

AN ONLINE CAMPAIGN IN COLLABORATION WITH ONTABLETOP



SHATTEREROUNDS

PHASE 2

OnTableTop 

CORVUS BELLI
INFINITY

SHATTERGROUNDS- SCENARIOS PHASE 2

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 The spirit of cooperation against the planetary destruction threat has been replaced by hostile actions aimed at gaining a competitive advantage in the struggle for international power, and the regions surrounding the QAZs have become the stage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.

IMPORTANT

It is essential to complete both missions of each Phase to opt for total control of each location at the end of the campaign.



LORENA. ALEPH/ NOMADS AREA

PHASE 2: BLÉRIOT AIRPORT

It was an aviation pioneer who lent his name to the Lorena airport, one of the busiest on the planet, frequented mainly by the private jets of the corporate elite. Its state-of-the-art facilities can accommodate the smaller transorbital shuttles of the execs that need to commute from their offices in orbit to their vacation homes in Bois Bleu. However, Bureau Noir is believed to take advantage of this airport's heavy traffic to mask the secret comings and goings of its operatives.

LAST LAUNCH (SHATTERGROUND)

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, have Extracted more Army Points than the adversary (4 Objective Points).
- » At the end of the game, have Extracted more Specialist Troops than the adversary (2 Objective Points).
- » At the end of the game, have Killed more Specialist Troops than the adversary (2 Objective Points).
- » At the end of the game, have Killed the same number of Specialist Troops as the adversary (1 Objective Point).
- » At the end of the game, Dominate the Launching Tower (1 Objective Point).

CLASSIFIED

There is one 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 ZONES 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	350	7	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

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

NO QUARTER

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

PITCH-BLACK

The zone of operations is very dark, which complicates target acquisition. In this scenario, all Troopers possessing any of the **Camouflage, Mimetism, or Terrain Special Skills** get a **+3 MOD** to their rolls when declaring **Dodge**.

ID SCANNERS

There are 2 ID Scanners placed on the center line of the table 8 inches (4 inches in 150 point games) from opposite sides of the game table edge.

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

DOWNLOAD ID

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with an ID Scanner.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Download an ID, with a successful roll an ID Token must be placed beside 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.

SWAP ID

SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in Silhouette contact with an Allied Trooper with an ID Token.

EFFECTS

- ▶ Without needing to perform a Roll, the player can Swap the ID.
- ▶ Place the ID Token next to the Trooper that declared this Skill.

COMMON RULES OF ID TOKENS

- » A Trooper with an ID Token cannot enter or be in any Marker State.
- » A Trooper can only have a single ID Token at a time.

LAUNCHING TOWER (ZO)

In this scenario, the Launching Tower 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 Launching Tower, we recommend using the Objective Room of the different Infinity Expansion Scenery Packs, 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 Wide Gates, one in the middle of each wall (see map below). The Gates of the Launching Tower are open at the start of the game.

DOMINATE THE ZO

The Zone of Operations 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 do not count either.

A Trooper is inside the ZO when more than half the Trooper's base is inside that tower.

ID CHECKER

There is 1 ID Checker placed in the center of the Launching Tower.

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

EXTRACT IDENTIFIED TROOPER

SHORT SKILL

Attack

REQUIREMENTS

- ▶ The Trooper must have an ID Token.
- ▶ The Trooper must be in Silhouette contact with the ID Checker.
- ▶ Troopers taking part in a Coordinated Order cannot declare this Skill.

EFFECTS

- ▶ Without needing to perform a Roll, the player can Extract the Trooper.
- ▶ Remove the Trooper from the game table, and any Peripherals it has that are inside the Launching Tower.
- ▶ Add the removed Troopers' points cost to the player's Extracted Army Points. Each player's Extracted Army Points total is Open Information.
- ▶ Troopers removed this way still count toward the player's Victory Points, even if they entered a Null State or Dead State during the Order they were Extracted.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State or 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.

Troopers that have been Extracted are never considered to be Killed by the adversary.

