



## Table of Contents

Prologue: Mission Critical .....	2
Chapter 1: Planetside .....	5
Mission 101: Lighting the Path.....	5
Mission 102-a Triangulation .....	8
Mission 102-b Dark Mist .....	11
Chapter 2: The Night Is Dark and Full of Nano-machines .....	15
Mission 201: Desperate Times.....	15
Mission 202-a: Snatch and Grab .....	18
Mission 202-b: Eyes to the Skies.....	20
Mission 203-a: Underbelly .....	22
Mission 203-b: Calamity Trigger .....	25
Chapter 3: Desperate Excursion.....	27
Mission 301-a: By Force .....	27
Mission 301-b: The Long Way Around .....	29
Mission 302: Separate Ways.....	31

## Prologue: Mission Critical

Data stringers work either freelance or for anti-establishment groups and work primarily in the handling and/or requisition and distribution of sensitive information for whatever reasons they might have, the risk is usually worth the pay off as these tend to be highly skilled hackers that even some of the best military info-war operatives would have trouble handling.

An anonymous contact has notified certain officials of the human sphere's population of sensitive data located through the back door of one of O12's data cache's that 'promises' invaluable information and resource to the receiver. Resource that could tip the scales of the political balance and skyrocket financial standings, this information wouldn't be cheap and is high risk for everyone. This stringer must be brought in at all costs with the data intact.

Special rules: *Objective Room, Freelance Stringer, Killing, Specialist Troops, Civilian, Evacuation.*

### MISSION OBJECTIVES

Main Objectives:

(Side A and Side B)

- To have the Freelance Stringer in **Civevac** state at the end of the game (3 objective points)
- To have the Freelance Stringer in **Civevac** state in your own deployment zone (**Evacuation Zone**) at the end of the game (3 objective points)
- To have wiped out more army points than your adversary at the of the game (2 objective points)
- To have killed more Specialists then your adversary at the end of the game (2 objective points).

Forces:

Side A: 200 points

Side B: 200 points

Deployment:

Side A and Side B: 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 Infiltrate 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:

Game table size: 48 x 48 inches

## SWAT Infinity Campaign: Mission Critical

### Objective Room:

The Objective Room is placed in the center of the table, covering an area of 8 by 8 inches. To represent it, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plasticraft, 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 the Objective Room are open. The Objective Room Gates must be represented by a Narrow Gate Marker or a scenery piece of the same size. The Objective Room Gates have a Narrow Gate Width.

All gates are considered closed at the start of the game, opening security gate with a short will open all gates simultaneously.

### FREELANCE STRINGER:

The Freelance Stringer has a Civilian Troop Profile. Player A will consider them neutral while Player B will consider them Hostile (Incurring a -3 to the WIP required for G: Synchronized). The Freelance Stringer is placed in the center of the Objective Room.

Players can use any model from the Infinity or the Infinity Bootleg range, preferably those designated as an HVT or as a Civilian.

Follow the civilian rules found in the rulebook or on the Infinity Wiki page.

The Freelance Stringer need to be in Civevac state and have its base FULLY within the deployment zone of the controlling player for it to count towards the Evacuation objective.

Only Specialist troopers can Synchronize with the Freelance Stringer.

### 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 are considered Killed by the adversary.

### SPECIALIST TROOPERS:

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 use Repeaters or G: Servant models to perform tasks reserved to Specialist Troops

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

## SWAT Infinity Campaign: Mission Critical

### NARRATIVE MODE:

This mission is not locked to certain terrain types for the purposes of a narrative.

Playing this mission as part of a campaign means there will be two player designations. Player A and Player B.

Player A will always be a faction of the Human Sphere (Excluding Aleph) and Player B will always be a Combined Army, Tohaa or Aleph faction.

(If both players are members of the Human Sphere (Excluding Aleph) then the winner of the initiative roll automatically becomes side A, if both players are using either Combined Army, Tohaa or Aleph then both players will assume hostile treatment from the Freelance Stringer)

Player B will always be considered Hostile to the Freelance Stringer.

### 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.

## Chapter 1: Planetside

### Mission 101: Lighting the Path

The data analyzed by the Freelance Stringer seems to contain information and coordinates for a planetary body once thriving with business and economy alike. It seems to have been repurposed but there's not enough time to go through all the information. What stands out is that it is still a rich vein of untapped resource and could greatly tip scales in the favor of those willing to acquire it. No wonder O12 were keeping it under wraps.

With no time to be spared the victors send out a strongest force they could scramble in such a short time frame in the hopes of exploring new anomaly. While the other factions forgo tending their wounds to track and follow their adversaries to the 'prize'.

special rules: *Interface Consoles, Communications Array, Classified Objectives, Zone of Operations, Specialist Troops, Unique Battlefield, HVT.*

#### MISSION OBJECTIVES:

- Upload signal program to an **Interface console** (2 Objective point).
- Dominate the **zone of operations** around the **Communications Array** at the end of the game (4 Objective point).

#### CLASSIFIED OBJECTIVES:

Each player has 2 *classified objectives* (worth 2 points each).

