

The Gifts of Dr T O K h



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

Common Rules

Initiative Roll. A standard Initiative Roll determines Initiative and Deployment. Players whose alliance controls the Breach Point or Quadrant associated with the mission receive a +3 MOD for this roll.

Connect Objective. The Connect Objective short skill is available 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">The user makes a Normal WIP roll with a -3 MOD to attempt connecting the objective. <i>Specialist Troops automatically pass this roll.</i>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 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.

Mission: Breach Point

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

Play Area

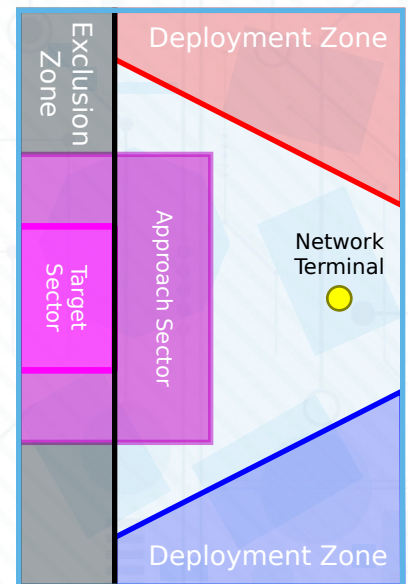
Whichever player takes Deployment in the Initiative Roll chooses either of the long edges of the play area as the Breach Point.

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 more points of the opposing army list have been destroyed.
- 1pt if the opposing Special Agent is in a Null state or eliminated.

Mission: Cyber

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

Play Area

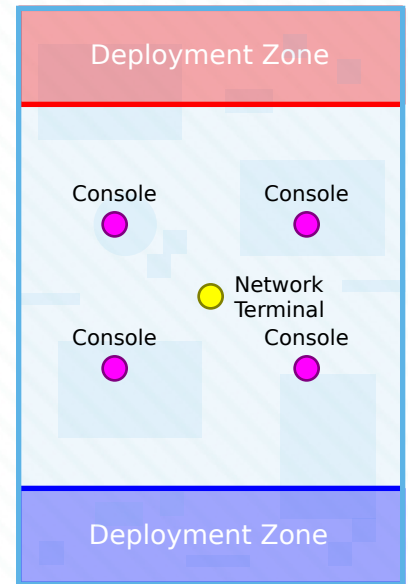
The Deployment Zones are 6" areas along the short play area edges.

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 more points of the opposing army list have been destroyed.
- 1pt if the opposing Special Agent is in a Null state or eliminated.

Mission: Bio/Xeno

The background of the page is a light gray with a complex, abstract pattern. It features a network of thin, light blue lines that resemble circuitry or a data flow. Interspersed among these lines are various geometric shapes: circles, squares, and rectangles, some of which are filled with a light blue color. There are also several curved, concentric lines in the lower right quadrant, suggesting a globe or a stylized orbit. The overall aesthetic is clean, modern, and technological.

Mission: MechE

The background of the page is a light gray with a pattern of thin, parallel diagonal lines. Overlaid on this are various faint, light blue and gray technical-style graphics. These include a vertical stack of four squares on the left, a series of dots, a large upward-pointing arrow composed of three chevrons, and a curved line with several circular nodes. In the bottom left corner, there is a partial view of a circular interface with various icons and a grid.

Mission: Plant

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

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

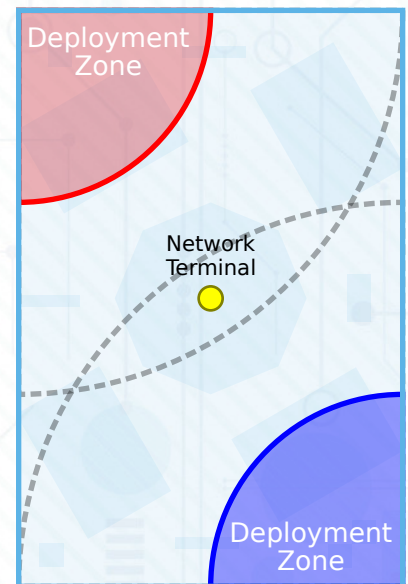
As part of their deployment, both players secretly choose and record 3 scenery pieces wholly within 24" of their opponent's Deployment Zone corner as Vulnerable Infrastructure. Each piece must have a footprint of at least 4 square inches (e.g., a 2"x2" square or 2.5" diameter circle).

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

N.B.: Unlike the other missions, Datacenter uses a 4'x4' play area and 300 army points per side.

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

A standard Initiative Roll is made to determine which player has Initiative and which Deployment.

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 10 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.