AN ONLINE CAMPAIGN IN COLLABORATION WITH ONTABLETOP

DURGAMA TAKEOVER

PHASE 2
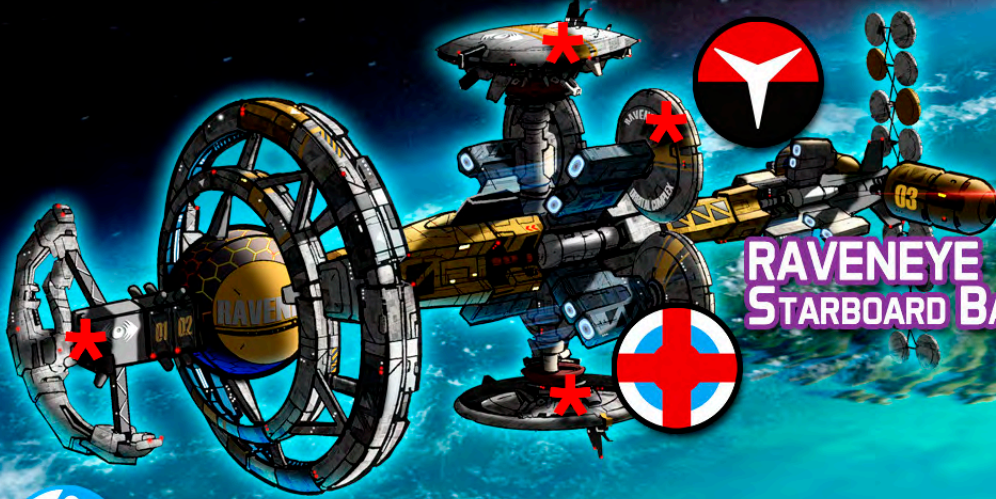
OnTableTop

CORVUS BELLI
INFINITY

RAVENEYE
Port Battery

RAVENEYE
Starboard Battery

RAVENEYE
Bow Section

ZEBU
Research centre

ALFUTNA
TERRAFORMATION UNIT

CAMELIARD

XIÃNDÃO
NEOSTEELWORKS

DARPAN
XENOSTATION

GEKIDAN
RESEARCH PARK

DURGAMA
CONCILIUM PRIMA

THE DURGAMA TAKEOVER CAMPAIGN· SECOND PHASE

It would seem that, once again, the forces of humanity are seizing the slightest opportunity to tear each other apart instead of working together. The spirit of cooperation against the alien invasion has been replaced by hostile actions aimed at gaining a competitive advantage in the struggle for international power, and the Durgama region has become the stage for bloody battles. The different sites that the powers of the Sphere have in this territory have been the target of numerous assaults. However, none of them have fallen completely into the hands of the enemy (although this may be about to change). A second wave of attacks is now brewing, an even more violent offensive, and it's aimed at the core of each site. Meanwhile, the EI's forces are still a threat to the positions held by troops from O-12, PanOceania, Ariadna, and the Nomad Nation in the Raveneye orbital, and the human forces must conquer the Combined Army invaders if they wish to gain control of the orbit over that territory.

PANOCEANIAN AREA. RAVENEYE. BOW SECTION

PHASE 2

To retain control over this section of the orbital platform, it's imperative to take over the Comms Room, where all the communications tracked by Raveneye are stored. It's essential to complete both missions to gain total control of this location by the end of the campaign.

COMMS ROOM

▶ Mission: Mindwipe.
▶ Campaign Special Rules: Amplifier, Gravitational Advantage.

PANOCEANIAN AREA. CAMELIARD

PHASE 2

To conquer this site inspired by Arthurian legend, it's also necessary to take over the Reliquary, where all the alien artifacts are kept. It's essential to complete both missions to gain total control of this location by the end of the campaign.

RELIQUARY

▶ Mission: Looting and Sabotaging.
▶ Campaign Special Rules: Assured Support, Depot.

YU JING AREA. XIĀNDĂO NEOSTEELWORKS

PHASE 2

After the battle around the 3D printing labs subsided, the fighting has spread to the very heart of the neosteelworks: the main furnace, which is crucial for controlling this site. It's essential to complete both missions to gain total control of this location by the end of the campaign.

MAIN FURNACE

▶ Mission: Decapitation.
▶ Campaign Special Rules: Armored Reinforcements, Close Quarters, Debris Area.

NOMAD AREA. RAVENEYE. PORT BATTERY

PHASE 2

The gun turrets on the orbital platform batteries are located on the hull surface. To achieve full control of the battery and to be able to use it effectively, it's necessary to step outside into the void and seize each and every artillery piece to prevent any potential sabotage. It's essential to complete all three missions to gain total control of this location by the end of the campaign.

PORT RAIL CANNON

▶ Mission: Quadrant Control.
▶ Campaign Special Rules: Artificial Gravity Failure, Interferences, Open Range.

HAQQISLAMITE AREA. ALFUTNA TERRAFORMING STUDIES UNIT

PHASE 2

Alfutna's most vulnerable spot is its small airfield with a hangar area for the loading and servicing of the ships that provide the airlift that connects this center to the rest of Concilium. It's essential to complete both missions to gain total control of this location by the end of the campaign.

HANGAR AREA

▶ Mission: Supplies.
▶ Campaign Special Rules: Depot, Open Range.

ARIADNAN AREA. RAVENEYE. STARBOARD BATTERY

PHASE 2

The gun turrets on the orbital platform batteries are located on the hull surface. To achieve full control of the battery and to be able to use it effectively, it's necessary to step outside into the void and seize each and every artillery piece to prevent any potential sabotage. It's essential to complete both missions to gain total control of this location by the end of the campaign.

STARBOARD RAIL CANNON

▶ Mission: Annihilation.
▶ Campaign Special Rules: Artificial Gravity Failure, Gravitational Advantage, Open Range.

JSA AREA. GEKIDAN RESEARCH PARK

PHASE 2

The state-of-the-art Itokawa Site focuses on the development of satellite systems of every kind, from operating hardware to tracking and launching technology. It's essential to complete all three missions to gain total control of this location by the end of the campaign.

ITOKAWA SITE

▶ **Mission**: Power Pack.

▶ **Campaign Special Rules**: Amplifier, Emerald Jungle.

ALEPH AREA. DARPAN XENO-STATION

PHASE 2

The Max-Sec Vault at the Darpan Xeno-station contains treasures that are second to none compared to those found in the major banks of the Human Sphere. If the breakthroughs in xenotechnological research hidden here were unveiled, it could be revolutionary for modern science. It's essential to complete both missions to gain total control of this location by the end of the campaign.

MAX-SEC VAULT

▶ Mission: Panic Room.

▶ Campaign Special Rules: Symbiocuirass, Hazmat Gear.

