DIRE FOES

INFINITY
CORVUS BELLI

DARK MIST

Ground communications stations are a key strategic asset in those situations when satellite networks and aero-remote systems are unreliable or nonexistent. In colonial territories and border areas, telecommunications companies have built hubs to provide service to settlements and organizations controlled by adversarial powers.

Taking advantage of one of the wandering clouds of Dark Mist—signal-jamming nanobot formations—that failed to dissolve on its own after the Commercial Conflicts on Ariadna, High Command has decided to disrupt the enemy communications capabilities in the area.

The special operations team must mark the antennae assigned to the enemy by the company and then activate a generator to send the bombing authorization from a comm console. Mission parameters include keeping the console and civilian personnel from raising the alarm and aborting the operation.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To **mark** two enemy *Antennae* (1 Objective Point).
» To **mark** the third enemy *Antennae* (1 Objective Point).
» To **connect** the *Generator* (1 Objective Point by each Generator).
» To **transmit** the *Bombing Authorization* from the Console (3 Objective Points).
» To **control** the *Console* at the end of the game (1 Objective Point).
» To **control** the *Comm-Tech* at the end of the game (1 Objective Point).

CLASSIFIED
Each player has 1 **Classified Objective** (1 Objective Point).

FORCES

Side A: 300 points.
Side B: 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in an area 12 inches deep.

Deploying in base contact with the *Antennae* or the console is not permitted.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

MARKING THE ANTENNAE

There are **three** *Antennae* in **each** *Zone of Deployment*. All of them must be placed inside the *Zone of Deployment* of each player, 1 inch from its border. Two of them are placed 8 inches from the edge of the table and the other 24 inches from both edges of the table (See map below).

The *Antennae* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal).

Only Forward Observers can mark the Antennae. To do so, they must successfully use their Forward Observer Special Skill, **applying a Modifier of -3** to the WIP Roll due to the effects of the *Dark Mist*. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order or ARO.

GENERATORS

There are **two** *Generators* on the table, placed along the central line and 8 inches from the edges. Each of them must be represented by a Console B Marker

or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio or the Tech Consoles by Warsenal).

Each *Generator* can provide the necessary energy to activate the *Console*. One of the *Generators* must be *Activated* before you can *Transmit the Bombing Authorization*.

To *Activate* a Generator, a **Specialist Troop** must be in base contact with it, spend one Short Skill of an Order or an ARO, and succeed at a Normal *WIP* Roll. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order or ARO.

If the *WIP* Roll is **failed with a Failure Category of 3 or more,** then all models and Markers in base contact with the *Generator* will suffer the effect of an Electric Pulse.

TRANSMITTING THE BOMBING AUTHORIZATION

There is **one** *Console* placed in the center of the table. The *Console* must be represented by a Console A Marker or by a scenery piece of the same diameter (Such as the Human Consoles by Micro Art Studio or the Tech Consoles by Warsenal).

To *Transmit the Bombing Authorization*, a **Specialist Troop** must be in base contact with the *Console*, spend one Short Skill of an Order or an ARO, and succeed at a Normal *WIP-3* Roll.

If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order or ARO, but a *Generator* must be activated again before each attempt.

The *Bombing Authorization* can only be transmitted if the player has marked **at least 2 of the 3 enemy Antennae.**

