INFINITY
DEFIANCE

X

INFINITY DEATHMATCH
TAG RAID

MISSIONS

01 THE WORM'S HUNT

You can play this mission as a contract within the Revenant Campaign. Replace one of Revenant's missions with this one. When checking Reputation Points during mission set up, apply the following effects instead of the ones described in the Revenant manual:

112+: At the end of Round 4, deploy Herrenknecht in space R2.

Client: *Qaid Fahesh*

Location: *Takeoff and delivery at Port Sulaco, Khurland, Dawn.*

This is possibly the strangest mission you've ever accepted, but the instructions are as clear as day. The client wants an adult Stoorworm. And he wants it alive.

The ship's markers blink as it begins its descent. There is a Taigha presence in the area. As if things couldn't get any worse, a rumor has also reached you that the Combined Army has been operating in this godforsaken wasteland. Just as the Stalker is about to land, you manage to make out the entrance to the cavern in which your sources claim the Stoorworm can be found. It's huge. The marks on the rock appear to indicate that the beast has made the hole with its teeth.

Getting the ship closer would be a risky move, so you decide it's better to immobilize the Stoorworm and then somehow drag it close to the Stalker's ventral mooring points. One of you will stay behind to provide support just in case. Before they disembark, you tap your teammate's shoulder twice to let them know that their gear is ready and to wish them luck.

They're gonna need it.

INSTRUCTIONS

▸ Build the **Aligned Units Deck**: 1 ▢ Stoorworm, 2 ▢ Taigha, 1 ▢ Herrenknecht and 1 ▢ Zulsat.
▸ Prepare the tiles: ⟳A00, ⟳B28, ⟳B29, ⟳B32, ⟳B33, ⟳B35, ⟳B36, and ⟳B37.
▸ Prepare the cards: Pit, Console 1, and Console 2.
▸ Deploy the game components as shown in the graphic.
▸ Assign the "Harpoon" Equipment Card to a Character.

OBJECTIVES

▸ Hunt the Stoorworm.

MILESTONES

RONDAS

1 3 5 7 9 10
2 4 6 8
0 2 4 ALERTA MÁXIMA
1 3

NIVEL DE ALERTA

INITIAL ALERT LEVEL ⬡1

ROUND 1 ⬡1
Do the following at the end of the Round:
▸ Deploy the Pit on tile ⟳B29. Activate the "Horde" Skill.
▸ Deploy Zulsat on the High Ground (tile ⟳B33, read "Zulsat and the Stalker").

ROUND 3 ⬡3
The mission ends if Stoorworm's Progression 1 has not been performed by the end of the Round.

ROUND 5 ⬡5
The mission ends if Stoorworm's Progression 2 has not been performed by the end of the Round.

ROUND 8 ⬡8
The mission ends if you have failed to Hunt the Stoorworm by the end of the Round.

