

A CODE ONE
EXPANSION



INFINITY
CODE ONE //
TAG MISSION SET



CORVUS BELL

INFINITY TAGS

TAGs (Tactical Armored Gear) are single-manned armored weapons platforms. Despite their distinctly humanoid, arachnid or bird-like shapes, a product of their all-terrain designs, they have a broader range of maneuverability and mobility than the human body. They are smaller than light armored vehicles designed for infantry support, and almost as fast-moving.

TAG engineers have employed the most advanced technologies available, and have obtained outstanding results with the combination of armored protection, firepower and mobility on a lightweight frame.

TAG MISSION SET

TAG have arrived in CodeOne! Huge, fast, lethal and resilient war machines are now available to you. Ready to be the spearhead of your Army List and to achieve victory.

But don't get too confident, probably your enemy also has one waiting in their hangar to be deployed in front on you. So, this can mean only one thing: the battle is going to be epic!

This Mission Set has been conceived as an expansion that increases the number of scenarios available to CodeOne and it works at the same time as an introduction to the background of the different TAGs arriving in CodeOne.

VARUNA NAVAL CHASSEURS

"Nemo nos effugit" (No-one escapes us).

Motto of the Naval Chasseurs Regiment.



The Cutter is the Remote Presence armored gear model used by the Varuna Chasseurs Regiment of the Rapid Intervention Division. It was conceived for undercover operations and amphibious or underwater operations. Its design includes sound-suppressing equipment and an environment-adaptive skin capable of changing its reflective, radiative and electrical properties at will, effectively canceling its optical and thermal output. In the interest of maneuverability and stealth, its principal design requirements, it has foregone the use of a secondary weapon.

Cutter units are also used by the armored division of the "Blue Sea" anti-terrorism project. They are responsible for undercover insertions in highly volatile areas, but their operational remit also includes punitive actions and control of operational perimeters to avoid target withdrawal.

SPHINX SPECIAL ARMORED CORPS



According to Shasvastii tactical philosophy, the Special Armored Corps is a non-conventional infiltration unit. The Sphinx (human designation code) TAG models can operate as an attack vector for the Expeditionary Forces by taking advantage of its high speed and stealth abilities and making the most out of it. However, they can also be used as an armored reconnaissance force in environments with heavy fighting.

To carry out these combat functions, the Sphinxes have been equipped with advanced concealment and invisibility systems that allow them to avoid security and sensor networks. With the purpose of improving their operative performance capacity, they have been fitted with silent mobility equipment, as well as active noise cancellation and electromagnetic masking. Their armored shell has a surface of non-magnetic and non-conductive composite polymers. This surface has properties of light emission that allow it to project camouflage, thermal patterns, and directional polarized holograms. They also have a specialized pseudo-AI that deals only with the control of these Thermo-Optical Camouflage Systems, using the information provided by external sensors to optimize the camouflage. In addition, their special mobility mechanisms allow them to move silently, but at maximum speed, over any plane or surface of the battlefield.

The Sphinxes are specialized in covert operations, in which stealth becomes their most powerful weapon. They are big, invisible war machines that move in silent synchrony with the environment until the time comes to display all their armored power in the middle of the enemy lines, where the most damage can be done.

BLUE WOLF REGIMENT, MONGOL CAVALRY OF THE STATE

"A man's greatest joy is to defeat his enemies, to drive them before him, to take from them all they possess, to see those they love in tears, to ride their horses, and to hold their wives and daughters in his arms."

Genghis Khan's words adopted as an unofficial motto of the Blue Wolf Regiment.



