

# Info-Grab (beta 2)

## Backstory

In a remote part of town, a number of industrial espionage suspects have been spotted. Multiple factions have descended on the area to seize any information the suspects might have, by any means necessary. If in doubt, take some of the targets back to base for questioning.

Complicating the matter is O-12 who have their own suspicions and have sent in a surveillance drone to keep an eye on the situation.

## Recommended Terrain

Urban/industrial table.

## Start & Deployment

Four turn game.

Before rolling for Initiative/Deployment, take turns to place four Civvie models on the table. They must be within 6" of the centre line and at least 6" from any table edge or other Civvie.

Deployment zones and roll-off are as normal.

## Special Rules

### The Civvies

The Civvies are randomly hostile as per the Civvie rules, so once in BtB contact roll a d20. On a 1-10 the Civvie is neutral and the Sync test is at -3 to WIP, on a 11-20 the Civvie is hostile and the sync test is at -6 to WIP with unsuccessful tests resulting in the Civvie making a CC attack.

### Civvie Knife

MOV:4-4 CC:6 BS:5 PH:10 WIP:11 ARM:0 BTS:0 W:1  
*Cube*

Note that as usual:

Remotes and Impetuous models cannot sync. They will be able to help other models with the sync roll. Spending an Order on a G: Sync controller will drop that model out of a Link Team.

### Ganging Up

Each extra model in BtB contact with the Civvie gives a +3 WIP bonus in a similar way to additional attacked in a close combat. This will require a Coordinated Order, Link Team Order, G: Sync models or G: Servant models as any failed roll results in the Civvie moving away.

Each model in BtB contact with the Civvie that has Electric Pulse, iKohl (any level) or a stunning CCW grants an additional +3 WIP bonus.

Example 1 - A Moderator would be rolling on WIP15 instead of 12.

Example 2 - Two Moderators would be rolling on WIP21 (12 +3 +3 +3).

### Grabbing Documents

Each Civvie carries one set of documents. These are throwable items with PH0.

Taking documents from a synced Civvie is a short skill with no roll and cannot be done in ARO.

Dead/unconscious/immobilised Civvies can be searched for documents as per the moveable items house rules - so a -3 WIP test or -6 if glued.



# Infinity Spring Challenge

## The Peacekeeper Drone

**SURVEILLANCE DRONE** Non-lethal Combi Rifle / Electric Pulse  
MOV:6 CC:8 BS:11 PH:11 WIP:13 ARM:0 BTS:-6 STR:1  
*G: Remote Presence*  
*Super-Jump, CH: Mimetism, Total Reaction, Sixth Sense 1*

The non-lethal Combi-Rifle is loaded with stunning special ammo.

Before each player turn, the Drone gets it's own turn. If immobilised it will get a Reset skill. If the Drone is mobile or has successfully reset, the player whose turn just ended can move the Drone up to 6" however they wish, this will prompt AROs from both player's models.

The drone will always try to use Shoot AROs in reaction to being shot or charged, once in BtB contact it will depend on it's Electric Pulse. Against hack attacks, the drone will shoot if the Hacker is visible.

A successful active-turn Hack on the Drone will let the Hacker either immobilise the Drone as usual or move the Drone 6" (this will prompt AROs from the reactive player). The reactive player can defend against hacks on the Drone as if it were one of their models.

## Drone Reporting

The drone has the usual 180 degree sight arc. It will immediately report any visible attacks on Civvies or itself and all visible use of banned weaponry/equipment.

Banned ammo includes:

All special ammo types except Normal, AP, Adhesive, Monofilament, Flash and Stunning.  
'Buckshot' shotgun ammo.

Banned equipment:

Biocator, Kuang Shi Control Device & Neurocinetics.  
All direct template weapons and Mines.

## Special Issue Equipment

### Stunning Ammo

All models with MULTI weaponry, Grenades and Light Grenade Launchers can use stunning ammo.

Change to stunning ammo rules - each failed save against stunning ammo places two stun markers by the model. At the end of each player turn, remove a stun marker from every stunned model. As soon as a model has no stun markers it is back to normal.

Any force without a Hacker gets to equip *two* of their models with stunning ammo, a stunning CCW and Electric Pulse. This is in addition to their normal ammo and is public information. The stunning ammo can be used in any non-template weapon but burst is halved rounding up.

## Objectives

- 1 point for each document held by an active model of yours at the end of the game.
- 1 point for each Civvie controlled by you at the end of the game. This includes active Civvies synced to one of your models and unconscious, immobilised or stunned Civvies that you have an active model in BtB contact with. You cannot control dead Civvies, there are no necromancers or zombie nano plagues in this mission.
- -1 point for each Civvie that your models or deployables kill - note that this is for kills, not for unconsciousness.
- -1 point each time the drone sees an attack on a Civvie or itself. This includes deployable equipment effects. This applies if either attacker or target is visible to the Drone. This does NOT apply if using non-lethal ammo such as stunning, adhesive or flash ammo.
- -1 point each time the drone sees one of your models use banned equipment or ammo or sees a banned deployable of yours activate.

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<http://wargamingtrader.com/infinity/spring-challenge-2012>