#### FORCES:

Side A: 200 points + 1 Heavy Infantry of the players choice at 0 cost.

Side B: 250 points

#### DEPLOYMENT:

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

Players cannot make use of any deployment skills to deploy models within 8 inches of an objective.

#### SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

### **Interface Consoles:**

To upload the signaling program onto the interface consoles, a short skill using a WIP -3 MOD is required.

Only Specialists may perform this task, there is no limit to how many times a specialist may repeat this task if the prior attempt fails.

The Interface consoles must be set up along the central line of the table and 8 inches from either side of the board.

### **Communications Array (ZO):**

In this mission the Zone of Operations counts as a 4-inch area around the Communications Array. The area is considered dominated by a player if they have more Army Points than the adversary inside the area. Only troops represented by miniatures or Markers (Camouflage, Spawn Embryo, Seed Embryo etc.) count, as well as AI beacons, Proxies and G: Servant type troops. Troops in a Null state do not count. Markers representing pieces of equipment such as Mines, Holoechoes and Repeaters do not count.

A trooper counts as inside the ZO if more than half its base is inside the Zone of Operations.

The Communications Array must be placed directly in the center of the board.

### **SPECIALIST TROOPERS:**

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.

In this Scenario Hackers will require a WIP +3 MOD to interact with the Interface Consoles.

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

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

### **NARRATIVE MODE:**

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission takes place in the quickest available and visibly safest LZ possible, it must be outside on grassland type terrain.
- 0 fortified structures and buildings may be used. Any structures included must be used sparingly (No more than 4) and resemble a hastily built outpost. (Bunker base and Comanche buildings, supply crates, cargo boxes etc.)

## SWAT Infinity Campaign: Mission Critical

- The use of flora is heavily encouraged to help build toward the intended narrative and add more terrain and scenery items to the table, consider flora terrain to have the Saturation Zone and Low Visibility special rules.

This mission is a Tied Operation. When playing as part of a narrative campaign, the winner of the previous mission will always be the Defender for this scenario.

Playing this mission as part of a campaign means there will be two player designations. Player A and Player B.

Player A will be the Defending team. The Defending team will Automatically be given the Deployment Result of the Initiative roll, they will also be free to set up the board as they see fit.

In addition to this they will also be granted 1 Heavy Infantry trooper at no Army Points cost (For the purposes of list building only).

Player B will be the Attacking Team, they will automatically win the Initiative result of the Initiative 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! state, the game will finish at the end of that Turn.

## Mission 102-a Triangulation

With the successful defense of the strategic safe zones the completion of a Base of Operations was possible. Securing a safe zone was the easy part, now it was time to try and figure out exactly where the desperation and urgency had led to.

Setting up small Forward Bases would be the next objective. In order to figure out where to begin, a triangulation of the nearby landscape would be necessary to accumulate data. Forces begin to spread out on survey missions with the hopes of bringing back any data possible but the strange atmosphere of the planet seems to sporadically block signals.

Expedition forces would have to find hot spots and collect their information from there.

special rules: *No Quarter, Transmission Antennae, Classified Objectives, HVT, Specialist Troopers, Unique Battlefield.*

### MISSION OBJECTIVES:

- Activate a **Transmission Antennae** (1 Objective point)
- Control more **Transmission Antennae** than your opponent at the end of the game (3 Objective points)

### CLASSIFIED:

Each player has **2 classified objectives** (1 Objective Point Each)

### FORCES:

SIDE A: 300 points

SIDE B: 300 Points

### DEPLOYMENT:

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

Players cannot make use of any deployment skills to deploy models within 8 inches of an objective.

### SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

### NO QUARTER:

The *Retreat!* rules are not in effect for this mission. Information must be received to the Operating Base at any cost.

### TRANSMISSION ANTENNAE:

Transmission Antennae are deployed in a + formation starting with one placed directly at the board's center, 2 placed either side of it 12 inches away along the center line and 2 more placed on each player's deployment line and directly front and center.

To Activate a Transmission Antennae a NORMAL WIP roll will be required, only specialist troopers may interact with Transmission Antennae.

To Switch Control of a Transmission Antennae a NORMAL WIP roll will be required, only specialist troopers may interact with the Transmission Antennae.

The Transmission Antennae begin the game in the deactivated state, once they have been activated they cannot then again be deactivated. When a Transmission Antennae is activated it only awards an objective point the first time and automatically becomes owned by the player who activated it. Interacting with a Transmission Antennae after it has been activated only switches the player's control of that objective piece.

Once a Transmission Antennae has entered the Activated state, its communications function comes online, this will also make this objective piece a Repeater for the rest of the mission.

### SPECIALIST TROOPERS:

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

In this Scenario, Engineers will require a WIP +3 MOD to interact with the Transmission Antennae.

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

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

### NARRATIVE MODE:

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission takes place deep in a jungle and far away from reinforced structures. It must be played on terrain resembling that of a forest or Jungle.
- This mission will use the 'Woods' terrain designation and will use the following format:

EXAMPLES	TYPE OF TERRAIN	MOV DIFFICULTY	VISIBILITY CONDITIONS	SATURATION	HOSTILITY LEVEL
Woods	Jungle	Difficult	Low Visibility	Saturation Zone	Insecure

## SWAT Infinity Campaign: Mission Critical

Hostility Level: Insecure (If ever a figure **fails** a roll on the result of a 20 make a BTS roll against damage 10, if failed it will become Immobilized due to the treacherous flora underfoot.)

