

# SPACE INFANTRY STEEL BONES MODULE Ver 0.3

## Introduction

Steel Bones is a mini module for Space Infantry that recreates the first phases of development of the Battle drones.

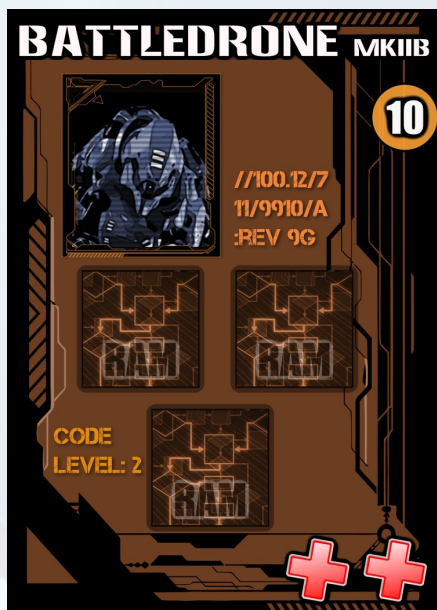
## Module Components

Steel Bones includes the following components:

- Three Battledrone cards (models MkIA, MkIIB and MkIIID)
- 10 Subsystems counters
- Two War Theater maps
- One Campaign Sheet
- Four Armored Building Cards
- One Enemy Card (Sentinels)
- Two Armored Building Nodes
- Four new Mission (inside this document)

## Battledrones

Battledrones are new type of Unit characterized by the ability to be "programmed" at the beginning of each Mission. On each Battledrone you can load up to three Subsystems that will determine its utiliza-



tion during the next Mission: Battledrones will mainly support other Units providing benefits during the Combat or for any Skill Check.

Each Battledrone has the following attributes:

- Cost of the Battledrone (in Squad Points)
- Subsystem Slots (up to three)
- Code Level
- Wounds and Armor (optional)

## Programming

In the Squad Selection Phase (3.2) you can select up to three Subsystems per Battledrone and allocate them on the three RAM slots in the Battledrone Card. Those Subsystems will define the Battledrone abilities for the next Missions. You can place a Subsystem on a Battledrone only if the level of the Subsystem is less or equal to the Code Level of the Battledrone.

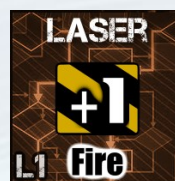
*Example: the MkIA has a Code Level of 1 and a single RAM slot, so you can only place one Subsystem of Level 1 on this Battledrone.*

MkIA and MkIIB are considered Specialist Unit and then must follow the Specialist Rules for the engagement in Combat. The MkIIID model is instead considered a Basic Unit.

## Subsystems

Battledrones can include several subsystems (one in the MkIA mode, three in the other models). Each subsystem is represented by a counter that includes the Code Level of the subsystems: you can place a Subsystem on a Battledrone only if the level of the Subsystem is less or equal to the Code Level of the Battledrone.

### Laser system (level 1).



During Combat, place the Battledrone adjacent to any Unit: this Unit will benefit of a +1 AP for every Fire Check. You can change the Battledrone position every Combat Turn but the +1 AP is always applied before the Skill Check (in other words you cannot apply the +1AP after seeing the RN).

### Shock system (level 1).



During Combat, place the Battledrone adjacent to any Unit: this Unit will benefit of a +1 AP for every Melee Check. You can change the Battledrone position every Combat Turn but the +1 AP is always applied before the Skill Check (in other words you cannot apply the +1AP after seeing the RN).



### Security Crack (level 1).



The Battledrone can provide a +1AP modifier to any Security Skill check.

### Map (level 1).



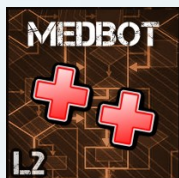
The Battledrone provides your Squad an Advance 3 Skill level.

### Force Field system (level 2).



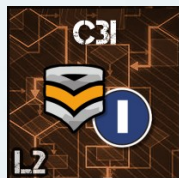
During Combat, place the Battledrone adjacent to any Unit: this Unit will benefit of an Armor 3 protection against the Fire attacks.

### Medbot (level 2).



Place on the Battledrone two MediKit Resources: you can use those Resources using the standard rules.

### C3I (level 2).



Place on the Battledrone one Command Point counter and one Intelligence Resource: you can use those markers using the standard rules.

### LasRifle (level 3).



The Battledrone provides your Squad a Fire 4 Skill level usable in Combat at Fire Range.