O-12 AREA. ZEBU RESEARCH CENTER

PHASE 2

It's imperative to take control of the real heart and brains of this site: the symbioresearch labs. That's where the data and the findings of the research conducted in this center are stored.
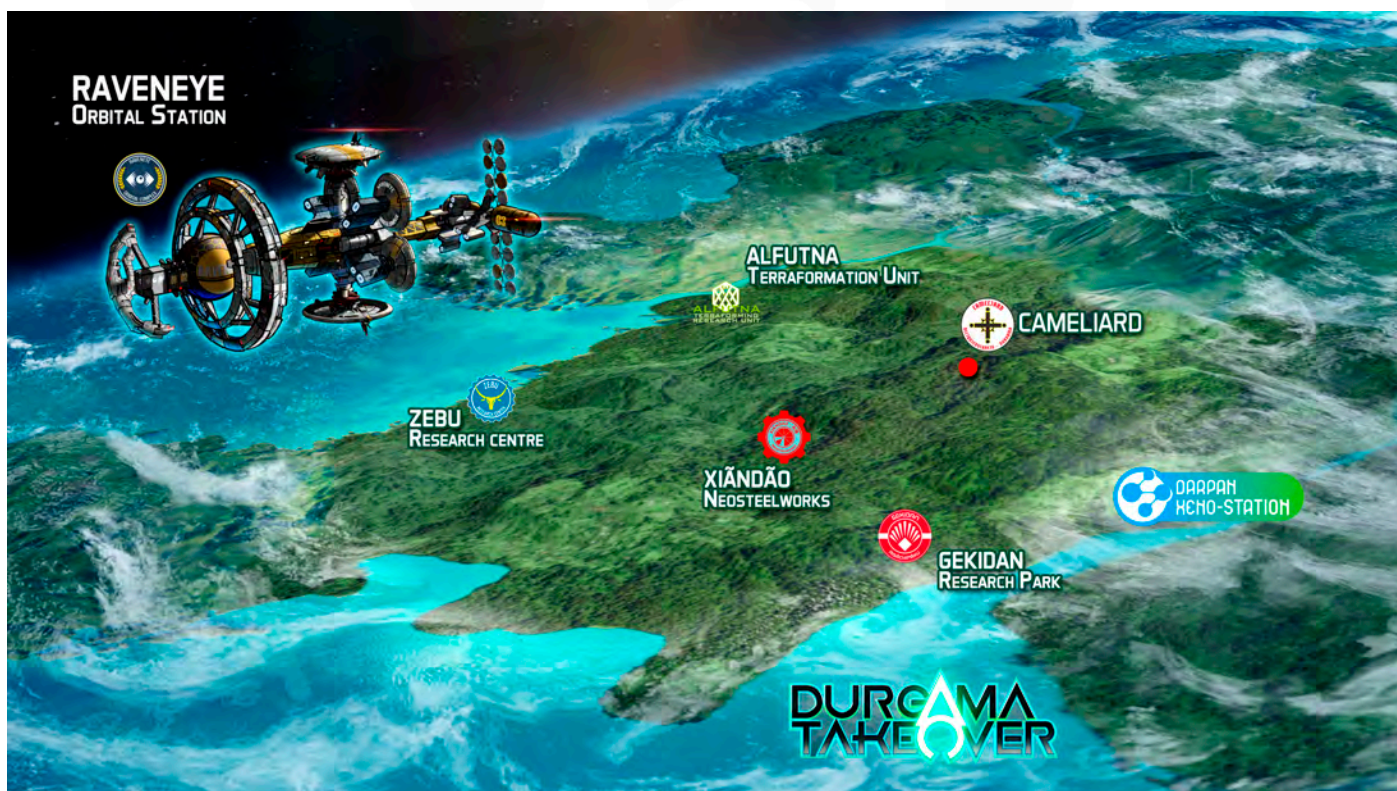
SYMBIORESEARCH LABS

▶ Mission: Biotechvore.

▶ Campaign Special Rules: Apotheke, Hazmat Gear.

RAVENEYE. BOW SECTION

COMMS ROOM

MINDWIPE

MISSION OBJECTIVES

MAIN OBJECTIVES

» At the end of the game, have Destroyed the Enemy Server containing the Rogue AI (3 Objective Points).
» At the end of the game, have Destroyed the same number of Enemy Servers as your opponent, (1 Objective Point, but only if at least 1 Server has been Destroyed by the player).
» At the end of the game, have Destroyed more Servers than your opponent (2 Objective Points).
» At the end of the game, if your Server with the Rogue AI is not Destroyed (2 Objective Points).
» At the end of the game, if none of your Servers are Destroyed (1 Objective Point).
» Activate one Console (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not permitted to deploy in Silhouette contact with the Consoles or with the Servers.

SCENARIO SPECIAL RULES

CONSOLES

There are 2 Consoles placed on the central line of the table. They are placed 16 inches from the table edges in 300/400 point games, 12 inches in 200/250 point games, and 8 inches in 150 point games (see map).

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

SERVERS

There are 3 servers placed in each Deployment Zone.

In 300/400 point games they are 6 inches from the long edge of the Deployment Zone, and 12 inches (Server A), 24 inches (Server B), and 36 inches (Server C) from the left table edge (see map).

In 200/250 point games they are 6 inches from the long edge of the Deployment Zone, and 6 inches (Server A), 16 inches (Server B), and 26 inches (Server C) from the left table edge (see map).

In 150 point games they are 4 inches from the long edge of the Deployment Zone, and 4 inches (Server A), 12 inches (Server B), and 20 inches (Server C) from the left table edge (see map).

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

The Enemy Servers are the ones in the enemy Deployment Zone.

In this scenario the Servers have a Profile and can be targeted. However, the Servers cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

	ARM	BTS	STR	TRAITS
Server	4	6	2	Hackable

Servers **cannot** be target of the Engineer Special Skill or the GizmoKit piece of Equipment.

DAMAGE AND DESTROY THE SERVERS

The Servers can only be damaged by CC Attacks with CC Weapons possessing the Anti-materiel Trait, with D-Charges, or with the Special Hacking Program: Data Erasure.

Servers cannot be attacked during the first Game Round.

Servers cannot be attacked by a player until that player has activated a Console.

If a Server's Structure Attribute is reduced to 0 or below, it is Destroyed and removed from the game table.

ACTIVATE CONSOLE
SHORT SKILL

Attack

REQUIREMENTS

▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with the Console.
▶ Each player can Activate a single Console.

EFFECTS

▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
▶ 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.
▶ A player cannot Activate a Console if they already have activated a Console. A player can only have one activated Console.
▶ An Activated Console cannot be deactivated or Activated again by the other player.
▶ Once you successfully have Activated the Console, you will find out which Enemy Server contains the wanted Rogue AI. Roll 1d20 and consult this table:

1D20	RESULT
1-6	Server A
7-12	Server B
13-18	Server C
19-20	On the server of the player's choice

DATA ERASURE

DATA ERASURE is a special experimental Hacker Program developed to effectively erase Rogue AIs from server banks.

At the end of the Deployment Phase, the player must declare which Hacker from their Army List has access to Data Erasure. The Trooper chosen must be always one of the Models deployed on the game table. This Trooper must always be on the game table as a Model or as a Marker.

The Hacker with Access to the Hacker Program Data Erasure is identified with a Data Pack Token (DATA PACK).

If the Hacker enters a Null State or is killed the DATA PACK Token remains on that spot and can be salvaged by an allied Hacker in Silhouette contact by spending a Short Skill.

ÜBERHACKER SPECIAL ORDER

The Hacker with the Data Pack Token during the Order Count is granted an extra Irregular Order in addition to the one provided by their Training (Regular or Irregular). This exclusive Irregular Order cannot be transformed into a Regular Order.

DATA ERASURE
SHORT SKILL

Attack

REQUIREMENTS

▶ The target must be an Enemy Server.

EFFECTS

▶ This Program's Burst of 1 allows the user to make a WIP Roll against the target.
▶ Each successful roll, due to DA Ammunition, forces the target to make two Saving Rolls against BTS, with Damage 17.
▶ For each failed Saving Roll, the target loses one point of its Structure.
▶ A Critical with Data Erasure forces its target to perform an additional Saving Roll.
▶ The range of this Program is the Hacker's Zone of Control. It **cannot** be used through a Repeater.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

Troopers possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

CAMPAIGN SPECIAL RULES

AMPLIFIER

The facilities in the area of operations enhance and intensify the quantronic signals. In this scenario, any declared *Comms Attack* will apply a **MOD of +2** to its Attribute.

GRAVITATIONAL ADVANTAGE

The zone of operations has some insertion windows which can provide a tactical advantage. All Troopers possessing **Terrain (Zero-G)** can deploy as if they have the **Parachutist** Special Skill.

150 P

24 in x 32 in

200 P / 250 P

- Server (Tech-Coffin)
- Console

32 in x 48 in

300 P / 400 P

48 in x 48 in

CAMELIARD

RELIQUARY

LOOTING AND SABOTAGING

MISSION OBJECTIVES

MAIN OBJECTIVES

» Protect your AC2 (1 Objective Point per STR point the AC2 still has at the end of the game).
» Damage the enemy AC2 (1 Objective Point per STR point the AC2 has lost at the end of the game, to a maximum of 3).
» Destroy the enemy AC2 (2 Objective Points, in addition to the previous Objective).
» At the end of the game, acquire more weapons or items from the Panoplies than the adversary (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not allowed to deploy in Silhouette contact with an *AC2* nor with a Panoply.

SCENARIO SPECIAL RULES

THE AC2S

There is a total of 2 AC2s (Advanced Communications Consoles), one corresponding to each player, placed in different halves of the table, each in the center of the front edge of the Deployment Zone. (See map below.)

