

Operation: *Rising Sun*

***The Third Campaign for infiNity N4 on
Tabletop Simulator - by Vaulsc***



Vaictiin-L9 was little more than a mining planet until TransEtherea Company was acquired by Switech Corporation. Exportation laws changed, then all eyes were on the small and distant region as an explosion in commerce took place. Though the planetary government had been democratic and representative of Vaictiin-L9 workers as well the populous neighbouring world, Eyama-L8, Switech swiftly seized control of the entire solar system...

Event 1 - With the support of corporate funding, the various mercenary factions of NA2 moved to establish military dominance, but were outmatched by a mighty division of the Military Orders, sent by PanOceania to restore order and religious faith alike. A bitter confrontation between the Order Knights and Nomad opportunists ended in a narrow victory in the name of PanOceania rule.

Event 2 - A swift and vicious invasion of planet Vaictiin-L9 by Morat forces was barely held back, and only thanks to the exemplary acts of skill by Haqqislam generals. Meanwhile, the Japanese Secessionist had made the system their home, undeterred by their former YuJing

masters. Once the agents of the EI had been defeated, an ultimate showdown between Haqqislam and JSA agents was staged and finally won by the Japanese, with respect earned and deserved on both sides.

Event 3 - To be decided by you.

Read short stories from the campaign here:

<https://docs.google.com/document/d/1zm8YVmbmZowAz8vvt-tZcZx-aZ7RImMH2sJ8nZ4uORw>

OVERVIEW

Operation: Rising Sun is the third event in the campaign series that has so far included *Operation: Wraithstar* and *Operation: Militant Purity*, an infinity N4 competition managed by Vaulsc, intended to run from **5th November 2021 -> 3rd December**. Players will sign up and pick a vanilla faction or sectorial that they will play four matches with during this time. At the sign-up stage, all participants will be grouped into eight overall faction teams that will include vanilla faction players as well as sectorial players.

The groups are: 1) **PanOceania** 2) **YuJing** 3) **Nomads** 4) **Ariadna** 5) **Haqqislam** 6) **Aleph and 0-12** 7) **Combined Army** 8) **NA2 and Tohaa**. Each faction group will have a corresponding role within the Vaulsc Gaming discord server and there will be a private chat room for each faction group. Each group will also have a nominated leader that will be responsible for coordinating strategy and making decisions on behalf of that faction group.

Example: *Johnny signs up and chooses Caledonia as his faction. He gets registered into the Ariadna faction-group and given a new role in the discord that allows him to see the secret chat for Ariadna players. The faction boss deals with Vaulsc to work out matchmaking and then puts Johnny up against one of the players representing an opposing faction. Johnny then talks to that other person and schedules a game of infinity on TTS within the next week that then gets reported, and his score is added to the overall faction score.*

The competition will go for four rounds. For each of these rounds (except the first), the faction groups will play off against each other, matching all players within a particular faction group against all the other players of their opponent faction for that round. The total number of TP, OP, and AP for every inter-faction match will be tallied to determine the winner of each inter-faction match for each round. By the end of the event, the faction groups will be ranked according to their total scores. The match pairing of factions for rounds 2-4 will be determined by a leaderboard ranking of current scores, however the overall event winner may not necessarily be determined by which faction wins all of their matches.

Announcements and updates posted at <https://www.youtube.com/user/VaulSC>

It is **absolutely mandatory** to join the Vaulsc gaming discord in order to participate.
<https://discord.gg/jdaZAxt>

The main spreadsheet to see player teams, leaderboard, and match pairings will be here:
https://docs.google.com/spreadsheets/d/1pDrrG7GyCcfp8Yzi831s9Z10h6FLpGr_KrTNCAnTx4E

RECON ROUND

As mentioned above, the faction teams will play off against each other each round except for the first round. The first round is called the 'Recon Round', and for this every player in the campaign will draw a random opponent from a random team (but they can't draw someone from the same team as them).

At the end of the Recon Round, we will look at whether any one team is far ahead or behind the other teams on points. This may result in some players being asked if they want to switch teams in order to bring the average skill level of each team closer together.

After that, the teams will be ranked according to total TP's scored, and the top team will then have their total reduced to 8, and the 2nd place team's score reduced to 7, the 3rd place team's score reduced to 6, and so on down to the team in last place getting 1TP in total before moving on to round 2. The purpose of this is to make sure that the Recon Round game does matter and results in a starting advantage for teams who do well in it. But it also helps us to minimize the negative effects of one team starting the campaign with an unfair proportion of high level players.

Everyone is welcome and encouraged to play in the campaign regardless of skill level.
There are a lot of custom rules in this document--don't worry, if you are inexperienced, most of this stuff is for your team-mates and the team leader to deal with. Go ahead and sign up, this campaign is going to kick some serious ass and will be immensely fun.

I know how to play infinity but I'm new to TTS...

Your skills will quickly be transferable, and even half an hour of practicing by yourself in the TTS environment is enough to get most players familiar and up to speed with the format. A good starting point is the following tutorial: <https://youtu.be/nBkqLY6Lvd0>

How do I enter?

Read this entire document first and make sure you understand all of the rules. Then fill in the [sign-up form here](#):

<https://docs.google.com/forms/d/1w3VSpkiQB3D245sQBncW9FcXzHrUAjQWeqdeQk2XNMg>

Is there an entry fee?

No. Everyone can play in the campaign for free, even though there has been a fee in previous campaigns.

If you would like to make an optional donation to vaulsc for running this event, you could send something via paypal to serathas@msn.com but only if you feel you want to.

It would normally be the case that players who make a donation will have priority when it comes to staying on the faction team that they want to be in. However, we're hoping that this won't be an issue as it's likely the teams will have reasonably even numbers and there are always some players who are flexible and willing to play for a different team if asked.

Who are the faction commanders?

Before the event starts, Vaulsc promotes eight faction commanders, one for each team. Each of these players will be responsible for leading discussion in the private faction group chats within the discord server, and ultimately reporting the decisions each round to Vaulsc. We are currently looking for people to serve this role, please apply using the following form if you would like to command your favourite faction:

https://docs.google.com/forms/d/1gPSUaHsYf_fERGh9ZWU2_VI0V5D20axVP81-gSyWRbk/edit?usp=sharing

What was the outcome last time?