B28

B37

B32

B35

B36

The Stoorworm's LAir

B29

High Ground

B33

A00
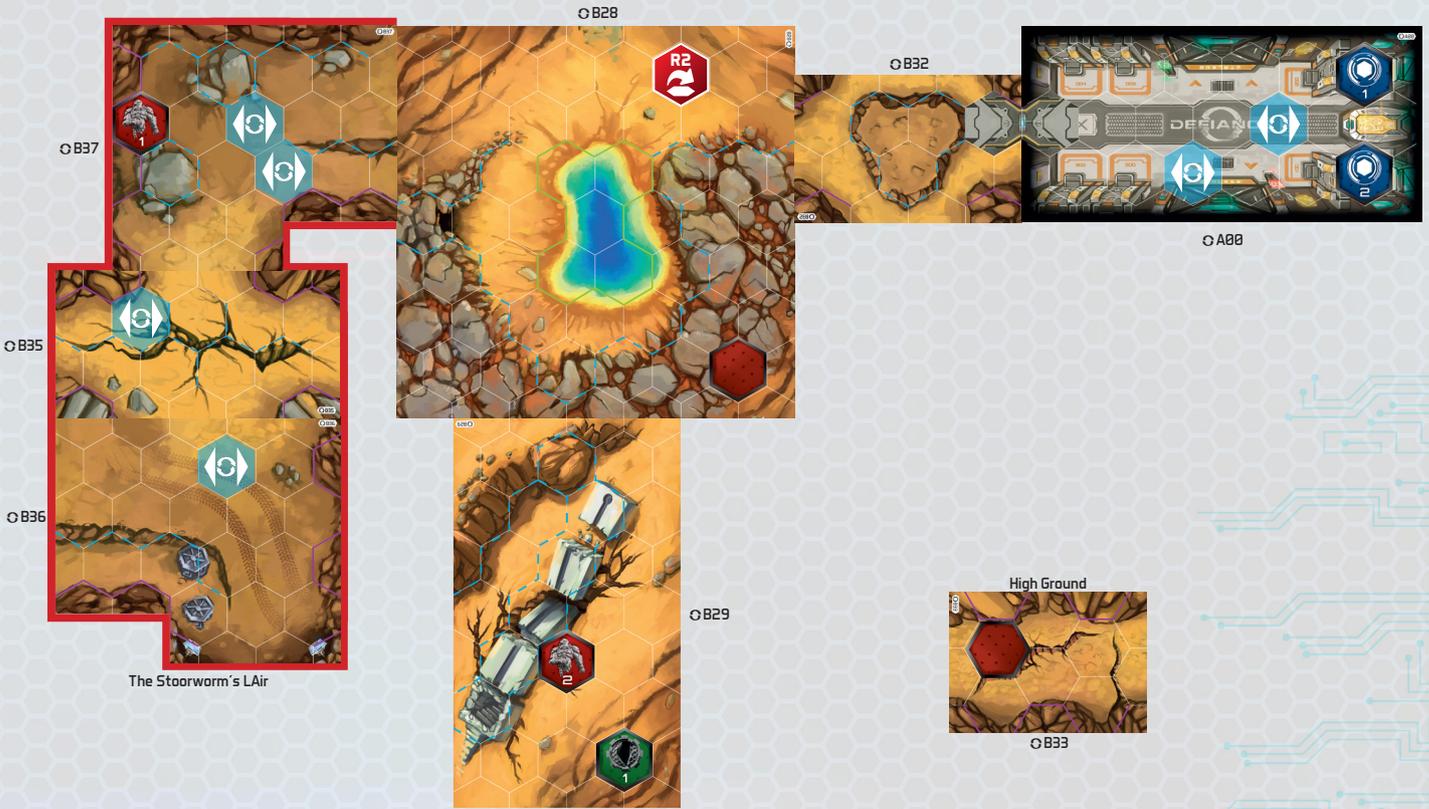
CAPTION:

- Deployment Spaces
- Respawn Spaces
- Consoles
- Pit
- Ascent Space
- Corpse

CONSOLE 1

🛡️ ✷ *!* : Complete Input.

!!! : If the Stoorworm has the ✷ Immobilized State, remove the State. Remove the symbols from Inputs 1 and 2 in this Console.

CONSOLE 2 - PILOTING

✷ *!* : Remove the ✷ Immobilized marker from the Stalker. Remove the symbols from this Input.

✷ *!* : The Stalker takes off. The mission ends.

HUNT THE STOORWORM

To successfully Hunt the Stoorworm, it must be in contact with tile ⟳B28 and have the ✸Immobilized State, and you must enter the **takeoff** order in Console 2.

To do this, you must drag the Stoorworm across three tiles by performing three Tasks each time while stopping Zulsat from blowing up the Stalker.

Important

The Stoorworm must survive the mission. If it is killed, the players have failed to hunt it.

CORPSES

When you get the MediKit when interacting with a Corpse, discard it and keep drawing cards until you draw a Grenade. Take all the discarded cards and shuffle them back into the Loot Deck.

STOORWORM

Place the Stoorworm so that one side of its base is in contact with tile ⟳B36. When calculating the Range to or from the Stoorworm, half spaces (partial hexagons) are not counted.

Important

Add the Stoorworm's AI Card to the Initiative Deck when it receives any 💧.

