CORVUS BELLI
INFINITY

N4

MEGABEAST MISSION SET

MEGABEAST MISSION SET

Khurland. A region located in the southwest of the Ariadna continent, on planet Dawn. This territory has not been colonized because of its high environmental radioactivity and the fluctuations in its electromagnetic field, which make navigation difficult. Rich in Teseum, this region is now open to foreign mining operations. However, the sustainability of these operations is at risk due to the very rapacity of the corporations, which have no qualms about resorting to violence getting rid of their competitors, and especially due to the presence of gigantic creatures commonly known as MegaBeasts.

MEGABEASTS

MegaBeasts are colossal creatures that defy the laws of nature and of sanity. Titanic unbeatable apex predators, capable of causing such devastation that they're considered mobile natural disasters. Although they can be found in isolated pockets throughout the Human Sphere, the Khurland region of Dawn is their true paradise, a frontier territory that's home to several species of these gigantic creatures. MegaBeasts are the largest threat faced by both these mining corporations and the military forces sent by their nations to protect their interests.

STOORWORM

The scouts of the Naval Exploration Corps gave the 'Stoorworm' name to the colossal subterranean serpent that moves underground as it were moving through water, shaking the ground as it passes and emerging from wherever you least expect it to devour you with its gigantic jaws.

011791
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SYSTEM
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STEINDRAGE

Steindrage, the stone dragon, a challenge to evolution that only a land such as Khurland could give birth to. No matter what weapon you use nor how rapidly you fire it, all your shots will ricochet off the scales of this titanic reptile, and then you'll have to face its terrible wrath. A clue: you won't survive.

GURLANAK

Brought to the planet Dawn from Ugarat, the Morat's home planet, as part of their invasion strategy, the enormous Gurlanak is an authentic titan of nature, a highly dangerous beast with no rivals other than its own counterparts.

MEGABEAST MISSION SET

After the events of the Infinity N4 book, the history of the Infinity Universe continues to advance through the ITS events and associated campaigns. As MegaBeasts are depicted in TAG Raid, the presence of just one of them can have a devastating effect on those who want the resources of the Khurland region.

This mission set has been devised to showcase the destructive capacity of the MegaBeasts, gigantic creatures that live in the Khurland territory, on planet Dawn, through the four different scenarios that compose it.

> Tremors. Replicates the ferocious battles to eliminate the competition in the mining region of Khurland and the dangers that await when a MegaBeast emerges from the sand willing to devour everyone.
> Reing of Fire. Recreates the efforts of the troops clandestinely deployed in Khurland to regain and secure the territory controlled by other rival powers' mining corporations.
> Rampage. Tells the story of how a small offensive to the area in which a Shasvastii vessel was taken down can become a nightmare when it becomes apparent that one of the ferocious Gurlanaks the vessel carried has survived and it's very angry.
> Welcome to Monsterland. Reflects the difficulty of performing a simple Search and Kill mission when there is a larger, more dangerous predator lurking in the area.

All these scenarios include Special Rules that allow both players to take on this colossal foe, but also they will be able to include a couple of the newly arrived Mercenaries in their Army List for free.

The three MegaBeasts' Game Profiles, adapted to Infinity's rules, are included here. Given these miniatures' particular characteristics and size, their profiles—although completely official—will not be valid for the ITS and will not be available in Infinity Army.

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. So, don't wait any longer, choose a side and be a part of the Infinity Universe history!

TREMORS

You've advanced in silence the entire journey. A black ops incursion in Ariadnan territory, to make an example of those who'd hamper the mining activities legally being carried out by a company of your country. The kind of action that requires absolute discretion, since it implies such a high-level diplomatic violation that it must not be discovered. Despite how hard you are to see in the middle of such a sandstorm, your orders are clear: maximum discretion. But when the ground starts trembling around you and you see a colossal creature rising from the sand in front of you, stealth goes out the window and you all start screaming.