The NA2 mercenary team, consisting entirely of Japanese Secessionist players, led by the honourable and famed Badlazzor, battled fiercely against powerful Morat forces and the Non-aligned armies of Haqqislam--who had bought out all of the other mercenary contracts on the planet besides the Japanese themselves. Ultimately, after a deadlock that had lasted weeks, a showdown between the Japanese and Haqqislam generals was the deciding factor.

	TP	OP	CP	GP
Japanese Secessionists	94	192	590	42
Combined Army	90	193	440	42
Non-aligned Haqqislam	89	192	730	40
PanOceania	85	167	405	42
YuJing	81	196	515	40
Aleph+012	78	143	435	41
Nomads	76	183	285	42
Ariadna	68	149	380	41

We are about to embark upon the third campaign in this series. Described above is the outcome of the second campaign. Veterans will remember that PanOceania was victorious in the first campaign, primarily due to the concerted effort of faithful brother knights from the Military Orders. Though absent from the second phase of the campaign, it is rumoured that they are making a return...

What about the maps and missions?

During the campaign there will be a pool of 'Locations' that the factions will be fighting over. Each location consists of a specific map and mission, meaning that each map is created for a specific mission. The maps will be made available before the event starts, so make sure you are subscribed to the following steam mod:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2052742124>

For the first round, which is the 'recon round' described above, ALL games will be played on:

- Neural Net

After this, the rounds will proceed as normal faction vs faction encounters where all players from one team will play only opponents from a specific enemy team. But all campaign games in round 2 will use one of the maps in the following group:

- Supplies
- Unmasking
- Finish Line

For round 3,

- EDX operations
- Frostbyte
- Oblique Assault 2

And for round 4,

- Frontline
- Recovery
- Tempo War

Before rounds 2, 3, and 4 begin, the teams will be given a quota that they have to meet in terms of the number of players assigned to each mission for that round. For example, if there were 8 players per team, the quota may be that each team must assign 3 people to play supplies, 3 to play unmasking, and 2 to play finish line.

The purpose of this system is to generate discussion within each team. The faction boss will have meaningful decisions to make about which players/sectorials might do well on which mission, what sectorials their opponents will assign to each mission, and whether certain players have a lot of experience on the style of map or mission rules in question.

The maps will be released before the event starts.

Some of these missions are from ITS season 13, the others are from Vaulsc's custom missions pack which can be found here:

<https://drive.google.com/drive/u/0/folders/0BxyT2Z7parkCY0RKVXBsNXAwUkE>

What if my scheduled game doesn't go ahead?

Unlike the TTS league seasons, your next match isn't determined by the score you got in your previous match. For example, if you are playing for YuJing and you are given an opponent from Nomads, the other players on your team will have mostly finished their games and the outcome of the inter-faction match overall may have been decided by the larger numbers.

However, it is strongly recommended that everyone finishes their game within the normally allotted time of one week. It isn't fair to deny the other faction a chance for additional points simply by not showing up. It may also be possible for the faction commander to negotiate a change of match pairings if the situation is reasonable.

If the match really can't be played, the team whose player was the one available despite the no-show from the opposition will score 4x TP, but no OP or AP unless the available player wants to play Vaulsc or another member of the enemy team. If they choose to do so, whatever result they get against that player will be what counts for the campaign record that round. Only the available player can make that decision--their faction commander or team mates can't ask them to take any particular option.

Don't sign up for this event if you can't play during weekends.

When do I decide on my army list?

Unlike an in-person live tournament, this event will be stretched out over several weeks. Because of this, players are allowed to decide upon a new army list *after* knowing which opponent they are matched up against and *after* seeing the table that they will be playing on and *after* knowing what mission they will be playing, but *before* arriving for the game itself. This will be the same for everyone, and although there are many things players can do to take advantage of this, every player will have that same advantage. This system has worked fine for the last two events.

There was a vote held after the infinity TTS league season 1, and 100% of players voted for this system. There are now some newer players who would prefer lists to be locked in for the whole event--please bear in mind that we tried this in season 1, and people couldn't handle the 'fatigue' of being stuck with lists that they wrote over a month ago when it came to their last couple of games.

If you want to be sure that your opponent has decided upon their list before the game starts, arrange to have them send their army code to tabletopsimulatorleague@gmail.com for verification purposes. The opponent can ask for verification of it later. If neither player feels the need to have lists verified, it can be agreed before the game starts that lists won't be checked.

Players are allowed to use a new army list for every game they play, but must represent **one** faction/sectorial throughout the entire event.

Can I observe games?

Yes. To do this, you will need to gain permission from BOTH players, they will need to host their room with a capacity for more than two players, and you will stay in spectate mode.

Alternatively, the game might be streamed via discord screen-share, or on twitch. If you are in the voice chat with them, please respect any requests for you to stay on mute if that's what they want. Please don't be rude and tell other people about their lists, hidden info etc. Don't take offense if people don't want to be spectated.

It is NOT permitted for anyone to talk to the players about the game (until it is over) unless they specifically ask you to. **Even if they are following the rules incorrectly, you must allow them to continue to do so unless they ask for external advice.**

If you are streaming your game on twitch or youtube, make sure you tell your opponent. People are going to talk about your game in chat and you are going to see their comments about the

game, which could lead to one player having an advantage. If your opponent wants you to stop streaming because they are uncomfortable with this, you're going to have to stop or put your stream on a long delay like 15mins etc.

If both players agree, they can nominate a third party to have permission to proactively advise whenever the rules have been followed incorrectly, or make judgements about range or LOS, but if either player prefers not to have a third party involved, refer to the previous paragraph. Please talk about this before the game.

How do I report the result of my game?

The player who won the game should fill out the form provided on google drive. Both players can of course check the spreadsheet afterward and make sure the data was captured correctly by Vaulsc, as the numbers will be posted to a public spreadsheet. Send a DM to Vaulsc if the data has been entered incorrectly.

https://docs.google.com/forms/d/1WRbvu17cDwqq0S7MQtG3p6QfqzPPO_uoHxIQuOwv8Dw

Sportsmanship?

All players are expected to maintain a friendly and positive attitude at all times, even if you are on an exceptionally bad run of dice variance. If your opponents are complaining about you independently of each other, you get a pretty serious warning, and if the problem persists, you will likely be dropped out of the event and banned for future ones.

