

# Common Rules

**Initiative Roll.** A standard Initiative Roll determines Initiative and Deployment, except the Initiative Roll may be made against either your Lieutenant or your Special Agent. In addition, in the Quadrant missions:

- The player that chose the mission receives a +3 MOD.
- Players whose alliance controls the associated Breach Point or Quadrant receive a +3 MOD.

**Connect Objective.** The Connect Objective short skill is available in some missions:

Connect Objective	Short Skill
Attack	
REQUIREMENTS	
<ul style="list-style-type: none"><li>• The user must be a model (not a marker) in base contact with a designated objective.</li></ul>	
EFFECTS	
<ul style="list-style-type: none"><li>• The user makes a Normal WIP roll with a -3 MOD to attempt connecting the objective. <i>Specialist Troops automatically pass this roll.</i></li><li>• If successful, the acting player connects to the objective (mark it appropriately) and the other player is no longer connected if they previously were (remove any marker).</li></ul>	

**Network Terminals.** The Connect Objective short skill may be applied to Network Terminals in all missions. At the end of each game round, if a player has a Specialist Troop model (not a marker) in base contact with a Network Terminal they have connected, and no enemy troops are in base contact, the player receives a Network Directory token. If that troop is their Special Agent, they receive two tokens.

**Experience.** After each mission, your Special Agent is permanently improved by choosing from:

- +1 to one of CC, BS, PH, or WIP
- +1 to MOV (first value)
- +1 to ARM (once per campaign)
- +1 to BTS (once per campaign)

If you won and the Lieutenant listed on your army list survived, their CC, BS, PH, or WIP may be permanently improved by +1. You may not improve a single attribute for any given Lieutenant more than once per campaign (e.g., after two victorious missions they could not have improved BS twice).

If you lost the mission, you receive a Karma token. If you lost by 7 or more objective points then you receive two Karma tokens. Karma tokens may be discarded at any point in a later mission to reroll a single die of yours. You may not reroll a die that has already been rerolled.

# Mission: Breach Point

Breach Point is a RECON+ mission played on a 2'x3' play area.

## Play Area

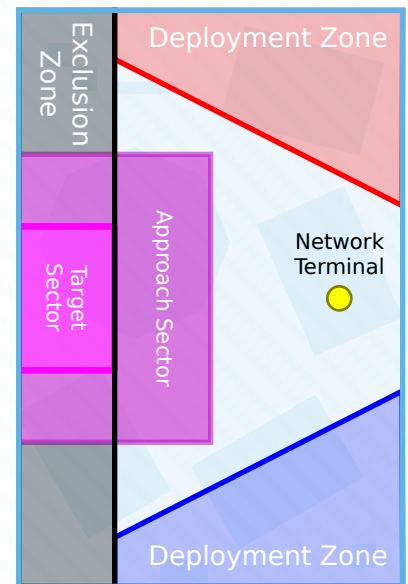
Whichever player takes Deployment in the Initiative Roll chooses either of the long edges of the play area as the Breach Point.

There is an Exclusion Zone extending 6" out along the full extent of the Breach Point edge.

The Deployment Zones are clipped triangles along the short edges stretching from 3" forward of that edge along the inner Exclusion Zone boundary, to the point 12" forward on the opposite edge of the play area (this may also be measured by stretching a line from the corner inside the Exclusion Zone to a point 12" forward on the far play area edge, with no models permitted to be deployed inside the Exclusion Zone).

There are two scoring Sectors: The Target Sector, extending 6" from the Breach Point edge and 4" on either side of the short centerline; and the Approach Sector, extending 12" from the Breach Point edge and 9" on either side of the short centerline but excluding the Target Sector.

A Network Terminal is placed on the short center axis of the table, 4" from the long play area edge opposite the Breach Point edge.



(flip if opposite long edge chosen as the Breach Point)

## Mission Rules

Special Agents count as an additional 30 army points for purposes of calculating domination.

