# NARRATIVE EVENT: XENOTECH

"Xenotech" is a narrative event where players of a tournament can immerse themselves and be part of the Infinity background. In "Xenotech" the players will participate in a race against time to recover the fragment of the Teutonic relic lost in the jungle of Paradiso.

*What are you waiting for, to recover the relic? Keep it from falling into the wrong hands!*

The narrative event "Xenotech" is divided into five chapters, each corresponding to a Tournament Round. Three of these chapters are mandatory (Chapters one, two, and five) while the other two (Chapters three and four) are optional.

Mandatory chapters must always be played. If you want to organize a four-round tournament, the Organizer must choose one extra chapter, be it the third or the fourth. In the case of a five-round tournament, the Organizer must include all of the chapters. The maximum number of rounds allowed for this type of tournament is five.

Each chapter includes a small piece of narrative background, as well as specifics on how the mission must be played and the extras that can be applied to each mission and tournament round.

The narrative event "Xenotech" is not compatible with tournament extras from the ITS Rules unless otherwise specified by a chapter's rules. Likewise, the basic rules of an ITS Tournament must be followed, except for the preselected scenarios.

Before starting the tournament, each player must choose a unique bonus that will be used during all missions.

## BONUS:

• **Environmental Adaptation:** All the troops in your Army List will have the Multiterrain Special Skill at no cost.

• In the same way, those troops that already possess the Multiterrain Special Skill will have a Light Flamethrower, at no cost.

• **Xenotech Analysts:** This bonus provides a MOD of +3 to the WIP Rolls needed to accomplish any type of mission objective. This bonus is cumulative with any Mission Bonus received by the Specialist Troops.

• **Emerald Path:** Your Deployment Zone is extended by 4 inches in all missions.

• Additionally, your troops whose Troop Type is Medium Infantry (MI) will have a **2-inch** bonus that will be added to the second value of their MOV Attribute.

# PROLOGUE

*[Planet Paradiso. Theater of Operations]*

The Teutonic relic, an alien artifact that helped locate the Digester on one occasion, has been compromised after the Shasvastii infiltration into the monastery-fortress of St Mary of Strelsau.

This artifact has been divided into two parts. The first, the sensor, remains in the custody of the Teutonic Order. But the storage unit has been lost in the jungles of Paradiso.

Without wanting it or looking for it, a race against the clock has started in the dangerous thickness of the Northern Front of Norstralia. The highest priority of humanity is to recover the fragment before the Combined Army takes control of it. There is a possibility that with only the storage unit they could obtain clues as to the whereabouts of the Digester, which is hidden in a secret facility inside the Human Sphere. A risk that we must avoid at all costs.

And in case this task could become routine, the Shasvastii who stole the relic fled in a Tubarão-XI, which, because of its stealth technology, makes finding the demolished ship like looking for a needle in a haystack.

But that will not stop us. We have the most advanced equipment, from the best Xenotech specialists and we are Invincible! Let's get back that damned device.

*Captain Gēnzōng Qì during the Situation Briefing to the*

*Xeno Search Force (FOX-B) of the Invincible Army.*

# CHAPTER I: THROUGH THE THICKNESS

*[Planet Paradiso. No Man's Land of Syldavia]*

*"The trace of Tubarão-XI is lost in this sector. It's time to get the hounds to trace", the Mówang snapped, while with a gesture he asked the Xenotech specialists to take the lead.*

*"Not without first securing the terrain. You two, be my eyes." Captain Gēnzōng Qì pointed to two Zhēnchá. "We are not the only ones looking for the fragment".*

*Moving silently, the Zhēnchá disappeared into the thickness of the middle of the jungle*

*The platoon continued advancing inexorably along the path that the imposing Gūijiǎ was opening with its Dao [1].*

*At that moment, the signals of the Multiscanners of the Xenotech specialists did not show any kind of reading... Not a single trace of the fragment of the Teutonic relic, nor of the explorers...*

*Suddenly, a dull sound made the squad alert. Captain Gēnzōng Qì tried to establish contact with the outpost, but the comms were dead. She raised her arm in a sign of warning and the platoon stopped instantly.*

*Something was not right...*

*One of the Zhēnchá came out of the jungle thicket while shouting: "Shasvastii!" An instant later, he was felled by a shot from the depths of the jungle.*

*"Take positions! We are not alone!" shouted Captain Gēnzōng Qì.*

[1]*Yu Tou Dao (Fish head sabre): n m Chinese sword with a gradual concave curvature along its blade.*

*Universal Conciliar Dictionary. University of Manaheim, Concilium Prima.*

**Mission:** Frontline

Extras

**Dense Jungle:** All troopers possessing *Multiterrain* get a **+1 inch** Bonus to their first *MOV* value.

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

# FRONTLINE

*Table Configuration: A.*

*Special Rules: Sectors (ZO), Dominate ZO, Xenotech, Place Multiscanner, INTELCOM Card (Support and Control).*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

• To dominate the nearest Sector to your Deployment Zone (1 Objective Point).

