DIRE FOES

INFINITY
CORVUS BELLI

FLEE OR DIE

The private shuttle of an influential executive has been shot down during its climb towards low orbit around planet Paradiso. The executive, however, managed to survive the attack by evacuating the shuttle inside a Crash Coffin that has landed in an uninhabited region of the planet.

A rescue unit has been dispatched to the projected landing area in order to facilitate an immediate extraction of the executive and safeguard her and the data she was transporting. To that effect, it is imperative that the Distress Beacon in the Crash Coffin be activated, so it can lead the extraction vehicle to the exact landing spot.

Be advised, we are not out of the woods yet. Whoever downed the shuttle will surely try to finish the job, even if they have to do it by hand.

MISSION OBJECTIVES

DEFENDER OBJECTIVES
- » **Evacuate** the *VIP Executive* (5 Objective Points).
- » **Evacuate** the *Main Data Box* once the *VIP Executive* has been Neutralized (4 Objective Points).
- » **Rescue** the *VIP Executive* (3 Objective Points).
- » **Retrieve** the *Main Data Box* once the *VIP Executive* has been Neutralized (2 Objective Points).
- » **Activate** the *Distress Beacon* in the *Crash Coffin* (1 Objective Point).
- » **Evacuate** the *Secondary Data Boxes* (2 Objective Points per box evacuated).
- » **Retrieve** the *Secondary Data Boxes* (1 Objective Point per box evacuated).

ATTACKER OBJECTIVES
- » **Neutralize** the *VIP Executive* and evacuate the *Main Data Box* (5 Objective Points).
- » **Neutralize** the *VIP Executive* (3 Objective Points).
- » **Retrieve** the *Main Data Box* once the *VIP Executive* has been Neutralized (1 Objective Point).
- » **Activate** the *Distress Beacon* in the *Crash Coffin* (1 Objective Point).

- » **Evacuate** the *Secondary Data Boxes* (2 Objective Points per box evacuated).
- » **Retrieve** the *Secondary Data Boxes* (1 Objective Point per box evacuated).

CLASSIFIED
Each player has one *Classified Objective* worth 1 Objective Point, obtainable only if the player's Objective Point score does not exceed 10.

FORCES

ATTACKER 300 points.

DEFENDER: 300 points.

DEPLOYMENT

ATTACKER and DEFENDER: the *Deployment Zones* are areas 12 inches wide along two opposite edges of the game table.

Troops with the Special Skill *Mechanized Deployment* cannot deploy farther than 24 inches from their edge of the table.

This scenario has environmental hazards that add a **-3 Modifier** to all *PH* Rolls to deploy using *Infiltration* or *AD: Combat Jump* and to the *WIP* Roll to deploy using Impersonation.

No models can be deployed in the 8-inch wide area along the central line of the table (see map).

SCENARIO SPECIAL RULES

Game table size: 48 by 48 inches

CHOOSING A SIDE

If this mission is not played in Narrative Mode, players can assign the Attacker and Defender roles freely. If no agreement is reached, each player rolls a d20 and whoever gets the highest result will be the Defender.

PREDETERMINED INITIATIVE

For the purposes of this scenario, the Defender is always assumed to have won the *Initiative* roll.

HOSTILE ENVIRONMENT

The area 4 inches to each side of the central line of the table is considered an *Adverse Level Hostile Environment Area*, forcing a *Damage* 11 *ARM* Roll on a 19 or 20 die result as described in the *Hostile Environment* rules you will find in the *Infinity Campaign: Paradiso rulebook.*

CRASH COFFINS

Three *Crash Coffins* are distributed along the central line of the table. One of them is placed in the middle of the line, and the other are placed on either side, 8 inches from each edge of the table.

Crash Coffins must be represented by a *Crash Coffin* Marker or by a piece of scenery of the same diameter (such as the *Crash Coffin* by MicroArt Studio).

Only *Specialist Troops* can Open *Crash Coffins*. To do so, they must be in base contact with the *Crash Coffin,* spend one Short Skill of an Order, and succeed at a *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.

