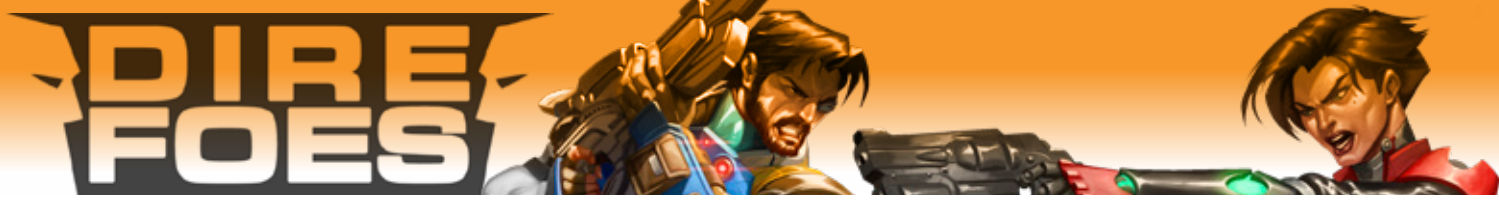


CORVUS BELLI
iNfINiTY

DIRE FOES

DATAFLASH





DATA CASH

No one likes having competition, and Tunguska likes it less than most. This is evidenced by their relative lack of business rivals in the whole of the Human Sphere. So when a group of entrepreneurs tries to establish a small data haven in a old, stranded freighter orbiting a gas giant in Human Edge, expect Tunguska to react—especially if this data haven is a direct competitor of the Novvy Bangkok branch of the Bank of Tunguska. This is one of those situations the Nomad mothership takes personally, which means that Dagnet has its sights set on both this datacrypt's databanker and its master server. But of course when this business venture is actually a covert parallel-financing operation of the Hexahedron, real trouble is certain, because it won't be a private security detachment that responds to the intrusion alert, but an immediate reaction unit from the Varuna Snake Eaters or maybe from some Neoteran elite corps. So, that's how Jelena Kovac, a police inspector breaking international laws, and Richard Quinn, a professional executioner forced to protect someone, crossed paths.

DATABANKERS

The databank was born the exact moment that money could be converted into data and when information could be monetized. Information can be considered a currency itself and therefore is money in a way. And money is the banks' business, so actually the databank is nothing more than a specialized field of banking. The problem lies in the fact that, generally, this specific activity is carried out in data havens, places where neither ALEPH's surveillance nor tax burdens are very heavy, and which are on the fringes of international law. Nonetheless, it's in these marginal areas where databankers operate, protected by local legislation and equipped with slave AI that allow them to move data and money through different channels, organizations, and shell corporations. Their job is to make it difficult for third parties, usually governmental agencies, to trace these transactions in order to safeguard the interests of their clients. Of course, one of the side effects of this kind of activity is that it provides a means for laundering money obtained from illegal activities. And this brings us back to the endless discussion about the difference between "illegal" and "illicit," or to the nuances of the terms "illegal" and "criminal." It's a discussion that always takes us to a gray area, precisely where these databankers thrive, always striving for profits for their clients, and for themselves, for sure.

Excerpt from "Money Nation", by Chaitra Visvakarman, an exclusive program of PanOptik, your essential Maya-channel.

DETECTIVE INSPECTOR OF THE SECURITATE JELENA KOVAČ

"Nemoj smarati! I am the murija! (Don't bother me, I'm a cop!)"

Jelena Kovac in the Angloserbian jargon used by the Yugo Mafia of Tunguska. Raid on the Ijara Club, Tunguska Barangays zone.

For Jelena Kovač the call to enforce order runs in her blood. Her mother was a detective in the Tunguskan Securitate and her father a thug in the Yugo Mafia, the Serbian mob of the Entente. They both understood the value of rules and how convenient maintaining order is. One through the law, the other through the rules of the underworld. They both knew chaos was bad for business, that business was the basis of Tunguska's existence, and that the only way to ensure order was to act forcefully against those who'd subvert it. Because, when the situation becomes extreme, there's little difference between wearing a badge and tattoos. In Jelena Kovač's case, she wears both, which was extremely useful for her career as a policewoman. Fresh out of the Academy, Jelena was assigned to Covert Ops, working in deep undercover in the Juggenmaffian, the Serbian mob foothold on Svalarheima, gathering information and intelligence for both Dagnet and Black Hand. Her involvement in the role and the reputation she gained to keep her cover earned an investigation by Internal Affairs, since many of her actions were at least questionable in nature. Nevertheless, the material and evidence submitted by Jelena put a smile on the prosecution and the intel analysts' faces, so a direct order from the very top cancelled the investigation and shut a couple mouths. From that point on, Jelena's career was bound to deep covert operations. In her record there are few cases for someone with her rank and years of service, and that's because none of her operations have lasted fewer than six months—something very common for infiltration missions into criminal groups. Jelena has taken her fair share of bad guys out of business; some are behind bars, many have met their deaths under the unforgiving legal system of Tunguska, and some others have fallen by the hand of the inspector, who doesn't shy away from using lethal force. For that, she has earned a good amount of enemies who are as dangerous as they are resentful, but so far her contacts in Black Hand have placed her out of vengeance's reach... Well, her contacts and the indisputable fact that it would take too many men and resources to take her down, because no matter how many they send, Jelena will kill them all.