• To dominate the central Sector (2 Objective Points).

• To dominate the central Sector with your Xenotech inside it (1 extra Objective Point).

• To dominate the farthest Sector from your Deployment Zone (4 Objective Points).

• Place Multiscanner (1 Objective Point).

## 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.

## SCENARIO SPECIAL RULES

### SECTORS (ZO)

When the game is finished, but not before, 3 Sectors are marked out. 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 this scenario each Sector is considered a Zone of Operations (ZO).

## DOMINATE ZO

A Zone of Operations (ZO) is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troops represented by miniatures or Markers (Camouflage, Spawn-Embryo, Seed-Embryo…) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a Null state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker 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

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

## BAGGAGE

Troops possessing the Baggage piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

## XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure 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.

## EFFECTS

• The Xenotech is considered a Neutral Civilian for both players and do not trigger AROs.

• During the Deployment Phase, the Xenotech will be deployed in the CivEvac state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.

• During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.

• The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).

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### PLACE MULTISCANNER
(SHORT SKILL)

*Non-Lootable*

#### REQUIREMENTS

» Only Xenotechs in CivEvac state can declare this Skill.

#### EFFECTS

» When declaring this Special Skill, the Controller of the Xenotech in CivEvac state will perform an Idle.
» After declaring this Skill the player will make a measurement. If the Xenotech is within 4" of its Deployment Zone, both troops will be considered to have declared an Idle.
» A success in the WIP Roll will mean that the Multiscanner has been placed by the Xenotech.
» If the Roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

## INTELCOM CARD (SUPPORT AND CONTROL)

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

At the end of the third Game Round when the game ends and the players count up their points following the order established by the Initiative, the player can use his INTELCOM Card applying the Support and Control Mode.

Support and Control Mode: the player can add the value of the Support and Control Card to the total of Army Points he possess in the Zone of Operations (ZO) he prefers, but only if he has at least one trooper in a state not considered Null inside that ZO.

## END OF THE MISSION

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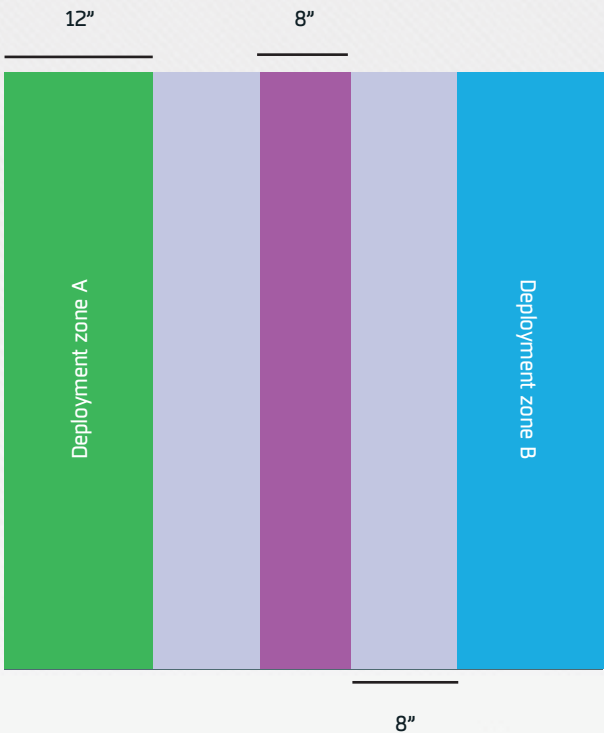
## ISC: Xenotech civvie

### XENOTECH

| | MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| IL 2-0 | 4-4 | 8 | 10 | 10 | 13 | 0 | 0 | 1 | 2 | 1 |

| Name | BS Weapons | CC Weapons | SWC | C |
|------|-----------|------------|-----|---|
| XENOTECH (CIVVIE) | | | -- | -- |