SPECIALIST TROOPS

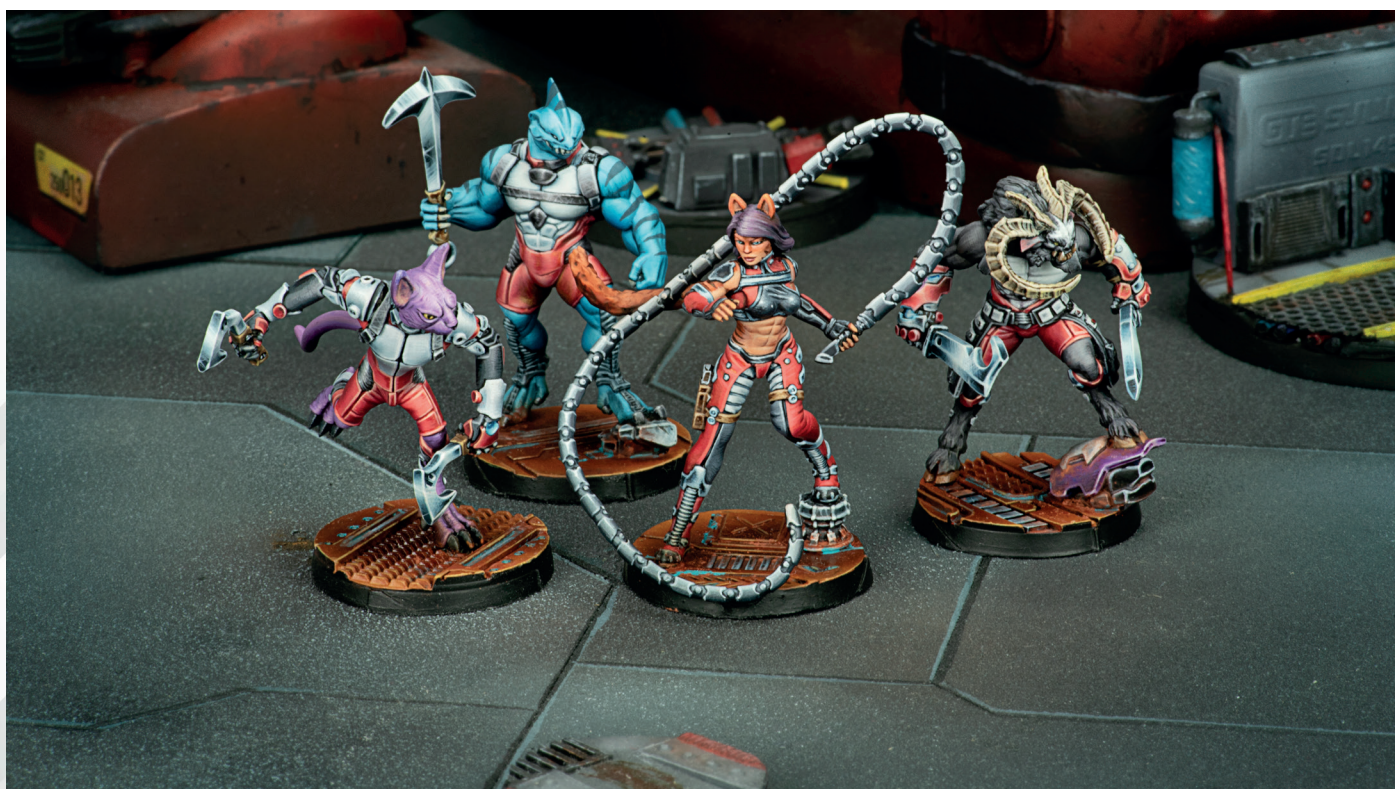
For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

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

BAGGAGE

Each Trooper possessing the Baggage piece of Equipment that is Extracted provides an additional 20 points to the player's Extracted Army Points.

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.



EVO HACKERS

In this scenario, those Troopers possessing an EVO Hacking Device can be Extracted without having an ID Token.

