HALLOWEEN MISSION PACK

CORVUS BELLI
INFINITY

INFINITY HALLOWEEN MISSION PACK – XENOTERROR

Xenomancy is a dark art, not suitable for everyone, it requires a big personal sacrifice. That sacrifice can be the gateway to unlimited power or to your eternal doom.
It's up to you to achieve supremacy. That the xenoterror spreads all across these lands is a small price to pay, to get what you desire so much.

[Warning from the Xenomancy Handbook]

COMMON RULES

To be able to enjoy the Infinity special Halloween scenarios you only have to follow two rules.
The first one is to have a scary-good time.

And the second is, if you have enough courage, You dare to use Xenomancy against the enemy. But if you are terrified of fooling around with dark magic, now is the time for you to stop reading and run away crying.

Due the exceptional Special Rules, this Mission Set cannot be used in the ITS. However, the system used in the scenarios is the same as the ITS, and the number of missions perfectly allows the organization of an Infinity Tournament, even though it would not be an official one, and manage it as a friendly tournament on the OTM (https://otm.corvusbelli.com/manager).

Don't wait any longer and increase your power with the dark magic of Xenomancy.

XENOMANCY

Xenomancy had been asleep for centuries in these lands. A forbidden art to the eyes of the ignorant, the revelation of the future for just a few. Only a true Xenomancer will be able to control the absolute power that xenomancy holds.

Foretold by the Xenotower, dark times are coming, they will purge the planet of all its xenopower which will end in eternal agony. The Xenomancers' battle will be the omen that marks the beginning of a new era.

Table Configuration: A1.
Special Rules: Xenoantenna, Control the Xenoantenna, Panoplies, Xenomancer, Killing, HVT and Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Control the **Xenoantenna** at the end of the game (**4 Objective Points**).

- Control the **Xenoantenna** with your Xenomancer at the end of the game **(1 extra Objective Point).**

- To Kill more Army Points than the adversary **(3 Objective Points).**

- To Kill the enemy Xenomancer (1 Objective Point).

- **Acquire more weapons or items from the Panoplies than the adversary at the end of the game (1 Objective Point).**

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

XENOANTENNA

There is **1** *Xenoantenna* placed in the center of the table. The *Xenoantenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONTROL THE XENOANTENNA

The *Xenoantenna* is considered *Controlled* by a player when he is the only one who possesses a *Troop* (as a figure, but not as a Marker) in base contact with it. So, there cannot be enemy *Troops* in base contact with the Xeno*antenna.* Models in *Null* state do not count for this.
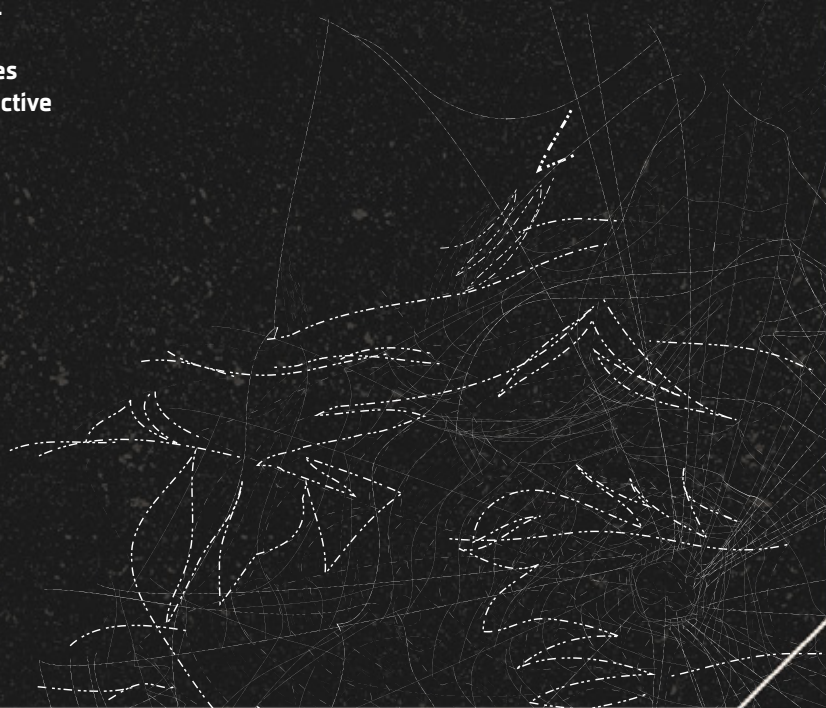
As stated in the Main Objectives, if the trooper that *Controls the Xenoantenna* is a **Xenomancer,** the player gains 1 additional Objective Point.

PANOPLIES

There are **2** *Panoplies,* placed on the central line of the table 12 inches from the edges of the table (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter.

