

MISSION 040I: BREAKING AND ENTERING

Planet Paradiso. The information obtained from the Tohaa Diplomatic Delegation allowed decryption of the garbled data found in the first chapter. So, the location of an unknown alien device has been found in a hidden Cosmolite which had not been identified until now. It is vital to have a group of specialists deactivate the main defenses of the Cosmolite, enter the Cosmolite, activate its energy source and direct this to the elevators that will allow access to the inner control room. Once there, the specialist troops can open access gates and make a map of the alien complex so the rest of the combat force can enter and take the safest route to the device.

MISSION OBJECTIVES

MAIN OBJECTIVES

- **Destroy** your *Security Control Consoles* (1 Objective Point for each *Destroyed Security Control Console*).
- **Activate** the *Power Generator Console* (2 Objective Points).
- **Have Evacuated as many Specialist Troops** as the adversary at the end of the game (1 Objective Point, but only if both players have Evacuated at least one Specialist Troop).
- **Have Evacuated more Specialist Troops** than the adversary at the end of the game (2 Objective Points).
- **Plot** the *Access Route* (3 Objective Points).

CLASSIFIED

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

FORCES

SIDE A: 300 points.

SIDE B: 300 points.

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 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*.

It is not allowed to deploy in base contact with the *Consoles*.

SCENARIO SPECIAL RULES

GAME TABLE SIZE

48 x 48 inches.

RESTRICTED RANGE

The structure of the zone of operations restricts the range of firearms. In this scenario, any *BS Attack* where the range to the target is 32 inches or more is considered an automatic failure with no need to roll the die.

SECURITY CONTROL CONSOLES

There are **four Security Control Consoles**, each of them placed 8-inches from the central line of the game table, and 12-inches from the edge of the table (See map below).

Each *Security Control Console* must be represented by a *Console A Marker (Console A)* or by a scenery piece of the same diameter (such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* and the *Communications Array* by Warsenal or the *Comlink Console* by Customeeple).

DESTROY THE SECURITY CONTROL CONSOLES

In this scenario, the *Security Control Consoles* possess a *Scenery Item Profile* and can be targeted, applying a *variant of the Scenery Structures rules*.

Security Control Consoles can only be damaged by *CC Attacks* with weapons possessing the *Antimateriel Trait*.

When the *STR* Attribute value of a *Security Control Console* reaches a value below 0, the *Console* enters the *Destroyed state*.

NAME	ARM	BTS	STR	AW	TRAITS
SECURITY CONTROL CONSOLE	3	3	1	--	--



POWER GENERATOR CONSOLE

There is **one** *Power Generator Console* placed in the center of the game table.

The *Power Generator Console* must be represented by a *Console B Marker* (*Console B*) or by a scenery piece of the same diameter (such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* and the *Communications Array* by Warsenal or the *Comlink Console* by Customeeple).

ACTIVATE THE POWER GENERATOR CONSOLE

(SHORT SKILL)

Attack.

REQUIREMENTS

- » Players can only *Activate the Power Generator Console* if both of the *Security Control Consoles* in their half of the table have been *Destroyed*.
- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with the *Power Generator Console*.

EFFECTS

- » Allows the *Specialist Troop* to make a Normal WIP Roll to *Activate the Power Generator Console*.
- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » An *Activated Power Generator Console* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Power Generator Console* will still be considered to be *Activated* by the adversary.
- » Player A and Player B Markers can be used to mark the *Activated Consoles*. It is recommended each player uses a different kind of Marker.

ACCESS ELEVATORS

There are **two** *Access Elevators* placed on the center line of the table, each of them on one of the edges of the table (see the map below).

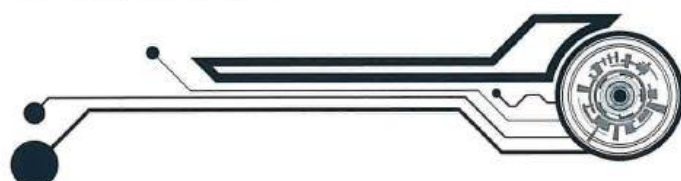
The *Access Elevators* must be represented by an *Elevator Marker* or by a scenery piece of the same diameter (such as the *Elevator Doors* by Micro Art Studio or the *Elevators* by Bandua Wargames).

Troopers cannot enter an *Access Elevator* as long as it is occupied by another trooper.

Access Elevators do not provide *Cover*.

At the end of each *Player Turn*, the *Access Elevators* automatically eject any non-evacuated trooper inside them. In such a case, the model is placed outside the *Access Elevator*, in base contact with it.

In the same way, troops in a *Null* or *Immobilized* state will be placed in base contact with the *Access Elevator* they were inside of at the end of the Order in which they enter that state.



ACTIVATE AN ELEVATOR

(SHORT SKILL)

Attack.

REQUIREMENTS

- » It is compulsory the player has already *Activated the Power Generator Console*.
- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be inside the *Elevator*.
- » The *Elevator* cannot have any other trooper inside it.

EFFECTS

- » By spending one Short Skill of an Order, a *Specialist Troop* can *Activate the Elevator*, being removed from the game table at the end of that Order. Only *Specialist Troops* in a non-*Null* state will be *Counted*.
- » *Specialist Troops* that exit the game table do not provide their Order to the Order Pool in the *Tactical Phase* of the subsequent *Active Turns* of their player. However, they do not count as casualties for *Retreat!* nor *Loss of Lieutenant*.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Infinity Spec-Ops*, *Paramedics*, *Specialist Operatives* 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*.

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

PLOT THE ACCESS ROUTE

At the end of the game, any player who *Evacuated* any *Specialist Troops* via the *Access Elevators* must perform a WIP+3 Normal Roll (or Face to Face Roll if both players *Evacuated Specialist Troops*) using the WIP Attribute of one of their *Specialist Troops* who is in a non-*Null* state.

The player who succeeds at that WIP+3 Roll will successfully *Plot an Access Route*.



EVO HACKER BONUS

If the player possesses a trooper with an *EVO Hacking Device* in a non-Null state on the game table, then they will have a MOD of +6 to the WIP Rolls necessary to *Activate the Power Generator Console*, to *Activate an Elevator* and to *Plot the Access Route*. This Bonus is cumulative with other Bonuses.

SPEC-OPS BONUS

Troopers possessing the *Infinity Spec-Ops Special Skill* have a MOD of +3 to the WIP Rolls necessary to *Activate the Power Generator Console*, to *Activate an Elevator* and to *Plot the Access Route*. This Bonus is cumulative with other Bonuses.

TAG BONUS

In this scenario it is considered that all TAGs possess a DA CCW.

HVT NOT USED

In this scenario, the *HVT model* and *Secure HVT* rules are not applied. Players will not deploy the *HVT model* on the game table and they must remove all the *HVT Classified Objective* cards from the Classified Deck.

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 finish at the end of that *Turn*.

NARRATIVE MODE

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

After a previous confrontation, a reduced *Nomad Infiltration* unit must face the Combined Army forces that are trying to enter the Last Cosmolite.

NARRATIVE MODE: SCENARIO SPECIAL RULES

Side A. In Narrative Mode, Side A will always be a Nomad generic or Sectorial army.

- Forces: 300 points.

Side B. In Narrative Mode, Side B will always be a Combined Army generic or Sectorial army.

- Forces: 325 points.

