

The Gifts of Dr T O K h



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

Contents

The Gifts of Dr. Tokh	3
Strike Teams	5
Mission Rules	6
Doubles Rules	8
Campaign Progression	9
Mission: Breach Point	10
Mission: Cyber	11
Mission: Bio/Xeno	12
Mission: MechE	13
Mission: Plant	15
Mission: Datacenter	17
Organizers' Note	18

Credits

Campaign design, text, graphic design, and typesetting by Joe Kopena

Campaign design help and testing by the Philadelphia *Infinity* community

Cover illustration by Tithi Luadthong

Icons by Lorc, Gregor Cresnar, FreePik, Mr. Minuvi, ProSymbols, Alone Forever, BomSymbols



Rocketship Games

[release September 27, 2018]

The Gifts of Dr. Tokh

Our story... *A research campus of the notorious rogue scientist Dr. Tokh has finally been located! Several forces have joined up to shut it down, while others that have been secretly sponsoring her need to hide their involvement. In some cases factions have strike teams fighting from both angles, a glaring example of the left hand not knowing what the right is doing amid the sprawling governments of the Human Sphere.*

The Gifts of Dr. Tokh is an unofficial, lightweight campaign for Corvus Belli's *Infinity* miniatures wargame. It's designed to be played either in a single day as a 1-shot event, or over the course of several evenings. It supports a variable number of players, who may even come and go between rounds without undue disruption. There are three rounds of 150pt RECON+ missions and a doubles game for the conclusion. Players field a Spec-Ops Special Agent throughout the campaign and may bring three army lists from which to choose for each mission. Upgrades and boons are gained by troopers and players depending on the outcome of each mission, and players' lists may become unavailable if they suffer too many casualties. This packet presents all the rules and missions for the campaign and should be read by players and organizers alike. Notes for organizers on executing the campaign are included at the end.

Alliances

Each player leads a strike team conducting an assault on Dr. Tokh's facility. At the start of the campaign all the players divide up into two alliances:



The Regulators have come to shut down a research campus of the notorious rogue scientist Dr Tokh and quietly grab whatever they can of her work.

The Creditors have come to aggressively salvage whatever they can of the research they've sponsored and destroy any evidence implicating themselves.



Campaign Map

Intelligence analysts have identified vulnerable areas on each side of the campus which the strike teams may use as *Breach Points* to gain access. Inside the campus are four primary quadrants:

Cyber-Informatics Laboratory
Bio/Xenological Laboratory

MechEngineering Laboratory
Physical Services Plant

At the center of these is the *Datacenter*, the campus' primary computing complex.

Goals

There are three levels of goals for the alliances throughout the campaign—

- **Tactical:** Objective points earned across all missions;
- **Strategic:** Control of the breach points, quadrants, and central Datacenter;
- **Campaign:** Retrieving the most critical secrets from the Datacenter.

Thus, an alliance might win the most objective points, earning a Tactical victory, but not prevent the other team from winning the Campaign goal of acquiring the most valuable data.

Missions

The campaign proceeds over four rounds. The first three are RECON+ skirmishes and the finale a full size doubles game. Some simple progressions and abilities may be gained from each of the first three.

Round 1: Breach Points

All players contest a *Breach Point*, attempting to secure an entry into the facility. The alliances alternate putting forward a player to attack a specific Breach Point they want to control and the other responding with a player attempting to take it for themselves (not defending per se) and a game table.

Rounds 2 & 3: Quadrants

Alliances alternate putting forward a player and a target quadrant. The other alliance then responds with an opponent and a game table. Each quadrant is associated with a specific mission:

- *Cyber-Informatics Laboratory:* Download revolutionary digital viruses and AI kernels.
- *Bio/Xenological Laboratory:* Harvest experimental lifeforms crafted by Dr. Tokh.
- *MechEngineering Laboratory:* Grab data archives documenting prototypes and test runs.
- *Physical Services Plant:* Destroy the campus' physical plant while framing the opposing alliance.

Alliances can make an attack on any quadrant in each round, but a small benefit is granted to the alliance that controls the adjacent Breach Point or already holds the quadrant itself.

Round 4: Datacenter

In the finale, players within each alliance team up for a doubles round. All teams play a single mission within the *Datacenter*, attempting to secure Dr. Tokh's most critical data. A small bonus is given to the alliance controlling the quadrants. In addition, players may hack Network Terminals throughout the preceding missions to gain clues about which servers in the Datacenter are most important.