The enemy AC2 is the one on the edge of the enemy Deployment Zone.

The AC2s must be represented by a Transmission Antenna Token (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).

In this scenario the AC2s have a Profile and can be targeted. However, an AC2 cannot be chosen as the target of an *Attack* that would also affect Troopers, be they enemy or allied.

NAME	ARM	BTS	STR	S
AC2 (Advanced Communications Console)	8	9	3	5
FIXED CC=8, GIZMOKIT (PH=9)				

AUTOMATED DEFENSE SYSTEM (ADS)

Every AC2 is equipped with an ADS to avoid tampering with the AC2 system. Any CC Attack made against the Heating Unit will be a Face to Face Roll, even if the Berserk Special Skill is used. No MODs can be applied to the CC Attack. If the Face to Face Roll is failed by the attacker, they suffer a Stun Ammunition hit, forcing them to make two Saving Rolls against BTS, with Damage 15. The Immunity (Total) Special Skill is not effective against this hit.'

DAMAGE AND DESTROY THE AC2S

An AC2 can only be damaged by CC Attacks with CC Weapons possessing the Anti-materiel Trait, or with D-Charges.

If an AC2's Structure Attribute is reduced to 0 or below, it must be removed from the game table.

The AC2s **can** be the target of the Engineer Special Skill or the GizmoKit piece of Equipment

ARMORED FURY

In this scenario, TAGs apply the Anti-materiel Trait to their CC Weapons when making a CC Attack against an AC2.

JUNGLE TERRITORY

The operation is taking place on the Durgama region, so the entire game table is considered jungle territory. This does not apply movement restrictions on the game table, however all Troopers possessing the Terrain (Total), Terrain (Jungle) or Climbing Plus Special Skills get a +1 inch bonus to their first MOV value.

This Bonus will only be applied during a Move Skill.

PANOPLIES

There are 2 Panoplies, placed in the central line of the table. They are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games (see map below).

Each Panoply must be represented by an Objective Token or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

USE PANOPLIES

SHORT SKILL

Attack

REQUIREMENTS

▶ The Trooper must be in Silhouette contact with a Panoply

EFFECTS

▶ By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
▶ Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.
▶ A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
▶ If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop-Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

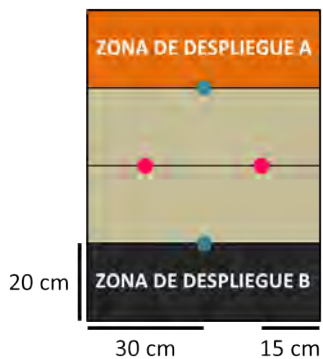# CAMPAIGN SPECIAL RULES

ASSURED SUPPORT

Reinforcered and secure supply lines allow an enhanced access to more resources. In this scenario, both players get a **+1 Bonus to the SWC** they have available.

DEPOT

There is a warehouse of technical supplies in the zone of operations. In this scenario, any trooper possessing the **Engineer** Special Skill (or any of its variants) apply a **+3 WIP MOD** Attribute value when declaring this Special Skill.

In the same way, in this scenario, the GizmoKits apply an extra **+3 PH MOD** to their target. This MOD is cumulative with any other MODs.

150 P
60 cm x 80 cm

200 P / 250 P
80 cm x 120 cm

300 P / 400 P
120 cm x 120 cm

ZONA DE DESPLIEGUE A

ZONA DE DESPLIEGUE B

20 cm

30 cm   15 cm

ZONA DE DESPLIEGUE A

ZONA DE DESPLIEGUE B

30 cm

40 cm   20 cm

ZONA DE DESPLIEGUE A

ZONA DE DESPLIEGUE B

30 cm

60 cm   30 cm
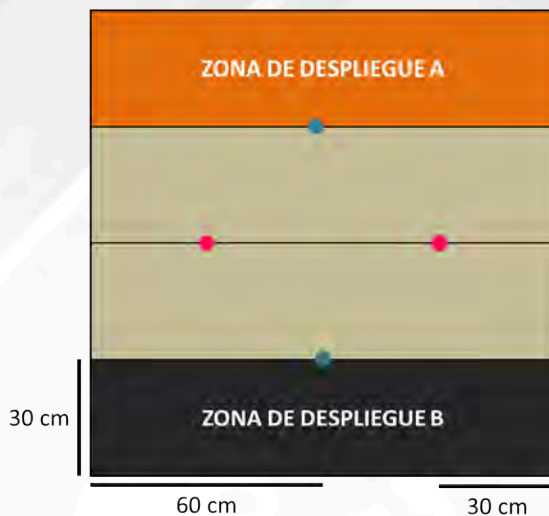
● Puesto Avanzado de Communicaciones
● Panoplia

XIĀNDǍO NEOSTEELWORKS

MAIN FURNACE

DECAPITATION

MISSION OBJECTIVES

MAIN OBJECTIVES

»To Kill more Army Points than the adversary (3 Objective Points).
»To Kill the same number of Lieutenants as the adversary (2 Objective Points, but only if at least 1 Lieutenant is killed by the player).
»To Kill more Lieutenants than the adversary (3 Objective Points).
»To Kill the Designated Target (2 Objective Points for each one).

CLASSIFIED

»There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

SCENARIO SPECIAL RULES

REINFORCED TACTICAL LINK

In this scenario the Loss of Lieutenant rule does not apply.

In this mission, the identity of the Lieutenant is always Open Information. The player must indicate which Marker is the Lieutenant if it is in a Marker State (Camouflaged, Decoy…) or which Markers are the Lieutenant in the case of a Holoprojector.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a Model or as a Marker. Players may not deploy their Lieutenants in Hidden Deployment State.

If the player lacks a Lieutenant during the Tactical Phase of their Active Turn because this Trooper was not deployed or because it is in an Isolated or a Null State (Unconscious, Dead, Sepsitorized…), then the player must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Open Information. It is compulsory that this Lieutenant be a Model or a Marker placed on the game table.

MULTIPLE HVTS

Each of the players will deploy two HVTs, following the usual rules for deploying HVTs.

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy trooper instead of a Neutral Civilian so, it can be targeted by Attacks.

HVTs that are Designated Targets are reactive and hostile, reacting as if they are an enemy Trooper.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that **have not been deployed on the game table,** as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, the Retreat! rules are **not** applied.

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in this scenario.

BLIZZARD

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zones.

The player that kept Deployment must place their Circular Templates first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Mountain) and a Saturation Zone.

DEFENSIVE TURRET F-13

Each player has one Defensive Turret F-13 which will react to the opponent's Models. Before the Deployment Phase, each player must place their Defensive Turret F-13 totally inside their Deployment Zone, starting with the player that kept Deployment.

These turrets are fixed to the floor and cannot move. They must be represented by a Defensive Turret Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LoF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

▶ ISC: TURRET F-13								
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	1

▶ Equipment: 360º Visor   ▶ BS Weapons: Combi Rifle
▶ Special Skills: Total Reaction   ▶ Melée Weapons: PARA (-3) CCW