ASSURED SUPPORT

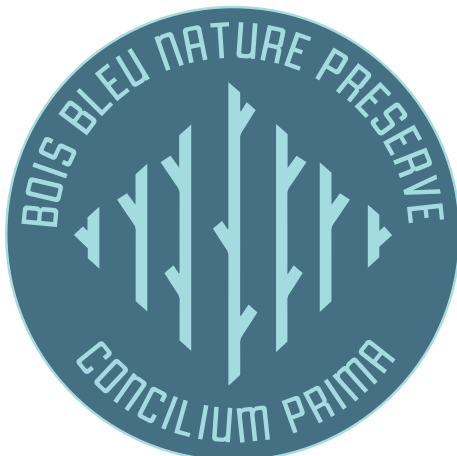
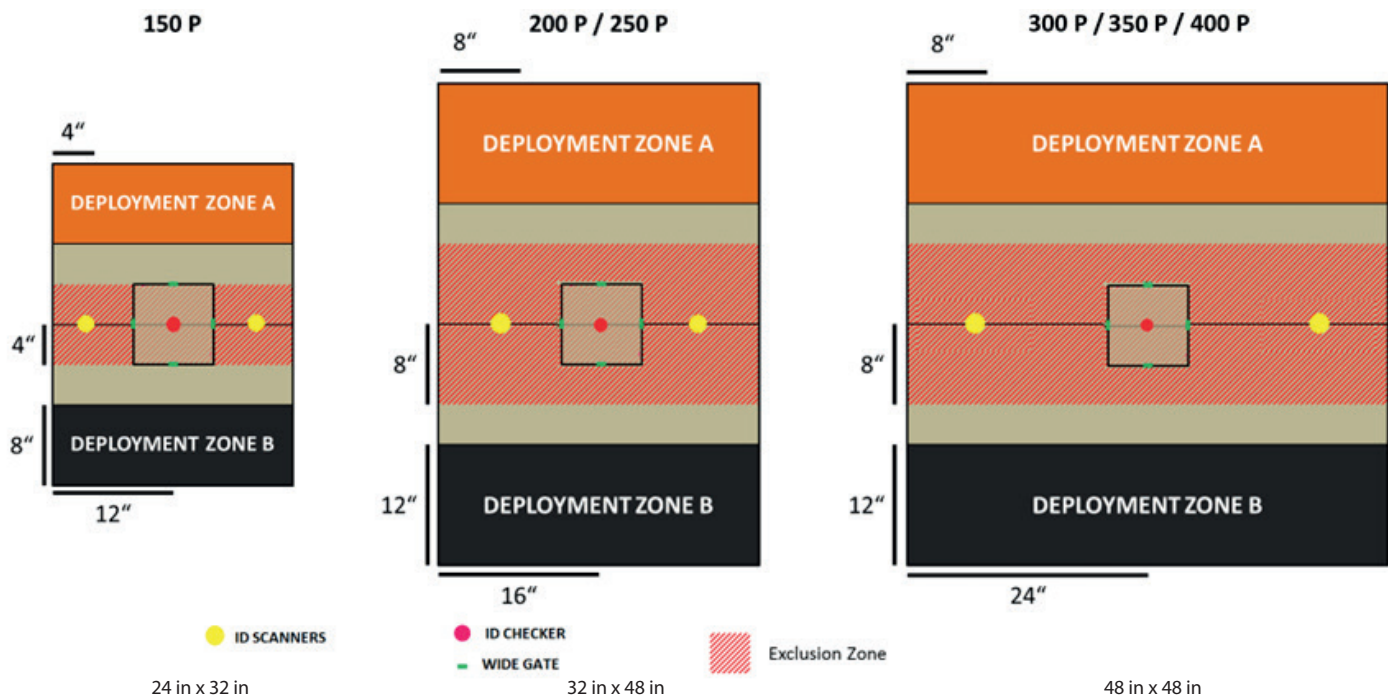
Reinforced and secure supply lines allow enhanced access to more resources. In this scenario, both players get a **+1 Bonus to the SWC** they have available.

VANTAGE COMMAND

In this scenario, the Lieutenants have a +1 Lieutenant Special Order.

END OF THE MISSION

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



HUAQIAO. YU JING/ JSA AREA

PHASE 2: EXPERIMENTAL ENERGY RESEARCH CENTER

Since it's the headquarters of Bureau Agni, Huaqiao houses not only the administrative hub and offices of this important Bureau, but also some of its major research centers. One of them, equipped with cutting-edge facilities, is the EERC, the Experimental Energy Research Center, where they shape the energy future of the Human Sphere.

POWER PACK (SHATTERGROUND)

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	350	7	48 in x 48 in	12 in x 48 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.

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:

HAZMAT GEAR

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

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.

TRANSORBITAL MED/AMMO SUPPLIES

Before the Deployment Phase, each player must place two Supply Box Tokens. They can be placed on any surface of the game table that is equal or larger in size than a Circular Template. The Supply Boxes must be completely outside the player's half of the table.

