

IT IS NOT ABOUT HEROISM;
IT'S ABOUT EATING AND DRINKING.

the adventures of the

 **FAT**
YU AN YU AN



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鲁班面档
LU PAN'S NOODLE HUT



-A BANQUET 4, TWO CHOW KOAY MEOW, a YUTANG CHICKEN, THREE CRISPY CASKUDA NOODLES AND TO DRINK, TWO PULPI BEER PACKS -THE FAT YUAN YUAN ORDERED FROM THE LO PAN'S WORKER WHILE LICKING HIS LIPS.

-ANYTHING ELSE, SIR? -ANSWERED THE WORKER WITHOUT A GLIMPSE OF SURPRISE.

-A BUCKET -SAID THE OBESE MERCENARY.

WHILE GOING OUT OF THE ESTABLISHMENT, THE SMILE OF THE FAT YUAN YUAN WAS LIKE A KID'S AT CHRISTMAS. LO PAN'S NOODLE HUT WAS, WITHOUT A DOUBT HIS FAVORITE RESTAURANT, HE WOULD EAT THERE EVERY DAY IF HE COULD.

STOPPING BY THE NEON ORBITAL LOTUS TO "GATHER SUPPLIES" HAD BEEN A TOTAL SUCCESS, NOW HE COULD ENJOY HIS SUCCULENT LOOT AND WATCH "MYRMIDON WARS" ON HIS HOLOTABLET WHILE HE WAITED FOR THE REST OF THE GANG IN THE VESSEL.

THE DAY WAS GOING SMOOTHLY UNTIL AN AL FASID, CRUISING AT TOP SPEED, STUMBLED INTO HIM, BUSTING THE BEER CANS AGAINST HIS CHEST. THE FIRST THING THAT THE FAT YUAN YUAN DID WAS TO FRANTICLY CHECK IF HIS LO PAN'S LOOT WAS INTACT -UFF... ALL IN ORDER -HE SIGHED IN RELIEF WHILE ATTEMPTING TO LICK ALL THE BEER FROM HIS FACE.

WHEN HE REALIZED THAT HE WAS DAZZLED IN THE MIDDLE OF THE ORBITAL'S CATERING AREA, THE AL FASID WAS ALREADY FAR AWAY BULLDOZING THROUGH THE CROWD. LUCKILY FOR HIM, OUR OBESE MERCENARY FRIEND HAD A VERY IMPORTANT MISSION ON HIS HANDS, OTHERWISE, HE WOULD HAVE RUN AFTER THAT IDIOT TO TEACH HIM A LESSON, BUT, FOR NOW, HE WOULD JUST CURSE AT THAT CLUMSY BASTARD.



When on Mars do as Martians do

and visit Lo Pan's at the Neon Lotus Orbital



FAT YUAN YUAN

ISC: THE FAT YUAN YUAN

Mercenary Troops

NOTE: The Fat Yuan Yuan has replaced his Smoke Grenades with cans of beer, if used aggressively they work as Stun Grenades.



FAT YUAN YUAN

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	18	9	15	12	0	0	1	2	1

AD: Inferior Combat Jump, Assault, Booty L1, Heavyweight

Name	BS Weapons	CC Weapons	SWC	C
FAT YUAN YUAN	Chain Rifle, Stun Grenades	Pistol, Shock CCW	--	--





BACONLAND

SCENARIO SPECIAL RULES

PIGS!

There are a total of 3 Pigs. 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.

The Pigs must be represented by a Pig Marker. The Pigs have a Civvie Troop Profile.

Looting and pillaging are the pirate's payment, but for the Fat Yuan Yuan a pig shipment from the colonies to organize a good feast is worth as much as a weapon shipment to sell on the black market. The problem with pigs is that they are slipperier and harder to catch than the weapon boxes!

Table Configuration: B.

Special Rules: Exclusion Zone, Pigs!, Capture Pigs, Bacon Time, Fat Yuan Yuan.