Clocks and time restrictions are not mandatory. However, show courtesy to your opponent by playing in a reasonable and timely manner. Do not take too long to agonize about minor decisions and constantly slow the game down by looking for minute advantages or slight interpretations that may potentially go your way, all the time. This constitutes bad sportsmanship. If any of the above is vague, discuss this in discord to get a community perspective.

Can I use the 3D Miniatures?

Yes, and you should wherever possible. It's acceptable to use 3D miniatures for some parts of your army and 2D for others, especially as we have a limited 3D catalogue. For example, you might want to have a 3D TAG or 3D HVT in amongst your other 2D pieces. Visit the workshop showroom here:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2087805624>

Campaign Mechanics



Are ITS season 13 rules being used?

This event is not an official ITS event because the results will not go into the global rankings, and the data is not handled by the Corvus Belli system. Also, *some* of the missions will not be from the ITS season 13 pack--as they will be custom missions instead.

However, the ITS season 13 pack rules will be used for this event in terms of how tournament points are scored (page 7 of their PDF), same with the civilian rules.

Some of the missions for this event are Corvus Belli missions, and will be played according to the rules printed in the season 13 ITS pack, with some special rules not in effect (see below).

NONE of the extras found on page 12 of the ITS season 13 pack will be used.

We will also NOT use these rules in the campaign:

- Tactical Ride

- Any rules relating to 'INTELCOM CARD'
- Bike Recon. Please note, there IS another way to get a free bike added to your army, please see the camcor rules later in this document.
- Blizzard
- Defensive Turret F-13. Please note, there IS another way to get this turret added to your army, please see the camcor rules later in this document.
- Automated Defense System (ADS)
- Antarctic Territory. Despite not using this rule, there may be some special terrain rules in some of the map/mission locations. The campaign is *not* taking place on the continent of Helheim.

There will be some custom changes in effect for this campaign as follows:

1. If your army list consists of only ONE combat group, your opponent may spend one command token as normal to restrict your total orders. However, instead of stripping 2x orders from your group, the expenditure of this token instead limits your total order expenditure to 12. "Orders" include regular, irregular, LT, tactical awareness, snowtracker, NCO, but not impetuous. What we are saying here is that if you could normally get to 13 or more orders in your first turn due to abilities, your opponent can cap it at 12 by spending 1x command token if you are going first.
2. Players are NOT required to inform their opponent of their Lieutenant's WIP value when rolling for initiative before the game starts.

Champion Match

From round 2 onwards, every team must nominate one of their players to be the champion for that particular round. It can be the same person every round or a different person for certain rounds. Faction commanders must communicate with each other about which mission their champions will be assigned to so that they fight at the same location. If no agreement is reached, Vaulsc will simply randomize this and swap the champion's mission assignment with one of the other players on the team so that the champions meet as intended.

The faction commander cannot also be the faction champion.

The champion player who defeats the enemy team champion will score an additional 1 Tournament Point for that game. There is no penalty or modifier for the losing team other than missing out on that bonus point. In the event of a draw, points are scored normally with no bonus.

What are Campaign Correspondents? (Camcors)

During a game of infinity, a player's Lieutenant and other troopers are tasked with short-term mission objectives--they must win the battle. For every match in this campaign, every player will be allowed to deploy a Campaign Correspondent model along with their army: this is a model that represents an agent from their overall faction team who is tasked with ensuring that the army conducts itself in a way that will maximize the faction's chances to win the campaign overall, not just that particular battle. A Camcor is not a highly trained soldier, but is an important stakeholder in the overall efforts of the faction to achieve campaign dominance.

A Camcor is considered a friendly trooper, not a civilian, and has the following profile:

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	11	10	12	0	0	1	2

The following rules apply to a player Camcor:

- The Camcor is deployed on the table like a normal trooper, with no additional deployment rules, and may be chosen as a reserve model
- It isn't paid for by points or featured in an army list, but for the purposes of 'army points killed' or 'points contesting a zone' in some missions, consider it to be worth 10 points
- If you have two combat groups, tell your opponent which group it is in. However, it doesn't take up a 'slot' in the group, this is only for the purpose of which pool of orders can be spent on it. You can move it between groups by normal means.
- Camcors do not generate orders of any kind, however the player may spend orders on a Camcor as if it were a normal friendly trooper. It counts as a trooper with 'regular' training for the purposes of co-ordinated orders, which it *can* be part of
- Only equipment is a pistol and CC weapon. But it can be equipped with more gear, please see the inventory rules later in this document.
- It has the specialist operative skill, and can be used to complete objectives and some classifieds.
- Camcors can be revived by doctors and have negative effects removed from them by engineers as normal.
- A Camcor does have a cube, but does not have the 'hackable' trait
- If a mission involves a DataTracker (or snowtracker), the Camcor can be the DataTracker, and benefits from any other bonuses a DataTracker might have for that mission.
- Consider it to have the 'character' tag for the purposes of achieving classifieds, however in this case the player actually has to come up with a name and preferably one or two lines of background story info about their Camcor.

- A Camcor may form a Fireteam:Duo with another model in your army unless the other model is impetuous, irregular, or a remote. It can do this even if you are playing a vanilla faction. The model it is forming the Duo with doesn't need to have the Fireteam:duo skill.

Camcor Progression

Every Camcor will gain experience and level up after every game in this campaign. After the game has been fully resolved, both players will roll a D20 for their Camcor and consult the progression chart, as their Camcor has gained valuable experience from the encounter and training from their faction's high command following the battle.

- Make only a single roll on the chart after every game, including the final round 4 game (you might want to tell your friends what kind of inconsequential roll you got to finish the campaign with). Also, what if the campaign extends to 5 rounds?
- Apply the result of the roll permanently to your Camcor for the rest of the campaign. You will be responsible for keeping track of this, and please note what your opponent rolled in case of any accused cheating and audit.
- Your opponent must witness the result of your roll. If you forget to do this while your opponent is around, send a DM to Vaulsc and it will be randomized for you.
- The result of the roll stacks with any previous results from earlier games, even if you roll the same result. This is how you might develop your camcor in one direction by randomly rolling up the same result more than once.
- Roll on the chart after every game even if your Camcor dies during the game, and even if your Camcor does nothing during the game. Everyone gets to roll once after every game.
- If your Camcor causes the enemy Camcor to enter the unconscious or dead state during the game, you are allowed to modify the result of your roll by 1, up or down. Meaning that if you rolled a 7, you could modify it to a 6, giving you the option of taking the BS upgrade or keeping the PH upgrade.
- RISING SUN. If you are playing the Japanese Secessionist sectorial during this campaign, your camcor automatically starts with the Martial Arts Lvl 2 ability, in addition to whatever it might gain later on the progression chart.
- MILITANT PURITY. If you are playing the Military Orders sectorial during this campaign, your camcor automatically starts with the Religious Troop ability. In any game where the opponent has a unit equipped with smoke or eclipse grenades, the Camcor also has the Dodge (+2") ability for that game.
- Champion Re-Roll: if you were the team champion for the round, and you won the game, you may re-roll the result on the progression chart ONCE if you wish. The second result stands and is what you will apply to your Camcor going into the following round.