ACTIVATION OF THE STOORWORM

Assign an AI Card to the Stoorworm like any other Unit, but when revealing its AI Card, only the first Instruction or group of Instructions of the Red column is checked. Replace the Instructions with the following:

◈	**Attack** the target with 🎲🎲 ✦ ✦ ● 1-8.
◈	**Attack** the target with 🎲🎲 ✦ ✦ ● 1-8. After resolving the Attack, place the target in the nearest space to the Stoorworm, on the edge of the tile that is in contact with the Stoorworm's base.
✋	**Attack** the target with 🎲🎲 ✦ ✦ ● 1-8. The Character suffers a Consequence.
♺	Remove all States from the Stoorworm. If the Stoorworm is adjacent to the ⟳B28 tile, place an ✸Immobilized token in the Stalker (tile ⟳A00). If the Stalker has two ✸Immobilized tokens, it explodes. Read "End of mission".

TASKS

At the end of each Round, check if the players have fulfilled the following 3 Tasks, in order, and perform the Instructions for each completed Task.

Once Stoorworm's Progression 3 has happened, do not check the Tasks or perform the Instructions.

DAMAGE

Task: Deal 10 💧 or more to the Stoorworm during this Round. Count the 💧 Damage done in each Round separately. Leftover 💧 Damage from previous Rounds does not count towards the current Round.

Instruction: If the Stoorworm has the ✸Immobilized State and receives less than 10 💧 during this Round, remove the State.

CONSOLE (ENGINE CONTROL)
Task: Complete Input 1 on Console 1.

Instruction: None.

IMMOBILIZED
Task: Inflict the ✸Immobilized State on the Stoorworm.

Instruction: Remove the symbols of Input 1 from Console 1.

If the ✸Immobilized State has not been inflicted, a **Cave in** occurs and each Character inside the **Stoorworm's Lair** suffers 2 💧.

THE STOORWORM'S LAIR

Tiles ⟳B37, ⟳B35, and ⟳B36 represent the **Stoorworm's Lair**. Characters must enter the lair to hunt down the Stoorworm.

STOORWORM'S PROGRESSION

After checking the Tasks at the end of the Round, if you have completed all 3 Tasks, you have successfully dragged the Stoorworm into a new tile and performed a Stoorworm's Progression. Only 1 Stoorworm's Progression is allowed per Round.

You must perform 3 Stoorworm's Progressions to pull the Stoorworm out of the cave. Stoorworm's Progressions are carried out in order, applying the following effects:

STOORWORM'S PROGRESSION #1

The Stoorworm squirms and roars, shaking your very innards, but the harpoons are firmly in place and have pierced its skin. You secure the harpoons' locking bolts and everyone starts pulling at the same time. It takes some time, but you manage to drag it a couple of meters.

All Characters in tile ⟳B36 suffer 3 💧.

Place all Characters in tile ⟳B36 in any free space in tile ⟳B35.

Remove tile ⟳B36. Place the Stoorworm in contact with tile ⟳B35.

STOORWORM'S PROGRESSION #2

All Characters in tile ⟳B35 suffer 3 💧.

Place all Characters in tile ⟳B35 in any free space in tile ⟳B37.

Remove tile ⟳B35. Place the Stoorworm in contact with tile ⟳B37.

Read the "We've got problems" section.

STOORWORM'S PROGRESSION #3

All Characters in tile ⟳B37 suffer 3 💧.

Place all Characters in tile ⟳B37 in any free space in tile ⟳B28.

Remove tile ⟳B37. Place the Stoorworm in contact with tile ⟳B28.

Read the "Taigha and Herrenknecht" section.

WE'VE GOT PROBLEMS

At the end of Stoorworm's Progression #2, roll a 🎲 and check the result:

(Blank side) - Impassible

Place a Red Marker in tile ⟳A00. As long as this Marker is in the tile, it is impassible: miniatures cannot enter any space in the tile. If tile ⟳A00 already had miniatures in it when you place the Marker, move them to the nearest tile.

