

GUARDIANS OF THE GATE MISSION SET





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"You don't get us. It's true we had almost given up at one point. We thought everything was lost, but when they started attacking civilians it changed everything, because we are the protectors, the guardians. Give us inspiration, something to fight for, someone to defend, and we will turn into the enemy's worst nightmare. We'll bring everyone to safety and we won't stop killing aliens in the process."

Lieutenant Laina Lalah, Janissary Corps. Last days of the defense of the city of Ghezirah. Paradiso Third Offensive.

QAPU KHALQI: THE GUARDIANS OF THE GATE

Qapu Khalqi is the force in charge of protecting the traffic of Silk, Haqqislam's main resource and one of the so-called strategic materials in the Human Sphere. To fulfill this task, the Qapu Khalqi was upsized to the point of becoming the origin of the Haqqislamite Armada, since the international Silk trade networks spread throughout the entire Sphere and it became necessary to have escort craft protecting transport convoys from other nations' greed. Since it was established, the Qapu Khalqi has fought pirates, smugglers, corsairs, and elite units everywhere in the Human Sphere, proving that the rough and unstoppable style of this boarding force is fit to handle anything in any situation.

However, spaceships and freighters aren't the only vital resources for trafficking Silk; caravanserai and orbital stations are paramount in the trade of this precious product as well, and this makes them commercial hubs of strategic relevance. Neither the Funduq Sultanate nor the Silk Consortium tycoons can allow the depots and warehouses in these stations be the target of pirate or foreign-power plundering. For this reason, the Qapu Khalqi also took charge of security for all Haqqislamite space facilities. And when it comes to defending those facilities, they have made abundantly clear that there are no limits to what they will do to protect both Haqqislam's interests and its citizens.

Another fundamental element for space trade, not only that of Silk, are Space Elevators, the connection between the surface of a planet and its neighboring area of space, and therefore another area of competence for the Qapu Khalqi. Its responsibility in this area is marginal because it's limited to three Space Elevators in the whole Sphere—the one in Funduq on Bourak, and those of Al-Hadiye and Ghezirah on Paradiso—but this responsibility led to this force's most dramatic assignment following the events of the Third Offensive.

One of the first actions undertaken by the Combined Army was to attack the Sheyk Jump Gate, which connects Paradiso and Bourak. This assault, led by Tactical Master General Dodrek, caused so much destruction that the gate was jeopardized, preventing the Sword of Allah from receiving reinforcements directly from Bourak, which would undermine their operational capacity throughout the initial stages of the Third Offensive.

In such a delicate situation, outnumbered and lacking resources and equipment, Haqqislamite forces in Paradiso were forced to draw back and relinquish their positions to an unstoppable Combined Army, which had the objective of seizing the Al-Hadiye and Ghezirah Space Elevators.

Even though the Qapu Khalqi may be considered an eminently naval force, it also carries out ground operations since it's tasked with protecting ground convoys and the area around astroports and Space Elevators. Hence, its forces were engaged in battle not only in the blackness of space, but also on the suffocating surface of Paradiso. Acting jointly with Nomad, Druze, and JSA forces (the latter were in debt due to the Haqqislamite support they had during the Uprising,) the Qapu Khalqi gave its best, fighting to the last man and drenching every inch of relinquished land in alien blood.

However, not even the courage and the tenacity of the Qapu Khalqi forces were sufficient against the Combined Army with its superior numbers and weaponry. The closure of the Sheyk Jump Gate, which caused a delay in support and reinforcements because they were forced to take a longer way through other Jump Gates, was a strategic blow that would eventually cause the loss of the Ghezirah Space Elevator.

The joint defense forces, led by the Qapu Khalqi, managed to consolidate the front at Al-Hadiye, establishing a blockade against the alien assault at the city of Zaimah, but the situation in Ghezirah was very different. Terribly outnumbered, and after PanOceania and Yu Jing refused to provide reinforcements because they were afraid of weakening their own positions also threatened by the Combined Army, Haqqislamite forces gradually lost ground until they ended up fighting in the streets of Ghezirah with the shadow of the Space Elevator looming over them.