Progression Chart

1-3	+4 Close Combat
4-6	+1 Ballistic Skill
7-9	+2 Physical
10-12	+1 Willpower
13-15	+2 Armour. If you reach +4 Armour or more the Camcor gains the 'hackable' trait.
16-17	+3 BTS.
18	Cybercor. Your Camcor now has STR points instead of Wounds and becomes a REM with the remote presence ability. Re-roll this if you get an 18 again later in the campaign.
19-20	Gain the 'Dogged' skill. If you roll this again, replace with 'NWI'. If you roll it a third time, replace with +1 Wound.

Camcor Inventory

Every team will have access to an inventory of equipment that they must keep track of and equip their player Camcors with. By default, the faction commander is responsible for this, but you may like to appoint a player (quartermaster?) to take responsibility. We recommend using a Google Spreadsheet or something similar that is only shared with members of the team for this purpose.

A Camcor is always equipped with 1x pistol and 1x CCW at minimum.

However, before round 2 of the campaign onwards, the team can equip its members Camcors with items taken from the faction team inventory. This will require organization, communication, and administration. Before rounds 2, 3 or 4 begin, each player may be told by their team that their Camcor has a certain loadout of gear. The team can give each item in the inventory to only one player, but there may be multiple copies of some items. No team member can ever receive more than three items. A camcor can't gain any additional benefit from receiving multiple copies of the same item.

For example: The recon round is over, and Round 2 is about to begin. The campaign has 11 players per faction team, and Vaulsc announces that every faction team has the following inventory:

3x Multi Rifles

2x HMG

1x Contender

1x Assault Pistol

2x Chain colts

2x Hacking Device

2x Motorbikes
1x Grenades
2x Light Shotgun
2x Submachine gun
1x EXP CCW
1x Deployable repeater (3)
2x Adhesive Launcher
1x Shock Marksman Rifle
2x Flash Pulse
2x Defensive Turret F-13
1x Medikit (becomes paramedic)
1x Red Fury
1x MK12
1x Blitzen
1x E/mitter
1x Cybermines (3)

For example: Tex McShooterson is the team commander for Ariadna. Johnny signed up as Caledonia, and is about to play a PanOceania opponent in round 2. Tex informs Johnny that his Camcor will be equipped with a light shotgun, motorbike, and blitzen for his upcoming game (but this may change as of round 3). Tex deducts those items of equipment from the inventory for this round--he won't be able to equip any other members of the team with a blitzen, and he only has one more motorbike and light shotgun to give to other Ariadna players.

The purpose of these rules is to generate engagement and discussion within the faction team camps about what players randomly rolled up for their Camcor stats and what equipment might suit them. Teams should talk about what stats and items might become relevant and useful in upcoming matches. Everything here is about encouraging communication within the teams to maximize success in the campaign.

Terrain Rules

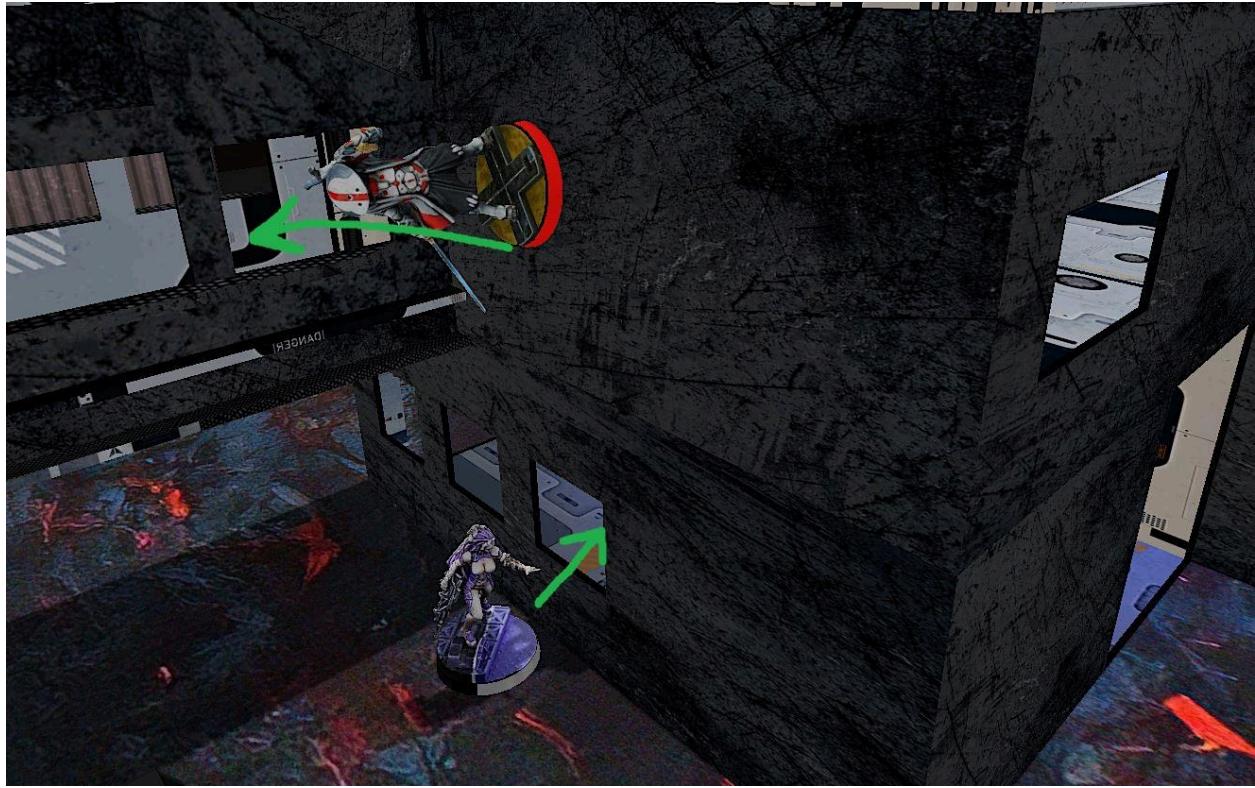


Most of the maps/terrain layouts used in this campaign will feature custom-designed buildings by Vaulsc. Infinity is a game that is at its best when decisions about position matter most. With this in mind, we want terrain to block lines of fire correctly and satisfyingly while also allowing a lot of possibility for trooper movement. Some areas of the table shouldn't simply be avoided because the terrain is too restrictive and penalizing. Please consider these principles when discussing how the terrain is played with your opponent before the game starts. If players can't agree about how the terrain is played, or would prefer to go with default rules to make things easier, then please play the terrain according to the guide as follows.

