

- Allows a Trooper to make a WIP - 3 Roll to defuse the IED. With a **succeed** roll remove the Mine Token or the scenery piece.
- Hackers, Engineers and Trooper possessing Deactivator Equipment ignore the WIP - 3 MOD.
- If the roll is **failed**, this can be repeated only once, spending the corresponding Short Skill and making the roll.
- If the second roll is **failed**:
 - (i) the Trooper suffer one AP+EXP Ammunition hit, forcing them to make one Saving Rolls against ARM, with Damage 15. The Immunity Total Special Skill is not effective against this hit;
 - (ii) any Civilians in Silhouette contact with the Mine Token immediately enters in Dead state and is removed from the game;
 - (iii) remove the Mine Token or the scenery piece.

IEDs Explosion: at the end of each game round, the player who won the initiative roll, rolls 1d20 for each IED that has not been defused and applies the following:

- at the end of the first game round, IEDs explode with a result of 1-3;
- at the end of the second game round, IEDs explode with a result of 1- 10;
- at the end of the third game round, IEDs explode with a result of 1- 19.

In case of Explosion any Civilians in Silhouette contact with the Mine Token immediately enters in Dead state and is removed from the game.

CIVILIANS

There is a total of six Civilians on the game table, three of them belonging to each player.

Players will place their three Civilians on the central line of the table and in Silhouette contact with each IEDs. Each player must place one Civilian for each IEDs.

Players can place their Civilians either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table.

Players can only CivEvac their own Civilians.

In this scenario, Specialist Troops can have up to two CivEvaced Civilians at the same time. Other Troops able to declare CivEvac can have only one CivEvaced Civilian.

UNDERCOVER AGENTS

There are two Undercover Agents among the six Civilians.
Before the Initiative roll each player secretly choose which one of the tree opponent's Civilians is the Undercover Agent.

DISCOVER AGENT

SHORT SKILL

REQUIREMENTS

- In order to discover the Undercover Agent the user must pass a Discover Roll, applying the same requirements and effects.

EFFECTS

- If the user passes the Discover Roll the other player must declare if the target is the Undercover Agent.
- Once discovered, the Undercover Agent model is removed from play.
- If the roll is failed, the same effects of a failed Discover Roll are applied.
- Troopers possessing the Counterintelligence Skill or Biometric Visor have a MOD of +3 to the WIP Rolls necessary to Discover the Agent. In addition, they will be able to make two WIP Rolls each time they perform the Discover Agent Skill.

"Look who's here!": at the end of the game, if the Agent has not been discovered the player must reveal it. If the Agent is one of the Civilians in CivEvaced State, that Civilian does not count for the purpose of the Objective Points.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.
Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

END OF THE 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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