MISSION OBJECTIVES

MAIN OBJECTIVES

- > Have a Synchronized Pig in CivEvac state at the end of the game (1 Objective Point for each Synchronized Pig in CivEvac state).
- > Have more Synchronized Pig in CivEvac state than your adversary at the end of the game (2 Objective Points).
- > Have a Synchronized Pig in CivEvac state in the player's own Deployment Zone at the end of the game (1 Objective Point for each Synchronized Pig in CivEvac state).
- > Have a Synchronized Pig in CivEvac state with the Fat Yuan Yuan at the end of the game (1 extra Objective Point).
- > To have your own Fat Yuan Yuan not be in a Null state at the end of the game (1 Objective Point).

DEPLOYMENT

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

Exclusion Zone. Troopers may not use Airborne Deployment, Forward Deployment, Mechanized Deployment, and 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.





CAPTURE PIGS

SYNCHRONIZE PIGS (SHORT MOVEMENT SKILL)

LABELS

Optional

REQUIREMENTS

- > Only models and not markers can perform this Common Skill. Any Marker which declares Synchronize Pig is automatically revealed.
- > Troopers must be in base to base contact with the targeted Pig to declare Synchronize Pig.
- > The targeted Pig cannot be in a CivEvac state with an enemy model.
- > A model cannot declare this Common Skill if any of the following is true:
 - > It already controls two Pigs in the CivEvac state.
 - > It possesses the Impetuous or Extreme Impetuous Characteristic, or it possesses the Frenzy Characteristic and has become Impetuous.
 - > It possesses the G: Servant or G: Synchronized Special Skill.
 - > Its Type of Troop is REM.
 - > It is performing a Coordinated Order, or it belongs to any kind of Fireteam.

EFFECTS

- > If the model successfully passes a PH+3 Roll, the Pig enters the CivEvac state (see CivEvac state, Human Sphere N3).
- > Failing the PH+3 Roll causes the Pig to move two inches in a random direction. To determine the direction of the movement, the player must place a Circular Template over the Pig model, with the number one pointing to the center of the table, and roll a d20. The result will point the direction in which the Pig will move. This Movement must follow the General Movement rules explained in the Move Common Skill rules (see Infinity N3).

BACON TIME!

- > At the beginning of the game, the players must shuffle their Classified Deck in front of their opponent and pick three cards. Players can use these cards each time the Synchronize Pig Common Skill is declared during the game.
- > The numeric value of the cards is considered Private Information and will determine their use in the game.
 - > **SCENT OF TRUFFLE:** If the numeric value of the card is an odd number, then the card can be used to move the targeted Pig up to 4 inches in the direction the player chooses. This Movement must follow the General Movement rules. The use of this card nullifies the Synchronize Pig Common Skill.
 - > **PIG WHISPERER:** If the numeric value of the card is an even number, then the card can be used to apply a +3 MOD to the PH+3 Roll needed to Synchronize the targeted Pig.
 - > **SLIPPERY:** No matter the numeric value of the card, this card can be used to apply a -3 MOD to the PH+3 Roll needed to Synchronize the targeted Pig.

> Each card has a single use.

> Players can apply several cards to the same Synchronize Pig declaration, sticking to the following sequence: Active Player uses a card first, Reactive Player uses a card second, and then the sequence is repeated until both players have declined to use a card.



FAT YUAN YUAN



THE FAT YUAN YUAN

In this scenario players can add the Fat Yuan Yuan for free, without any Cost or SWC, but keeping the limit number of troopers in a Combat Group.

In this scenario the Fat Yuan Yuan can ignore the Requirement of Synchronize Pig that forbids its use by troopers with the Extreme Impetuous Fury Characteristic. If the Fat Yuan Yuan has Synchronized a Pig, then he cannot use his Impetuous Order.

When declaring Synchronize Pig, the Fat Yuan Yuan can ignore the effects of any Classified Deck cards that the adversary could use.

