# The Gifts of Dr Tokh

An unofficial campaign for Corvus Belli's *Infinity* miniatures game.

# Squad Construction

# Mission Rules

The following rules apply to each mission and squad progression between rounds.

**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 may be applied to objectives in some missions:

| Connect Objective | Short Skill |
|---|---|
| **Attack** | |

REQUIREMENTS

- The user must be a model (not a marker) in base contact with a designated objective.

EFFECTS

- The user makes a Normal WIP roll with a -3 MOD to attempt connecting the objective. *Specialist Troops automatically pass this roll.*
- 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).

**Network Terminals.** The Connect Objective short skill may be applied to Network Terminals. At the end of each game round, if your Special Agent is in base contact with a Network Terminal you have connected, not a marker, and no enemy troops are in contact, you receive a Network Directory token.

**Endgame.** All matches end after 3 game turns. *Retreat!* rules apply as given in the main *Infinity* rulebook except the game does not end once one player has no models in play: The remaining player may play out the game turns attempting to score objectives.

# Doubles Rules

The final mission, Datacenter, is intended to be played as a doubles game.

# Campaign Rules

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

- +1 to one of BS, PH, or WIP
- +3 to CC
- +1 to MOV (first value)
- +1 to ARM (once per campaign)
- +1 to BTS (once per campaign)

If you won and the Lieutenant on your army list survived, their BS, PH, or WIP may be permanently improved by +1, or their CC by +3. Note that this is optional as attributes are public information, so an improvement reveals your Lieutenant's identity. You may not improve a single attribute for any given Lieutenant more than once per campaign (e.g., after two victories they could not improve 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 to secure an entry point into a quadrant of Dr. Tokh's campus.*

## 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 6" along the the Breach Point edge extent.

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.
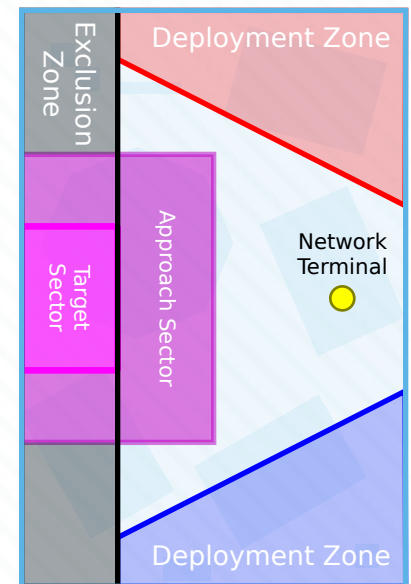


*(flip if opposite long edge chosen as the Breach Point)*

## 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.
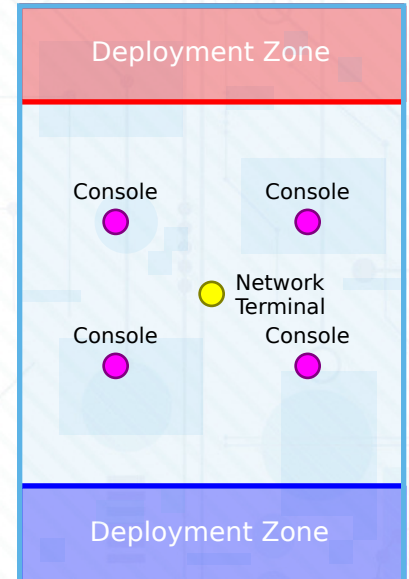


## Scoring

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 crafted by Dr. Tokh, some of the more dangerous of which have escaped amid the fighting!*

## Play Area

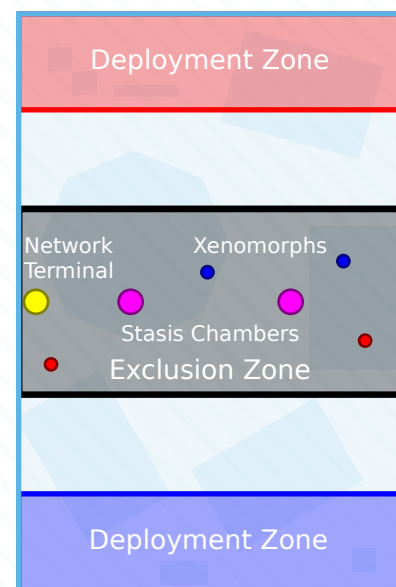The Deployment Zones are 6" areas along the short play area edges.

There is an Exclusion Zone extending 6" on either side of the short centerline of the play area (12" total, across the whole board).

Place two Stasis Chambers on the short centerline of the play area, each 5" from the center toward a different long edge (10" apart).

Before any deployment begins, the player with Deployment places a Network Terminal adjacent to either long edge on the short centerline.



*(Network Terminal may be on opposite long edge)*

## Mission Rules

As part of their deployment, each player places two Xenomorphs in Hidden Deployment within the Exclusion Zone on their half of the play area. These do not join their army lists and are considered enemies to both players. The reactive player controls all revealed Xenomorphs and may choose to ARO with the unrevealed Xenomorphs they placed.

| Xenomorph | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S |
| 6-4 | 22 | 8 | 15 | 10 | 0 | 3 | 1 | 2 |

Hyper-Dynamics L1, Kinematika L2, Sixth Sense L2, Superjump
BS Weapons: —                                    CC Weapons: *Viral CCW*

Also as part of deployment, three troopers in each player's army are given Adhesive Launchers.