The so-called Mongol Revival movement also had an impact on the StateEmpire Army, which benefited from the Mongols' return to their original ideals and to their nomadic way of life. It's one of the great successes of the High Command reorienting the Mongol horsemanship culture towards TAGs, single-person, armored combat vehicles. Just as they did in the past with their horses, the Mongols establish a special relationship with their TAGs, considering them more than just a sophisticated instrument of warfare. For the pilot, each "mount" has a name and a personality of its own, developed after hours and hours of sweating and training in the field, because a real Mongol pilot disdains virtual simulators. For them, if it's not real, then it is not valid, because

the only way to learn is through direct experience, and only risk and danger can sharpen your skill. This is why Mongols are able to bring their mounts to full speed, get knocked down by a nearby explosion, and regain control of their TAG as if nothing had happened. In combat, their armor allows them to ignore most hits, so their charges are devastating. Their lightweight TAGs have enhanced movement and response capabilities and include a control and communication system that allows for more effective use and management of the experience and information gained during combat. It's absolutely true that Mongol pilots are somewhat arrogant, but this is because they know that they can overpower any opponent in combat. They possess a destructive power that allows them to take on anyone, and when they cannot win, they are still able to outrun danger without losing their smile thanks to the power and speed of their mounts.

Mongol Cavalry squadrons are part of the Blue Wolf Regiment, which was given this name because of the Mongols' origin myth: a people descended from a sky-blue wolf. The Blue Wolf Regiment is a nomadic unit, always changing its location, always on the move, so as not to be an easy target. And this is only possible thanks to their lightweight

TAGs, which allow for greater mobility and require less equipment and support personnel than a conventional mechanized regiment. The nomadic nature of this unit is not only very beneficial to the StateEmpire Army, which thus has mechanized squadrons always available and ready for deployment, it's also very convenient for local authorities, who won't have to suffer them for long in their jurisdiction. Mongol "riders" are only happy when they are behind the controls of a fast and powerful vehicle.

Such temperament wreaks havoc on their civilian lives, as they pile up traffic tickets for reckless driving and speeding, not to mention their drunken brawls, since bars tend to be their destination after their illegal races.



ZETA UNIT

 Both in open combat and in low-intensity conflicts, the Zeta Units are Bureau Aegis' sledgehammer, the ultimate deterrent, the final solution. Zeta Units' pilots are implant warriors, wired to the Zetas to become killing machines, three times faster and more efficient than a common soldier. The Zetas are telepresence combat units, an evolution of the latest generation of PanOceanian TAGs, improved using patents from Bakunin and assembled by the Cyantek Corporation in its factories on Concilium. Usually, the Zetas are deployed in their assault version, with a primary weaponry consisting of a Hyper-Rapid Magnetic Cannon, well-known for its high rate of fire, together with a Heavy Riotstopper, the non-lethal option, suitable for crowd control. This combat setting is very versatile as it allows them to face all sorts of adversaries, regardless of their armor or number, as well as providing heavy support to the generally scarce and valuable forces that SWORDFOR can deploy in the area of operations. Zeta pilots' responsibility is very great, and only those with immense physical and mental endurance can join this exclusive club.

SWORDFOR has no use for a pilot with good reflexes and excellent coordination if they are not able to endure the intense and exhausting double shifts a Zeta will have to suffer through, because these units are also very scarce and only the best deserve to pilot them. At the Mechanized Pilot Academy at Thokk, Concilium, all aspiring pilots undergo a brutal screening process before earning the Topnotch title that certifies their acceptance into the Zeta Unit. The tests are so harsh that failing them isn't considered a dishonor in any case, and other units fight over the rejects from this elite training program because the mere fact of having been considered for the program proves they really are remarkable pilots. But excellence is not enough for the Zeta Units, who are the ultimate expression of Bureau Aegis's authority in the field, always executing the will of O-12 with relentless zeal and efficiency. If the main purpose of SWORDFOR troops is saving lives, innocent lives, the specific mission of the Zetas is the opposite: taking lives, eliminating all those who threaten the physical safety of any of the innocent. This is the Zeta Units' true specialty, one they are awfully good at.



DEADLY DANCE

MISSION OBJECTIVES

MAIN OBJECTIVES

- ▶ At the end of each Game Round, Dominate your Assigned Quadrant [1 Objective Point].
- ▶ At the end of each Game Round, have a TAG in a non-Null State in your Assigned Quadrant [1 Objective Point].
- ▶ At the end of the game, be the one with the higher count of Dominated Quadrants from every Game Round [4 Objective Points]

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.

