# DIRE FOES

# INFINITY
## CORVUS BELLI

## FLEETING ALLIANCE

*Mission accomplished! Or almost. All that's left now is to evacuate your team from the ship and leave no trace of your presence there. If you can't get them all out, at least make sure no one who can be interrogated is left behind.*

*Now go do what needs doing: turn on the emergency generator to activate the evacuation system so it can't be deactivated from the ship's command bridge. Then, get hold of the evacuation console and the Marine Engineering Officer on duty, to keep them from aborting the operation. Doesn't sound too hard.*

*Unsurprisingly though, there's bad news and worse news. The bad: for a summit like the one you just sabotaged, even a civilian cruise ship like the SS Stella Solaris has been fitted with armed securibots. The worse: the rival team probably has the same escape plan as you. You weren't able to locate the second pass key for the Evacuation System, so chances are they have it. Without it, there is no way out.*

*You need two pass keys to activate the system, and they can only be entered by authorized personnel. Check your comlog: even if you take the key from them, there isn't time to forge a second authorization. Come to think of it, your enemies are in the same predicament as you, aren't they? That means you can convince them to strike a truce of some kind until the evacuation system is up and running, and then…then bullets can fly.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES
» **Activate** the *Generator* (1 Objective Point).
» **Initialize** the *Evacuation System* (1 Objective Point for each player).
» **Control** the *Evacuation Console* at the end of the game (1 Objective Point).
» Have the *Marine Engineering Officer* **synchronized** at the end of the game (1 Objective Point).
» **Evacuate** more troops than the opponent (1 Objective Point per evacuation exceeding the opponent's, up to a maximum of 4 Objective Points).

### SECONDARY OBJECTIVES
» Use the *Authorized Specialist* to initialize the *Evacuation System* (1 extra Objective Point).
» Evacuate the *Authorized Specialist* (1 extra Objective Point).

### CLASSIFIED

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

A player's Objective Point count cannot exceed 10 points for this mission. If a player obtained 10 Objective Points via main and secondary objectives, ignore that player's Classified Objective.

### FORCES

**Side A:** 300 points.

**Side B:** 300 points.

### DEPLOYMENT

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

This scenario is set inside a facility so the use of the Special Skill *Airborne Deployment (AD)* is not allowed.

Deploying in base contact with the *Generator Consoles* or the *Objective Room*, or inside the latter, is not permitted.

### GAMING GUIDE: MISSION SEQUENCE
1. Activate a Generator Console.
2. Activate the Evacuation Console (Both players must do it during their first Game Turn).
3. Evacuate eligible troops using the Evacuation Elevators.
4. Evacuate the Authorized Specialist.
5. Control the Evacuation Console.
6. Synchronize the Marine Engineering Officer.

## SCENARIO SPECIAL RULES

*Game table size:* 48 x 48 inches

### GENERATOR CONSOLES

The *Generator* can be turned on using the G*enerator Consoles*. There are two *Generator Consoles*, each placed on one half of the table. Both are located 8 inches from the central line of the table and 24 inches from the edge of the table (See map below).

The *Generator Consoles* 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 Activate a *Generator Console*, 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.

### SECURITY REMOTES

These Remotes are fixed to the floor and cannot move. They must be represented by a Security Remote Marker (Sec. REM) with the height of a model's base, or by a scenery piece of the same diameter.

*Security Remotes* are reactive elements. They activate in response to any Order declared by an active figure in *LOF*, but not by Markers.

They will not react against the troops of a player who, at any time during that Player Turn, has had the *Marine Engineering Officer Synchronized*.

The *Security Remotes* have the Special Skill *Total Reaction* and a *360º Visor*. They are armed with a *Combi Rifle* and an *Electric Pulse*.

