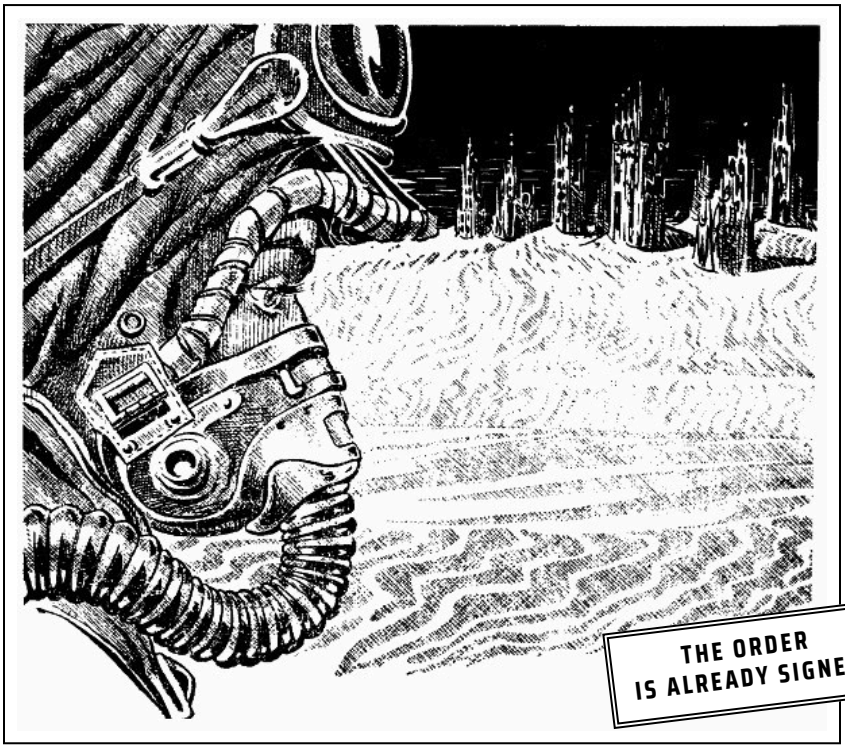
PLATE V



MISSIONS

Twelve missions with maps, and the two trigger missions that decide a campaign: The Signal and The Source.

FORM	REVISION	CLASS	ISSUED BY
SW28-MI	**0.9.0-BETA**	**PUBLIC**	**RESOURCE ALLOC.**

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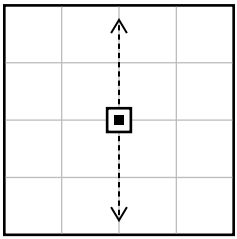
M1.1 1. EXTRACTION

A data-slate surfaced in a dead drop near Junction Null. Both crews got the tip. The slate holds Department records worth more than anyone here earns in a cycle.



▣ objective at center · grid 6"

Defender places 1 objective marker at center.

Interact within 1" to pick up the objective. The carrier moves at half **Move** (round down) and cannot **Disengage**. Drop the objective if the carrier goes **Out of Action** or **Flees** (place where the carrier fell, or at the nearest board edge if it fled off the table). **Engaged** models cannot pick up the objective. Any model can pick it up again with **Interact**.

Hostiles ignore the objective.

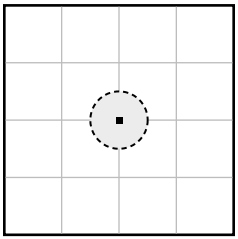
Victory: Carry the objective off your deployment edge. If neither side extracts by game end, the side holding the objective wins. No holder: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: The model carrying the objective at victory gains +1 **Merit**.

> *"Salvage rights are non-transferable. Possession is nine-tenths of the invoice."*
> **Revenue Operations Advisory**

M2.1 2. CONTROL

The relay hub routes half the sector's traffic. Hold it and you control the flow. Lose it and you lose everything downstream.



○ 3" zone round center · no markers

No markers. At game end, count models within 3" of board center. **Out of Action** and **Fleeing** models do not count. Hostiles ignore the zone.

Victory: Side with more models within 3" of center at game end. Tied: most surviving models on the board.

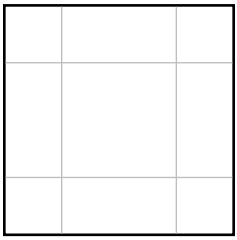
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner's count exceeds the opponent's by 3 or more.

> *"Connection is civilization."*
> **Cable Creed Promotion**

M3.1

3. QUADRANTS

A cascade blew out four sub-sectors at once. Each one holds salvage, intel, or both. Spread thin and claim what you can before the other crew does.



four equal quadrants · no markers

No markers. Divide the board into 4 equal quadrants. At game end, a quadrant is held by the side with more models inside it. Empty or tied quadrants are not held. Model on a quadrant line: controlling player chooses which quadrant it counts for.

