

Mission for Infinity The Game Torment

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1 ADATS

1.1 Mission description

Defender forces establish field command center. Attacking forces penetrated the front line, their goal is to laser mark targets for air attack.

1.2 Forces

1.2.1 Attacker

300 points

1.2.2 Defender

300 points

1.3 Field deployment

The player who wins the initiative role decides who is attacking and who is the defender.

1.3.1 Attacker

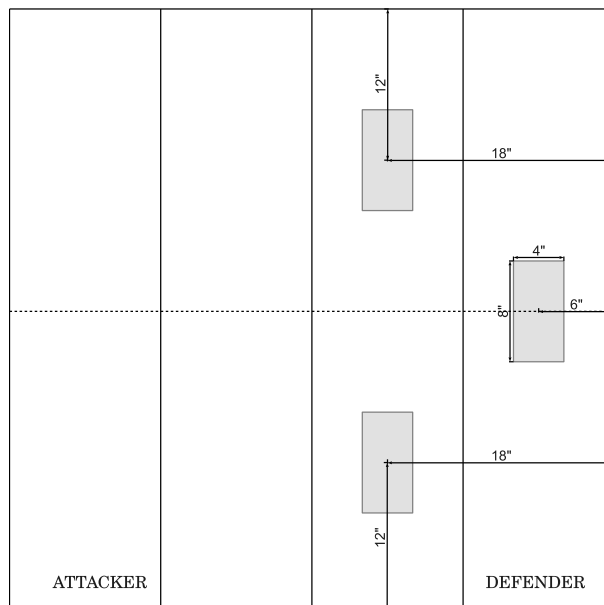
Attacker force deploy in standard 12''zone on his side of table.

1.3.2 Defender

Defender force deploy in standard 12''zone on his side of table, but can use infiltration without WIP test roll up to 36''

At the center of the defender deployment is set main air bombing target - command container. At 18'' from defender edge and 12'' from side edges are set secondary goals - weapon supply container and container of medical supplies.

Container is a box Container has dimensions of 4'' to 6''



1.4 Objective

1.4.1 Attacker

- 1 VP for each marked container, max 3 VP.
- 1 VP for each destroyed container, max 3VP.

The container will be bombed at the end of the round that they are marked.

1.4.2 Defender

- 1 VP for each container defended before air attack.
- 1 VP for each dead laser operator, max 3 VP

Defender may perform free Hacking Airborne Deployment action to hack air attack.

Round mean a play time of two players. If attacker is second player in turn this mean that bombs are drooped at end of his turn, if he is first then bombs are drooped at end of his opponent turn.

Marking is a "Forward Observer" skill.