

CORVUS BELLI
INFINITY

DIRE FOES

NOCTURNE

A POST-OUTRAGE INFINITY
MANGA SCENARIO





DIRE FOES MISSION

PACK 8: NOCTURNE

There are few things that can bring Knauf out of his retirement. Generally, it must be a request by his former ally Emily, and said request must involve civilians who are in danger. After so many years, this former Hexahedron agent and sniper still believes that helping the weakest can silence the ghosts of his past. This is why he found himself in Vedi at the service of StarCo in the middle of a conflict between the Comuna, the crime syndicate of Acontecimiento, and the Druze Society.

Vedi was known as the shrine-city because of its beautiful gardens and Hindu temples. Unfortunately, the arrival of the Combined Army to Paradiso radically changed the image and nature of Vedi, since this city has become the main refugee reception site on the planet. Following the events of the so-called Third Offensive, after the cities of Karnapur and Aritya were lost, the situation has been aggravated by a massive increase in the number of displaced persons in Vedi. With the help of numerous NGOs such as Children Protection, Stop Famine!, and Freedom International, PanOceanian authorities have built a series of reception camps to accommodate all the newcomers until they can be relocated to other areas of the planet.

However, not all the refugees are of PanOceanian origin. The dramatic situation in the region of Ghezirah has forced a considerable number of Haqqislamite citizens to relocate to Vedi. Moreover, it was not possible to build separate camps for them, so they are living in shared, mixed camps.

As is customary in this kind of places, and despite the good intentions of the authorities and NGOs, the massive influx of destitute people has made conditions in these centers very precarious, leading to the emergence of a black market. As with any other illicit and clandestine activity, this black market has favored the appearance of other illegal activities and has attracted a number of organizations specialized in taking advantage of other people's misfortunes.

The largest of these organizations, which has already wiped out all local enterprises, is the Comuna, the crime syndicate of Acontecimiento. This criminal organization is one of the most powerful mafias in PanOceania and it intends to impose its primacy in Vedi as well. However, a new player has come to the city along with the Haqqislamites: the Druze Society, a fearsome criminal organization which, just like Comuna, is a member of Submondo, the international group comprising the larger organized-crime consortia of the Sphere. The Druze already have plenty of experience exploiting the opportunities offered by these large refugee movements and they know there is good business there, a business they will not allow Comuna to take away from them.

As a consequence, reception centers became the scene of a gang war that would claim the lives of a good number of innocents caught in the crossfire. In the face of the passivity of the authorities, who were bribed by Comuna and could not care less about the fate of a handful of Haqqislamite refugees, Susan Harlow, the coordinator of Freedom International in Vedi, requested outside help.

The relationship between StarCo, the Free Company of the Star, and prominent NGOs like Freedom International and Children Protection has always been a close one, because StarCo is one of the few large mercenary companies these non-profit organizations consider trustworthy. Consequently, when StarCo's delegation in Vedi got Susan Harlow's call, it took action quickly, to the chagrin of Comuna, and to the anger of the Druze Society's chief thug.

For this criminal organization, the situation in Vedi had no special relevance beyond the purely economic aspect, since there was another member of Submondo involved, and the Druze Society had to avoid being trampled if it did not want to lose influence in that organization. With this objective in mind, a Druze Bayram Security contingent was sent under the leadership of the Security Chief Arslan, its most trusted man, to deal with this situation.

However, StarCo's involvement complicated everything, exponentially increasing the number of losses, not only economic but also of personnel. Both sides began to suffer sudden casualties, but Druze thugs were being eliminated with a single shot in a style and a technique that Arslan found eerily familiar. His next move was to order his men to look into StarCo's personnel.

Thus, in the surveillance holos among other StarCo operatives, Arslan spotted a man with an unmistakable face: the face of his old chief and mentor, a face he shared with his murderer, a face that demands vengeance. And this is a demand the Druze security chief is eager to meet. Even though everything is usually just business for mercenaries, in this case it's personal for Arslan. And for Knauf, it's another ghost from his past he will have to confront.



MISSION DIRE FOES 8: NOCTURNE

"In the jargon of Private Military Companies, 'night actions' are those that involve a certain unlawful aspect that prefer to not attract publicity. Although the term itself originated in the intelligence services sector, it has become popular particularly among mercenary companies working in the service of corporations and criminal organizations."

Excerpt from Private Military Companies of the Human Sphere: State and Situation, a report compiled by the Midnight Sun intelligence analysis group for The Sphere Factbook, which the Black Hand provides to the Nomad Military Force on an annual basis.

