

# Yet Another Mission System (YAMS)

## 2nd Edition Alpha 3

### About

YAMS2 has several modular parts which can be mixed and matched, or even added to other missions.

### Objective Cards

These form the main part of the missions. Each card has a separate objective on it, along with the Objective Points it's worth and when the card should be revealed.

Players start by drawing six cards, choosing one of them to be a public joint objective worth double points, discard two cards and keep the remaining cards as private objectives. This means that each player will have a potential six points from private objectives and eight points from the two public objectives.

### Objective Rolls

Some Objective Cards involve rolls. If these rolls are described as 'objective rolls' then certain Strategy Cards can alter the roll.

### Objective Markers

YAMS uses three types of objective:

#### High Value Targets

Each player has an HVT, using the rules from the N3 rulebook.

Troopers can synchronise with either HVT.

#### Consoles

There will be three console objectives on the table, placed alternately beyond the

halfway line of the table, starting with the first player. They are destroyable terrain and cannot be placed on top of or inside a scenery item or building.

### Flags

Each player has a Flag objective, placed in their Deployment Zone. The Flags have the Baggage rule and troopers can reload from them at the cost of a Short Skill of an Order, spent in base contact. Once placed, the ZoC of your Flag counts as part of your Deployment Zone. Flags are destroyable terrain and cannot be placed on top of or inside a scenery item or building.

### Strategy Cards

These represent scouting, espionage and pre-battle maneuvering. Each card has 2-3 abilities on which can be used before the first player turn. When using a card, you must choose one of the abilities to use.

### Before Deployment Abilities

These are used before the Deployment Phase. The player who is going first uses all their 'Before Deployment' abilities and then the second player uses all of theirs.

### Deployment Abilities

These are all used when deploying the trooper.

### After Deployment Abilities

These are used after the Deployment Phase, before the first Game Round. The player who is going first uses all their 'Before Deployment' abilities and then the second

player uses all of theirs. Four cards are drawn, before the Initiative Roll.

## Battlefield Conditions

The battlefield is an unpredictable place. There might be a storm, your troops might arrive too late to set up infiltrators etc.

After picking Objective Cards, randomise the Battlefield Conditions. Currently this is done via the Battlefield Conditions table but the long term plan is to incorporate this into a random card draw.

The four Deployment Zone variants are as seen. The green and orange areas show the Deployment Zones.

If there is an Exclusion Zone, it follows the rules from the N3 rulebook. To summarise, the Exclusion Zone covers the middle of the table between the Deployment Zones, 8" out from the halfway line. No Special Skill or piece of Equipment can be used to deploy within the Exclusion Zone, with the exception of failed Dispersion.

Note that if the Deployment Zone extension from the Flag extends into the Exclusion Zone, the Deployment Zone takes precedence.

If there is a Storm, this lasts for the whole of the first Game Round and then clears.

While the Storm rages:

- All areas of open terrain count as Difficult Terrain. Any Terrain skill apart from Zero-G can be used to ignore this.
- Visibility conditions will be increased by one level:
  - Clear areas will become Low Visibility Zones.

- Low Visibility Zones will become Poor Visibility Zones.
- Poor Visibility Zones will become Zero Visibility Zones.