## Scoring

Players may score up to 10 objective points via the following conditions at game end:

- 1pt for having a model with more than half its base inside the Approach Sector.
- 2pts for dominating the Approach Sector.
- 2pt for having a model with more than half its base inside the Target Sector.
- 3pts for dominating the Target Sector.
- 1pt if the opposing Special Agent is in a Null state or eliminated.
- 1pt if more points of the opposing army list have been destroyed.



# Mission: Cyber

Cyber is a RECON+ mission in which the alliances attempt to penetrate the Cyber-Informatics Laboratory and download revolutionary digital viruses and artificial intelligence kernels.

## Play Area

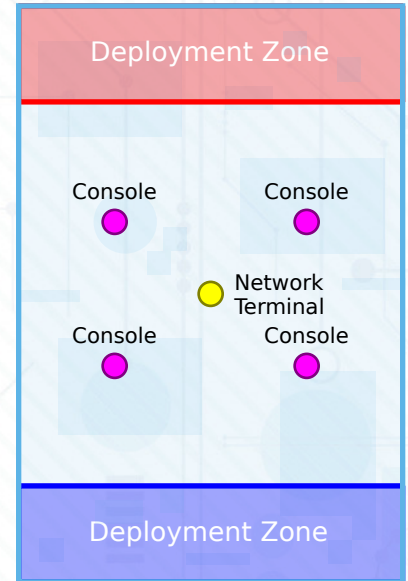
The Deployment Zones are 6" areas along the short play area edges.

Four Consoles are placed in a grid, each 6" from a long edge of the play area and 8" from a deployment zone.

A Network Terminal is placed at the center of the play area.

## Mission Rules

The Connect Objective short skill may be applied to Consoles in this mission. The Consoles are Repeaters for the Hackers of both players. They do not apply Firewall MODs.



## Scoring

Players may score up to 10 objective points via the following conditions at game end:

- 1pt for each Console closest to your Deployment Zone connected.
- 2pts for each Console farthest from your Deployment Zone connected.
- 2pts for having your Special Agent in base contact with a connected Console.
- 1pt if the opposing Special Agent is in a Null state or eliminated.
- 1pt if more points of the opposing army list have been destroyed.

# Mission: Bio/Xeno

Bio/Xeno is a RECON+ mission in which the alliances attempt to harvest experimental lifeforms made by Dr Tokh, some of the more dangerous of which have escaped amid the fighting!

## Play Area

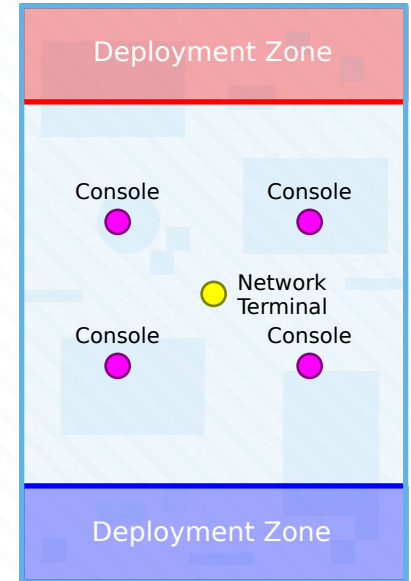
The Deployment Zones are 6" areas along the short play area edges.

Four Consoles are placed in a grid, each 6" from a long edge of the play area and 8" from a deployment zone.

A Network Terminal is placed at the center of the play area.

## Mission Rules

The Connect Objective short skill may be applied to Consoles in this mission. The Consoles are Repeaters for the Hackers of both players. They do not apply Firewall MODs.



## Scoring

Players may score up to 10 objective points via the following conditions at game end:

- 1pt for each Console closest to your Deployment Zone connected.
- 2pts for each Console farthest from your Deployment Zone connected.
- 2pts for having your Special Agent in base contact with a connected Console.
- 1pt if the opposing Special Agent is in a Null state or eliminated.
- 1pt if more points of the opposing army list have been destroyed.



