

## **Human Sphere: 3 years ago:**

The Human Sphere was brought to the brink as the Leviathan AI was released into MAYA . During this dark time markets crashed, cities burned, circulars revolted, humanity began to eat its own. The Leviathan AI exploits humanities vulnerability to cube technology and begins to create physical agents to wreak havoc. O12 was hamstrung as impotent politicians panicked and pointed fingers at each other. ALEPH acted on its own volition and directly engaged key black op teams across factions to hunt down and eradicate these dangerous agents of the AI. O12 watched in fear as it secretly knew that ALEPH was taking matter into its own hands. It is suspected that ALEPH allowed Combined Army incursions to deal with the rising Leviathan threat. ALEPH releases autonomous viral agents into MAYA to hunt down the Leviathan AI and any information related to it.

**2 year ago:** ALEPH stands down and announces that the Leviathan threat has been eradicated from Maya . This is not without cost. The Human Sphere has been disrupted across political, military, economic and social strata. The factions begin to recover from the incursions of the Leviathan AI and the rogue ALEPH. The shadow war reignites as various factions attempt to take advantage of the chaos and perceived vulnerabilities of longtime foes who also are recovering from the AI incursions .

**1 year ago:** The Jakarta Zaibatsu collapses as it unable to recover from the incursion of the ALEPH anti-Leviathan protocols . Major interests, personnel, subsidiaries and assets fall onto the open market as market forces begin to break the Zaibatsu apart. Ownership is a thing of a past as all records, data, information has been lost or disrupted and many disputes rise over ownership. In some cases rival factions begin to undertake covert actions to seize physical assets.

**8 months ago:** On the black market a schematic of an alien weapon design is put up for auction. O12 is alerted by ALEPH anti Leviathan protocols of the imminent auction and a raid is ordered to stop and seize the schematic. Investigations determine that the schematic was found within a VPN of a former Jarkarta research lab by a Nomad hacker. ALEPH confirms that the schematic has a correlation to the technology found on Leviathan. Although ALEPH ensures that MAYA is free of the leviathan AI, it has not ruled out that information relating to Leviathon could exist within a private/isolated network or physical media. ALEPH asks O12 for expanded powers to conduct an audit of all major powers current activities and given permission to actively seek out and destroy such data caches. O12 denies the request but allows a small task force headed by Achilles to investigate Leviathan related activity.

**7 months ago:** Achilles is assassinated by an orbital strike. The Hassassin's deny involvement and the existence weapon system known as the "Spear of Allah". Haqqislam begins to expand into new trade routes. In Achilles absence, the new AI construct known as Memnon takes over command of the ALEPH Leviathan task force in Achilles absence and continues operations on "rogue" elements within the human sphere that are dealing in or possess illegal tech. Nomad based companies begin to dominate key markets as new advances are announced. Ariadna expand its interests in key

resources in the outer rim. Meanwhile commentators begin to report that Pan O and Yu Jing influence is on the decline.

**4 months ago:** The capital of McCullen disappears on the Paradiso moon of Sylvania leaving a city sized crater. Recon elements of the Combined Army's Paradiso forces are dispatched to Sylvania this creates a sense of urgency amongst command. O12 shares intel of the Sylvania incident to all major factions and requests aid. Many responded by sending self serving expedition forces to investigate the Sylvania incident. Alien technology is discovered and initial reports indicate that it was responsible for the destruction of the capital. O12 co-ordinates human sphere response but old rivalries rise and soon there are reported skirmishes amongst deployed forces as rivals attempt to stake their claim on the moon.

**3 Months ago:** The moon disappears and is replaced by a wormhole. All forces are lost. O12 chooses to attribute the loss to Combined Army forces to the general public. This is an attempt by O12 to counter act the "general" acceptance of the "aliens are not that bad" meme in the Human Sphere. There appears to be a pause in the Paridiso conflict.

**Now:** O12 maintains a blockade at the wormhole. O12 reports that impact of the Sylvania incident to be minimal within the Human Sphere as unrest and markets seem to weather the shock. The lull continues on the Paradiso front and reports suggest that skirmishes between Pan Oceania and Yu Jing are at an all time low. Policy analyst suggests that Pan Oceania and Yu Jing are reviewing their current doctrine and assessing the damage done to their interests by minor faction and past events.

Young Turks beware...

Cancon 2012 is a 2 day campaign continuing the Internecine conflicts of the human sphere. The aim is for the players to create their own narrative within a series of games over the course of the weekend. Story elements of previous campaign tourneys have fed into this shared ongoing campaign. The Campaign system aims to create a "Sandbox" for players to explore and play games within. It is based on a homebrewed card system which handles all the paper work for the campaign. Over the course of the weekend players will discover the contents of these cards and try to use them in creative ways. Any questions or issues about a card please discuss with the TO. The TO has final decisions on rulings and his guiding principle is fun for all.

Cancon 2012 will allocate prizes:

**Best Campaigner** – the person who creates or furthers the favorite story angle or moment over the course of the campaign.

**Best General** – the person who earns the most VPs through scenario wins.

**Best painted** – the best painted force.

## Zones of Control

Each player seeks to further their campaign goals by establishing control over 5 key areas:

- Resources
- R&D
- Manufacturing
- Personnel
- Intel

Players will attempt to earn Control Points (CP) in these zones by winning battles and succeeding in missions. During the Campaign round a players are issued random cards from Zone decks for each CP they may have. These cards give the players additional items, resources, objectives, personnel etc that can be used for variety of campaign and scenario purposes. Each zone has unique set of cards and the following sections detail their general contents.

**Resource Zone:** Control points in this zone will give the commander access to resources that are used to fund, build, hire and buy various items or projects gained from other zones. Examples of Resources are:

<p><b>Resource:</b></p> <p><b>Munitions</b></p>	<p><b>Resource:</b></p> <p><b>Drugs</b></p>	<p><b>Resource:</b></p> <p><b>Money</b></p>
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A resource card represents a facility or investment or contact that generates the specific resource each turn. More resource cards you have the more things you can fund and build (see below). Some resources are common others are rare so trading is encouraged. Not much to see here as resource cards are pretty vanilla.

**Intel Zone:** Control points in this zone represent the commander establishing an intelligence gathering. Spies, surveillance networks, Spin Doctors, analysts all feed into data a commander can act on. Intel cards will give information, abilities or goals within the campaign or can use during a scenario.

**Card example:**

**Intel: Signal Corp**

Your Signal Corp reports on intercepted communications.

Make an Intel Skill Roll

Intel Skill: 10 + Intel CPs

If successful receive an Intel: Report card.

On Critical receive 2.

**Requirements:**  
Resource: Money

Name and Description

Ability and benefit of the card. Follow the instructions on the card.

Requirements are the things necessary to activate the card. EG If you wish to use this card you must assign a Resource: Money to it each campaign round when you want to use it.