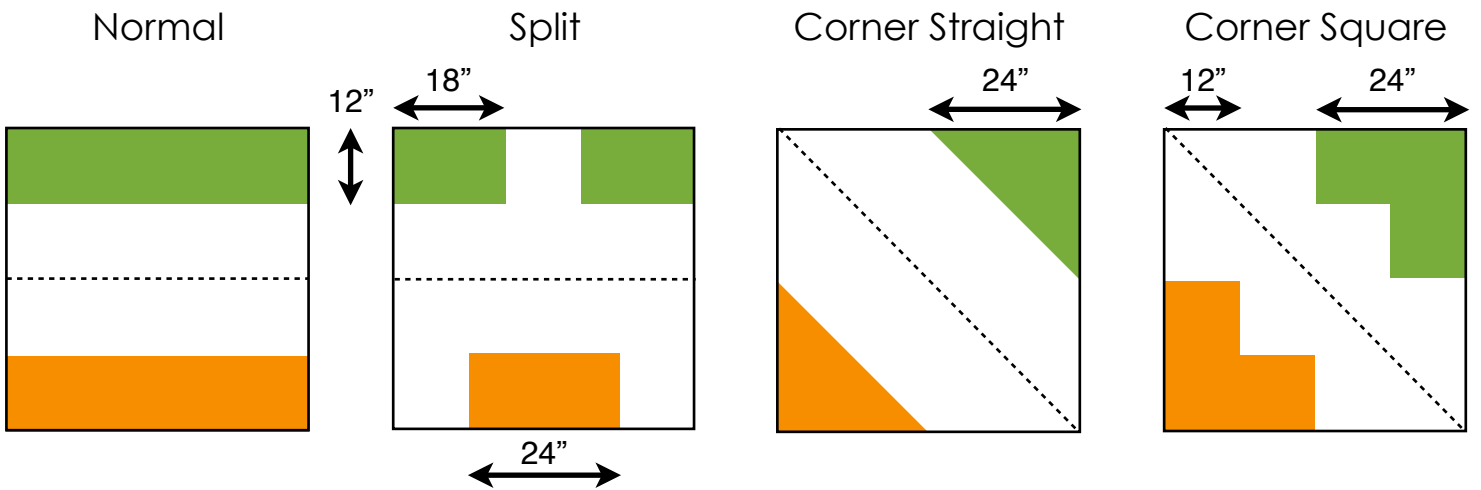
## Detailed Sequence

- Draw six Objective Cards.
  - Choose and reveal one card to be a public joint objective worth double points. If you have a duplicate of either public objective, discard it and draw a replacement.
  - Discard two cards.
  - Keep three cards as private objectives.
- Randomise the Battlefield Conditions (currently via a chart).
- Draw four Strategy Cards.
- Choose an army list, roll for Initiative.
- 'Before Deployment' cards - first player plays all, then second player plays all.
- Place three Consoles, alternating from the first player. They must be placed over the halfway line.
- Deployment Phase.
  - At the start of your deployment you must place your Flag in your Deployment Zone and then your HVT following the HVT rules.
- 'After Deployment' cards - first player plays all, then second player plays all.
- Start the first Game Round.

## Game Length

Currently, play continues until the end of the fourth turn, but this is subject to change...

# Deployment Zones



Battlefield Conditions			
Die Roll	Deployment	Exclusion Zone	Storm
1	Normal		
2	Normal		
3	Normal		
4	Normal		
5	Normal		
6	Normal		✓
7	Normal	✓	
8	Normal	✓	✓
9	Split		
10	Split		✓
11	Split	✓	
12	Split	✓	✓
13	Corner Straight		
14	Corner Straight		✓
15	Corner Straight	✓	
16	Corner Straight	✓	✓
17	Corner Square		
18	Corner Square		✓
19	Corner Square	✓	
20	Corner Square	✓	✓