Strike Teams

Players may bring three RECON+ army lists chosen from the same faction as their strike team:

- You may select up to at most 150 army points per list.
- Normal rules for SWC, Remotes, etc., apply.
- Models with troop classification Character that cost more than 35pts are not permitted.
- Only one model with the Impetuous or Extremely Impetuous characteristics may be included per every 4 models. The Frenzy characteristic is not limited.
- Only one model with multiple wounds, structure, or profiles (e.g., Symbiont Armor or Transmutation), or V: No Wound Incapacitation, may be included per every 4 models.
- Only a single fireteam of any type may be included or active at any time. It may contain a maximum of 3 members and may not be reformed to more than that.
- The entire army list must be organized within a single combat group.

Mercenaries. You may include up to 50 army points of Mercenary Troops, respecting their AVA, or a single Mercenary Troop army list selection of any army point value; e.g., you can take one of the mercenary TAGs despite this limit. *(this rule intentionally varies slightly from standard RECON+)*

Special Agent. You must select one 12XP Spec-Ops trooper as your Special Agent and include it in all of your lists with exactly the same base profile, weapons, skills, and equipment in each. The Special Agent is considered to be the same character in each of your lists; i.e., the campaign progressions detailed later apply to it regardless of which list you field in each mission. The army points for the Special Agent's underlying base profile are to be included within the 150pt limit for each list but it does not count toward the AVA of that base profile unit (both these rules are as Army 6 implements for Spec-Ops). Remember though that Spec-Ops can be part of Fireteams composed of troops from their base profile's unit.

AVA. You must respect AVA across all 3 lists combined! The Spec-Ops selection, which implicitly has an AVA of 1, is ignored for this as it is considered the same trooper in each list—your Special Agent manages to be present at all of your strike team's critical moments.

Perhaps the easiest way to ensure you respect AVA across all three lists is to build a single list in the army builder of three Combat Groups. Keep each group to at most 150 army points minus the base profile cost of your Spec-Ops selection (Army 6 shows a tally per group in their header lines). E.g., a Fusilier Spec-Ops is 10 army points, so each group has 140pts remaining. Save that mega-list to three other slots, then go into each to delete two Combat Groups, flip a trooper to being a Lieutenant, and add your Spec-Ops selection. You do though need to create 3 lists, rather than just coming with a 450pt list, to be certain each is within the points limit, has a Lieutenant, etc., and you can readily provide accurate courtesy lists.

Strike Team Core. One of your lists is to be designated your Strike Team Core for the event.

Mission Rules

The following rules apply to all the campaign's missions.

Battlefield

Play Area. The RECON+ missions take place in a 24" by 36" play area. The Datacenter mission is played in a 4' by 4' play area. Deployment Zones are given in each mission.

Mission Elements. All missions revolve around interacting with elements of the *Infinity* world as defined in each scenario. These elements may be represented by a physical 3D piece or a marker as is convenient. In either case they are considered to have silhouettes and provide cover or block LOF accordingly.

Consoles and Tech-Coffins have the profiles presented below. Servers and Network Terminals are considered the same as Consoles and Stasis Chambers as Tech-Coffins.

Element	Type	ARM	BTS	W/STR	Silhouette
Console	Scenery Item	0	0	1	S5 (40mm base x 45mm high)
Tech-Coffin	Scenery Item	1	0	1	S5 (40mm base x 45mm high)

Mission elements cannot be targeted by attacks other than those permitted by the missions, but may be affected by attacks through Dispersion and other mechanics. Any player that damages a mission element automatically loses the match at its conclusion and grants their opponent 2 objective points.

Exclusion Zones. Some missions include an Exclusion Zone in the play area configuration. Troops may not use Airborne Deployment, Forward Deployment, Mechanized Deployment, Infiltration special skills, or the deployment rule of the Impersonation special skill to deploy within an Exclusion Zone. Troops that suffer Dispersion are not affected by Exclusion Zones.

Domination. A player dominates a Sector, as defined by some missions, if their models within that Sector comprise more army points than those of their opponent. Models are considered to be solely within the single Sector, if any, containing more than half their base. Only troops not in a Null state, markers representing troops, AI Beacons, Proxies, and G: Servant models are counted. Troops possessing the Shasvastii special skill are also counted when in the Spawn Embryo or any non-Null state. The extra army points provided by Baggage equipment possessed by troops not in a Null state are also counted.

