


The header features a horizontal line with a jagged, multi-colored line graph (green, yellow, orange, red) in the center, flanked by clusters of blue and green hexagons.

SECURE SITE MISSION BRIEF

A vertical blue bar with several horizontal segments, resembling a ladder or a progress indicator, is positioned on the left side of the text area.

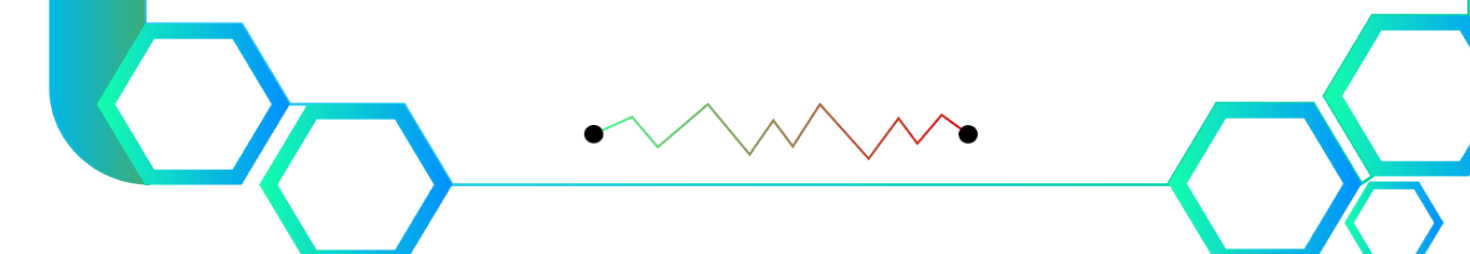
The target is a data server, the contents are need to know and frankly way above your pay grade but we badly require a copy of the data hidden on that server. The server is housed inside a secure site containing a significant amount of bleeding edge sensors, scanners, and quantronic defenses. Breaking in is easy enough but doing so undetected is nearly impossible. Let me be absolutely clear; we *are not* allowed to be here. The political blowback of being caught looking suspicious in the area is bad enough, let alone the mayanet having us inside the facility as front page news.

We've spent weeks infiltrating specialist high value personnel into the area. They have the skill sets and equipment to gain access to this site, clone the server data, then exfiltrate undetected.

At least that was the plan. Thirteen hours ago an automatic transmission was received with codes indicating our operative's safe house was compromised by an unexpected encounter with an OPFOR and they've been forced to go to ground.

That's where your team comes in. There's another force in the area likely with the exact same goals as us. You need to find our operatives and escort them to the secure site so they can do their job, then get that copy of the server data the hell out of there. Simple enough, but smart money is on an enemy team present which will turn this into a total snafu.

Your priority is on getting the server data out and not getting caught but in addition do your best to stop our assets from becoming loose ends by falling into enemy hands. Likewise, if you get the opportunity to secure the enemy high value personnel take it. These servers are like sacred cows, nobody is allowed to mess with them. Even if we can't complete the mission objective, leaving our enemies caught red handed in the public eye will be just as good.

The footer mirrors the header design, featuring a horizontal line with a jagged, multi-colored line graph in the center, flanked by clusters of blue and green hexagons.

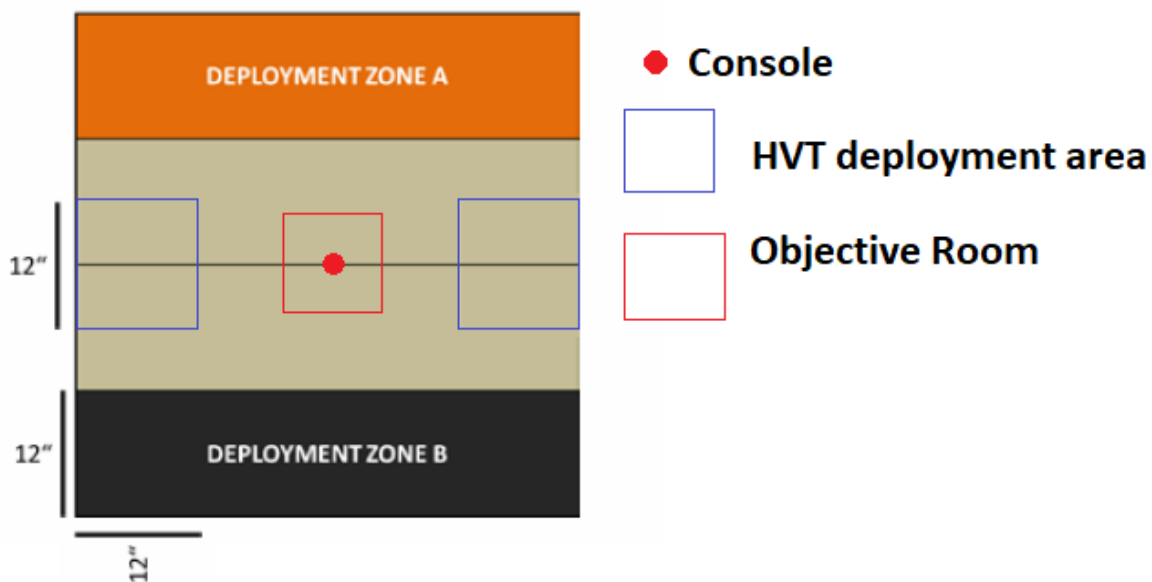
Secure Site

MISSION OBJECTIVES

- Synchronise Civilian with friendly HVT (1 Objective Point per HVT the first time the skill is used successfully on them. Maximum 2 Objective Points).
- At the end of the game, opponent's HVT is in CIVEVAC state with friendly trooper (1 Objective Point per HVT).
- At the end of the game a friendly trooper (not HVT) is in possession of server DATA (2 Objective Points).
- At the end of the game an opponent's HVT is within the Objective Room (2 Objective Points)
- At the end of the game an opponent does not have any of your HVTs in a CIVEVAC state (1 Objective Point)