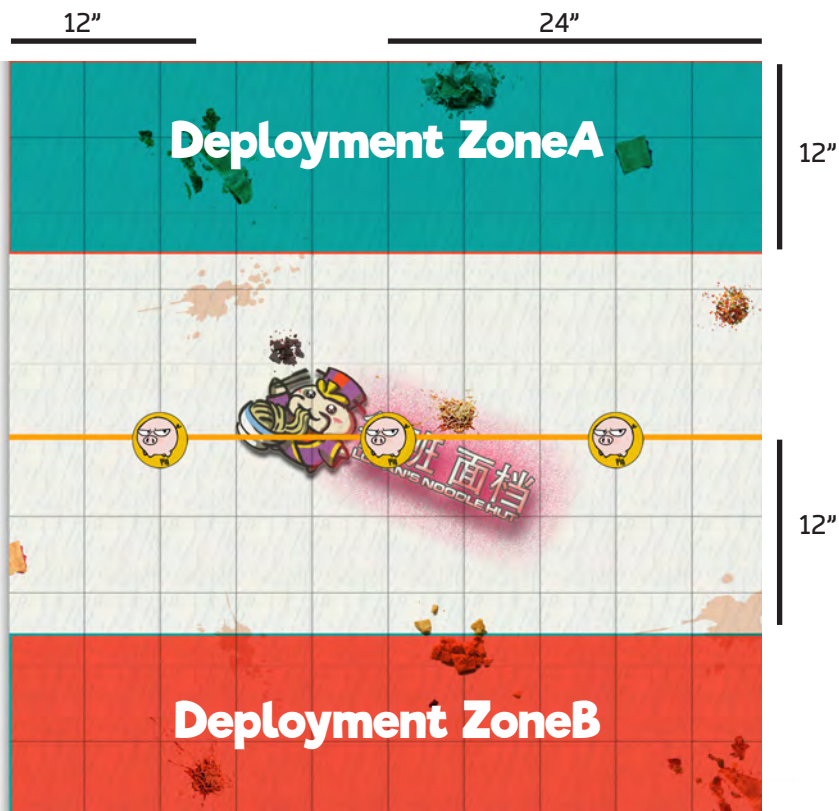
END OF THE MISSION

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.



PIGS!





BIG TROUBLE IN LITTLE LO PAN'S

Lo Pan, fed up of seeing how the Fat Yuan Yuan's tab has grown as much as his belly, has forbidden the mercenary's entry to his locale. Desperate and hungry, the Fat Yuan Yuan has drawn upon his old connections to get the noodles that are so vital to maintaining his iconic adiposity.

Table Configuration: F.

Special Rules: Exclusion Zone, Lo Pan's (ZO), Open Lo Pan's Gates, Dominate ZO, Food Dispensers, Noodle Boxes, Acquire Noodle Boxes, Pick up Noodle Boxes, Feed the Fat Yuan Yuan, The Fat Yuan Yuan, Specialist Troops, INTELCOM Card (Support and Control).

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate Lo Pan's at the end of each Game Round (1 Objective Point).
- Dominate Lo Pan's at the end of the game (3 Objective Points).
- Acquire more Noodle Boxes from the Food Dispensers than the adversary at the end of the game (2 Objective Points).
- Feed your Fat Yuan Yuan with more Noodle Boxes than the adversary's at the end of the game (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.

Exclusion Zone. Troopers may not use Airborne Deployment, Forward Deployment, Mechanized Deployment, and 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.

SCENARIO SPECIAL RULES

LO PAN'S (ZO)

In this scenario Lo Pan's is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent Lo Pan's, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, 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 Lo Pan's are closed at the start of the game. Lo Pan's Gates must be represented by a Narrow Gate Marker or a scenery piece with the same size. Lo Pan's Gates have a Narrow Gate Width.

OPEN LO PAN'S GATES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens all Gates to the Lo Pan's. 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.

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 Remotes. Troops in any 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.

FOOD DISPENSERS

There are 2 Food Dispensers, placed inside Lo Pan's on different corners (see map below).

Each Food Dispenser must be represented by an Objective Marker or by a scenery piece of the same diameter. The Scenery Structure rules are allowed in this scenario.

Players cannot declare any Attack against the Food Dispensers, except Use Food Dispenser, prior to the second Game Round.

USE THE FOOD DISPENSERS (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a Food Dispenser.

EFFECTS

> Allows the trooper to use the Logistics Trait of a Food Dispenser:

> By succeeding at a WIP Roll, a trooper can make a Roll on any of the Booty Charts to ob-

tain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.

> Troopers possessing the Booty or the Scavenger Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll and may automatically make a Roll on any of the Booty Charts.

> A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.

> By succeeding at a WIP Roll, the Specialist Troops can roll twice on any of the Booty Charts but they can only choose one of the results.

NOODLE BOXES

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





ACQUIRE NOODLE BOXES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Food Dispenser.