Windows

Treat all windows (on any level) as low walls for movement purposes. This means that the wall areas around the windows still block LOF, but a model's height will not stop it from crossing through a window. For example, a model with silhouette 5 might look like the top of the silhouette will connect with the wall area above a window, however only consider the wall below the window for this purpose. A model with silhouette 1 may actually be too short to vault through the window, this is intentional.

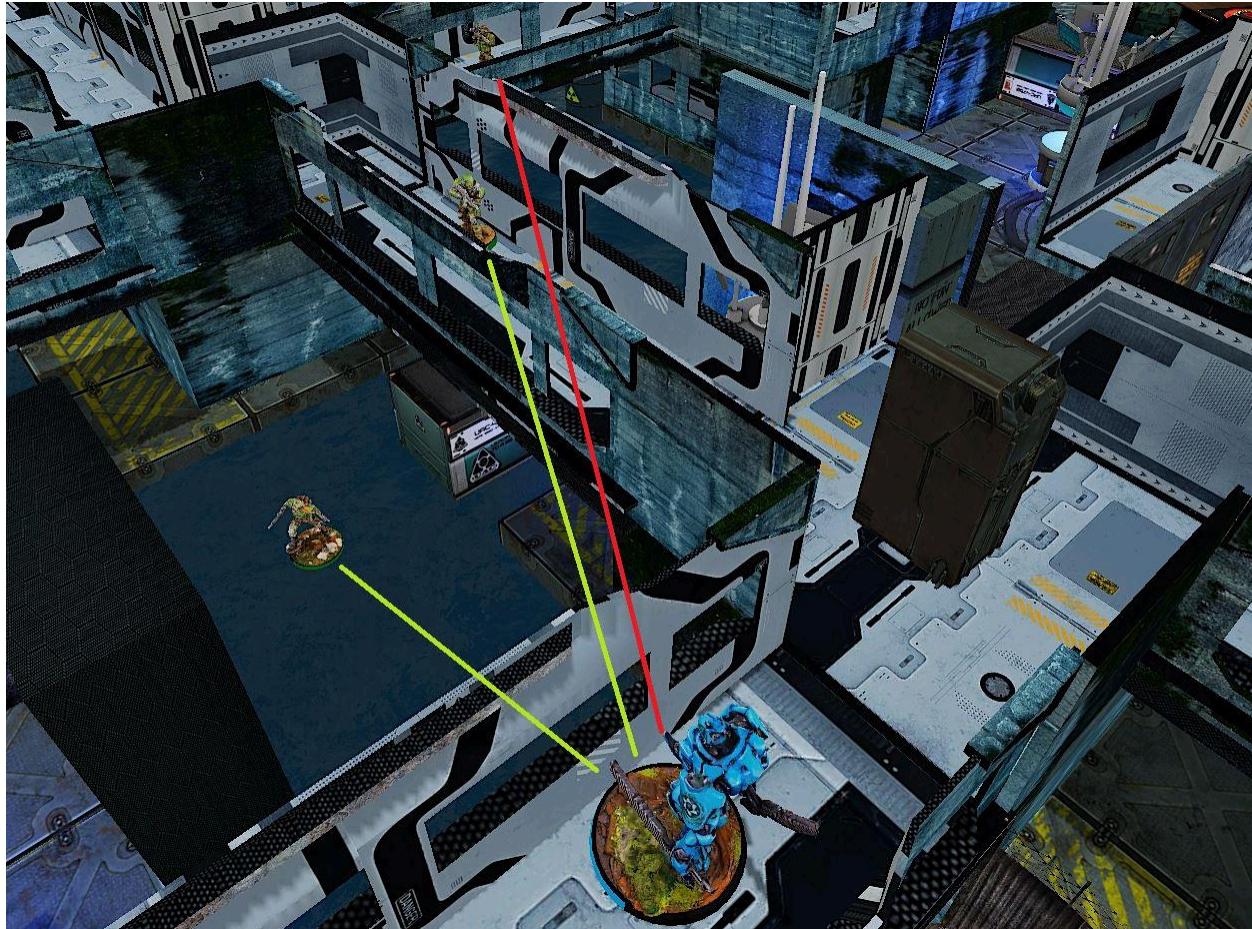
Below example: The Asura could walk into the building through the ground level window without any movement penalty. The Shikami has climbing plus and super jump. It could freely walk through the window of the bridge and onto the side of the building. It could jump from the bridge window onto the ground. It could jump from the ground onto the wall of the bridge and then enter into the bridge via the window.



