



### TRAIN RESCUE (FREE ANGUS)

In the underworld of espionage and Intelligence, prisoners and "sensitive" persons are seldom relocated amidst a spectacular security display. On the contrary, these high-priority targets are often simply put into life support pods and dispatched, in a state of stasis, inside a nondescript industrial machinery shipment via ordinary civilian channels.

That is the case for Angus, whose latest blunder has had him taken prisoner by the enemy. Information on the Mag-Lev train transporting him has been leaked, but the specific container holding his life support pod remains unidentified.

The purpose of this mission is to rescue Angus, with the goal of debriefing him and figuring out what it is he knows that makes him so valuable to the enemy. Your team will take the Mag-Lev by force when it stops at one of its loading stations. You must access the containers' unlock codes from one of the train's tractor cars. With these codes you can open containers until you locate Angus. Bear in mind that you will need a qualified doctor in order to extract him from the pod and stabilize him on-site. Once this is done, your team can take him to the extraction point.

Intelligence has prepared a bait operation that will serve as a diversion for the enemy forces, so expect no opposition on their part. However, chances are other hostile forces will be interested in abducting Angus for their own purposes. For this reason, alertness, swiftness and firmness must be your operational principles in this mission. You will receive further details on your comlog upon departure.

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- » **Open** the door of the *Train Cab* (maximum 1 Objective Point per player).
- » **Download** the *Container Unlock Codes* (maximum 1 Objective Point per player).
- » **Release** *Angus* (1 Objective Point).
- » **Synchronize** *Angus* (maximum 1 Objective Point per player).

- » **Steal** *Angus* (maximum 1 Objective Point per player).
- » **Rescue and secure** *Angus* (3 Objective Points).

#### CLASSIFIED

Each player has 1 **Classified Objective** (2 Objective Points).

#### 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.

Deploying inside or in base contact with the *Mag-Lev Train* is not permitted.

#### GAMING GUIDE: MISSION SEQUENCE

1. Open the door of the *Train Cab*.
2. Download the *Container Unlock Codes* (maximum 1 Objective Point per player).
3. Open a *Container* (Doctors).
4. Stabilize *Angus*.
5. Synchronize/steal *Angus*.
6. Rescue and secure *Angus*.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

MAG-LEV TRAIN

The *Mag-Lev Train* is placed on the game table with the rest of the scenery, before the *Deployment Phase* starts.

The *Mag-Lev Train* occupies the center of the table, dividing it in two. It is composed of 2 *Train Cabs* and 1 open wagon placed between them. For convenience, players can use the *Mag-Lev Train Templates* available for free on the Download section of the official Infinity website. *Mag-Lev Train Templates* must be placed centered along the middle line of the game table.

The middle wagon is completely open, and it is possible to draw *LOF* through it. However, it carries 4 *Containers*, which are the usual cargo of the *Mag-Lev Train*. The containers will determine which *Lines of Fire (LOFs)* can be drawn through it when shooting from, towards, or through this intermediate wagon.

The two *Train Cabs* are placed on either end of the *Mag-Lev Rail Area*. They have a size of 8x4 inches and are considered to have infinite height and to completely block all *LOFs*. The electrified surface of the *Train Cabs* prevents models from *Climbing* them. This includes troops possessing the *Climbing Plus* Special Skill.

CONTAINERS

The scenery items on the middle wagon are the containers available for free download from the Download section of the official Infinity website. Alternatively, a scenery item of similar size can be used.

There are four Containers. These Containers will be placed in the numbered docks 2, 3, 9 and 12 of the *Mag-Lev Template*.

