



## ACQUISITION

Table Configuration: B.

Special Rules: Communication Antennas, Control Communication Antennas, Tech-Coffin, Control Tech-Coffin, Specialist Troops, Engineer and Hacker Bonus, DataTracker, Xenotech, Place Multiscanner.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- For **each** Activated Communication Antenna at the end of the game (1 Objective Point).
- For **each** Controlled Communication Antenna at the end of the game (1 Objective Point).
- Control *the* Tech-Coffin at the end of the game (3 Objective Points).
- Control *the* Tech-Coffin with the own DataTracker at the end of the game (2 extra Objective Points).
- Control *the* Tech-Coffin with the own Xenotech at the end of the game (1 extra Objective Points not cumulative with the previous objective).

## CLASSIFIED

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

## DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a Deployment Zone 16 inches deep.

It is not permitted to deploy in base contact with the Tech-Coffin or with the Communication Antennas.

## SCENARIO SPECIAL RULES

### COMMUNICATION ANTENNAS

There are **2** Communication Antennas placed in the central line of the table, 12 inches from the edge of the table. Each *Communication Antenna* must be represented by a Transmission Antenna Marker (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)

#### LABELS

Attack.

#### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base 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 such a situation, the Communication Antenna is no longer considered *Activated* by the adversary.
- Player A and Player B Markers can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Marker.

### CONTROL THE COMMUNICATION ANTENNA

A Communication Antenna is considered Controlled by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the Communication Antenna. Models in Null state cannot be counted for this.





## TECH-COFFIN

There is 1 Tech-Coffin placed in the center of the table.

The Tech-Coffins must be represented by a Tech-Coffin Marker or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

## CONTROL THE TECH-COFFIN

The Tech-Coffin is considered Controlled by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the Tech-Coffin. Models in a Null state cannot be counted for this.

## SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for Specialist Troops.

**Remember:** Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

## ENGINEER AND HACKER BONUS

Troops 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.

The presence of one or more allied Engineer or Hacker on the game table in any non-Null state gives a +3 MOD to the WIP roll to Place Multiscanner.

## DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. 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 DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

## XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure 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.

### EFFECTS

- The Xenotech is considered a Neutral Civilian for both players.
- During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.
- During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.
- The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).

## PLACE MULTISCANNER (SHORT SKILL)

### LABELS

### REQUIREMENTS

- Only *Xenotechs* in *CivEvac* state can declare this Skill.

### EFFECTS

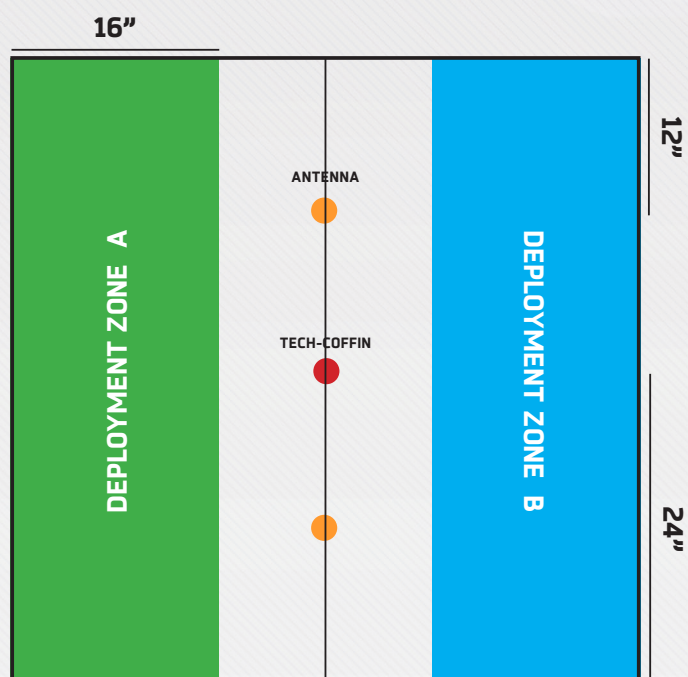
- When declaring this Special Skill, the Controller of the *Xenotech* in *CivEvac* state will perform an *Idle*.
- After declaring this Skill the player will make a measurement. If the *Xenotech* is within 4" of its *Deployment Zone*, both troops will be considered to have declared an *Idle*.
- A success in the WIP Roll will mean that the *Multiscanner* has been placed by the Xenotech.

- If the Roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

## 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.







# ANNIHILATION

Table Configuration: A.

Special Rules: Killing, No Quarter, DataTracker,  
HVT and Classified Deck Not Used.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

LOW TIER	MID TIER	TOP TIER
To Kill between 50 and 100 enemy Army Points.	To Kill between 75 and 150 enemy Army Points.	To Kill between 100 and 200 enemy Army Points.
1 OBJECTIVE POINT		
To Kill between 101 and 150 enemy Army Points.	To Kill between 151 and 250 enemy Army Points.	To Kill between 201 and 300 enemy Army Points.
3 OBJECTIVE POINT		
To Kill more than 150 enemy Army Points.	To Kill more than 250 enemy Army Points.	To Kill more than 300 enemy Army Points.
4 OBJECTIVE POINTS		
If you have between 50 and 100 surviving Army Points.	If you have between 75 and 150 surviving Army Points.	If you have between 100 and 200 surviving Army Points.
1 OBJECTIVE POINT		
If you have between 101 and 150 surviving Army Points.	If you have between 151 and 250 surviving Army Points.	If you have between 201 and 300 surviving Army Points.
3 OBJECTIVE POINTS		
If you have more than 150 surviving Army Points.	If you have more than 250 surviving Army Points.	If you have more than 300 surviving Army Points.
(4 OBJECTIVE POINTS)		

- To Kill the enemy DataTracker (2 Objective Points)

## CLASSIFIED

- There are no Classified Objectives.

## DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

## SCENARIO SPECIAL RULES

### KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

### NO QUARTER

In this scenario, Retreat! rules are not applied.

### DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. 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 DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).



## HVT AND CLASSIFIED DECK 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 will not use the Objective Classified Deck in this scenario.

## END OF THE MISSION

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

12"