FUSILIER INDIGO RICHARD QUINN

It was a clean shot between the eyes that put an end to President Sanjay Rajkumar's life. A clean shot—and the nanovirus that came with the bullet, which corrupted all of his Cube's connections. Such was the unforeseen end of the tyrant's reign of terror. Nobody expected someone to dare a hit against the President, maybe one of the most paranoid men in the Human Sphere. Security around him was the highest level, and any assassin knew their lives were forfeit whether they succeeded or not. Nevertheless, though Richard Quinn wasn't the Hexahedron's best shooter, he was probably the only one with a chance to escape with his life from the deathtrap that the Kairo-Bradley orbital-factory had become after the hit. Quinn had served with a Varunan Fusiliers Regiment and his outstanding skills soon got him a position with Blue Sea, the counter-terrorist elite program from that planet. But the talent scouts of the Special Operations Command, constantly alert, managed to take him to the Hexahedron with the promise of making him one of the selected few who shape human history and a defender of PanOceanian interests and citizens across the Human Sphere. Quinn was eager, very eager, and that is attested to in his record with multiple strung-together missions and piled up

commendations. But service with the Indigo has its toll, and after many years and all he has seen and done, Quinn's idealism is as dead as President Sanjay Rajkumar. This veteran Indigo operative harbors no illusions about his job: he knows that what he's really defending are his country's interests, interests that, more often than not, are the industry's, and not those of his countrymen. But in order to preserve the PanOceanian way of life, the nation must remain strong. And if that means he must end the life of a petty dictator who's been oppressing the worker-citizens of a tiny independent orbital-factory, then all the better. Even if a little voice in his head keeps reminding him that the only difference between President Sanjay Rajkumar and his replacement, the leader of the opposition, Karun Millet, is the better disposition of the latter towards PanOceanian interests, those that Quinn has sworn to defend. Right now, he mustn't think about that and focus on making his way through the very disappointed and angry security forces of the deceased president, Sanjay Rajkumar, who have turned the Kairo-Bradley orbital-factory into a dead end, which is just another mission end like any other for Richard Quinn.





DIRE FOES MISSION PACK 9: DATACASH

To keep their primacy in the data banking business, Tunguska must sweep aside any competitor, even if that competitor is a covert parallel-financing operation of the Hexahedron. But PanOceania knows about the fight for primacy, and the Indigo Spec-Ops Richard Quinn is going to show it to DI Jelena Kovač and her Dragnet team.

Table Configuration: --.

Special Rules: Exclusion Zone, Secure Exclusion Zone, Databanker, Threaten Databanker, Console, Activate Console, Killing, Specialist Troops, Assured Support, EVO Hacker Bonus, HVT and Classified Deck Not Used, Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have the *Databanker* in **CivEvac** state with a trooper of your own at the end of the game (3 *Objective Points*).
- *Threaten* the *Databanker* at the end of the game (2 *Objective Points*, not cumulative with the previous objective).
- Have the *Console Activated* at the end of the game (3 *Objective Points*).
- Have *Secured* the *Exclusion Zone* at the end of the game (2 *Objective Points*).
- *Kill more* enemy *Army Points* than the adversary (2 *Objective Points*).

CLASSIFIED

This scenario has no **Classified Objectives**.

FORCES

- SIDE A: 300 points.
- SIDE B: 300 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a *Deployment Zone* 16 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*.

SCENARIO SPECIAL RULES

GAME TABLE SIZE

48 x 48 inches.

SECURE EXCLUSION ZONE

The *Exclusion Zone* is considered *Secured* by a player when he is the only one who has at least one *Specialist Troop* inside the *Exclusion Zone* in a non-Null state.

DATABANKER

There is one *Databanker*, placed on the central line of the table and 12 inches from one edge of the game table (see map).

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

Players can use the *Databanker* model from the *Dire Foes Mission Pack 9: Datacash*.

THREATEN DATABANKER

The *Databanker* 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** her *Zone of Control*.

This objective does not count for a player if they already have the *Databanker* in **CivEvac** state with one of their troopers.

CONSOLE

There is one *Console* placed on the central line of the table and 12 inches from one edge of the game table, opposite the *Databanker*.

The *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).



ACTIVATE CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.
- The *Specialist Troop* must be in base contact with the *Console*.

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate 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.
- An *Activated Evacuation Console* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Evacuation Console* is still considered to be *Activated* by the adversary.
- Player A and Player B Markers can be used to mark the *Activated Consoles*. It is recommended each player uses a different kind of Marker.

KILLING

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

Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

ASSURED SUPPORT

Reinforced and secure supply lines allow an enhanced access to more resources. In this scenario, both players **get a +1 Bonus to the SWC** they have available.