It is not allowed to deploy in Silhouette contact with a Console.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENTS ZONE SIZES	MINIMUM VP
A AND B	15	3	24 IN X 32 IN	8 IN X 24 IN	3.5
A AND B	25	5	32 IN X 48 IN	12 IN X 32 IN	6
A AND B	30	6	48 IN X 48 IN	12 IN X 48 IN	7.5

SCENARIO SPECIAL RULES

DOMINATE ASSIGNED QUADRANTS

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 if they are dominating the Assigned Quadrants and Objective Points are counted.

At the beginning of the first Game Round, before the Tactical Phase of the first player, both players must roll a die on the Assigned Quadrant Table. The result of the roll will determine the Assigned Quadrant of each player.

ASSIGNED QUADRANT TABLE

ROLL	FIRST PLAYER	SECOND PLAYER 3
1-5	QUADRANT 1	QUADRANT 4
6-10	QUADRANT 2	QUADRANT 3
11-15	QUADRANT 3	QUADRANT 2
16-20	QUADRANT 4	QUADRANT 1

Players must decide who is going to be Player A and Player B before the Deployment Phase, to determine the effect of the *Hack Communications* rule during the game.

An Assigned Quadrant is considered Dominated by a player if he has more Victory Points than the adversary inside the area. Only Troopers represented by **Models or Markers** count. Troopers in a Null State do not count. Tokens or Markers representing weapons or pieces of equipment (like Mines), or any Marker that does not represent a Trooper does not count either.

A Trooper is inside a Quadrant when more than half the Trooper's base is inside that Quadrant.

SHASVASTII

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

CONSOLES

There are 4 Consoles, placed in the center of each Quadrant, 12 inches from the edge of the table (see map below). Each Console must be represented by a Console A Marker 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).

HACK COMMUNICATIONS

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Console.

EFFECTS

- ▶ At the beginning of the second and third Game Round, before the first Player's Tactical Phase, each player will take the highest WIP Attribute of his Specialist Troops in Silhouette contact with a Console and make a Normal Roll or Face to Face Roll using their WIP Attribute. The winner of the roll will Hack the adversary's Communications.
- ▶ The winner must roll a Dice, if the value of the Dice is an even number, the Assigned Quadrant of the enemy Player will be moved to the next Quadrant clockwise (from Quadrant 2 to Quadrant 4, for example)
- ▶ If the value of the Dice is an odd number, the Assigned Quadrant of the enemy Player will be moved counterclockwise.

SPECIALIST TROOPS

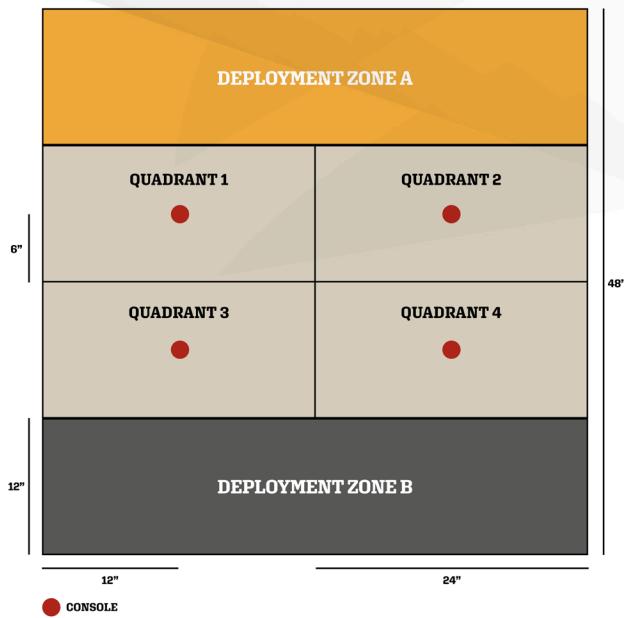
For the purposes of this scenario, only Hackers, Doctors, Engineers, and Paramedics are considered Specialist Troops.

