



## Into The Storm

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- » At the end of the game, have HVT and Guardian entered the maintenance duct. (1 Objective Point for each.)
- » Your Guardian entered the maintenance duct has higher ARMY points than your adversary. (2 Objective Point)
- » To Kill more Army Points than the adversary (3 Objective Points)
- » Make adversary Guardian in Dead State at least one time (1 Objective Point)

#### CLASSIFIED

- » There are no Classified Objectives.

### FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

### SCENARIO SPECIAL RULES

#### CONSOLES

There is one console placed on the center of the table.

Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple)

#### GUARIDAN

Guardian is the Trooper who escorts the HVT to the Orbital Elevator.

#### REQUIREMENTS

At the end of the Deployment Phase, the player must declare which Trooper from their Army List has been designated the Guardian.

The Trooper designated as the Guardian must be one of the Models deployed on the game table.

Remotes, TAGs, Irregular troops, peripherals, Troopers who are the members of Fireteams, Lieutenants, or Troopers possessing NCO skills cannot be designated as the Guardians.

#### EFFECTS

By placing the Trooper in Silhouette contact with the HVT, the Trooper may be designated as the Guardian.

If the Trooper in the Guardian state enters the Null state or has been Killed, the Trooper immediately loses the state.

If an eligible Trooper Silhouette contacts with the HVT, the Trooper may be chosen as the new Guardian.

If more than two Troopers enters in Silhouette contact with the HVT at the same time, the Player may choose which Trooper would serve as the Guardian.

The Trooper serving as the Guardian is granted access to Tactical Awareness skill.

#### VOLUNTEER

In this scenario, the HVT is considered as an engineer who volunteered to the Code Infinity situation, and thus considered as an enemy to the adversary.

The Volunteer is Reactive and Hostile and reacts as same as other Troopers. They may be wounded and/or Killed.

HVT moves together with the Guardian and remains in Silhouette contact at all times.



# BREAKDOWN ITS SEASON 12



Players can use any Model from the Infinity or the Infinity Bootleg range, preferably those designated as the HVT or as Volunteers. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG pilots, the VIP executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Tokens to identify or even represent their Volunteers.

## Volunteer Profile

ISC: CIVILIAN										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	DISP	
4-4	6	5	10	11	--	--	--	2	--	
CIVILIAN BS Weapon: ---; CC Weapon: ---; SWC: ---; Cost: ---										

## Entering the maintenance duct

If the Guardian and HVT are in Silhouette contact with the Console and not in Null state or Killed at the end of the Order, the models are considered to have entered the maintenance duct.

Models entered the maintenance duct are removed from the game table, however, are not considered as Killed by the adversary.

## BAD WEATHER CONDITION

In this scenario, the use of Combat Jump and Parachutist skills are not available.

## Limited Visibility

In this scenario, BS Attacks declared against the targets over the RANGE of 24 inches automatically fails.

## KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

## END OF THE MISSION

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

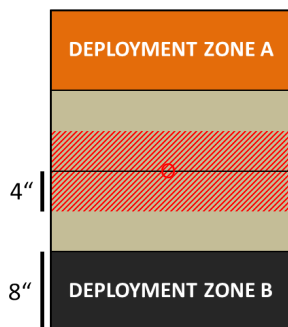
## BACK GROUND

A storm is approaching to Sálvora Free Territory, the jurisdiction of the O-12. Originated from the Lemurian Sea, the storm is hitting the fiercest degree of all time and is expected to make landfall across major infrastructures of Sálvora Island with great fury. The local Orbital Elevator are prepared with failsafe systems in case of disaster circumstances; problem is that the system has gone offline few hours ago, along with the functionality failure occurred at the Orbital Elevator out of unknown cause.

After the incident, intelligence agencies across the Human Sphere have dispatched tactical teams. They are entitled to protect their citizens within the Sálvora Free Territory, and at the same time, to take control of the Orbital Elevator and carve out the leisure to capture confidential technology of O-12 within the facility. As always, those who interrupt would remain silent. Sharp eyes glitter in heavy rain. The storm is coming.

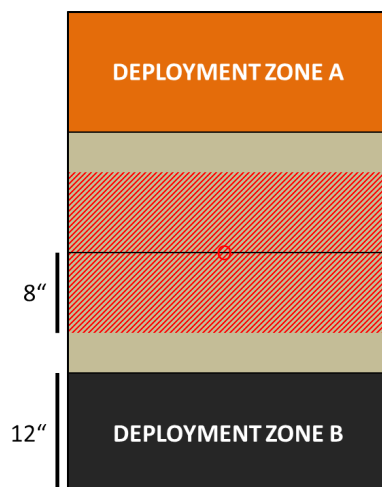
150 P

24 in x 32 in



200 P / 250 P

32 in x 48 in



300 P / 400 P

48 in x 48 in