Catch the Pigeon!	Collect	Control the Consoles
<p><b>Objective:</b> have the enemy HVT synched to a non-Null trooper at the end of the game.</p> <p><b>Conditions:</b> remember that HVTs cannot be targeted or attacked. Synching is an objective roll.</p> <p><b>Reveal &amp; Points:</b> at end of game.</p>	<p><b>Objective:</b> collect a document from enemy models in a Null state or IMM-1 or IMM-2 states.</p> <p><b>Conditions:</b> this is a short skill which requires BtB contact and a successful WIP objective roll. It cannot be done in ARO but can be done in Engaged state. Note that Dead troopers are removed from play.</p> <p><b>Reveal &amp; Points:</b> when declaring the short skill.</p>	<p><b>Objective:</b> get points for controlling Consoles.</p> <p><b>Conditions:</b> control a Console by having one or more non-Null models in BtB with it and there being non non-Null enemy troopers in BtB with it.</p> <p><b>Reveal &amp; Points:</b> at end of game. 1 OP per controlled Console, max 2 OP.</p>
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Blockade	Forward Base	Infiltrate
<p><b>Objective:</b> keep control of your deployment zone.</p> <p><b>Conditions:</b> Have a non-Null trooper and no non-Null enemy models within your deployment zone at the end of the game.</p> <p><b>Reveal &amp; Points:</b> at end of game. 1 OP for no enemy troopers, 2 OP if you also have a trooper.</p>	<p><b>Objective:</b> control a terrain piece in the far side of the table at the end of the game.</p> <p><b>Conditions:</b> privately nominate the piece during deployment. You must have a non-Null model in BtB contact with or within the terrain and no non-Null enemy models in BtB contact or within it.</p> <p><b>Reveal &amp; Points:</b> at end of game.</p>	<p><b>Objective:</b> have a non-Null model in the enemy deployment zone at the end of the game.</p> <p><b>Conditions:</b> none.</p> <p><b>Reveal &amp; Points:</b> at end of game. 1 OP for a trooper that started outside your DZ, 2 OP for a trooper that started in your DZ.</p>
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Triangulation	Dominate the Pigeon	Advance
<p><b>Objective:</b> have a beacon within 8" of a table corner in the enemy DZ.</p> <p><b>Conditions:</b> using a Short Skill and a successful WIP roll, place a beacon as if it were a Deployable Repeater. The beacon has ARM1 BTS3 STR1 &amp; Mimetism and must have 1 STR at the end of the game.</p> <p><b>Reveal &amp; Points:</b> when declaring skill.</p>	<p><b>Objective:</b> dominate the enemy HVT's surroundings.</p> <p><b>Conditions:</b> have more points of non-Null troops in the enemy HVT's Zone of Control than the enemy does.</p> <p><b>Reveal &amp; Points:</b> at end of game. 1 OP for more points, 2 OP for at least twice as many points.</p>	<p><b>Objective:</b> have at least three non-Null models over the centreline at the end of the game.</p> <p><b>Conditions:</b> none.</p> <p><b>Reveal &amp; Points:</b> at end of game. 1 OP for three models, 2 OP if they started in your DZ.</p>
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Search the Console	Capture	Intimidation
<p><b>Objective:</b> search the consoles with your troopers.</p> <p><b>Conditions:</b> this is a short skill which requires BtB contact and a successful WIP objective roll. It cannot be done in ARO.</p> <p><b>Reveal &amp; Points:</b> when declaring the skill. 1 OP per Console successfully searched to a maximum of 2 OP. Objective Roll.</p>	<p><b>Objective:</b> kill enemy troopers in close combat.</p> <p><b>Conditions:</b> take two enemy models to Dead state via CC Attack or Coup de Grace.</p> <p><b>Reveal &amp; Points:</b> at end of game. 1 OP per model.</p>	<p><b>Objective:</b> put an enemy trooper into Dead state within the enemy HVT's sight.</p> <p><b>Conditions:</b> the kill must be within the enemy HVT's LoF.</p> <p><b>Reveal &amp; Points:</b> when model is killed.</p>
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Kill the Boffin	Dominate the Consoles	Touch the Flag
<p><b>Objective:</b> Put an enemy Doctor, Hacker or Engineer into Dead state.</p> <p><b>Conditions:</b> the kill can take place at any point during the game. If there are no Doctor, Hacker or Engineer, count the trooper worth the most points.</p> <p><b>Reveal &amp; Points:</b> at end of game.</p>	<p><b>Objective:</b> dominate the areas surrounding the Consoles.</p> <p><b>Conditions:</b> have more points of non-Null troops in a Console's Zone of Control than the enemy does.</p> <p><b>Reveal &amp; Points:</b> at end of game. 1 OP for one Console, 2 OP for two Consoles.</p>	<p><b>Objective:</b> Reach the enemy flag.</p> <p><b>Conditions:</b> use a Short Skill while in BtB contact with the enemy Flag. You must make a WIP objective roll and there can't be any non-Null enemy troopers in contact with the Flag.</p> <p><b>Reveal &amp; Points:</b> when declaring the skill.</p>
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Forward Target	Capture the Flag	Objective
<p><b>Objective:</b> sabotage a piece of terrain in the other half of the table with a short skill/WIP check.</p> <p><b>Conditions:</b> privately nominate the piece during deployment. Models need BtB contact and a successful WIP objective roll. This can't be done in ARO or the first turn.</p> <p><b>Reveal &amp; Points:</b> when declaring the skill.</p>	<p><b>Objective:</b> be near to the enemy flag while keeping your flag clear.</p> <p><b>Conditions:</b> have a non-Null trooper in ZoC of the enemy flag at the end of the game and no non-Null enemy troopers in ZoC of your flag.</p> <p><b>Reveal &amp; Points:</b> at end of game.</p>	empty
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<p style="text-align: center;"><b>Outmanoeuvred</b></p> <p><b>Ability:</b> Your opponent must reveal a random private objective Card. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Re-roll your Initiative roll. <b>Use:</b> Immediately after rolling.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Specialists get a +3 MOD on all objective rolls. <b>Use:</b> Before deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Outmanoeuvred</b></p> <p><b>Ability:</b> Your opponent must reveal a random private objective Card. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Re-roll your Initiative roll. <b>Use:</b> Immediately after rolling.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Specialists get a +3 MOD on all objective rolls. <b>Use:</b> Before deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Outmanoeuvred</b></p> <p><b>Ability:</b> Your opponent must reveal a random private objective Card. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Re-roll your Initiative roll. <b>Use:</b> Immediately after rolling.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Specialists get a +3 MOD on all objective rolls. <b>Use:</b> Before deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>
<p style="text-align: center;"><b>Advance Scouting</b></p> <p><b>Ability:</b> Add one to the Infiltrate skill level of a trooper. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Add one to the Forward Deployment level of a trooper. This can include troopers that don't have the skill. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Give a trooper the Multiterrain skill. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Advance Scouting</b></p> <p><b>Ability:</b> Add one to the Infiltrate skill level of a trooper. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Add one to the Forward Deployment level of a trooper. This can include troopers that don't have the skill. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Give a trooper the Multiterrain skill. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Advance Scouting</b></p> <p><b>Ability:</b> Add one to the Infiltrate skill level of a trooper. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Add one to the Forward Deployment level of a trooper. This can include troopers that don't have the skill. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Give a trooper the Multiterrain skill. <b>Use:</b> When deploying the trooper.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>
<p style="text-align: center;"><b>Emergency Reserves</b></p> <p><b>Ability:</b> You may set aside an additional trooper to deploy after your opponent. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Your opponent sets aside one less trooper to deploy after you. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Ignore the Exclusion Zone within the ZoC of your HVT. <b>Use:</b> Before deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Emergency Reserves</b></p> <p><b>Ability:</b> You may set aside an additional trooper to deploy after your opponent. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Your opponent sets aside one less trooper to deploy after you. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Ignore the Exclusion Zone within the ZoC of your HVT. <b>Use:</b> Before deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Emergency Reserves</b></p> <p><b>Ability:</b> You may set aside an additional trooper to deploy after your opponent. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Your opponent sets aside one less trooper to deploy after you. <b>Use:</b> Before deployment.</p> <p style="text-align: center;"><b>OR</b></p> <p><b>Ability:</b> Ignore the Exclusion Zone within the ZoC of your HVT. <b>Use:</b> Before deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>