Note: Figures with the Multi-terrain special rule (Or Jungle Terrain) may ignore the Movement difficulty and Hostility Level listed above.

- 0 structures may be used in the narrative play of this mission.

END OF THE MISSION:

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

### Mission 102-b Dark Mist

With the failure of managing to secure the safe landing zone looming heavily over the remaining forces like damp black cloud symbolizing morale, retreating into the woods for cover and to hopefully decrease the risk of being tracked or followed.

Attempting to figure out a new plan of action with what is now limited resources and trekking through hostile alien territory with very little mapping equipment, all seemed lost.

That's when a transmission came through all superior officer colors that the Forward Observing scout teams has located some structures up ahead. With reason to believe there could be some kind of tech vault or any other kind of useful information and not much else to go on, that would be worthy for focus as a new objective.

special rules: *Objective Room, Access Points, Tech Coffins, HVT, Specialist troops, Archived Data Packet, Dark Mist, Classified Objectives, Unique Deployment, No Quarter!*

#### MISSION OBJECTIVES:

- To breach an Access Point on the Objective Room (1 Objective point)
- To gain control of an Archived Data Packet (1 objective point)
- To control more Archived Data packets than your adversary at the end of the game (2 Objective points)
- To ensure your adversary controls **no** Archived Data Packets (3 objective points)

#### CLASSIFIED

- Each player will have 1 *Classified Objective* worth 2 point each

#### FORCES:

SIDE A: 300 points

SIDE B: 300 Points

#### DEPLOYMENT:

**Unique Deployment:** In this scenario, there are 4 deployment zones, numbered and placed in the corners of the board edges. These deployment zones will be 12 inches deep and 18 Inches along the board edge. This means that instead of having two deployment zones in each half, there will now be 4, once in each quarter.

Players must divide their forces into 2 combat groups (combat Group 1 and 2), each consisting of no less than 140 Army points.

The player that wins the Initiative must make a roll on a D20 (For example, 1-5 is zone 1, 6-10 is zone 2, 11-15 is zone 3 and 16-20 is zone 4) until both combat groups are deployed.

Both groups must be deployed in different zones.

The remaining deployment zones are taken by the adversary, rolling D20 again to randomize the deployment of the groups and zones.

The use of Mechanized Deployment skill will not be allowed.

Players can make use of the **Infiltration** skills by looking at the table as quarters instead of halves, by deploying in a square the controlling player owns and the combat group it belongs to **is present** in, it may do so at no roll.

To deploy in a square owned by the controlling player and the combat group it belongs to **is not** present on that square a -3 mod will be required in addition to the mods of the skill level used.

To deploy in a square owned by the opposing player a -6 mod will be required on top of any other mods of the skill level used.

Players can make use of the **Impersonation** skill with the following conditions:

- Inside an enemy controlled square but **outside** the deployment zone a -3 mod is required.
- Inside an enemy controlled square but **inside** the deployment zone a -6 mod is required.

#### SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

#### **NO QUARTER:**

The *Retreat!* rules are not in affect for this mission. The Archived Data Packets **MUST** be acquired at all costs.

**Access Points:** The objective room contains 4 access points, all of which have been sealed tight for some time and all are narrow access high security doors (ARM 4, BTS 6, STR 2, HACKABLE -3).

Only Hackers and Engineers may interact with these doors to open them in a secure manner on a successful WIP -3 roll. If a security gate is opened by the resulting action of a specialist they may be opened and closed at the users will as part of any Movement Skill.

#### **Dark Mist:**

Dark Mist is a Nano-scale mass technologic system of optical interference and signal jamming nanomachines. It was designed as a battlefield asset to provide cover and concealment for both regular and special forces operations teams. Another function of this self-aware Nano-tech weapon is devouring targets on a microscopic scale, Dark Mist is a dangerous asset in cases where once the nanotechnology machines have fulfilled the quota set by their programming and through error do not deactivate become a natural hazard waiting to happen. In this instance, it would seem that it has been employed as a security measure by the O12 in order to prevent assailants making it very far with the data held inside the Tech Vault.

In game terms: At the end of the player phase that the first Access Point is opened the Dark Mist special rule will be in effect. Dark Mist reduces LOF to a maximum of 24 Inches, beyond that distance troops cannot establish LOF.

### **Tech Coffins:**

There are 2 Tech Coffins placed in opposite corners of the objective room, a short skill will be required from a **Specialist Troop** at a WIP -3 in order to extract the Archived Data Packet from the Tech Coffin. Each Tech Coffin can only be activated once and after the Archived Data Packet has been extracted, the Tech Coffin needs to be marked with a 'Disabled' marker.

Engineers and Hackers will be able to make an **Unmodified WIP** to interact with the Tech Coffins.