Upgrades

Bravery. Any troop possessing the Medium Infantry (MI) Troop Type receives the Forward Deployment L1 Special Skill with no extra Cost. Those Medium Infantry (MI) that already have the Forward Deployment L1 Special Skill upgrade to have Level 2.

Landing Assistance. Troops possessing the AD: Combat Jump, Inferior Combat Jump or Superior Combat Jump Special Skills do not need to place a Circular Template to represent the Drop Zone. They can instead deploy on any flat surface, as long as their base is completely in contact with the surface on which they will land. They are not allowed to deploy inside scenery buildings or closed scenery elements with a full or partial roof, even if they have open doors or windows, such as a Objective Room.

Dispersion is reduced to a fixed 8" in the RECON+ missions.

Ironclad. All TAGs receive the Fatality L1 Special Skill at no extra cost.

Objectives

Specialists. Hackers, Doctors, Engineers, Forward Observers, Paramedics, and troops with the Chain of Command special skill are considered Specialist Troops in all missions. Repeaters and G: Servants cannot be used to perform tasks reserved for Specialist Troops.

Connect Objective. The Connect Objective short skill may be applied to objectives in some missions:

Connect Objective	Short Skill
Attack	
REQUIREMENTS	
<ul style="list-style-type: none">The user must be a model (not a marker) in base contact with a designated objective.	
EFFECTS	
<ul style="list-style-type: none">Specialist Troops make two Normal WIP Rolls with a +3 MOD to attempt connecting the objective. Other users make a Normal WIP roll to attempt connecting.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 which may be used in the Datacenter mission.



Game

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 the quadrant itself get a +3 MOD.

In the *Datacenter* mission, teams may roll against any of their Lieutenants and Special Agents, and the alliance which controls more quadrants receives a +3 MOD to the Initiative Roll.

Reduced Combat Groups. Strategic Use of Command Tokens to nullify Orders from the opponent's Order Pool is prohibited in the RECON+ matches.

Endgame. All matches end after three 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. Players do NOT automatically receive maximum points for eliminating their opponent.

Destroyed. Models are considered destroyed when they enter the Dead state, are in a Null state at the end of the game, or have not been deployed by the end of the game. Those models not destroyed are considered to have survived, as are models in *Retreat!* which evacuate the play area.

Doubles Rules

The final mission, Datacenter, is intended to be played as a doubles game. Pairs of players within each alliance team up and combine chosen RECON+ army lists for the final battle.

Partners are chosen at the start of the round by the alliances, they don't need to be orchestrated in advance. Their army lists do NOT need to be from the same faction or aligned in any way. Which army list to field from their respective remaining pre-selected lists are chosen by each player at the start of the match, after their partner, mission, and opponents are determined.

Teammates play together, interleaving orders as they wish in their active turn, with their models considered friendly but the armies otherwise separate. For example, this means:

- Your teammates' models do not trigger AROs from your troopers.
- Your troopers can move through your teammates' as though they were your own.
- Both armies have a Lieutenant, a Lieutenant Order, and suffer Loss of Lieutenant separately.
- Players generate their own Order pool. Orders cannot be shared or applied to teammate's troopers.
- Both players get four Command Tokens. They cannot be shared or applied to Tactical Uses on your teammate's troopers. You also cannot move troopers between the two army lists.
- Buffs and abilities like Inspiring Leadership and Chain of Command do not carry over.

Exceptions to these principles are:

- Retreat only applies if both armies combined are below quarter strength.
- Players' troopers may Doctor/Medikit, Engineer, and Hack their teammates' troopers. Note that only these abilities may be applied; e.g., Sensor is not shared.
- Only one teammate may invoke a Strategic Use of Command Tokens. Nullified orders may be distributed across your opponents as they could for combat groups.
- The Initiative Roll may be made against any of your team's Lieutenants or Special Agents.

Campaign Progression

All of the following campaign progressions are applied after each of the first three missions.

Experience

Your Special Agent and Lieutenant may gain abilities from their experiences in the firefight.

Special Agent. 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)

Remember that the Special Agent is considered the same character in each of your lists, so these upgrades apply in each subsequent mission regardless of which list is fielded.

Lieutenant. 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).

Karma

If you lost the match, you receive a quantity of Karma tokens equal to the number of matches you have lost so far in the campaign (including the just concluded game). If you lost by 7 or more objective points then you receive double that quantity.