Players cannot declare any *Attack* against the *Panoplies,* except Use Panoply, **prior to the second** *Game Round*.

USE PANOPLY (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- The trooper must be in base contact with a Panoply.

EFFECTS

- Allows the trooper to use the *Logistics* Trait of a Panoply:

- By succeeding at a WIP Roll, a trooper can make a Roll on any of the Booty Charts to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.

- Troopers possessing the Booty or the Scavenger Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll and may automatically make a Roll on any of the Booty Charts.

- A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.

- In the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.

- By succeeding at a WIP Roll, the *Specialist Troops* can roll twice on any of the Booty Charts but they can only choose one of the results.

XENOMANCER

At the end of the Deployment Phase, players must declare which troop from their Army List is the Xenomancer. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be Xenomancers.

The Xenomancer is identified with a Xenomancy Marker (XENOMANCY).

SUMMON XENOZOMBIE (ENTIRE ORDER)

LABELS

Attack..

REQUIREMENTS

Only Xenomancers can declare this Skill.

EFFECTS

- When declaring this Special Skill, the Xenomancer places a Xenozombie on the game table in base contact with them.

- Xenozombies are not considered deployed until the **Conclusion** of the Order.

- There cannot be more than three Xenozombies per player on the game table.

- The Xenozombies don't provide Orders to the *Order Pool* but can receive Orders from the *Order Pool* of the Xenomancer's Combat Group.

- The Xenozombies have the following troop profile:

- To represent the Xenozombie, you can use any figure from the Corvus Belli's catalogue.

XENOZOMBIE

ISC: XENOZOMBIE

IL

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	S
4--2	18	10	11	8	1	3	1	-	2

Irregular   *No Impetuous*

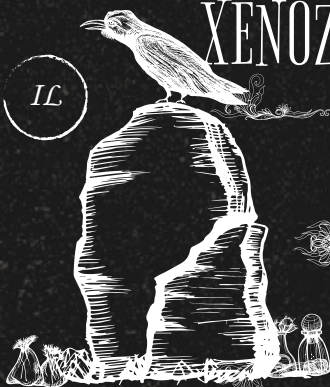| NAME	CC Weapon	SWC	C
XENOZOMBIE	Viral	-	-

HVT AND CLASSIFIED DECK NOT USED

In this scenario, the HVT model and Secure HVT rules are not applied. Players will not deploy the HVT model on the game table and they will not use the Classified Deck in this scenario.

KILLING

A trooper is considered Killed by the adversary when he enters 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 will be considered 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.

If one of the players starts his Active Turn in a *Retreat!* situation, the game will end at the end of that Turn.

	DEPLOYMENT ZONE A	
PANOPLY	XENOANTENNA	PANOPLY

12"

| | DEPLOYMENT ZONE B | |

12"   24"

XENOMANCY MARKER

REVENANTS

Believe me, there is no more terrifying an image than a battlefield filled with soldiers fallen in combat, where you cannot tell friend from foe. Where the blood taints the way and you can see how the bullet holes are still smoking from the lifeless bodies.
When you feel earth crackling in agony, the breeze frozen and putrid and everything getting darker. You look up and realize that all those corpses have come back to "life", that is when you discover that the whole thing is even worse… and that image is burned into the backs of your eyes, not even death can get that picture out of your head…
[Warcor J. Williams, shitting himself scared, during the report of the Xenomancers' battle.]

Table Configuration: A.
Special Rules: Sectors (ZO), Dominate ZO, Revenant

MISSION OBJECTIVES

MAIN OBJECTIVES

- To dominate the nearest Sector to your Deployment Zone (1 Objective Point).

- To dominate the **central** Sector (2 Objective Points).

- To dominate the **farthest** Sector from your Deployment Zone (4 Objective Points).

- To have more Xenozombies than your opponent in the central Sector (2 Objective Points).

CLASSIFIED

Each player has **1 *Classified*** Objective (1 *Objective Point*).

DEPLOYMENT

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

SCENARIO SPECIAL RULES

SECTORS (ZO)

When the game is finished, **but not before**, 3 *Sectors* are marked out. These *Sectors* are 8 inches deep and as wide as the game table. Two of these *Sectors* are placed 4 inches from the central line of the game table, one on each side, and the third *Sector* is a strip 8 inches deep in the central area of the table.

In this scenario each *Sector* is considered a *Zone of Operations (ZO)*.

DOMINATE ZO

A Zone of Operations (ZO) is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo…) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Ho-loechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper*'s* base is inside that *ZO*.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a Zone of Operations count while they are in the *Spawn-Embryo* state or any non-Null state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

REVENANT

In this scenario, any troops with a Wounds Attribute that are in the Dead state remain on the table.