**Intel: Report**

Intelligence reports that terrorist group Ghosts of the Past are planning to assassinate President Gio De Santo

**Actions:**  
Inform President Gio De Santo security  
Take out terrorist cell

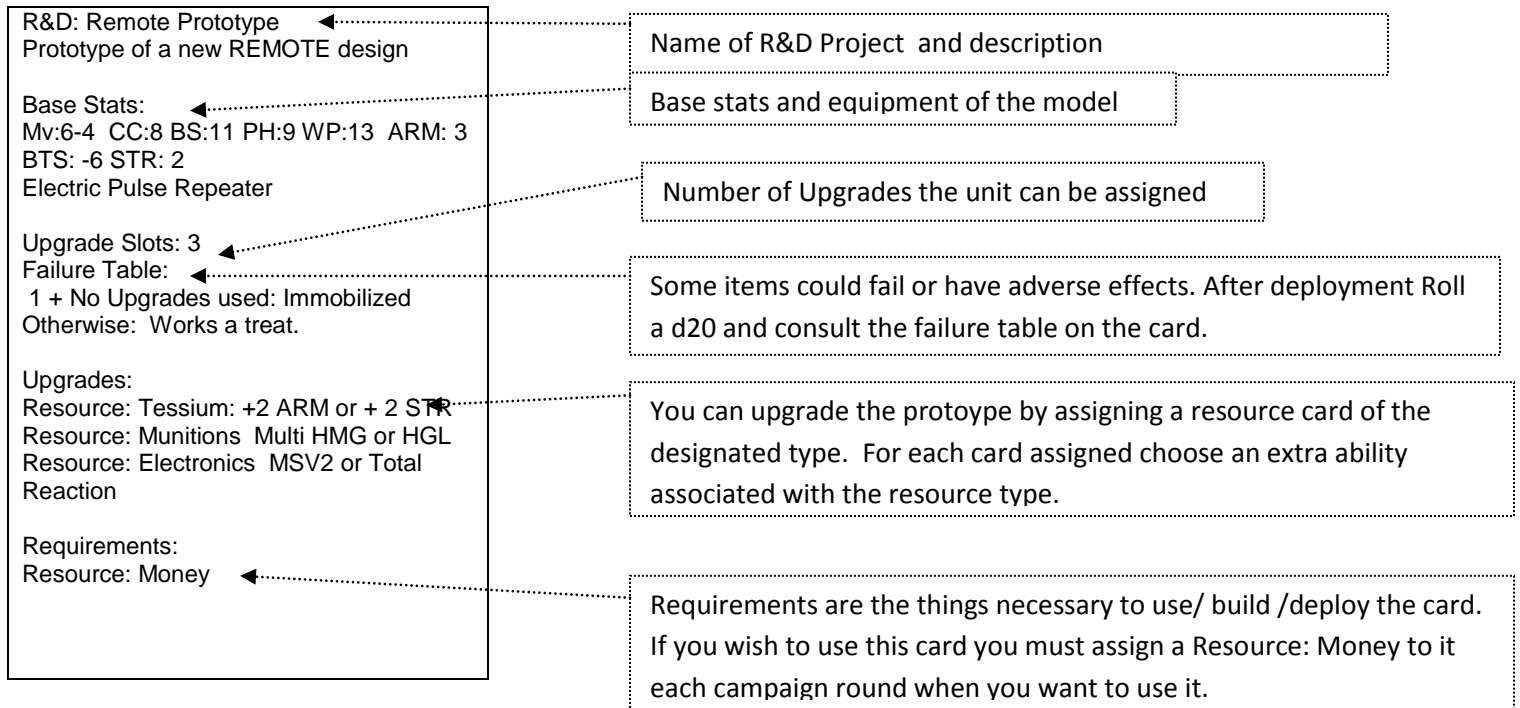
Intel: Reports are cards that reveal campaign story elements . It is up to the player how they want to react to such cards but some events give a player access to special actions.

Actions are things a player may do in response to information gained from a report.

Discuss with TO the consequences of executing such actions or suggest an alternative

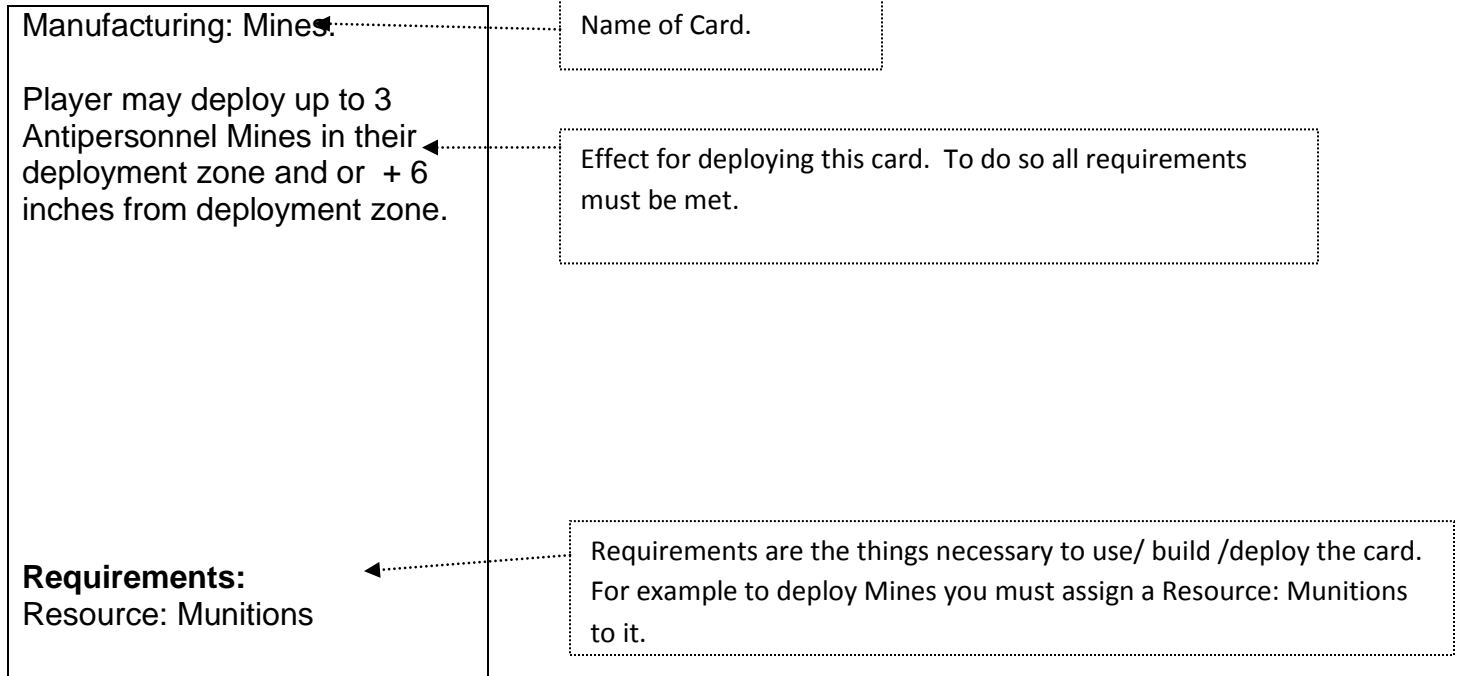
**R&D Zone:** Control Points in this zone represent bleeding edge technology or research projects that a commander has available to them over the course of the campaign. This research can be in many different areas such as medicine, military, information, industrial and consumer areas. For example new drugs, prototype remote, bioware implant. R&D projects require resources to build and deploy. Not all are guaranteed to work. Some are represented a figure that can be deployed with your forces.

