INFINITY
WEEK 2012
CAMPAIGN BOOK & TOHAA

PRISONER

P-09

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PRISONER P-09

Prisoner P-09, an agent possessing valuable information, is being detained in an isolation cell on board an enemy orbital base. A special rescue team has been sent covertly to rescue him.

The Attacker's infiltration specialists have managed to slip into the orbital base and change the access codes for the security system throughout the whole penal section. Meanwhile, troops with Combat Jump, dropping from the exterior through the vent system, are coming to join them. The main force of the rescue team has entered the base through an airlock, and now is trapped inside a cargo bay. It is imperative that the infiltrated troops open the access point to the cargo bay before a supply ship arrives and opens the hangar doors, launching their comrades into the void of space. Once this has been achieved, they must rescue Prisoner P-09 and escort him from the enemy base.

The Defender must defend against the attack, restoring the security system and transferring Prisoner P-09 to a more secure location, far from the attacking forces.

MISSION OBJECTIVES

Defender:

1. To manipulate the *Security System* to restore the Security System codes (1 Objective Point).

2. To *extract the Prisoner* from the game table through the corresponding *Evacuation Hatch* (2 Objective Points).

Attacker:

1. To manipulate the *Cargo Bay Console* to disconnect the Automatic Hangar Docking Systems (1 Objective Point).

2. To extract the *Prisoner* from the game table through the corresponding *Evacuation Hatch* (2 Objective Points).
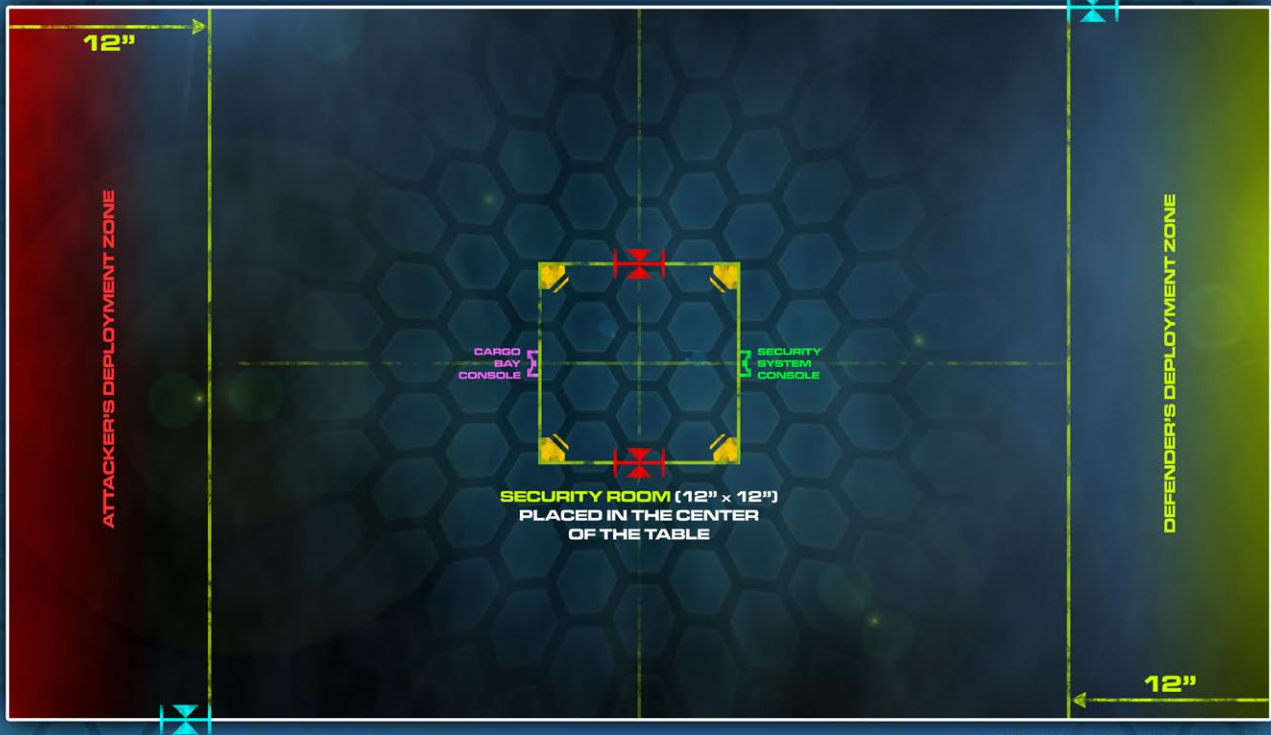
FORCES

