HALLOWEEN MISSION PACK

TONI MACAYANA

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—A Batroid Paw, a Shasvastii Seed-Embryo, a tuft of Ko Dali's hair, three Sepsitor drops …—the Witch-Soldier mumbled to his master— we stir for ten minutes clock wise with an Imetron antenna and, ready! With this potion you will raise an army among the dead and not so dead. It will be an opportunity to rise an empire, your evil empire!

Without muttering a word, the Avatar showed a terrifying smile.

COMMON RULES

To be able to enjoy the Infinity special Halloween scenarios you only have to follow two rules.

The first one is to have a scary-good time.

And the second is, if you have enough courage, you have to add an Avatar to your Army List, because you are going to play with a sepsitorized combat force. But if you are terrified about leading a zombie army, now is the time for you to stop reading and run away crying.

Even though these lists that have a Free Avatar on them cannot be used in the ITS, the mission format is the same used in the ITS, and the number of scenarios allows to organize a complete Infinity tournament, even though it is not official, and manage it as a friendly tournament on the OTM (https://otm.corvusbelli.com/manager).

Don't wait any longer to lead your sepsitorized zombie army to annihilate all who dare to stand in the way of your evil empire of terror.

ARMY OF DARKNESS

It is said that, before two great armies face each other, a sepulchral silence covers the battlefield, as a prelude to the tragic events that are going to happen. But this is a different battle. Muted cries, the heavy lamentation and shambling of the undead and evil litanies form the soundtrack of this battle doomed by fate.

When the Armies of Darkness face each other, there is only one winner: Death.

[A report by the scared Warcor J. Williams. Battle of the Army of Darkness coverage.]

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill **more** *Army Points* than the adversary (2 Objective Points).

- To kill an enemy *Undead* (1 Objective Point each).

- To kill **the same amount** of enemy *Undead* as the adversary (2 *Objective Points*, only if the player has killed at least 1 *Undead*).

- To kill **more** enemy *Undead* than the adversary (4 *Objective Points*).

CLASSIFIED

There are no Classified Objectives, nor HVT models.

DEPLOYMENT

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

It is not allowed to deploy in base to base contact with an *Undead*.

SPECTRAL FOG

The Spectral Fog is the area inside of an 8-inch area on either side of the central line of the game table and the players must consider it to be a **Saturation Zone** and a **Difficult Terrain Zone**. Troopers possessing the *Terrain* (any type) or *Multiterrain* Special Skill can apply it to avoid the effects of the *Difficult Terrain Zone*.

UNDEAD

There is a total of eight *Undead* on the game table, four of them belonging to each player.

Each player will place his four Undead inside the *Spectral Fog*, but in base contact with the limit of the *Spectral Fog*, in their own half of the table. Two of them must be placed 12 and 20 inches respectively from one of the edges of the table, while the other two must be placed 12 and 20 inches respectively from the other edge (see the map below).

Players cannot place their *Undead* either on top of or inside of any *Scenery Item* or *Building*, always deploying it in an accessible location on the table. Scenery placement must facilitate this.

Players can only *kill* the enemy *Undead*.

In this scenario, the *Undead* have a *Troop Profile.* Players can target the enemy *Undead*.

The *Undead* can only be damaged by *CC Attacks*.

You cannot use Orders from the Order Pool on the *Undead*.

At the start of the *Tactical Phase*, the Active Player must move his Undead models as if they were an *Impetuous* Troop. Their targets must be always enemy troops, but not other *Undead* models.

The *Undead* can only declare *CC Attack* in ARO.

If the *Wounds* Attribute reaches a value **below 0**, the *Undead* enters the *Dead* state.

ISC: Undead, Army of Darkness

UNDEAD

	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
IL	10-0	18	0	11	8	2	3	2	2	4

Name	BS Weapon	CC Weapon	SWC	C
UNDEAD		Viral CC Weapon	-	-

Players can use any model from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Markers to identify or even represent their *Undead*.

KILLING

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

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

SEPSITORIZED ARMY

The Army Lists (even the Cubeless troopers!) of both players have been sepsitorized by an **Avatar** who is in command. Therefore, in game terms, each player must include an Avatar for **free**, with no cost of army points or SWC, which will be the *Lieutenant* of his Army List.

SEPSITORLESS

In this scenario, the Sepsitor weapon has no effect and the *Sepsitorized* state is not used.