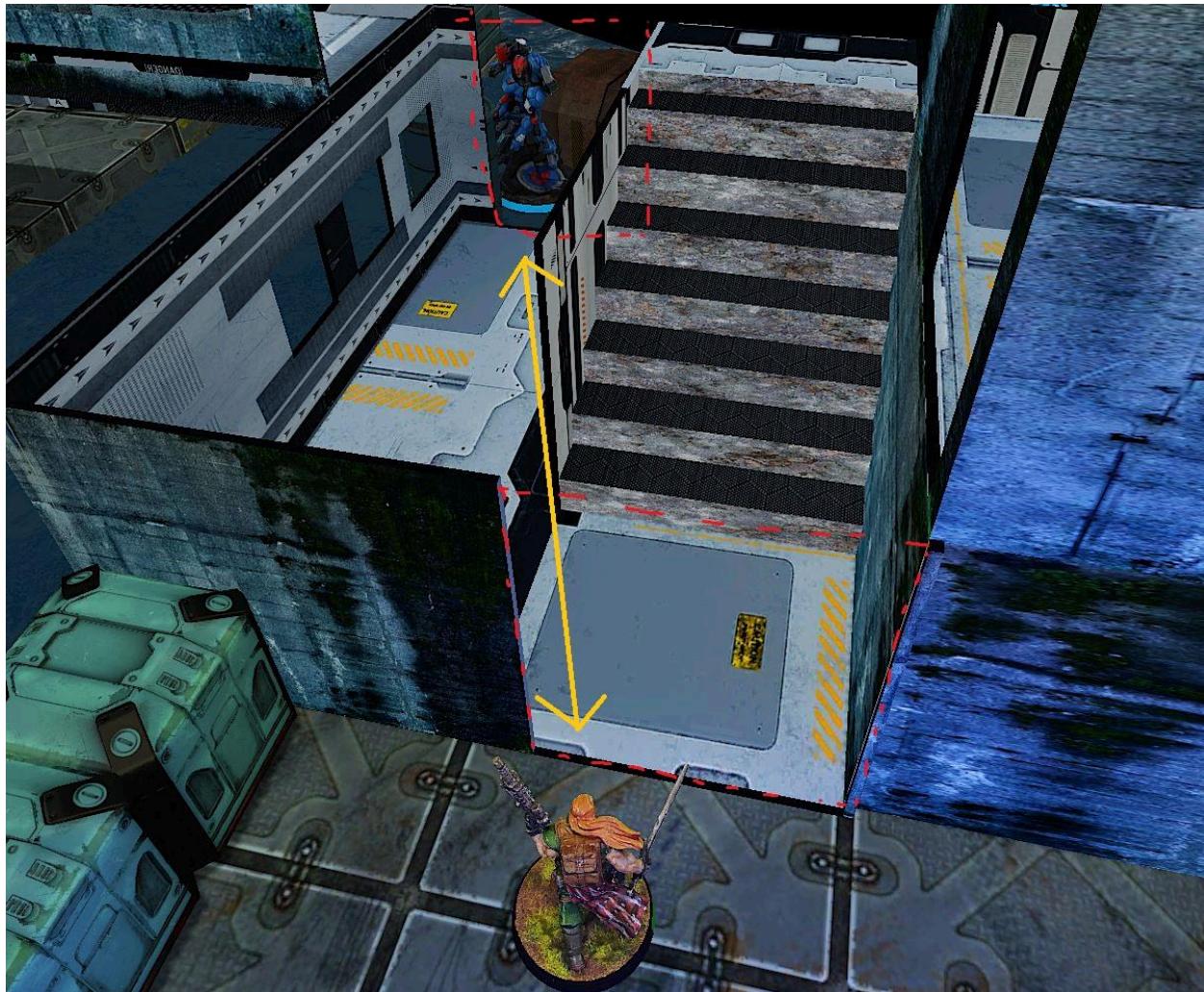
LOF through Buildings

Buildings consist of walls, doorways, windows, and stairs/elevators/ladders. LOF can be drawn into or out of a building, or from one building to another, but LOF cannot be drawn from outside of a building and then through to the opposite side of that building. If in doubt, talk to your opponent about where you think any entry points of a building are. Some examples may help:

Below example: This Tikbalang TAG is in a bridge structure, considered a building (there are a network of these on the map, all connected to other buildings). It CAN draw LOF out of the window to the Strellok in the water on ground level. It CAN draw LOF out of the window and into the nearby bridge to see the marauder on that bridge. But it CAN NOT see out of the window, into the next bridge where the marauder is, and then through the next set of windows to the bridge beyond that where the foxtrot is standing.

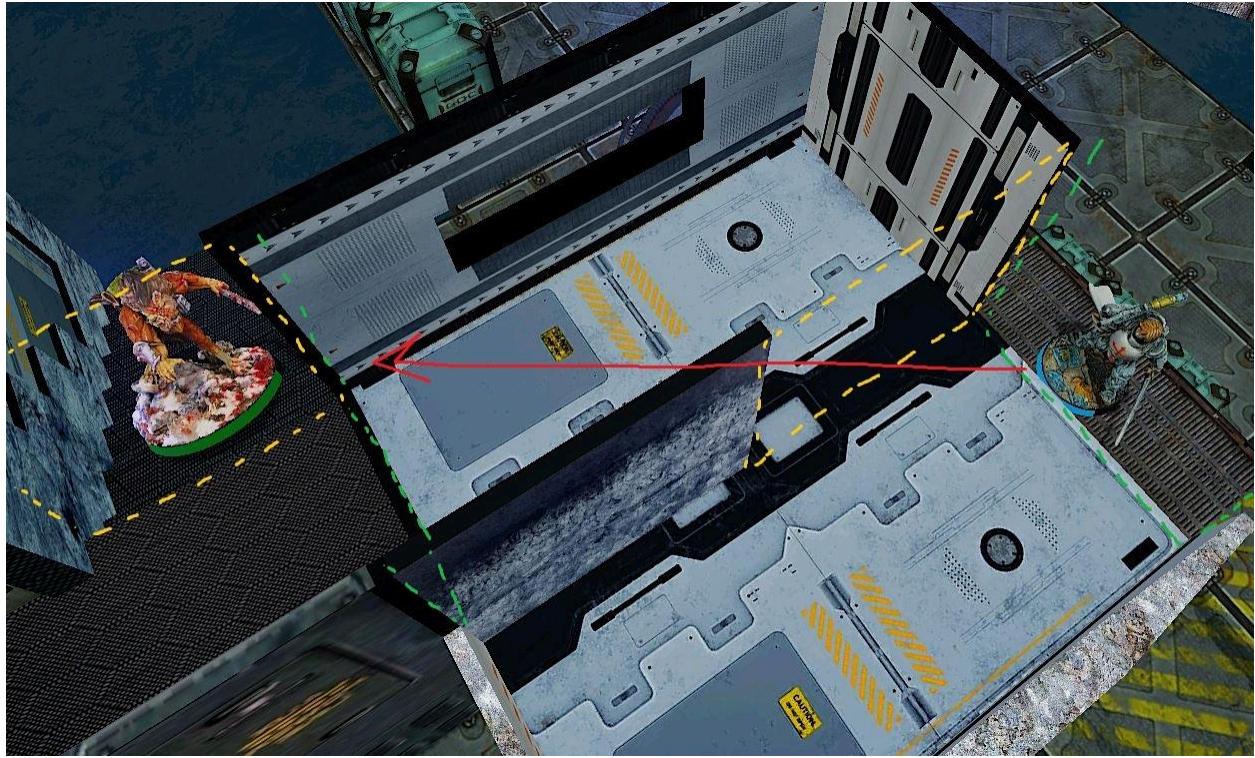


Below example: The entry points of this building have been marked with a red dotted line in the screenshot. The Wulver at the bottom of the picture can get LOF into the building through the nearby door, but it can't get LOF also through the door on the other side and out to see the Uhlan TAG. However, if the wulver moves so that any part of its base is inside the building (beyond the first red dotted line), then it will immediately draw LOF to the Uhlan. Similarly, LOF will be gained between the two models if the Uhlan moves partially or fully through the doorway on its side.