Electromagnetic Counter Feedback:

Each Tech Coffin contains important data O12 has tried to keep protected, in this instance, if the Wipe roll to interact with the Tech Coffins is unsuccessful within a Failure Category of 3, the active trooper must take a BTS roll against Damage 13, failure to save this will result in entering the IMM-1 state.

### **Archive Data Packets:**

Once a successful attempt at interacting with the Tech Coffins is resolved the Specialist will take ownership of an Archived Data Packet. Mark the figure appropriately to show it is carrying the objective piece.

The Data Packet is the main objective and incredibly fragile. Any risk to the data packets is not an option. The Data Packets have the following profile: ARM 0, BTS 0, STR 1

Any autonomous weapon that may fire without the direct activation from either player (For example mines) will only activate if they can do so in such a way as to not damage an objective.

### **SPECIALIST TROOPERS:**

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.

In this Scenario, Engineers and Hackers forgo the WIP -3 to interact with the Tech Coffins and may use an Unmodified WIP roll.

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

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

## SWAT Infinity Campaign: Mission Critical

### NARRATIVE MODE:

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type but **MUST** be played in an 'Outside' environment. The use of some flora terrain is encouraged to accurately represent the growth around and within a now unused small settlement. Any large scenery elements of Flora (Trees, bushes act) will be considered Saturation Zones for this scenario.
- The Objective room will be considered infinitely tall for the purposes of this scenario and all Access Points must be closed at the start of the game.

### END OF THE MISSION:

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

## Chapter 2: The Night Is Dark and Full of Nano-machines

### Mission 201: Desperate Times

It becomes apparent to the various factions scattered across the planets face that there may have been others here after all as several signals are picked up from the results of the triangulation of small vessels launching various locations nearby. Even without the help of a successful information network scanning the area, these vessels can be seen launch off towards orbit.

This means that, through one medium or another, they were also all able to witness the Dark Mist tear through the thrusters of the vessels and send them plummeting straight back to the surface.

If there are any survivors, they are bound to provide crucial intel.

Special Rules: *Crash Coffins, Exclusion Zone, Imprecise Objective, Civilian, Evacuation Zone*

Mission Objectives:

- Investigate a Crash Site (1 Objective Point each)
- To have the Science Technician in the Civevac state at the end of the game (2 Objective points)
- To have a Support Personnel in Civevac state at the end of the game (1 Objective Point)
- To Evacuate the Science Personnel from the table (3 Objective Points)
- To Evacuate the Support Personnel from the table (1 Objective point)

FORCES:

SIDE A: 300 points

SIDE B: 300 Points

DEPLOYMENT:

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

SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

#### **Crash Coffins:**

There will be three Crash Coffins deployed onto the battle field. One at the centre of the gaming table and one each side of it 12-Inches away, one 4-Inches deep into each players deployment zone.

Use Crash Coffin markers to represent the objective or a scenery piece of equal diameter. Using markers instead of scenery items will not confer cover bonuses.

The exclusion zone will be a 16-Inch band across the middle of table, covering the zone where the Crash Coffins are deployed.

### Imprecise Objective

The Crash Coffins could have anything inside of them as they are all mysterious objects to the players and their factions' troopers. In order to assess the payload of the Crash Coffins a specialist trooper must pass an unmodified WIP roll, if the WIP check is passed the player must roll again on the below table:

ROLL OF	RESULT
1-6	Science Technician Located
7-13	Support Personnel Located
14-20	Explosion

Each result can only occur once, once the first roll has been made and a result as occurred divide the remaining results up as rolls of 1-10 and 11-20, agreed upon with your opponent. Once the second result has occurred, the last Crash Coffin will require no roll and will automatically generate the remaining result on successful WIP roll.

Science Technician:

If the Science Technician result is generated place a Civilian model or marker in base contact with the Specialist who succeeded, they will be considered G: Synchronised at the conclusion of the order. Once deployed onto the game table in this manner any trooper is capable of Synchronising with the Civilian.

Support Personnel:

If the Support Personnel result is generated place a Civilian model or marker in base contact with the Specialist who succeeded, they will be considered G: Synchronised at the conclusion of the order. Once deployed onto the game table in this manner any trooper is capable of Synchronising with the Civilian.

Explosion:

If the Explosion result is generated the Crash Coffin becomes further unstable at the probing of the specialist, it's combustion engine ignites and detonates (Not a Template explosion). The specialist and any other models in base contact must make an ARM roll against Damage 13 AP+Shock.

**Civilian:**

All Civilians are considered Neutral to all factions in this mission. Due to the nature of their unexpected touchdowns they are all dazed and confused about their surroundings and are willing to take any rescue going, consider Civilians to be in the STUNNED state for this scenario.

Any player that harms a Civilian and puts them to an Unconscious or a Dead state will suffer a penalty of -4 Objective points.

**Evacuation Zone:**

Each players' longest Deployment Zone Edge will be their Evacuation zone, in order to meet the criteria for Evacuation a trooper must use a movement skill while Synchronised with a Civilian to move their entire base off of the gaming area. They will no longer contribute their order to the order pool but DO NOT count as their Army points being destroyed for enemy scoring purposes or for *Retreat!* purposes.