END OF THE MISSION

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

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.

A NIGHTMARE
ON SUGAR STREET

Night is closing in at Sugarceania. But, during this night in particular, the colors of the street fade to creepy shades. Spooky shadows and macabre whispers fill all the corners of the town.

A long night in which the city doesn't sleep, because during this night the nightmares are set free by the enormous quantities of sugar released into the streets.

TABLE CONFIGURATION: B.

Special Rules: Candy Dispenser, Bloodcurdling Candy Box, Specialist Troops, Specialist Operative and Forward Observer Bonus, CandyTracker, Sepsitorized Army, Sepsitorless.

MISSION OBJECTIVES

MAIN OBJECTIVES

- For **each** *Activated Candy Dispenser* at the end of the game (1 *Objective Point*).

- For **each** *Controlled Candy Dispenser* at the end of the game (1 *Objective Point*).

- *Control the Bloodcurdling Candy Box* at the end of the game (3 *Objective Points*).

- *Control the Bloodcurdling Candy Box with your own CandyTracker* at the end of the game (2 extra *Objective Points*).

- To Kill the enemy *Avatar*. (1 *Objective Point*).

CLASSIFIED

There are no Classified Objectives, nor HVT model.

DEPLOYMENT

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

It is not permitted to deploy in base contact with the *Bloodcurdling Candy Box or with either Candy Dispenser.*

SCENARIO SPECIAL RULES

CANDY DISPENSERS

There are **2** *Candy Dispensers* placed on the central line of the table, 12 inches from the edge of the table. Each *Candy Dispenser* must be represented by a *Candy Dispenser* Marker (CANDY DISPENSER) or with a scenery piece of the same diameter.

ACTIVATE CANDY DISPENSER (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.

- The *Specialist Troop* must be in base contact with a *Candy Dispenser*.

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate a Candy Dispenser*. 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 Candy Dispenser* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Candy Dispenser* is no longer considered *Activated* by the adversary.

- When Activating a Candy Dispenser, the Specialist Troop will get one Sugar Up! Marker (SUGAR UP!), unless they already have one.

- Candy of different colors can be used or Player A and Player B Markers can be used to mark the *Activated Candy Dispenser*. It is recommended each player uses a different kind of Marker.

SUGAR UP! MARKER

REQUIREMENTS

- Only *Specialist Troop* who has Activated a *Candy Dispenser* can have this Marker.

- A *Specialist Troop* cannot have more than one Sugar Up! Marker.

EFFECTS

- The *Specialist Troop* can spend their Sugar Up! Marker when declaring a Skill of an Order or ARO.

- When spending the Sugar Up! Marker, the *Specialist Troops* can apply a *MOD* of +3 to the Attribute of the Roll of such Order or ARO.

- The player must remove the Sugar Up! Marker when declaring its use.

> ***Sugar Up! Marker and Remote Pilots***
> *Remote Pilots will keep the Sugar Up! Marker when coming back to their TAGs.*

CONTROL A CANDY DISPENSER

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

BLOODCURDLING CANDY BOX

There is **1** *Bloodcurdling Candy Box* placed in the center of the table.

The *Bloodcurdling Candy Box* must be represented by a *Bloodcurdling Candy Box* Marker (CANDYBOX) or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

CONTROL THE BLOODCURDLING CANDY BOX

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

SPECIALIST TROOPS

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

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

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

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

SPECIALIST OPERATIVE AND FORWARD OBSERVERS BONUS

Troops possessing the *Specialist Operative* or *Forward Observer* Special Skill have a **MOD of +3** to the WIP Rolls necessary to *Activate* a *Candy Dispenser*.

CANDYTRACKER

The CandyTracker is an operator with high resistance to sugars, specialized in operations of Recover and Collection of all kinds of Candies and sweets.

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *CandyTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho…). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *CandyTrackers*.

The Candy*Tracker* is identified with a CandyPack Marker (CANDY PACK).

SEPSITORIZED ARMY

The Army Lists (even the Cubeless troopers!) of both players have been sepsitorized by an **Avatar** who is in command. Therefore, in game terms, each player must include an Avatar for free, with no cost of army points or SWC, which will be the *Lieutenant* of his Army List.

SEPSITORLESS

In this scenario, the Sepsitor weapon has no effect and the Sepsitorized state is not used.

END OF THE MISSION

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

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

TRICK'R TREAT

From the quietness of his living room, Angus was startled by sudden thuds coming from the door. It was late and our hero wasn't expecting anyone.