At the start of the third Game Round, before the first Player Turn begins, all troopers in the Unconscious or Dead state cancel that state and become Xenozombies, keeping their weapons, Special Skills and Equipment.

Xenozombies don't provide Orders to the *Order Pool* but remain in their original Combat Group.

Those troops with a Wounds Attribute that have entered the Unconscious or Dead state in the same Order in which they have suffered Damage from an Attack by a Doctor, Paramedic or any trooper whose Troop Classification is Elite Troop, do not apply this rule and will not rise again.

NO QUARTER

In this scenario, *Retreat!* rules are not applied.

END OF THE MISSION

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

THE XENOTOWER

The Xenotower rises dark and majestic towards the sky. The structure emits a piercing high-pitched lament. The light that reflects from its black walls illuminates glimpses of ghostly faces. The power emanating from the Xenotower is such that it can reanimate all those brave souls who perished in the search for the Xenomancy book, and turn them into loyal servants of the Xenotower.

Table Configuration: F.
Special Rules: Exclusion Zone, The Xenotower (ZO), Dominate ZO, Panoplies, Specialist Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate the Xenotower at the end of the *Game Round* (1 Objective Point).

- Dominate the Xenotower at the end of the game (4 Objective Points).

- Acquire more weapons or items from the Panoplies than the adversary at the end of the game (2 Objective Points).

CLASSIFIED

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

DEPLOYMENT

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 *Infiltration* 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

XENOVIRUS

There is an area 16 inches deep that is infested by a Xenovirus, in each half of the table, including the *Deployment Zones*.

At the end of each Active Player Turn, all troopers belonging to the Active Player that are inside a Xenovirus Area must make a BTS Roll against Damage 10.

If a trooper fails this BTS Roll it becomes a Xenozombie, keeping its weapons, Special Skills and Equipment.

Troopers converted to Xenozombies are immune to the Xenovirus.

At the start of the second and third Game Rounds, before the first Player Turn begins, the Xenovirus Areas each expand by 2 inches.

THE XENOTOWER (ZO)

In this scenario The Xenotower is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the *Xenotower*, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, 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 *Xenotower* are closed at the start of the game. The *Xenotower Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. The *Xenotower Gates* have a Narrow Gate Width.

The Scenery Structure rules are allowed in this scenario.

OPEN THE XENOTOWER GATES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

• Only Specialist Troops can declare this Skill.

• The Specialist Troop must be in base contact with a Gate.

EFFECTS

• Allows the Specialist Troop to make a **WIP** Roll to Open the Gates**.** A success opens **all Gates** to the *Objective Room*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

DOMINATE ZO

A Zone of Operations (ZO) is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo…) count, as well as *AI Beacons*, *Proxies* and *G: Servant Remotes*. Troops in *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper's base is inside that *ZO*.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a Zone of Operations count while they are in the *Spawn-Embryo* state or any non-Null state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

PANOPLIES

There are **2** *Panoplies,* placed inside the Xenotower on different corners (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter.

Players cannot declare any *Attack* against the *Panoplies,* except Use Panoply, **prior to the second** *Game Round*.

USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

• The trooper must be in base contact with a Panoply.

EFFECTS

• Allows the trooper to use the *Logistics* Trait of a Panoply:

• By succeeding at a WIP Roll, a trooper can make a Roll on any of the Booty Charts to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.

  • Troopers possessing the Booty **or the** Scavenger Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll and may automatically make a Roll on any of the Booty Charts.

  • A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.

  • In the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.

  • By succeeding at a WIP Roll, the *Specialist Troops* can roll twice on any of the Booty Charts but they can only choose one of the results.