- Defender: 300 points
- Attacker: 300 points

12"

ATTACKER'S DEPLOYMENT ZONE

DEFENDER'S DEPLOYMENT ZONE

CARGO BAY CONSOLE

SECURITY SYSTEM CONSOLE

SECURITY ROOM (12" x 12")
PLACED IN THE CENTER
OF THE TABLE

12"

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EVACUATION HATCH PLACED AT THE EDGE OF THE TABLE, IN CONTACT WITH THE LIMIT OF THE DEPLOYMENT ZONE

ISOLATION ROOM GATE. PLACED IN THE CENTRAL LINE OF THE TABLE. AT 16 INCHES FROM THE EDGE OF THE TABLE

ISOLATION CELL

DEPLOYMENT

Defender and Attacker: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.

Attacker: It is not permitted to use the *Mechanized Deployment* Special Skill. Those troops possessing the *AD: Combat Jump or Tactical Jump* Special Skills cannot use them in the normal way. However, they can deploy outside of the *Deployment Zone*, always in base contact with its boundary. This scenario special rule doesn't allow the use of *Hacking Airborne Deployment.*

Troops possessing the *Infiltration* Special Skill that want to be deployed outside the *Deployment Zone* of their player must succeed at a *PH-6* Roll. To deploy on the adversary's half of the table, this Modifier of *–6* will be added to the cumulative Modifiers for distance infiltrated.

The Attacker cannot deploy troops, weapons, or equipment inside the *Isolation Room*.

Defender: It is not permitted to use the *AD: Combat Jump, Mechanized Deployment AD: Combat Jump or Impersonation* Special Skills.

Troops possessing the *Infiltration* Special Skill that want to be deployed outside the *Deployment Zone* of their player must succeed at a *PH-6* Roll. To deploy on the adversary's half of the table, this Modifier of *–6* will be added to the cumulative Modifiers for distance infiltrated.

Inside the *Isolation Room* the Defender can only deploy those troops designated as *Sentinels*. No other troops, weapons, or equipment may be deployed in the *Isolation Room*.

SCENARIO SPECIAL RULES

Game Table Size: 47 x 47 inches

Security and Waste System Consoles: These two
Consoles are each placed in one of the halves of the table, touching the
walls of the *Isolation Room*, at 24 inches from the edge of the table and 16
inches from the center of the table.

The *Security System Console* allows changing of the access codes for the
Security System and it is placed in the half of the table corresponding to the
Defender. If the <u>Defender</u> doesn't manipulate the *Security System
Console* to restore the access codes then he cannot open the *Evacuation
Hatch.*

The *Security System Console* must be represented by a Console (A) Marker
or a scenery piece with the same diameter.

The *Cargo Bay Console* allows halting of the automatic docking systems
(opening the hangar doors) and it is placed in the half of the table
corresponding to the Attacker.

The *Cargo Bay Console* must be represented by a Console (B) Marker or a
scenery piece with the same diameter.

To manipulate each *Console*, it is necessary to be in base contact, spend 1
Short Skill of an Order and succeed at a *WIP* Roll. Only *Specialist Troops* can
make this roll (miniatures possessing G: *Servant* or with *Repeater* are not
allowed to do this task).

Isolation Room: Placed in the center of the table, it has a size of 12 x
12 inches. It can be represented by a building of accurate size or delineated
with some scenery items. The walls of the *Isolation Room* reach the ceiling
- in game terms it is considered to have walls with infinite height, totally
blocking *Line of Fire* through them. The *Isolation Room* has *2 Gates*, placed
in the central line of the table.