Solution: Discard a Grenade in Range 1 of tile ⟳A00 and remove the Red Marker from it. At the end of your Activation, the Grenade explodes: all miniatures in Range 3 from tile ⟳A00 suffer 3 💧.

🛡 - Access to the Stalker is blocked.

You hear a deafening rumble close to the Stalker. There has been a landslide and fallen rocks from the gorge have blocked your route to the Stalker. Everything points towards a natural landslide. Although the ship is unscathed, it is now unreachable.

Place a Red Marker in tile ⟳B32. As long as this Marker is in the tile, it is impassible: miniatures cannot enter any space in the tile. If tile ⟳B32 already had miniatures in it when you place the Marker, move them to the nearest tile.

Solution: Discard a Grenade in Range 1 of tile ⟳B32 and remove the Red Marker from it. At the end of your Activation, the Grenade explodes: all miniatures in Range 3 from tile ⟳B32 suffer 3 💧.

Place an ✳Immobilized token in the Stalker (tile ⟳A00). If the Stalker has two ✳Immobilized tokens, it explodes. Read "End of mission".

The D-Charge detonates, generating a dust cloud that rises to the sky. The way is clear again.

✴ - Cave in

The Stoorworm twists, roars, and hits the cave walls with its head, causing a cave in. You manage to dodge the falling rocks, but you are now trapped inside the cave.

Place a Red Marker in tile ⟳B37. As long as this Marker is in the tile, you cannot assign symbols to any input in Console 1.

Solution: A Character in tile ⟳B37 must perform a ▷**Grenade Throw**: discard a Grenade to remove the Red Marker from tile ⟳B37. At the end of this Character's Activation, the Grenade explodes: all miniatures in tile ⟳B37 suffer 3 💧.

The D-Charge explodes and you hear the deafened sound of the worm. The Stalker's winch engine vibrates loudly, nearing its limits. This beast is coming out no matter what.

✴ 🛡 - Winch engine malfunction

The Stalker's cockpit is bathed in a red glow by the holographic malfunction alarms. You hear an irritating humming noise followed by a screeching sound that shakes the whole ship. The smell of burnt electrics fills the air. The winch motor is broken and there's simply no way to carry on without it. You'd be mad to think that you can pull the worm out without mechanical assistance. Repairing the motor is now your top priority.

Place a Red Marker and a Blue Marker in tile ⟳A00. As long as any of the two Markers remain in the tile, you cannot assign symbols to Input 1 in Console 1.

Solution: To remove one of the Markers, you need to be in tile ↻B32 and perform a ▷**Repair:** roll a 🎲. If you obtain at least 1 ✦, remove one of the Markers. This roll can be modified by applying the ↻Focused State.

If the Character in question is Trisha, perform the Action without making the Roll. Simply remove one Marker.

✦ 🛡 ⚡ - Landslide

The Stoorworm makes a sudden twist and violently snaps the cables holding it in place. The force of the recoiling cables is so high that the Stalker itself bounces into the rock wall, causing another landslide that blocks access to the vessel. The noise levels make your eardrums ring painfully. Even eight D-Charges wouldn't clear the route now, so the ship needs to be moved to another location to access it.

Remove tile ↻B32 and place the Characters on it on the nearest tile. Place tile ↻A00 adjacent to High Ground ↻B33 and place a connector between them to enable movement.

✦ ✦ ⚡ . More doggies!

Through your feet, you feel the rocks vibrating, slowly increasing in intensity. The ground cracks and stones turn into teeth. The Taigha are upon you.

Deploy a ▢ Taigha Unit in R2.

TAIGHA AND HERRENKNECHT

When the Stoorworm is adjacent to tile ↻B28:

The Stoorworm is the Main Target of the ▢ Taigha and the ▢ Herrenknecht. At the beginning of their Activation, check if they are capable of attacking the Stoorworm. Otherwise, they Activate normally.

The Stoorworm treats the ▢ Taigha and the ▢ Herrenknecht as valid targets when choosing a target for its Instructions.

ZULSAT AND THE STALKER

During the Zulsat's Activation, if there is no Character on the High Ground, place an ✳Immobilized token in the Stalker (tile ↻A00) and end the Activation.

