

INFINITY
CODE ONE

**DIRE
FOES**

RETALIATION

DIRE FOES MISSION PACK ALPHA



RETALIATION

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REENCOUNTER

"I'm glad to see you again, Agent Mehmüt."

"You've come a long and uncomfortable way to visit an outcast, Ambassador."

"Outcast? You're a valued agent posted in a sensitive location where your skills can make a difference."

"I seriously doubt anyone in the High Command considers me a high-value agent after that mission on Paradiso I'm not authorize to talk about."

"On the contrary, even if the initial objective of the operation was not attained, the indirect benefits have proved to be of great relevance. The interrogation of the prisoners captured during that assault ensured that the StateEmpire didn't get involved in the Spandau Beta Incident, thus saving the lives of prominent Party members, and we obtained international prestige for warning of it. Moreover, we now know that had you not forced the enemy to split their forces to go after you the enemy's assault would have been successful and none of this would have been possible."

"I'd like to believe you, Ambassador, sir. But here I am, in the middle of nowhere, with no prospects of a future."

"Oh, don't be so sure, Agent Mehmüt. I've taken a special interest in you. I'm convinced that your services will be of great use to me both in the future and at present. I'd appreciate it if you'd escort me during my visit to the Lándòng facilities..."

Fragment of the conversation between a StateEmpire ambassador, identity unknown, and Imperial Agent Adil Mehmüt of the Special Division. Gāofēng Forward Base. Huangdi Border Territories.

RETALIATION

The StateEmpire's memory is as good as its willingness to forgive is absent. Hence, it didn't waste the slightest opportunity to take revenge after PanOceania supported the Japanese insurgents during the Uprising. So, when Yǎnjīng, its intelligence service, learned that the PanOceania corporation Minescorp was going to conduct field tests for an innovative and revolutionary new technology to find Nessium, a highly valuable neomaterial, Yu Jing saw this as an opportunity to take its rightful revenge. Swiftly and efficiently, a covert-ops team from the White Banner Army, Yu Jing's planetary force on Svalarheima, launched an assault on the Minescorp facilities and seized a sample of this technology. Although the objective was not completely achieved, as they failed to destroy this technology's

research data to leave Minescorp with nothing, this strike was seen as a direct attack on PanOceania sovereignty. So, the wheel of rancor kept turning.

The visit of a Yu Jing ambassador to Odinheim, the planetary capital of Svalarheima, opened a window of opportunity for WinterFor, the PanOceania planetary force, to capture a high-value target. Even though Odinheim is supposed to be a neutral city, it is in fact surrounded by WinterFor forces and located in the heart of the PanOceania territory, and hence no one considers it as such. For this reason, a capture and extraction operation in Odinheim would not be diplomatically acceptable. However, Tongue-twister—the codename for the Communications Analysis Office of the PanOceania intelligence service that engages in cryptanalysis—intercepted a series of messages concerning the ambassador's itinerary. This diplomat had scheduled a visit to the Lándòng facilities, an apparently insignificant environmental research center located beyond the Boundary Territories in the empty plains of Huangdi's hinterland. It's a place impossible to reach without being discovered—impossible unless you have on your team a tracker and Troll-Hunter like Gunnar Lundmark, who can infiltrate and exfiltrate a hunting party along routes unknown to the Yu Jing mapping service itself. Of course, this is easier said than done. This mysterious ambassador has recruited as his personal bodyguard Imperial Agent Adil Mehmüt, an extraordinary operative with a special interest in keeping the diplomat safe. Who knows? Perhaps Gunnar's hammer has found an anvil it's incapable of breaking.

YU JING AMBASSADOR

In the Yu Jing StateEmpire, the figure of the ambassador transcends the diplomatic corps and is not necessarily bound to it. Even if traditionally associated with Foreign Affairs duties, in Yu Jing the role of an ambassador reaches far beyond that, as they become the representative and embodiment of the Party and of the StateEmpire itself. A StateEmpire ambassador can intervene in private business negotiations and transactions, as well as in corporate financial agreements, as well as in interministerial meetings, crisis cabinets, and security councils. But no matter what the scenario is, whenever a Yu Jing ambassador shows up, it will always be to ensure that the interests of the StateEmpire are protected and to make sure that everyone present knows the position and intentions of the Party in the matter at hand, though always through veiled insinuations and unfinished sentences. Since they get involved in all kinds of political-economic and military machinations and intrigues, ambassadors usually do not reveal their names, and identify themselves only through their function. Anonymity seems to be a relevant aspect for their jobs—all of them usually have discreet subdermal implants to override facial-recognition systems—and one that facilitates plausible

deniability of their intervention or involvement in any given case should it be compromised. Shrouded in mystery, the vagueness of this office is not limited to the identity of those who hold it. As representatives of Yu Jing, these senior officials' position in the hierarchy is somewhat unclear and may differ from one ambassador to the next. However, if there is one fact that always remains the same, it's that a Yu Jing ambassador is always the most prominent and powerful—and, therefore, the most dangerous—person in the room.