EFFECTS

- Allows the Specialist Troop to make a Normal CC Roll to Acquire the Noodle Box, with a successful roll a Noodle Box Marker must be placed besides the trooper.

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 Food Dispenser 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 NOODLE BOXES (SHORT SKILL)

LABELS

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 Noodle Box Marker.

- Be in base contact with an allied troop in a Normal state with a Noodle Box.

- Be in base contact with a Noodle Box Marker that has no enemy troopers in base contact with it.

EFFECTS

- Spending one Short Skill, without Roll, any troop can pick up a Noodle Box in any of the situations previously mentioned.

- The troops must accomplish the Common Rules of Noodle Boxes.

COMMON RULES OF NOODLE BOXES

- Each miniature can carry a maximum of 1 Noodle Box. As exception, Troops possessing the Baggage Special Skill can carry up to 2 Noodle Boxes.

- Only figures, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Noodle Boxes.

- The Noodle Box Marker must always be kept on the table, even if the miniature which is carrying it passes to a Null state.

FEED THE FAT YUAN YUAN (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- The troop must be in base contact with the Fat Yuan Yuan.

- The troop must have a Noodle Box Marker.

EFFECTS

- Spending one Short Skill, without Roll, any troop can give the Noodle Box to the Fat Yuan Yuan so he can devour them.

- The Noodle Box Marker is removed from the table.

FAT YUAN YUAN



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 Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

THE FAT YUAN YUAN

In this scenario players can add the Fat Yuan Yuan for free, without any Cost or SWC, but keeping the limit number of troopers in a Combat Group.

When using the Impetuous Order, the Fat Yuan Yuan must move always towards the nearest Noodle Box by the most direct route possible. If there are no Noodle Boxes on the table, the Impetuous Order will be performed as the Impetuous Order rule specifies.

The Fat Yuan Yuan is not allowed to enter Lo Pan's until he pays all his debts. In this scenario, the Fat Yuan Yuan cannot enter Lo Pan's.

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 Army Points he has in the Zone of Operations (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

END OF THE MISSION

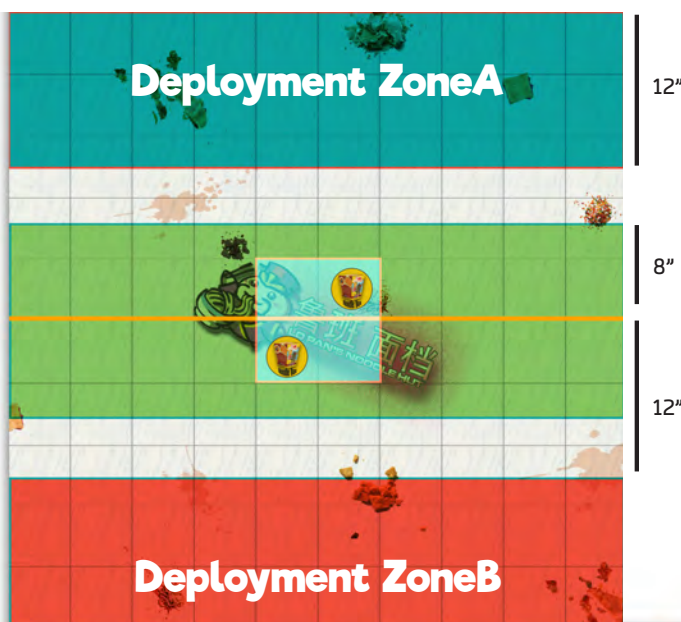
This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

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

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
PROPS	FOOD DISPENSER	0	0	1	--	--

24"

DISPENSER





PULPIBEER FEST

All kinds of stories circulate around the worst joints in the Human Sphere about the magic qualities of PulpiBeer. It is said that it has the property of causing you to appear in unsuspected places, without knowing how you got there. Some whom have had more than one PulpiBeer will even tell you that they hear the voice of the Master Tap, asking them to embark on the PulpiBeer Route, a quest through the worst watering holes in the area with the purpose of draining their stocks. And many will tell you that there isn't a greater expert on this route than the Fat Yuan Yuan himself, a creature impervious to the effects of this legendary brew.

Table Configuration: G (without Objective Room).