Here is an example of R&D card:



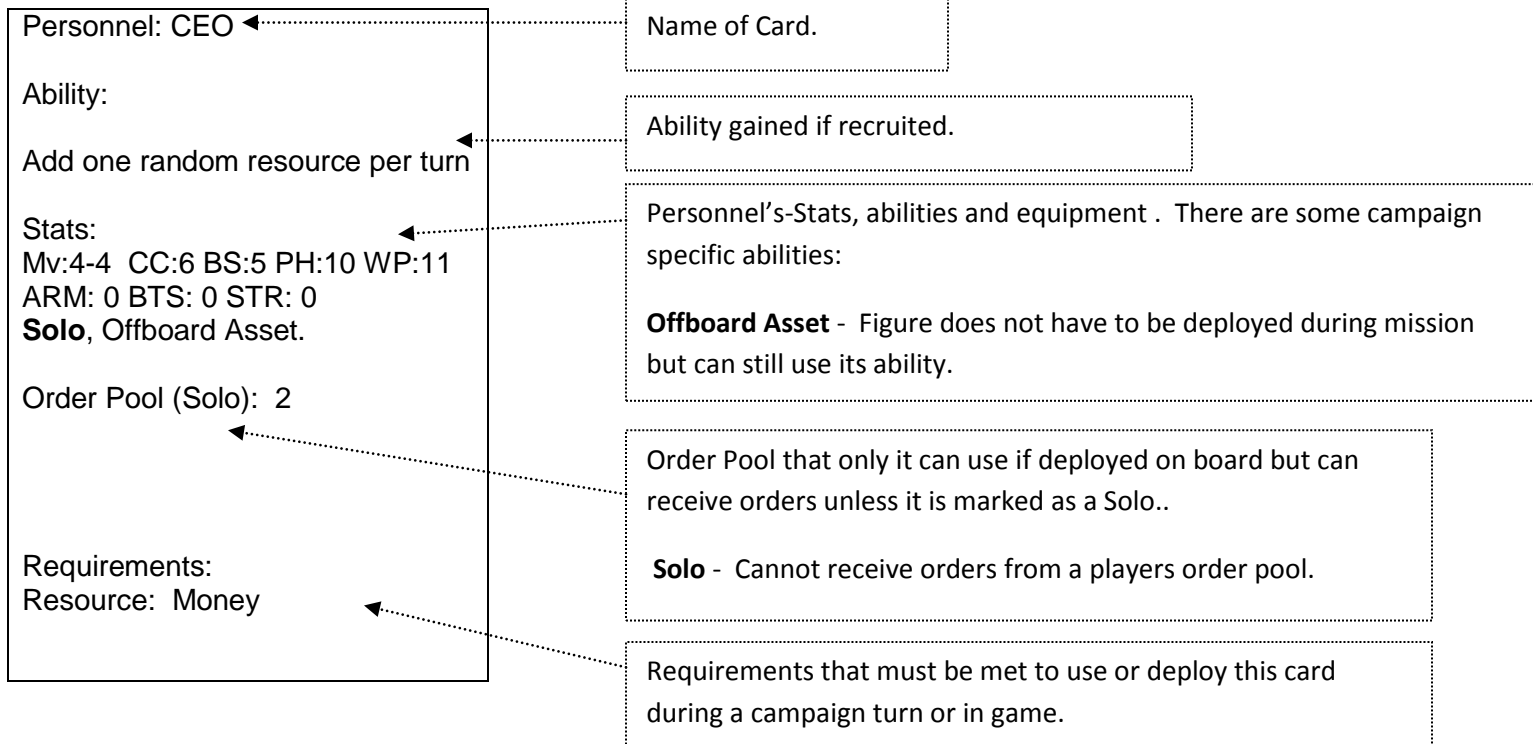
Note: If a R&D project is designated a Prototype then it represents a physical one off item. If it is deployed on a mission and it gets completely destroyed discard the card

**Manufacturing Zone:** Control points in this zone represent a manufacturing capacity that gives commander access to additional equipment, upgrades, and increased capacity. Card example:



**Personnel Zone:** Control points in this zone gives you access to extra personnel and specialist that you may recruit for missions or use their abilities. Doctors, Mercs, Assassins, spies and other more exotic personnel can give you campaign advantages or an extra body to join you on a mission.

Card Example:



If Personnel deployed on board are killed in game they are discarded from players card pool. Personnel can be target of a variety of players agendas (see below).

## Campaign Setup:

Each player will start with the campaign with an initial setup. This is the number of resources and Zone control points a player starts the game with. This will be supplied on the day.

## The Campaign Turn:

Following outlines how each turn is structured in a series of steps. Each step has a pre and post phase to allow the playing of cards. To play a card a player places it face down and assign any required resources . If you use the ability then card is turned face up. Once a resource is assigned it cannot be reused for the rest of the turn.

Each campaign turn follows these steps:

**Step 0: Marshal Phase.** Players gather round TO for any special instructions. This will signify the kick of the next round. In this phase a player gather their cards from the previous turn and get ready for the coming turn.

**Step 1: Draw:** Players draw cards from each zone deck they have 1+ control points in. They draw one card per control point. For example if a player had 2 control points in Resources they would draw 2 resource cards.

**Step 2: Trade/Negotiate:** Players may trade cards with any opponent. Wheeling and Dealing, backstabbing is encouraged (within reason). The only rules are as follows: All trades are closed hand (ie you cannot show what you are about to trade to your opponent). Players may stipulate one card that must be transferred in the deal if. Card transfers are simultaneous.

## Step 4: Choose Zone to attack:

Each player secretly chooses a zone to Attack. This is the zone they wish to increase control over. The chosen Zone Card are given to the TO who then determines the pairing for the round see below.

**Step 5: Pre Battle.** Players are paired off by the TO and are assigned a table. Players then determine scenario, lists and select the agenda cards (See below) .

**Step 6: Kick ass.** Play the damn game. When finish take result to TO.

**Step 7: Post Battle:** During this step player and TO perform end of turn bookkeeping. The winning player scores a control point for the zone they were going for and draws a card for that zone. Also scored agendas (see below) may result in the lost or gaining of new cards.

**Step 8: End Turn.** Players collect all used cards and get ready for next round.



## Choosing a Zone to Attack

Once a TO has gathered cards from players he needs to determine matchups and resolves uncontested zones and zones with odd number of players. The following table is used by the TO and introduces the concept of Raiding.

