



## VIRAL OUTBREAK

It was a mistake. At first it seemed like a good idea, but it definitely wasn't. It's OK to improvise and think outside the box if things don't go according to plan, but this was a full-blown fuck-up.

Releasing the virus when you noticed a rival team in the facilities looked like the perfect diversion tactic to get the hell out of there in the confusion. Well, turns out your opponents are just as tough as you, and a viral outbreak isn't going to discourage them. And you didn't consider that these scientific facilities always have some heroic technician or other pleb ready to risk their life to save the day. So now you have to activate the Decontamination Chambers for the system to let you out, and some of your men are infected with the virus you released. You still have to take control of the main Console before the job is done, in addition to keeping an eye on the lab's HAZMAT Specialist to keep her from messing with your plan. And don't forget about the hostiles lurking around...

This mission was not particularly hard, but your decisions took it all the way to Shitstorm Level. Now you'll have to play it by ear if you want to find some sort of way out of this. Above all, stay frosty.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » **Activate** Decontamination Chambers (1 Objective Point each).
- » **Activate** the Main Console (3 Objective Points).
- » **Control** the Main Console at the end of the game (3 Objective Points).
- » **Control** the HAZMAT A1 Specialist at the end of the game (1 Objective Point).

### CLASSIFIED

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

## FORCES

**Side A:** 300 points.

**Side B:** 300 points.

## DEPLOYMENT

**Side A and Side B:** Both players deploy on opposite sides of the game table, in an area 12 inches deep.

Deploying inside or in base contact with the *Objective Room* is not permitted.

## SCENARIO SPECIAL RULES

**Game table size:** 48 x 48 inches

### SOURCES OF CONTAGION

*Sources of Contagion* are represented by Circular Templates and are considered to have infinite height.

At the beginning of the first game turn, **before the first player's turn starts**, make a roll to place a single *Source of Contagion* on the table. New *Sources of Contagion* are placed at the beginning of each game turn: place 2 new *Sources of Contagion* at the beginning of the second game turn and 3 new *Sources of Contagion* at the beginning of the third game turn.

To place a *Source of Contagion*, use a slightly modified version of the *Dispersion* rule: place the Circular Template on the center of the table with the arrow pointing towards one of the *Deployment Zones*, then roll a die. Move the template a number of inches equal to the number rolled, in the direction indicated by the last digit of that number.

For the first roll, point the template's arrow towards the *Deployment Zone* of the player who won *Initiative*. For subsequent rolls, alternate between *Deployment Zones*.

Sources of Contagion remain on the table for the whole game and cannot be removed.

When a model inside or in base contact with a Source of Contagion declares an Order or ARO, or if during an Order or ARO a model makes base contact with a Source of Contagion, that model must make a PH Roll with its PH modified by its (positive) BTS. This roll does not force markers to reveal themselves.

**Rolling a 20** always causes the PH Roll to fail, regardless of the model's BTS Attribute.

On a failed PH Roll, place an Infected Marker beside the model.

**Important:** Those troops possessing the Structure (STR) Attribute instead of the Wounds (W) Attribute are not affected by the Sources of Contagion and are not forced to make the PH Roll.

## INFECTED

Before each player's turn begins, troops with an Infected Marker must each make a PH Roll with their PH modified by their (positive) BTS. Models that fail this roll die immediately, regardless of their remaining Wounds. Models that die this way are immediately removed from the table as casualties and do not add their Order to their side's Order Reserve.

**Rolling a 20** always causes the PH Roll to fail, regardless of the model's BTS Attribute.

Doctors in base contact (or via a G: Servant troop in base contact) can cure Infected troops by spending one Short Skill of an Order and removing the Infected Marker. No Roll is required. Infected troops can also be cured by a Decontamination Chamber.

Infected Doctors can cure themselves by spending one Short Skill of an Order, with no Roll required.