▸ The ✳Immobilized State token can be removed using Console 2.
▸ If the Stalker has two ✳Immobilized tokens, it explodes. Read "End of mission".

HIGH GROUND - ↻B33

Visual Range: ↻**B28**, ↻**B29**, and ↻**B32**.

(See the High Ground rules in the Revenant manual.)

ASCENT
Once per Round, each Character may use an Ascent space:

Characters can spend 3 Movement Points to move from one Ascent space to the other Ascent space.

END OF MISSION

The mission ends if:

▸ All four Characters are Unconscious at the beginning of the Round, or the Stalker has been blown up. In this case, read "Defeat".
▸ The Stalker takes off (a Character gives the Takeoff order by completing Input 2 in Console 2):
  ▸ Read "Emergency Takeoff" if you failed to Hunt the Stoorworm.
  ▸ Read "Secured Cargo" if you successfully Hunted the Stoorworm.

At the end of the mission, each Character receives:

▸ 3 Consequences if they did not finish the mission in Tile ↻A00.
▸ 7 ◉ and 10 Reputation Points.
▸ 1 [Arpón] Card.

At the end of the mission, each Character loses:

▸ 1◉ if they have used their AutoMediKit.
▸ 1◉ and 1 Reputation Point if you have not eliminated the Pit.
▸ 3◉ and 6 Reputation Points if you failed to Hunt the Stoorworm.
▸ 1◉ and 1 Reputation Point if Zulsat was not Taken Down. (See the Non-Lethal Ammunition and Taken Down rules in the Outcast manual).
▸ 2 Reputation Points if any Character finishes the mission outside Tile ↻A00.

SECURED CARGO

The worm, exhausted from its efforts, squirms less and less as you finish tying it up, and there's no way it can escape now. You inform the pilot that the cargo is secure and through the internal comms system you hear "Hold on tight. With such an unstable cargo this is sure to be a fun party. Mama Goose out!"

You jump into the ship, leaving behind the worm's howling. The ship takes off and as it gains altitude, you keep checking the outer cameras to make sure the Stoorworm is still there. You can't help but laugh at the sight of the beast floating behind the ship, tightly bound by the cables, shaking its body to no avail.

You plop down on the cargo hold floor, laughing and wiping away the secretions you're covered in... "It did a good number on us, huh?"

EMERGENCY TAKEOFF

Bone-deep fatigue sets in, your muscles are cramping, and what had been a suspicion is confirmed: you're not gonna make it. You're tired, covered in worm secretions, and you no longer believe this mission is worth risking your lives for. You run to the ship, warning the pilot of your failure with a laconic "We screwed up, it's time to leave...". As the engines power up for takeoff, you plop down on the cargo hold, struggling to catch your breath and with your morale at rock bottom. Nobody says a word for the entire return trip until you hear a furious fist hitting a bulkhead followed by a single word, "Fuck...".

DEFEAT

(If the Stalker has been blown up, first read "With the Stalker destroyed, a rescue ship is sent out to pick you up from the desolate wasteland.".)

The engagement sequence for the ship's maneuvering motors rattles the whole chassis, bringing you back to reality. You've failed the mission and your reputation is bound to suffer from this defeat.

At least you haven't found yourself in a maximum security military prison, so you'll get a chance to make it up to the company, real soon...

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02. PATHFINDER

You can play this mission as a contract within the Revenant Campaign. Replace one of Revenant's missions with this one. When checking Reputation Points during mission setup, apply the following effects instead of the ones described in the Revenant manual:

▸ 28 : Nothing happens.
▸ 56 : Nothing happens.
▸ 81 : At the beginning of Round 1, Steindrage performs an additional Activation. This does not count towards the number of Steindrage Activations per Round.
▸ 112 : Nothing happens.
▸ 132 : Nothing happens.
▸ 152 : At the beginning of each Round, Steindrage performs an additional Activation. This not count towards the number of Steindrage Activations per Round.
▸ 168+ : Nothing happens.