Out of Action and **Fleeing** models do not count. Hostiles ignore the quadrants.

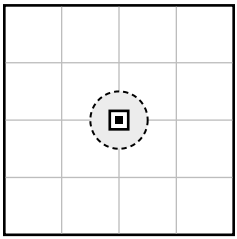
Victory: Side holding more quadrants at game end. Tied on quadrants: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner holds 3 or more quadrants.

> *"First come, first served, last out still breathing."*
> **Scavenge Rights Briefing**

M4.1 4. SEIZURE

A portable beacon pulses with cached data in the corridor junction. Hold it long enough and the data is yours. Lose focus and the other crew takes the feed.



▣ beacon at center · ○ 3" around it

Defender places 1 beacon at center.

At the end of each round, count models within 3" of the beacon. **`Out of Action`** and **`Fleeing`** models do not count. The side with more scores 1 point. Tied: no one scores. Hostiles ignore the beacon.

Tied on points at game end: side with more models within 3" of the beacon wins. Still tied: most surviving models.

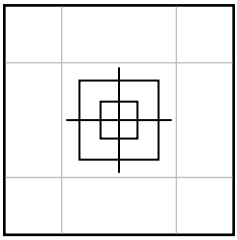
Victory: Most points at game end.

Reward: Winner gains +1 **`Lead`**.
Bonus: +1 additional **`Lead`** if the winner is 4 or more points ahead.

> *"Your output is monitored. Your contribution is noted."*
> **Morning Merit Broadcast**

M5.1 5. ASSASSINATION

Someone on the other crew has a price on their head. The contract is specific: one target, no collateral billing. Find them in the chaos.



no markers · write targets in secret

After deployment, each player secretly writes down one opposing model as their target. Do not reveal targets until one is taken **`Out of Action`** or **`Flees`**. You cannot choose a model that is not on the board.

If both targets fall in the same activation, the player whose model struck first wins. Strictly simultaneous: most surviving models.

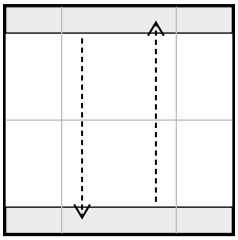
Victory: First to take their target **`Out of Action`** with one of their own models, or to force it to **`Flee`**. A kill by hostiles does not score: if hostiles remove your target, choose a new target at the start of your next activation. If neither target falls to its hunter by game end, reveal both. Most surviving models.

Reward: Winner gains +1 **`Lead`**.
Bonus: The model that killed the target gains +1 **`Merit`**.
Intel: +1 **`Evidence`** if the winner killed their target (target profile gathered).

> *"Resistance will add to your balance."*
> **Toll Collector Final Notice**

M6.1 6. BREAKTHROUGH

The corridor is collapsing behind both crews. There is no going back. Get your people to the far exit. Anyone left behind stays behind.



standard deployment · exit the far edge

No markers. Ignore the rolled Deployment: both crews deploy on opposite edges (Standard). Your exit edge is the opposite edge, the one the enemy deployed on. As part of its move, a model can exit across its own exit edge. A model cannot exit before the end of Round 2. Exited models are removed and cannot return. **Engaged** models cannot exit (must **Disengage** first).

Hostiles cannot exit. Models that **Flee** off their own exit edge count as exited; off any other edge they do not.

If no models exit by game end, the side with the most surviving models wins.

Victory: Most models exited at game end. Models still on the board do not count. Tied: most surviving models on the board.

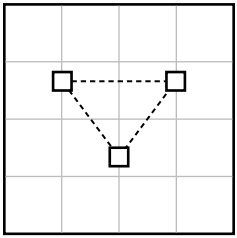
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner exited 3 or more models.

> *"Abandoned Sector: No services, no response, no refunds."*
> **Complex Warning Sign**

M7.1

7. TRIANGULATION

Three signal repeaters sit dead across the junction. Each one needs manual activation. Whoever holds the most when the signal locks gets the broadcast frequency. The other gets static.



3 markers · 6"+ apart · 3"+ from edges

Defender places 3 signal markers (6"+ apart, 3"+ from table edges).

Interact within 1" to claim a marker for your side. An enemy can **Interact** to claim it back; a marker stays claimed by the last side to claim it. **Engaged** models cannot claim markers.

Hostiles ignore signal markers.