There are four *Security Remotes*. Two of them are placed on the central line of the table, 8 inches from the edge of the game table. The other two are on each half of the table, in base contact with one of the *Security Room Gates* (See map below).
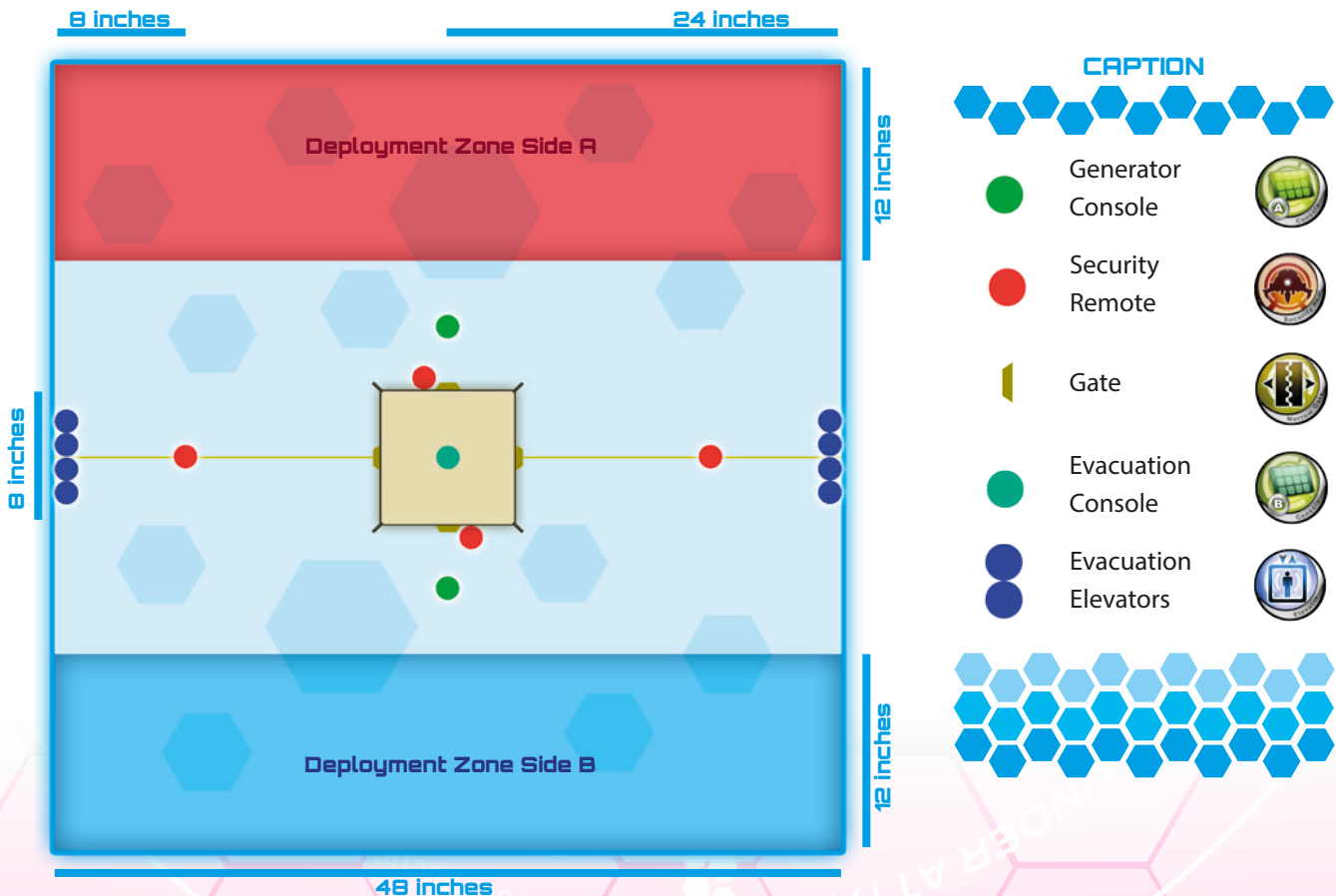
### OBJECTIVE ROOM

Placed in the center of the table, it has an area of 8 x 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*. It has four open *Gates*, one in the middle of each wall (See map below).

To represent the *Objective Room*, we recommend using the Objective Room by Micro Art Studio or the Command Bunker by Warsenal.

The *Objective Room Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. Troops with a base wider than the length of the marker cannot cross the threshold.



## FLEETING ALLIANCE

8 inches     24 inches

Deployment Zone Side A

12 inches

8 inches

12 inches

48 inches

### CAPTION

- **Generator Console**
- **Security Remote**
- **Gate**
- **Evacuation Console**
- **Evacuation Elevators**

Deployment Zone Side B

## INITIALIZING THE EVACUATION SYSTEM

The *Evacuation System* must be initialized before the *Evacuation Elevators* can be used.

To *Initialize the Evacuation System*, at least one of the players must have activated the *Generator* and **both players** must activate the *Evacuation Console.*

The *Evacuation System* will be considered initialized and operational in the Game Turn following the one in which both players have *Activated the Evacuation Console.*

## ACTIVATING THE EVACUATION CONSOLE

There is **one** *Evacuation Console* placed in the center of the *Objective Room*. The *Evacuation Console* 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).