The *Bombing Authorization* can never be transmitted before the **second Game Turn**.
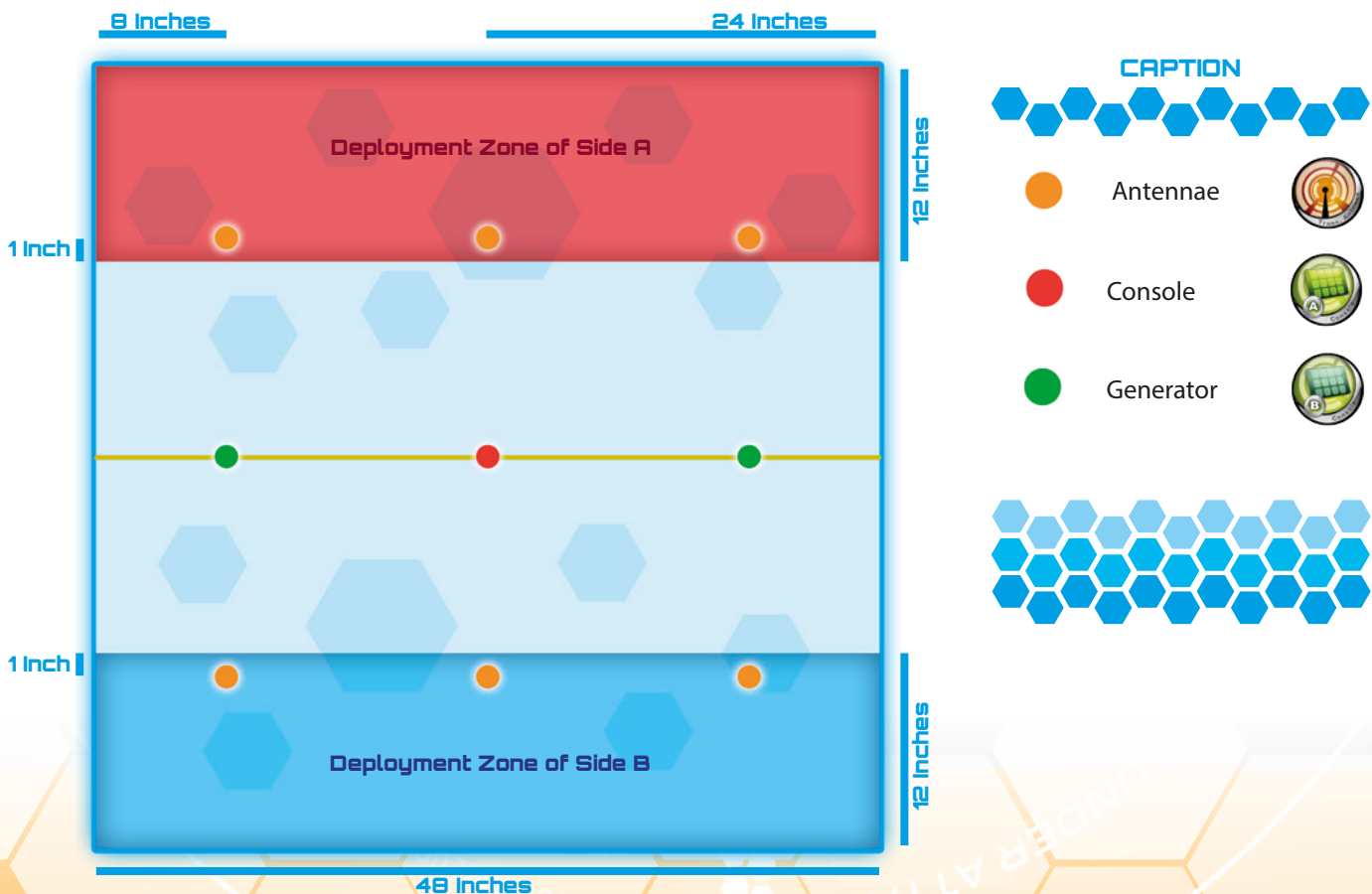
CONTROLLING THE CONSOLE

The *Console* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control* the *Console*, but can prevent the enemy from *Controlling* it by being in base contact with it. *Unconscious, Dead* or *Sepsitorized* troops cannot do either.

COMM-TECH

There is only one *Comm-Tech* and she is placed on the central line of the game table, 8 inches from the *Console*. Before starting the game, one of the players rolls 1d20: an odd result will have the *Comm-Tech* placed on the left of the *Console*, while an even result places her on the right.

DARK MIST

8 Inches **24 Inches**

12 Inches

1 Inch

Deployment Zone of Side A

CAPTION

Antennae

Console

Generator

1 Inch

Deployment Zone of Side B

12 Inches

48 Inches

*Yuriko Oda, Comm-Tech
and Communications Array de Warsenal*

The *Comm-Tech* has the troop profile of a *Neutral Civvie*, and applies the *Civvie* rules (See *Infinity: Human Sphere*).