Special Rules: Killing, Sandstorm, MegaBeast, Master Hunter, Mercenary Contractors, No Quarter, HVT and Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

150-POINT GAME	200-POINT GAME	250-POINT GAME	300-POINT GAME	400-POINT GAME	OBJECTIVE POINTS
To Kill **40 to 75** enemy Army Points.	To Kill **50 to 100** enemy Army Points.	To Kill **65 to 125** enemy Army Points.	To Kill **75 to 150** enemy Army Points.	To Kill **100 to 200** enemy Army Points.	1 Objective Point.
To Kill **76 to 125** enemy Army Points.	To Kill **101 to 150** enemy Army Points.	To Kill **126 to 200** enemy Army Points.	To Kill **151 to 250** enemy Army Points.	To Kill **201 to 300** enemy Army Points.	2 Objective Points.
To Kill m**ore than 125** enemy Army Points.	To Kill **more than 150** enemy Army Points.	To Kill **more than 200** enemy Army Points.	To Kill **more than 250** enemy Army Points.	To Kill **more than 300** enemy Army Points.	3 Objective Points.
If you have **40 to 75** surviving Victory Points.	If you have **50 to 100** surviving Victory Points.	If you have **65 to 125** surviving Victory Points.	If you have **75 to 150** surviving Victory Points.	If you have **100 to 200** surviving Victory Points.	1 Objective Point.
If you have **76 to 125** surviving Victory Points.	If you have **101 to 150** surviving Victory Points.	If you have **126 to 200** surviving Victory Points.	If you have **151 to 250** surviving Victory Points.	If you have **201 to 300** surviving Victory Points.	2 Objective Points.
If you have **more than 125** surviving Victory Points.	If you have **more than 150** surviving Victory Points.	If you have **more than 200** surviving Victory Points.	If you have **more than 250** surviving Victory Points.	If you have **more than 300** surviving Victory Points.	3 Objective Points.
To Kill the enemy Master Hunter.					2 Objective Points.
To Kill the MegaBeast.					2 Objective Points.

CLASSIFIED

There are no Classified Objectives.

SCENARIO SPECIAL RULES

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

SCENARIO SPECIAL RULES

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.

SANDSTORM

A huge sandstorm restricts the range of firearms. In this scenario, any BS Attack where the range to the target is 32 inches or more is considered an automatic failure with no need to roll the die.

MEGABEAST (STOORWORM)

Before the Deployment Phase, place the MegaBeast in the center of the game table.

The MegaBeast is a reactive trooper that considers both players its enemies, so it reacts to all Troopers with an Attack ARO whenever reasonable. The Reactive Player always declares the ARO and rolls for the MegaBeast, applying the MegaBeast Stoorworm profile included in this Mission Set.

The MegaBeast's **Zone of Control** is 16 inches.

Ballistic Resistance. This model applies a -3 MOD to the Damage value of any weapon used in any BS Attack performed against it.

MASTER HUNTER

The Master Hunter is an operative with extensive knowledge of big game hunting.

At the end of the Deployment Phase, players must declare which Trooper from their Army List is their Master Hunter. 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 Master Hunters.

This Trooper applies a +1 B and a +3 Damage MOD to any BS or CC Attack they perform against the MegaBeast.

The Master Hunter is identified with a Player A or B Marker.

MERCENARY CONTRACTORS

Both players can add one Beasthunter and one Digger without applying Cost or SWC. These Troopers do not count towards the Combat Group's limit of ten Troopers. In this scenario the Beasthunter FTO and the Digger are Wildcards that can be part of any Fireteam.

In this scenario the Beasthunters have a +2 MOD to B to any CC Attack they perform against the MegaBeast.