Special Rules: Exclusion Zone, PulpiBeer Taps, Discover the PulpiBeer Route, Drink from a Designated PulpiBeer Tap, Bar Crawl Confusion, Complete the PulpiBeer Route, Control a Designated PulpiBeer Tap, Fat Yuan Yuan.

MISSION OBJECTIVES

MAIN OBJECTIVES

- › Discover the PulpiBeer Route (1 Objective Point).
- › Drink from a Designated PulpiBeer Tap (1 Objective Point for each Designated PulpiBeer Tap).
- › Complete the PulpiBeer Route (2 Objective Points).
- › Complete the PulpiBeer Route with your Fat Yuan Yuan (3 extra Objective Points).
- › Control more Designated PulpiBeer Taps than the adversary at the end of the battle (2 Objective Points).

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 the PulpiBeer Taps.

Exclusion Zone. Troopers may not use Airborne Deployment, Forward Deployment Mechanized Deployment, and 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.

SCENARIO SPECIAL RULES

PULPIBEER TAPS

There are 4 PulpiBeer Taps, placed on different halves of the game table, each of them 8 inches from the central line of the Table and 12 inches from the edge of the Table (See map below). The Master Tap is placed in the center of the Table.

Each PulpiBeer Tap and the Master Tap must be represented by a PulpiBeer Barrel Marker or by a scenery piece of the same diameter.

Each player will consider the PulpiBeer Taps with an odd number to be those on his left as seen from his Deployment Zone, while the PulpiBeer Taps with an even number are those on his right.

DISCOVER THE PULPIBEER ROUTE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- › Each player must Discover his own PulpiBeer Route.
- › Any trooper can declare this Skill.
- › The trooper must be in base contact with the Master Tap.





EFFECTS

- >Succeeding at a Normal WIP Roll means that the trooper has discovered the PulpiBeer Route. 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.
- >If the roll is successful, the Master Tap will whisper to the trooper which Designated PulpiBeer Taps must be drunk from to Complete the PulpiBeer Route. So, the player must roll twice on the PulpiBeer Route Chart.

PULPIBEER ROUTE CHART	
1D20	RESULT
1-4	PulpiBeer Tap #1
5-8	PulpiBeer Tap #2
9-14	PulpiBeer Tap #3
15-20	PulpiBeer Tap #4

If the player gets the same result with both rolls, he must re-roll one of them until he has two different results.

Only those PulpiBeer Taps rolled on the chart are considered Designated PulpiBeer Taps for that player.

DRINK FROM A DESIGNATED PULPIBEER TAP (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- >Any trooper can declare this Skill.
- >The trooper must be in base contact with a Designated PulpiBeer Tap.
- >Only those PulpiBeer Taps on the player's PulpiBeer Route are considered Designated PulpiBeer Taps.

EFFECTS

- >Spending one Short Skill, without rolling a die, it is considered that the trooper has drunk from that Designated PulpiBeer Tap.
- >Once a trooper has drunk from a Designated PulpiBeer Tap his player cannot use that PulpiBeer Tap again.
- >A trooper can drink from a Designated PulpiBeer Tap that an enemy trooper has drunk from, if both had the same result on the PulpiBeer Route Chart
- >Player A and Player B Markers can be used to mark the Designated PulpiBeer Taps the player's troopers have drunk from. It is recommended that each player uses a different kind of Marker.

BAR CRAWL CONFUSION

At the end of an Order in which a trooper declared the Drink from a Designated PulpiBeer Tap Short Skill the trooper must apply the Dispersion Rule (see Infinity N3) from his current location.

COMPLETE THE PULPIBEER ROUTE

To Complete the PulpiBeer Route it is necessary to have drunk from the two Designated PulpiBeer Taps rolled on the PulpiBeer Route Chart.

It is not required that the same trooper Drink from both Designated PulpiBeer Taps, nor to Drink from the Designated PulpiBeer Taps in any specific sequence.

CONTROL A DESIGNATED PULPIBEER TAP

A Designated PulpiBeer Tap is considered to be Controlled by a player as long as that player is the only one with at least one trooper (as a model, not a Marker) in base contact with it. Troopers in a Null state (Unconscious, Dead, Sepsitorized...) cannot Control a Designated PulpiBeer Tap.





FAT YUAN YUAN

THE FAT YUAN YUAN

In this scenario players can add the Fat Yuan Yuan for free, without any Cost or SWC, but keeping the limit number of troopers in a Combat Group.