Susan Harlow, coordinator at the NGO Freedom International, has become a real nuisance for the Druze Society's operations in the refugee reception centers in the shrine-city of Vedi. In a situation like the one at hand, the options such an organization can consider are limited, and every last one of them points in the same direction: Susan Harlow must be taken off the board so the game may continue unimpeded.

The way to forward was quite clear for Arslan, the security chief of the Druze Bayram Security. On the first occasion that the NGO coordinator spent a night at the Radha Reception Center, he and his men had to act. The plan would have three objectives: to capture her and get her out of the camp alive in order to interrogate her, to pick up the agent charged with her surveillance and monitoring, and to eliminate the StarCo security detail. Besides, who knows? Hopefully, Knauf would be part of the StarCo team, and Arslan would finally be able to settle an old score that same night.

Table Configuration: I.

Special Rules: Exclusion Zone, Limited Insertion, Night Operations, HVTs and NGO Volunteer, Threaten HVT, Consoles, Control a Console, Killing, HVT and Classified Deck Not Used, Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To *Threaten* the enemy HVT at the end of the game (2 Objective Points).
- To have your HVT not *Threatened* at the end of the game (1 Objective Point).
- To have the NGO Volunteer in *CivEvac* state with one of your troopers at the end of the game (3

Objective Points).

- To *Control* the **same number of** enemy *Consoles* as the adversary at the end of the game (1 Objective Point, but only if the player *Controls at least 1* enemy *Console*).
- To *Control* **more** enemy *Consoles* than the adversary at the end of the game (2 Objective Points).
- To *Kill* **more** Army Points than the adversary (2 Objective Points).

CLASSIFIED

- There are no *Classified Objectives*.

FORCES

- SIDE A: 300 points.
- SIDE B: 300 points.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a *Deployment Zone* 16 inches deep.

It is not allowed to deploy in base contact with the *Consoles*.

Exclusion Zone. The use of the *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment* and *Infiltration Special Skills* is not allowed, as well as the deployment rule of the *Impersonation Special Skill*, 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.



LIMITED INSERTION

- Players are not allowed to use Army Lists with more than **one** *Combat Group*.
- In this scenario the *Strategic Use* of Command Tokens is not allowed.

NIGHT OPERATIONS

All troopers possessing the *Multiterrain* Special Skill or the *Multispectral Visor* piece of Equipment **get** a **+1 inch** bonus to their first *MOV* value.

This bonus will be applied only and exclusively when declaring the *Move* Common Skill.

NGO VOLUNTEER AND HVT

The players must deploy their *HVT* models completely inside the *Exclusion Zone*. Moreover, the players cannot place their *HVT* models either on top of or inside of any *Scenery Item* or *Building*, always deploying it in an accessible location on the table.

The *NGO Volunteer* must be placed in the center of the game table.

THREATEN HVT

The *HVT* is considered *Threatened* when there is an enemy model in a non-*Null* state inside his *Zone of Control*.

CONSOLES

There are **4** *Consoles* placed in different halves of the table, 6 inches from the central line of the game table and 12 inches from the edge of the table. The enemy *Consoles* are always the ones placed in the adversary's half of the table.

The *Consoles* must be represented by a Console A or B Marker (CONSOLE A or B) or with a scenery piece of the same diameter (Such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

CONTROL THE CONSOLES

A *Console* is considered *Controlled* by a player when he is the only one who possesses a trooper (as a model, but not as a Marker) in base contact with it. Models in a *Null* state cannot be counted for this.

KILLING

Troopers are considered *Killed* by the adversary when they enter *Dead* state, or are 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 will be considered to be *Killed* by the adversary.

HVT AND CLASSIFIED DECK NOT USED

Players will not use the Classified Objective, Classified Deck nor the *Secure HVT* rules in 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!* state, the game will finish 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.