Contract: 93-R33

Client: Akram Biomedical Sciences

Location: Xenobiological Research Outpost 365, Near Orkid Mine, Khurland, Dawn.

The pilot reduces the speed and as you start to descend, a whirlwind shakes the ship. A Steindrage passes close by and roars away. The pilot gives you a meaningful finger gesture and says: "I'd head down there just for fun, but I ain't gonna compromise the mission."

The initial plan of flying in with the ship to pick up the civilians has been foiled. You can't take the risk with this MegaBeast flying around. You'll have to get to them on foot and guide them to the Stalker.

In a state of maximum alert, and with utter care, you cover the distance that separates you from the scientific outpost, and locate its staff. They all seem to be in good shape, at least at first sight. You get organized and form a procession to make your way back, warning the civilians to take extreme care of where they step. You look up in the sky from time to time, but so far the beast hasn't shown itself.

Halfway along the gorge, you are alerted by a roar, and a tremor that shakes the very mountain. Steindrage emerges from the fog with inhuman speed and lunges at you in a frenzy.

INSTRUCTIONS

▸ Build the **Aligned Units Deck**: ⬡ Steindrage 1.
▸ Prepare tiles: ⟳A18, ⟳A19, ⟳A20, ⟳A21, ⟳A23, ⟳A24, and ⟳A26.
▸ Prepare the Ally Cards: Scientist, Engineer, 2x Wounded, 2x Dying, Doctor, and VIP.
▸ Deploy the game components of as shown in the graphic.

OBJECTIVES

▸ Rescue the expedition members.

MILESTONES

INITIAL ALERT LEVEL:L 1
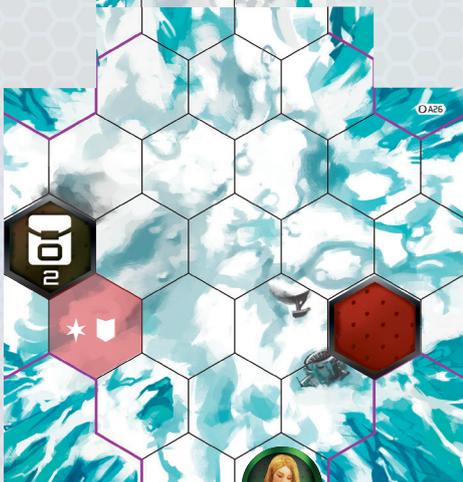
CAPTION:

- ⬡ Deployment Spaces
- 🟢 Civilians
- 🟥 Steindrage Spaces
- 🔷 Ascent-Nest
- 🔴 Ascent-Gorge
- 🟢 Diying Civilian
- 📦 Containers
- ❄ Rescue Space

A23

A19

A26

Nest

A24

A20

A21

A18

Nest

Blank

CHARACTERS AND MOVEMENT
Characters **cannot** declare the Move Action more than once per Activation.

PROVOKE STEINDRAGE
During this mission, all non-Ally Characters have the following Action:

▷ **Provoke Steindrage:** You gain the ✕ Provoked State.

Effect: If the tile occupied by Steindrage contains a Character with the ✕ Provoked State, replace its "Flying" AI entry with:

"2. Perform an Attack against every Character in Range with the Provoked State."

TILES
When a Character is in a space that straddles two tiles, the Character is in both tiles.

CIVILIANS

DEPLOYMENT
Build a deck with the following Allies: VIP, Scientist, Engineer, 2x Wounded, and Doctor.

Randomly deploy an Ally in each of the tiles: ⟳ A18, ⟳ A21, ⟳ A19, ⟳ A20, ⟳ A23, and ⟳ A26.

Deploy a Dying Civilian in the Nest, in the space indicated on the map. Place their marker in the space indicated in the graphic.

ACTIVATION
Civilian Allies do not activate in the normal fashion. Before a Character's Activation, you may only Activate a single Civilian in your tile. Civilian Allies can only be Activated in this way.

Remember: Allies can only perform the Move Action once during their Activation.

RESCUE
A Character adjacent to Marker A in Tile ⟳ A23 may perform ▷ **"Safeguard":** remove your miniature and every Civilian in Range 1-3 from Marker A. These Civilians have been rescued.