IMPERIAL AGENT ADIL MEHMUT, SPECIAL DIVISION

Adil Mehmud lost everything in the war: his family, his friends, his home, even his hometown. All were lost along with the city of Fuyan during the Paradiso First Offensive. In what was his most vulnerable moment, the Imperial Service embraced him and gave him a new home, new friends, and a purpose in life: to defend Yu Jing and the rule of law. For someone like him, a member of the Uyghur ethnic group, a politically suspicious minority who have to struggle constantly to prove their loyalty to the StateEmpire, such a gesture was twice as precious and he would feel indebted for the rest of his life. So much so that he devoted himself body and soul to the Imperial Service, determined to follow in the footsteps of his father, an imperial agent who sacrificed himself to help his son and many others escape Morat fury.

It was not easy, far from it, because the Service is strict. There are tons of applicants and the tests are very hard. Moreover, Adil was at a disadvantage, since during Fuyan's evacuation not only was his left arm injured, he was also among a number of people affected by a Shasvastii virus that causes the body to reject standard regenerative treatments. As a result, he suffers from a psychomotor disorder that affects his left arm and causes him great pain if he does not periodically inject himself with a special medication. This could have left him ineligible for higher offices in the Imperial Service, but Adil devoted himself to studying martial arts as a way of imposing his will upon his body. To this end, he trained with the masters of Bajiquang, also known as the "bodyguard style," because it was the martial art practiced by the bodyguards of the last Chinese Emperor, in addition to Mao Zedong's and those of other important members of the Chinese Communist Party. All those who seek a position near the Emperor of the StateEmpire must study with the masters of Bajiquang, who will not only test their bodies, their skills, and their will, but also their commitment to Yu Jing and to the Emperor. Without the approval of these masters, no prospective imperial agent can rise above a certain rank. The masters were impressed by Adil's determination and by his zeal to become the best possible version of himself, regardless of having to sacrifice himself if necessary in order to protect his country.

Thanks to these masters' endorsement, Adil was able to further his career within the Imperial Service, a career that initially seemed meteoric. After finishing his Law studies with a specialization in International Criminology, he started his field practice by joining a task force created to take down the White Smoke Brotherhood, a Triad that had overstepped the limits of what the Imperial Service considered tolerable and was becoming one of the major groups of

Submondo on the planet Shentang. Adil played a decisive role in bringing this Triad down, both in analysis and planning and in field operations, where he showed that the Bajiquang masters had been correct in their assessment of him. Adil infiltrated the Brotherhood to obtain first-hand intelligence about their operations, and when his cover was blown he staged a spectacular escape across the rooftops of the red-lanterns district of the city of Wàn Hòu, killing four hitmen in the process.

After this operation, Adil got a promotion and was transferred to Human Edge, where he would join an anti-piracy unit stationed at the Hua Ling orbital station. There, he took part in an international operation to bring down a human-trafficking network that the Skinners of Korichar Bujir, a Yuan Yuan gang, had set up from a hidden base in the asteroid belt. Adil worked closely with a team of Hortlak Janissaries from the SB, the Soruştırma Bölümü, the Investigations Department of the Janissaries Corps. The Imperial Service considered that as a Muslim Uighur he would know how to deal with the Haqqislamite agents, which he did, thus facilitating a fully effective cooperation. Nevertheless, his greatest achievement was recruiting a particularly obese Yuan Yuan who provided valuable intel that led to a particularly brutal assault on these pirates' asteroid base. This operation would result in the dismantling of the whole network run by Korichar Bujir and the total destruction of his vicious gang.