NO QUARTER

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

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.
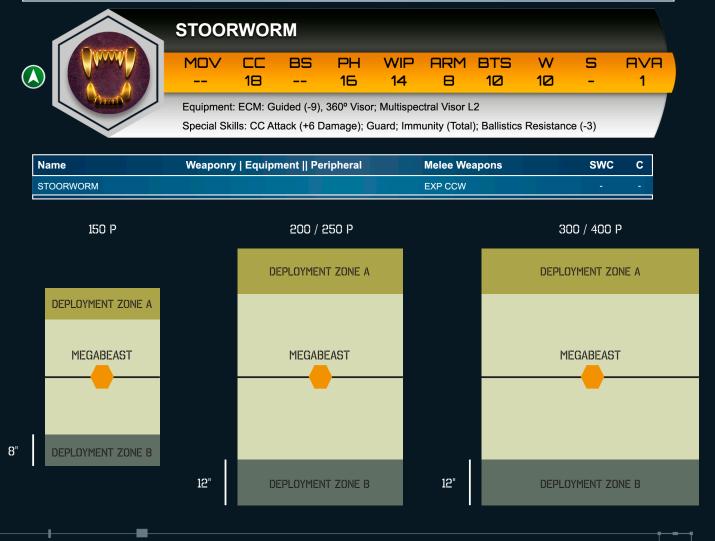
END OF THE MISSION

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

SPONSORED ADVICE

DO YOU WANT TO PLAY AGAIN THIS SCENARIO BUT IN A DIFFERENT WAY? TRY TO REPLACE THE MEGABEAST BY ANY OTHER FROM THIS SCENARIO SET! IT'S A CORPORATION-ADVISED DECISION!

ISC: STOORWORM — MEGABEAST

STOORWORM

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
--	18	--	16	14	8	10	10	-	1

Equipment: ECM: Guided (-9), 360º Visor; Multispectral Visor L2

Special Skills: CC Attack (+6 Damage); Guard; Immunity (Total); Ballistics Resistance (-3)

Name	Weaponry | Equipment || Peripheral	Melee Weapons	SWC	C
STOORWORM		EXP CCW	-	-

150 P

DEPLOYMENT ZONE A

MEGABEAST

8" DEPLOYMENT ZONE B

200 / 250 P

DEPLOYMENT ZONE A

MEGABEAST

12" DEPLOYMENT ZONE B

300 / 400 P

DEPLOYMENT ZONE A

MEGABEAST

12" DEPLOYMENT ZONE B

REIGN OF FIRE

The site locator beacons that a corporation of your country had deployed to mark the territory they explored so far, and thus that they were authorized to exploit, have been replaced by those of a rival corporation that appears to be supported by clandestine military units. The mission is to get there and secure the territory against any hostile force. What no one expected is that said hostile force was a monstrous fire-breathing creature that looks like it came out of some ancient mythological story.

Special Rules: Quadrants (ZO), Dominate ZO, Shasvastii, Baggage, MegaBeast, Master Hunter, Mercenary Contractors.

MISSION OBJECTIVES

MAIN OBJECTIVES

> At the end of each Game Round, dominate more Quadrants than the enemy (1 Objective Point).
> At the end of each Game Round, dominate one of the Quadrants next to the Enemy Deployment zone (1 Objective Point).
> At the end of the game, have caused the MegaBeast to lose more Wounds points than the enemy (3 Objective Points).

CLASSIFIED

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

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

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants they are dominating and counts their Objective Points.

In this scenario each Quadrant is a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo…) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

Las Tropas con la Habilidad Especial Shasvastii situadas en una Zona de Operaciones siempre contabilizarán sus puntos mientras se encuentren en estado Normal o Embrión Shasvastii.

BAGAJE

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

MEGABEAST (STEINDRAGE)

Before the Deployment Phase, place the MegaBeast in the center of the game table.

The MegaBeast is a reactive trooper that considers both players its enemies, so it reacts to all Troopers with an Attack ARO whenever reasonable. The Reactive Player always declares the ARO and rolls for the MegaBeast, applying the MegaBeast Steindrage profile included in this Mission Set.