TRAIN CABS

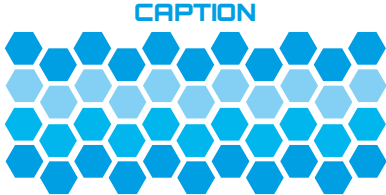
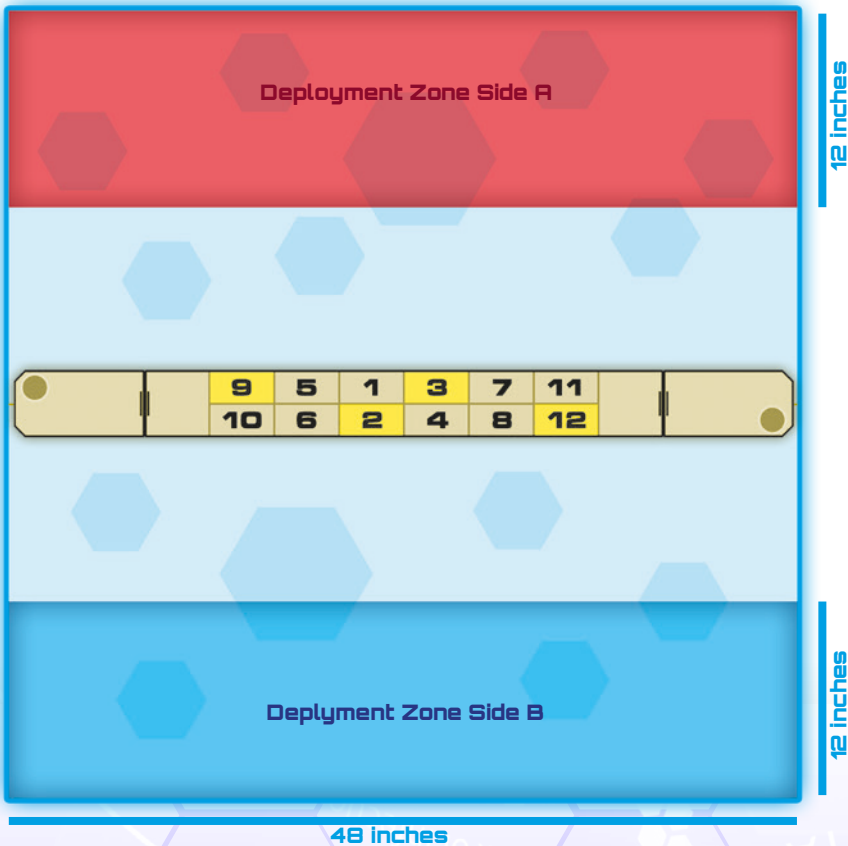
To be able to *Free Angus*, players must first obtain the *Unlock Codes* that open the *Containers*.

The *Unlock Codes* can be found in the *Autopilot Consoles (AC)*. There are two *ACs*, one inside each of the *Train Cabs*.

The *Access Gates* are closed. To open them, a **Specialist Troop** must be in base contact with it and spend 1 Short Skill of an Order, with no *WIP* Roll required.

If the *Mag-Lev Train Templates* are not used, then the *Access Gates* must be represented by a Wide Gate Marker or a scenery piece of the same width.

TRAIN RESCUE



CAPTION





Treitak Anyat, Fusilier Indigo Bipandra,  
Fusilier Angus and Oxyd Container by Bandua Wargames

## UNLOCK CODES

To Download the Unlock Codes, a **Specialist Troop** must be in base contact with the **Autopilot Console (AC)**, 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 Mag-Lev Train Templates are not used, then the **Autopilot Consoles (AC)** must be represented by a Console B Marker or a scenery piece with the same diameter (Such as the Human Consoles by Micro Art Studio or the Tech Consoles by Warsenal).

## RELEASING ANGUS

**Angus**, the objective the players must try and free, is imprisoned inside one of the **Containers** the Mag-Lev Train carries. Only troops possessing the **Doctor** Special Skill (but not those with the G: Servant Special Skill) can open the **Containers**.

To Open a **Container**, a **Doctor** 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.

The first time each **Container** is successfully opened, a roll on the **Unknown Cargo** chart must be made.

UNKNOWN CARGO	
1020	RESULT
1-9	No relevant cargo
10-18	Angus
19-20	Security System (Electric Pulse)

When a **Security System** result is rolled, all models and Markers in base contact with the **Container** will suffer the effect of an **Electric Pulse**.

There is only 1 **Angus** in the 4 **Containers**. Once a **No Relevant Load** or **Security System** is rolled for 3 different **Containers**, the last **Container** will automatically have **Angus** inside it.

Once **Angus** is free, his model is placed in base contact with the model who released him.