## DECONTAMINATION CHAMBERS

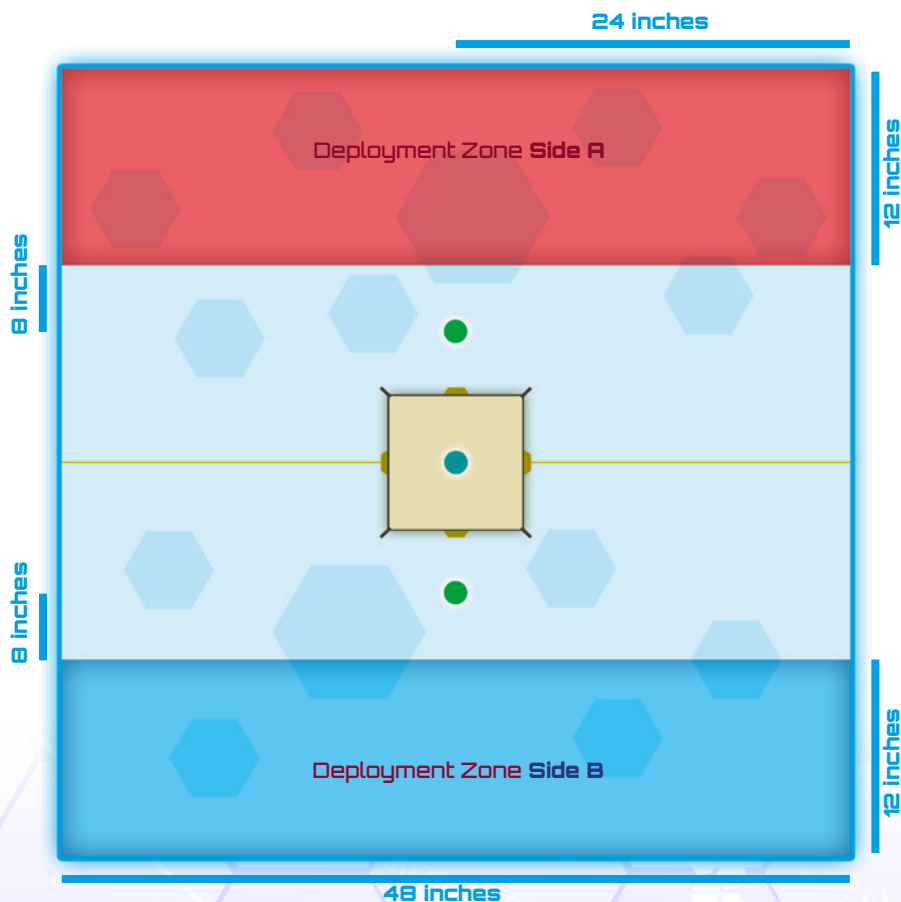
Two Decontamination Chambers are placed on the table, each on one half of the table. Both are located 8 inches from the central line of the table and 24 inches from the lateral edges of the table (see map).

To activate a Decontamination Chamber, a Specialist Troop in base contact with it must spend one Short Skill of an Order and succeed at a WIP-3 Roll. Troops with the Special Skill Doctor must succeed at a WIP Roll. Repeaters and G: Servant troops cannot be used to activate a Decontamination Chamber.

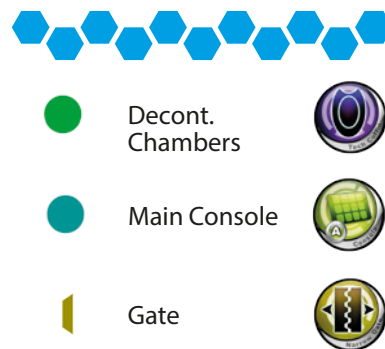
Each player can activate both Decontamination Chambers, even if they had been previously activated by the opponent.

Once activated, Decontamination Chambers can be used by troops from either side.

# VIRAL OUTBREAK



## CAPTION







Corax Hasht, HAZMAT A1, Hatail Aelis Keesan and Human Console by Micro Art Studio

In order to be decontaminated, a model with an Infected Marker must be in base contact with the chamber and spend one Short Skill of an Order. *Decontamination Chambers* can only decontaminate one single model per Order. Once the Short Skill is spent, remove the Infected Marker from the model.

*Decontamination Chambers* must be represented by a Tech Coffin Marker or a piece of scenery of the same diameter.

### OBJECTIVE ROOM

Placed in the center of the table, it has an area of 8 by 8 inches. 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).

To represent the *Objective Room*, we recommend using the *Objective Room* by Micro Art Studio or the *Command Bunker* by Warsenal.

The *Gates* of the *Objective Room* are closed at the start of the game. To open them, a *Specialist Troop* must be in base contact with one of them, spend one Short Skill of an Order and succeed at a **WIP Roll**. This opens **all Gates** to the *Objective Room*.

The *Objective Room Gates* must be represented by a *Narrow Gate Marker* or a scenery piece with the same size. Troops with a base wider than the length of the Marker cannot cross the threshold.

### ACTIVATING THE MAIN CONSOLE

There is one *Main Console* placed in the center of the *Objective Room*. The *Main 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 or the *Tech Consoles* and the *Communications Array* by Warsenal).

To *Activate the Main Console*, a *Specialist Troop* must be in base contact with it, spend one Short Skill of an Order or an ARO, and succeed at a Normal **WIP Roll**. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order or ARO.

Both players can activate the *Main Console*, even if it had been previously activated by the opponent.

### CONTROLLING THE MAIN CONSOLE

The *Main Console* is considered to be *Controlled* by a player as long as that player is the only one with at least one **non-Infected Specialist Troop** (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control the Main Console*, but can prevent the enemy from *Controlling* it by being in base contact with it. *Unconscious*, *Dead* or *Sepsitorized* troops cannot do either.