Doctors and Engineers cannot make use Peripherals to perform tasks reserved for Specialist Troops.

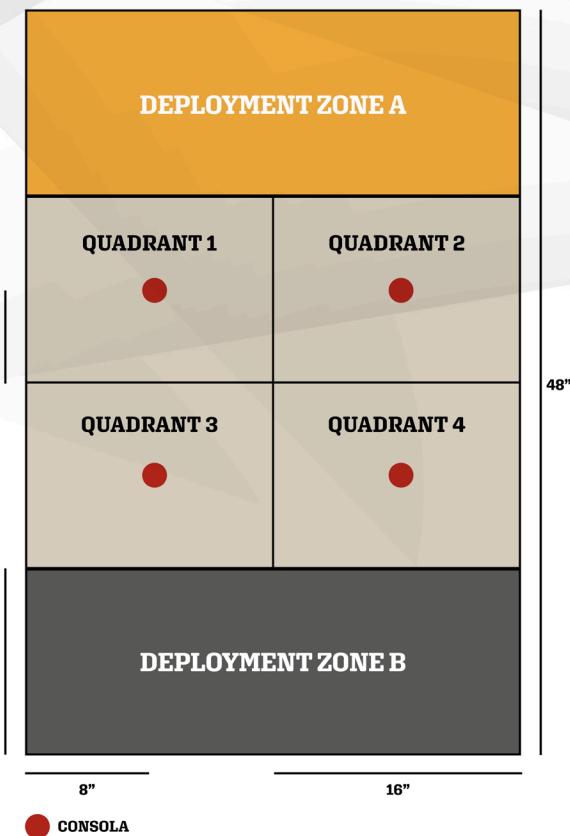
END OF THE MISSION

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

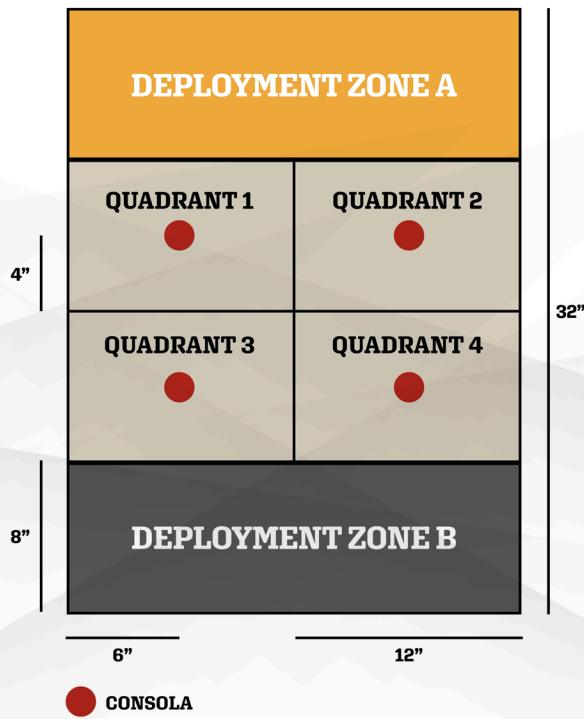
30-POINT SCENARIO



25-POINT SCENARIO



15-POINT SCENARIO



SHOW OF FORCE

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, Control the Transmission Antenna [2 Objective Points].
- At the end of each Game Round, Control the Transmission Antenna with a TAG [2 extra Objective Points].
- To Kill more Army Points than the adversary [1 Objective Points].
- At the end of the game, have acquired more weapons or items from the Panoplies than the adversary [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.