Karma tokens may be discarded at any point in a later mission to increase any single die rolled by +3 (this is not the same as a +3 MOD, which would affect all dice rolled). Only one Karma token may be applied to any given die roll but multiple Karma tokens may be applied to multiple dice within a roll.

Consequences

If you play a list other than your Strike Team Core and end any match with 25% of the available army points or less remaining (i.e., 38pts in RECON+ without Baggage), then that list may not be used again in the subsequent rounds. Your Strike Team Core is always available.

Despite being considered a single character, your Special Agent is available in each round regardless of being a casualty or not in previous missions or any of your lists becoming unavailable.

Mission: Breach Point

Breach Point is a RECON+ mission to secure an entry point into a quadrant of Dr. Tokh's campus.

Play Area

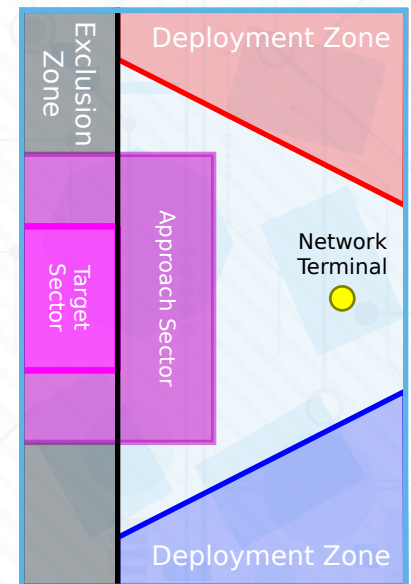
Whichever player takes Deployment in the Initiative Roll chooses either of the long edges of the play area as the Breach Point and one of the opposite corners for their Deployment Zone, with their opponent taking the other corner opposite the Breach Point edge as their Deployment Zone.

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 your Special Agent is in the Approach or Target Sectors.
- 1pt if the opposing Special Agent is in a Null state or eliminated.

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

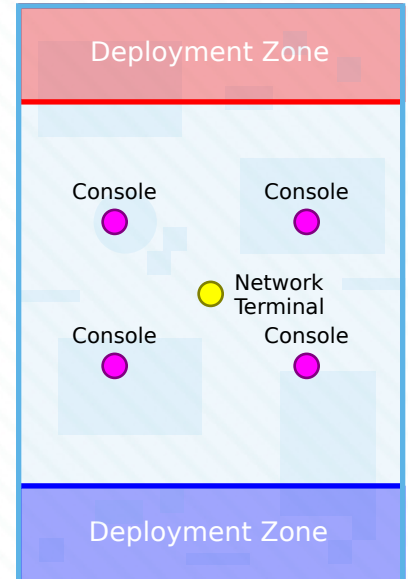
The Deployment Zones are 6" areas along the short play area edges.

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 having connected a Console at any point in the game.
- 1pt for each Console closest to your Deployment Zone you have connected.
- 2pts for each Console farthest from your Deployment Zone you have connected.
- 2pts for having your Special Agent in base contact with a Console you have connected.
- 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.

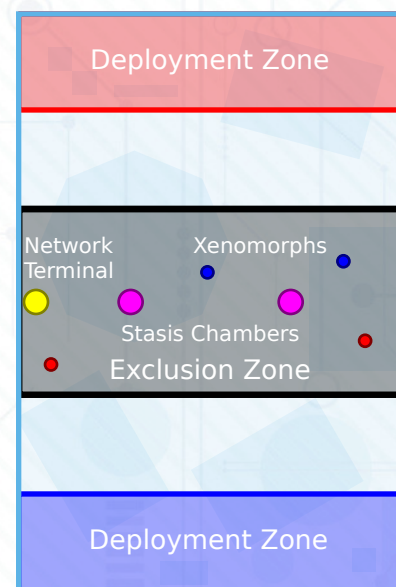
There is an Exclusion Zone extending 6" on either side of the short centerline of the play area (12" total, across the whole board).

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.

Mission Rules

As part of their deployment, each player places two Xenomorphs in Hidden Deployment within the Exclusion Zone in their opponent's 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.



(Network Terminal may be on opposite long edge)

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:

- 1pt for having connected a Stasis Chamber at any point in the game.
- 2pt for each Stasis Chamber you have connected.
- 2pts 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 if your Special Agent is in base contact with an Immobilized or Unconscious Xenomorph.
- 1pt if more points of the opposing army list have been destroyed.

