DEFIANT TRUTH

A freelance stringer has received a confidential data package that reveals a dark plot by an intelligence agency to manipulate consulting companies in order to undermine the financial markets.

The release of this data could mean a disturbance of epic proportions, and could turn into a true political weapon, so this must be approached carefully. The mission consists of extracting the stringer to avoid the release of said information, or to make sure she shares it at the right time, when it could do the most harm to our rivals.

Special Rules: Objective Room, Evacuation System Consoles, Connect Console, Freelance Stringer, Dropships, Sabotage, Dropship Sabotage, Evacuation, Killing, Specialist Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To **Connect** an *Evacuation System Console* (1 Objective Point).

- To have the *Freelance Stringer* in **CivEvac** state at the end of the game (3 Objective Points).

- To **Evacuate** the *Freelance Stringer* (3 Objective Points).

- To kill **more** *Specialist Troops* than the adversary (2 Objective Points).

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 a standard *Deployment Zone* 12 inches deep.

Exclusion Zone. Troopers may not use *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment,* and *Infiltrate* 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

OBJECTIVE ROOM

The *Objective Room* is placed in the center of the table, covering an area of 8 by 8 inches. To represent it, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block *Line of Fire*.

The inner area of the *Objective Room* is considered a **Saturation Zone**.

It has four *Gates*, one in the middle of each wall (See map below).The *Gates* of the *Objective Room* are open. The *Objective Room Gates* must be represented by a Narrow Gate Marker or a scenery piece of the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

EVACUATION SYSTEM CONSOLES

There are **2** *Consoles,* placed in different halves of the game table, each of them 8 inches from the central line of the table and 24 inches from the edges.

Each *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, the Tech Consoles and the Communications Array by Warsenal, or the Comlink Console by Customeeple).

CONNECT CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.

- The *Specialist Troop* must be in base contact with a *Console*.

- Each player can only Connect **one** *Console*.

EFFECTS

- Allows the S*pecialist Troop* to make a Normal **WIP** Roll to *Connect the Console.*

- If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

FREELANCE STRINGER

The *Freelance Stringer* has a *Civilian* Troop Profile. Both players must consider her as *Neutral*. The *Freelance Stringer* is placed in the center of the *Objective Room*.

If the *Freelance Stringer* is *Evacuated* in the *CivEvac* state, then both Objectives are accomplished.

Players can use the *Freelance Stringer* model from the *Dire Foes Mission Pack 6: Defiant Truth*, or any model from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as an *HVT* or as a *Civilian*.

DROPSHIPS

There are **four** *Dropships*. Each half of the game table has two of them, placed on the edges of the table, in contact with the edge of the *Deployment Zone* (see the map). Each players' two *Dropships* are numbered 1 and 2. The *Dropship* placed at the right of the player is Number 1, and the one placed at the left is Number 2.

Each *Dropship* must be represented by a Dropship Template, the cut-out model — both available in the Downloads section of the Infinity website — or by a scenery piece of the same size.

> **REMEMBER:**
>
> • Troopers inside a *Dropship* have *Total Cover* against *Attacks* from outside.
>
> • Troopers can only enter and exit the *Dropship* through the hatch shown on the Dropship Template and in the cut-out model available in the Downloads section of the Infinity website, or through whatever access the scenery piece has. The hatch has a *Wide Gate Width*.

SABOTAGE

Before the battle, troopers who infiltrated behind the enemy lines have sabotaged one of the enemy *Dropships*.

During the *Deployment Phase* each player must take note of the enemy *Dropship* he has sabotaged (1 or 2). This number is considered *Private Information* until the player declares the *Dropship Sabotage* ARO.

DROPSHIP SABOTAGE (ARO)

LABELS

Attack, No LoF.

REQUIREMENTS

• Only *Specialist Troops* can declare this Skill.

• An enemy *Specialist Troop* has declared *Evacuation* while being inside a *Dropship* the player has marked as *Sabotaged*.

EFFECTS

• By succeeding at a **WIP** Face to Face Roll, one of the Reactive Player's *Specialist Troops* cancels, without *LoF*, the *Evacuation* his adversary declared.

• The player must show his adversary, if he requires so, the note with the number of the *Sabotaged Dropship*.

EVACUATION (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

• Only *Specialist Troops* can declare this Skill.

• The *Specialist Troop* must be inside of a *Dropship*.

• This Skill cannot be declared until the **second** *Game Round*.

• This Skill cannot be declared if the player has not previously *Connected* a *Console*.

EFFECTS

• If the adversary has **not** designated the *Dropship* as *Sabotaged,* or if he has **not** declared the *Dropship Sabotage* ARO, then just spending one Short Skill, without any roll needed, is all that is required for a successful *Evacuation*.

• If the adversary has designated the *Dropship* as *Sabotaged,* and declares the *Dropship Sabotage* ARO, then spending one Short Skill and succeeding at a Face to Face **WIP** Roll is required for a successful *Evacuation*.

If the *Dropship* has been *Sabotaged* and the player fails the Face to Face Roll, this roll can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

• If the *Evacuation* is successful, then the models and the *Dropship* template must be removed from the game table at the end of the Order that happened.