It is not allowed to deploy in Silhouette contact with the Transmission Antenna.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENTS ZONE SIZES	MINIMUM VP
A AND B	15	3	24 IN X 32 IN	8 IN X 24 IN	3.5
A AND B	25	5	32 IN X 48 IN	12 IN X 32 IN	6
A AND B	30	6	48 IN X 48 IN	12 IN X 48 IN	7.5

SCENARIO SPECIAL RULES

TRANSMISSION ANTENNA

There is 1 Transmission Antenna placed in the center of the table. The Transmission Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONTROL THE TRANSMISSION ANTENNA

The Transmission Antenna is considered Controlled by a player when they are the only one who possesses a Trooper in Silhouette contact with it. Only Troopers represented by **Models or Markers** count. So, there cannot be enemy Troopers in Silhouette contact with the Transmission Antenna. Models in Null States do not count for this.

As stated in the Main Objectives, at the end of the game, if the Trooper that Controls the Antenna is a TAG, the player gains 2 additional Objective Points.

PANOPLIES

There are 2 Panoplies, placed on the central line of the table 8 inches from the edges of the table (see map below).

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

USE PANOPLY

(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.
- 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	TAG: HEAVY PISTOL [+1B] OTHER TROOP TYPES: +1 ARM	13	MULTISPECTRAL VISOR L2
3-4	LIGHT FLAME-THROWER	14	MONOFILAMENT CCW
5-6	AP CCW	15	MOV 8-4
7-8	DA CCW	16	MULTI RIFLE
9	MULTISPECTRAL VISOR L1	17	MULTI SNIPER RIFLE
10	MIMETISM (-3)	18	360° VISOR
11	LIGHT RIOTSTOPPER	19	MIMETISM (-6)
12	TAG: DODGE (PH=15) OTHER TROOP TYPES: +2 ARM	20	HMG

KILLING

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

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

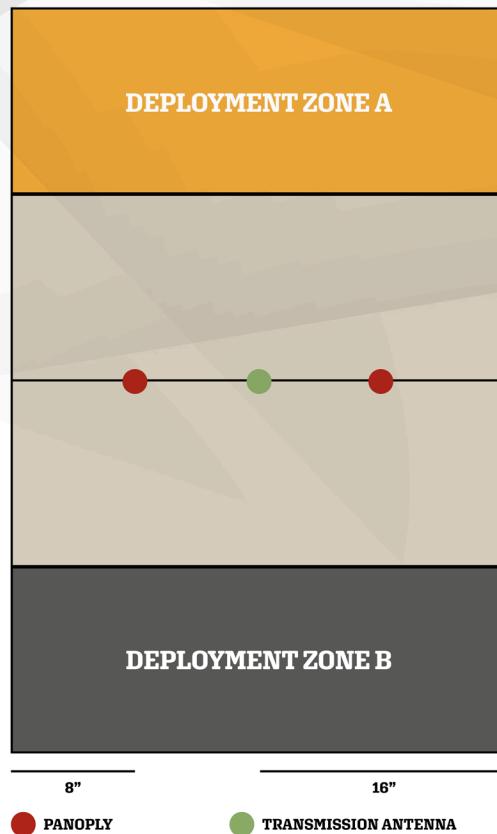
END OF THE MISSION

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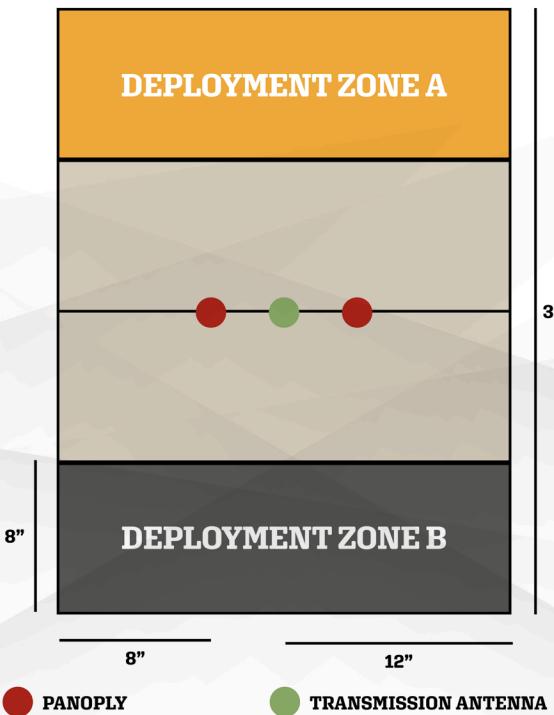
30-POINT SCENARIO