12"        8"



Deployment zone A

Deployment zone B

8"

# CHAPTER 2: A BEAM OF LIGHT

[INSERT –1]

TRIANGULATING THE SIGNALS OF OUR MULTISCANNERS TOGETHER WITH THE HACKED DATA OF THE HUMAN XENOTECH, WE CAN OBSERVE A STRANGE AND VERY INTERESTING TRACE IN SECTOR 9 OF SYLDAVIA. IT COULD BE THE LOST FRAGMENT. I THINK IT IS A PRIORITY TO CHECK THIS SIGNAL. IF IT IS THE STORAGE UNIT, I COULD TRY TO OBTAIN INFORMATION ON THE LOCATION OF THE PENNY ARCADE.

I WILL MOVE TO THE AREA WITH AN OPERATIVE TO INVESTIGATE THE SOURCE AND CHECK IF IT IS OUR LITTLE FRIEND...

EXCERPT INTERCEPTED OF A MESSAGE FROM VICTOR MESSER TO THE SHASVASTII HIGH COMMAND.

[INSERT –2]

"CAPTAIN, WE MAY HAVE SOMETHING IN SECTOR 9 OF SYLDAVIA. THE MULTISCANNERS DETECT AN UNUSUAL SIGNAL", REPORTED THE XENOTECH LAN YǍNJĪNG.

"INTERESTING... VERY INTERESTING. OUR INTELLIGENCE TEAM HAS INTERCEPTED A SHASVASTII MESSAGE THAT ALSO POINTS TO SECTOR 9", CAPTAIN GĒNZŌNG QÌ THOUGHT ALOUD. "MAYBE WE CAN KILL TWO BIRDS WITH ONE STONE. CHECK THE SIGNAL AND HUNT THOSE ANNOYING LIZARDS..."

MOBILE COMMAND CENTER OF THE XENO SEARCH FORCE (FOX-B) OF THE INVINCIBLE ARMY. UNIDENTIFIED POSITION ON THE NORTHERN FRONT OF NORSTRALIA.

**Mission:** Acquisition

**Extras**

**Violent Storm:** Any trooper using a Special Skill to deploy outside their *Deployment Zone* must make a **PH-3** Roll. If the player fails the roll, the trooper will be deployed anywhere his *Deployment Zone*. Special Skills, pieces of Equipment, or rules that apply any **PH** or **WIP** Roll to deploy **must replace it with this roll**. Any **MOD** applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.

# ACQUISITION

*Table Configuration: B.*

*Special Rules: Communication Antennas, Control Communication Antennas, Tech-Coffin, Control Tech-Coffin, Specialist Troops, Engineer and Hacker Bonus, DataTracker, Xenotech, Place Multiscanner.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

• For **each** Activated Communication Antenna at the end of the game (1 Objective Point).

• For **each** Controlled Communication Antenna at the end of the game (1 Objective Point).

• **Control** the *Tech-Coffin* at the end of the game (3 Objective Points).

• **Control** the *Tech-Coffin* with the own DataTracker at the end of the game (2 extra Objective Points).

• **Control** the *Tech-Coffin* with the own Xenotech at the end of the game (1 extra Objective Points not cumulative with the previous objective).

## CLASSIFIED

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

## 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 *Tech-Coffin* or with the *Communication Antennas*.

## SCENARIO SPECIAL RULES

### COMMUNICATION ANTENNAS

There are 2 *Communication Antennas* placed in the central line of the table, 12 inches from the edge of the table. Each *Communication 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).

## ACTIVATE COMMUNICATION ANTENNA
(SHORT SKILL)

*Attack.*

### REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.
» The *Specialist Troop* must be in base 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 such a situation, the *Communication Antenna* is no longer considered *Activated* by the adversary.
» Player A and Player B Markers can be used to mark the Activated *Communication Antenna*. It is recommended each player uses a different kind of Marker.

## CONTROL THE COMMUNICATION ANTENNA

A *Communication Antenna* 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 *Communication Antenna*. Models in *Null* state cannot be counted for this.

## TECH-COFFIN

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

The *Tech-Coffins* must be represented by a *Tech-Coffin* Marker 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 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 *Tech-Coffin*. 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.

## ENGINEER AND HACKER BONUS

Troops 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.

The presence of one or more allied *Engineer* or *Hacker* on the game table in any non-*Null* state gives a +3 MOD to the *WIP* roll to *Place Multiscanner*.

## DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. 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 DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

## XENOTECH

Xenotechnologists (xenotechs or xenotecs, for short) are responsible for tracking and locating the Teutonic relic lost in the northern forests of Norstralia.

All players must include a Xenotech in his Army List without any cost and without taking up any spaces in a Combat Group.

To represent the Xenotech, you can use any figure 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.

## EFFECTS

• The Xenotech is considered a **Neutral Civilian** for both players and do not trigger AROs.

• During the *Deployment Phase*, the Xenotech will be deployed in the *CivEvac* state, Synchronized with a trooper that meets the requirements to declare the Synchronize Civilian Skill.

• During the game, the Xenotech can be synchronized by any of the player's other troopers, using the Synchronize Civilian Skill.

• The objective of the Xenotech is to place a Multiscanner Marker. If this objective is not accomplished, 1 Objective Point will be subtracted (to a minimum of 0).

## PLACE MULTISCANNER

(SHORT SKILL)

*Non-Lootable*

### REQUIREMENTS

» Only *Xenotechs* in CivEvac state can declare this Skill.

### EFFECTS

» When declaring this Special Skill, the Controller of the Xenotech in CivEvac state will perform an Idle.
» After declaring this Skill the player will make a measurement. If the Xenotech is within 4" of its Deployment Zone, both troops will be considered to have declared an Idle.
» A success in the WIP Roll will mean that the Multiscanner has been placed by the Xenotech.
» If the Roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

## 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.

### ISC: Xenotech

civvie

### XENOTECH

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 8 | 10 | 10 | 13 | 0 | 0 | 1 | 2 | 1 |

IL
2.0

| Name | BS Weapons | CC Weapons | SWC | C |
|------|-----------|-----------|-----|---|
| XENOTECH (CIVVIE) | | | -- | -- |

16"

Antenna

Tech-Coffin

12"

24"

Deployment zone A

Deployment zone B

# (OPTIONAL) CHAPTER 3: THE FOX HUNTING

Victor Messer knew what it was like to be prey; the ALIVE operation had made him the most wanted individual in the entire Human Sphere. Now he had that same feeling again; the XenoSearch Force (FOX-B) of the Invincible Army had detected the target almost at the same time as their Xenotechs and was approaching at full speed to their position. There was no time to escape with the objective before they arrived… But there was time to set up a small ambush. He could still turn this setback into a victory. What these naive humans would least expect is that their prey would become their predator. Smiling, Messer announced to the troops under his command that the hunting season was open, and all rushed to take positions.

Unknown location in the jungles of Sector-9 of Syldavia. Paradiso.

**Mission:** XenoSignal

**Extras**

**None**

## XENOSIGNAL

*Table Configuration: I-1.*

*Special Rules: XenoAntennas, Hacking the XenoAntennas, XenoBeacon, Control XenoBeacon, Search Area (ZO), Dominate ZO, Shasvastii, Baggage, Specialist Troops, Killing, No Quarter.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

• To have **more** *Hacked XenoAntennas* than the adversary at the end of the game (4 *Objective Points*).

• *Control* the XenoBeacon at the end of the game (2 *Objective Points*).

• *Dominate* the Search Area at the end of the *game* (2 *Objective Points*).

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

### CLASSIFIED

• Each player has **1 *Classified Objective*** (1 *Objective Point* only if the player has less than 10 *Objective Points*).

### DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 8 inches deep.

## SCENARIO SPECIAL RULES

### XENOANTENNAS

There are **4** *XenoAntennas,* placed at 12 inches and 21 inches from the edges of the table (See map below).

Each *XenoAntenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

### HACK XENOANTENNA

(SHORT SKILL)

*Attack.*

#### REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.

» The *Specialist Troop* must be in base contact with a *XenoAntenna*.

#### EFFECTS

» Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Hack the XenoAntenna.*

» 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 *Hacked XenoAntenna* can be *Hacked* again by the other player, applying the same procedure.

» Player A and Player B Markers can be used to mark the *Hacked XenoAntennas.* It is recommended each player uses a different kind of Marker.

### XENOBEACON

There is **1** *XenoBeacon* placed in the center of the table.

The *XenoBeacons* must be represented by a Beacon Marker (BEACON) or by a scenery piece of the same diameter (such as the Tactical Beacons by Micro Art Studio, the Tracking Beacons by Warsenal or the Mark One Beacons by Customeeple).