SPECIALIST TROOPS

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 make use of Repeaters or *G: Servant* models to perform tasks reserved for Specialist Troops.
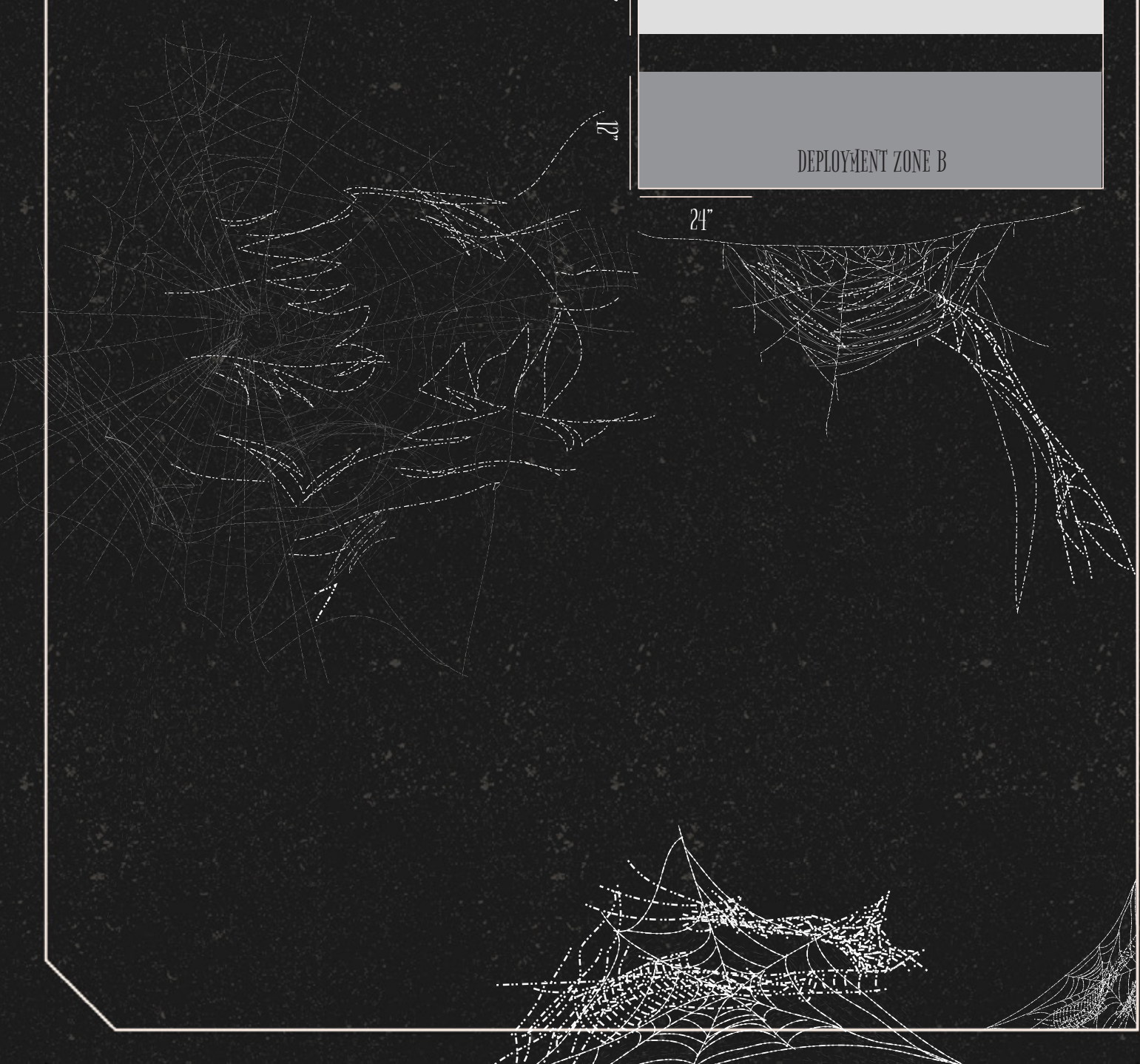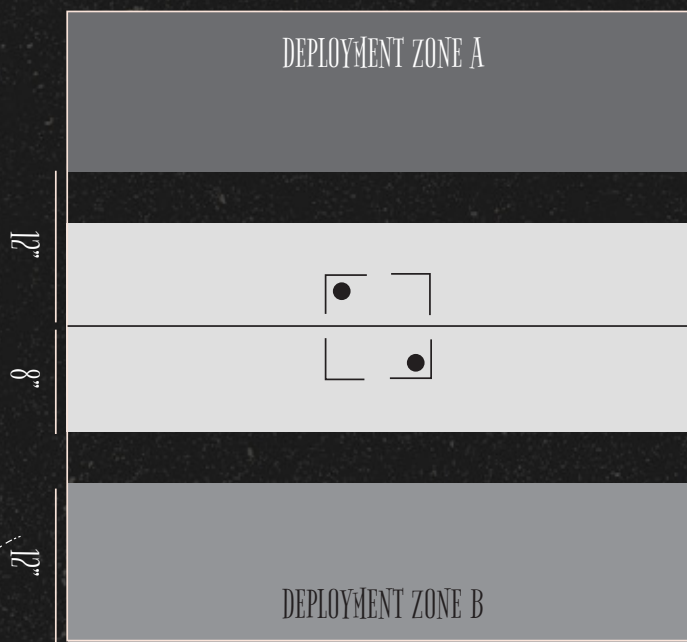
Remember: Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of 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.

If one of the players starts his Active Turn in a *Retreat!* situation, the game will end at the end of that Turn.

DEPLOYMENT ZONE A

12"

8"

12"

DEPLOYMENT ZONE B

24"