<p style="text-align: center;"><b>GPS Hack</b></p> <p><b>Ability:</b> Place an item of scatter terrain in your table half. No larger than 40mm in any dimension. <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Shift a Console 4". <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Move an HVT 4" following the General Movement Rules. No AROs are generated. <b>Use:</b> After deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>GPS Hack</b></p> <p><b>Ability:</b> Place an item of scatter terrain in your table half. No larger than 40mm in any dimension. <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Shift a Console 4". <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Move an HVT 4" following the General Movement Rules. No AROs are generated. <b>Use:</b> After deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>GPS Hack</b></p> <p><b>Ability:</b> Place an item of scatter terrain in your table half. No larger than 40mm in any dimension. <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Shift a Console 4". <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Move an HVT 4" following the General Movement Rules. No AROs are generated. <b>Use:</b> After deployment.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>
<p style="text-align: center;"><b>Intelligence Report</b></p> <p><b>Ability:</b> Your opponent must say if their lists contains one or more troops with Airborne Deployment or TO Camouflage. <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Pick one marker deployed by your opponent. The contents of that marker becomes public information. <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Get a one-use +3 MOD on an objective roll. <b>Use:</b> Reveal after deployment, use before making the roll.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Intelligence Report</b></p> <p><b>Ability:</b> Your opponent must say if their lists contains one or more troops with Airborne Deployment or TO Camouflage. <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Pick one marker deployed by your opponent. The contents of that marker becomes public information. <b>Use:</b> After deployment.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Get a one-use +3 MOD on an objective roll. <b>Use:</b> Reveal after deployment, use before making the roll.</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Strategy</b></p> <p style="text-align: center;">empty</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>
<p style="text-align: center;"><b>They're in the walls!</b></p> <p><b>Ability:</b> Put one of your unlinked troopers in Suppression Fire state. <b>Use:</b> During reserves. Costs one extra card.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Move one of your troops 4" following the General Movement Rules and the trooper's deployment restrictions. No AROs are generated. <b>Use:</b> During reserves.</p> <p style="text-align: center;">empty slot</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>They're in the walls!</b></p> <p><b>Ability:</b> Put one of your unlinked troopers in Suppression Fire state. <b>Use:</b> During reserves. Costs one extra card.</p> <p style="text-align: center;">OR</p> <p><b>Ability:</b> Move one of your troops 4" following the General Movement Rules and the trooper's deployment restrictions. No AROs are generated. <b>Use:</b> During reserves.</p> <p style="text-align: center;">empty slot</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>	<p style="text-align: center;"><b>Strategy</b></p> <p style="text-align: center;">empty</p> <p style="text-align: center;">©2015 Ian Wood version 2a.03</p>