PREY
Steindrage is hunting Civilians to take them to its nest and devour them. When Steindrage is placed adjacent to a tile and a Civilian on the tile becomes its Prey, remove all Wounds and States from the Civilian's Card and place it next to Steindrage's Card.

If Steindrage has a Prey and you deal 6 💧 or more to Steindrage, do the following:

▶ Replace the Card of the Prey with the Dying Card. Remove the Prey from the tile and place a Dying Marker in the space nearest to Steindrage.

ASCENT
Once per Round, each Character may use an Ascent space:

Characters can spend 3 Movement Points to move from one of the Ascent-Gorge spaces to the Ascent-Nest space, or from the Ascent-Nest space to one of the Ascent-Gorge spaces.

Civilian Allies **cannot** use Ascent spaces.

STEINDRAGE

DEPLOYMENT AND PLACEMENT
To deploy Steindrage, place its miniature adjacent to tile ⟳ A24. When you have to place Steindrage during the scenario, place it adjacent to the indicated tile.

STEINDRAGE SPACES
When Steindrage is adjacent to a tile, measure all Ranges to/from the Steindrage from the space marked on the tile on the mission map.

This space shows the result you need when rolling a 🎲 to place Steindrage.

Characters in this space always have Range 1 to/from Steindrage.

AI
Steindrage does not use Defiance's AI Deck. Instead, Steindrage has 2 Initiative Cards: Ground and Flying.

When you flip its Initiative Card, follow the instructions below depending on the Initiative Card you flip:

Ground

▶ Attack the Character with the most ◎ in Range of one of Steindrage's Attacks.
▶ If Steindrage is in the Nest and a Dead Man Walking Marker is in the Nest, discard the Civilian and remove 5 💧 from Steindrage.
▶ Place Steindrage in its Nest, if it is not already there (lose tile ⟳ A24).
▶ If Steindrage has a Prey, remove the Prey from the tile it was on and replace it by placing a Dead Man Walking Marker in any space of the Nest, and replace the Civilian Card with a Dead Man Walking Card. The Civilian is no longer Prey. If there is no Dead Man Walking Card available, remove the Civilian Card and Steindrage heals 5 💧 .
▶ If there are one or more Characters in tile ⟳ A24, perform an Attack against the Character with the most ◎ in Range of one of Steindrage's Attacks.

FLYING

▶ Roll a 🎲 to determine where to place the Steindrage. The tile must have a Character or Civilian in it. If the tile is empty, repeat the roll until the tile has a Character or Civilian.

▶ Place Steindrage adjacent to the tile. If it does not have a Civilian as Prey, assign a Civilian in the tile as Prey. If Steindrage already has any Prey, they are moved to the new tile.

▶ Perform an Attack against every Character in Range 1-4.

STEINDRAGE ACTIVATION

Steindrage's number of Activations depends on the number of non-ally Characters on the board at the beginning of the Round:

▶ With 4 Characters on the board, Steindrage Activates twice. Once after the second Character has been Activated, and again after the fourth Character has been Activated.

▶ With 3 Characters on the board, Steindrage Activates twice. Once at the beginning of the Round, and again after the second Character has been Activated.

▶ With 2 Characters on the board, Steindrage Activates once, at the beginning of the Round.

When Steindrage's Activation finishes, the Activation Turn returns to the Players.

NEST

Tile ⟳A24 is Steindrage's Nest. The Range between the Nest and any space on another tile is 8 and you can always draw Line of Sight to and from it.

WE'VE GOT PROBLEMS

From the second Round on, roll a 🎲 at the beginning of the Round and check the result:

Blank side - Avalanche

Suddenly, th e ground starts trembling. You look up and see the snow detaching from the slope with a deafening roar. The gunfire and Steindrage's movements have caused an avalanche and it's too late to find cover.

Roll a 🎲. Use the symbols in Steindrage spaces to choose a tile that has a Character or Civilian. If the tile is empty, repeat the roll until you get an occupied tile.

Characters in the tile suffer 2 💧 and receive the ❊Immobilized State.