Number of declared attacks in zone	Resolution
1	If zone is not depleted then Player earns 1 CP as the zone is not contested. Player becomes a Raider this turn
Zones Contested with No Raiders	Players pair off. Winner +1 CP Loser 0 CP
Zones Contested with Raiders.	Resolve Raiders 1st.  Remainder in a zone pair off. Winner + 1 CP Loser 0 CP  If player chose to contest a zone but are raided they can still earn the 1 CP. Raiders do not.
Conquest	2 Raiders attack each other:  Winner +1 CP Loser -1 CP

## Resolve Raiders:

Raiders must be resolved to determine the final pairing for the round. Raider's are attempting to spoil others plans. All Raiders make a WIP roll (choose LT in one of their lists) and in order of success determine when they wish to make their raiding choice. Starting with the first raider they must choose from the following options:

- **Raid:** attack a zone with odd number of players.
- **Conquest:** attack another raider.

Note: A player's choice must ensure that no zone results in an odd number of contesting players and that there are options to resolve the odd numbers after their choice. For example if there was 2 zones with odd number of players and 2 raiders. Both raiders would have to declare Raid. Another example If there were 3 raiders and one odd zone then the first raider could choose either raid or conquest. After that choice the remaining players have their choice dictated to them.

**Raid a zone:** the player chooses a zone and initiates a raid against the players contesting the zone. Zones with odd number of players must be chosen over zones with even players. The player being raided can still earn or lose CPs for that zone. The raider cannot earn CPs due to scenario wins but can through Agendas.

**Conquest:** the player has chosen to attack another raiding player in attempt to gain control of one of their zones. Both players declares a zone they wish to gain a point in. The winner of scenario gains 1 CP and the loser .loses 1 CP in the winners nominated zone.

The TO continues to resolve raiders until the round match ups are determined. The organiser will use their discretion to resolve pairings. In Cancon the aim is match up different players where possible. Any issues such as orphaned or odd number of players will be resolved by the TO.

## Zone Depletion

Each zone may have a limited number of control points that can be gained over the course of the campaign. Once all points in a zone are controlled by players the zone becomes depleted. Any further attacks in this zone result the player becoming a Raider. Once a zone is depleted the only way to get CP in the zone is to take it off another player in a conquest.

## Scenario and Agendas:

Scenarios are general missions players undertake. Agendas are side missions that a player can undertake within a scenario to further their own goals and discover story elements or just wreak havoc. Again cards can be used in during any step.

### Step 1: Determine Scenario

Players make WIP roll with any LT in one of their lists. If the winner wins the roll by a margin of 5 or more then the winning player may choose the scenario (listed Appendix B). Otherwise roll on the following table :

Roll D12:	Scenario
1-2	Take and Hold
3-4	Recon
5-6	Extreme Prejudice
7-8	Control Point
9-10	Real Estate
11-12	Escalating Assault

### Step 2: Deployment Zones:

Players make a random roll to determine the field of play.

Roll D20	
1 - 10	Deployment zones are on the long edges
11 - 20	Deployment zones will be on the short edges and will be 18 inches deep.

### Step 3: Determine Lists.

Players must select the list and set aside any additional forces gained from cards lists. Players may have cards that impact theirs or opponents forces. These are played face down.

### Step 4: Choose Agendas:

Players choose an Agenda to further their campaign goals and position. Each player will have a set of agenda cards and must choose one secretly. Certain personnel cards will come with their own agendas enabling a player to score additional agendas in game with that personnel. See Appendix A for a list of Agendas and associated rules

### Step 5: Play the scenario.

## Appendix A - Agendas

Most Agendas use markers and every game you and your opponent will place a set of 5 markers each on the board. What the markers represent depends on your chosen agenda. Your Agenda markers cannot be discovered by your opponent, but once they are revealed they can be taken from you. Markers are treated as camo markers.

Each set of 5 Markers are deployed as follows:

- Your set of markers are placed on your opponent's side of the board.
- Starting with your opponent and then alternating place makers.
- One marker can be placed in your opponents deployment zone.
- One Marker can be placed on the center line
- All markers must be at least 12 inches from each other and at least 8 inches from a table edge.

**Acquire:** You are trying to discover the whereabouts of a required resource. Secretly nominate a specific resource you wish to acquire. Some resources may be unavailable (Check with TO). Once a marker is discovered roll a D20:

Roll D20	
1 - 5	You have found the resource. Place a Marker on the board. Whoever is in control of the marker at the end of the game scores it. More than one resource can be found. Some resources can be immovable. Roll a die on 1-10 a figure can move the marker otherwise it is immovable.
6 - 20	Discard maker. If last marker then treat as if you scored a 1-5.

**Destroy:** There is an asset/facility on this board you have been given orders to destroy. These objectives are structures and must be discovered to be destroyed. On a successful discover roll a D20:

Roll D20	
1 - 5	You found a structure you must destroy. ARM 6 STR 3. Only EXP and 14+ STR weapons can destroy
6 - 20	Discard maker. If last marker then treat as if you scored a 1-5.

For each marker destroyed your opponent must discard a random Resource or Manufacturing card.

**Sabotage:** You are trying to disrupt your enemies assets. Player must attempt to get figures off the opponent's deployment zone back edge. Once a marker is discovered roll a d20:

Roll D20	
1 - 5	You have acquired a new target of opportunity Place a marker on the board. If you exit this marker off your opponents side you get +25 points.
6 - 20	Discard maker. If last marker then treat as if you scored a 1-5.

At the end of the scenario total up the number points exited (include points for markers) and consult the number of cards the opponent must discard randomly. You may choose which type of card must be discarded.

Point exited	Number of cards to discard
0-100	1 card
101 -200	2 cards
201-300	3 cards

**Assassinate:** Player attempts to assassinate opponent's key personnel. The player can nominate a Personnel type card. If the opponent has that Card in his card pool he must deploy them. If they do not have the nominated specialist they must randomly deploy any of their personnel cards as the target. If they do not have any personnel one is drawn at random.

If the opponent owns the target then during deployment they must secretly choose which marker the target is under. They may also choose to reveal and move it during their turn. Target may perform ARO the turn after they are revealed. Target cannot exit off the board.

Once a marker is discovered roll a d20:

Roll D20	
1 - 5	You have acquired the target. Place the target on the board. Immediately Scatter the marker 1d20 - 5 inches from original point. Opponent may use the targets personnel Order Pool to move target in his turn
6 - 20	Discard maker. If last marker then treat as if you scored a 1-5.

If the player successfully kills the target they gain a Resource:Money card and Opponent must discard the target card.

**Kidnap:** Player attempts to Kidnap opponents key personnel. The player can nominate a Personnel type card. If the opponent has that Card in his card pool he must deploy them. If they do not have the nominated specialist they must randomly deploy any of their personnel cards as the target. If they do not have any personnel one is drawn at random.