Ghezirah became the stage of great heroic feats in the defense and evacuation of the civilian population, for whom the Qapu Khalqi was the sword and shield, and of audacious actions, with Hassassin units going behind enemy Morat lines to eliminate valuable targets. However, Ghezirah was also witness to tremendously vile deeds, as for instance when Druze Bayram Security forces threw a group of civilians out of one of the last shuttles from the elevator, leaving them at the mercy of the aliens, in order to escape to orbit.

Thanks to its unwavering will and unyielding determination, and despite the numerous casualties it suffered, the Qapu Khalqi succeeded in denying the Combined Army a complete victory in Ghezirah by preventing it from seizing the Luliwa Terminus Station, the space base at the far end of the Space Elevator, furthest from the planet surface. This renders the forces of the EI unable to use the Elevator because they are constantly under threat of being bombed from the orbit. This constant risk prevents them from establishing permanent positions in the immediate vicinity of the elevator's base, which would be necessary for them to launch assaults against the Qapu Khalqi forces hovering over them, because they can be easily spotted from the orbit. All this generates a fragile impasse in that sector of the Septentria front.



Although this has been a ray of hope for the Qapu Khalqi and the rest of the Sword of Allah forces in Ghezirah, the truth is that they are gradually losing ground. Their margin of error is increasingly smaller, and they can see the abyss getting closer and closer. But does this mean that the Guardians of the Gate are afraid or that their will is faltering? Never, far from it, because if there is something the Qapu Khalqi is used to, it's fighting in the void of space, and that is the darkest and most ruthless abyss of all.

Excerpt from Orbital Gates: Relevant Targets in the Third Offensive, a story by Nabilah Al-Zahran for Al-Manara, Mayazine exclusively distributed on Paradiso.

"The campaign to defend this city began in a downpour, and it hasn't stopped raining since. But not even the greatest deluge could wash away all the blood we've shed here."

Operative Husam D. Schukin, officer at the Qapu Khalqi special operations command, in the central part of the city of Zaimah, Quibilah, Norstralian Central Front. Third Offensive on Paradiso.

GUARDIANS OF THE GATE MISSION SET

Following the events of the Third Offensive in Paradiso, the history of the Infinity Universe keeps moving forward through ITS events and all the associated campaigns. In this scenario, in the context of the consequences of the Third Offensive, Haqqislamite Space Elevators become relevant targets for the Combined Army. Besieged, the elevators depend on the efforts of the Qapu Khalqi, which has deployed all its available forces to defend them. Once again, the Sultanate troops will have to defend a gate, in this case one leading to the planet's orbit.

This mission set has been devised to honor the courage of the Qapu Khalqi troops and to recreate some of the most intense actions of the operations they were involved in during the defense of Ghezirah through the two scenarios it comprises.

- » *Warehouse District* recreates the efforts of the Qapu Khalqi troops to retain control of the warehouse district near the Ghezirah Space Elevator.
- » *One Way Out* recreates the fierce battles fought to get to the last evacuation shuttles into orbit in a city that was practically captured by the forces of the Combined Army.

All these scenarios include Special Rules to recreate the operations that were carried out in the vicinity of the Ghezirah Space Elevator, one of the most dangerous battle zones on Paradiso.

Due the exceptional Special Rules, this Mission Set cannot be used in the ITS. However, the system used in the scenarios is the same as the ITS, and the number of missions perfectly allows the organization of an Infinity Tournament, even though it would not be an official one. So, don't wait any longer, choose a side and be a part of the Infinity Universe history!

