

Lab Strike!
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Mission M-07 - LAB STRIKE!

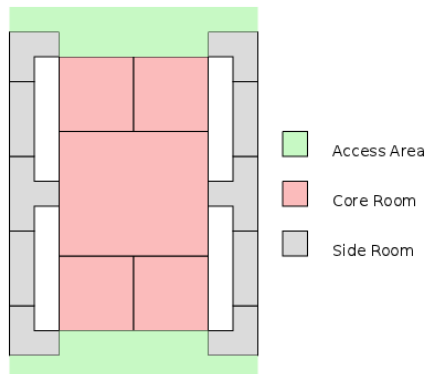
Attacker's Briefing

Intelligence agencies are reporting a shaking fact. An enemy scientists equipment is believed to have synthesized a new military nanotechnology, capable of a catastrophic strategic impact. Search results are still held in the Laboratory, waiting to be put in the care of the competent military authority. The actual location of the Laboratory has just been discovered. By mean of a blitz, we could seize these precious data before the enemy can actually put up an adequate vigilance for the place. Such chance won't happen again and time is critical: the Recovery Team must be assembled and introduced in target location within 60 minutes. The operation will take place in hostile territory, won't have any kind of support and is to be considered Covert. Operativity is immediate. Good luck!

Defender's Briefing

An important scientific achievement concerning [*** //encrypted information - //logon access level: RED – bravo – 2;] could finally turn this war's strategic balance to our advantage. The precious outcome of this research is still held within Laboratory MRDX – 11, filed in quantronic data form. As security procedures cannot risk remote data transfer to Department of Defense, a special purpose team has been issued to take the place under control and take into custody the physical supports containing the data in 4 hours from now. In the meantime, your garrison will be in charge of Laboratory's security. We also point your attention to the fact that our counter-espionage is suspecting a news leak, and the eventuality of an enemy blitz must be taken into account. For no reason our research data are to fall in enemy's hands!

Game Map



Setup

1. Players put a closed door across each of the 6 doorways of the core rooms to the side rooms or access areas. All other doors are permanently open.
2. The Defender Player secretly deploys a single Marker, side down, in each one of the five core rooms. Markers are so identified: 3 Objectives, 1 Bomb, 1 Null.
3. Attacker deploys in one or both of the two access areas. Attack Team size is 200 points, limited to a single combat group.
4. Defender deploys in the 7 core and side rooms (each of the long side areas counts as a single room for this purpose). For every miniature, deployment room has to be rolled randomly. Dependent models (G:Sync, G:Servant, Antipode, etc.) deploy with their controller. Defender Team's size is 200 points, limited to a single combat group.

Initiative

Attacker activates first.

Retreat

Attacker: standard;
Defender: not available.

Attacker's Victory Points

- 2 VP for every Objective carried outside of the Laboratory.

Defender's Victory Points

- 1 VP for every Objective still in the Laboratory at the end of the game.
- 1 VP for every alive and operative enemy unit still in the Laboratory at the end of the game, up to a maximum of 3 points.

Special Rules

- Infiltration abilities are considered ineffective, yet regular deploying of units possessing such abilities is legal.

- Airborne Deployment (any level) may only enter the board on the back edges of the Access Areas.
- Because of the indoor environment, Guided Missiles, Speculative Shots, and T.A.G.s are not allowed.
- Ariadna faction Players can employ Hacker mercenary character Valerya Gromoz or Nomad Alguacil hackers. (Liberal proxying rules are in effect!). Note, however, that hackers are not mandatory for this scenario.

Doors

- Defender can open/close any door (whether captured or not) by spending a Short Movement Skill with any miniature standing in base contact with it.
- Attacker can open/close any captured door by spending a Short Movement Skill with any miniature standing in base contact with it.
- To capture a door, the Attacker must either have an engineer use an Engineering short skill (unmodified WIP check) while in base contact or a hacker use a Hacking Short Skill against it. The defender may hack defensively against these hacking attempts.
- The Defender can recapture a captured door by the same means. The Attacker may defensively hack.
- Doors may also be destroyed as in the core rules for Security Doors (page 149). They have ARM 3 STR 2 and can only be damaged by EXP and DA ammunition.

Markers

- No Marker can be revealed or picked up until it's identified by an Attacker's miniature.
- Any Attacker's miniature can identify a Marker by getting in close contact with it and successfully performing a Discover Short Skill test without modifiers. If the roll is successful, the Marker is flipped on its side and revealed.
- Objective Markers represent small memory devices and can be carried without penalty. Once revealed, they can be picked up by any miniature of either player, by spending a Short Skill in close contact..
- The Null Marker, once revealed, has no game effect.
- The Bomb Marker, once revealed, detonates an explosive charge (Damage 13, Normal ammunition, circular template), then it's removed from play.

Duration of the Game.

Game length is minimum four Gaming Turns, and maximum six.

From the fourth Turn and on, every time the Attacker calculates the Order Pool, the following procedure is also applied:

- Defender sums up the Alertness of the Base.
- Defender rolls a D20. If the result is equal or less than the Alertness, then the Turn which is going to begin must be considered the last. Attacker and Defender take their Active Turns respectively, then the Game is over. The Laboratory must be considered sealed, insulated and sieged, and every Attacker's miniature still inside is considered Captured (see Victory Points).

Alertness of the Laboratory is computed in the following way:

- 4 points if an Attacker miniature actually opened fire anytime during the Mission (Close Combat and Smoke Grenades aren't considered "opening fire").
- 3 points for every killed or incapacitated Defender's miniature so far, up to a maximum of 12 points.
- If the Defender has only got one or two miniatures still standing, then Alertness is automatically set to 20.