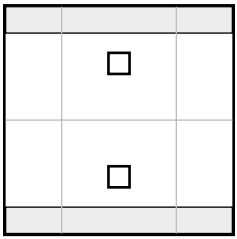
Victory: Most markers held at game end. Tied: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner holds all 3 markers.
Intel: +1 **Evidence** if the winner holds all 3 markers (broadcast secrets intercepted).

> *"Every signal is a betrayal."*
> **Anti-Heresy Warning**

M8.1 8. SABOTAGE

Your target is the enemy's power conduit. Their target is yours. Cutting takes precision and time. Defending takes bodies.



▣ own conduit within 6" of own zone

Each player places their own conduit within 6" of their own deployment zone, 3"+ from edges, 6"+ from the enemy conduit. You sever the enemy's.

Interact within 1" to sever the enemy conduit. Severing requires 2 **Interact** actions on the same conduit (not necessarily the same activation or model). Mark the first success with a token. At the start of the next round, remove the mark if no friendly model is within 1" of it. **Engaged** models cannot sever conduits. Severing is permanent once completed.

Hostiles ignore conduits.

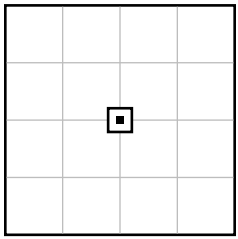
Victory: First to sever. Both sever same round: first to complete wins. Neither severs by game end: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: The model that completed the final sever gains +1 **Merit**.

> *"A good splice is invisible. A great splice was never needed."*
> **Conduit-Certified Saying**

M9.1 9. HEIST

A corporate terminal sits unguarded between the crews. Its databanks hold encrypted Department files. Both sides can pull data. Neither can lock the other out.



▣ terminal at center

Defender places 1 terminal at center.

Interact within 1" to download. Each download costs one action. Only one model per side can download per round. **Engaged** models cannot use the terminal. Downloads are tracked per player: both sides use the same terminal.

Hostiles ignore the terminal.

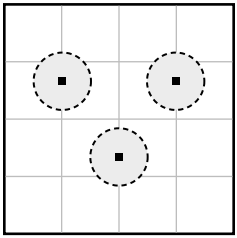
Victory: First to 3 downloads. If neither reaches 3, most downloads at game end. Tied: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner completed 3 downloads. Loser gains 1 **Lead** if they completed at least 1 download.
Intel: +1 **Evidence** if the winner completed 3 downloads (databank files archived).

> *"Every message is heard. Be careful what you say."*
> **Vox-Cleared Saying**

M10.1 10. UPLINK

Three relay nodes form a local network across the junction. Hold the nodes and the data flows your way. Let the enemy contest them and nobody gets anything.



3 nodes · 6"+ apart · 3" zone each

Defender places 3 relay nodes (6"+ apart, 3"+ from table edges).

At game end, a node is live for your side if you have at least one model within 3" and the opponent does not. Contested nodes (both sides present) are not live for either. **Out of Action** and **Fleeing** models do not count.

Hostiles ignore the nodes.

Victory: Most live nodes at game end. Tied: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner has 3 or more live nodes.
Intel: +1 **Evidence** if the winner controls all 3 relay nodes (network traffic intercepted).

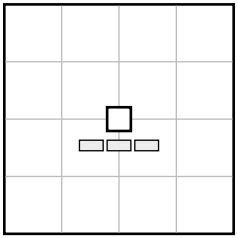
EXAMPLE · LIVE NODES
Node 1 has two A models and one B model within 3": contested, live for neither. Node 2 has one A model and no B model: live for A. Node 3 has one B model and an A model that is **Out of Action**: only B counts, so it is live for B.

> *"The network is eternal. The network is holy. The network is all."*
> **Maintenance Prayer**

M11.1

11. LOCKDOWN

The terminal was already running when your crew found it. Someone started a data transfer and didn't finish. The progress bar crawls forward. Whatever it's downloading, three other crews want it stopped.



▣ terminal at center · 3 steps per side

Defender places 1 terminal at center.

Interact within 1" to advance progress. Each **Interact** advances your progress 1 step (automatic, no roll). The terminal needs 3 steps to complete. Both sides track progress separately. Opponent can **Interact** to set your progress back 1 step (minimum 0). One **Interact** either advances your own progress or sets an opponent back, not both.

Engaged models cannot use the terminal. Hostiles ignore the terminal.

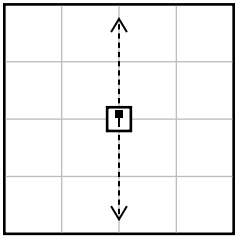
Victory: First to complete 3 steps. If neither completes, most steps at game end. Tied: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner completed all 3 steps. Loser gains 1 **Lead** if they completed at least 1 step.