The Connect Objective short skill may be applied to Stasis Chambers.

## Scoring

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

- 2pt for each Stasis Chamber you have connected.
- 3pts for having at least one model in base contact with a Xenomorph in Immobilized state;
  OR 1pt for having at least one model in base contact with a Xenomorph in Unconscious state.
- 2pt for having your Special Agent in base contact with an Immobilized or Unconscious Xenomorph.
- 1pt if more points of the opposing army list have been destroyed.

# Mission: MechE

MechE *is a RECON+ mission grabbing prototype data from the Mechanical Engineering Laboratory.*

## Play Area

The Deployment Zones extend 4" out along the full extent of the long play area edges.

A Network Terminal is placed at the play area center.

Place four Tech-Coffins, each equipped with a Datacube, along the long centerline of the play area, two 6" from the short edges and two 12" from the short edges.
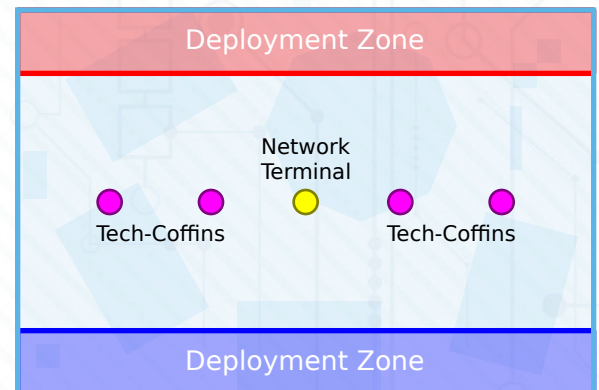


## Mission Rules

The following short skills and equipment are available:

| Smash Tech-Coffin | Short Skill |
|---|---|
| Attack | |

REQUIREMENTS

- The user must be a Specialist Troop model (not a marker) in base contact with a Tech-Coffin equipped with a Datacube.

EFFECTS

- The user makes a Normal WIP roll to extract the Datacube.
- If passed, the Tech-Coffin unequips a Datacube and the user equips it.

| Grab Datacube | Short Skill |
|---|---|
| Attack | |

REQUIREMENTS

- The user must be a model (not a marker) in base contact with a a Datacube marker or a friendly troop equipped with a Datacube. Note that the user does NOT have to be a Specialist Troop to execute this skill.

EFFECTS

- The user designates a Datacube marker or a friendly model equipped with a Datacube in base contact from which to grab a Datacube.
- If a friendly troop was designated, it unequips a Datacube. If a Datacube marker was designated, it is removed from play.
- The user automatically equips the Datacube.

## Drop Datacube
Short Skill, ARO

### Attack

**REQUIREMENTS**
- The user must be equipped with a Datacube.

**EFFECTS**
- The user automatically unequips one Datacube. Place a Datacube marker in base contact or at any point in the model's movement.

## Datacube
Automatic Equipment

Obligatory

**REQUIREMENTS**
- A model cannot ever be equipped with more than one Datacube, unless it also possesses Baggage equipment, in which case it may equip two.

**EFFECTS**
- Immediately upon the user entering a Null state (e.g., going Unconscious), their model being replaced with a marker (e.g., returning to the Camouflaged state), or being removed from the game (e.g., becoming Dead), they unequip the Datacube and a Datacube marker is placed by their player in base contact with the user or its former position.

## Scoring

Players may score up to 10 objective points via the following conditions:
- 1pt for any model having equipped a Datacube at any point in the game.
- 1pt for each Datacube equipped by a model at game end.
- 3pts for your Special Agent being equipped with a Datacube at game end.
- 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.

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# 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.

The centerline of the play area for purposes of Infiltration and other rules is the diagonal line between the non-deployment corners.

## Mission Rules

As part of their deployment, both players secretly choose and record 3 scenery pieces with their majority 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" 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 more points of the opposing army list have been destroyed.
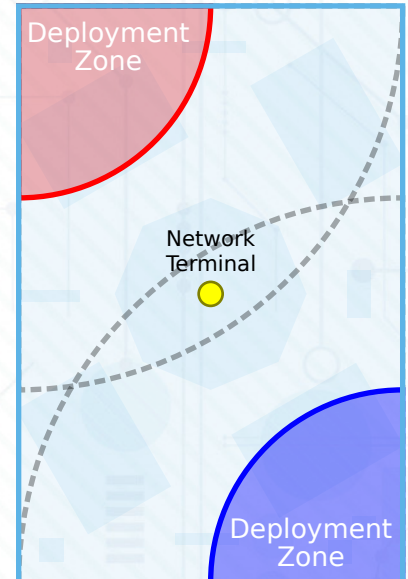
# Mission: Datacenter

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 the assigned Data Topic for up to 3 Servers per token. In neither case are the Data Topics revealed to the other player. Players may keep secret notes about what they have learned of the Servers.

## 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.