Each Ally rolls a 🎲 and applies the following, according to the result:

▶ 🛡. The Ally suffers 2 💧 and receives the ❊Immobilized State.

▶ **Blank side**. The Ally falls down the cliff. Remove the Ally from the game.

🛡 - **Mist**

The Steindrage flies up from the gorge and starts beating its wings violently. The fog around Steindrage is propelled towards you at gale force speeds, turning into a blizzard and reducing visibility to a couple of meters.

You cannot draw Line of Sight to Targets in Range 2 or more.

✳ - **Block**

The Stalker is finally within reach, when Steindrage swoops over it, causing a barrage of snow to block your way. If you don't clear it soon, it'll be impossible to get the scientist to safety. You need to hurry.

Until the next Round: You **cannot** perform the "Safeguard" Action.

✳ 🛡 - **Rage**

The protrusions on Steindrage's crest cast a strange radiance and its pupils shrink to pinpricks. Its giant maw opens wide, but what comes out isn't a roar but a grating screech, possessed by a sudden frenzy. Steindrage slams its tail against the rocks and then charges at you, fangs-first.

Steindrage performs an immediate extra Activation. This does not count towards its number of Activations per Round.

✳ 🛡 ❗ - **Bat eggs**

In the midst of the snow and confusion, you suddenly glimpse the MegaBeast's nest just a few meters away. In it lies one of the most coveted pieces of merchandise this goddamn planet has to offer: Steindrage eggs!

Place 1 Marker B in contact with the Steindrage Space on the Nest tile. This Marker occupies a 🎒Backpack slot. If this result comes up again, repeat the roll. If you are adjacent to Marker B, you may perform the Equip Action to place it in a free space in your 🎒Backpack.

✱ ✱ ❗ - Flying high

The Steindrage ducks its head to one side after one of your bursts, and flies up until you lose it in the blizzard. The storm swallows its roars and suddenly there's no trace of the creature.

For a brief, innocent moment, the thought that you've scared it off crosses your mind, but the moment doesn't last. Plummeting like a projectile, the Steindrage burst from the fog again, straight into the gorge.

During this Round, after all Characters have been Activated, Steindrage performs 3 Activations in the following order: Ground, Ground, Flying. Steindrage ignores the Effects of ✖Provoked State during these Activations.

END OF MISSION

The mission ends if:

▸ At the beginning of the Round, all Characters who have not been removed from the board are Unconscious. Read "Mission Failed".
▸ There are no Characters left on the board. Read "Mission Accomplished".

At the end of the mission, each Character receives:

▸ 9 ⬢ and 10 Reputation Points.

At the end of the mission, each Character loses:

▸ 1⬢ if they have used their AutoMediKit.
▸ 2⬢ and 2 Reputation Points if 4 or 5 Civilians have been rescued.
▸ 4⬢ and 2 Reputation Points if fewer than 4 Civilians have been rescued.
▸ 1⬢ and 1 Reputation Point if the VIP Ally has not been rescued.
▸ 1⬢ if they finish the scenario in Unconscious State.
▸ 1⬢ if nobody has Marker B in their Backpack.

MISSION ACCOMPLISHED

After hoisting the last scientist up into the Stalker's hatch, you climb up as well, wiping your boots on the cargo hold floor and brushing off the reddish snow that's covering you. As you activate the button to close the hatch, one of you responds to the pilot's enquiring gaze with a thumbs-up, and sticks their tongue out in exhaustion. The acceleration of takeoff strains everyone's exhausted bodies, until you feel the automatic flight routines kick in, and the pilot comes out of the cockpit to help you deal with the people you've rescued.

MISSION FAILED

You don't know what hurts most—the frostbite or having failed your mission. This is going to be a blow to the company's reputation. Loud bursts from a shuttlecraft's thrusters snap you out of the drowsy reverie that was about to lull you into sleep. Your rescue beacon has finally been tracked, all it took was... six hours! You shrug your shoulders and ponder on the toughness of a mercenary's life, as you let the rescue crew hoist you into the warmth of the Stalker's cargo hold.