CONTROLLING THE COMM-TECH

The *Comm-Tech* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with her. Non-specialist troops cannot *Control* the *Comm-Tech*, but can prevent the enemy from *Controlling* her by being in base contact with her. *Unconscious, Dead* or *Sepsitorized* troops cannot do either.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Engineers* (even using *G: Servant* models), *Forward Observers* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops.*

Hackers cannot make use of *Repeaters* models to perform tasks reserved to *Specialist Troops.*

Remember: Troops with the Specialist Troop Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A *Specialist Troop* who has been affected by *E/M* Special Ammunition and has his weapons and equipment *Disabled* can still accomplish the Objectives of this scenario.

DARK MIST

The *Dark Mist* is a mass-scale nanotechnologic system of optical interference and signal jamming. It was designed as a battlefield asset to provide cover and concealment for both regular forces and special operations teams.

In game terms, *Dark Mist* **reduces *LOF* to a maximum of 24 inches.** Beyond that *Distance*, troops cannot establish *LOF*.

Moreover, *Dark Mist* provides an additional **Modifier of -3** to any *PH* Rolls to use the Special Skills

*Isobel McGregor, Comm-Tech
and Communications Array de Warsenal*

Infiltration and *AD: Combat Jump*, and the *WIP* Roll for deployment using the Special Skill *Impersonation*.

The *Dark Mist* rules are applied across the whole game table, including scenery items and indoors areas.

END OF THE MISSION

This scenario has a limited time frame: it will automatically end at the end of the **third game turn**.

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

If either player hurts the *Comm-Tech* (leaving her in an *Unconscious* or *Dead* state), then that player will automatically lose the scenario and any Objective Points achieved in it.

HARD DIFFICULTY LEVEL

Using these optional rules, players can increase the *Difficulty Level* of the scenario. At the Hard Difficulty Level, all enemy *Antennae* must be *Marked* in order to be able to *Transmit the Bombing Authorization*.

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 the Ariadnan generic army or the Caledonian Highlander Army. Meanwhile, Side B will always be the Yu Jing generic army or the JSA.

In Narrative Mode, Intel Isobel McGregor and the Guǐ Fēng Yuriko Oda have a *MOD* of +3 to their *WIP* Attribute for all rolls to *Activate* a *Generator* and to *Transmit the Bombing Authorization*.

PROFILES

Icon	Label	Icon	Label	Icon	Label	Icon	Label
▲	Regular	〰	Irregular	〰	Frenzy	➤	Impetuous	👥 Cube	2:0 Cube 2.0	⬡ Fireteam

LI — VOLUNTEER INTEL ISOBEL MCGREGOR
ISC: INTEL ISOBEL MCGREGOR

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

Equipment: Hacker (Defensive Hacker Dev.)

Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
ISOBEL MCGREGOR	Rifle, Flash Pulse, D-Charges, E/Mauler	Assault Pistol, Knife	0,5	23
ISOBEL MCGREGOR	T2 Rifle, Flash Pulse, D-Charges, E/Mauler	Pistol, Knife	0,5	26

NOTE 1: Intel Isobel MacGregor can be part of a Caledonian Volunteers Fireteam in the Caledonian Highlander Army of Ariadna (2+1; 3+1 or 4+1).

NOTE 2: This troop is a Special Character and cannot use the Spec-Ops rules from the Campaign Rules.

LI — KEISOTSU GUǏ FĒNG YURIKO ODA
ISC: KEISOTSU GUǏ FĒNG YURIKO ODA

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	SECTORIAL
4-4	14	12	11	13	1	-3	1	1	1

Equipment:

Skills: Engineer   Hyper-Dynamics L1   Minelayer   V: Courage

Name	BS Weapons	CC Weapons	SWC	C
YURIKO ODA	Combi Rifle + E/Mitter, D-Charges, Antipersonnel Mines	Pistol, CCW	0	23
YURIKO ODA	Combi Rifle, Panzerfaust, D-Charges, Antipersonnel Mines	Pistol, CCW	0	24

NOTE 1: Guǐ Fēng Yuriko Oda can be part of a Keisotsus Fireteam in the Japanese Sectorial Army (2+1; 3+1 or 4+1).

NOTE 2: This troop is a Special Character and cannot use the Spec-Ops rules from the Campaign Rules.

LI — CIVVIES -- COMM-TECH --
ISC: CIVVIES

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	SECTORIAL
4-4	6	5	10	11	0	0	1		

Equipment:

Skills:

Name	BS Weapons	CC Weapons	SWC	C
CIVIL -- COMM-TECH --	-	-	-	-