To *Activate* the *Evacuation Console*, 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.

Only *Specialist Troops* can *Activate* the *Evacuation Console*.

Both players must *Activate the Evacuation Console* in the **first Game Turn** (See: End of the Mission).

## CONTROLLING THE EVACUATION CONSOLE

The *Evacuation 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 *Evacuation Console*, but can prevent the enemy from *Controlling* it by being in base contact with it. *Unconscious, Dead* or *Sepsitorized* troops cannot do either.
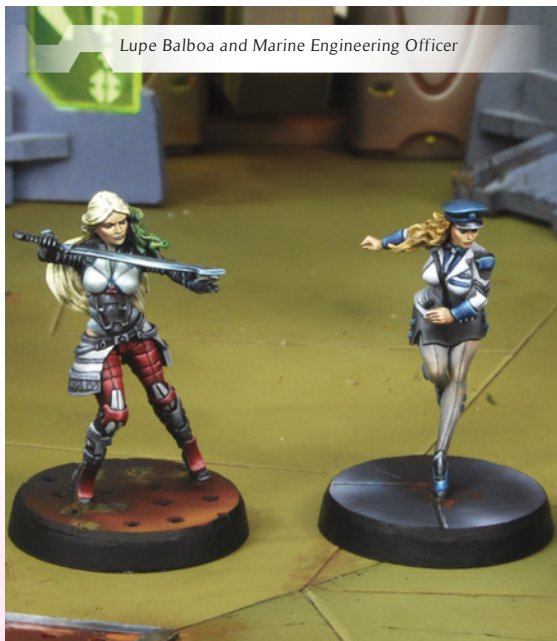
## MARINE ENGINEERING OFFICER

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

There is only 1 *Marine Engineering Officer* and she is placed in one of the four corners of the *Objective Room*. Before starting the game, players number the corners from 1 to 4 and Roll on the *Marine Engineering Officer* Chart to know where they must place the model.

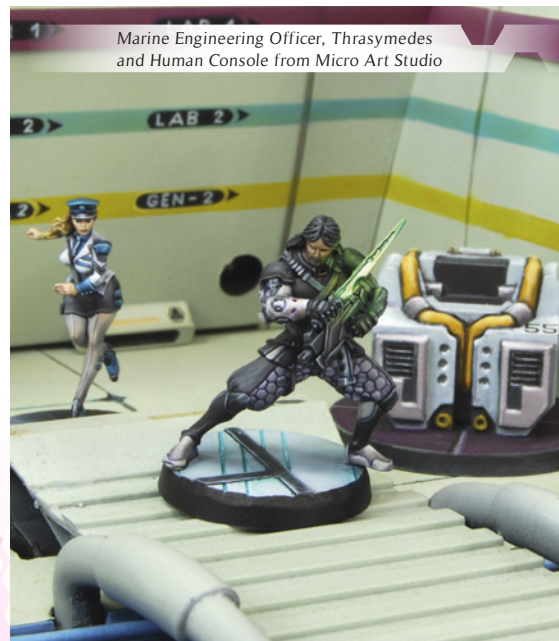| MARINE ENGINEERING OFFICER | |
|---|---|
| 1D20 | RESULT |
| 1-5 | Corner #1 |
| 6-10 | Corner #2 |
| 11-15 | Corner #3 |
| 16-20 | Corner #4 |

## EVACUATION ELEVATORS

There are **eight** *Evacuation Elevators* placed in two sets of four (in base contact with each other) on each side table edge, two of them on either side of the center line of the table (see the map below).

These are represented by Elevator Markers, or a scenery piece with the same diameter (such as the Elevator Doors by Micro Art Studio or the Elevators by Bandua Wargames).

By spending 1 Short Skill of an Order, a model that is eligible to be evacuated and is inside an *Evacuation Elevator* can activate it, leaving the game table at the end of that Order.

Models cannot enter an *Evacuation Elevator* as long as it is occupied by another model.

*Evacuation Elevators* do not provide *Cover.*


Lupe Balboa and Marine Engineering Officer


Marine Engineering Officer, Thrasymedes and Human Console from Micro Art Studio

At the end of each Player Turn, the *Evacuation Elevators* automatically eject any non-evacuated troops inside them. In such a case, the model is placed outside the *Evacuation Elevator*, in base contact with it.