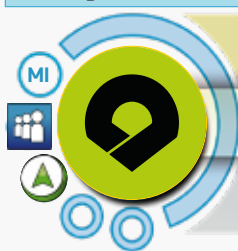




QAPU KHALQI PROFILES

ISC: Djanbazan Tactical Group

Elite Troops



DJANBAZAN Tactical Group

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	11	14	3	0	1	2	2

Equipment: Multispectral Visor L2

Special Skills: Multiterrain · Regeneration

Name	BS Weapons	CC Weapons	SWC	C
DJANBAZAN	Rifle + Light Shotgun	Pistol, Knife	0	27
DJANBAZAN	HMG	Pistol, Knife	1.5	35
DJANBAZAN	Sniper Rifle	Pistol, Knife	0.5	31
DJANBAZAN Hacker (Hacking Device)	Rifle + Light Shotgun	Pistol, Knife	0.5	35
DJANBAZAN Doctor Plus (MediKit)	Rifle + Light Shotgun	Pistol, Knife	0	31
DJANBAZAN Lieutenant	Rifle + Light Shotgun	Pistol, Knife	1	27
DJANBAZAN	Shock Marksman Rifle	Pistol, Knife	0	29
DJANBAZAN (Fireteam: Haris)	Shock Marksman Rifle	Pistol, Knife	0.5	30

ISC: KTS, Kaplan Tactical Services

Veteran Troops



KAPLAN TACTICAL SERVICES (KTS)

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	11	14	2	6	1	2	2

Special Skills: CH: Mimetism · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
KAPLAN	Combi Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	0	23
KAPLAN	Combi Rifle, Blitzzen	Pistol, Knife	0	23
KAPLAN	MULTI Sniper Rifle	Pistol, Knife	1.5	30
KAPLAN	Spitfire	Pistol, Knife	1	28
KAPLAN Engineer	Combi Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	0	27
KAPLAN Engineer	Combi Rifle, Blitzzen	Pistol, Knife	0	27
KAPLAN Doctor (MediKit)	Combi Rifle, Blitzzen	Pistol, Knife	0	27
KAPLAN (Fireteam: Haris)	Combi Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	0	24
KAPLAN (Fireteam: Haris)	Spitfire	Pistol, Knife	1.5	29

ISC: Shaytaniyah Remotes

Support Troops



SHAYTANIYAH REMOTES

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	13	0	3	1	3	1

Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
SHAYTANIYAH REMOTE	Smart Missile Launcher	Electric Pulse	1.5	18
SHAYTANIYAH REMOTE FTO (Fireteam: Duo)	Missile Launcher	Electric Pulse	1.5	18




QAPU KHALQI SECTORIAL ARMY

HAQQISLAM SECTORIAL ARMY LIST



QAPU KHALQI



TROOP	AVA	FIRETEAM
 GHULAM INFANTRY	TOTAL	CORE
 ODALISQUES	5	CORE HARIS
 BASHI BAZOUKS	4	
 HAFZA UNIT	4	SPECIAL
 SEKBAN, NAVAL SPECIAL UNIT	5	CORE HARIS DUO
 DJANBAZAN TACTICAL GROUP	5	CORE HARIS
 SPECIAL DETERRANCE GROUP AZRA'IL	3	SPECIAL
 JANISSARIES	5	CORE
 AL HAWWA' UNIT	3	
 YUAN YUAN	3	
 DRUZE SHOCK TEAMS	5	CORE DUO
 KAPLAN TACTICAL SERVICES (KTS)	5	CORE
 Operative Husam LEILA SHARIF	1	SPECIAL, HARIS

HAFZA Unit

Special Fireteam. Wildcard trooper: Up to 2 Hafzas can be part of any Fireteam of this Sectorial Army, but not those of Mercenary Troops (Druze and Kaplans).

ODALISQUES

Special Fireteam. Wildcard trooper: Up to 2 Odalisques can be part of any Fireteam of this Sectorial Army, but not those of Mercenary Troops (Druze and Kaplans).