Once that mission was accomplished, Adil was assigned to a counterespionage unit based at the Hua Ling orbital station. There, he would deal both with other powers' intelligence networks and with the web of industrial spies and corporate talent-snatchers that flourish in the system. His performance in this unit drew the attention of some high-ranking Party officials, leading to his transfer to the Special Division, whose operations are all subject to the Official Secrets Act and bear labels such as "Classified," "Top Secret," and others that could be summarized as "Reading this document without proper authorization is punishable by death." For this reason, little is known about the true nature of his work for the Division, but there are some reports claiming that he works as the bodyguard and factotum of some Yu Jing ambassador, and that he played an important role in capturing the Japanese orbital stations in the Solar System during the so-called Japanese Uprising. Recently, Adil has been appointed as liaison officer to the White Banner Army, and he has joined this planetary force's units in operations on Huangdi's borders and in the defense of Helmheim on Concilium Prima. It's believed that this new assignment may be the result of Svalarheima's growing strategic value in political and economic spheres. Or it may just be an excuse to deploy a highly-trained agent in O-12's backyard. Whatever the case, Adil is in a position where the Imperial Service is going to expect the very best from him because they know that a man of such strong ideals will do anything for the StateEmpire and for the agency that gave his life meaning.

TROLL-HUNTER GUNNAR LUNDMARK

Óðinn á yðr allá! ("Odin owns you all!"). Old Viking battle cry frequently used by Gunnar Lundmark.

Let's raise our tankards to Gunnar Lundmark. Let there always be a place for him in the canteen of Nykåfjord base, and a seat by the fire in Valhalla itself! But may the Valkyries take their time before they come for him! This is his story, for all of you who want to listen! Son to two members of the ultranationalist group NKAH, the Nordiske Krigere av Heimdall, Gunnar grew up hearing about the great deeds of Norse mythology, as well as the hate speech against the Yu Jing invaders that characterizes those radicals. All this, while he followed his parents from one camp to the next, learning the survival and combat techniques that would one day be necessary for him to kick the StateEmpire out of Svalarheima. Gunnar was a true believer, one of those Neo-Vikings thirsting for foreigner blood that only the NKAH is capable of forging, he was very promising to the members of his community. Until one day, during a raid on a Yu Jing scientific-research outpost, Gunnar refused to kill an unarmed scientist. His Viking code of honor did not allow it. He had no qualms about killing anyone, man or woman, who was military or armed, but that was where he drew the line. It did not matter that she was an invader, because he was a warrior, not a murderer. However, his gesture was of little use, as his comrades grabbed him and forced him to witness how they gunned down that poor scientist. As a consequence, he was deemed unworthy, expelled from his community, and branded on the cheek with the rune Kaun to identify him as a traitor. Although it was burned into his skin, the symbol incorporated a nanovirus that rejected any regenerative treatment, making it virtually impossible to remove. The rune marked his betrayal so that any NKAH group he came across would know that he was an outcast, which gave them the right to beat him to death if they wished.

After seeing his world crumble, Gunnar turned to drink and started bouncing from one job to the next: miner in Kaldstrøm, harpooner on an icebreaker, and, finally, expedition guide in the Trollhättan border territories. This life would eventually lead him to Nykåfjord, this base of the PanOceanian Military Complex, lost amidst the ice, the home of the Troll-Hunters, the name given to us, the pigheaded warriors stationed here. We may be regular troops assigned to patrol tasks to prevent Yu Jing raids, but we call ourselves that because we hunt all kinds of monsters, from Bái Fà gorillas to Blue Wolves. And we are clearly the kind of force that would be interested in the talents of a man like Gunnar. For us, that rune on his cheek is something positive, nobody wants a fanatic among their ranks, least of all one from that group of racists and disturbed killers who, even if they support the PanOceanian cause, do nothing but cause problems for us, the real professionals. So, anyone who has been kicked out of that group is someone to be considered here in Nykåfjord.

This is how the path of redemption was opened for Gunnar, so that he could cease to be a human wreck and become the Viking warrior of old. An honorable path in which he reaffirmed himself the first time he sunk his hammer into the skull of a Blue Wolf. The first time of many, on a journey in which he washes his honor day after day in the blood of the true enemies of our homeland. Although we all know that, essentially, Gunnar has changed little: he still drinks too much, brawls too much, and takes too many risks, like any true Viking warrior.

But today, we do not raise our tankards to the warrior, but actually, we raise them to our comrade, to our brother who has gone out so many times to rescue a squad lost in the middle of the great white nothingness of a dreadful Fimbul storm capable of tearing your very soul from your bones... except Gunnar's, because his soul already belongs to Odin and Valhalla!

Toast heard in the canteen of Nykåfjord base.

Trollhättan border territories. Svalarheima.