When a **Container** is checked, it opens completely, and all the panels which compose it fall to the ground. In game terms, after having applied the effects of the **Unknown Cargo Chart**, the **Container must be removed** from the game table at the end of that Order. Any troop placed over a **Container** when it is removed must be also removed from the game table, and will be considered a casualty.

## STABILIZING ANGUS

Once **Angus** has been released it is necessary to **Stabilize** him before he can be **Synchronized**.

To **Stabilize Angus**, a **Doctor** must be in base contact with him (personally or acting through a troop possessing the G: Servant Special Skill), 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.

## SYNCHRONIZING ANGUS

In this scenario, **Angus** has a **Civvie** profile and applies the **Civvies** rules (See *Infinity: Human Sphere*) with regards to **Synchronization**.

**Angus** cannot be **Synchronized** until he has been **Stabilized**. Once **Angus** has been **Stabilized** by one of the players it is not necessary to **Stabilize** him again.

**Angus** will always be considered to be a **Neutral Civvie** towards PanOceanian players and a **Hostile Civvie** towards players of any other faction.



Fusilier Angus and Oxyd Container  
by Bandua Wargames



Fusilier Indigo Bipandra, Treitak Anyat  
and Oxyd Container by Bandua Wargames

## STEALING ANGUS

A troop can *Steal Angus* from another troop he has been previously synchronized with. To do so, use the *Civvies* rules (See *Infinity: Human Sphere*).

*Angus* will not be considered *Stolen* until he is synchronized with the troop that is trying to steal him.

## RESCUING AND SECURING ANGUS

For *Angus* to have been successfully *Rescued* and *Secured*, at the end of the game he must be *Stabilized*, *Synchronized* and inside of the *Zone of Deployment* of the troop with which he is *synchronized*.

## SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers* and figures 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, even those reserved only for Doctors.*

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.

## 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 *Angus* (Leaving him 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 PanOceanian generic army. Meanwhile, Side B will always be a generic Combined Army force or an army from the Morat Aggression Forces.

In Narrative Mode, Indigo Fusilier Bipandra and Treitak Anyat automatically consider any *Security System* result in the Unknown Cargo chart as an *Angus* result.

Indigo Fusilier Bipandra has a Modifier of +3 to the *WIP* Roll needed to Stabilize *Angus*. Moreover, this character does not need to make the *WIP* Roll to *Synchronize Angus*.

Treitak Anyat can download the Unlock Codes and *Stabilize Angus* by succeeding at a Normal **WIP+3 Roll** in each case.

# PROFILES



LI

**FUSILIER INDIGO BIPANDRA**  
ISC: FUSILIER INDIGO BIPANDRA

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

EQUIPMENT

MediKit

SKILLS

Doctor Specialist Troop

Name

BIPANDRA

BS Weapons

Combi Rifle + Light Shotgun

CC Weapons

Pistol, Knife

SWC

0,5

C

24

NOTE 1: The Indigo Fusilier Bipandra can be part of a Fusilier Fireteam in any PanOceanian Sectorial Army that includes them (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

**FUSILIER ANGUS**  
ISC: FUSILIER ANGUS

MOV	CC	BS	PH	WIP	ARM	BTS	W	AVA	SECTORIAL
4-4	13	12	10	12	1	0	1	1	

EQUIPMENT

SKILLS

Name

ANGUS

BS Weapons

CC Weapons

SWC

C

LI

**TREITAK ANYAT**  
ISC: TREITAK ANYAT

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

EQUIPMENT

SKILLS

Morat Climbing Plus Specialist Troop

Name

ANYAT

BS Weapons

K1 Combi Rifle, Chain-colt, Smoke Grenades, E/M Grenades

CC Weapons

Pistol, Knife

SWC

0

C

25

NOTE 1: Treitak Anyat can be part of a Morat Vanguard Infantry Fireteam in the Morat Agresion Force (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.

WEAPON	RANGE				DAMAGE	B	AMMUNITION	TEMPLATE	E/M VULNERABILITY	CC
	SHORT/ MOD	MEDIUM/ MOD	LONG/ MOD	MAXIMUM/ MOD						
K1 Combi Rifle	0-8/+3	8-16/+3	16-24/+3	24-48/-6	12	3	K1	No	Yes	No