TROOP	AVA	FIRETEAM
 NOMAD MERCENARY: ALGUACILES (AL WAZĪRĪ)	4	
 NOMAD MERCENARY: MOBILE BRIGADA	1	
 NOMAD MERCENARY T.A.G.: 'IGUANA' SQUADRON	1	
 SCARFACE & CORDELIA, ARMORED MERC. TEAM	1	
 RAFIQ REMOTES	1	
 SHIHAB REMOTES	2	
 SHAYTANIYAH REMOTES	1	SPECIAL
 FANOUS REMOTES	3	
 NASMAT REMOTES	2	
 KAMEEL REMOTES	2	
 NAJJARUN ENGINEER	1	
 WARCORS, WAR CORRESPONDENTS	1	

Special Deterrance Group AZRA'IL

Special Fireteam: Duo. 1 Shaytaniyah Remote FTO + 1 Azra'il.

SHAYTANIYAH Remotes

Special Fireteam: Duo. 1 Shaytaniyah Remote FTO + 1 Azra'il.

Husam Operative LEILA SHARIF

Special Fireteam. Wildcard character: Leila Sharif can be part of any Fireteam of this Sectorial Army.



WAREHOUSE DISTRICT

The warehouse area surrounding the Ghezirah Space Elevator is an actual labyrinth full of all sorts of resources that, as the struggle for the city drags on, are becoming increasingly valuable. The faction that manages to keep control of this area will be able to resist the siege more easily and for longer, or choke everyone trapped inside that mousetrap for good.

Table Configuration: I. Special Rules: Restricted Range, Armored Vanguard, Sections (ZO), Dominate ZO, Panoplies, Use Panoplies, Control Panoplies, Specialist Troops, Logistics Officer, Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » **Dominate the same number of Sections** as the adversary at the end of the game (3 *Objective Points*, but only if at least 1 *Section* is *Dominated* by the player).
- » **Have your Logistics Officer** in a *Dominated Section* at the end of the game (1 *Objective Point*).
- » **Dominate more Sections** than the adversary at the end of each the game (4 *Objective Points*).
- » **Control a Panoply** at the end of the game (1 *Objective Point* for *Controlled Panoply*).

CLASSIFIED

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

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

GAME TABLE SIZE

48 x 48 inches.

SCENARIO SPECIAL RULES

RESTRICTED RANGE

The structure of the zone of operations restricts the range of firearms. In this scenario, any *BS Attack* where the range to the target is 32 inches or more is considered an automatic failure with no need to roll the die.

ARMORED VANGUARD

In this scenario, TAG units may deploy as if they had the *Forward Deployment* L1 Special Skill with no additional Cost.

SECTIONS

At the end of the game, the table is divided in four 24x12 inches *Sections* as seen on the map. Then, each player checks how many *Sections* he is dominating and *Objective Points* are counted.

In this scenario each *Section* is considered a *Zone of Operations (ZO)*.

DOMINATE ZO

A *Zone of Operations (ZO)* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that *ZO*.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

PANOPLIES

There are 4 *Panoplies*, placed in the center of each *Section*, each of them 12 inches from the edge of the table (see map below). The *Panoplies* must be represented by an Objective Marker (OBJECTIVE) or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).



USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

EFFECTS

- » Allows the trooper to use the *Logistics* Trait of a *Panoply*:
 - By succeeding at a WIP Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the *Logistics* Trait of this piece of scenery again.
 - Troopers possessing the *Booty* or the *Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll and may automatically make a Roll on any of the *Booty Charts*.
 - A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his *Unloaded* state.

CONTROLLING THE PANOPLIES

A *Panoply* 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 *Panoply* but can prevent the enemy from *Controlling* it by being in base contact with it. Troopers in a *Null* state (*Unconscious*, *Dead*, *Sepsitorized*...) cannot do either.

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 make use of *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.

LOGISTICS OFFICER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *Logistics Officer*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *Logistics Officers*.

The *Logistics Officer* is identified with a Player A or B Marker.

The *Logistics Officer* must be in a non-Null state to provide the extra Objective Point.

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 end at the end of that *Turn*.

