MISSION: NITRO EXPRESS

The main pitch: An **asymmetric** scenario. Player A is attacking and wants to sabotage Player B's train. Meanwhile, Player B wants to dispatch their train. The longer they wait, the more cargo can be loaded, but also it increases the risk of sabotage.

MISSION OBJECTIVES

- >At the end of the game, for each Tech-Coffin that has been Sabotaged by Player A (1 objective point, Player A Only)
- >At the end of the game, player A has sabotaged at least 4 Tech-Coffins (Player A Only) (2 objective points)
- >Dispatch the train on the second Player Turn (4 objective points, Player B Only)
- >Dispatch the train on the third Player Turn (5 objective points, Player B Only)
- >At the end of the game, Control at least one Dispatch Console (1 objective point, Player B only)

CLASSIFIED

>Each player has 1 Classified Objective (1 Objective Point)

FORCES AND DEPLOYMENT

Side A and Side B will both deploy on opposite sides of the game table, in Deployment Zones dependent on game size. In a 300 point game, one size is larger than the other. (8 inches versus 12 inches)

MAGLEV ZONE

There is a Maglev Zone in the center of the table, 2 inches on either side of the central line of the game table. (4 inches wide in total.) Any Special Skill with Airborne Deployment or Superior Deployment labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

MAGLEV INTERFERENCE

The area of the Maglev Zone is considered a *Saturation Zone* for all BS attacks that travel through it.

MAGLEV TRAIN

Along the center line of the board is a **Maglev Train,** represented by a train (such as the train by TTCombat, Warsenal or Customeeple etc) or the printed Mag-Lev Train templates. It is composed of 2 Train Cabs placed at either end of the board and any number of wagons. The middle wagon is open, but the Train Cabs are placed on either end of the Mag-Lev Rail Area. They are considered to have infinite height and completely block all LoFs and cannot be climbed.

Despite the terminology, the train will remain present on the game table for the duration of the mission.

TECH-COFFINS

The central wagons contain six Tech-Coffins, each placed in an accessible way. Other scenery such as containers is permitted, but the Tech-Coffins must be placed first. (Suggested scenery is available on the Infinity website, or the cardstock scenery packs, or any similarly-sized container)

Each of the six Tech-Coffins should be presented with a marker or piece of scenery.

Tech-coffins are placed 3" from the centerline, 6" from the centerline, and 9" from the centerline. This is mirrored on each side.

SABOTAGE THE TECH-COFFIN

Sabotage Tech-Coffin:

Requirements:

- Be in Silhouete contact with a Tech-Coffin.
- Only troopers controlled by player A may perform this skill.
- Only Specialists may perform this skill.

Effects: By succeeding at a WIP roll, a Trooper Sabotages the Tech-Coffin. It may not be Sabotaged again.

A Trooper with the **Engineer** special skill gets a +3 to this roll.

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

DISPATCH CONCOLSE

Two Dispatch Consoles are placed 12" from each side of the game table, touching Player A's Deployment Zone.

DISPATCH TRAIN

Dispatch Train Special Skill

Requirements:

- Be in Silhouette contact with a Dispatch Console.
- Only troopers controlled by Player B may perform this skill.

Effects: By succeeding at a WIP roll, a Trooper sends a signal and has Dispatched the Train.

Place a Player B marker next to the Dispatch Console. This console cannot be activated a second time.

Troopers possessing the **Chain of Command**, special skills or are classified as Elite Troops get a +3 to this roll.

with it. Troopers in a Null State cannot do either.

CONTROL CONSOLE

A Console is Controlled by a player as long as that player is the only one with at least one Specialist Trooper (as a Model, not a Marker) in Silhouette contact with it. Non-specialist Troops cannot Control the Console, but can prevent the enemy from Controlling it by being in Silhouette contact