In the same way, troops in an **Unconscious** or **Immobilized** state will be placed, in base contact with the *Evacuation Elevator* they were inside of at the end of the Order in which they passed to that state.

### EVACUATING TROOPS

Antipodes, Hungries, Pupniks and models with the Special Skill *G: Remote Presence* are not eligible to be evacuated.

Only models and not Markers can be evacuated. Markers are revealed automatically when they activate an *Evacuation Elevator*.

Troops evacuated by the *Evacuation Elevators* do not provide their Order to the *Order Reserve* in subsequent turns, but they are not counted as casualties for *Retreat!* purposes.

If a *Lieutenant* leaves the game table via the Evacuation Elevators, then that model's army will enter a *Loss of Lieutenant* state.

### SPECIALIST TROOPS

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

### AUTHORIZED SPECIALISTS

Each player must designate **one** *Specialist Troop* as an *Authorized Specialist.*

This information is public and must be disclosed when the *Authorized Specialist* is first deployed.

## 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.

Unless, by the end of the first Game Turn, both players have A*ctivated the Evacuation Console,* the game will end automatically with the defeat of both players.

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

## 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 a Nomad generic army or an army from the Jurisdictional Command of Corregidor. Meanwhile, Side B will always be an ALEPH generic army or an army from the Steel Phalanx.

In Narrative Mode, Vortex Lupe Balboa and Sergeant Chandra Thrasymedes must be the designated *Authorized Specialists* of their players.

Lupe Balboa and Thrasymedes do not need to make the *WIP Roll* to *Activate the Generator Console* or to *Activate the Evacuation Console*.

# PROFILES

| | | | | | | |
|---|---|---|---|---|---|---|
| △ Regular | 〰 Irregular | ⚡ Frenzy | ➤ Impetuous | 👥 Cube | 2.0 Cube 2.0 | ⬚ Fireteam |

## LI — ALGUACIL VORTEX LUPE BALBOA
ISC: ALGUACIL VORTEX LUPE BALBOA

| MOV | CC | BS | PH | WIP | ARM | BTS | W | AVA | SECTORIAL |
|---|---|---|---|---|---|---|---|---|---|
| 4-4 | 14 | 12 | 11 | 13 | 2 | -3 | 1 | 1 | 1 |

**Equipment**

**Skills** — CH: Mimetism  Specialist Troop  V: Dogged

| Name | BS Weapons | CC Weapons | SWC | C |
|---|---|---|---|---|
| LUPE BALBOA | Combi Rifle, Nanopulser, Panzerfaust, Smoke Grenades | Pistol, CCW | 0 | 23 |

*NOTE 1: Vortex Lupe Balboa can be part of an Alguaciles Fireteam in the Jurisdictional Command of Corregidor (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.*

## MI — CHANDRA SERGEANT THRASYMEDES
ISC: CHANDRA SERGEANT THRASYMEDES

| MOV | CC | BS | PH | WIP | ARM | BTS | W | AVA | SECTORIAL |
|---|---|---|---|---|---|---|---|---|---|
| 4-2 | 19 | 12 | 13 | 13 | 3 | 0 | 1 | 1 | 1 |

**Equipment** — ODD: Optical Disruptor Device  360º Visor

**Skills** — Specialist Troop

| Name | BS Weapons | CC Weapons | SWC | C |
|---|---|---|---|---|
| THRASYMEDES INFILTRATOR (INFILTRATION) | Submachine gun, Nanopulser, Flash Grenades | Pistol, Shock CCW | 0 | 27 |
| THRASYMEDES (FIRETEAM: ENOMOTARCHOS) | Submachine gun, Light Rocket Launcher, Nanopulser, Flash Grenades | Pistol, Shock CCW | 0,5 | 29 |

*NOTE 1: Only the Enomotarchos version of the Chandra Sergeant Thrasymedes can be part of a Thorakitai Fireteam in the ALEPH's Steel Phalanx (2+1 or 3+1).*

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

## LI — CIVVIES -- MARINE ENGINEERING OFFICER --
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 -- MARINE ENGINEERING OFFICER -- | | | | |

## REM — SECURITY REMOTE
ISC: SECURITY REMOTE

| MOV | CC | BS | PH | WIP | ARM | BTS | STR |
|---|---|---|---|---|---|---|---|
| ---- | 5 | 11 | 5 | 12 | 2 | -3 | 1 |

**Equipment** — Combi Rifle  Electric Pulse