### HAZMAT A1 SPECIALIST

The *HAZMAT A1 Specialist* has the troop profile of a *Civvie*, and uses the *Civvie* rules (See *Infinity: Human Sphere*). She always acts as a *Neutral Civvie* towards both players.

There is only one single *HAZMAT A1 Specialist* and she is placed in one of the four corners of the *Objective Room*. Before starting the game, players number the corners from 1 to 4 and Roll on the *HAZMAT A1 Specialist Chart* to know where they must place the model:

HAZMAT A1 SPECIALIST	
1D20	RESULT
1-5	Corner #1
6-10	Corner #2
11-15	Corner #3
16-20	Corner #4

The *HAZMAT A1 Specialist* can ignore all effects caused by the *Sources of Contagion*.

### CONTROLLING THE HAZMAT A1 SPECIALIST

The *HAZMAT A1 Specialist* is considered to be *Controlled* by a player as long as that player is the only one with at least one **non-Infected Specialist Troop** (as a model, not a Marker) in base contact with her. Non-specialist troops cannot *Control the*



Hatail Aelis Keesan

HAZMAT A1 Specialist, but can prevent the enemy from Controlling her by being in base contact with her. Unconscious, Dead or Sepsitorized troops cannot do either.

### SPECIALIST TROOPS

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

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

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

A *Specialist Troop* who has been affected by *E/M* Special Ammunition and whose weapons and equipment are *Disabled* can still accomplish the Objectives of this scenario.

### END OF THE MISSION

This scenario has a limited time frame: it will automatically end at the end of the **third game turn**.

If one of the players starts their active turn in a state of *Retreat!*, the game will end at the end of that player's turn.

If either player hurts the *HAZMAT A1 Specialist* (leaving her in an *Unconscious* or *Dead* state), then that player will automatically lose the scenario and any Objective Points achieved in it.



Shasvastii Corax Hasht,  
HAZMAT A1 and Nanoscreen by Warsenal

### NARRATIVE MODE

This scenario can be played in Narrative Mode, reflecting some events of the current history of the Infinity universe.

In Narrative Mode, Side A is always a Tohaa army, while Side B is always generic Combined Army or an army from the Shasvastii Expeditionary Force.

In Narrative Mode, Hatail Aelis Keesan and Shasvastii Corax Hasht have a +3 WIP Modifier to all Rolls to *Activate Decontamination Chambers* and to *Activate the Main Console*.

# PROFILES



Regular



Irregular



Frenesi



Impetuoso



Petaca



Petaca 2.0



Fireteam

MI



**SHASVASTII CORAX HASHT**  
ISC: SHASVASTII CORAX HASHT

**SEED-EMBRYO**

MOV	CC	BS	PH	WIP	ARM	BTS	W
---	-	-	-	-	2	-3	1

EQUIPMENT

SKILLS

CH: Limited Camouflage

Seed-Embryo



MI

**DEVELOPED SHAPE**

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	15	13	12	13	3	-3	1

EQUIPMENT

Nanoscreen

SKILLS

Shasvastii

V: No Wound Incapacitation

Specialist Troop

**Name**

CORAX HASHT

**BS Weapons**

Spitfire

**CC Weapons**

Pistol, Knife

**SWC**

1,5

**C**

35

NOTE 1: Corax Hasht can be deployed directly in its Developed Shape.

NOTE 2: Corax Hasht can be part of a Seed-Soldiers Fireteam in the Shasvastii Expeditionary Force (2+1; 3+1 or 4+1).

NOTE 3: This troop is a Special Character and cannot use the Spec-Ops rules from the Campaign Rules.

LI



**HATAIL AELIS KEESAN**  
ISC: HATAIL AELIS KEESAN

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	14	12	12	14	2	-3	1

EQUIPMENT

Hacker (Defensive Hacker Dev.)

SKILLS

Fireteam: Tohaa

Regeneration

Sensor



**Name**

HATAIL AELIS KEESAN

**BS Weapons**

Viral Combi Rifle, Nanopulser, Flash Pulse, D-Charges

**CC Weapons**

Pistol, Knife

**SWC**

0,5

**C**

35

HATAIL AELIS KEESAN

K1 Combi Rifle, Nanopulser, Flash Pulse, D-Charges

Pistol, Knife

0,5

34

NOTE: This troop is a Special Character and cannot use the Spec-Ops rules from the Campaign Rules.

IL

**CIVVIES**  
ISC: CIVVIES

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	6	5	10	11	0	0	1

EQUIPMENT

SKILLS

**Name**

HAZMAT A1 SPECIALIST

**BS Weapons**

-

**CC Weapons**

-

**SWC**

-

**C**

-