## SWAT Infinity Campaign: Mission Critical

### SPECIALIST TROOPERS:

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 use Repeaters or G: Servant models to perform tasks reserved to Specialist Troops

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

### NARRATIVE MODE:

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type but **MUST** be played in an 'Outside' environment.

### 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.

### Mission 202-a: Snatch and Grab

After a successful mission in acquiring the chance information from Civilians in the fiasco of an escape plan it is learned that some sections are still functional, operational even. It would be possible to engineer an escape plan if the correct resources were required. In return for helping find these resources the Civilians would be granted safe passage into to orbit and to the nearest Circular.

Special Rules: *Inner Area, Objective Room, HPP, Classified Objectives, HVT.*

Mission Objectives:

- Control the High Priority Package at the end of the game (4 Objective Points)
- To Eliminate more Army Points than the adversary (2 Objective Points)

Classified:

Each player will have 2 *classified objectives* worth 2 points each.

FORCES:

SIDE A: 300 points

SIDE B: 300 Points

DEPLOYMENT:

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

SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

#### **Inner Area:**

This scenario happens inside a High Security Power Plant, so the use of Levels 3, 4 and 5 of the Airborne Deployment Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. All Beacons must be deployed on the edge of the game table, outside the Deployment Zones, with no PH Roll required. Inner Area doesn't affect other Deployment Special Skills.

#### **Objective Room:**

In this scenario, the Objective Room is a High Security Room and houses a powerful energy source (HPP) powering the Power Plant. The doors will be locked at the start of the scenario and will have the following profile:

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	Traits
ACCESS	HIGH SECURITY GATE	4	6	2	Optional	Hackable (WIP-3 Roll)

## SWAT Infinity Campaign: Mission Critical

Each security gate is independent and will require a WIP -3 roll from an Engineer or a Hacker to pry open by using a short skill, alternatively they can be destroyed using damage against the above profile.

The area inside the Objective room while the power source is still in place will have the White Noise special rule. Once it has been **removed** the area inside the objective room will be a **Poor Visibility Zone** and the White Noise special rule will be replaced.

### **High Priority Package:**

The HPP must be represented by a marker or a scenery piece similar to the Supply Boxes designed by CustomMeeple and it must be placed in the center of the Objective Room.

The HPP is extremely fragile and incredibly important. Due to the fragility of the equipment command has issued an order to not use uncontrolled weapons in the vicinity of the objective.

In game terms, the carrier of the HPP cannot be targeted by template based weapons.

A short skill will be required to remove the power source from its seated position on a successful Normal WIP roll. Only specialist troopers can interact with the HPP.

Once the HPP has been removed from its seating the remainder of the gaming area will become a **Low Visibility Zone** for the rest of the game.

Note: Multispectral Visors will be able to counter the negative mods caused by visibility zones in relation to appropriate levels.

### **SPECIALEST TROOPERS:**

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.

Engineers will receive a +3 to the WIP roll necessary to remove the Power Source from its seating.

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

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

### **NARRATIVE MODE:**

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission **MUST** be played in an 'Inside' environment.

### **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.

### Mission 202-b: Eyes to the Skies.

Following the launch trajectory of the majority of the shuttles previously spotted, it was possible to trace the location from where these vessels managed to launch from.

Arriving at a small Astroport, the site from which the shuttles were launched is confirmed by make shift workshops and exhausted fuel dumps.

An Astroport would likely contain data of other ports that may still have resources to engineer another escape plan or anything else about local urban build ups that could be useful.

Special Rules: *Transmission Antennae, Geographical Data Packets, Classified Objectives, HVT.*

Mission Objectives:

- Download more Geographical Data than the adversary (4 Objective Points)
- Download the same amount of Geographical Data as the Adversary (2 Objective Points)
- Control a Transmission Antennae at the end of the game (2 Objective Points)

Classified:

Each player will have 2 *classified objectives* worth 2 points each.

FORCES:

SIDE A: 300 points

SIDE B: 300 Points

DEPLOYMENT:

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

Players cannot deploy any of their troopers within ZOC of the objective pieces.

SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

#### **Transmission Antennae:**

There will be two Transmission Antennae placed 12-inches either side of the center point of the board.

By spending a short skill, specialist troopers can download Geographical Data packets to small external devices. These are only carried by specialists. This objective must be represented by a Transmission Antennae marker or scenery piece of the same size. The Transmission Antennae from Custom Meeple are a perfect representation.

**Geographical Data:**

There is no limit to the amount of Geographical Data that can be downloaded from the Transmission Antennae, once a piece of data has been downloaded and claimed by a specialist place a Supply Box marker or Scenery piece of the same size in base contact with the figure.

Once downloaded they can be passed to any trooper on the field by using a short skill and being in base to base contact with them and using a short skill.

**SPECIALIST TROOPERS:**

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 and Engineers are experts in dealing with this kind of information and data and receive a +3 to their WIP roll for interacting with the Transmission Antennae.

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

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

**NARRATIVE MODE:**

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type but MUST be played in an 'Outside' and Urban environment.