The MegaBeast's **Zone of Control** is 16 inches.

Ballistic Resistance. This model applies a -3 MOD to the Damage value of any weapon used in any BS Attack performed against it.

MASTER HUNTER

The Master Hunter is an operative with extensive knowledge of big game hunting.

At the end of the Deployment Phase, players must declare which Trooper from their Army List is their Master Hunter. 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 Master Hunters.

This Trooper applies a +1 B and a +3 Damage MOD to any BS or CC Attack they perform against the MegaBeast.

The Master Hunter is identified with a Player A or B Marker.

DOMINANT MASTER HUNTER

Players who have their Master Hunter in any non-Null state in a Dominated Quadrant gain a maximum of 1 extra Objective Point when checking the Dominate Quadrants main objective at the end of each Game Round.

MERCENARY CONTRACTORS

Both players can add one Beasthunter and one Triphammer without applying Cost or SWC. However, their Cost does count towards Dominating ZOs. These Troopers do not count towards the Combat Group's limit of ten Troopers. In this scenario the Beasthunter FTO is a Wildcard that can be part of any Fireteam.

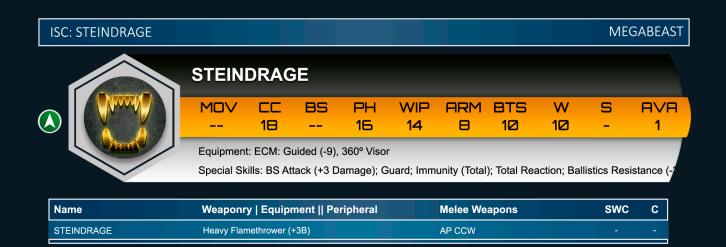In this scenario the Beasthunters have a +2 MOD to B to any CC Attack they perform against the MegaBeast.
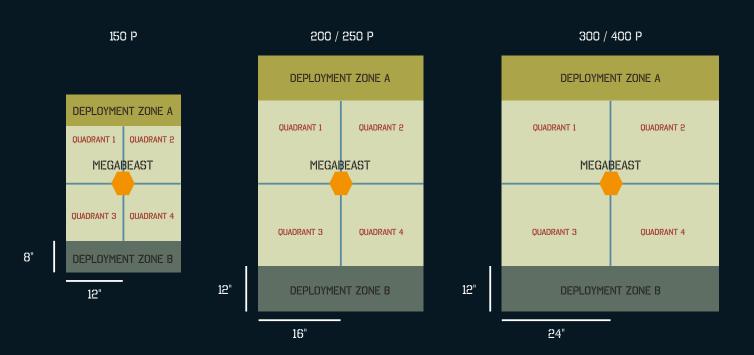
END OF THE MISSION

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

SPONSORED ADVICE

DO YOU WANT TO PLAY AGAIN THIS SCENARIO BUT IN A DIFFERENT WAY? TRY TO REPLACE THE MEGABEAST BY ANY OTHER FROM THIS SCENARIO SET! IT'S A CORPORATION-ADVISED DECISION!

ISC: STEINDRAGE | MEGABEAST

STEINDRAGE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
--	18	--	16	14	8	10	10	-	1

Equipment: ECM: Guided (-9), 360º Visor

Special Skills: BS Attack (+3 Damage); Guard; Immunity (Total); Total Reaction; Ballistics Resistance (-3)

Name	Weaponry | Equipment || Peripheral	Melee Weapons	SWC	C
STEINDRAGE	Heavy Flamethrower (+3B)	AP CCW	-	-

150 P

DEPLOYMENT ZONE A

QUADRANT 1	QUADRANT 2

MEGABEAST

QUADRANT 3	QUADRANT 4

DEPLOYMENT ZONE B

8"
12"

200 / 250 P

DEPLOYMENT ZONE A

QUADRANT 1	QUADRANT 2

MEGABEAST

QUADRANT 3	QUADRANT 4

DEPLOYMENT ZONE B

12"
16"