RETALIATION

PANOCEANIA KNOWS THAT A POWER DOES NOT MAINTAIN ITS SUPREMACY BY ALLOWING ANY ATTACK AGAINST IT TO GO UNPUNISHED. SO, FOLLOWING THE EVENTS IN KALDSTRØM, A REPRESENTATIVE OF YU JING'S DIPLOMATIC CORPS WHO IS VISITING HUANGDI WILL BE THE TARGET OF A TEAM LED BY TROLL-HUNTER GUNNAR LUNDMARK. OF COURSE, WITH IMPERIAL AGENT ADIL MEHMUT OF THE SPECIAL DIVISION AS THE DIPLOMAT'S BODYGUARD, THE TASK WILL NOT BE EASY. ON THE FROZEN PLAINS OF SVALARHEIMA, PANOCEANIA AND YU JING FIGHT FOR SUPREMACY - A STRUGGLE WHERE HIGH VALUE TARGETS SUCH AS A YU JING AMBASSADOR ARE A DESIRABLE PRIZE.

MISSION OBJECTIVES

15-POINT GAME	25-POINT GAME	30-POINT GAME	OBJECTIVE POINTS
IF YOU HAVE 4 TO 7.5 SURVIVING VICTORY POINTS.	IF YOU HAVE 7 TO 12.5 SURVIVING VICTORY POINTS.	IF YOU HAVE 7.5 TO 15 SURVIVING VICTORY POINTS.	1 OBJECTIVE POINT.
IF YOU HAVE MORE THAN 8 SURVIVING VICTORY POINTS.	IF YOU HAVE MORE THAN 13 SURVIVING VICTORY POINTS.	IF YOU HAVE MORE THAN 15.5 SURVIVING VICTORY POINTS.	2 OBJECTIVE POINTS.
KILL MORE ENEMY ARMY POINTS THAN YOUR ADVERSARY.			3 OBJECTIVE POINTS.
THREATEN THE AMBASSADOR AT THE END OF THE GAME.			2 OBJECTIVE POINTS.
CONTROL THE AMBASSADOR AT THE END OF THE GAME.			4 OBJECTIVE POINTS.
SECURE THE AMBASSADOR AT THE END OF THE GAME.			1 OBJECTIVE POINT.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones where the size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A	15	3	24 IN X 32 IN	8 IN X 24 IN
B	15	3		
A	25	5	32 IN X 48 IN	12 IN X 32 IN
B	25	5		
A	30	6	48 IN X 48 IN	12 IN X 48 IN
B	30	6		

SCENARIO SPECIAL RULES

EXCLUSION ZONE

Troopers may not use the *Airborne Deployment (AD)*, *Forward Deployment*, or *Infiltration* Special Skills to deploy inside of an 8-inch area (4-inch for 15-point games) on either side of the central line of the game table.

KILLING

Troopers are considered *Killed* by the adversary when they enter *Dead* state, or they are in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table**, as a Model or Marker, at the end of the game will be considered to have been *Killed* by the adversary.

THE AMBASSADOR

There is one *Ambassador* placed at the center of the game table.

In this scenario, the *Ambassador* is a *Neutral Model* that cannot be activated or moved by any player.

Players can use the Yu Jing Ambassador model from the Dire Foes Mission Pack Alpha: Retaliation.

CONTROL THE AMBASSADOR

The *Ambassador* is considered to be *Controlled* by a player when they are the only one who possesses a Trooper (as a Model, not a Marker) in *Silhouette* contact with him. There cannot be any enemy Model in base contact with the *Ambassador*. Models in a *Null* state do not count as being in control of a model.

THREATEN THE AMBASSADOR

The *Ambassador* is considered *Threatened* by a player if they have at least one Trooper (as a Model, not a Marker) in a non-*Null* state **inside** their *Zone of Control*.

This objective does not count if a player already has the *Ambassador* **Controlled** by one of their Troopers.

SECURE THE AMBASSADOR

The *Ambassador* is considered *Secured* by a player if they have **Controlled** him and there are no enemy Trooper *Threatening* him.

END OF THE MISSION

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

During the *Tactical Phase* of the *Player Turn*, if the player finds that all Troopers in their *Army List* are in a *Null* state, the mission will finish at the end of that *Player Turn*.

NARRATIVE MODE

This scenario can be played with a Narrative Mode, reflecting some of the events of the recent history within the Infinity universe.