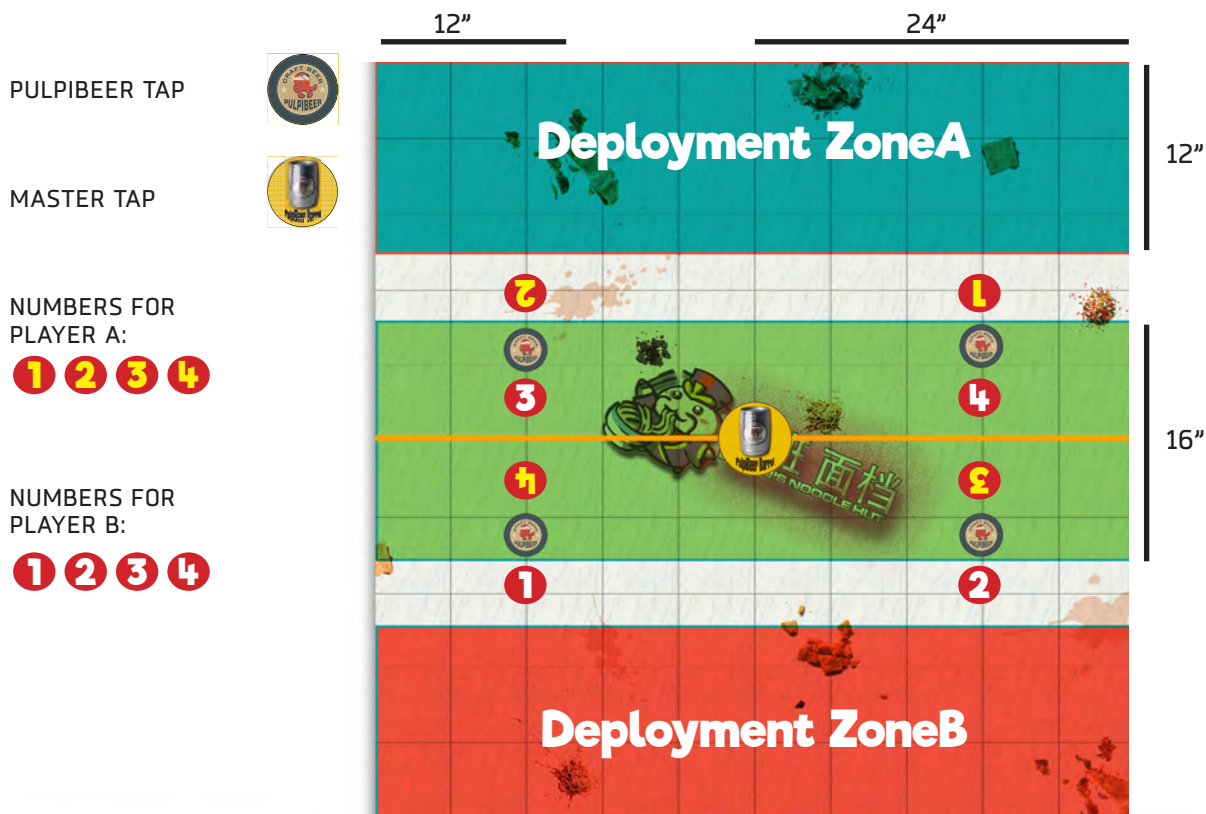
The Impetuous Order of the Fat Yuan Yuan must always head towards the nearest Designated PulpiBeer Tap he hasn't drunk from. If the player hasn't Discovered the PulpiBeer Route yet or the Fat Yuan Yuan has already completed the PulpiBeer Route, then the direction of the Impetuous Order will follow the normal Impetuous Order rules.

The Fat Yuan Yuan loves PulpiBeer, he drinks it as breakfast, he showers with it. For him, the PulpiBeer is the elixir of the gods. In this scenario, the Fat Yuan Yuan is not affected by Bar Crawl Confusion.

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.





THE FAT YUAN YUAN EXCLUSIVE MARKERS



Lo Pan's Approved

INFINITY

OUTRAGE



ENJOY A GOOD READ
WITH INFINITY OUTRAGE
WHILE YOU DEVOUR
YOUR NOODLES!



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