SPECIALIST TROOPS

For the purposes of this scenario, only *Doctors*, *Engineers*, *Forward Observers*, *Hackers*, *Paramedics*, *Specialist Operatives* 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*.

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

EVO HACKER BONUS

If the player possesses a trooper with an *EVO Hacking Device* in a non-*Null* state on the game table, then they will have a **MOD of +3** to the *WIP* Rolls necessary to *Activate Console* and to *Synchronize Civilian*. This Bonus is cumulative with other bonuses.

HVT AND CLASSIFIED DECK NOT USED

In this scenario, the *HVT model* and *Secure HVT* rules are not applied. Players will not deploy the *HVT model* on the game table and they will not use the *Classified Deck* in this scenario.

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 finish at the end of that *Turn*.

NARRATIVE MODE

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

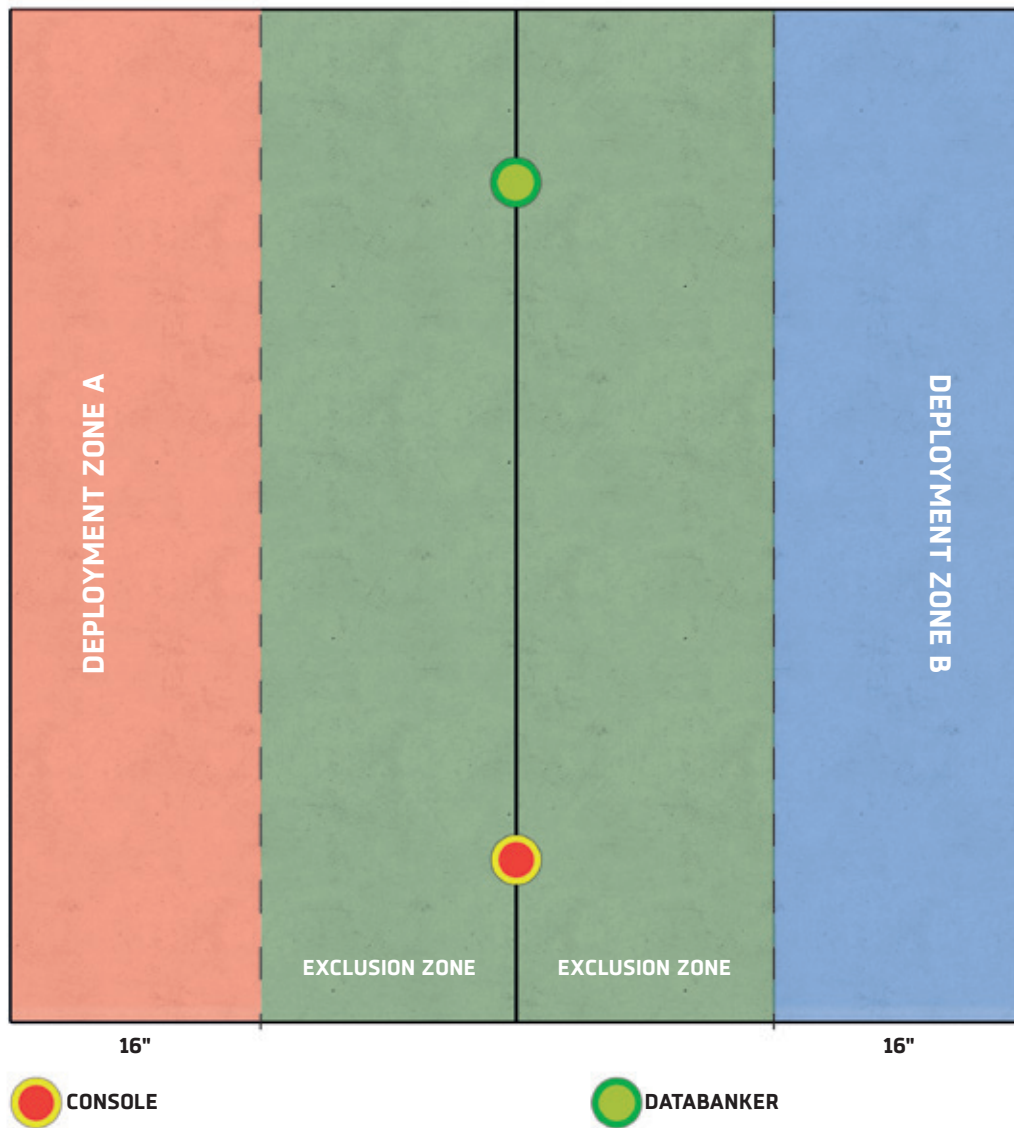
Narrative Mode. Scenario Special Rules

Side A. In Narrative Mode, Side A will always be the Tunguska Sectorial army.

- Forces: 300 points + Jelena Kovač, Securitate DI (without applying *Cost* or *SWC*).

Side B. In Narrative Mode, Side B will always be the Varuna Immediate Reaction Division or the Neoterran Capitaline Army Sectorial armies.

- Forces: 300 points + Indigo Fusilier Richard Quinn (without applying *Cost* or *SWC*).



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