300 / 400 P

DEPLOYMENT ZONE A

QUADRANT 1	QUADRANT 2

MEGABEAST

QUADRANT 3	QUADRANT 4

DEPLOYMENT ZONE B

12"
24"

RAMPAGE

What appears to be a Shasvastii stealth ship has crashed in a Khurland area in which several Sphere corporations have settled their mining operations. If its stealth systems are in good enough shape to retro-engineer, the wreckage will be an asset of incalculable value. Therefore, it's essential that you drive out any competitors that may appear in the area. But what your commanding officers were unaware of when they sent you is that the vessel was transporting several Gurlanaks—colossal creatures native to Ugarat, the Morat home world—that the Combined Army intended to release into the Ariadna Exclusion Zone to wreak havoc. The problem is that one of these brutal and dangerous Gurlanaks has survived the crash and it's very, very angry. In all probability, all those supplies and extra ammunition that you've just been sent won't be enough...

Special Rules: Sectors (ZO), Dominate ZO, Shasvastii, Baggage, MegaBeast, Master Hunter, Mercenary Contractors, No Quarter, HVT and Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

> At the end of the game, dominate the Sector nearest to your Deployment Zone (1 Objective Point).
> At the end of the game, dominate the central Sector (3 Objective Points).
> At the end of the game, dominate the Sector furthest from your Deployment Zone (2 Objective Points).
> At the end of the game, have caused the MegaBeast to lose more Wounds points than the adversary (3 Objective Points).
> At the end of the game, acquire more weapons or items from the Panoplies than the adversary (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

SCENARIO SPECIAL RULES

SECTORS (ZO)

When the game is finished, but not before, 3 Sectors are marked out. In 200/250/300/400 point games, 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 150 point games, these Sectors are 4 inches deep and as wide as the game table. Two of these Sectors are placed 2 inches from the central line of the game table, one on each side, and the third Sector is a strip 4 inches deep in the central area of the table.

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

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo…) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

PANOPLIES

There are 2 Panoplies, placed on the central line of the game table, at the edge of the table.

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

USE PANOPLIES	SHORT SKILL
Attack	
REQUIREMENTS	
>The Trooper must be in Silhouette contact with a Panoply	
EFFECTS	
>By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again. >Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll. >A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State. >If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.	

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust (+1 Damage)
3-4	Heavy Flamethrower	14	CC Attack (+6) Monofilament CCW (+1B)
5-6	Heavy Rocket Launcher	15	MOV 8-4
7-8	CC Attack (+6) CC Attack (Damage: PH+3) DA CCW	16	TAG: BS Attack (+1 Damage) Other Troop Types: MULTI Rifle (+1B)
9	Missile Launcher	17	MULTI Sniper Rifle (+2 Damage)
10	CC Attack (+6) CC Attack (Damage: PH+3) EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+2B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

MEGABEAST (GURLANAK)

Before the Deployment Phase, place the MegaBeast on the center of the game table.

The MegaBeast is a reactive trooper that considers both players its enemies, so it reacts to all Troopers with an Attack ARO whenever reasonable. The Reactive Player always declares the ARO and rolls for the MegaBeast, applying the MegaBeast Gurlanak profile included in this Mission Set.

The MegaBeast's **Zone of Control** is 16 inches.

Ballistic Resistance. This model applies a -3 MOD to the Damage value of any weapon used in any BS Attack performed against it.

MASTER HUNTER

The Master Hunter is an operative with extensive knowledge of big game hunting.

At the end of the Deployment Phase, players must declare which Trooper from their Army List is their Master Hunter. 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 Master Hunters.

This Trooper applies a +1 B and a +3 Damage MOD to any BS or CC Attack they perform against the MegaBeast.

The Master Hunter is identified with a Player A or B Marker.