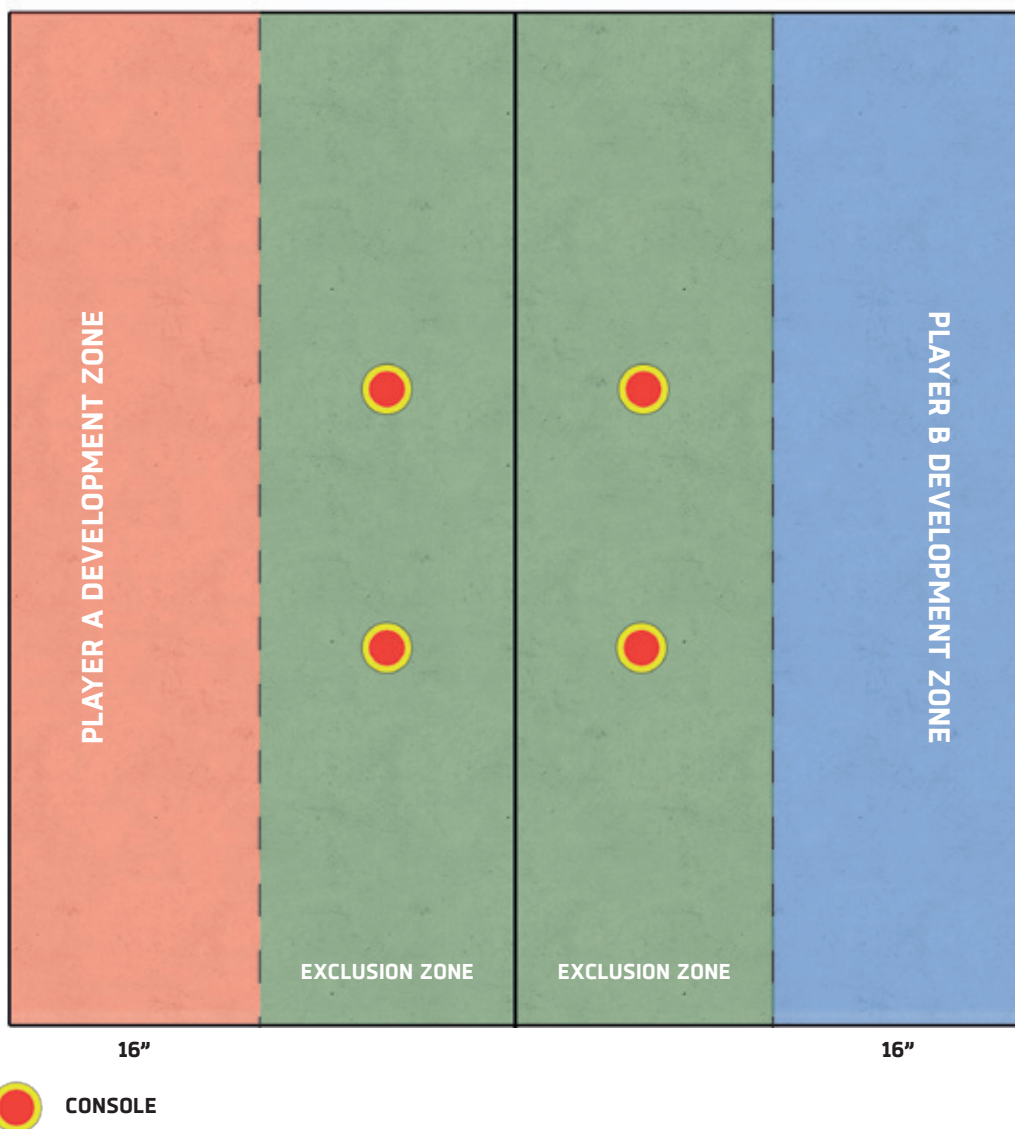
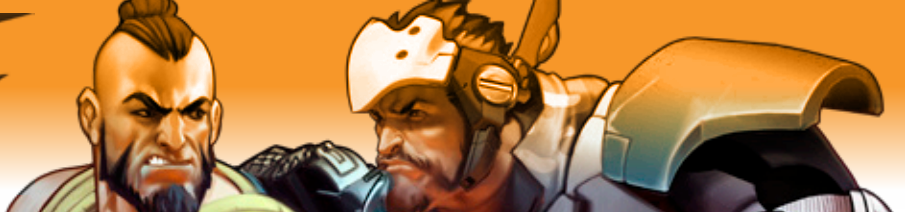
Side A. In Narrative Mode, Side A will always be a StarCo Sectorial army.

Forces: 300 points + Knauf, Outlaw Sniper (Without applying *Cost* or *SWC*).

Side B. In Narrative Mode, Side B will always be a Druze Bayram Security Sectorial army.

Forces: 300 points + 1 Security Chief Arslan (Without applying *Cost* or *SWC*).

ADIRE FOES



CORVUS BELLI
iNFiNiTY

WWW.INFINITYTHEGAME.COM