

## Demon Download

### Backstory

There are rumours of a rogue AI trying to download itself from Maya before ALEPH can assimilate it. The physical location of the download has been discovered (two control rooms deep in a hidden bunker) and everyone is sending covert teams to try and capture the invaluable AI for their own purposes - to assimilate the last offline copy, get a technological bootstrap, assert the rights of non-biological entities or just enslave the rogue for fun and profit etc.

### Recommended Terrain

36x36" Boarding Action table using Space Crusade tiles.  
The Bridge and Security Centre objective rooms are on the centre line of the table and will be marked by the tournament organiser.

### Start & Deployment

Four turn game.

Deployment/Initiative works as normal but DZs are only 7" due to the small size of the table.

The player who gets Deployment gets to place the two guards in the objective rooms during that player's deployment.

The objective rooms count as being beyond the centre line for mechanised deployment and infiltration.

### Special Rules

#### Terrain

The Airborne Deployment skill cannot be used on this table.

The doors are ARM3 STR2 BTS-3 and are vulnerable to E/M. To use an Open/Close skill the model has to be in BtB with the door or doorway, doors cannot be partially opened. CC Attacks can be made against the door without needing DA or EXP ammo and are automatically hit.

Doors can be locked/unlocked with an Engineer or Hack Attack, applying the -3 BTS modifier. Enemy Hackers can defend against door hacking.

Each 2" section of wall has ARM6 and STR3.

Monofilament CCWs can be used on structures but cause 2 STR instead of a kill.

Hacking, Sepsitor and area E/M that has no LoF to the target due to walls or doors in the way will suffer an additional -3 BTS penalty. For attacks through Repeaters and Coma measure from the Repeater or Coma model.

Dispersing projectiles disperse from their original target point and are cancelled if they disperse into a wall.



# Infinity Spring Challenge

## The Guards

**SHOCK** Combi Rifle, D.E.P. / Pistol, CCW (21)  
*MOV:4-2 CC:14 BS:12 PH:11 WIP:13 ARM:3 BTS:0 W:1*  
*Regular, Not Impetuous, Cube*  
*X Visor*

D.E.P.  
0-8" +3 / 8-16" +0 / 16-24" -3 / 24-48" -6  
DAM14 / B1 (1 use) / AP+EXP / Not E/M vulnerable

Each room contains a guard. Whenever the active player does something that a guard could react to, the reactive player controls the guard's ARO.

## The Objective Rooms

A room is under a player's control if it contains an active model of theirs and no other active models and is not disabled.

Any template used in or into an objective room will affect it, including shotgun blasts and also E/M blasts from the other side of the walls.

Rooms can also be intentionally damaged using Fire, E/M, DA, EXP or MONO ammo. The rooms have ARM2 and BTS 3.

Each failed ARM or BTS roll puts a disabled marker in the room. Each one needs an Engineer roll to remove. Non-Engineers can also attempt to fix the room but this is a long skill and has a -6 WIP modifier.

## The Bridge

Models in a controlled Bridge can make a short skill WIP roll at -3 to speed up the rogue AI download. This gives the player an extra Tournament Point. This cannot be done in ARO and can only be tried once per turn.

## Security Centre

Models in a controlled Security Centre can make a short skill WIP roll at -3 to lock or unlock a door on the table.

This cannot be done in ARO and can be tried up to three times in a turn.

Hackers and Engineers making the roll suffer no modifier. Hackers must be in the room, Engineers can work through G: Servants.

## Special Issue Equipment

### Breaching Rounds

All Boarding Shotguns and Heavy Shotguns get access to Breaching Rounds. Whenever firing the gun, the model can choose Breaching Rounds instead of the normal 'buckshot' or AP rounds.

Breaching Rounds act as DA ammo but only against damageable scenery such as walls and doors.

## Objectives

1 point per turn per controlled objective room. Count this at the end of your player turn.

-1 point for every disabled marker you inflict on either objective room.

## Tournament-Specific Adjustment

Due to the large potential number of Tournament Points available, halve the number of points (rounding up) and then cap at four. You cannot get negative tournament points for this mission.