> *"Data transfer interruption is a billable offense. Data transfer completion without authorization is also a billable offense."*
> **Revenue Operations Service Notice**

M12.1 12. ESCORT

They found her hiding in a cable junction, muttering frequencies that haven't been licensed in centuries. She knows where the signal comes from. Both Departments want her talking. She won't last long out here alone.



? informant at center · walk her out

Defender places 1 informant at center.

Interact within 1" to take control. Escorting model moves at half **Move** (round down). If the escort goes **Out of Action**, the informant stays in place. Any model can take over with **Interact**. **Engaged** models cannot escort. The informant cannot be targeted directly.

Hostiles ignore the informant.

Victory: Exit the informant off your deployment edge. Game end: side controlling the informant wins. No controller: most surviving models.

Reward: Winner gains +1 **Lead**.
Bonus: The escorting model at victory gains +1 **Merit**. Loser gains 1 **Lead** if they controlled the informant at any point.

> *"Human Capital reminds all contractors: informants are company property. Damage to company property will be deducted from your subscription."*
> **Human Capital Retention Memo**

M13.1 THE SIGNAL (5 EVIDENCE)

The relay was buried under six hundred years of conduit sealant and cable rot. Your crew found it by accident, tracing a power drain that shouldn't exist. It pulses. Not electricity. Something older. The Untethered already know it's here. So does everyone else.

The first squad to reach 5 **Evidence** triggers this mission. Place a relay marker at table center.

Discoverer: Squad that reached 5 first. Deploys on one edge. **Interceptor**: Opposing squad. Opposite edge.

Hostiles: Roll the Hostile Type once at setup. Each round from Round 2 spawn **Normal**; from Round 4 add **Elite**; from Round 6 add a second **Elite**. Random edges.

THE RELAY

Control: Squad with most models within 3" at round start.

Examine: While controlling, **Interact** within 1". Roll **Wits** vs. 2d6. Success: 1 **Lead**. Win by triple or more: 1 **Evidence** + 1 **Lead**.

Redirect (once per squad per game): While controlling, roll **Wits** vs. 2d6 at **-1 DT**. Success: game ends, gain 2 **Evidence** + all **Leads** examined. Failure: all future spawns +1 model.

VICTORY

Redirect: Immediate victory for redirecting squad.

Game End: Controlling squad wins. Gain 1 **Evidence** + **Leads** examined.

Wipeout: A squad with no models left on the board loses 1 **Evidence**.

All **Broadcast Powers** suffer **-1 DT** while the relay is active.

> *"Unauthorized signal activity in Sectors 7 through 19. All contractors respond. This is not a drill. This has never been a drill."*
>
> **Security & Compliance Emergency Broadcast**

M13.2 THE SOURCE (8 EVIDENCE)

Eight pieces of evidence and they all point down. Past the maintenance levels, past the dead conduits, past the places where the cable maps stop making sense. Something is broadcasting from the roots of the arcology. Something that was here before the Tethering. Your Department wants it contained. The Untethered want it freed. You just want to survive the extraction.

At 8 **Evidence**, risk extraction or play one more standard mission for victory at 9. The game ends at the end of Round 6. Place the Source at table center; a model within 1" picks it up with **Interact**.

Extractor: Deploys on one edge. **Interceptor**: Opposite edge. **Hostiles**: Roll the Hostile Type once at setup. One **Elite** spawns at center after deployment. Each round from Round 2 spawn **Normal** from the Extractor's edge; from Round 4 add **Elite** from the opposite edge.

THE SOURCE

Holder suffers **-1 DT** to **Wits**, cannot use **Broadcast Powers**. If holder goes **Out of Action**, any model within 1" picks it up (**Interact**). Otherwise drops in place.

All **Broadcast Powers** within 6" of holder suffer **-1 DT**.

Detonation: At game end, all models within 3" take d6 damage (ignores armor).

VICTORY

Extraction: The Extractor exits the opposite edge with the Source before game end. Campaign victory.

Interception: The Source is not extracted by game end, or the Interceptor eliminates every Extractor model. Extractor loses d6 **Evidence** and all **Leads**. Whoever holds the Source at game end is the Extractor for the next attempt, which it may call once it has 8 or more **Evidence**.

Failure: Source lost to hostiles or no friendly models remain. Lose d6 **Evidence** and all **Leads**. A wipeout by the Interceptor is both Interception and Failure: apply both.

> *"THE SIGNAL CRISIS DESTROYED THE OLD WORLD. Do not let it destroy this one. Report all unauthorized transmissions. Comply and survive."*
> **Conduit Authority Public Warning**

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