### CONTROL THE XENOBEACON

The *XenoBeacon* is considered *Controlled* by a player when he is the only one who possesses a *Troop* (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy *Troops* in base contact with the *XenoBeacon.* Models in *Null* state do not count for this.

## SEARCH AREA (ZO)

In this scenario the *Search Area* is considered a *Zone of Operations (ZO)*.

The *Search Area* has *8* inches radius from the *XenoBeacon* center.

## DOMINATE ZO

A *Zone of Operations (ZO)* is considered Dominated by a player if he has **more** *Army Points* than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo…) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like *Mines* or *Deployable Repeaters*), fake *Holoechoes*, or any Marker 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

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

## BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

## 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: Servants* to perform tasks reserved for *Specialist Troops*.

> **Remember:** *Troops possessing the Specialist Troop Special Skill can accomplish the different tasks the Specialist Troops perform in this mission.*

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

## KILLING

A trooper is considered *Killed* when he enters the *Dead* state, or is in a *Null* state at the end of the game.
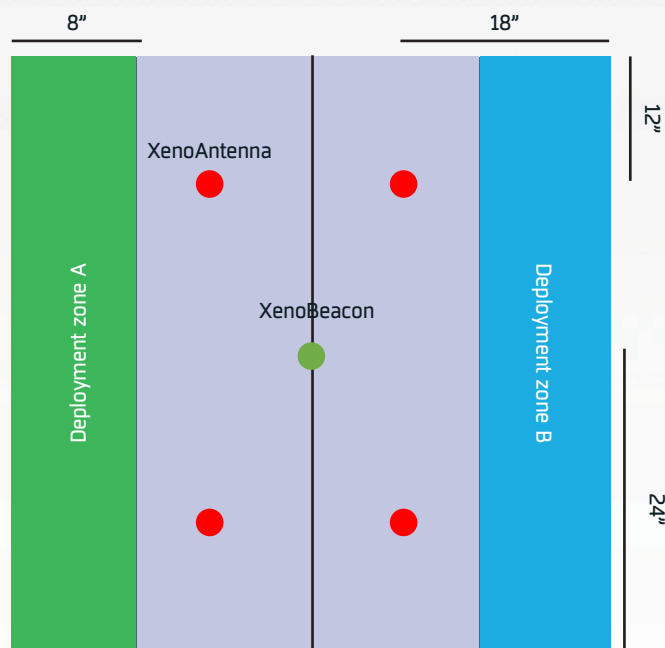
Troopers that **have not been deployed on the game table** at the end of the game will be considered *Killed* by the adversary.

## NO QUARTER

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

## END OF THE MISSION

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

# (OPTIONAL) CHAPTER 4: PLAGUE EXTERMINATION

*[Paradiso. Somewhere in Sector 9 of Syldavia]*

*A penetrating buzzing pierced her ears. Disorientation and dizziness reduced the effectiveness of the Invincible troops.*

*It was strange for them to see only a small group of Nox controlling the XenoBeacon. "Easy prey," they thought. They let their guard down... that was their mistake. They had fallen into the trap.*

*The FOX-B team was now fully in the area of effect of the Shasvastii Dazer and under enemy fire.*

*And that was not the worst...*

*"Captain! My sensors detect a level of lethal toxicity. The protections of our armor are not adapted to withstand these conditions," the non-commissioned officer warned between coughs.*

*The area was covered in an instant with a dense gas. The Shasvastii had released a toxin to eliminate their competitor immediately.*

*"We must leave this area as soon as possible or..." The non-commissioned officer collapsed before the end of the sentence.*

*The Invincible troops retreated while Captain Gēnzōng Qì vanished through the fog towards the enemy.*

**Mission:** Biotechvore

Extras

**Dense Jungle:** All troopers possessing *Multiterrain* get a **+1 inch** Bonus to their first *MOV* value.

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

# BIOTECHVORE

*Table Configuration: A.*

*Special Rules: Confused Deployment, Biotechvore Area, INTELCOM Card (Counterespionage) Killing, No Quarter.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

• To accomplish more Classified Objectives than the adversary (1 Objective Point).