**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.

## Mission 203-a: Underbelly

Information from Science Technicians has indicated that bringing the Power Source to a zone with high enough altitude and over clocking it with enough power will cause the device to burn out and detonate a large enough Electromagnetic Pulse to disable any rogue Nano-tech in the surrounding area and generate a field with a limited time frame in which it will not be able to enter. Ensuring an open path of escape.

Receiving enough Geographical Data has also given similar information but without indication of a source of power great enough to do the job.

Special Rules: *Inner Area, Maglev Train, Maglev Rail Area, HPP, AutoPilot console*

Mission Objectives:

Defender:

- To maintain control of the HPP at the end of the game (4 Objective Points)
- To load the HPP onto the Maglev Train at the end of the game (2 Objective Points)
- To have loaded new destination data into an active AutoPilot Console at the end of the game (2 Objective Points)
- To have Extracted the HPP via Maglev Train at the end of the game (2 points)

Attacker:

- To steal and maintain control of the HPP at the end of the game (4 Objective Points)
- To prevent the Maglev Train from leaving the Factory by the end of the game (2 Objective Points)
- To sabotage the AutoPilot Consoles (2 points each)

FORCES:

SIDE A: 300 points. Player A will always be the winning player of Mission 202a: Snatch and Grab and will be considered the Defending player. The Defending player will be granted one HI unit to deploy as the possessor of the High Priority Package at no cost.

SIDE B: 300 Points, Player B will always be the winning player of Mission 202b: Eyes to the Skies and will be considered the Attacking player. The attacking player will be granted one Hacking unit to counter the enemies Armored Escort at no cost.

DEPLOYMENT:

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

SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

**Inner Area:**

This scenario happens inside a High Security Power Plant, so the use of Levels 3, 4 and 5 of the Airborne Deployment Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. AI Beacons must be deployed on the edge of the game table, outside the Deployment Zones, with no PH Roll required. Inner Area doesn't affect other Deployment Special Skills.

**Maglev Rail Area:**

Along the central line of the gaming table, 4-inches wide (2-inches either side of the line) will be considered the Rail Area, this area must remain free of terrain and scenery items.

The arrival of the Maglev Train at the beginning of the second game round means the automatic death and removal of any trooper (whether model or marker) located on the rail area at the time of arrival.

**Maglev Train:**

The Maglev Train arrives at the beginning of the second game round before the player turn starts.

The Maglev train occupied all of the Rail Area and will be composed of 4 cargo wagons in the center parts of the train and 2 locomotive cars at each end of the train. Players are free to choose what container scenery items they would like on the Maglev transport train but these will be present on the table only when the train is due to arrive.

The gates to both locomotive cars are considered **wide access** for the purposes of moving troopers and must be opened/closed using a short skill.

**High Priority Package:**

The HPP must be represented by a marker or a scenery piece similar to the Supply Boxes designed by CustomMeeple and it must be placed in the center of the Objective Room.

The HPP is extremely fragile and incredibly important. Due to the fragility of the equipment command has issued an order to not use uncontrolled weapons in the vicinity of the objective. In game terms, the carrier of the HPP cannot be targeted by template based weapons.

Interacting with the HPP will require delicate work due to the fragility of the package, a short skill will be required with no roll to pick up the HPP or to pass it to another trooper.

**Autopilot Consoles:**

**Destination Data:**

In each locomotive car of the Maglev train there is an Autopilot console. In order to load the destination data to a console a specialist must succeed at an unmodified WIP roll. If the Autopilot console is sabotaged once this data has been uploaded and programmed in it will become Disabled.

## SWAT Infinity Campaign: Mission Critical

An engineer will be required to remove the Disabled state from the Autopilot console by using a short skill and passing an unmodified WIP roll. Engineers may make use of G: Servants to accomplish this task.

### **Sabotaging the Consoles:**

In order to sabotage an Autopilot console, a specialist must spend a short skill and pass an unmodified WIP roll. Upon success, the console will become locked and disabled for the rest of the game unless an Engineer is able to repair it.

### **SPECIALIST TROOPERS:**

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.

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

### **NARRATIVE MODE:**

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type but **MUST** be played in an 'Inside' environment and **MUST** include a Maglev Train. The Maglev Train from Terrakami is ideal for this scenario but it is also possible to download Maglev templates from the Infinity websites downloads section.

### **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.

### Mission 203-b: Calamity Trigger

In failing to retrieve any real information of use or to be in possession of any bargaining chips, a secret meeting is orchestrated between diplomatic figures of two factions. Both bitter at the thought of needing to resort to such a shameful reach for help.

Negotiations have gone poorly and forces are moving in to annihilate the would-be allies and steal any and all resource recovered thus far.

Special Rules: *High Ranking Diplomatic Official, Exclusion Zone, Classified Objectives, Civilians.*

Mission Objectives:

- To recover and exfiltrate your own factions HRDO (3 Objective Points)
- To recover and exfiltrate the adversaries HRDO (1 Objective Points)
- To Kill more Army Points of the Adversary (2 Objective Points)

Classified:

Each Players will have 4 *Classified Objectives* worth 1 point each.