If the opponent owns the target then during deployment they must secretly choose which marker the target is under. They may also choose to reveal and move it during their turn. Target may performs ARO the turn after they are revealed. Target cannot exit off the board.

Roll D20	
1 - 5	You have acquired the target. Place the target on the board. Immediately Scatter the marker 1d20 - 5 inches from original point. Opponent may use the targets personnel Order Pool to move target in his turn
6 - 20	Discard maker. If last marker then treat as if you scored a 1-5.

At the end of the scenario the player in control of the Personnel is now the controller of that card

**Infiltrate:** Player is attempting to penetrate their opponent's data network or to penetrate a corporate data network and steel their R&D or Intel cards. The deployed markers are data nodes and must be discovered to be used. On a successful discover roll a D20:

Roll D20	
1 - 5	You found a Data Node
6 - 20	Discard maker. If last marker then treat as if you scored a 1-5.

The node in the opponent's deployment zone represents access to their data network. All other nodes can access a corporate data network. An opponent can also be hacked through their own hackers and units with repeaters you must be in ZOC to do so. These are hacking rolls so can be blocked by opponents hackers.

**Locate:** A Data Network can be hacked to gain Discover R&D or Intel cards. To discover make Hacking roll at -3 must succeed. On a successful roll the player may view a random R&D or Intel card from either the TO deck or the opponents card pool.

**Steal:** Once discovered the Hacker may attempt to steal. To Steal a Hack Roll at -6 if successful hacker has copied the R&D and Intel card. If the Hacker dies the copy is lost.

**Erase:** Once discovered the Hacker may attempt to erase the R&D or Intel card. To Erase a Hack roll at -9 if successful the opponent must discard the card.

**Terrorise:** Your aim is to undermine your opponent's position with random acts of violence. Each marker represents targets of non combatants. Your aim is to kill as many as you can. You must make a discover roll to reveal each marker. Once discovered consult this table.

Roll D20	
1 - 5	You have found a group of civvies. Place 1d4 civilian markers. Scatter each civilian 1d20 - 5 inches from original point. More than one marker can be discovered.
6 - 20	Discard maker. If last marker then treat as if you scored a 1-5.

Once civilians are discovered they move randomly until one of them is killed or shot at. For each civilian on board, at the beginning of each players turn roll a d20:

Roll D20	Civvie Movement
1 - 5	Stand still
6 - 15	Player may move marker 4 inches in any direction.
16-20	Move marker 4 inches in a random direction

Once a civilian dies they panic each player turn. Additionally, when your opponent gets a discard marker result for one of his agendas, he must place 1d3 civilian makers as above. At the beginning of each turn Roll a d20 for each marker and consult the table below:

Roll D20	Civvie Movement
1 - 5	Stand still in terror
6 - 15	Move 8 inches directly away nearest known Terrorist figure. Non Terrorist moves the figure.
16-20	Non terrorist player may move figure in any direction up to 8 inches.

Each Civilian killed (unconscious counts as killed) earns a Terror Point for the terrorist. If the terrorist kills more than one civilian in one order he earns double points for them. Eg The terrorist spends an order on a HMG and sprays 4 civilians killing 3. He will earn 3 terror points.

Each Civilian in an unconscious state that is healed by a doctor etc will deduct 1 Terror Point.

At the end of the game consult the following table:

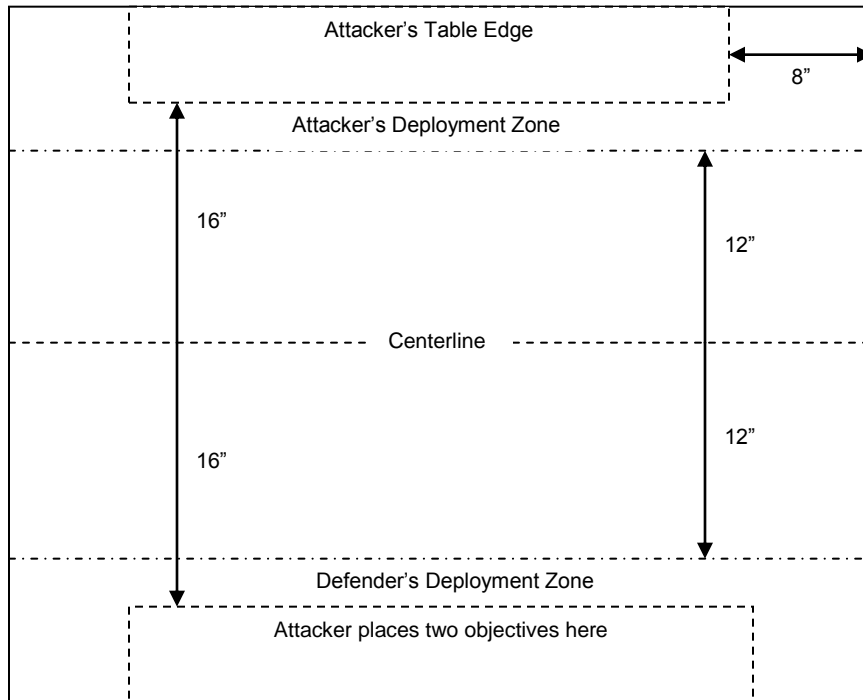
Terror Points	
3 +	1d2 cards are randomly discarded from opponents card pool.
6 +	1d4 cards are randomly discarded from opponents card pool.
10+	1d4 cards are randomly discarded from opponents card pool. 1 random zone CP is lost.

## Appendix B: Scenarios

### Mission: Take and Hold

Two sides battle to seize key objectives in their opponent's territory.

### Set Up:



1. Terrain is placed by an agreed upon method between players.
2. Players make WIP FtF roll between their Lieutenants. Winner may chose to have the Initiative (and is considered the Attacker) or determine the Deployment order.
3. Players alternate placing objectives in their opponent's deployment zone until both are deployed. The attacker places first. An objective must be:
  - At least 16" from the centreline
  - At least 8" from the sides of the play area
  - At least 12" from another objective
4. Players then deploy their force as per normal rules, with the following exceptions:
  - No figure may deploy within 12" of their sides objectives. This includes figures with the infiltration and/or impersonation skills.
  - TAGs must deploy touching the rear edge of their side's deployment zone.

### Objective:

Primary - take and hold one or more of your objectives.



Secondary – prevent you opponent from taking theirs.

## Special Rules:

Airborne Deployment:

- All levels of AD must deploy/jump 12” away from any of their objectives.

Holding Objectives:

- To hold an objective a player must be within 8” of an objective and there are no opposing units within 8” of that objective.

## Scenario End:

The scenario ends in the following events:

- Hold an objective at the start of an active players turn. Game ends immediately.
- Time is called. Game ends immediately.
- One side is completely destroyed or retreated off the board. Current active player must complete their turn. A non retreating side may take an additional turn to complete scenario objectives.