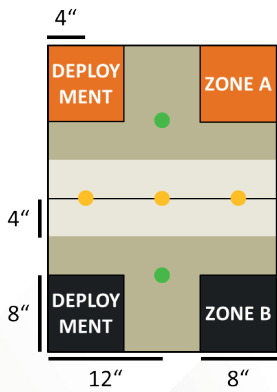
The player that kept Deployment must place their Supply Box Tokens first.

Player A and Player B Tokens can be used to mark the Supply Boxes. It is recommended each player uses a different kind of Tokens.

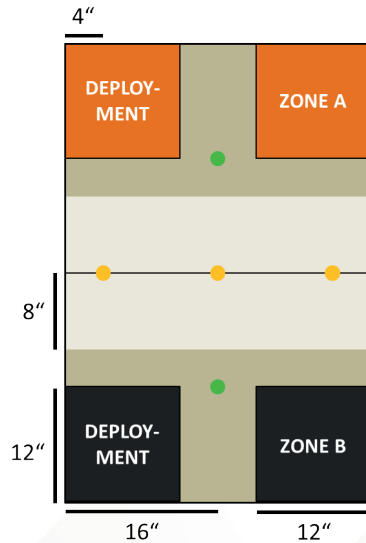
Any Allied Trooper in Silhouette contact with the Supply Box may spend one Short Skill of an Order to cancel their Unloaded State or recover one single point of their Wounds Attribute, removing the Token in the Conclusion of that Order.

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Supply Boxes of the ITS Objectives Pack, 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).

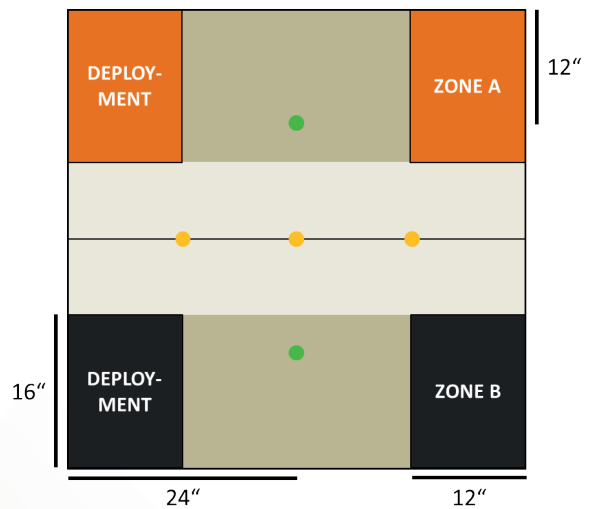
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 350 P / 400 P
48 in x 48 in





BHAI. HAQQISLAM/ COMBINED ARMY AREA

PHASE 2: SHIMMERING SKY PROJECT TRACKING STATION

This is an important node and orbital link for communications and surveillance that operates as an auxiliary facility for the Shimmering Sky Project. Although this project's primary operations are managed from its headquarters, the Tracking Station allows for global-scale assessment as well as monitoring the interaction of this cloud of nanobots with air and transorbital traffic. Easily recognizable due to its huge orbital beacon, this position is critical to maintaining air superiority in the southern part of the Mentor continent.

UPLINK CENTER (SHATTERGROUND)

MISSION OBJECTIVES

- » At the end of the game, have an Activated Communication Antenna (2 Objective Points for each Activated Communication Antenna).
- » At the end of the game, Control a Communication Antenna (1 Objective Point for each Controlled Communication Antenna).
- » At the end of the game, Control the Tech-Coffin (3 Objective Points).
- » At the end of the game, have an Active Lieutenant (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	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	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

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

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 2 Communication Antennas on 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 4 inches in 150 point games. Each Communication 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).

ACTIVATE COMMUNICATION ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

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

CONTROL A COMMUNICATION ANTENNA

A Communication Antenna 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 Communication Antenna. Models in a Null State cannot do either.

TECH-COFFIN

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

The Tech-Coffin 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).

CONTROL THE TECH-COFFIN

The Tech-Coffin 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 Tech-Coffin. Models in a Null State cannot do either.

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.

ENGINEER AND HACKER BONUS

Troopers 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.

ACTIVE LIEUTENANT

At the end of the game, a Lieutenant is Active if they are not in any Null state (Unconscious, Dead, Sepsitorized...), Isolated State, or any Immobilized State.