# Mission: Meche

# Mission: Plant

Plant is a RECON+ mission in which the alliances attempt to destroy the campus physical plant using explosives chosen to incriminate their opponents, while preventing being similarly implicated themselves.

## Play Area

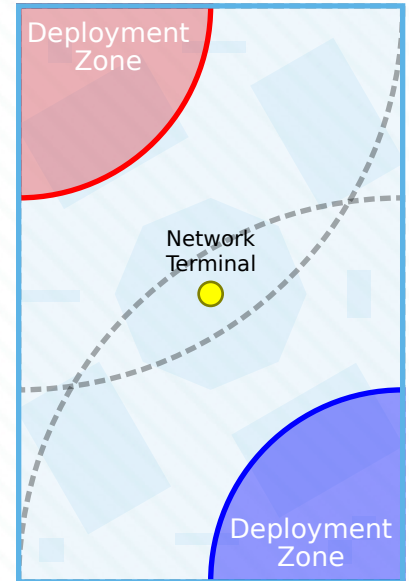
Whichever player takes Deployment in the Initiative Roll chooses a corner of the play area for their Deployment Zone, from which the latter extends 12" out. The other player takes the diagonally opposite corner as their Deployment Zone, again up to 12" out.

A Network Terminal is placed at the center of the play area.

## Mission Rules

As part of their deployment, both players secretly choose and record 3 scenery pieces wholly within 24" of their opponent's Deployment Zone corner as Vulnerable Infrastructure. Each piece must have a footprint of at least 4 square inches (e.g., a 2"x2" square or 2.5" diameter circle).

In addition, as part of deployment, three troopers in each player's army are given D-Charges. This is public information as usual. D-Charges already included in troopers' profiles may also be used.



## Scoring

Players may score up to 10 objective points via the following conditions:

- 1pt for each D-Charge you place on your chosen Vulnerable Infrastructure.
- 1pt for each D-Charge you detonate on your chosen Vulnerable Infrastructure.
- 3pts if you detonate D-Charges on all of your chosen Vulnerable Infrastructure simultaneously.
- 1pt if the opposing Special Agent is in a Null state or eliminated at game end.



# Mission: Datacenter

*Datacenter is a doubles team mission on a 4'x4' play area and with 300 army points per side in which the alliances attempt to secure Dr Tokh's most valuable data from a major campus computing cluster.*

## Play Area

The Deployment Zones are 12" areas along opposing play area edges.

Nine Server objectives are placed in a grid: Three on the centerline between the deployment zones, one at the center and the other two 12" from each edge; and six in two lines of three 8" from that centerline in each half of the play area, each with one at the center and the other two 12" from each edge.

Each Server is randomly assigned a Data Topic without it being revealed to either player, via markers placed facedown next to them. There are three each of three Data Topics: Bio/Xeno, Cyber, and MechE.

## Mission Rules

The standard Initiative Roll may be made against any of your team's Lieutenants or Special Agents. Teams whose alliance controls more Quadrants than their opponents' receive a +3 MOD to this roll.

The Connect Objective short skill may be applied to Servers in this mission.

Players may look at the assigned Data Topic for any Server they have connected at any time. In addition, Network Directory tokens earned by players in the preceding missions may be discarded to look at a Server's assigned Data Topic (one token per look). In neither case are these revealed to the other player. Players may keep secret notes about what they have learned of the grid configuration.

## Scoring

Players may score up to 20 objective points via the following conditions at game end:

- 1pt for each Data Topic of which the player is connected to at least one Server.
- 2pts for each Data Topic of which the player is connected to the most Servers.
- 1pt for being connected to at least one Server for each of the three Data Topics.
- 2pts for each friendly Special Agent in base contact with a Server (connected or otherwise).
- 2pts for each friendly Special Agent wholly in the enemy half of the play area.
- 1pt for each opposing Special Agent in a Null State or eliminated.