## Victory Points:

On scenario end tally the scenario points for each player, determine the winning margin:

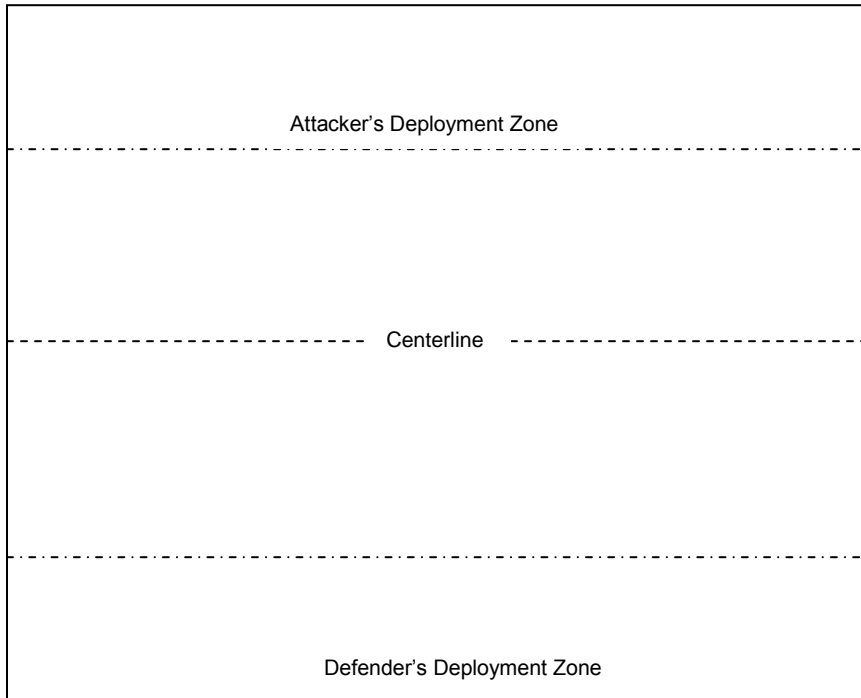
- Each enemy figure eliminated is worth half its points value + 0-150+
- Each Objective held +50 points
- Eliminating Opponents Lieutenant (1 time only) +40 points

	Margin	Winner	Loser
<b>Decisive Victory</b>	200+ pts	6	1
<b>Victory</b>	51 – 199 pts	5	2
<b>Minor Victory</b>	1 – 50 pts	4	3
<b>Draw</b>	0	3	3

## Mission: Recon

Two sides attempt to infiltrate and analyse the opponent's forces

### Set Up:



1. Terrain is placed by an agreed upon method between players.
2. Players make WIP FtF roll between their Lieutenants. Winner may chose to have the Initiative (and is considered the Attacker) or determine the Deployment order.
3. Players then deploy their force as per normal rules.

### Objective:

Primary – Score Recon points by having forces in players zones

Secondary – Minimise casualties

## Special Rules:

### Recon Points:

At the beginning of a turn a player scores Recon Points as follows:

Figures in opponents half of the board scores as follows:

- Impetuous or Irregular troops 0 RPs
- Regular or Revealed troops 0.5 RPs
- Camo troops 1 RP
- TO Marker or Forward Observers 2 RPs
- Impersonator 3 RPs

### Scenario End:

The scenario ends in the following events:

- After 6 Turns
- Time is called. Game ends immediately.
- One side is completely destroyed or retreated off the board. Current active player must complete their turn. A non retreating side may take an additional turn to complete scenario objectives.

**Victory Points:** On scenario end tally the scenario points for each player, determine the winning margin:

- Each friendly figure on the board is worth half its points value + 0-150+
- Recon Points earned +RPs x 10 points
- Scoring more Recon Points than opponent +20 Points
- Eliminating Opponents Lieutenant (1 time only) +20 points
- Eliminating Camo troop +10 points
- Eliminating TO or Forward Observer Troop +20 points
- Eliminating Impersonator +50 points

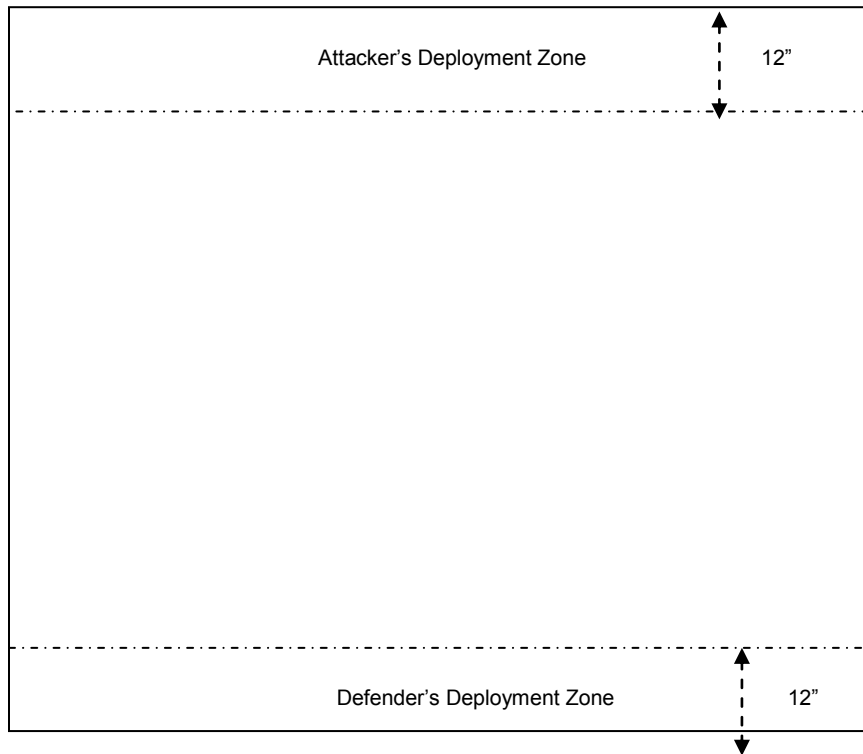
	Margin	Winner	Loser
<b>Decisive Victory</b>	200+ pts	6	1
<b>Victory</b>	51 – 199 pts	5	2
<b>Minor Victory</b>	1 – 50 pts	4	3
<b>Draw</b>	0	3	3

## Mission: Extreme Prejudice

Author: Panzerkunst. Edit: Jim Dice

No cost is to be spared. Terminate with extreme prejudice

## Set Up:



1. Terrain is placed by an agreed upon method between players.
2. Players make WIP FtF roll between their Lieutenants. Winner may choose to have the Initiative (and is considered the Attacker) or determine sides and the Deployment order.
3. Players then deploy their forces.

## Objective:

Primary – Destroy all enemy

## Special Rules:

**At All Costs** - For purposes of this scenario when determining VPs:

- Figures retreating off board do not count as a casualty.
- Figures that have not revealed from Hidden or undeployed AD assets DO count as a casualty.