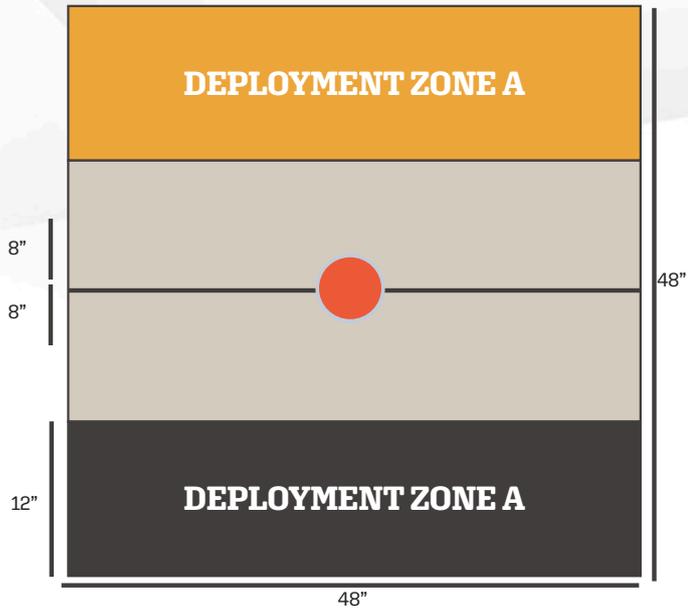
NARRATIVE MODE. SCENARIO SPECIAL RULES

Side A. In Narrative Mode, Side A will always be a Yu Jing army. The Yu Jing player can add the Special Agent Adil Mehmud without applying *Cost* or *SWC*. This model does not count towards the Combat Group's limit of ten Troopers.

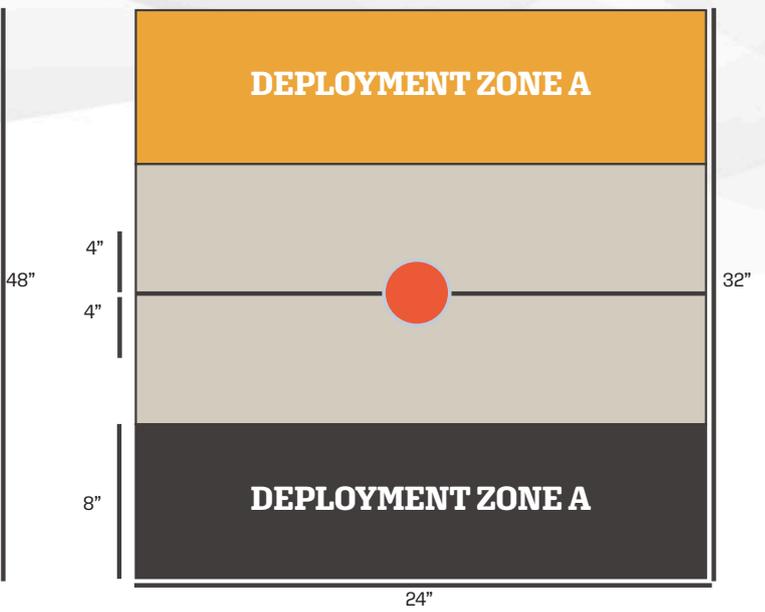
Side B. In Narrative Mode, Side B will always be a PanOceanian army. The PanOceanian player can add the Troll-hunter Gunnar Lundmark without applying *Cost* or *SWC*. This model does not count towards the Combat Group's limit of ten Troopers.



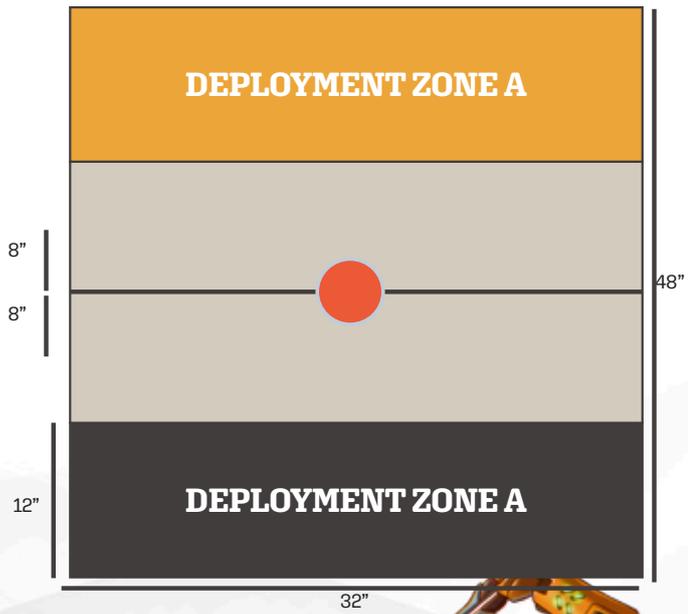
30-POINT SCENARIO



15-POINT SCENARIO



25-POINT SCENARIO



 **AMBASSADOR**