Mission: Meche

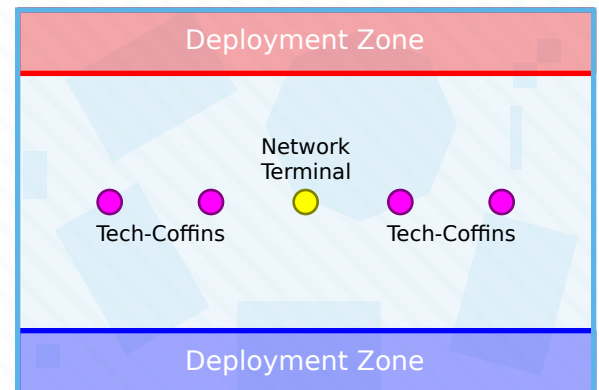
MechE is a RECON+ mission grabbing prototype data from the Mechanical Engineering Laboratory.

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	
<ul style="list-style-type: none">The user must be a Specialist Troop model (not a marker) in base contact with a Tech-Coffin equipped with a Datacube.	
EFFECTS	
<ul style="list-style-type: none">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	
<ul style="list-style-type: none">The user must be a model (not a marker) in base contact with 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	
<ul style="list-style-type: none">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 at game end:

- 1pt for any model having equipped a Datacube at any point in the game.
- 1pt for each Datacube equipped by any model of yours.
- 2pt if you have a model equipped with a Datacube in your Deployment Zone.
- 2pts if your Special Agent is equipped with a Datacube.
- 1pt if more points of the opposing army list have been destroyed.

Mission: Plant

Plant is a RECON+ mission in which the alliances attempt to destroy the campus physical plant using explosives and targets chosen to incriminate the opposing side, while not being implicated themselves.

Play Area

Whichever player takes Deployment in the Initiative Roll chooses a corner of the play area for their Deployment Zone, comprised of the triangle extending 12" from that corner along the short edge of the play area and 18" along the long edge. The other player takes the diagonally opposite corner as their Deployment Zone, comprised of a matching triangle.

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

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

Mission Rules

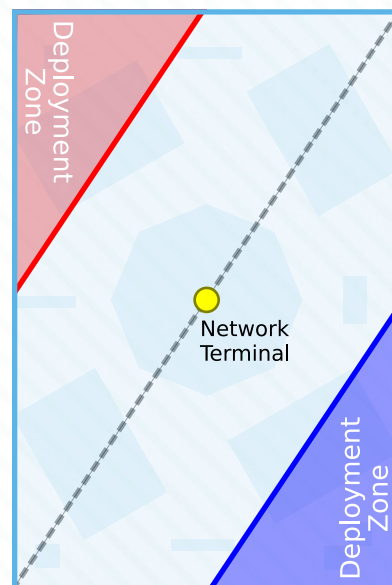
As part of their deployment, both players secretly choose and record three scenery pieces entirely within their opponent's half of the play area as Vulnerable Infrastructure. Each piece must have a footprint of at least 4 square inches (e.g., a 2"x2" square or 2.5" circle).

Each player additionally chooses as part of their deployment three of their models in play (i.e., not markers, troopers in Hidden Deployment, etc.) to be armed with Bombs (including their Reserve if they wish). This is public information revealed following both players' deployments.

Scoring

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

- 2pts for each of your chosen Vulnerable Infrastructure pieces with a Bomb placed on it.
- 1pts if there are no enemy Bombs in your table half.
- 2pt if your Special Agent is in base contact with a Vulnerable Infrastructure piece you chose.
- 1pt if more points of the opposing army list have been destroyed.



Bomb

Equipment

Deployable, Disposable (2)

EFFECTS

- A Bomb may be deployed solely by the Place Bomb skill.
- A Bomb placed as a Camouflage marker may be Discovered, upon which it is replaced by a Bomb marker. Bombs placed in camouflage and then revealed receive the benefit of the CH: Mimetism Special Skill; Bombs placed openly do not.
- Bombs may only be targeted by the Defuse Bomb skill. They otherwise count as a mission element, the inadvertent destruction of which concedes the mission.
- Placed Bombs count for scoring purposes whether they are camouflaged or not.
- Bombs have the following profile:

Bomb

ARM	BTS	STR	S
0	0	1	1

Place Bomb

Short Skill, ARO, Entire Order

Attack

REQUIREMENTS

- The user must be equipped with one or more Bombs.