CLASSIFIED

- There are no Classified Objectives





FORCES AND DEPLOYMENT

HVT deployment area: In this mission HVTs must be deployed within any of the displayed areas 6" from either side of the centre line and up to 12" from the side board edge.

Each player has 3 HVTs and will deploy them as they see fit **within the designated areas**, following the normal rules for deployment in regards to terrain. **Friendly HVTs cannot be deployed within Zone of Control of each other.**

SCENARIO SPECIAL RULES

Civilian Operatives: Each player has 3 HVTs and will deploy them as they see fit within the designated areas, following the normal rules for deployment in regards to terrain. **Friendly HVTs cannot be deployed within Zone of Control of each other.**

In this mission HVTs are always considered Hostile (to opposing forces) and begin the game with Hostile tokens applied. However friendly Troopers will always apply the +3 MOD for Synchronise Civilian attempts on *Friendly HVTs* regardless of the Hostile token or any failed attempts.

In this mission each Trooper may only be in a CIVEVAC state with a single HVT at a time.

Objective Room: The Objective Room is an 8"x8" building placed in the center of the table with four narrow access points, one on each wall. One console is placed in the center of the Objective room.

Secure Site: Only HVTs may enter the Objective Room. The Objective Room is considered to be a Zero Visibility zone and no LoF may be drawn through it. Equipment and Deployables may not be placed inside the Objective Room.

COPY SERVER DATA

SHORT

SKILL

Attack

REQUIREMENTS

- The HVT must be in Silhouette contact with the Console.
- The HVT is not currently in possession of a Server Data marker

EFFECTS

- The Server Data is copied and extracted automatically upon declaring this short skill. The HVT now has possession of the Server Data, place a marker next to the HVT to show this.
- If the marker is passed to a trooper which is killed and removed from the table, the Server Data is left where they were removed. Any other trooper can interact with the Server Data marker.
- Players can use this skill to make any number of copied Server Data markers, however a HVT can only use this skill if they are not currently in possession of a Server Data marker.

PICK UP SERVER DATA

SHORT

SKILL

Attack

REQUIREMENTS

- The Troop must be in Silhouette contact with the Server Data marker, friendly trooper or HVT, or enemy HVT in possession of the Server Data marker

EFFECTS

- The Server Data is automatically picked up by the trooper using the skill. Place the Server Data marker on the trooper.

CONTROL SERVER DATA

The Server Data is controlled while a friendly trooper has possession of the Server Data marker and is in a non null state. A Trooper in a null state can possess the Datacube marker but will not be considered controlling it.

Mission Developer Notes (not rules for publication)

- My main design goal for this mission contest was to produce a mission that encouraged players to select solo operative units over fireteams. To do this I decided to make the main game mechanic the mission leaned on the Synchronise Civilian rule which I find under utilised in current ITS play and Infinity in general. As the CIVEVAC state does not work with fireteams I felt this would encourage more solo type units to be picked by players for this mission.
- In addition I wanted this mission to be objective focused. I wanted to dissuade alpha strike style gameplay by offering no direct (killing targets) or indirect (killing targets in scoring zones) ways to score objective points. In addition I wanted some level of order drain to be implemented by the scoring mechanics, requiring players to spend multiple orders unrelated to killing to score objective points.
- It's an intended mission mechanic for players to be able to "trap" an opponent's HVT by CIVEVACing it into the Objective Room. An intended mechanic was for players to be able to avoid triggering AROs by passing HVTs between troopers hiding behind different pieces of cover like a football, this worked well in play testing.
- Early versions of the mission allowed HVT placement to work as normal. This was a mistake as it was too easy to simply hide all the HVTs behind the Objective room's LOF blocking shadow. It made for a very uninteractive gameplay experience. To remedy this the HVT deployment zones were implemented.
- Playtesting revealed that even with the HVT deployment zones implemented it was too "meta" to cluster all 3 HVTs in one location, which lead to ARO defenses being clustered around them, which often lead to an absolute clusterfuck on a very small portion of the table, usually resulting in a total bloodbath. The best options to crack through these defenses were SSS Tier fireteams to brute force their way through AROs which was contrary to how I wanted the mission to play with a focus on solo operatives. To remedy this friendly HVTs were no longer allowed to deploy within ZOC of each other (deploying them in ZOC of an enemy one is permitted however).
- The special rule to limit each trooper to CIVEVACing one HVT at a time had to be implemented as it was too easy for one trooper to score quickly with 2 HVTs

attached to them. To slow the game progress down the special rule was implemented