Demon Download (beta 4)

Backstory

There are rumours of a rogue AI trying to download itself from Maya before ALEPH can assimilate it. The physical location of the download has been discovered and everyone is sending covert teams to try and capture the invaluable AI for their own purposes - to assimilate the last offline copy, get a technological bootstrap, assert the rights of non-biological entities or just enslave the rogue for fun and profit etc.

Recommended Terrain

36x36" Boarding Action table using Space Crusade tiles.
The Bridge and Security Centre objective rooms are on the centre line of the table.

Start & Deployment

Deployment/Initiative works as normal but DZs are only 7" due to the small size of the table.

Before rolling off, place a guard in each of the two objective rooms.

The objective rooms count as being beyond the centre line for mechanised deployment and infiltration.

Special Rules

For full terrain rules see the table printout *(not finished yet)*.

Temp: Doors are ARM 3 STR 2, 2" sections of wall are ARM 6 STR 3.

Any template used in or into an objective room will affect it, including shotgun blasts and also E/M blasts from the other side of the walls.

Rooms can also be intentionally damaged using Fire, E/M, DA, EXP or MONO ammo. The rooms have ARM2 and BTS 3.

Each failed ARM or BTS roll puts a disabled marker in the room. Each one needs an Engineer roll to remove. Non-Engineers can also attempt to fix the room but this is a long skill and has a -6 WIP modifier.

The Guards

SHOCK Combi Rifle, D.E.P. / Pistol, CCW (21)
MOV:4-2 CC:14 BS:12 PH:11 WIP:13 ARM:3 BTS:0 W:1
Regular, Not Impetuous, Cube
X Visor

Each room contains a guard. Whenever the active player does something that a guard could react to, the reactive player controls the guard's ARO.

The Objective Rooms

A room is under a player's control if it contains an active model of theirs and no other active models.

The Bridge

Models in a controlled Bridge can make a short skill WIP roll at -3 to gain an extra Tournament Point, this cannot be done in ARO. Only one TP per turn can be gained in this way.

Security Centre

Models in a controlled Security Centre can make a short skill WIP roll at -6 to lock or unlock any one single door on the table. Doors can be locked open if they are already open.
This cannot be done in ARO and can be succeeded at three times in a turn.
Hackers and Engineers in the room only suffer a -3 WIP modifier.

Special Issue Equipment

Breaching Rounds

All Boarding Shotguns and Heavy Shotguns get access to Breaching Rounds. Whenever firing the gun, the model can choose Breaching Rounds instead of the normal 'buckshot' or AP rounds.

Breaching Rounds act as DA ammo but only against damageable scenery such as walls and doors.

Objectives

1 point per turn per controlled objective room. Count this at the end of your player turn.

-1 point for every disabled marker you inflict on either objective room.

Tournament-Specific Adjustment

Due to the large potential number of Tournament Points available, halve the number of points (rounding up) and then cap at four. You cannot get negative points for this mission.