FORCES:

SIDE A: 300 points

SIDE B: 300 Points

DEPLOYMENT:

Side A and Side B: 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 Infiltrate 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:

Game table size: 48 x 48 inches

#### **High Ranking Diplomatic Official:**

In this scenario, the HRDO will count as the HVT's for Classified Objective purpose. The HRDO for belonging to the players own faction will be considered Neutral and the HRDO belonging to the adversary will be considered Hostile (Incurring a -3 to the WIP required for G: Synchronized). The HRDO must be placed 4-Inches into the adversaries table half from the center of the board before a player's troopers are deployed.

## SWAT Infinity Campaign: Mission Critical

In order to Exfiltrate a civilian model, it must be G: Synchronized and in the players' own deployment zone at the end of the game.

Any player that harms a Civilian and puts them to an Unconscious or a Dead state will suffer a penalty of -4 Objective points. Civilians put into an Unconscious state may be revived by a Paramedic or a Doctor but this will not undo the objective penalty for having put them there. Additionally, the risk is run when administering treatment that the civilian may be killed and enter the dead state, incurring a further -4 Objective points.

### NARRATIVE MODE:

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type.

### 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.

## Chapter 3: Desperate Excursion

### Mission 301-a: By Force

By retrieving the HPP and taking advantage of the data that was kept with it and utilizing the Maglev Train that was left in the station the victors were able to arrive at the target destination, the end of line station underneath the mountain side base that will provide the necessary altitude for the plan to come to fruition.

During the unloading process of the docked train another Maglev docks in on the other side of the station. Each identifying that the rival group also has a power cell of their own and personnel capable of the same hardware support they are it is established that both of the same end game plan in motion. There won't be enough resource and work space for both parties to work at the same time, the only way to ensure that operation takes place in the necessary window of time, ensure the survival of the troops and the retrieval data acquired on the operation is to eliminate the competition and retrieve valuable resources they will have with them.

Special Rules: *Inner Area, HPP, Killing, Civilian, No Quarter!*

Mission Objectives:

- To have control of one Science Technician at the end of the game. (1 objective point)
- To have control of both Science Technicians at the end of the game. (2 objective points)
- To have control of one HPP at the end of the game. (1 objective point)
- To have control of both HPP's at the end of the game. (2 objective points)
- To kill more army points than your opponent. (2 objective points)
- To kill more specialists than your opponent. (2 objective points)

FORCES:

SIDE A: 300 points

SIDE B: 300 Points

DEPLOYMENT:

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

SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

**Inner Area:**

This scenario happens inside a High Security Power Plant, so the use of Levels 3, 4 and 5 of the Airborne Deployment Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. All Beacons must be deployed on the edge of the game table, outside the Deployment Zones, with no PH Roll required. Inner Area doesn't affect other Deployment Special Skills.

### **High Priority Package:**

The HPP must be represented by a marker or a scenery piece similar to the Supply Boxes designed by CustomMeeple and it must be placed in the center of the Objective Room.

The HPP is extremely fragile and incredibly important. Due to the fragility of the equipment command has issued an order to not use uncontrolled weapons in the vicinity of the objective.

In game terms, the carrier of the HPP cannot be targeted by template based weapons.

Interacting with the HPP will require delicate work due to the fragility of the package, a short skill will be required with no roll to pick up the HPP or to pass it to another trooper.

### **Science Technicians:**

The Science Technician will be deployed the same way a HVT would be when using the Classified Objectives deck, but instead of being deployed more than 4-inches **Outside** the players own deployment zone, it must be deployed more no more than 4-inches **Inside** from the edge of the players own deployment zone.

The Science Technicians will be considered controlled when G: Synchronized by an active trooper.

The Science Technicians will be considered Hostile to the adversary's troopers (Incurring a -3 to the WIP required for G: Synchronized) and Neutral to the players own troopers.

### **Killing:**

A trooper is considered killed when it passes from the Unconscious to Dead state.

Any troopers that are in an Unconscious or Null state at the end of the game will be considered Killed for the purposes of scoring.

### **No Quarter!**

The *Retreat!* rules are not in affect for this mission. Information must be received to the Operating Base at any cost.

### **NARRATIVE MODE:**

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type but **MUST** be played in an 'Inside' environment.

### **END OF THE MISSION:**

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

## Mission 301-b: The Long Way Around

Suffering heavy losses at the hands of the enemy and losing nearly all valuable resource survival becomes the top priority for the remaining forces belonging to the factions struggling to justify their place in the unprecedented danger of this mission. Situation has officially designated FUBAR and knowing their rivals' success has given them the plans and the tools to formulate their escape. The only hope they have is to try and salvage the left overs and try to make orbit during the EMP waves active time frame.

Just as the forces struggle to arrive at the base entrance at the foot of the mountain they are met with a volley of incoming fire. More enemies stand between their evanescent hope of survival. There would be no time for negotiations- The access lift beyond the security gates would barely hold the remaining soldiers of even one faction. The Objectives were clear, reach and secure the structure and thin the enemy ranks to ensure no further competition would be an issue.