The *Isolation Room Gates* are closed. *Specialist Troops* can open them
by being in base contact and spending 1 Short Skill of an Order and
succeeding at a *WIP-3* Roll.

Each *Isolation Room Gate* must be represented by a Narrow Gate Marker
or a scenery piece with the same measurements.

Isolation Cells: There are a total of 4. They are placed in the corners
of the *Isolation Room*. They must be represented by a Tech Coffin Marker
or a scenery piece with the same diameter.

To open each *Isolation Cell* it is necessary to be in base contact, spend 1
Short Skill of an Order and succeed at a *WIP* Roll. Only *Specialist Troops* can
make this roll (miniatures possessing G: *Servant* or with *Repeater* are not
allowed to do this task).

Once a cell is opened, it is compulsory to check if the Prisoner is inside it.
To do so, a roll must be made on the following chart.

1D20	RESULT
1-9	Empty Cell
10-18	Prisoner
19-20	Electric Pulse
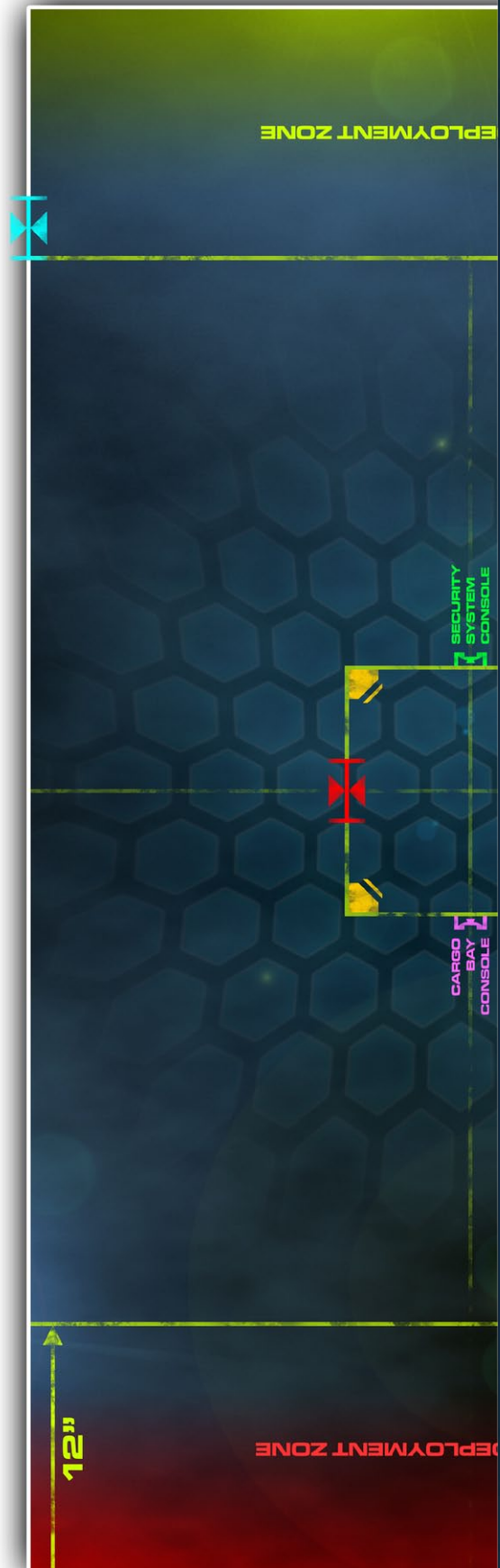
SCENARIO SPECIAL RULES
(CONTINUED)

With an Empty Cell result it will be necessary to try another *Isolation Cell*. After 3 Empty Cell results the roll for the final cell must still be made. In such a case, any roll between 1 and 18 will mean a Prisoner result.