MERCENARY CONTRACTORS

Both players can add one Beasthunter and one Digger without applying Cost or SWC. However, their Cost does count towards Dominating ZOs. These Troopers do not count towards the Combat Group's limit of ten Troopers. In this scenario the Beasthunter FTO is a Wildcard that can be part of any Fireteam.

In this scenario the Beasthunters have a +2 MOD to B to any CC Attack they perform against the MegaBeast.

NO QUARTER

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

SASOK CREATURES

Traits:		Technical Weapon		
DAM: 14		**B:** 2		
Ammo: Shock		**Saving Roll Attribute:** ARM		

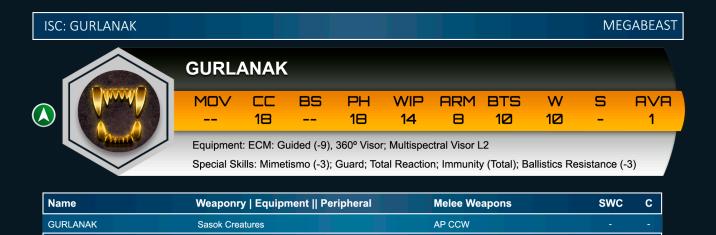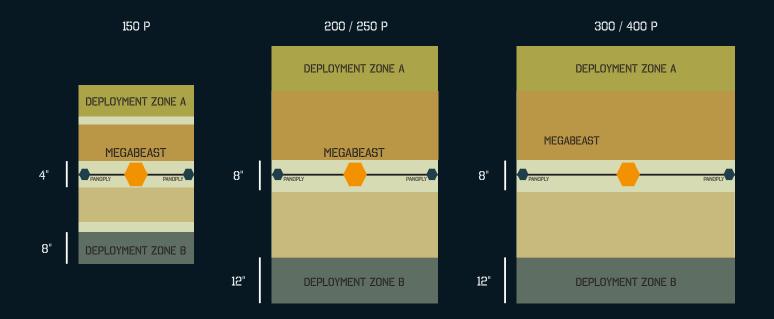| RANGE				
8	24	32	40	96
+3	0	-3	-6	

END OF THE MISSION

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

SPONSORED ADVICE

Do you want to play again this scenario but in a different way? Try to replace the MegaBeast by any other from this scenario set! It's a corporation-advised decision!

ISC: GURLANAK									MEGABEAST

GURLANAK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
--	18	--	18	14	8	10	10	-	1

Equipment: ECM: Guided (-9), 360º Visor; Multispectral Visor L2

Special Skills: Mimetismo (-3); Guard; Total Reaction; Immunity (Total); Ballistics Resistance (-3)

Name	Weaponry | Equipment || Peripheral	Melee Weapons	SWC	C
GURLANAK	Sasok Creatures	AP CCW	-	-

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150 P

DEPLOYMENT ZONE A

MEGABEAST

4" — PANOPLY ⬡ PANOPLY

8" — DEPLOYMENT ZONE B

200 / 250 P

DEPLOYMENT ZONE A

MEGABEAST

8" — PANOPLY ⬡ PANOPLY

12" — DEPLOYMENT ZONE B

300 / 400 P

DEPLOYMENT ZONE A

MEGABEAST

8" — PANOPLY ⬡ PANOPLY

12" — DEPLOYMENT ZONE B

WELCOME TO MONSTERLAND

Once again, you're risking your necks for your nation's economic interests. And in an assassination mission, no less. You've been told that "we have to teach our rivals a lesson, we have to show them that we're not to be messed with, but without leaving direct evidence that could be traced back to us." Basically, that they know who did it but can't prove it. No one wants to attract the wrath of the Ariadnan authorities in Khurland. So none of you carries their military IDs. That's why when you saw that gigantic monster appear, your first thought was: "no one will ever know we died here."