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.

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.

FAST LANE

The zone of operations is specially adapted to wheeled vehicles. All Troopers possessing **Motorbike** or **AI Motorbike** get a **+1 inch Bonus** to their first MOV value.

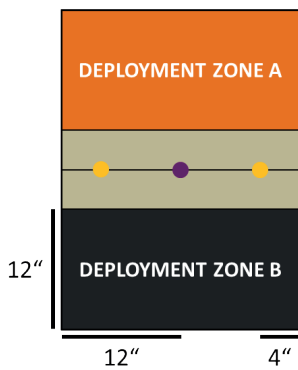
This Bonus will be applied only during a **Move** Common Skill.

KEEP ON TRUCKIN'

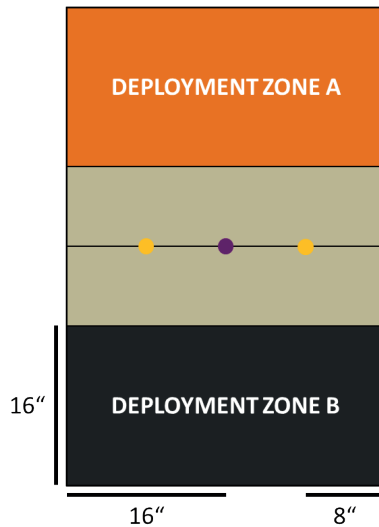
Both players can add a Monstrucker without applying Cost or SWC. However, their Cost does count towards Dominating ZO's. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers.



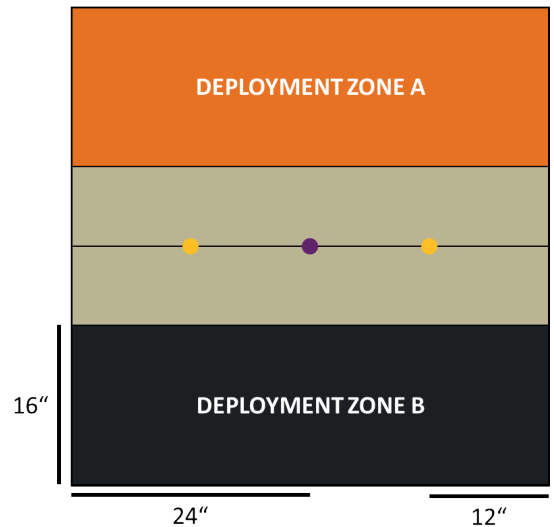
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 350 P / 400 P
48 in x 48 in



- Tech-Coffin
- Communication Antenna

OKOLNIR. PANOCEANIA/ ARIADNA AREA

PHASE 2: MARITIME TRAFFIC CONTROL CENTER

The role of a maritime traffic control center is similar to that of an air traffic control tower, but instead of being limited to an airport, it monitors an entire region or territory. Its function is to provide safety and efficiency for ship traffic, as well as to protect its surroundings and port facilities. This center must manage and respond to situations involving such traffic and it has various communications and tracking systems to identify every vessel that enters its area of operation. The strategic territorial control of a maritime traffic control center such as Okolnir makes it an important position for any force that hopes to establish its command in that area since it provides a source of intelligence and an early warning system in the event of an emergency.

MINDWIPE (SHATTERGROUND) 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	350	7	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 300/350/400 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 300/350/400 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.
- ▶ Each player can only Activate one Console, so cannot activate a second 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	In 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. 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.
- ▶ The user of this Program must have the DATA PACK Token

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.

NAME	AT-TACK MOD	OPP. MOD	DAM	B	TAR-GET	SKILL TYPE	SPECIAL
Data Erasure	0	0	17	1	Enemy Server	Short Skill	DA Ammo

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:

AQUATIC ADVANTAGE

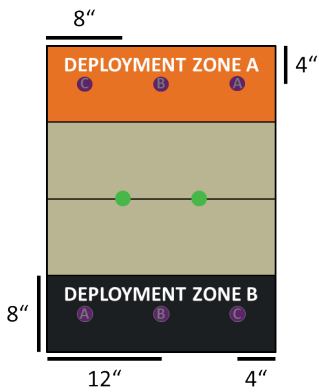
The zone of operations is partially flooded providing a tactical advantage. One Trooper of the Army List possessing **Terrain (Aquatic)** and one Trooper of the Army List possessing **Terrain (Total)** gain both the **Parachutist** Special Skill.