## Scenario End:

The scenario ends in the following events:

- 6 turns have passed.
- One side has been completely destroyed or retreated off the board. Current active player may complete their turn.
- Time is called. Game ends immediately.

## Victory Points:

On scenario end tally the scenario points for each player, determine the winning margin:

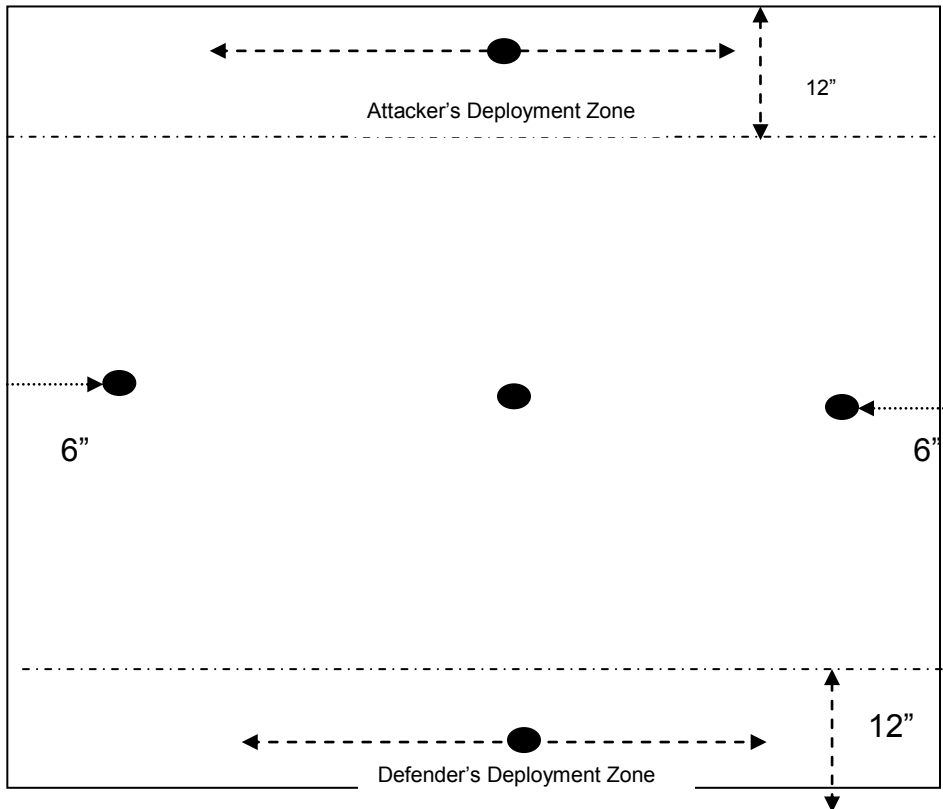
- Each enemy figure eliminated is worth Full points value + 0-300+
- Eliminating Opponents Lieutenant (1 time only) +40 points
- Each SWC eliminated from opponent +10 points
- Eliminating a Hacker +10 points
- Eliminating a Doctor +10 points
- Eliminating an Engineer +10 points

	Margin	Winner	Loser
<b>Decisive Victory</b>	200+ pts	6	1
<b>Victory</b>	51 – 199 pts	5	2
<b>Minor Victory</b>	1 – 50 pts	4	3
<b>Draw</b>	0	3	3

## Mission: Control Point

Author Jim Dice

### Set Up:



1. Terrain is placed by an agreed upon method between players.
2. 3 Control Point markers are placed on the center line. One in the center and one 6 inches from each edge.
3. Players make WIP FtF roll between their Lieutenants. Winner may chose to have the Initiative (and is considered the Attacker) or determine sides and the Deployment order.
4. Players then deploy their forces.
5. Players then deploy their sides Control Point marker anywhere in their deployment zone.

### Objective:

Primary – Earn the most control points.

Secondary – Control all markers.

### Special Rules:

### Control Point:

Players earn control points (CP) for each marker they control at the start of their turn:

- 0.5 CP for the Control Point marker in their deployment zone
- 1 CP for each Control Point marker on the center line.
- 2 CP for the Control Point marker in their opponent's deployment zone.

**Order Bonus** - A player who controls the most Control Point markers at the beginning of their turn gains an additional order for their order pool that turn.

**Hold Criteria** - To hold a Control Point marker a player must have a miniature or marker (mines and repeaters count) within 4" of the marker and there are no opposing miniatures or markers within 4" of that Control Point.

### Scenario End:

The scenario ends in the following events:

- One side is completely destroyed or retreated off the board. Current active player must complete their turn. A non retreating side may take an additional turn to complete scenario objectives.
- At the beginning of their turn a player can call an end to the scenario if she has control of all Control Point Markers or has 15 more CPs than their opponent.
- Time is called. Game ends immediately.
- 6 turns then roll 1d20 1-10: the game ends 11 – 20: do player get another turn each. Then roll again at the end of that turn.

### Victory Points:

On scenario end tally the scenario points for each player, determine the winning margin:

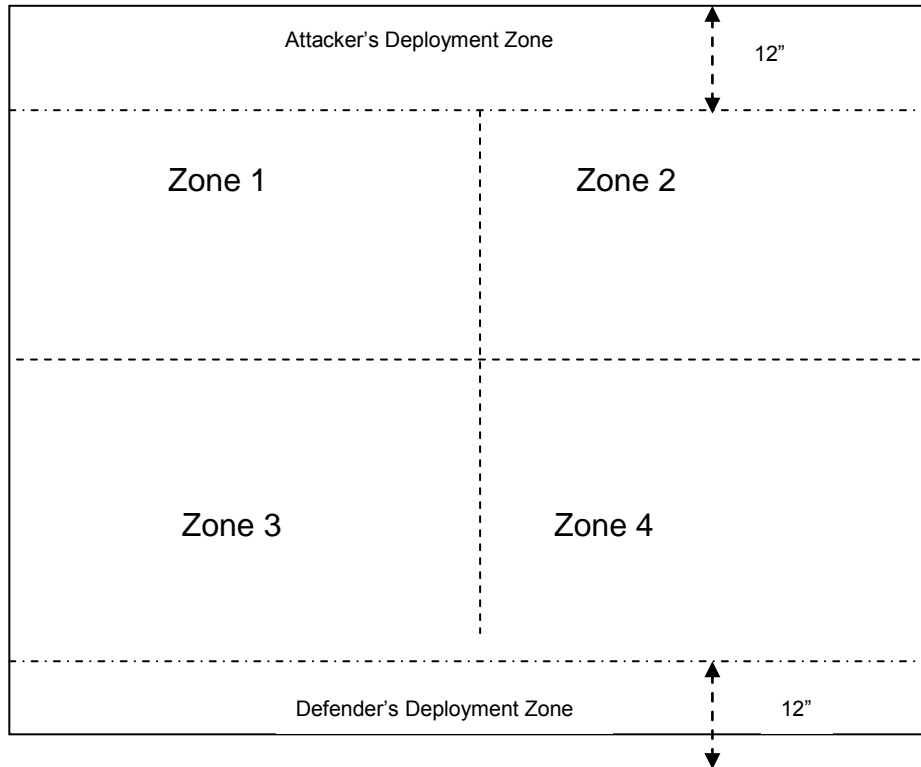
- Control Points Held at end of the game +25 points
- Control Point earned +CPs x 10
- Scoring more Control Points +50

	Margin	Winner	Loser
<b>Decisive Victory</b>	200+ pts	6	1
<b>Victory</b>	51 – 199 pts	5	2
<b>Minor Victory</b>	1 – 50 pts	4	3
<b>Draw</b>	0	3	3

## Mission: Real Estate

Author Panzerkunst Edited by Jim Dice

### Set Up:



1. Terrain is placed by an agreed upon method between players.
2. Players make WIP FtF roll between their Lieutenants. Winner may chose to have the Initiative (and is considered the Attacker) or determine sides and the Deployment order.
3. Players then deploy their forces.

