

DIRE FOES MISSION PACK 7: CANDY CLOUD

CORVUS BELLI

CANDY CLOUD

Candy Double, the celeb Maya star and famous investigator, has discovered a Combined Army plan to alter the Dark Mist technology spread on planet Dawn, turning the visual interference clouds into a mortal weapon to everyone who gets near them. An emergency team has been sent to the Onyx Force clandestine processing facilities in Novyy Cimmeria to find out how to disconnect this corrupting technology.

It is of vital importance to complete the sequencing analysis to obtain the necessary data that will allow to nullify these lethal clouds.

But it is also very important to stop Candy Double, the Maya star that must not reveal to the rest of the Human Sphere the extent of the EI plans on Dawn, to avoid panic from spreading across the population.

Table Configuration: M.

Special Rules: Exclusion Zone, High Sierra, Consoles, Activate a Console, Analysis Sequence, Complete the Analysis Sequence, Anti-intruder Mines, Candy Double, Specialist Troops, DataTracker, DataTracker Special Order, Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Activate a Console (1 Objective Point per Console, up to a maximum of 3 Points).
- · Complete the Analysis Sequence (1 Objective Point)
- Have Candy Cloud in CivEvac state at the end of the game (2 Objective Points).
- Have Candy Cloud in CivEvac state with your DataTracker at the end
 of the game (2 extra Objective Points).

CLASSIFIED

Each player has 1 Classified Objective (2 Objective Points).

FORCES

SIDE A: 300 points.

SIDE B: 300 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Exclusion Zone. Troopers may not use the *Airborne Deployment, Forward Deployment, Mechanized Deployment,* or *Infiltration* Special Skills or the deployment rule of the *Impersonation* Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

It is not allowed to deploy in base to base contact with a Console.

SCENARIO SPECIAL RULES

GAME TABLE SIZE

48 x 48 inches.

HIGH SIERRA

Due the destruction caused by the combat operations, the whole table is considered a *High Sierra* Zone. In this area Movement restrictions are not applied, however, all troopers possessing *Mountain Terrain* or *Multiterrain* get a **+1 inch** Bonus to their first *MOV* value.

This Bonus will be applied only during a **Move** Common Skill declared or performed in the whole table.

CONSOLES

There is a total of **four** *Consoles* placed in different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edges of the game table.

Each Console must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

Each player has a different number for each *Console*. Players must consider their Console 1 to be the one closer to their *Deployment Zone* and on their left (see the map).

Each player will co Chart, and not those

ACTIVATE A CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- · Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with the Console.
- The maximum number of Consoles a player can Activate is three.

EFFECTS

- By succeeding a Normal WIP+3 Roll it is considered that the Specialist Troop has Activated the Console. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Once a player has Activated a Console, that player cannot Activate it again.
- Players can Activate a Console which has been Activated previously by their adversary.
- A Console that has been Activated by both players is considered to still be Activated for both players.
- Player A and Player B Markers can be used to mark which Consoles they have Activated. It is recommended each player uses a different kind of Marker.

ANALYSIS SEQUENCE

Each player has to discover their own Analysis Sequence, which is composed of an initial Console (the first Activated) and two *Designated Consoles* (those rolled in the Analysis Sequence Chart).

After succeeding the WIP+3 Roll, the player must make a roll on the Analysis Sequence Chart to know which is the next Designated Console they have to Activate. The maximum number of Designated Consoles each player has is two.

ANALYSIS SEQUENCE CHART	
1D20	RESULT
1-4	Console 1
5-8	Console 2
9-14	Console 3
15-20	Console 4

If the players roll a *Console* they have already *Activated*, then they must repeat the roll.

Each player will consider as *Designated Consoles* those rolled on the Chart, and not those rolled by the adversary.

COMPLETE THE ANALYSIS SEQUENCE

To Complete the Analysis Sequence it is necessary to have Activated the initial Console and the two Designated Consoles rolled in the Analysis Sequence Chart.

It is not compulsory that the same Specialist Troop Activate all the Consoles.

ANTI-INTRUDER MINES

There are **two** *Anti-intruder Mines* deployed in the central line of the game table 12 inches from the edge of the table each one (See the map).

The Anti-intruder Mines apply the Antipersonnel Mines rules (See N3 rules) with the exception they consider as an enemy any trooper other than Candy Double or the HVTs.

The Anti-intruder Mines must be represented by a Camouflage Marker (CAMO) or by a scenery piece of the same diameter

CANDY DOUBLE

There is only one *Candy Double* and she is placed on the center of the game table.

In this scenario *Candy Double* has a *Neutral Civilian* profile, applying the *Civilian* rules (See Human Sphere N3) regarding the *CivEvac* state.

In this scenario, each *Specialist Troop* and the *DataTracker* can have up to **two** *Civilians* in *CivEvac* state at the same time. Other troops able to declare *Synchronize Civilian* can have only **one** *Civilian* in such state.

Players can use the Candy Double model from the Dire Foes Mission Pack 7: Candy Cloud.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

Remember:

Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The DataTracker is identified with a DataPack Marker (DATA PACK).

DATATRACKER SPECIAL ORDER

In this scenario the *DataTracker* has an extra Irregular Order that is for his use only, and which cannot be transformed into a Regular Order. This Order is not included in the Order Pool, but kept separate for the *DataTracker* to use.

NARRATIVE MODE

This scenario can be played in Narrative Mode, reflecting some events of the current history of the Infinity universe.

In Narrative Mode, Side A will always be an USAriadnan Sectorial Army.

Meanwhile, Side B will always be an Onyx Contact Force Sectorial Army.

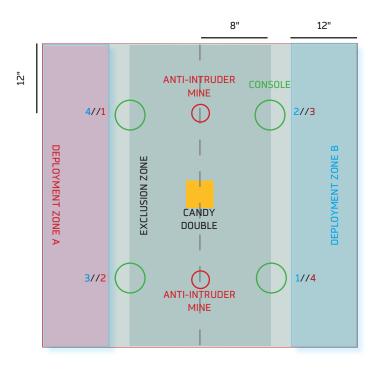
Grunt Spec-Ops Rosie Munroe and Nexus-7 Kerr-Nau automatically passes the WIP Roll to Activate a Console.

Grunt Spec-Ops Rosie Munroe and Nexus-7 Kerr-Nau have a **MOD of** +3 to the *WIP* Rolls when using *Synchronize Civilian* on Candy Double.

END OF THE MISSION

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

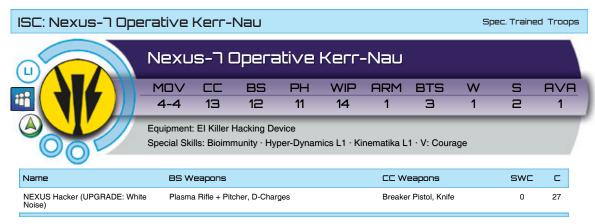
If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.





NOTE 1: Rosie counts as a Grunt for Fireteam composition.

NOTE 2: This troop is a character and cannot use the Spec-Ops rules of the Campaign Rules.



NOTE 1: Kerr-Nau counts as a Nexus for Fireteam composition.

NOTE 2: This troop is a character and cannot use the Spec-Ops rules of the Campaign Rules.