The *Electric Pulse* result affects all those figures in base contact with the *Isolation Cell* with a hit from an *Electric Pulse*. The checking roll can be repeated for those *Isolation Cells* in which a result of *Electric Pulse* was received. To do so, it is necessary to be in base contact and spend 1 Short Skill of an Order.

Specialist Troops: In this scenario, only *Hackers, Engineers* (but not figures possessing the G: *Servant* Special Skill), *Forward Observers*, figures possessing the *Chain of Command* Special Skill and *Lieutenants* are considered *Specialist Troops.*

In addition, a maximum of 1 figure can be designated by the Attacker as a *Specialist Troop*, without increasing its Cost or its *SWC*, even if it doesn't possess any of the Special Skills or Equipment mentioned previously. During the *Deployment Phase*, this figure cannot be deployed as a Marker and it must be identified as a *Specialist Troop* when it is placed on the game table.

A *Specialist Troop* who has been affected by *E/M* Special Ammunition and has his weapons and equipment Disabled can still manipulate the *Security System Console*, the *Cargo Bay Console* and the *Isolation Cells.*

Attacker - Lightning Rescue: In this scenario, the Attacker has automatically won the Initiative.

Attacker - Limited Time: If the Attacker doesn't manage to manipulate the *Cargo Bay Console* during the first turn, then, before the second turn starts, the automatic docking systems (opening the hangar doors) will be activated. All troops inside the Attacker's *Deployment Zone* must be considered to be in a *Dead* state and must be removed from the game table.

Attacker - Cargo Bay: The Attacker's *Deployment Zone* represents the *Cargo Bay* in which his main forces are trapped.

During the first turn the *Cargo Bay* is closed and the limit of the Deployment Zone will be considered to be a closed and impassable large door with infinite height, which blocks *Line of Fire* and provides *Total Cover.*

The large door of the *Cargo Bay* has a delayed opening system, so once the *Cargo Bay Console* has been manipulated it will not open until the beginning of the next Attacker player turn. When the large door opens, it retracts through the ceiling of the section, meaning it stops blocking *Line of Fire* and providing *Cover.*

Defender - Sentinels: The Defender possesses 20 extra army points that must be spent on troops deployed inside the *Isolation Room.*

It is compulsory these troops possess the Troop Characteristic: *Garrison Troop* or *Line Troop.* The *Sentinels* compose their own *Combat Group*, which cannot contain any other member.

Prisoner: The *Prisoner* has the troop profile of a *Civvie* and applies the *Civvies Rules* (see: Infinity Human Sphere).

The *Prisoner* can be synchronized with any valid Attacking figure, however to do so the *Prisoner* cannot be synchronized with any other figure. The *Prisoner* will be always considered *Hostile* to the Defender.

If either player hurts the *Prisoner* (leaving it in an *Unconscious* or *Dead* state), then he will automatically lose the scenario. Hurting the *Prisoner* doesn't allow the counting of Objective Points as *Experience Points (EXP)* if this scenario is played as part of a campaign.

Evacuation Hatches: These are the gates the players must exit the *Prisoner* through. There are 2 and each of them is placed in one of the two halves of the table. The *Evacuation Hatches* are placed at the edge of the table, inside the *Deployment Zone* in base contact with its boundary limit. Each *Evacuation Hatch* must be represented by a Wide Gate Marker or a scenery piece with the same measurements. It is necessary to spend 1 Short Skill of an Order to exit through them.

Each player must extract the *Prisoner* through the *Evacuation Hatch* placed in his half of the table.

It is compulsory for the Defender to have previously manipulated the *Security System Console* to be able to exit the prisoner from the table via his *Evacuation Hatch.*

No Exit: The access points to this section are blocked by the security system, so no troops deployed in this scenario can leave the game table. In game terms, this means the *Retreat!!!* rule is not applied in this scenario.

Moreover, the edges of the game table are the limit and no figure can leave through them except those carrying the *Prisoner*, who can only leave via the *Evacuation Hatch.*

Independent Scenario Mode: This rule is applied if the scenario is played separately and not as part of a campaign.