NARRATIVE MODE

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

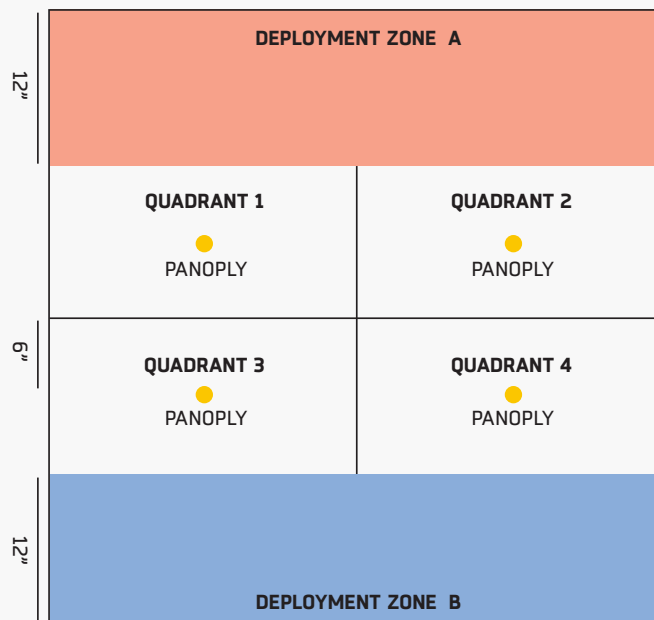
NARRATIVE MODE. SCENARIO SPECIAL RULES

Side A. In Narrative Mode, Side A will always be a Haqqislamite generic army or the Qapu Khalqi Sectorial army.

Forces: 365 points.

Side B. In Narrative Mode, Side B will always be a Combined Army generic or Sectorial army.

Forces: 350 points + 1 extra SWC point.





ONE WAY OUT

After weeks of relentless fighting, despite the unwavering will of the Qapu Khalqi troops, a harsh reality has prevailed: Ghezirah is lost. There is no way the city or the Space Elevator facilities can be held. The only thing for the Sultanate forces to do is to try to save as many civilians as possible. Despite the intense efforts to evacuate them during the last few weeks, there are still some groups of straggling civilians who have to be brought to safety, far from the clutches of the EI. The city is surrounded and the Combined Army outnumbers them, so the only way out are shuttles to the Space Elevator, which the aliens are trying to preserve for their own use. However, the terminus station of the Space Elevator is also an objective of the EI, and its troops are trying to bring in a team of operators who can ready some access points for the naval forces of the Combined Army. The race to capture the last evacuation pods has begun.

*Special Rules: Inner Area, Close Quarters, Emergency Console, Objective Room, Central Evacuation Console, Connect the Emergency Consoles/
Central Evacuation Console, Civilians, Evac Troops, Evacuation Pods, Activate an Evacuation Pod, Specialist Troops, Narrative Mode.*

MISSION OBJECTIVES

MAIN OBJECTIVES

- » **Connect** the **Emergency Console** placed in your own **Deployment Zone** (1 *Objective Point*).
- » **Connect** the **Central Evacuation Console** (2 *Objective Points*, but only if the player has *Connected* previously her *Emergency Console*).
- » **Have** your own **HVT** in **CivEvac** state at the end of the game (2 *Objective Points*).
- » **Evacuate** one or more **Evac Troops** with their **Civilians** via the **Evacuation Pods** (2 *Objective Points*).
- » **Evacuate more** **Evac Troops** with their **Civilians** via the **Evacuation Pods** 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

Both players will deploy on opposite sides of the game table, in a standard **Deployment Zone** 12 inches deep.

Deploying inside or in base contact with the **Objective Room** is not permitted.

Inner Area. This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the **Airborne Deployment** Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. **AI Beacons** must be deployed on the edge of the game table, outside the **Deployment Zones**, with no **PH** Roll required. **Inner Area** doesn't affect other Skills that allow to deploy in a special way.

GAME TABLE SIZE

48 x 48 inches.

SCENARIO SPECIAL RULES

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, Template Weapons apply a **MOD** of +1 to Damage.