## High Value Targets

### HVTs follow the rules on p188 of the N3 Rulebook.

They must be placed at least 4" outside your DZ at the start of your deployment. They cannot be placed on top of or inside and scenery item or building. They are Neutral to both players. They can be synched as per the Civvie rules, this is an objective roll.

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	6	5	10	11	0	0	1	2

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## Storm

### During the first turn, the battlefield is covered by a storm:

All open terrain counts as Difficult Terrain (Aquatic/ Desert/Mountain/Jungle). Visibility Conditions are increased by one, so open areas are Low Visibility, Low Visibility Zones becomes Poor Visibility Zones and Poor Visibility Zones become Zero Visibility Zones

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## Flag

### Each player has a Flag.

They must be placed inside your DZ at the start of your deployment. They cannot be placed on top of or inside a scenery item or building. They are destroyable terrain items. Cancel Unloaded state by spending a Short Skill in BtB. The ZoC of your Flag counts as part of your Deployment Zone.

ARM	BTS	STR	S
3	3	1	2/3

Mimetism, Baggage, DZ Extension

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## Console

### There are three Consoles on the battlefield.

Starting with the player with Initiative, alternately place a Console over the central line of the table. They cannot be placed on top of or inside a scenery item or building. They are destroyable terrain.

ARM	BTS	STR	S
3	3	2	2/3

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## Exclusion Zone

There is an Exclusion Zone covering an 8 inch area on either side of the central line of the game table. The Airborne Deployment, Impersonation, Infiltration, and Mechanized Deployment Special Skills cannot be used to deploy in the Exclusion Zone. This does not apply to troopers that suffer Dispersion or to troopers that are inside their Deployment Zone.

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## empty

empty

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## empty

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## empty

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