END OF THE MISSION

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

CAMPAIGN SPECIAL RULES

DEBRIS AREA

Due the destruction caused by the intense fights, the zone of operations is considered a debris area. Movement restrictions are not applied, however, all Troopers possessing Terrain (Mountain), **Terrain (Total) or Climbing Plus get a +1 inch** Bonus to their first MOV value.
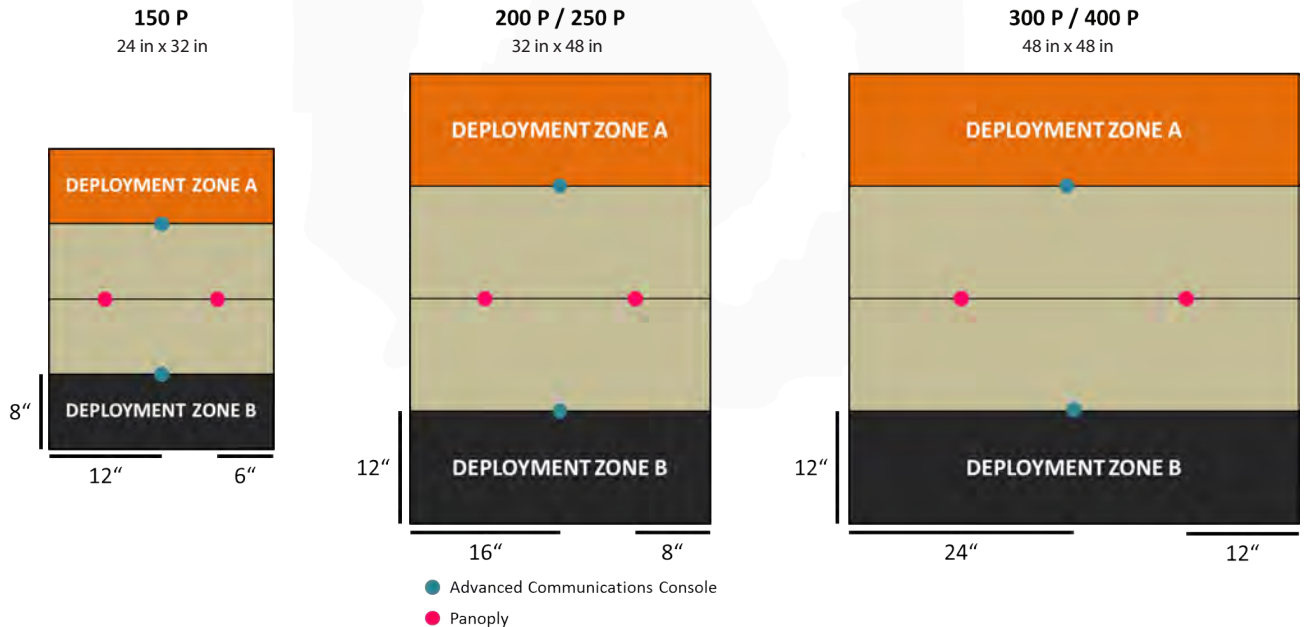
This Bonus will be applied only during a **Move** Common Skill.

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, **Template Weapons apply a MOD of +1 to Damage** against any target.

ARMORED REINFORCEMENTS

In this scenario, all TAGs have a SWC value of 0.5, regardless of the value shown in their Unit Profile.

150 P
24 in x 32 in

200 P / 250 P
32 in x 48 in

300 P / 400 P
48 in x 48 in

DEPLOYMENT ZONE A
DEPLOYMENT ZONE B

8" 12" 6" 12" 16" 8" 12" 24" 12"

● Advanced Communications Console
● Panoply

RAVENEYE: PORT BATTERY

PORT RAIL CANNON

QUADRANT CONTROL

MISSION OBJECTIVES

MAIN OBJECTIVES

» At the end of each Game Round, dominate the same number of Quadrants as the adversary (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).

» At the end of each Game Round, dominate more Quadrants than the adversary (2 Objective Points).

» At the end of each Game Round, dominate one of the Quadrants next to the Enemy Deployment zone (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
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A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants they are dominating and counts their Objective Points.

In this scenario each Quadrant is a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

ANTARCTIC TERRITORY

The operation is taking place on the continent of Helheim, so the entire game table is considered Antarctic Territory. This does not apply movement restrictions on the game table, however all Troopers possessing the Terrain (Total), Terrain (Mountain) or Climbing Plus Special Skills get a +1 inch bonus to their first MOV value.

This Bonus will only be applied during a Move Skill.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, the player must inform to their adversary if that card will be their Classified Objective or their INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces their decision to their adversary. The content of the card, whether the mission or the card numeric value, is Private Information, no matter which use the player has chosen for it.

At the end of the last Game Round, when the players count up their points and in Initiative order, the player can use their INTELCOM Card in Support and Control Mode

Support and Control Mode: The player can add the value of the Support and Control Card to their Victory Points in the Zone of Operations (ZO) of their choice. The player must have at least one Trooper inside that ZO, in a non-Null State.

DEFENSIVE TURRET F-13

Each player has one Defensive Turret F-13 which will react to the opponent's Models. Before the Deployment Phase, each player must place their Defensive Turret F-13 totally inside their Deployment Zone, starting with the player that kept Deployment.

These turrets are fixed to the floor and cannot move. They must be represented by a Defensive Turret Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LoF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

▶ ISC: TURRET F-13									
	MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
	--	5	10	--	--	2	3	1	1
▶ Equipment: 360º Visor					▶ BS Weapons: Combi Rifle				
▶ Special Skills: Total Reaction					▶ Melée Weapons: PARA (-3) CCW				

END OF THE MISSION

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

CAMPAIGN SPECIAL RULES

OPEN RANGE

The zone of operations is almost free of obstacles, providing a clear view of the zone. In this scenario, the **-6 Range MOD** of any BS Weapon, piece of Equipment or Special Skill automatically becomes a **-3 Range MOD**.
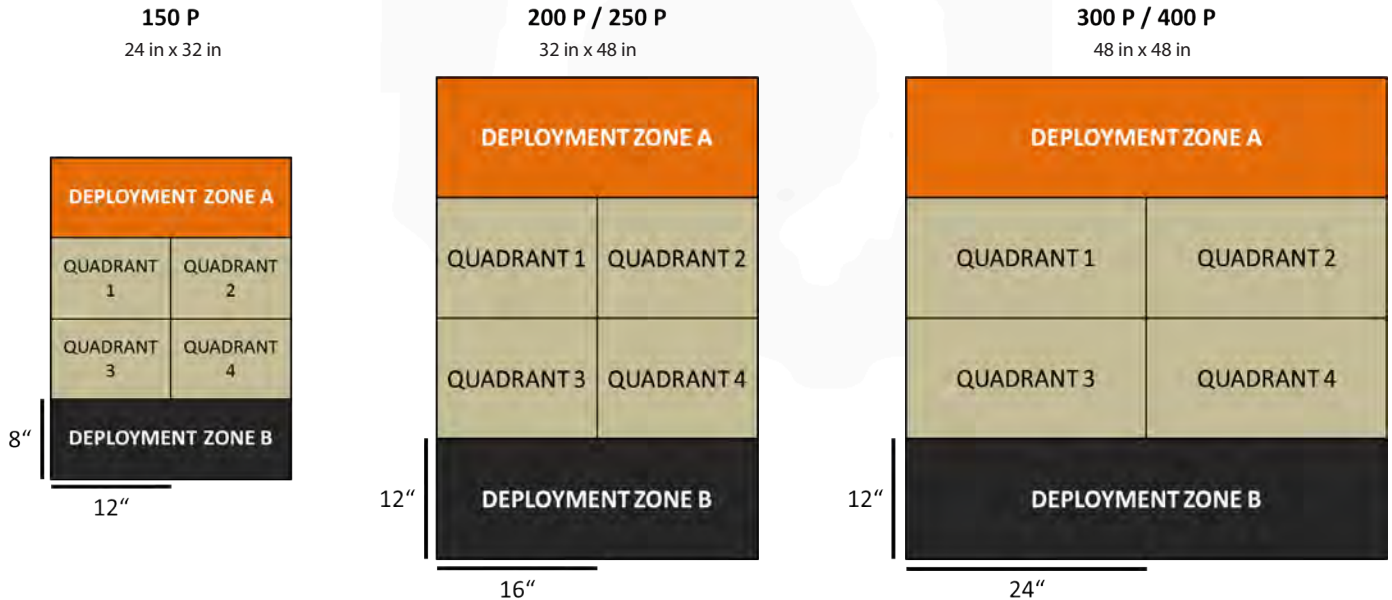
ARTIFICIAL GRAVITY FAILURE

The zone of operations is considered a *Zero-G Terrain* Zone. Movement restrictions are not applied, however, all Troopers possessing **Terrain (Zero-G) or Terrain (Total) get a +1 inch** Bonus to their first MOV value.

This Bonus will be applied only to the **Move** Common Skill.

INTERFERENCES

The radiation emitted by the machinery of the zone of operations jams communications. In this scenario, all Troopers apply a BTS+1 MOD to their Saving Rolls against any Comms Attack. This MOD is cumulative with other MODs.