25-POINT SCENARIO



15-POINT SCENARIO



ARMORED INTRUSION

MISSION OBJECTIVES

MAIN OBJECTIVES

- ▶ Activate the Enemy Authentication Console (3 Objective Points).
- ▶ At the end of each Game Round, Dominate the Diagnostic Room (2 Objective Points).
- ▶ At the end of the game, have a TAG in a non-Null State inside the Diagnostic Room (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.

It is not allowed to deploy in Silhouette contact with an Authentication Console.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENTS ZONE SIZES	MINIMUM VP
A AND B	15	3	24 IN X 32 IN	8 IN X 24 IN	3.5
A AND B	25	5	32 IN X 48 IN	12 IN X 32 IN	6
A AND B	30	6	48 IN X 48 IN	12 IN X 48 IN	7.5

SCENARIO SPECIAL RULES

AUTHENTICATION CONSOLE

There is a total of 2 Authentication Consoles, 1 corresponding to each player, placed in different halves of the table. Each of them is located in the center of the front edge of the player's Deployment Zone (see map).

The Enemy Authentication Console is the one on the edge of the enemy Deployment Zone.

Each Authentication Console must be represented by a Console A Marker 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 AUTHENTICATION CONSOLE

(SHORT SKILL)

Attack.

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Enemy Authentication Console.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Authentication 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.

DIAGNOSTIC ROOM

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Diagnostic 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 Armory are open. The Armory Gates must be represented by a Wide Gate Token or a scenery piece with the same size, these access points allows all Troopers to pass through, regardless of their Silhouette value.

DOMINATE DIAGNOSTIC ROOM

The Diagnostic Room is considered Dominated by a player if he has more Victory Points than the adversary inside the area. Only Troopers represented by **Models or Markers** count. Troopers in a Null State do not count. Markers representing weapons or pieces of equipment (like Mines) and any Token that does not represent a Trooper does not count either.

A Trooper is inside in the Diagnostic Room when more than half the Trooper's base is inside Diagnostic Room.

You cannot enter the Diagnostic Room **during the first Game Round**.

You cannot enter the Diagnostic Room before you have activated the **Enemy Authentication Console**.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside the Diagnostic Room count while they are in Spawn-Embryo State or any non-Null State.

SPECIALIST TROOPS

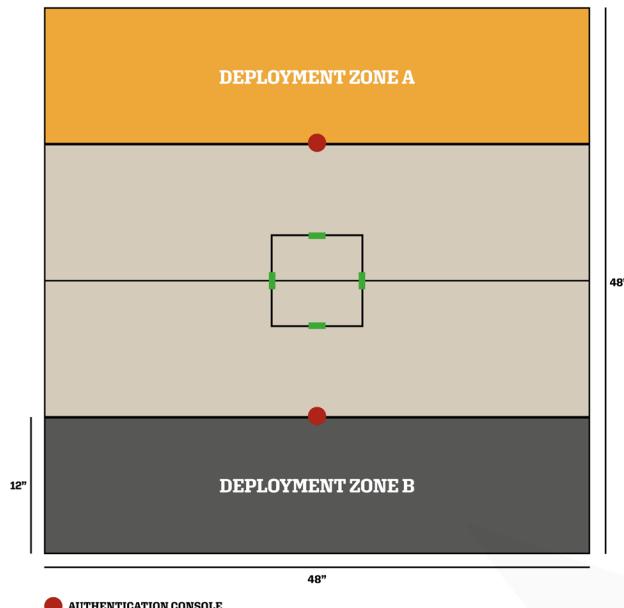
For the purposes of this scenario, only Hackers, Doctors, Engineers, and Paramedics are considered Specialist Troops.