• To Kill more enemy Army Points than the adversary (2 Objective Points).

| LOW TIER | MID TIER | TOP TIER |
|---|---|---|
| If you have between 50 and 100 surviving *army points*. | If you have between 75 and 150 surviving *army points*. | If you have between 100 and 200 surviving *army points*. |
| 2 objective points. | | |
| If you have between 101 y 150 surviving *army points*. | If you have between 151 and 250 surviving *army points*. | If you have between 201 y 300 surviving *army points*. |
| 3 objective points. | | |
| If you have more than 150 surviving *army points*. | If you have more than 250 surviving *army points*. | If you have more than 300 surviving *army points*. |
| 4 objective points. | | |

## CLASSIFIED

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

## DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a Deployment Zone 8 inches deep.

**Confused Deployment.** Any trooper using a Special Skill to deploy outside their Deployment Zone must make a PH-3 Roll. If the player fails the roll, the trooper will be deployed anywhere his Deployment Zone. Special Skills, pieces of Equipment, or rules that apply any PH or WIP Roll to deploy must replace it with this roll. Any MOD applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.

# SCENARIO SPECIAL RULES

## BIOTECHVORE AREA

There is a 16 inches deep area infested by a Biotechvore plague in each half of the table, including the Deployment Zone.

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

The Biotechvore Plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two BTS Roll instead one.

At the end of the third Game Round any trooper inside a Biotechvore Area will be considered automatically Killed.

## INTELCOM CARD (COUNTERESPIONAGE)

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

## KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.
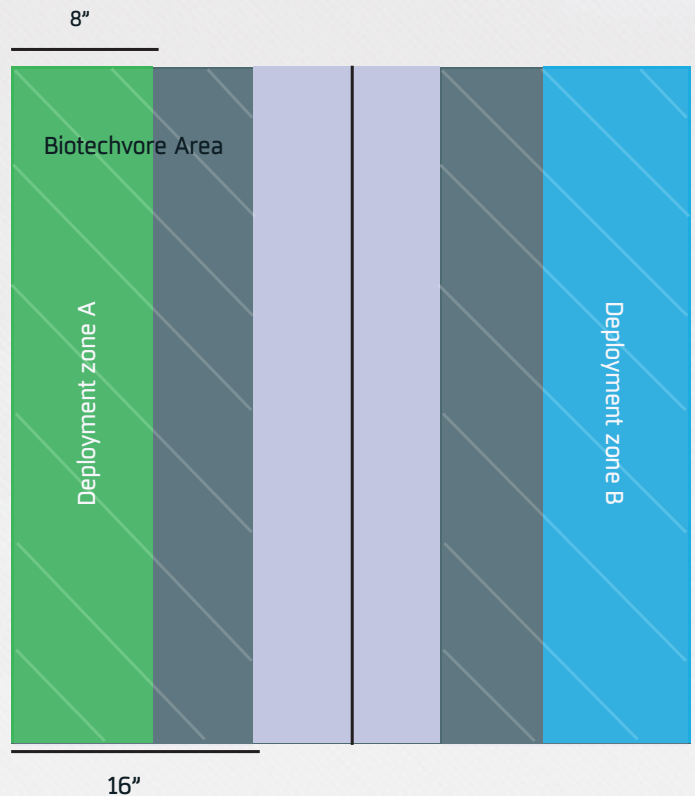
Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

## NO QUARTER

In this scenario, Retreat! rules are not applied.

## END OF THE MISSION

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

8"

Biotechvore Area

Deployment zone A

Deployment zone B

16"

# CHAPTER 5: REVENGE

*You could say I have admiration for Captain Gēnzōng Qì. In our last meeting she proved her worth. A formidable adversary.*

*She pushed through the smog until she reached the Nox that guarded the XenoBeacon. She deleted them one by one, retrieved the information they had collected and destroyed the device with a D-Charge. All the while coordinating blindly the withdrawal of the operational force, saving the majority of its troops, and capturing the data from the XenoBeacon.*

*Now, thanks to her heroism, FOX-B prepares and re-arms to follow the trail of the lost fragment of the Teutonic relic.*

*It is a real pity that Captain Gēnzōng Qì cannot receive the medal of honor alive, because today she will die.*

*Victor Messer, moments before the assault on the Operational Force FOX-B.*

**Mission:** Supplies

**Extras**

**Exclusion Zone:** Troopers may not use the *Airborne Deployment, Forward Deployment, Mechanized Deployment,* or *Infiltration* Special Skills or the deployment rule of the *Impersonation* Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

# SUPPLIES

*Table Configuration: B.*

*Special Rules: Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus, INTELCOM Card (Counterespionage).*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

• For each Supply Box Controlled at the end of the battle (1 Objective Point).