---

150 P
24 in x 32 in

DEPLOYMENT ZONE A
QUADRANT 1 / QUADRANT 2
QUADRANT 3 / QUADRANT 4
DEPLOYMENT ZONE B

8"
12"

200 P / 250 P
32 in x 48 in

DEPLOYMENT ZONE A
QUADRANT 1 / QUADRANT 2
QUADRANT 3 / QUADRANT 4
DEPLOYMENT ZONE B

12"
16"

300 P / 400 P
48 in x 48 in

DEPLOYMENT ZONE A
QUADRANT 1 / QUADRANT 2
QUADRANT 3 / QUADRANT 4
DEPLOYMENT ZONE B

12"
24"

ALFUTNA TERRAFORMING STUDIES UNIT

HANGARS AREA

SUPPLIES

MISSION OBJECTIVES

MAIN OBJECTIVES

» At the end of the game, Control a Supply Box (2 Objective Point for each Supply Box).
» At the end of the game, Control more Supply Boxes than your adversary (1 Objective Points).
» At the end of the game, if your adversary does not Control any Supply Boxes (1 Objective Points).

CLASSIFIED

» Each player has 2 Classified Objectives (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not permitted to deploy in Silhouette contact with the Tech-Coffins.

SCENARIO SPECIAL RULES

TECH-COFFINS

There are 3 Tech-Coffins placed on the central line of the table. One is in the center of the table, and the other two are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 6 inches in 150 point games. Inside each Tech-Coffin there is one Supply Box.

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

SUPPLY BOXES

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple)

EXTRACT SUPPLY BOXES
SHORT SKILL

Attack

REQUIREMENTS

▸ Only Specialist Troops can declare this Skill.
▸ The Specialist Troop must be in Silhouette contact with a Tech-Coffin.

EFFECTS

▸ Allows the Specialist Troop to make a Normal WIP Roll to Extract and pick up the Supply Box, with a succeed roll a SUPPLY BOX Token must be placed besides it.
▸ 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.
▸ Once the roll is successful, the Tech-Coffin Token is removed from the game table.
▸ If a scenery item is used instead of a Token, then it can be kept on the game table but a Player A and Player B Token must be placed besides it to mark that the Supply Box was extracted.

PICK UP SUPPLY BOXES
SHORT SKILL

Attack

REQUIREMENTS

The Trooper should be in one of the following situations:
▸ Be in Silhouette contact with a Model in a Null State with a SUPPLY BOX Token.
▸ Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token.
▸ Be in Silhouette contact with an unaccompanied SUPPLY BOX Token.

EFFECTS

▸ Spending one Short Skill, without Roll, any Trooper can pick up a Supply Box in any of the situations previously mentioned.
▸ The Troops must accomplish the Common Rules of Supply Box.

COMMON RULES OF SUPPLY BOXES

» Each Model can carry a maximum of 1 Supply Box. As exception, Troopers possessing the Baggage Special Skill can carry up to 2 Supply Boxes.
» Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
» The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null State.

CONTROLLING THE SUPPLY BOXES

A Supply Box is Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.
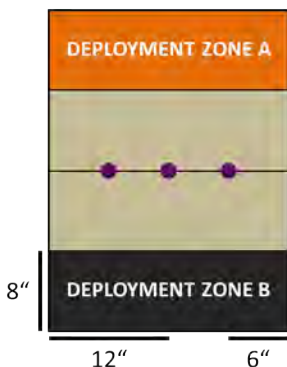
DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract the Supply Boxes. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Supply Boxes.
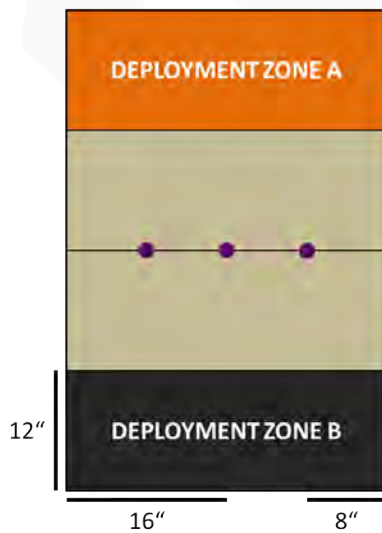
INTELCOM CARD (COUNTERESPIONAGE)

When the game ends and the players count up their points, each Classified Objective fulfilled by a player that has the symbol ✠ will cancel a Classified Objective fulfilled by the opposing player that has the symbol ☺.

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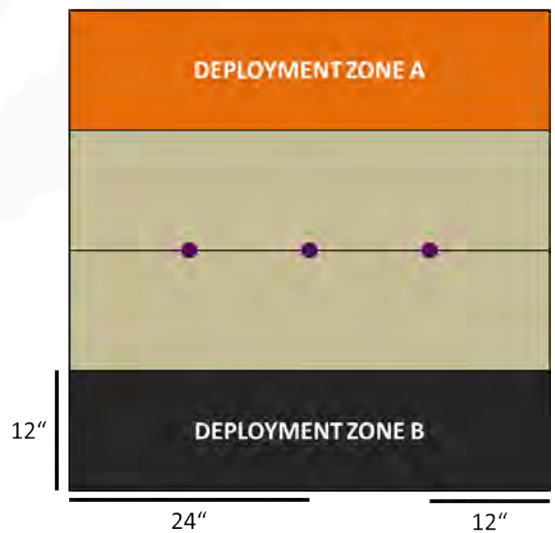
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

CAMPAIGN SPECIAL RULES

OPEN RANGE

The zone of operations is almost free of obstacles, providing a clear view of the zone. In this scenario, the **-6 Range MOD** of any BS Weapon, piece of Equipment or Special Skill automatically becomes a **-3 Range MOD**.

DEPOT

There is a warehouse of technical supplies in the zone of operations. In this scenario, any trooper possessing the **Engineer** Special Skill (or any of its variants) apply a **+3 WIP MOD** Attribute value when declaring this Special Skill.

In the same way, in this scenario, the GizmoKits apply an extra **+3 PH MOD** to their target. This MOD is cumulative with any other MODs.

150 P
24 in x 32 in

200 P / 250 P
32 in x 48 in

300 P / 400 P
48 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

8"

12" 6"

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

16" 8"

● Tech-Coffin

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

24" 12"

RAVENEYE.
STARBOARD BATTERY

STARBOARD RAIL CANNON
ANNIHILATION

MISSION OBJECTIVES

MAIN OBJECTIVES

150-POINT GAME	200-POINT GAME	250-POINT GAME	300-POINT GAME	400-POINT GAME	OBJECTIVE POINTS
To Kill 40 to 75 enemy Army Points.	To Kill 50 to 100 enemy Army Points.	To Kill 65 to 125 enemy Army Points.	To Kill 75 to 150 enemy Army Points.	To Kill 100 to 200 enemy Army Points.	1 Objective Point.
To Kill 76 to 125 enemy Army Points.	To Kill 101 to 150 enemy Army Points.	To Kill 126 to 200 enemy Army Points.	To Kill 151 to 250 enemy Army Points.	To Kill 201 to 300 enemy Army Points.	3 Objective Points.
To Kill more than 125 enemy Army Points.	To Kill more than 150 enemy Army Points.	To Kill more than 200 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 40 to 75 surviving Victory Points.	If you have 50 to 100 surviving Victory Points.	If you have 65 to 125 surviving Victory Points.	If you have 75 to 150 surviving Victory Points.	If you have 100 to 200 surviving Victory Points.	1 Objective Point.
If you have 76 to 125 surviving Victory Points.	If you have 101 to 150 surviving Victory Points.	If you have 126 to 200 surviving Victory Points.	If you have 151 to 250 surviving Victory Points.	If you have 201 to 300 surviving Victory Points.	3 Objective Points.
If you have more than 125 surviving Victory Points.	If you have more than 150 surviving Victory Points.	If you have more than 200 surviving Victory Points.	If you have more than 250 surviving Victory Points.	If you have more than 300 surviving Victory Points.	4 Objective Points.
	To Kill the enemy Lieutenant.				2 Objective Points.

CLASSIFIED

» There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that **have not been deployed on the game table,** as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, the Retreat! rules are **not** applied.

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 Classified Deck in this scenario.

BLIZZARD

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zones.

The player that kept Deployment must place their Circular Templates first.

During the game, each of these Circular Templates is an area of Difficult Terrain (Mountain) and a Saturation Zone.