EFFECTS

- The user places a Bomb marker in the play area.
- By declaring this skill as an Entire Order, the user may instead place a Camouflage marker representing a Bomb. If an enemy model or marker is in the user's Zone of Control and has Line of Fire to it then they must pass a Normal WIP roll to do so.
- The marker must be placed on top or in base contact with one of the player's chosen pieces of Vulnerable Infrastructure, as well as in base contact with the user or, in its Active Turn, any part of its route if it moved.

Defuse Bomb

Entire Order

Attack

REQUIREMENTS

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

EFFECTS

- The user takes a Normal WIP roll to attempt defusing the Bomb. Specialist Troops may make two Normal WIP Rolls with a +3 MOD.
- If successful the Bomb marker is removed from play.

Mission: Datacenter

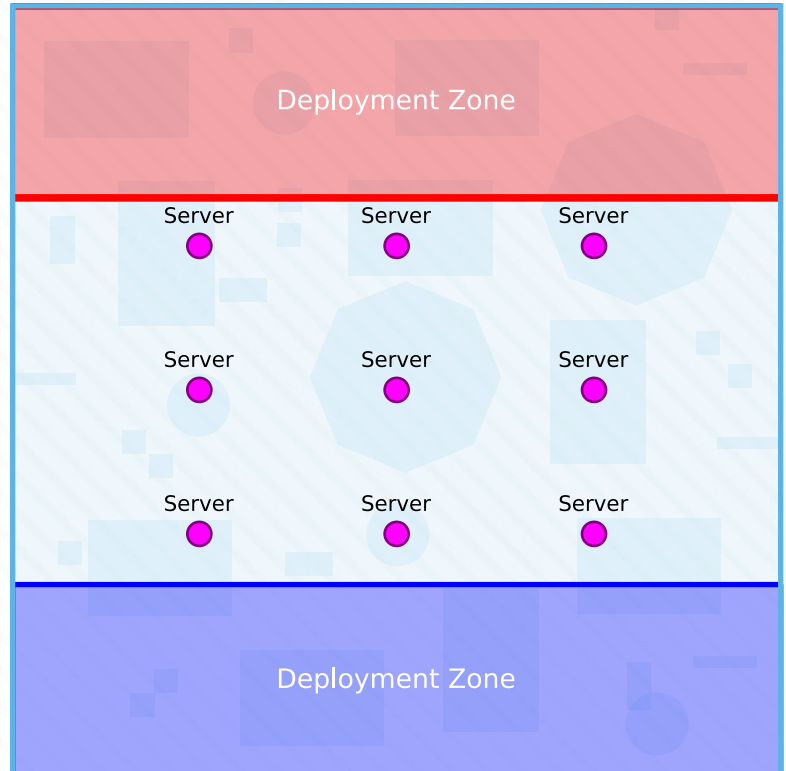
Datacenter is a doubles team mission on a 4'x4' play area and with 300 army points per side in which the alliances attempt to secure Dr. Tokh's most valuable data from a major campus computing cluster.

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 team, via markers placed facedown next to them. There are three each of three Data Topics: Bio/X, Cyber, and MechE.



Mission Rules

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

Teams may look at the assigned Data Topic for any Server they have connected at any time. In addition, Network Directory tokens earned by teams in the preceding missions may be discarded to look at the assigned Data Topic for up to three Servers per token. In neither case are the Data Topics revealed to the other team. Teams may keep secret notes about what they have learned of the Servers.

Scoring

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

- 1pt for each Data Topic of which the team is connected to at least one Server.
- 2pts for each Data Topic of which the team 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.

Organizers' Note

No reason organizers can't play, they don't need to make any decisions where bias factors in.

Factions

(irrespective of faction or not as they wish and the group's armies permit):

Materials

Boards, terrain, etc

Tokens

Xenomorphs

Schedule

Doors open at 11am, players must be present by 11:50, dice start rolling at noon! There will be a short break before the final round to get dinner on your own. We will conclude by 9pm.

[one 90 minute RECON+ round] [two 90 minute RECON+ rounds] [one 2.5 hour RECON+ doubles round]

Players

(some players might field two lists on their own for the doubles game if we have uneven numbers)

Players can join or drop between rounds without much hassle Won't affect the campaign Might want to give them some free campaign progressions, though they're not decisive enough to matter too much

Prizes

All entry fees go toward store credit prizes. Awards will be given for standings within each alliance and in-game achievements as participation permits. There will also be an army painting vote and prize (or more than one, as participation permits), so get your squad done up real pretty! You must put at least your Strike Team Core on display for this competition, but may include troopers from your other lists as you wish.