ARSENAL

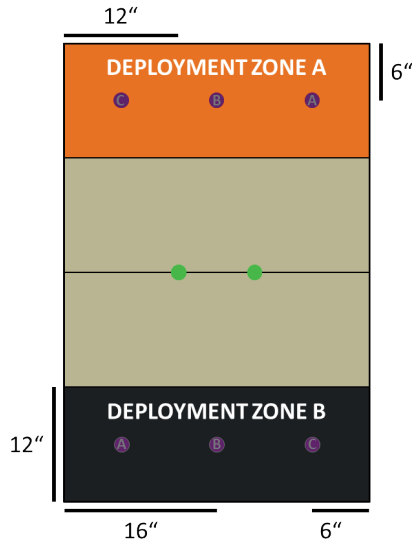
There is a warehouse of weapons and ammunition in the zone of operations. In this scenario, players ignore the Disposable Trait of any weapon or piece of Equipment of their Troopers.



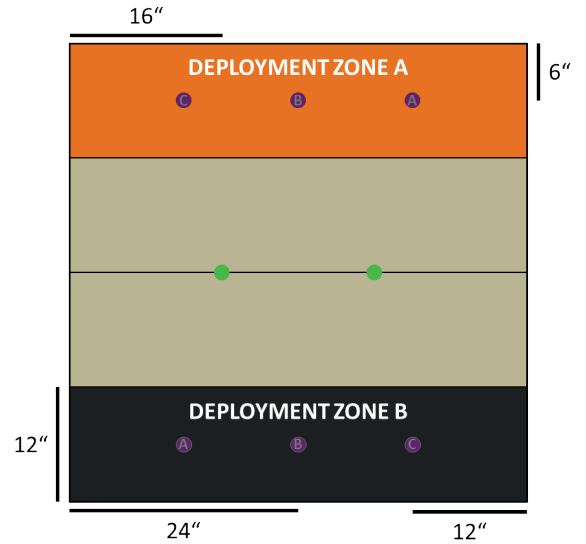
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 350 P / 400 P
48 in x 48 in



- Server (Tech-Coffin)
- Console



MONTALBÁN. PANOCEANIA/ NOMADS AREA

PHASE 2: MARINA AND YACHT CLUB

Come and experience the Montalbán Marina Yacht Club, located in the heart of Concilium's most popular archipelago and vacation spot. A prestigious, internationally acclaimed marina, renowned for the quality of its services and amenities, perfectly located for easy access to the sea and convenient travel connections. A paradise for sailing enthusiasts by day, and a lively promenade full of nightlife by night. An intoxicating combination of luxury hotels, high-rise condos, and cafés. After dark, its skyscrapers gleam in spectacular fashion, resembling a set of gemstones. Enjoy dinner on the beach or have a drink at the bar on a hotel rooftop, overlooking the magnificent view of the gulf and the amazing yachts and boats in the marina.

[Review on TripSphere, available all over Maya. See user comments with real-time updates]

UNMASKING (SHATTERGROUND) MISSION OBJECTIVES

MAIN OBJECTIVES

- » To Kill the enemy Designated Target, but only if it has been previously Revealed (3 Objective Points).
- » To Kill enemy Target Decoys, but only if they have been previously Revealed (1 Objective Point for each Target Decoys).
- » To Kill more enemy Target Decoys, but only if they have been previously Revealed (1 Objective Point).
- » At the end of the game, have the same number of Activated Consoles as the adversary (1 Objective Point but only if the player has at least 1 Activated Console).
- » At the end of the game, have more Activated Consoles than the adversary (2 Objective Points).
- » At the end of the game, have your Designated Target not Killed (2 Objective Point).

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	350	7	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

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

SCENARIO SPECIAL RULES

SUBTERFUGE

Each of the players will deploy three HVTs, applying the conventional rules, but only one of them will be the Designated Target. This choice will be made by each player during the Deployment Phase. It is Private Information and must be written down to show to your opponent if necessary. The other two HVTs are Target Decoys.

All the HVTs have an HVT Profile (Neutral Civilian) until they are Revealed as a Designated Target, or as a Target Decoy.

An HVT applies the HVT Profile (Designated Target) at the end of the Order in which it has been Revealed as a Designated Target, or as a Target Decoy.

