



SECURE THE DATA

This is a rework of missions used in Pomeranian Boarding Action 150pts games. They are designed by Hansolo, KedziorVo and others and just modified here for use in Infinity: Mercenaries.

MISSION OBJECTIVES

- 1 OP for each carried Data Piece at the end of the game (max 4)
- 2 OP if at least 2 Data Pieces are carried by friendly models, at the end of the game
- 1 OP for having more Data Pieces extracted than the opponent
- 1 OP for attempting a Data Piece extraction from a Praxis Laborant at least once (regardless of the result)

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on **opposite** sides of the game table, in the Deployment Zones

Exclusion Zone. The Exclusion Zone is the area covering 8 inches either side of the central line of the game table in addition to the ZoC of each Laborant. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

PRAXIS LABORANTS

After the deployment rolls, 4 Praxis Laborants are placed on the table, in an area within 6" from the centerline of the table (Laborant Deployment Area). Each Laborant must be represented by a model of silhouette value 2.

Each player (starting with the player with first turn) must place two Laborants on the opponent's

half side of the table, at least 6" apart from each other Laborant.

Once all the Laborants are placed on the table, both players (in the same order) may reposition the Laborants placed by their opponents by 4". The ZoC of each Laborant is considered an Exclusion zone to the players.

COLLECT THE DATA	SHORT SKILL
Attack	
REQUIREMENTS	
➤ The Trooper must be in Silhouette contact with a Praxis Laborant	
EFFECTS	
➤ Allows the trooper to make a normal PH Roll to collect and pick up a Data Piece token <ul style="list-style-type: none">○ Doctors and Engineers can use Servants, but the roll is at PH-3 (using the servant PH value)○ Specialists can re-roll a failed roll once each order	
➤ If the roll is successful, remove the Praxis Laborant and give the acting model a Data Piece token.	
➤ Each unit can carry any number of Data Pieces.	
➤ By spending a short skill, a unit can pass one or more Data Pieces to a friendly model in silhouette contact.	
➤ If a unit carrying any Data Pieces goes in a NULL-state, place all carried Data Pieces to the ground, in base contact with the model.	
➤ A unit with one or more Data Pieces cannot go in marker state.	

NO QUARTER

In this scenario, the Retreat! rules are not applied.

TWIST

After the end of round 2 but before the beginning of round 3, roll a single d20. Then select and perform the twist according to the roll below.



NO TWIST (1-5)

DUDS! (6-10)

Starting with the player carrying less Data Pieces, players each nominate one already extracted Data Piece for a dud. A dud is discarded immediately. The remaining Data Pieces are worth double OPs

AAAAAAAGH (*THUD*) (11-15)

immediately place and scatter 4 more Praxis Laborants, with the same rules described in the table set-up section.

DISSOLVE (16-20)

Any Praxis Laborants still remaining on the table are removed from the game.

END OF MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **fourth Game Round**.

If one of the players starts their Active Turn with no troopers on the board (null included), the game will end immediately.