When playing the Independent Scenario Mode, both sides possess a Bonus of +1 to the *AVA* of all troops possessing the *Engineer* Special Skill (*AVA*+1). This Bonus cannot be applied to Special Characters.
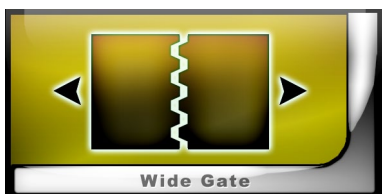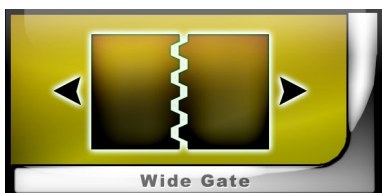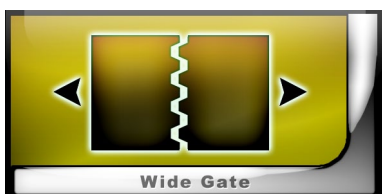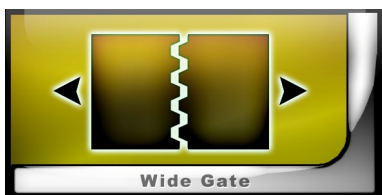
END OF THE MISSION
The scenario concludes at the end of the player turn in which the player has managed to extract the *Prisoner* via an *Evacuation Hatch.*

MISSION MARKERS

Here is a selection of markers for the mission. **NOTE:** we have added more to the page than you need so you get extras when printing the page.

SAMPLE ARMY LIST

To help get your game up and running fast we have included a couple of army lists.

GROUP 1 (Regs: 10)

LINE KAZAK

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Line Troops
	4-4	13	11	11	13	1	0	1	LI

Regular Not Impetuous No Cube

Rifle
Pistol, Knife

9

LINE KAZAK

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Line Troops
	4-4	13	11	11	13	1	0	1	LI

Regular Not Impetuous No Cube

Rifle
Pistol, Knife

9

LINE KAZAK

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Line Troops
	4-4	13	11	11	13	1	0	1	LI

Regular Not Impetuous No Cube

Rifle
Pistol, Knife

9

CHASSEUR

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Specially Trained
	4-4	13	14	13	13	0	0	1	SK

Regular Not Impetuous No Cube
CH: Camouflage Infiltration Sixth Sense L1

Rifle, Light Flamethrower, Antipersonnel Mines
Pistol, Knife

19

CHASSEUR

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Specially Trained
	4-4	14	11	13	13	0	0	1	SK

Regular Not Impetuous No Cube
CH: Camouflage Infiltration Sixth Sense L1

Rifle, Adhesive Launcher, D-Charges
Pistol, Knife

19 / 0.5

S.A.S.

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Specially Trained
	4-4	17	11	13	13	0	0	1	SK

Regular Not Impetuous No Cube
Martial Arts L2 CH: Camouflage Infiltration

Boarding Shotgun
Pistol, AP CCW

27

S.A.S.

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Specially Trained
	4-4	17	11	13	13	0	0	1	SK

Regular Not Impetuous No Cube
Martial Arts L2 CH: Camouflage Infiltration

Chain Rifle, Light Shotgun
Pistol, AP CCW

22

SCOUT

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Elite Troops
	4-4	13	11	13	14	1	0	1	SK

Regular Not Impetuous No Cube
CH: Camouflage Infiltration

Ojotnik, Antipersonnel Mines
Pistol, Knife

26

FOXTROT

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Specially Trained
	4-4	13	11	13	13	0	0	1	SK

Regular Not Impetuous No Cube
CH: Camouflage Infiltration Forward Observer

Rifle, Antipersonnel Mines
Pistol, Knife

20

HIGHLANDER GREY Lieutenant

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Veteran Troops
	4-4	16	13	13	12	3	0	1	HI