BIKE RECON

In this scenario, both players can add one Motorized Bounty Hunter (any weapon option) without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers. For the purposes of this scenario, the Motorized Bounty Hunter is considered a Specialist Troop.

END OF THE MISSION

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

CAMPAIGN SPECIAL RULES

OPEN RANGE

The zone of operations is almost free of obstacles, providing a clear view of the zone. In this scenario, the **-6 Range MOD** of any BS Weapon, piece of Equipment or Special Skill automatically becomes a **-3 Range MOD.**
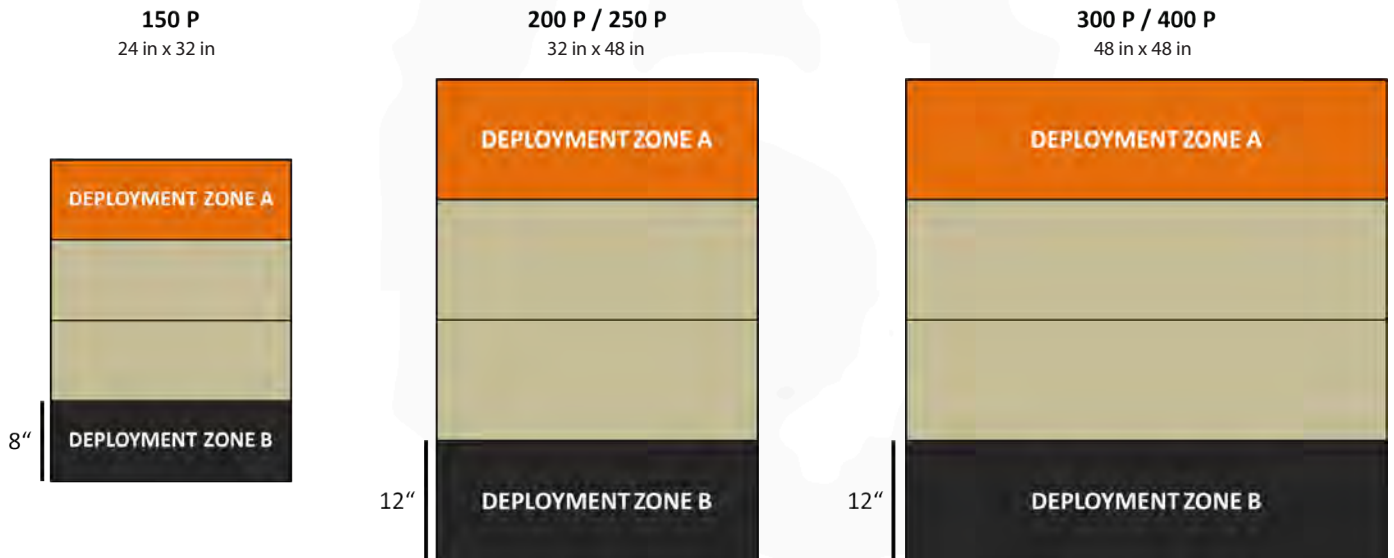
ARTIFICIAL GRAVITY FAILURE

The zone of operations is considered a *Zero-G Terrain Zone*. Movement restrictions are not applied, however, all Troopers possessing **Terrain (Zero-G) or Terrain (Total)** get a **+1 inch** Bonus to their first MOV value.

This Bonus will be applied only to the **Move** Common Skill.

GRAVITATIONAL ADVANTAGE

The zone of operations has some insertion windows which can provide a tactical advantage. All Troopers possessing **Terrain (Zero-G)** can deploy as if they have the **Parachutist** Special Skill.

150 P	200 P / 250 P	300 P / 400 P
24 in x 32 in	32 in x 48 in	48 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

8"

12"

12"

GEKIDAN RESEARCH PARK

ITOKAWA SITE

POWER PACK

MISSION OBJECTIVES

MAIN OBJECTIVES

» At the end of the game, have Activated the same number of Antennas as the adversary (1 Objective Points, but only if the player has Activated at least 1 Antenna).

» At the end of the game, have Activated more Antennas than the adversary (2 Objective Points).

» At the end of each Game Round, Control the enemy Console (1 Objective Point).

» At the end of the game, have your Console not be Controlled by the enemy (3 Objective Points).

CLASSIFIED

» Each player has 2 Classified Objectives (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in two Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 8 in
A and B	200	4	32 in x 48 in	12 in x 12 in
A and B	250	5	32 in x 48 in	12 in x 12 in
A and B	300	6	48 in x 48 in	12 in x 16 in
A and B	400	8	48 in x 48 in	12 in x 16 in

It is not allowed to deploy in Silhouette contact with the Consoles nor with the Antennas.

SCENARIO SPECIAL RULES

SATURATION ZONE

The 8 inches area on either side of the central line of the game table is a Saturation Zone (4 inches in 150 point games).

ANTENNAS

There are 3 Antennas placed on the central line of the table. One is in the center of the table, and the other two are 12 inches from the central Antenna (8 inches in 150 point games). The Antennas must be represented by a Transmission Antenna Token (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 ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

▶ Only Specialist Troops can declare this Skill.

▶ The Specialist Troop must be in Silhouette contact with the Antenna.

EFFECTS

▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the 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 Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Antenna no longer counts as Activated by the adversary.

▶ Player A and Player B Tokens can be used to mark the Activated Antennas. It is recommended each player uses a different kind of Token.

OVERLOAD PREVENTION SYSTEM

A player cannot have more than two Activated Antennas at the same time. Even succeeding the WIP Roll with a third Antenna, the player cannot mark it as Activated.

CONSOLES

There are 2 Consoles placed in different halves of the table, 12 inches from the center of the game table and 24 inches from the table edges in 300/400 point games; 12 inches from the center of the game table and 16 inches from the table edges in 250/200 point games; and 8 inches from the center of the game table and 12 inches from the table edges in 150 point games.

The enemy Console is the one in the enemy's half of the table.

The Consoles must be represented by a Console A Token (CONSOLE A) or with a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

CONTROL THE CONSOLES

A Console is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Console. Models in a Null State cannot do either.

BIKE RECON

In this scenario, both players can add one Motorized Bounty Hunter (any weapon option) without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers. For the purposes of this scenario, the Motorized Bounty Hunter is considered a Specialist Troop.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

CHAIN OF COMMAND BONUS

Troopers possessing the Chain of Command Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate the Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate the Antenna.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