Special Rules: *Unusual Deployment, ZO, Limited Time Frame, Killing, No Quarter!*

Mission Objectives:

- To Dominate the ZO at the end of each game round (2 Objective Points)
- To Kill more Army Points than the Adversary (4 Objective Points)

FORCES:

SIDE A: 300 points

SIDE B: 300 Points

UNUSUAL DEPLOYMENT:

The table must be set up using the following guidelines:

- The table will be divided into halves, in the top half of the board 12 -inches from the table edge will be an area that will be considered an Inner Area, this will represent the structure housing the access lift, the area must have two wide access doors placed around 12 inches along the areas outer zone from each side board edge. (Strongly recommend using the BattleSystems terrain housed at the club for this scenario)
- The bottom half of the table will contain two player deployment zones in a triangle shape, one in each corner, 12-inches along the edge opposite the Inner Area and 18-inches toward it.
- Along the center line of the table between two deployment zones there must be some terrain placed that will provide some total cover between the two factions once deployed.

SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

**Zone of Operations:**

The zone of operations will be the 12-inch deep zone covering the far end of the table, for a trooper to count towards this, it must have more than half its base inside the ZO and not be in a Null state.

The only way to access the ZO will be through the two Wide Gate access doors placed 12-inches from either side of the board edge.

**Killing:**

A trooper is considered killed when it passes from the Unconscious to Dead state.

Any troopers that are in an Unconscious or Null state at the end of the game will be considered Killed for the purposes of scoring.

**No Quarter!**

The *Retreat!* rules are not in affect for this mission. Information must be received to the Operating Base at any cost.

**NARRATIVE MODE:**

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type but **MUST** be played within the guidelines laid out by the Unusual Deployment rules.

**END OF THE MISSION:**

**Limited Time Frame:**

This mission is time sensitive, as the power to access lift at the back of the ground floor level of the base will be interrupted by EMP blast if too much time is taken to accomplish the mission, due to this risk the operation must be hastily performed and with great prejudice to the enemy.

Option A: Each player will have 20 minutes to play their turn, the player turn will end automatically 20 minutes after starting.

Option B: The scenario is played in real time and the scenario will automatically end 1 hour and 30 minutes after starting.

## Mission 302: Separate Ways

After all the struggling, all the sweat, the blood and the losses, the final stage of the battle field had been set. After a huge thunder clapping activation of the EMP wave that was the result of an over charged power cell the air was still and not a trace of the Dark Mist Nano-tech could be seen in the sky, engineers worked double time for their factions to restore com-log functionality and bring the necessary equipment back online at the temporary workshops.

Some vessels had already taken to the sky by the time a seize and control operation has been set underway by the enemy.

Special Rules: *Zone of Operations, Unusual Deployment, Launch Pad Zone, No Quarter!*

Mission Objectives:

Defenders:

- To be in control of the Launch Platform at the end of the game. (5 Objective points)
- To prevent any attackers making it to the Launch Pad zone. (5 Objective points)

Attacking Team

- To be control of the Launch Platform at the end of the game. (5 Objective points)
- To breach the Launch Pad zone (5 Objective Points)

FORCES:

Defending Player: 300 points + Surviving army points from the previous scenarios results.

Attacking Player: 300 Points + Surviving army points from the previous scenarios results.

SCENARIO SPECIAL RULES:

Game table size: 48 x 48 inches

### **Unusual Deployment:**

In this scenario, a 12-inch deep zone at the Defenders board edge will be the entrance to the launch platform. The remaining 12-Inches of the Defenders table half will be the Defenders deployment zone.

The Attackers will deploy in a 12-Inch deep zone against their board edge, leaving a 12-Inch zone of no man's land between the two forces.

### **Zone of Operations:**

For a faction to be in control of the ZO they must be the only faction with a figure or figures that have more than half their base inside the specified area.

In the event that both factions have a figure or figures within the specified area at the end of the game then control will go to the player with the most surviving army points fully within the ZO.

**Launch Pad Zone:**

There will be an 8-inch wide access point in the center of the Defenders board edge, simulating the access ramp to the Launch Pad Zone. If even one of the Attackers troopers makes it fully past this line they will succeed in a breach, the Defender will have successfully defended the Launch Pad zone if they are able to prevent any Attacking models moving one of their bases full across that line.

For the purposes of this objective, G: Servant and G: Synchronized models cannot complete this objective.

**No Quarter!**

The *Retreat!* rules are not in affect for this mission. Information must be received to the Operating Base at any cost.

**NARRATIVE MODE:**

This mission requires the use of certain terrain and will contain the following restrictions:

- This mission can be played with any terrain type but **MUST** be played in an ‘outside’ environment.
- This mission must be played with the following conditions:

EXAMPLES	TYPE OF TERRAIN	MOV DIFFICULTY	VISIBILITY CONDITIONS	SATURATION	HOSTILITY LEVEL
High mountain	Mountain	Very Difficult	Low Visibility	Saturation Zone	Adverse

This is a tied operation. The winner of the previous scenario’s will always be the Defenders for this scenario.

**END OF THE MISSION:**

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