Once the *Crash Coffin* is open, roll on the Unknown Cargo chart:

UNKNOWN CARGO	
1D20	**RESULT**
1-12	Secondary Data Box
13-20	VIP Executive

There is only 1 *VIP Executive* in the 3 *Crash Coffins*. Once a Secondary Data Box result is rolled for 2 different *Crash Coffins,* the last *Crash Coffin* will automatically contain the *VIP Executive.*
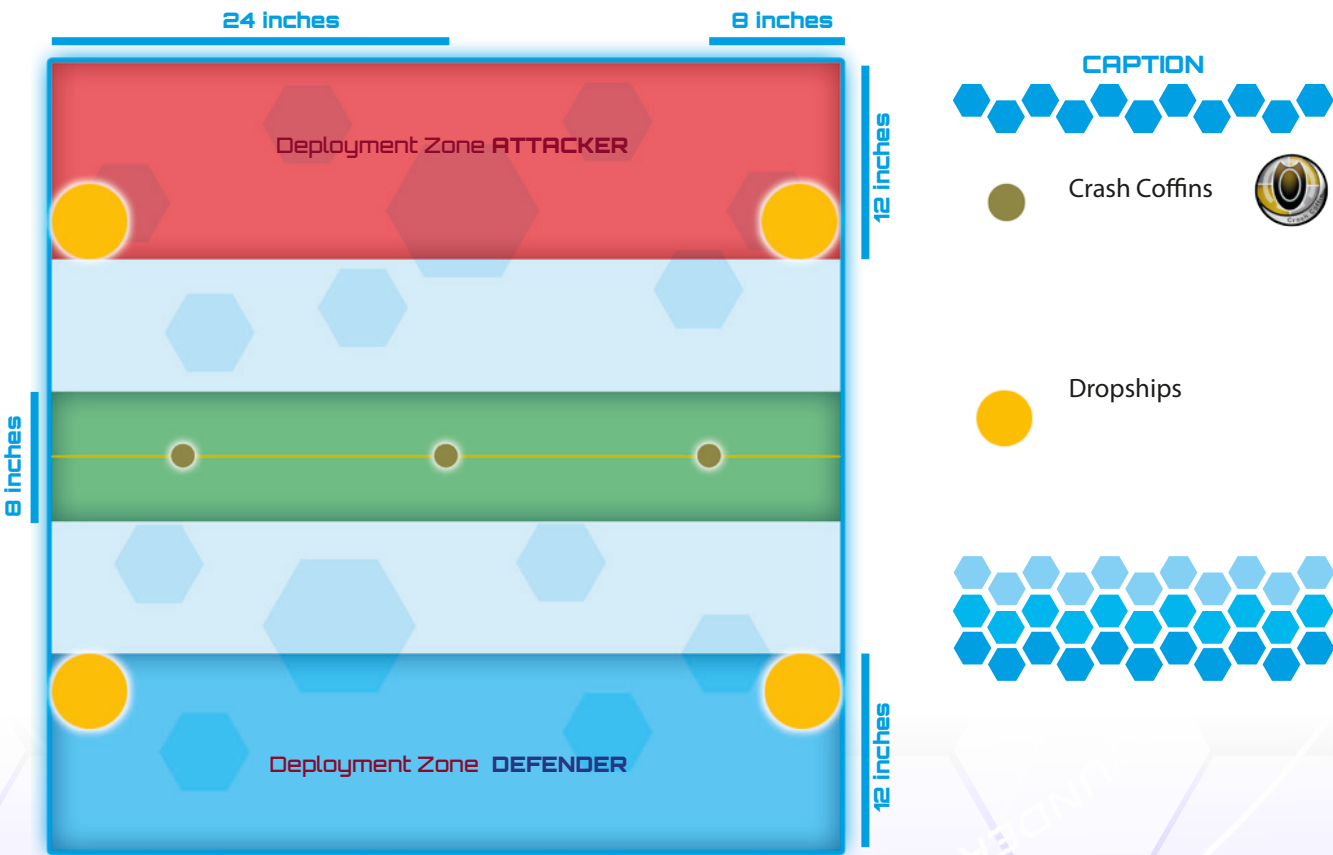
Once the *VIP Executive* has been located, place her model in base contact with the model who found her.