### Objective:

Primary – Hold as many zones possible

### Special Rules:

A model must be fully within a zone to be considered to be in a zone for scoring purposes.

### Scenario End:

The scenario ends in the following events:

- One side has been completely destroyed or retreated off the board. Current active player may complete their turn.
- 6 turns then roll 1d20 1-10: the game ends 11 – 20: do player get another turn each. Then roll again at the end of that turn.



- Time is called. Game ends immediately.

## Victory Points:

On scenario end tally the scenario points for each player, determine the winning margin:

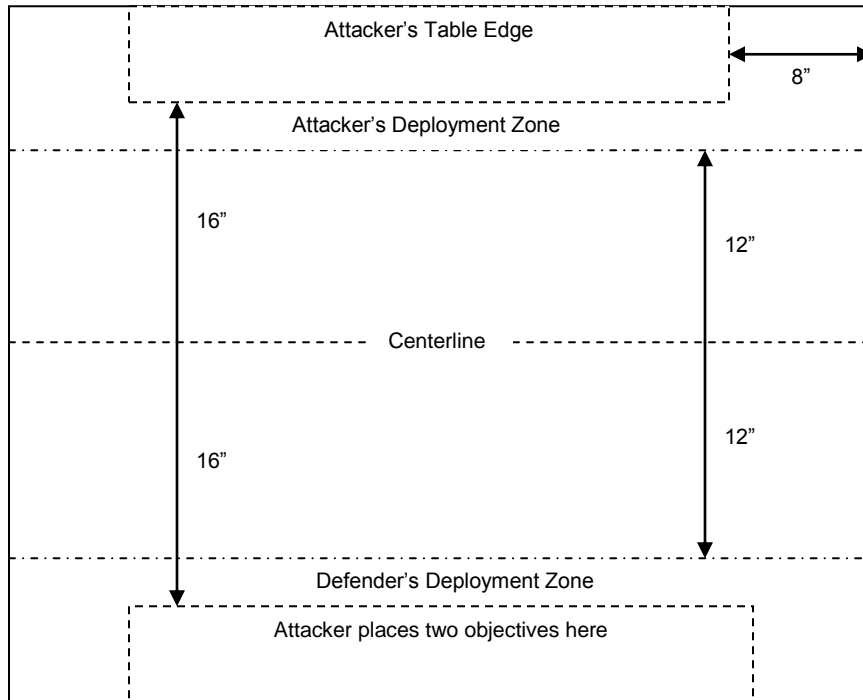
- Control Zone at the end of the game. Have more points of models in zone. +50 points per zone
- Control enemy's deployment zone. Have more points of models in zone. +100 points
- Control your deployment zone. Have more points of models in that zone. +50 points

	<b>Margin</b>	<b>Winner</b>	<b>Loser</b>
<b>Decisive Victory</b>	200+ pts	6	1
<b>Victory</b>	51 – 199 pts	5	2
<b>Minor Victory</b>	1 – 50 pts	4	3
<b>Draw</b>	0	3	3

## Mission: Escalating Assault

Initial Contact has been made. Reinforcements on route.

### Set Up:



- Terrain is placed by an agreed upon method between players.
- Players make WIP FtF roll between their Lieutenants. Winner may chose to have the Initiative (and is considered the Attacker) or determine the Deployment order.
- Players alternate placing objectives in their opponent's deployment zone until both are deployed. The attacker places first. An objective must be:
  - At least 16" from the centreline
  - At least 8" from the sides of the play area
  - At least 12" from another objective
- Players must split their forces into three separate groups using the following rules:
  1. There are three groups: Alpha, Bravo and Charlie. Each group must have equal number of figures where possible. Remainders will go into the Group Charlie.
  2. Alpha group must contain the LT and no AD troops.
- Players must deploy group Alpha to initially. Other troops are held off board in Bravo and Charlie group.

### Objective:

Primary - take and hold one or more of your objectives.

Secondary – prevent you opponent from taking theirs.

## Special Rules:

### Escalating Assault:

Groups Bravo and Charlie are deployed in game. Using the following rules:

- After turn 2 players may deploy Bravo group on the owners side of the table.
- After turn 4 players may deploy Charlie group anywhere except within enemy's deployment zone and at least 12 inches away from an objective.
- To deploy a group a player places circular template representing a dropship. It must do a combat jump. It is armed with a Multi HMG that it may shoot on deployment. See Dropship rules in rulebook.

MOV	CC	BS	PH	WIP	ARM	BTS	STR
-	-	11	15	-	8	-9	3

- Figures in dropship get a free order to deploy from the vehicle.
- Once deployed on table the figures order is added to the players order pool and may receive orders as well.
- While in the template figures are considered to have cover.
- At the end of the turn the template is removed
- AD troops may be deployed as per normal.
- If a player is in Loss of LT or in Retreat. These conditions are automatically cleared and a New LT is selected from the incoming group.

### Airborne Deployment:

- All levels of AD must deploy/jump 12" away from any of their objectives.
- Cannot be deployed on a player's first turn.

### Holding Objectives:

- To hold an objective a player must be within 8" of an objective and there are no opposing units within 8" of that objective.

## Scenario End:

The scenario ends in the following events:

- Hold an objective at the start of an active player's turn. Game ends immediately.
- Time is called. Game ends immediately.
- One side is completely destroyed or retreated off the board. Current active player must complete their turn. A non-retreating side may take an additional turn to complete scenario objectives.

## Victory Points:

On scenario end tally the scenario points for each player, determine the winning margin:

- Each enemy figure eliminated is worth half its points value + 0-150+
- Each Dropship destroyed by a player +50 points
- Each Objective held +50 points
- Eliminating Opponents Lieutenant (1 time only) +40 points

	Margin	Winner	Loser
<b>Decisive Victory</b>	200+ pts	6	1
<b>Victory</b>	51 – 199 pts	5	2
<b>Minor Victory</b>	1 – 50 pts	4	3
<b>Draw</b>	0	3	3