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WORK ORDERS: TWELVE JOBS AND TWO TRIGGERS



MISSIONS

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

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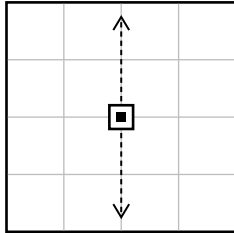
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M1.1 1. EXTRACTION

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

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