### LasBlade (level 3).



The Battledrone provides your Squad a Melee 4 Skill level usable in Combat at Melee Range.

### Scorpio (level 3).



The Battledrone provides your Squad an A-V (Anti-Vehicle) attack with PEN=0.

### Repair (Wounds)

Battledrones cannot be repaired during a Mission: you cannot use a MediKit or any other Resource to cancel a Wound inflicted to a Battledrone.

### Armored Buildings

Armored Buildings are a special type of Enemies: the following special rules apply when your Squad encounters an Armored Building. Any Event labeled "Building" triggers an encounter against one Armored Building.



### Building Type

Unless specified otherwise, shuffle the Armored Building cards and draw one card to determine the Building type.

### Range Determination

Your Squad will always start the Combat at Fire Range. During the successive Combat Range Deter-



mination Phases you can freely determine the Range of the Squad without drawing a RN.

## Damage

Structural integrity of Armored Buildings is represented by Heavy Structure Points (HSP); HSP can be reduced as follows



- Every three standard SL can be converted to one HSP
- Every single Armor Piercing SL is converted to one HSP
- If your Squad is at Melee Range, a Demo Charge Resource can be placed and detonated with a successful Melee skill check. The Demo Charge will cause RN HSP damages to the building.

*Example: your Squad is a Melee Range and Fire Team A gains one SL on his Melee skill. You can now spend one Demo Charge Resource: you draw a RN and get a result of '3'. The Building suffers 3 HSP of damage.*

Use a Wound marker to keep track of the HSP damages: once the number of Wound markers is equal to HSP icons on the Building card the Building is considered destroyed.

## Enemy Card: Sentinels

The Sentinels are a Cyber Unit explicitly developed to fight the Human soldiers in narrow areas.

The Sentinels are used in several Missions of this module, but you can also use them in any Mission, replacing a standard Cybers Class A encounter with a Sentinel Encounter.

## Steel Bones Campaign

The Steel Bones Campaign includes four missions labeled SB01-SB04; while you can play each mission as part of any other Campaign (or as an individual Mission of course), the Campaign Sheet associated to this module links the four Missions on a single Storyline.

### Mission SB01

*This Mission recreates the very first test on the field of the Battledrones; the limits of model MkIA were immediately identified: while the mechanics were able to sustain the stress in the battlefield, the AI was still inadequate.*

Use Mission Map S07: disregard any instruction on the Map.

## Setup

Take Special Node "I" and two additional Special Nodes chosen randomly from the pool of "E", "G", and "T". Randomly place the three Special Nodes face down on the map on the Nodes marked with "?".

Use the following Special Nodes Table once your Squad reach one Node marked with "?" and reveals the associated Special Node marker.

### Special Nodes Table

"G": Chemicals Storage tanks. Event is [6/A]

"I": Control Building. Event is [Auto/B]

"T": Weapon Depot. Event is [3+/A]. A Grenades Resource Cache is available here

"E": Armored Building. Event is [Auto/Building]

**Mission Objective:** find node "I" and eliminate all Enemies located here.

Battledrone Availability: MkIA

Special Equipment: Pilum ATV, only used on outdoor Nodes.

### Mission SB02

*In this Mission your Squad will be charged to test the new MkIIB model: only a very limited number of MkIIB is available today, so it's extremely important to take your assigned Battledrone back to the Company HQ for a post-mission analysis.*

Use Mission Map WT01.

## Setup

**Battledrone prototype:** a MkIIB Battledrone must be added to your Squad at no cost. This Battledrone must return to the Platoon HQ undamaged at the end of the Mission.

**Dropzone:** the Entry point is determined at the beginning of the Mission by drawing a RN and consulting the following table:

2- : the entry Point is adjacent to the Node labeled with '1'

3-4 : the entry Point is adjacent to the Node labeled with '2'

5+ : the entry Point is adjacent to the Node labeled with '3'

Take three Special Nodes chosen randomly from the pool of "E", "G", "I", and "T" and place them face down on the map on the Nodes marked with "?".

Use the following Special Nodes Table once your Squad reach one Node marked with "?" and reveals the associated Special Node marker.

### Special Nodes Table

"G": Destroyed Gun Emplacement. Event is [6/A]

"B": Sentinels Hangar. Event is [Auto/Sentinels+1] (add +1 to the RN on the Enemy Presence Table of the Sentinels)

"T": Trapped building! You squad suffers 4 wounds (you can freely allocate them). Activate your Basic Units: for each Advance SL you can reduce the wounds by one.