—Who might it be so late? —he wondered, befuddled.

The Fusilier opened the door, very carefully, to find a gigantic and terrifying silhouette on the other side. The mysterious figure bent down until he reached Angus' height. Despite the faint light, he could see the chilling alien smile, full of sharp teeth. The Avatar opened his claws to reveal first an empty palm, and then a diabolic CrazyKoala in the other. But before Angus could decide between "Trick or Treat", the CrazyKoala jumped at his face.

TABLE CONFIGURATION: N.

Special Rules: Candy Dispenser, Trick or Treat, Specialist Troops, Specialist Troop Bonus, Sepsitorized Army, Sepsitorless.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To be the only player who has three *Connected Candy Dispenser* in a horizontal, vertical, or diagonal row at the end of the game (4 Objective Points).

- Both players have three *Connected Candy Dispenser* in a horizontal, vertical, or diagonal row at the end of the game (2 Objective Points).

- To have **more** *Connected Candy Dispenser* than the adversary at the end of the game (3 *Objective Points*).

- To have **at least one** *Connected Candy Dispenser* in the enemy's half of the table at the end of the game (2 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

It is not allowed to deploy in base contact with a *Candy Dispenser*.

SCENARIO SPECIAL RULES

CANDY DISPENSERS

There are a total of 9 *Candy Dispenser*. One of them is placed in the center of the game table, with the next two placed on the central line of the table, 12 inches from the edges. The other six *Candy Dispensers* are placed in different halves of the game table. Four of them are placed 8 inches in parallel from the central line of the game table and 12 inches from the edges. The other two are placed 8 inches in parallel from the central line of the game table and 24 inches from the edges (see map).

Each *Candy Dispenser* must be represented by a *Candy Dispenser* Marker (CANDY DISPENSER) or by a scenery piece of the same diameter.

CONNECT THE CANDY DISPENSER (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Any trooper, as a Model but not as a Marker, can declare this Skill.

- The trooper must be in base contact with a *Candy Dispenser*.

EFFECTS

- Allows the trooper to make a Normal **WIP** Roll to *Connect the Candy Dispenser* 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 *Connected Candy Dispenser* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Candy Dispenser* is no longer considered to be *Connected* by the adversary.

- Candy of different colors can be used or Player A and Player B Markers can be used to mark the *Connected Candy Dispenser*. It is recommended each player uses a different kind of Marker.

TRICK OR TREAT

The *Candy Dispensers* are full of surprises. To get the candies, you have to decide what you want, whether trick or treat.

When a trooper Connect a *Candy Dispenser*, they must roll a dice on the Trick or Treat Table to know what effect it has.

TRICK OR TREAT	
1D20	RESULT
1-14	*Candies, thousands of candies!!* (No effect)
15-16	*Boo!* (The trooper must make a BTS roll against Damage 13 or apply the effect of Stun Special Ammunition.)
17-18	*A cadaverous little goat charge against you.* (The trooper must succeed at a PH-3 Roll or it will enter Immobilized-1 state.)
19-20	*A diabolical CrazyKoala jumps you in the face.* (The trooper must make an ARM roll against Damage 13.)

SPECIALIST TROOPS

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

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

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

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

SPECIALIST TROOP BONUS

Troopers with the *Specialist Operative Special Skill* have a **MOD of +3** to the WIP Rolls necessary to *Connect* a *Candy Dispenser.*

The Specialist Troops have a MOD of +3 to the WIP Rolls necessary to *Connect* a *Candy Dispenser.*