EMERGENCY CONSOLES

There is one **Emergency Console** placed inside each **Deployment Zone**, 24 inches from the edge of the table and in contact with the limit of the **Deployment Zone** (see map below). The **Emergency Consoles** 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).

OBJECTIVE ROOM

The **Objective Room** is placed in the center of the table, it covers an area of 8 by 8 inches. To represent the **Objective Room**, 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**. It has four **Gates**, one in the middle of each wall (see map below). The **Gates** of the **Objective Room** are open. The **Gates** must be represented by a **Narrow Gate Marker** or a scenery piece with the same size. The **Gates** have a **Narrow Gate Width**, only accessible by troopers with a **Silhouette** Attribute value of 2 or less.



CENTRAL EVACUATION CONSOLE

There is one *Central Evacuation Console* placed in the center of the *Objective Room*. The *Central Evacuation Console* must be represented by a Console B Marker (CONSOLE B) 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 THE EMERGENCY CONSOLE/CENTRAL EVACUATION CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troops* must be in base contact with the *Emergency Console/Central Evacuation Console*.

EFFECTS

- » By succeeding a Normal **WIP** Roll it is considered that the *Specialist Troop* has *Connected* the *Emergency Console/Central Evacuation 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.
- » A *Connected Console* can be *Connected* again by the other player, applying the same procedure. In such situation the *Console* is still considered as *Connected* by the adversary.

EVAC TROOPS

Those troopers that can be deployed with a *Civilian* in *CivEvac* state are considered *Evac Troops*.

To be considered an *Evac Troop* a trooper must fulfill the following requirements:

- » Be **totally inside** the *Deployment Zone* during the *Deployment Phase*.
- » Be a LI, MI or HI.
- » Be **Regular** and **Not Impetuous**.
- » Only models and not Markers can be *Evac Troops*.

CIVILIANS

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

Each player will deploy three to five *Civilians*.

Each *Civilian* will be deployed **totally inside the Deployment Zone** in a *CivEvac* state with an *Evac Troop*.

Players can use any model from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Markers to identify or even represent their *Civilians*.

EVACUATION PODS

There are **eight** *Evacuation Pods* shared in two sets of four (4 and 4) on each edge of the table, placed in base contact on either side of the center line of the table (see the map below).

The *Evacuation Pods* must be represented by an Elevator Marker or by a scenery piece of the same diameter (such as the Elevator Doors by Micro Art Studio or the Elevators by Bandua Wargames).

Evacuation Pods do not provide **Cover**.

ACTIVATE AN EVACUATION POD (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- » It is compulsory the player has previously *Connected* the *Emergency Console*.
- » Only *Evac Troops* can declare this Skill.
- » The *Evac Troop* and the *Civilian* must both be in base contact with the *Evacuation Pod*.

EFFECTS

- » By spending one Short Skill of an Order, *Evac Troops* who are inside or in base contact with the *Evacuation Pod* can *Activate* it, being removed from the game table with their *Civilians* at the end of that Order.
- » Troops that exit the game table do not provide their Order to the *Order Pool* in the *Tactical Phase* of the subsequent *Active Turns* of their player. However, they do not count as casualties for *Retreat!!!* nor *Loss of Lieutenant*.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troopers 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 for *Specialist Troops*.

REMEMBER: TROOPS WITH THE SPECIALIST OPERATIVE SPECIAL SKILL CAN ACCOMPLISH THE DIFFERENT FUNCTIONS SPECIALIST TROOPS HAVE IN THIS SCENARIO.

A *Specialist Troop* with a *Disabled* Marker can still accomplish the Objectives of 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!* situation, the game will end at the end of that *Turn*.

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 Haqqislamite generic army or an army from the Qapu Khalqi Sectorial. Meanwhile, Side B will always be a Combined Army generic or Sectorial army.

In Narrative Mode, special characters (as Husam Leila Sharif, Tarik Mansuri, Kornak, Ko Dali...) do not need to make the *WIP Roll* to *Activate the Emergency Console* or to *Activate the Central Evacuation Console*.