• Troops that have been *Evacuated* by the *Dropship* don't provide their Order in subsequent Tactical Phases. However, even though they have left the game table, they are not considered casualties for *Retreat!* purposes.

KILLING

A trooper is considered *Killed* when he enters the *Dead* state, or is 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 are considered *Killed* by the adversary.

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 use *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.

NARRATIVE MODE

This scenario is described in a generic way, but can be played in Narrative Mode that reflects events in the current Infinity Universe history.

In Narrative Mode, Faction A will always be the Imperial Service Army of Yu Jing, while Faction B will always be a generic Haqqislam army.

In this Mode, Faction A (Yu Jing) will consider the *Freelance Stringer* as *Hostile*, while Faction B (Haqqislam) will consider her *Neutral*.
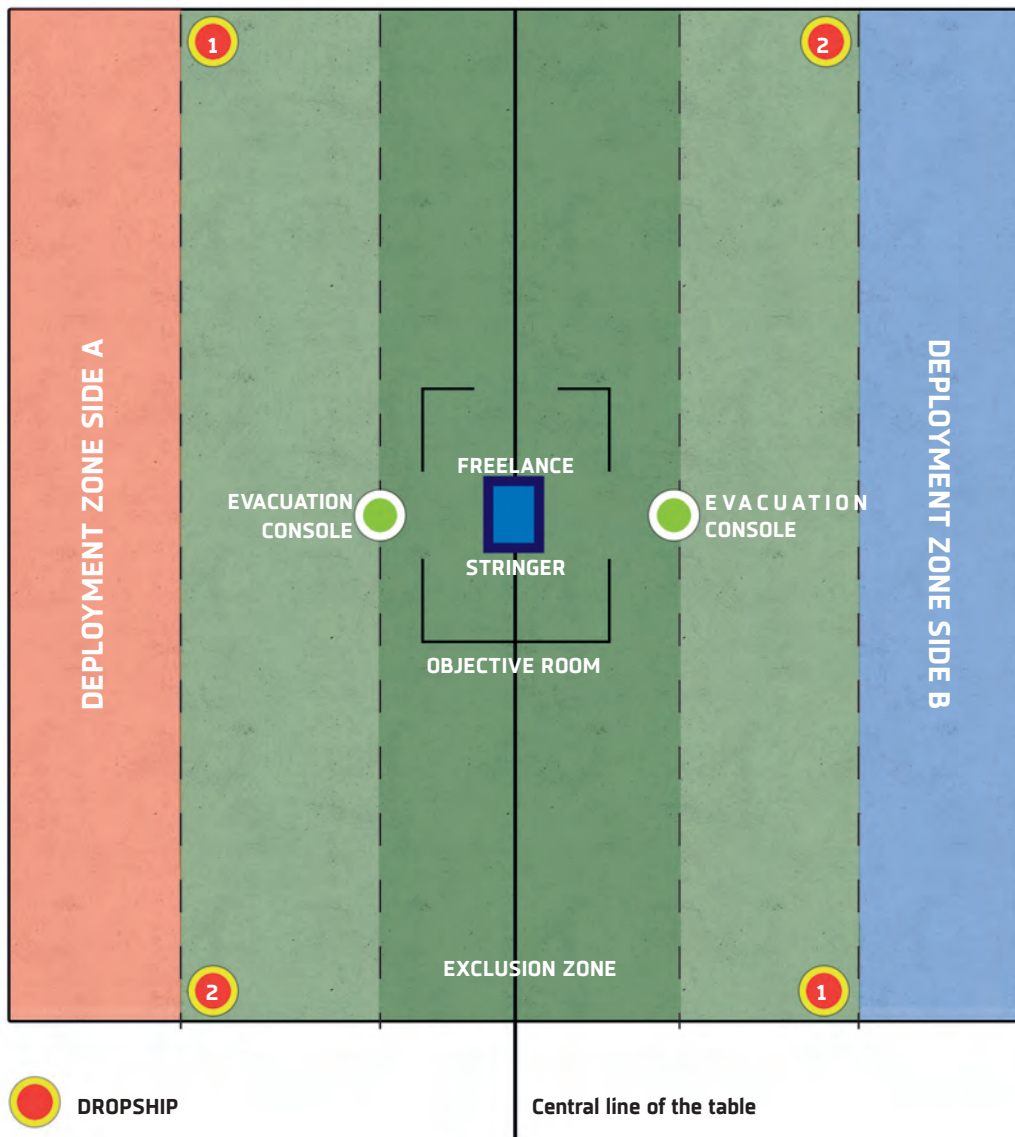
In the Narrative Mode, the Guǐ Fēng Xi Zhuang and Husam Leila Sharif will not need a *WIP* roll to *Connect the Console*, nor to *Synchronize the Freelance Stringer*.

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*.

DIRE FOES

DEPLOYMENT ZONE SIDE A

DEPLOYMENT ZONE SIDE B

EVACUATION CONSOLE

EVACUATION CONSOLE

FREELANCE

STRINGER

OBJECTIVE ROOM

EXCLUSION ZONE

🔴 **DROPSHIP**

Central line of the table

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