CONSOLES

There are three Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two are 12 inches from the central Console (8 inches in 150 point games), see map below.

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).

ACTIVATE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a 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.
- ▶ When Activating the Console, the player may choose one of the enemy HVTs and the adversary must Reveal if it is the Designated Target, or if it is one of the Target Decoys.
- ▶ A Console cannot be Activated again by the same player to Reveal another HVT.
- ▶ An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the Console no longer counts as Activated by the adversary.
- ▶ Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token.

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.

DESIGNATED TARGET

In this scenario, the enemy HVTs that have been Revealed are considered enemy Troopers instead of Neutral Civilians, so they can be targeted by Attacks.

Revealed HVTs are reactive and hostile, reacting as if they are an enemy Trooper.

IMPORTANT:

Players are not allowed to Kill an enemy HVT until it has been revealed as the Designated Target, or as one of the Target Decoys.

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.

CLASSIFIED DECK NOT USED

Players will not use the 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.

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

CAMPAIGN

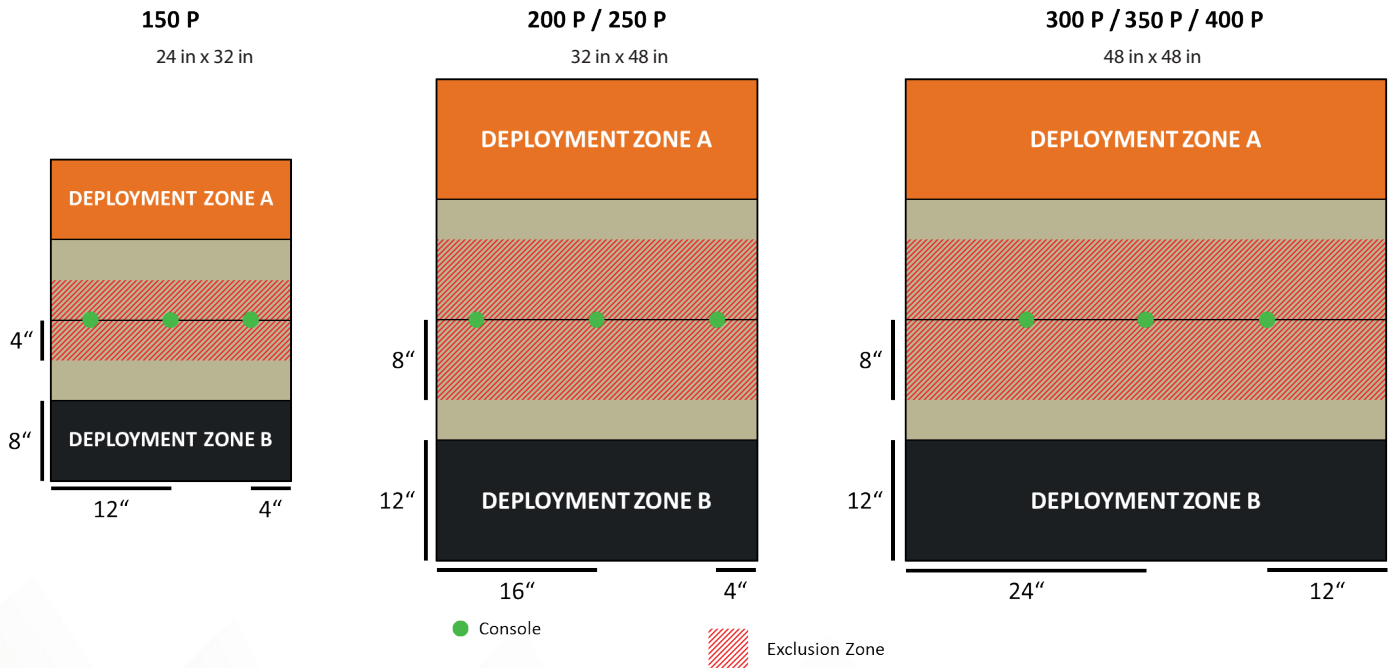
SPECIAL RULES:

AQUATIC ADVANTAGE

The zone of operations is partially flooded providing a tactical advantage. One Trooper of the Army List possessing **Terrain (Aquatic)** and one Trooper of the Army List possessing **Terrain (Total)** gain both the **Parachutist** Special Skill.