SEPSITORIZED ARMY

The Army Lists (even the Cubeless troopers!) of both players have been sepsitorized by an Avatar who is in command. Therefore, in game terms, each player must include an **Avatar** for **free**, with no cost of army points or SWC, which will be the *Lieutenant* of his Army List.
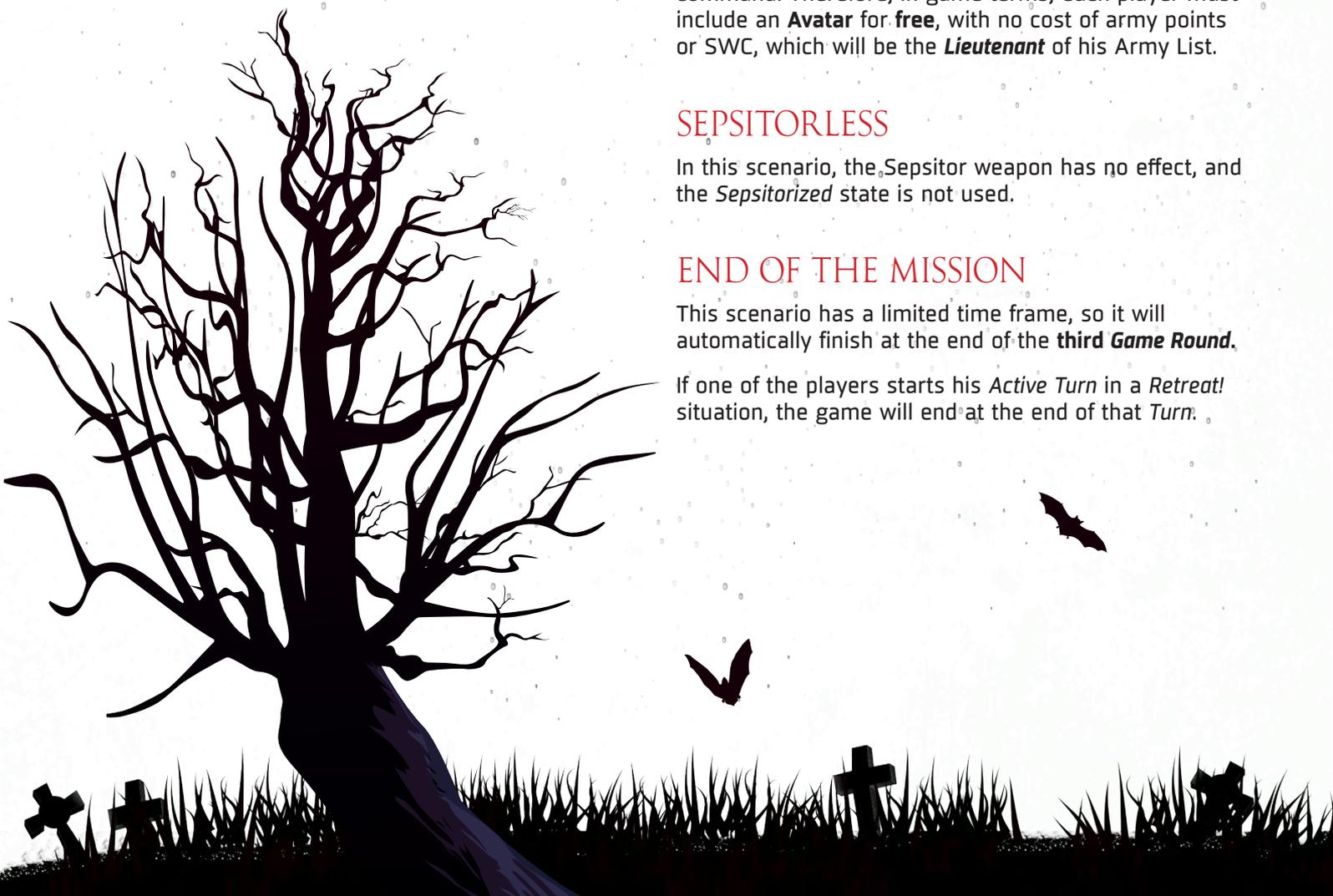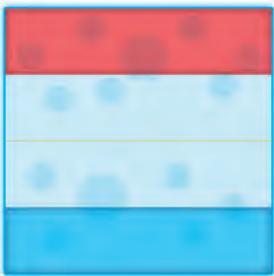
SEPSITORLESS

In this scenario, the Sepsitor weapon has no effect, and the *Sepsitorized* state is not used.
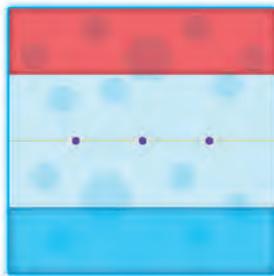
END OF THE MISSION

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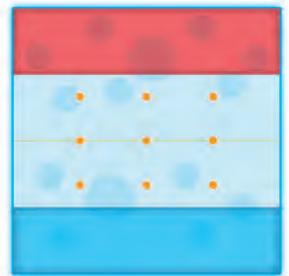
Candy Dispenser

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Candy Box

Candy Pack

UP
Sugar UP

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