Regular Frenzy No Cube
Shock Immunity V: Dogged Lieutenant

Rifle, 2 Light Shotguns, Grenades, Smoke Grenades
Pistol, CCW

30

GROUP 2 (Regs: 2 / Irrs: 2)

VETERAN KAZAKS

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Elite Troops
	4-4	15	13	13	13	4	0	1	HI

Regular Not Impetuous No Cube
Shock Immunity Veteran X Visor

T2 Rifle, Light Flamethrower
Pistol, CCW

49

HIGHLANDER

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Line Troops
	4-4	18	10	14	14	1	0	1	WB

Irregular Impetuous No Cube
Berserk V: Dogged

Rifle, Smoke Grenades
Pistol, AP CCW

12

HIGHLANDER

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Line Troops
	4-4	18	10	14	14	1	0	1	WB

Irregular Impetuous No Cube
Berserk V: Dogged

Chain Rifle, Smoke Grenades
Pistol, AP CCW

6

TANKHUNTER

	MOV	CC	BS	PH	WIP	ARM	BTS	W	Elite Troops
	4-2	14	12	12	14	3	0	1	MI

Regular Not Impetuous No Cube
CH: Camouflage

Autocannon, D-Charges
Pistol, Knife

40 / 1.5

RANGE

NAME	Short	Medium	Long	Maximum	Damage	Burst	Ammunition	Template	E/M	CC
AP CCW	-	-	-	-	PH	-	AP	No	No	Yes
Adhesive-Launcher (ADHL)	0-4/0	4-16/+3	16-24/-3	24-48/-6	-	1	Adhesive	No	No	No
Antipersonel Mines	-	-	-	-	13	1	Shock	Circular / Small	Yes	No
Boarding Shotgun	0-8/+3	8-16/0	16-24/-3	-	14	2	N/AP	Small Teardrop	No	No
CCW	-	-	-	-	PH	-	N	No	No	Yes
Chain Rifle	-	-	-	-	13	1	N	Large Teardrop	No	No
D-Charges	-	-	-	-	14	1	AP+Exp	No	Yes	Yes
Flash Pulse	0-8/+3	8-32/0	32-48/-3	48-96/-6	13	1	Flash	No	Yes	No
Grenade	0-4/+3	4-8/0	8-12/-3	-	13	1	N	Circular	No	No
Knife	-	-	-	-	PH-2	-	N	No	No	Yes
Light Flamethrower	-	-	-	-	13	1	Fire	Small Teardrop	No	No
Light Shotgun	0-8/+3	8-16/0	16-24/-3	-	13	2	N	Small Teardrop	No	No
Ojotnik	0-8/0	8-16/+3	16-24/-3	24-48/-6	14	2	AP	No	No	No
Pistol	0-4/+3	4-8/0	8-12/-3	12-24/-6	11	2	N	No	No	Yes
Portable Autocannon	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	2	AP+Exp	No	No	No
Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	No	No
Smoke Grenade	0-4/+3	4-8/0	8-12/-3	-	-	1	Smoke	Circular	No	No
T2 Rifle	0-8/0	8-16/+3	16-24/-3	24-48/-6	13	3	T2	No	No	No

SAMPLE ARMY LIST

To help get your game up and running fast we have included a couple of army lists.

NOMADS | 316 / 4

GROUP 1 (Regs: 10)

ALGUACIL — Line Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	10	13	1	0	1

Regular Not Impetuous No Cube

Combi Rifle
Pistol, Knife

10

ALGUACIL — Line Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	10	13	1	0	1

Regular Not Impetuous No Cube

Combi Rifle
Pistol, Knife

10

SECURITATE — Line Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	10	14	1	0	1

Regular Not Impetuous Cube
Repeater Sixth Sense L2

Combi Rifle + Light Shotgun
Pistol, Knife

23

MOBILE BRIGADA — Veteran Troops (HI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	15	13	14	13	4	-3	2

Regular Not Impetuous No Cube
V: Courage

MULTI Rifle + Light Flamethrower
Pistol, Knife

43

ZERO — Specially Trained (SK)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	12	13	0	0	1