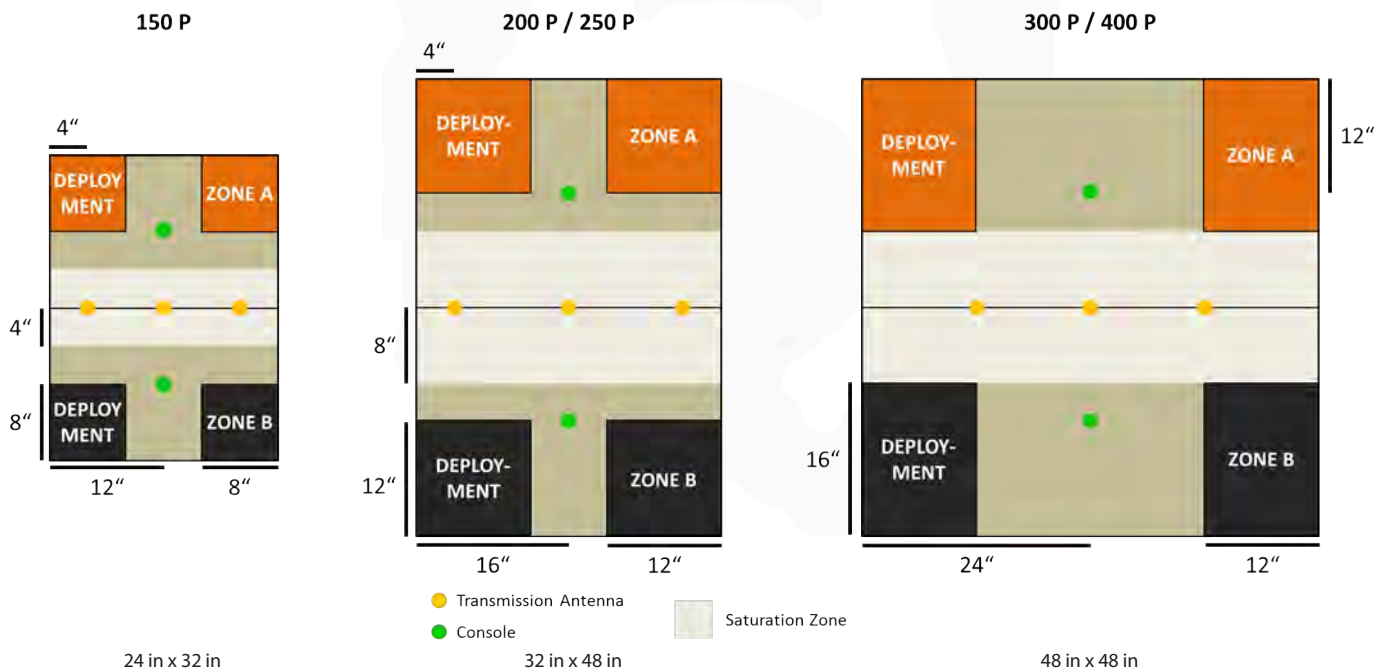## CAMPAIGN SPECIAL RULES

AMPLIFIER

The facilities in the area of operations enhance and intensify the quantronic signals. In this scenario, any declared **Comms Attack** will apply a **MOD of +2** to its Attribute.

EMERALD JUNGLE

The 8-inch area on either side of the central line of the game table is considered an emerald jungle. In this area Movement restrictions are not applied, however, all Troopers possessing the Terrain (Jungle) or Terrain (Total) Special Skills, or having a Troop Classification of Elite Troop, **get a +1 inch** Bonus to their first MOV value.

This Bonus will be applied only during a Move Common Skill.

150 P

24 in x 32 in

200 P / 250 P

32 in x 48 in

🟡 Transmission Antenna
🟢 Console
⬜ Saturation Zone

300 P / 400 P

48 in x 48 in

DARPAN XENO-STATION

MAX-SEC VAULT

PANIC ROOM

MISSION OBJECTIVES

MAIN OBJECTIVES

» At the end of each Game Round, Dominate the Panic Room (1 Objective Point).

» At the end of each Game Round, have at least one Essential Personnel Trooper inside the Panic Room, in a non-Null State (1 Objective Point)

» At the end of the game, have more Victory Points than the adversary (3 Objective Points).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	4 in x 24 in
A and B	200	4	32 in x 48 in	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

Confused Deployment. Any Trooper deploying outside their Deployment Zone **must** make a PH Roll with a -3 MOD. This Roll **replaces** any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll.

For example a Trooper with Infiltration must make a Roll if they deploy outside their Deployment Zone. There will be a -3 MOD to deploy in their half of the game table, or a -6 MOD to deploy in the opponent's half of the game table.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

SCENARIO SPECIAL RULES

PANIC ROOM (ZO)

In this scenario the Panic Room is a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Panic Room, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (see map below). The Gates of the Panic Room are open at the start of the game. The Biotechvore Gates must be represented by Wide Gate Tokens or scenery pieces with the same size.

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

ESSENTIAL PERSONNEL

For the purposes of this scenario, Lieutenants, and Troopers possessing the Number 2, NCO, or Chain of Command Special Skills are considered Essential Personnel. Troopers with a Trooper Classification of Headquarters Troopers or Character also are considered Essential Personnel.

BIOTECHVORE PLAGUE AREA

A Biotechvore plague infests the game table, spreading towards the Panic Room.

At the end of each Active Player Turn, all Troopers belonging to the Active Player that are inside a Biotechvore Plague Area must make a Saving Roll against BTS, with Damage 14.

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead one.

At the end of the third Game Round any Trooper inside a Biotechvore Plague Area is automatically Killed.

At the end of each Game Round the Biotechvore Plague Area will infest the following area in 200/250/300/400 point games:
> »In the first Game Round the Biotechvore Plague Area extends 4 inches from each edge of the table.
> »In the second Game Round the Biotechvore Plague Area extends 8 inches from each edge of the table.
> »In the third Game Round the Biotechvore Plague Area extends 12 inches from each edge of the table.

In 150 point games the Biotechvore Plague Area will infest the following area:
> »In the first Game Round the Biotechvore Plague Area will extend 2 inches from each edge of the table.
> »In the second Game Round the Biotechvore Plague Area will extend 4 inches from each edge of the table.
> »In the third Game Round the Biotechvore Plague Area will extend 6 inches from each edge of the table.

BIOTECHVORE ANTENNA

Each Deployment Zone has 2 Biotechvore Antennas placed on the front edge of the Deployment Zone, 8 inches from the edges of the table (see map below). Each Biotechvore Antenna must be represented by a Transmission Antenna Token (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).

Troops in Silhouette contact with a Biotechvore Antenna aren't be affected by the Biotechvore Plague Area.

In this scenario the Biotechvore Antennas have a Profile and can be targeted. However, the Biotechvore Antennas cannot be chosen as the target of an *Attack* that would also affect Troopers, be they Enemy or Allied.

NAME	ARM	BTS	STR	S
Biotechvore Antenna	3	3	2	3

DAMAGE AND DESTROY THE BIOTECHVORE ANTENNAS

A Biotechvore Antenna can only be damaged with Weapons possessing the Anti-material Trait.

If a Biotechvore Antenna's Structure Attribute is reduced to 0 or below, it must be removed from the game table.

The Biotechvore Antennas **cannot** be target of the Engineer Special Skill or the GizmoKit piece of Equipment.

HVT 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 must remove all the HVT Classified Objective cards from the Classified Deck.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

NO QUARTER

In this scenario, the Retreat! rules are **not** applied.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that **have not been deployed on the game table,** as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

END OF THE MISSION

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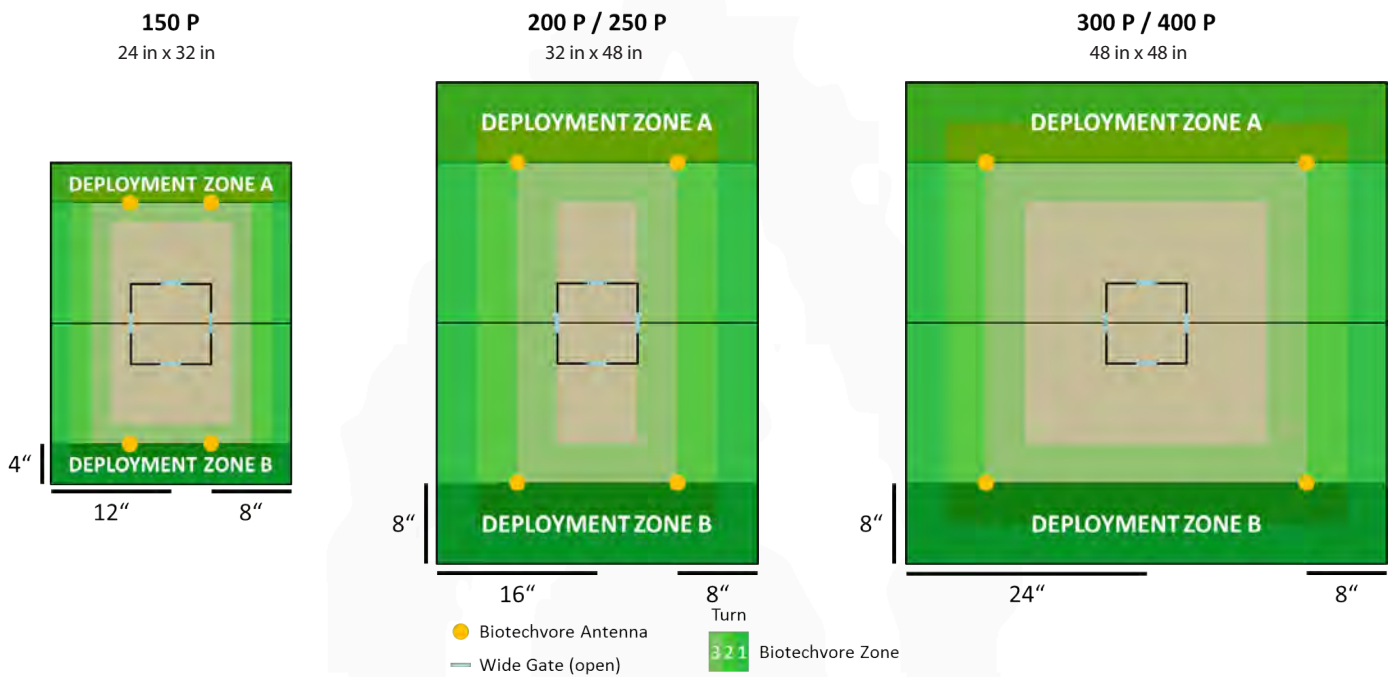
CAMPAIGN SPECIAL RULES

SYMBIOCUIRASS

A runaway symbiont has attached itself to your body and you're no able to get rid of it! Before each Game Round starts, both players must make a Saving Roll against BTS with Damage 12 for each Trooper whose Unit Profile has a **Wounds** Attribute value **lower than 2** Unit Profile. If the roll is failed, that Trooper is affected, applying a **PH-1** and **ARM+2 MOD** until the end of the game, and does not need to roll again.