• If you have Controlled more Supply Boxes than your adversary at the end of the battle (3 Objective Points).

• If your adversary has no Controlled Supply Boxes at the end of the battle (2 Objective Points).

### CLASSIFIED

• Each player has 2 Classified Objectives (1 Objective Point each).

## DEPLOYMENT

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

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

## SCENARIO SPECIAL RULES

### TECH-COFFINS

There are a total of 3 Tech-Coffins. One of them must be placed in the center of the table while the other two must be placed along the central line of the table, at 12 inches from its edge. Inside each Tech-Coffin there is one Supply Box.

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

### SUPPLY BOXES

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

## EXTRACT SUPPLY BOXES
(SHORT SKILL)

*Attack.*

### REQUIREMENTS

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

### EFFECTS

» Allows the Specialist Troop to make a Normal WIP Roll to Extract the Supply Box, with a succeed roll a SUPPLY BOX Marker must be placed besides it.
» If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
» Once the roll is successful, the Tech-Coffin marker is removed from the game table.
» If a scenery item is used instead of a Marker, then it can be kept on the game table but a Disabled (DIS) Marker must be placed besides it.

## PICK UP SUPPLY BOXES
(SHORT SKILL)

*Attack.*

### REQUIREMENTS

The troop should be in one of the following situations:

» Be in base contact with a figure in a Null state with a SUPPLY BOX Marker.
» Be in base contact with an allied troop in a Normal state with a SUPPLY BOX.
» Be in base contact with an alone SUPPLY BOX Marker.

### EFFECTS

» Spending one Short Skill, without Roll, any troop can pick up a Supply Box in any of the situations previously mentioned.
» The troops must accomplish the Common Rules of Supply Box.
**COMMON RULES OF SUPPLY BOXES**
» Each miniature can carry a maximum of 1 Supply Box. As exception, Troops possessing the Baggage Special Skill can carry up to 2 Supply Boxes.
  » Only figures, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
  » The Supply Box Marker must always be kept on the table, even if the miniature which is carrying it passes to a Null state.

## CONTROLLING THE SUPPLY BOXES

A Supply Box is considered to be Controlled by a player if, at the end of the game, that player has a model, but not a Marker, carrying it. That trooper cannot be in a Null state and in base contact with any enemy figure.

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

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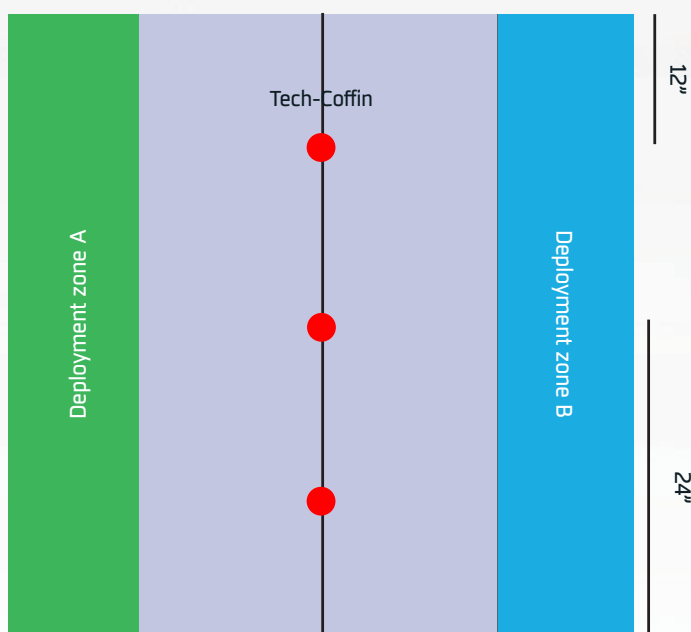
Objectives of this scenario.

## DOCTOR AND PARAMEDIC BONUS

Troops possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Extract the Supply Boxes. This MOD is not cumulative with the MOD of Doctor Plus or Akbar Doctor Special Skill. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Supply Boxes.

## INTELCOM CARD (COUNTERESPIONAGE)

When the game ends and the players count up their points, each Clas-

sified Objective fulfilled by a player that has the symbol ✚ will can-
cel a Classified Objective fulfilled by the opposing player that has the

symbol ✷.

## END OF THE MISSION

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

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

12"

Tech-Coffin

Deployment zone A

Deployment zone B

12"

24"