Regular Not Impetuous Cube
CH: Camouflage Infiltration Forward Observer

Combi Rifle, Antipersonnel Mines
Pistol, Knife

21

INTERVENTOR Lieutenant — Support Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	10	15	1	-3	1

Regular Not Impetuous Cube
Hacking Device Plus Lieutenant

Combi Rifle
Pistol, Knife

26 / 0.5

HELLCAT — Elite Troops (MI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-2	14	12	12	13	2	0	1

Regular Not Impetuous No Cube
☐ AO: Combat Jump ☐ Zero-G   V: Courage

Combi Rifle + Light Shotgun
Pistol, Knife

24

ZERO Hacker — Specially Trained (SK)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	12	13	0	0	1

Regular Not Impetuous Cube
CH: Camouflage Infiltration Hacking Device

Combi Rifle, Antipersonnel Mines
Pistol, Knife

30 / 0.5

SPEKTR Hacker — Specially Trained (SK)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	12	12	14	1	0	1

Regular Not Camouflage Infiltration Hacking Device

Combi Rifle + Light Shotgun
Pistol, Knife

45 / 0.5

ALGUACIL — Line Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	10	13	1	0	1

Regular Not Impetuous No Cube
Forward Observer Deployable Repeater

Combi Rifle
Pistol, Knife

14

GROUP 2 (Regs: 2)

REAKTION ZOND — Support Troops (REM)
MOV	CC	BS	PH	WIP	ARM	BTS	STR
6-4	8	11	8	13	0	-3	1

Regular Not Impetuous G: Remote Presence
Total Reaction Repeater Climbing Plus 360 Visor

HMG, Antipersonnel Mines
Electric Pulse

28 / 1

ALGUACIL — Line Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	11	10	13	1	0	1

Regular Not Impetuous No Cube

MULTI Sniper Rifle
Pistol, Knife

24 / 1.5

GROUP 3 (Regs: 2)

MODERATOR — Guarrison Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	10	10	12	0	-3	1

Regular Not Impetuous Cube
Shock Immunity

Combi Rifle
Pistol, Electric Pulse

9

MODERATOR — Guarrison Troops (LI)
MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	13	10	10	12	0	-3	1

Regular Not Impetuous Cube
Shock Immunity

Combi Rifle
Pistol, Electric Pulse

9

RANGE

NAME	Short	Medium	Long	Maximum	Damage	Burst	Ammunition	Template	E/M	CC
Antipersonel Mines	-	-	-	-	13	1	Shock	Circular / Small	Yes	No
Combi Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3	N	No	Yes	No
Electric Pulse	-	-	-	-	-	-	-	No	Yes	Yes
Flash Pulse	0-8/+3	8-32/0	32-48/-3	48-96/-6	13	1	Flash	No	Yes	No
HMG	0-8/0	8-32/+3	32-48/-3	48-96/-6	15	4	N	No	No	No
Knife	-	-	-	-	PH-2	-	N	No	No	Yes
Light Flamethrower	-	-	-	-	13	1	Fire	Small Teardrop	No	No
Light Shotgun	0-8/+3	8-16/0	16-24/-3	-	13	2	N	Small Teardrop	No	No
MULTI Rifle	0-8/+3	8-16/+3	16-24/-3	24-48/-6	13	3 / 2 / 1	N/AP/DA	No	Yes	No
MULTI Sniper Rifle	0-12/0	12-36/+3	36-52/-3	52-104/-6	15	2 / 1	AP/DA	No	Yes	No
Pistol	0-4/+3	4-8/0	8-12/-3	12-24/-6	11	2	N	No	No	Yes

WATCH HOW THE MISSION PLAYS
ON BEASTS OF WAR

Did you know that the guys from Corvus Belli challenged Beasts of War to play this Prisoner-09 mission, live in the BoW studio?
If you want to check out what happened you can see the video series at:

www.beastsofwar.com/infinity/free-mission-prisoner-p-90

Why not send us our comments on the action and join in the fun...