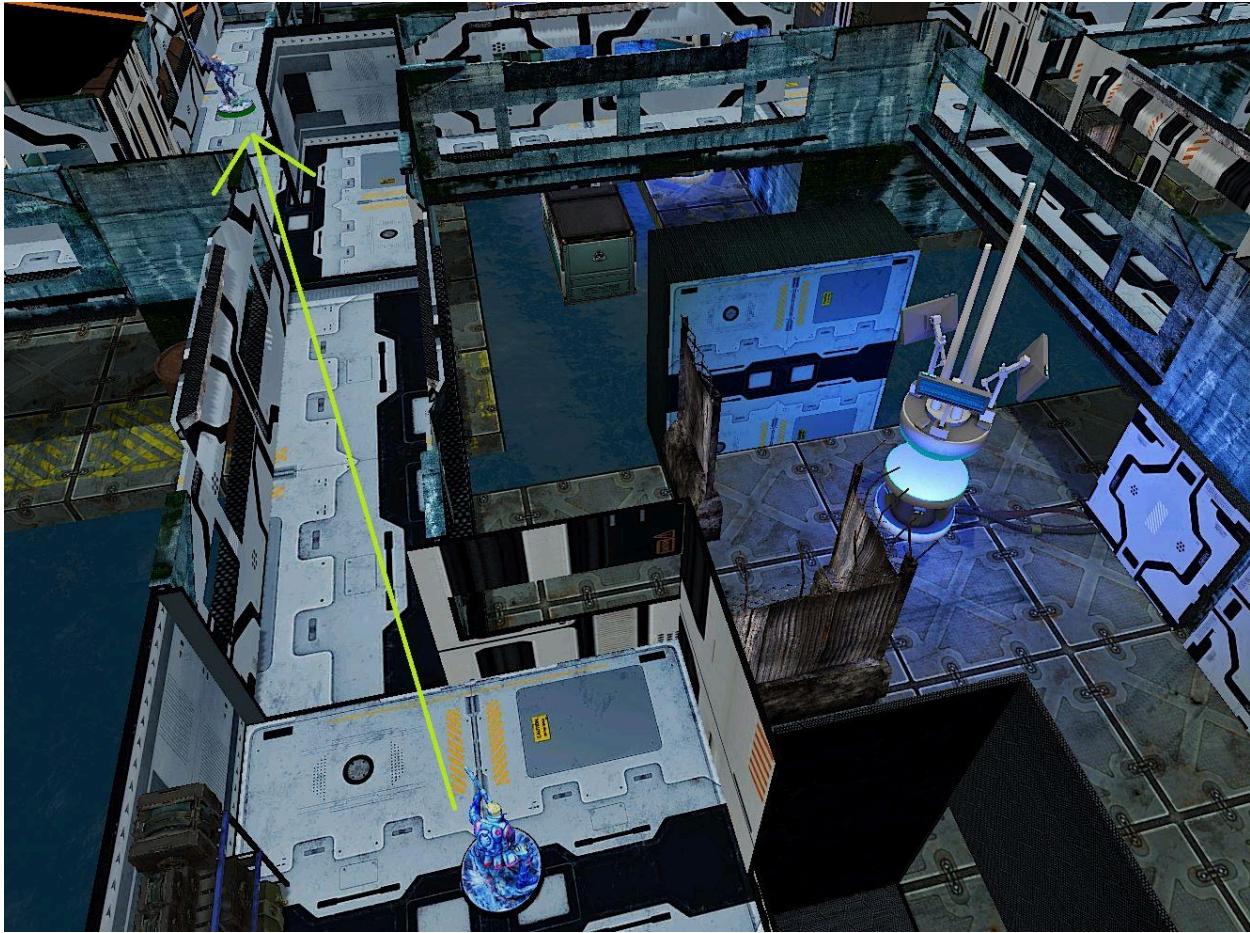


Below example: Brave Sir Galahad, Knight of Justice, is trying to hunt down an Ariadna Antipode. However, the building between both models has what seems like an 'open plan' architecture, which might confuse players as to where the doorways are. Arguably, you could consider the 'entry points' of the structure as where the green dotted line indicates in the image below.

However, I would recommend playing according to doorways along the yellow dotted line. Sometimes the terrain pieces are conjoined to other pieces in order to make a larger building structure. There are no roofs, but imagine where the roofs would be (above walls), and then think about where that would make the building openings.



Below example: This Locust has LOF to the Zenit-7 in the distance. The buildings that they are in are all connected and considered the same structure--if the LOF is being drawn continuously from one point within that structure to another point, without leaving it. The connections between buildings and bridges aren't considered to be 'doorways'.



Stairs

Stairs are considered ramps, even though they may not look like it. You can go up or down stairs while prone. You don't get cover while on stairs if it's against an enemy model further up the same set of stairs (but you would if the geometry of the stairs gives you coverage against a model anywhere else). The colliders used on 3D models in tabletop simulator are designed so that your model won't fall over while on these stairs. The same collider has been imported onto most 2D models and silhouettes as well. If your model is still falling over, try copying the collider from a model that works, onto the collider field for your model. If you don't know how to do this, just try locking the model when you've moved it, or using a prone token to indicate the model's position and leave the actual model nearby.



Elevators

The Elevator terrain piece has 3 different states. Mouse-over the piece and use the 1/2/3 buttons on your keyboard to change between the states. When the game begins, the elevators should be open on ground level and closed at the upper level (state 1). In game terms, the elevator is always considered to be in state 1 or 2 (either ground or upper floor). State 3 is purely for logistical convenience if you need to look at or click on a model stuck inside the terrain piece.