"E": Armored Building. Event is [Auto/Building]

"I": Command Building. Event is [Auto/A]. Gain one Intelligence Resource

**Mission Objective:** explore all three Special Nodes and eliminate all Enemies located here. The Battledrone must complete the Mission undamaged.

Battledrone Availability: MkIIB.

### Mission SB03

*The Cybers are attempting to develop an EMP (Electro Magnetic Pulse) system to disrupt the operations of the Battledrones: in this Mission your Squad must gather more intelligence about this project to create a countermeasure. The development area has been identified under the surface of a heavy industrialized world under the Cybers control.*

This is an Hive Mission, representing an underground industrial complex.

### Objective

Locate the area where the EMP system is under development (special node "I").

### Special Nodes Pool

Create the pool with the following Special Nodes: "B", "E", "I" and "T".

### Base node requirements



### Special Nodes

Node "I" represents the area where the EMP system is being developed: the event for this node is "Auto/B". Due to the EMP infrastructure, the Battledrone suffers a -2 AP to every RN.

Node "B" represents a Storage Tanks area. Event is "4+/Sentinels". Due to the highly inflammable material kept here, you cannot use Grenades or any Weapon causing Flame damage while your Squad is located in this Node.

Node "E" node represents a large storage area, with very narrow service corridors that create a real labyrinth. The event for this node is "4+/Sentinels". In this area you must use the "Narrow Passages" special sector rule.

### Mission SB04

*In this final Mission of the Campaign, your Squad will participate to a massive assault to a military complex under the Cyber control. Company HQ will provide detailed orders once you reach the Checkpoint A.*

Use Mission Map WT02.

In this Mission, Nodes marked with a letter (A,B,C) are also referred as Checkpoint A, B or C: in other words, Checkpoint A means "The Node labeled with letter A".

### Setup

**Dropzone:** the Entry point is determined at the beginning of the Mission by drawing a RN and consulting the following table:

2- : the entry Point is adjacent to the Node labeled with '1'

3-4 : the entry Point is adjacent to the Node labeled with '2'

5+ : the entry Point is adjacent to the Node labeled with '3'

Take one Special Node chosen randomly from the pool of "E", "G", and place it face down on the map on Checkpoint A.

Use the Requirements on the Map for the Special Nodes (disregard the "Advance 3" requirements on the counter)

**Mission Objective:** the Company HQ will provide the Mission objective during the Mission course. Your first duty is to reach Checkpoint A. Once you reach Checkpoint A, the Special Node instructions will determine your next assignment.



## Special Nodes Table

"E": Platoon supply area. Company HQ ordered that you reach Checkpoint B and eliminate the strong Cyber force present here. Place Special Node "B" on Checkpoint B. You can here refill and/or change your Resources (Resource limit rules always apply). Event is [6/A].

"B": Cybers stronghold. Event is [Auto/C+1]. Your Mission is completed once you eliminate all the Enemies present here.

"G": Company HQ identified two strategic communication points. You must eliminate both structures: randomly place Special Nodes "T" and "D" on the Checkpoints B and C. Mission is completed once you've reached both Checkpoints B and C and you spend a Demolition Charge here after eliminating the defensive forces. Two Demo Charges are available here (Resource limit rules always apply). Event is [5+/A].

"T": Communication point, on a Armored Building. Event is [Auto/Building]. After neutralizing the Building you must spend one Demo Charge to destroy the Communication platform.

"D": Communication master station. Event is [Auto/A+1]. After neutralizing the defenses you must spend one Demo Charge to destroy the Communication platform.

**Event S:** your Squad encounters a group of Sentinels.

## Using Module components in the other Missions and/or Campaigns

### Battledrones

If you want to include the Battledrones in a standard Mission and/or Campaign, during the Squad Selection Phase (3.2) draw a RN to determine the model availability:

1- Availability: MkIIB

2+ Availability: MkIIB and MkIIIA

During the End Mission procedure draw a RN for each damaged Battledrone:

1-2: Battledrone under maintenance (you can still check the Availability of a new one on the next Mission).

3+: Battledrone fully repaired. No need to check for availability on the next Mission

Battledrones don't gain XP.

### Armored Buildings

You can introduce an Armored Building in any Surface Mission: randomly pick one of the two Armored Building Node counters and place it on the Map on any Node that doesn't include any icon.



If you use this variant, you gain one additional XP at the end of the Mission if it's successfully completed.

### Sentinels

You can use the Sentinels to replace any Class A event on a Mission against the Cybers.