Doctors and Engineers cannot make use of Peripherals to perform tasks reserved for Specialist Troops.

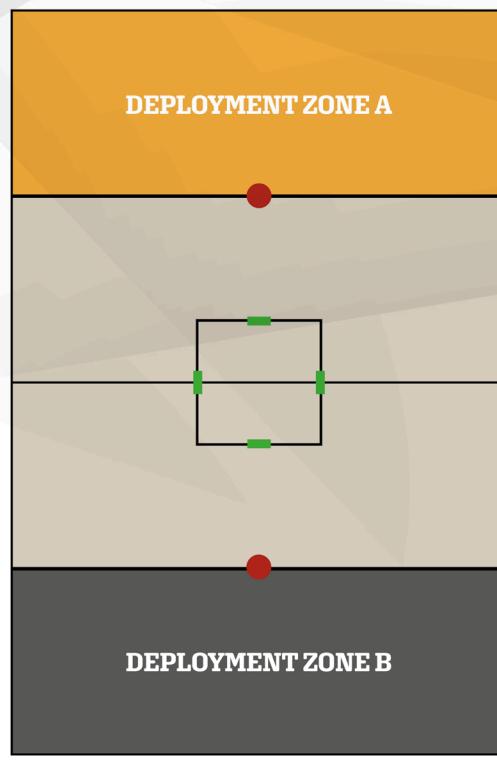
END OF THE MISSION

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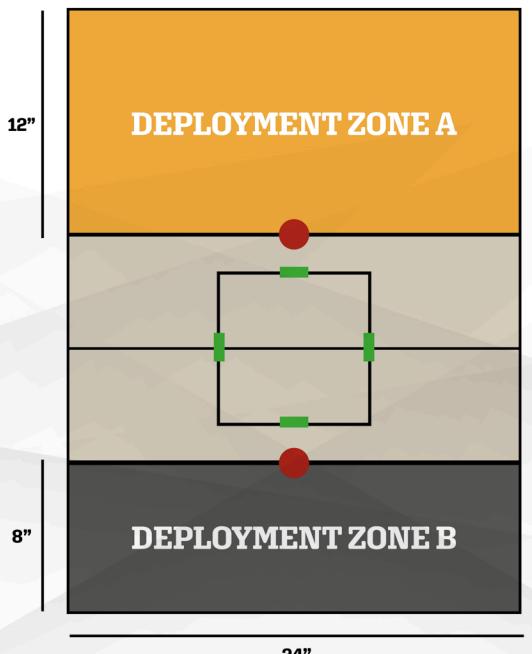
30 POINT SCENARIO



25 POINT SCENARIO



15 POINT SCENARIO



VANGUARD ACTION

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, Dominate the central Sector (1 Objective Point).
- At the end of each Game Round, Dominate the Sector furthest from your Deployment Zone (2 Objective Points).
- At the end of the game, have a TAG in a non-Null State in the farthest Sector from your Deployment Zone (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	DEPLOYMENTS ZONE SIZES	MINIMUM VP
A AND B	15	3	24 IN X 32 IN	8 IN X 24 IN	3.5
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A AND B	30	6	48 IN X 48 IN	12 IN X 48 IN	7.5

SCENARIO SPECIAL RULES

SECTORS

At the end of each Game Round, but not before, the table is divided into Sectors as seen on the map. Each player then checks which Sectors they are Dominating and Objective Points are counted.

A Sector is considered Dominated by a player if he has more Victory Points than the adversary inside the area. Only Troopers represented by **Models or Markers** count. Troopers in a Null State do not count. Markers and Tokens representing weapons or pieces of equipment (like Mines), or any Marker that does not represent a Trooper does not count either.

A Trooper is inside a Sector when more than half the Trooper's base is inside that Sector.