Models are not allowed to end their movement with the base partially on the elevator floor--it must be completely within the elevator floor or completely outside of it. If the elevator is open on the level that you are moving into it from, you may start or end your move completely within the elevator floor and then move the floor to the other level (ground or upper) for free without spending any additional movement or short skills. If the elevator door is closed on the level you are on, you may move into base contact with the closed door and then move the elevator to your level, where it opens. Moving the elevator floor to your level is free and doesn't cost extra movement or short skills. *You may move the elevator at the start or end of your short skill, but not part way through the movement.*

If there was an enemy model on the elevator floor, and you changed levels as a result of either coming into contact with a closed door, bringing the enemy along with the floor and opening the door to see it on your level, or simply because you moved onto the elevator floor that the enemy model was already occupying, it can ARO as normal. You can then take your second short skill (if you have one) as normal. You might also have moved your model into an open elevator floor, moved it to another level with that short skill, and come into LOF with an enemy model as a result of arriving at another level. This generates AROs as normal. If you are on the same floor as an open elevator, and you move onto its floor area, and there is an enemy model already on that elevator, you can take the enemy along for the ride as you change floors. It can ARO as you do so, and you still have a second short skill with which to fight back.

Below example: This Haqqislam Namurr started the order on the upper floor of the attached building. He moved onto the open elevator floor, and as part of that short skill, took the elevator to the ground floor. The doors opened and he came into LOF of Hippolyta. She declares an ARO: a ballistic skill attack. The Namurr uses his second short skill to shoot Hippolyta.

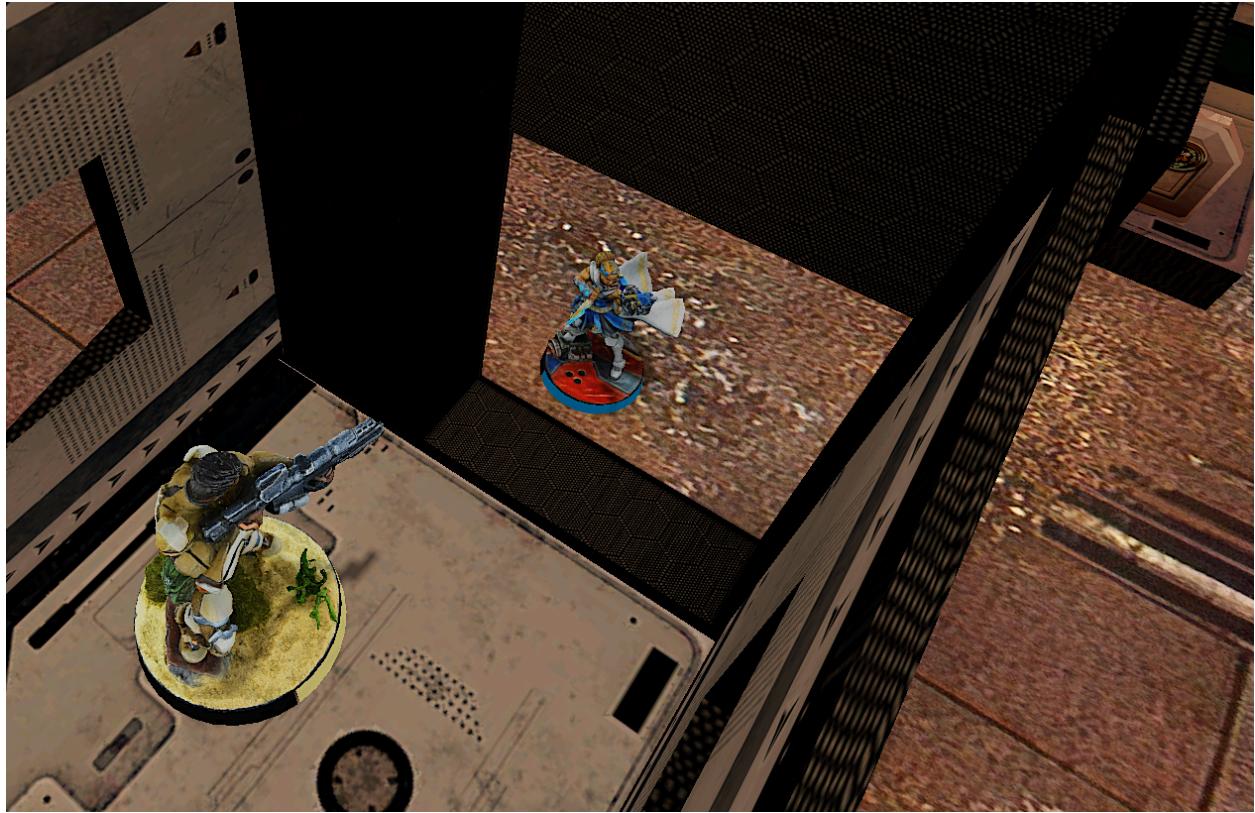


Below example: An order is spent on Hippolyta. She walks into contact with the grey elevator door on ground level, and as part of that short skill, she opens the door and brings the elevator to ground floor. This on its own won't provoke a ballistic skill attack ARO from the Namurr, because the upper floor door will close while the ground floor door opens. However, if she was to use her second short skill to actually move into the elevator AND change floors, she'll come into LOS of him. Note that her movement into the elevator would generate a ZOC ARO from him initially, so he'd lose his chance to shoot as she came up to the next floor (unless she was

unwise enough to use stealth on her first short skill, or unless the Namurr could somehow delay his ARO in this situation).



Below example: It looks like the Namurr can see Hippolyta here. But he can't. State #3 of the terrain piece has been activated in tabletop simulator, which is only for ease of use when looking around your game and getting models into the right places. The lift door should always be closed at either the ground floor or upper level, so such LOF isn't possible.



ROOFS

I haven't included roofs with a lot of my terrain. This is deliberate. Having no roofs is a way to show that we don't want models to be deployed or moving that high above the battlefield. It also means players can see what is going on inside the buildings more easily. Please bear in mind that it is not possible to use climbing plus or super jump or any other method to see above the battle field and shoot into these buildings. We are assuming that roofs DO exist but are transparent for the purposes of us looking at the game and moving our models around.

Below example: An illustration showing where the edges of roofs are (red lines) and the upper surface of rooftops (blue).