DISTRESS BEACON

Crash Coffins are equipped with a *Distress Beacon* players can use to facilitate the extraction.

To *Activate* a *Distress Beacon*, a *Specialist Troop* must be in base contact with the *Crash Coffin* that contained the *VIP Executive,* spend one Short Skill of an Order, and succeed at a *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 .

FLEE OR DIE

24 inches · 8 inches

Deployment Zone ATTACKER

12 inches

8 inches

Deployment Zone DEFENDER

12 inches

CAPTION

Crash Coffins

Dropships

Konstantinos, Yasbir, V.I.P. Executive
and Crash Coffin by Micro Art Studio

DEFENDER: SYNCHRONIZING THE VIP EXECUTIVE

To be able to evacuate the *VIP Executive*, the Defender must first *Synchronize* her to a *Specialist Troop*. Non-specialists cannot *synchronize* with the V*IP Executive*.

The *VIP Executive* has the troop profile of a *Civvie*, and applies the *Civvie rules* (See *Infinity: Human Sphere*) with regards to *synchronization*.

The *VIP Executive* is always considered to be a *Neutral Civvie* towards the Defender and a *Hostile Civvie* towards the Attacker.

DEFENDER: RESCUING THE VIP EXECUTIVE

The Defender has *Rescued* the *VIP Executive* if, at the end of the mission, she remains *Synchronized* with one of the Defender's S*pecialist Troop*s still on the game table.

ATTACKER: NEUTRALIZE THE VIP EXECUTIVE

The *VIP Executive* will be neutralized if she is wounded into *Unconsciousness* or *killed*. However, she can only be neutralized in Close Combat.

Any player who renders the *VIP Executive Unconscious* or *Dead* in any way other than Close Combat automatically loses the game.

MAIN DATA BOX

If the Attacker manages to *Neutralize* the *VIP Executive*, place a Data Box marker (DATA BOX) or a suitable piece of scenery (such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames or the Supply Boxes de Warsenal) in base contact with her.

SECONDARY DATA BOXES

Secondary Data can be downloaded from each of the two *Crash Coffins* that do not contain the *VIP Executive*.

To *Download Secondary Data,* a *Specialist Troop* must be in base contact with the *Crash Coffin*, spend one Short Skill of an Order or 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.

Once the data is *Downloaded,* place a Data Box marker (DATA BOX) or a suitable piece of scenery (such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames or the Supply Boxes de Warsenal) in base contact with the Specialist Troop.

CARRYING DATA BOXES

A model can carry no more than one *Data Box* at a time.

If a model *carrying* a *Data Box* enters a state of *Unconscious* or *Dead,* leave the Data Box marker on the table.

All models can pick up a Data Box from the ground, from the hands of another model who is *Unconscious* or *Immobilized*, or from an ally. To do so, the model must make base contact with the box and spend a Short Skill.

Remember: Executing a Short Skill, such as picking up a Data Box, will force troops under a Marker (Camouflaged, Impersonators, Holoechoes…) to reveal themselves.

RETRIEVING DATA BOXES

A *Data Box* is considered to be *Retrieved* if, at the End of the Mission, it is being carried by a model in a Normal state (that is, one that is not *Unconscious, Immobilized, Dead*…) still on the game table.
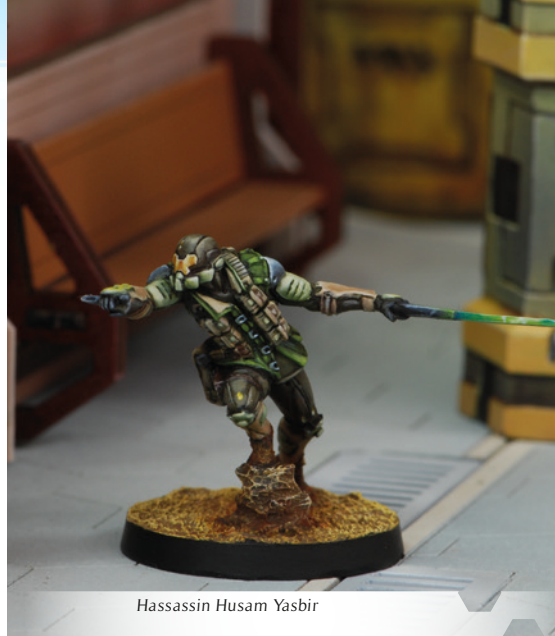
SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Engineers* and *Doctor*s (Those both even via *G: Servant* models), *Forward Observers*, and troops with *Chain of Command* are considered *Specialist Troops*.