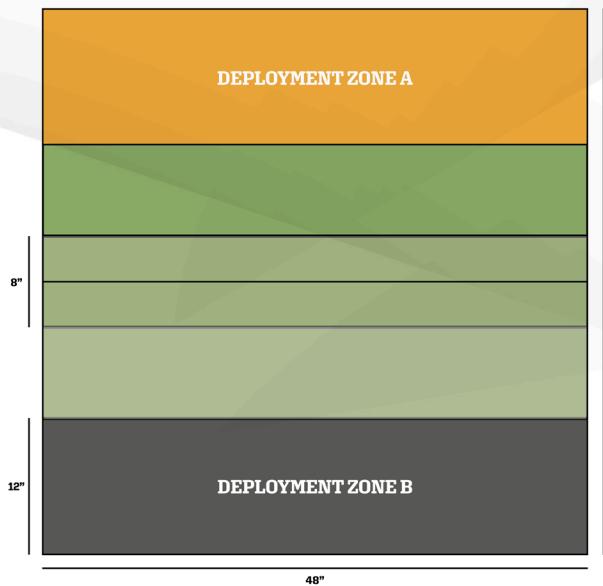
SHASVASTII

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

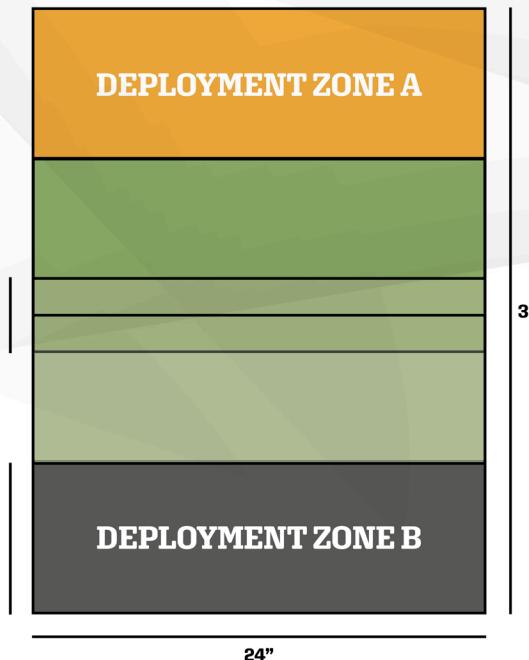
END OF THE MISSION

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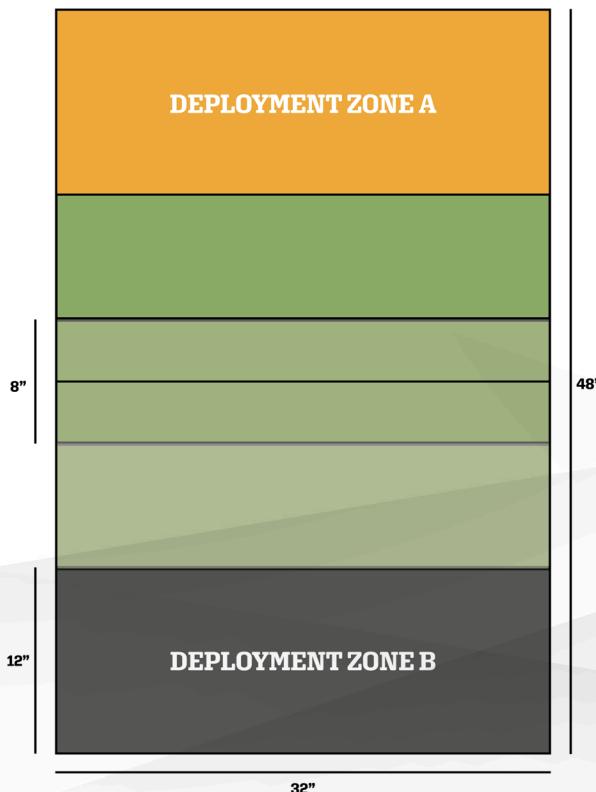
30 POINT SCENARIO



15 POINT SCENARIO



25 POINT SCENARIO





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