Players can use Player A or B Tokens to identify the infected Troopers.

HAZMAT GEAR

Troopers have received specialized protective gear to operate in toxic environments. In this scenario, all Troopers apply a **BTS+1 MOD**.

150 P
24 in x 32 in

200 P / 250 P
32 in x 48 in

300 P / 400 P
48 in x 48 in

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

4"

12" 8"

8"

16" 8"
Turn

8"

24" 8"

- ● Biotechvore Antenna
- — Wide Gate (open)
- 3 2 1 Biotechvore Zone

ZEBU RESEARCH CENTER

SYMBIORESEARCH LABS

BIOTECHVORE

MISSION OBJECTIVES

MAIN OBJECTIVES

» To accomplish more Classified Objectives than the adversary (2 Objective Points).
» To Kill more enemy Army Points than the adversary (2 Objective Points).

150-POINT GAME	200-POINT GAME	250-POINT GAME	300-POINT GAME	400-POINT GAME	OBJECTIVE POINTS
If you have 40 to 75 surviving Victory Points.	If you have 50 to 100 surviving Victory Points.	If you have 65 to 125 surviving Victory Points.	If you have 75 to 150 surviving Victory Points.	If you have 100 to 200 surviving Victory Points.	1 Objective Point.
If you have 76 to 125 surviving Victory Points.	If you have 101 to 150 surviving Victory Points.	If you have 126 to 200 surviving Victory Points.	If you have 151 to 250 surviving Victory Points.	If you have 201 to 300 surviving Victory Points.	2 Objective Points.
If you have more than 125 surviving Victory Points.	If you have more than 150 surviving Victory Points.	If you have more than 200 surviving Victory Points.	If you have more than 250 surviving Victory Points.	If you have more than 300 surviving Victory Points.	3 Objective Points.

CLASSIFIED

» Each player has 3 Classified Objectives (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	4 in x 24 in
A and B	200	4	32 in x 48 in	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

Confused Deployment. Any Trooper deploying outside their Deployment Zone must make a PH Roll with a -3 MOD. This Roll replaces any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll.

For example a Trooper with Infiltration must make a Roll if they deploy outside their Deployment Zone. There will be a -3 MOD to deploy in their half of the game table, or a -6 MOD to deploy in the opponent's half of the game table.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

SCENARIO SPECIAL RULES

BIOTECHVORE PLAGUE AREA

There is a 16 inches deep area infested by a Biotechvore plague in each half of the table, including the Deployment Zone (8 inches in 150 point games).

After each End of the Turn Step of the Active Player, all Troopers belonging to the Active Player that are inside a Biotechvore Plague Area must make a Saving Roll against BTS, with Damage 14.

Failing the Saving Roll results in the loss of one point of the Wounds/ Structure Attribute.

The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead one.

At the end of the third Game Round any Trooper inside a Biotechvore Plague Area is automatically Killed.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that **have not been deployed on the game table,** as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, the Retreat! rules are **not** applied.

INTELCOM CARD (COUNTERESPIONAGE)

When the game ends and the players count up their points, each Classified Objective fulfilled by a player that has the symbol ☺ will cancel a Classified Objective fulfilled by the opposing player that has the symbol ✢.

END OF THE MISSION

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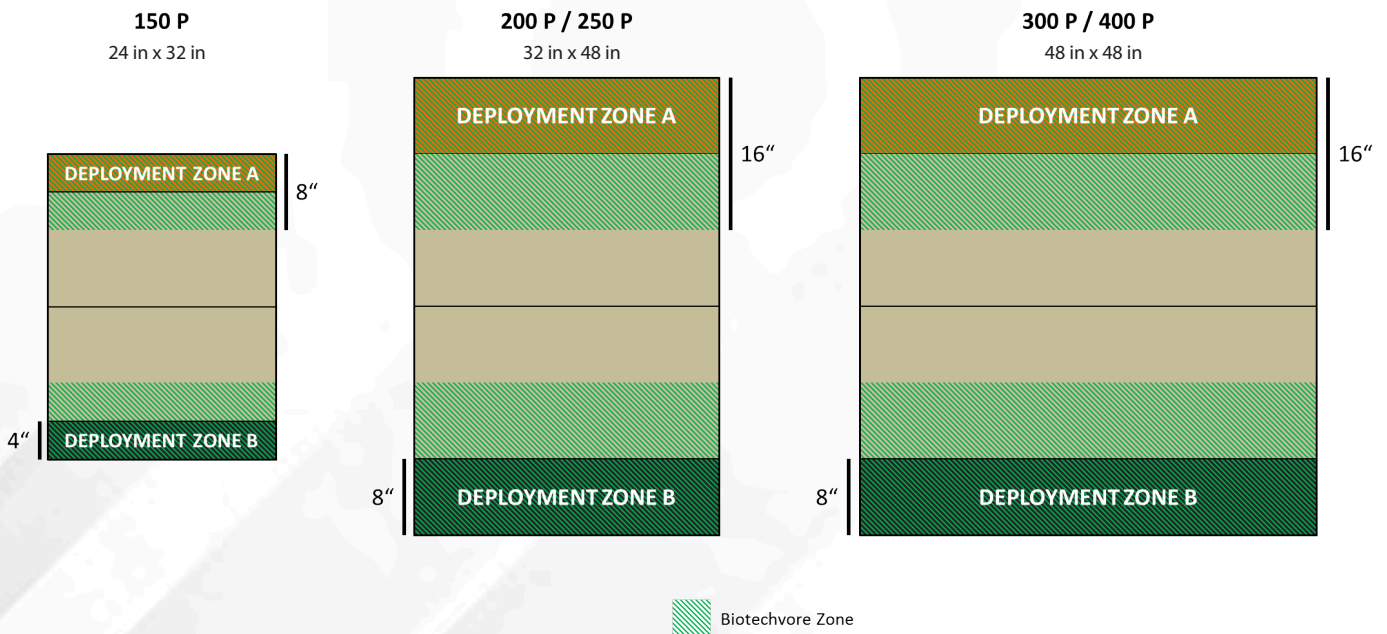
CAMPAIGN SPECIAL RULES

APOTHEKE

There is a warehouse of medical supplies in the zone of operations. In this scenario, any trooper possessing the *Doctor* Special Skill apply a **+3 WIP MOD** when declaring this Special Skill.

In the same way, in this scenario, MediKits and the Regeneration Special Skill apply an extra **+3 PH MOD** to their target. This MOD is cumulative with any other MODs.

HAZMAT GEAR

Troopers have received specialized protective gear to operate in toxic environments. In this scenario, all Troopers apply a **BTS+1 MOD**.

150 P	200 P / 250 P	300 P / 400 P
24 in x 32 in	32 in x 48 in	48 in x 48 in

| DEPLOYMENT ZONE A | 8" |
| DEPLOYMENT ZONE B | 4" |

| DEPLOYMENT ZONE A | 16" |
| DEPLOYMENT ZONE B | 8" |

| DEPLOYMENT ZONE A | 16" |
| DEPLOYMENT ZONE B | 8" |

Biotechvore Zone

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