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

Indigo Brother Konstantinos and V.I.P. Executive

Hassassin Husam Yasbir

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

DROPSHIPS

Four *Dropships* are placed on the game table: two inside each *Deployment Zone*, and with each of them touching the edge of the table and the edge of the *Deployment Zone* (as shown in the map). Each player's *Dropships* are numbered 1 to 2, with the *Dropship* on the left of the player being #1 and the one on the right #2.

The *VIP Executive*, the *Main Data Box* and the *Secondary Data Boxes* can only be evacuated via a *Dropship*.

Any model carrying one of these things that is inside a *Dropship* can trigger a lift-off by spending one Short Skill of an Order.

Remember: Models inside a Dropship are in Total Cover. Dropships have only one entrance and exit, represented by the hatch in the Dropship cutouts and templates available in the Downloads section of the official Infinity website.

SABOTAGE

Troops from both sides have managed to sabotage one of each other's *Dropships* before the battle.

During the *Deployment Phase,* each player secretly writes down which of their opponent's *Dropships* has been sabotaged (either #1 or #2).

When a model spends a Short Skill to activate a *Dropship* that was sabotaged, if the opponent has a *Specialist Troop* with *LOF* to the *Dropship,* the Specialist can use their ARO to try to stop the launch. To do so, the player shows the number they wrote. If the number matches the *Dropship's* and the *Specialist*

Troop succeeds at a *WIP* Roll, the *Dropship* fails to launch and cannot be used to *Evacuate* for the rest of the game.

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.

NARRATIVE MODE

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

In Narrative Mode, the Defender is always a generic PanOceanian army or a Military Order sectorial army, and the Attacker is always a generic Haqqislam army or a Hassassin Bahram sectorial army.

In this game mode, Brother Konstantinos and the Hassassin Husam Yasbir can ignore the environmental **-3 Modifier** to *Infiltration PH* Rolls. Both of them also have a **+3 WIP** Modifier to all Rolls to *Activate* the *Distress Beacon,* Open *Crash Coffins* and Download *Secondary Data.*

PROFILES

Regular	Irregular	Frenzy	Impetuous	Cube	Cube 2.0	Fireteam

LI — INDIGO BROTHER KONSTANTINOS
ISC: INDIGO BROTHER KONSTANTINOS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	SECTORIAL
4-4	16	12	11	13	2	-3	1	1	1

Equipment: Multispectral Visor L2

Skills: CH: Mimetism　　Specialist Troop　　Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
BROTHER KONSTANTINOS	Combi Rifle, D-Charges	Assault Pistol, CCW	0	29
BROTHER KONSTANTINOS SPECIALIST (Infiltration)	Combi Rifle, D-Charges	Assault Pistol, CCW	0	34

NOTE 1: Brother Konstantinos (Unless the Specialist version) can be part of a Order Sergeant Fireteam in any Military Order 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 — HASSASSIN HUSAM YASBIR
ISC: HASSASSIN HUSAM YASBIR

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	SECTORIAL
4-4	22	12	13	14	1	-3	1	1	1

Equipment:

Skills: Martial Arts L3　　Specialist Troop　　Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
HASSASSIN HUSAM YASBIR (Holoprojector L1)	Rifle + Light Shotgun, Nanopulser	Pistol, Viral CCW, Knife	0	28
HASSASSIN HUSAM YASBIR (Infiltration, Holoprojector L2)	Rifle + Light Shotgun, Nanopulser, Smoke Grenades	Pistol, Viral CCW, Knife	0	35

NOTE 1: Only the Hassassin Husam Yasbir possesing Holoprojector Level 1 can be part of a Muyibs Fireteam in the Hassassin Bahram 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
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
VIP EXECUTIVE	-	-	-	-