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**.

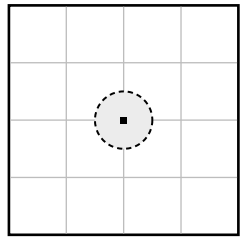
All **Broadcast Powers** suffer **-1 DT** while the relay is active.

> *"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**

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.

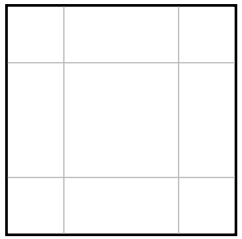
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner's count exceeds the opponent's by 3 or more.

> *"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.

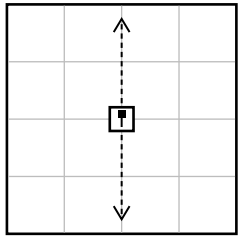
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner holds 3 or more quadrants.

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

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.

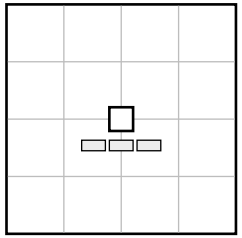
Reward: Winner gains +1 **Lead**.
Bonus: The escorting model at victory gains +1 **Merit**. Loser gains 1 **Lead** if they controlled the informant at any point.

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

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.

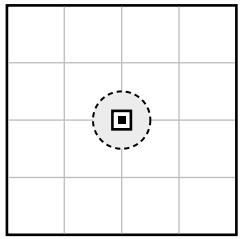
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner completed all 3 steps. Loser gains 1 **Lead** if they completed at least 1 step.

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

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.

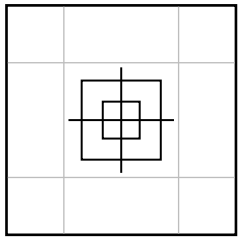
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner is 4 or more points ahead.

> *"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.

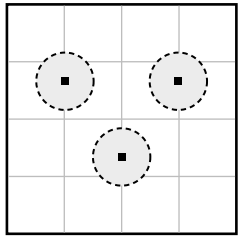
Reward: Winner gains +1 **`Lead`**.
Bonus: The model that killed the target gains +1 **`Merit`**.
Intel: +1 **`Evidence`** if the winner killed their target (target profile gathered).

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

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).

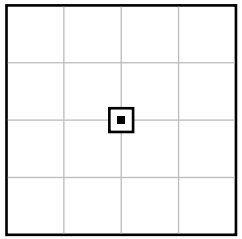
EXAMPLE · LIVE NODES
Node 1 has two A models and one B model within 3": contested, live for neither. Node 2 has one A model and no B model: live for A. Node 3 has one B model and an A model that is **`Out of Action`**: only B counts, so it is live for B.

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

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.

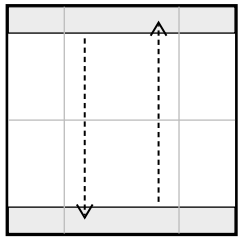
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner completed 3 downloads. Loser gains 1 **Lead** if they completed at least 1 download.
Intel: +1 **Evidence** if the winner completed 3 downloads (databank files archived).

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

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.

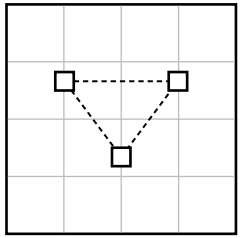
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner exited 3 or more models.

> *"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.

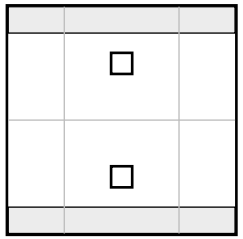
Reward: Winner gains +1 **Lead**.
Bonus: +1 additional **Lead** if the winner holds all 3 markers.
Intel: +1 **Evidence** if the winner holds all 3 markers (broadcast secrets intercepted).

> *"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**