ARMORED REINFORCEMENTS

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





EDDA. 0-12/ COMBINED ARMY AREA

PHASE 2: BELTWAY 594

Beltway 594 is a ring road that encircles what is known as the Core, the urban area of Edda that concentrates all of Concilium Prima's major public administrative buildings and corporate headquarters. In fact, in the political jargon of this planet, the phrase "inside the Beltway" refers to matters that are of the highest importance in 0-12 politics. Whoever controls the Beltway has the power to cut off the most important area of the city, and ultimately to besiege it and turn it into a political hostage.

BATTLEGROUND (SHATTERGROUND)

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, dominate the nearest Sector to your Deployment Zone (1 Objective Point).
- » At the end of the game, dominate the central Sector (3 Objective Points).
- » At the end of the game, dominate the farthest Sector from your Deployment Zone (4 Objective Points).
- » Kill the enemy Key Ops (2 Objective Points).
- » Alternatively, at the end of the game, Threaten the enemy Key Ops (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	350	7	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

SECTORS (ZO)

When the game is finished, but not before, 3 Sectors are marked out. In 200/250/300/350/400 point games, these Sectors are 8 inches deep and as wide as the game table. Two of these Sectors are placed 4 inches from the central line of the game table, one on each side, and the third Sector is a strip 8 inches deep in the central area of the table.

In 150 point games, these Sectors are 4 inches deep and as wide as the game table. Two of these Sectors are placed 2 inches from the central line of the game table, one on each side, and the third Sector is a strip 4 inches deep in the central area of the table.

In this scenario each Sector 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.

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.

KEY OPS

The Key Ops is a special tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops. 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, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the Dodge (+3) and Tactical Awareness Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative, if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B Marker.

THREATEN KEY OPS

A Key Ops is Threatened by a player if they have at least one Trooper (as a Model, not a Marker) in a non-Null state inside the Key Ops' Zone of Control.

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.

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:

FAST LANE

The zone of operations is specially adapted to wheeled vehicles. All Troopers possessing **Motorbike** or **AI Motorbike** get a **+1 inch Bonus** to their first MOV value.

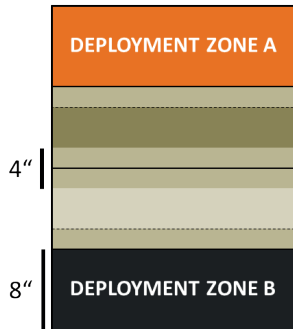
This Bonus will be applied only during a **Move Common Skill**.

OPEN RANGE

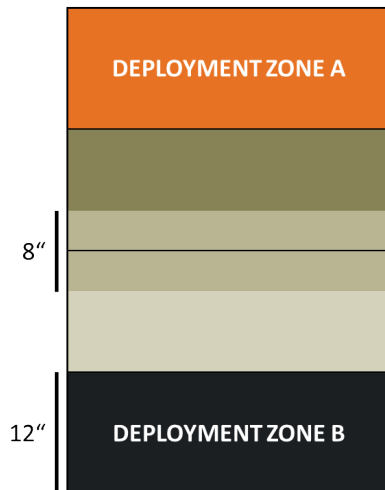
The zone of operations is almost free of obstacles, providing a clear view of the zone. In this scenario, the **-6 Range MOD** of any BS Weapon, piece of Equipment or Special Skill automatically becomes a **-3 Range MOD**.



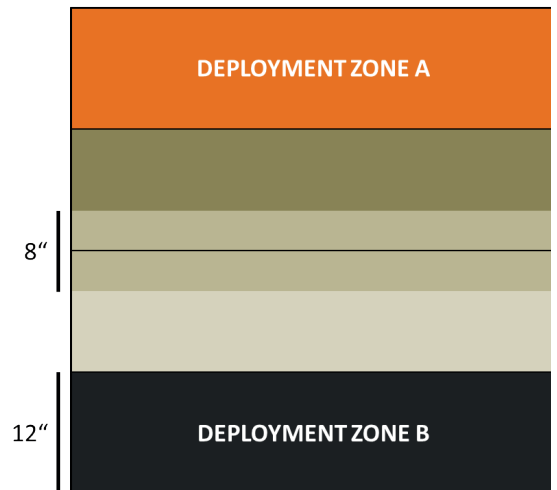
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 350 P / 400 P
48 in x 48 in



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