Special Rules: Designated Target, Killing, MegaBeast (Random), Master Hunter, Mercenary Contractors, No Quarter, Classified Deck Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

> To Kill more Army Points than the adversary (2 Objective Points).
> To Kill the Designated Target (3 Objective Points).
> At the end of the game, have caused the MegaBeast to lose more Wounds points than the enemy (2 Objective Points).
> To Kill the MegaBeast (2 Objective Points).
> To Kill the MegaBeast with the Master Hunter (1 extra 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	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

SCENARIO SPECIAL RULES

MEGABEAST (RANDOM)

Before the Deployment Phase, players will roll on the MegaBeast Chart to know to which of these creatures they must face. Then, they will place the MegaBeast in the center of the game table.

MEGABEAST CHART	
1-7	STOORWORM
8-14	STEINDRAGE
14-20	GURLANAK

Before the start of each new Game Round, the players will roll on the MegaBeast Deployment Chart to know if the MegaBeast has changed its location or not. Then, they will place the MegaBeast in the corresponding location.

When placing the MegaBeast, any scenery item in that position must be removed from the game table and also any Trooper that would be in Silhouette contact with the MegaBeast, and is considered killed by it.

MEGABEAST: DEPLOYMENT CHART	
1-9	Central Deployment Point
8-13	Deployment Point A (8 inches from the center of the game table)
14-20	Deployment Point B (8 inches from the center of the game table)

The MegaBeast is a reactive trooper that considers both players its enemies, so it reacts to all Troopers with an Attack ARO whenever reasonable. The Reactive Player always declares the ARO and rolls for the MegaBeast, applying the profile of the MegaBeast got in the MegaBeast Chart.

The MegaBeast's **Zone of Control** is 16 inches.

Ballistic Resistance. This model applies a -3 MOD to the Damage value of any weapon used in any BS Attack performed against it.

MASTER HUNTER

The Master Hunter is an operative with extensive knowledge of big game hunting.

At the end of the Deployment Phase, players must declare which Trooper from their Army List is their Master Hunter. 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 Master Hunters.

This Trooper applies a +1 B and a +3 Damage MOD to any BS or CC Attack they perform against the MegaBeast.

The Master Hunter is identified with a Player A or B Marker.

DESIGNATED TARGET

In this scenario, the enemy HVT is considered an enemy Trooper instead of a Neutral Civilian so, it can be targeted by Attacks.

HVTs that are Designated Targets are reactive and hostile, reacting as if they are an enemy Trooper.

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.

CONTRATISTAS MERCENARIOS

Both players can add one Beasthunter and one Triphammer without applying Cost or SWC. These Troopers do not count towards the Combat Group's limit of ten Troopers. In this scenario the Beasthunter FTO is a Wildcard that can be part of any Fireteam.

In this scenario the Beasthunters have a +2 MOD to B to any CC Attack they perform against the MegaBeast.

NO QUARTER

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

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in 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.**

SPONSORED ADVICE

DO YOU WANT TO PLAY AGAIN THIS SCENARIO BUT IN A DIFFERENT WAY? TRY TO REPLACE THE MEGABEAST BY ANY OTHER FROM THIS SCENARIO SET! IT'S A CORPORATION-ADVISED DECISION!

150 P

DEPLOYMENT ZONE A

MEGA BEAST: DEPLOYMENT POINT A

MEGABEAST: CENTRAL DEPLOYMENT POINT

MEGABEAST: DEPLOYMENT POINT B

DEPLOYMENT ZONE B

12"

200 / 250 P

DEPLOYMENT ZONE A

MEGA BEAST: DEPLOYMENT POINT A

MEGABEAST: CENTRAL DEPLOYMENT POINT

MEGABEAST: DEPLOYMENT POINT B

DEPLOYMENT ZONE B

16"

300 / 400 P

DEPLOYMENT ZONE A

MEGA BEAST: DEPLOYMENT POINT A

MEGABEAST: CENTRAL DEPLOYMENT POINT

MEGABEAST: DEPLOYMENT POINT B

DEPLOYMENT ZONE B

16"

N4