

# INFINITY

## SPEC OPS

### THE LOST POST

The next job for the Air Force boys is to reduce the enemy Orbital Tracking Post in Sector-43 to a charred crater, allowing the Navy to conduct further operations in planetary orbit undetected. However, Intelligence Service needs to extract any data that may be in the black box of the Post before the strike commences. This information could allow full evaluation of the real threat level posed by the entire enemy orbital platform network.

The mission briefing is simple: Move quickly to the target, download the data and evacuate to the recovery point. However, the terrain complicates everything. The Orbital Tracking Post is located in a "Lost area", a zone that is very difficult to access.

Attempts to insert a large number of heavy troops would result in a massacre. To complicate everything, it is very probable that the enemy is aware of our plans and wants to recover the data by sending a special team with the same objectives as yours.

Speed is an essential factor, so what are you waiting for? Move your butt!

### MISSION OBJECTIVES:

#### Attacker:

1. To move as fast as possible to download the data from the system. (1 Victory Point)
2. To upload the Vortex virus to before the enemy can recover his data. (2 Victory Points)
3. To retreat from the battlefield with the data. (4 Victory Points)

#### Defender:

1. To move as fast as possible to download the data from the system. (1 Victory Point)
2. To upload the Vortex virus to before the enemy can download the data. (2 Victory Points)
3. To retreat from the battlefield with the data. (4 Victory Points)

#### FORCES

Attacker: 250 Points.

Defender: 250 Points.

### DEPLOYMENT

**Attacker and Defender:** Each player has 2 Deployment Zones. Deployment Zone A is the triangle of 30x30x43 cm (or 12x12x17,2 inches) formed by one of the table's corners. Deployment Zone B is the triangle of 30x30x43 cm (or 12x12x17,2 inches) formed by the other corner of the same side of the table.

In this scenario, the use of the Special Skills of Infiltration or Mechanized Deployment is not allowed, neither is the deployment advantage of Impersonation. Those miniatures with Airborne Deployment Special Skill cannot be deployed until the second game turn.

### SCENARIO SPECIAL RULES

**Game table size:** 1,20 x 1,50 m (or 48 x 60 inches)

**The Orbital Tracking Post:** A building representing the Post must be placed in the centre of the battlefield. To find the black box inside the building, a figure must use a Short Skill and succeed at a Normal WMP roll. To download the data, a Hacker in base contact with the black box must spend 1 Order and succeed at a WMP-3 roll.

To prevent the enemy accessing the data in the system, the hacker must inject a Vortex type virus, which will completely delete any data. To upload the virus requires a Hacker to spend 1 entire Order and succeed at a WMP roll. Remotes cannot download the data or upload the virus.

**Specialized Operations Team:** Under Intelligence specifications, it is necessary for squad composition to include at least one Hacker and a trooper with the Engineer special Skill to accomplish all the mission objectives. Ariadnians can include a mercenary Hacker from any army except those used by his enemies.

Both players have a +1 to AVA for any troop with Engineer Special Skill (except Personalities).

**Carrier Down:** The data may be recovered from a Hacker (or any other miniature) that was carrying it but now is Immobilized, Unconscious, or Dead (the model is not removed from the game table while the data is still on it). A figure must be in base contact and spend 1 Short Skill from an Order. The data is not affected by E/M Special Ammunition.

**Difficult terrain:** Due to camouflage, debris, and security countermeasures, an area extending in a 15cm (or 6 inches) radius from the centre of the Orbital Tracking Post building is considered Difficult Terrain and a Zero Visibility Zone. An area extending 5cm (or 2 inches) outwards from the edge of this area is considered Very Difficult Terrain and a Low Visibility Area. The type of terrain encountered across the entire table (jungle, desert...) must be decided before the battle. All Modifiers to MOV and Line of Fire must be used.

In addition, in each half of the battlefield, there is a 30x50 cm. (or 12x20 inches) area that is Impassable Terrain and a Zero Visibility Zone. This terrain area is placed in the centre of the short side of the table, separating Deployment Zones if two players deploy from that edge. If the players wish, it can be considered to be a solid obstacle that totally prevents movement and vision.

**Unexpected situation:** It is likely that the information supported by the Intelligence Service was not complete and the troopers will find an unexpected situation when trying to download the data from the black box. When the first miniature comes into base to base contact with the black box it must roll a dice on the following chart. The effect must be applied for the rest of the mission.

UNEXPECTED SITUATIONS	
1-8	Intact box, nothing unusual occurs
9-11	Damaged box (2 WMP rolls are required to download the data)
12-15	Disabled box (An Engineer must repair it with a WMP roll to download the data)
16-17	Box geared up with Anti-Hacker Protocols (A Face to face roll vs. WMP12 must be successful to download the data).
18	Computer system vulnerable (The roll to download the data is WMP+3).
19	Box geared up with an Electric Pulse (A successful PH roll must be made before any WMP roll is possible, rolling for each attempt. Failure means the target figure is Immobilized for the game turn).
20	Room geared up with an Electric Pulse (before any WMP can be made, each figure that is in the room must roll PH to avoid it. Failure means the target figure is Immobilized for the game turn).

**End of the Mission:** The mission ends when the miniature carrying with the data exits the table through its original Deployment Zone.

**Multilateral Conflict:** This scenario can be played by four different factions or players. Each faction/ player must choose one of the four Deployment Zones. Two of them will be Defenders and the other two will be Attackers. Alternatively, if the players wish it, this can be considered an "all against all" scenario. Each force will be composed of 150 army points. All other rules and objectives are maintained.

**Scenery:** The scenery should condition the battle development. Different types of buildings or structures to represent the Lost Post will generate diverse battle developments, giving more variety to the scenario. We also suggest placing the scenery to block any long Line of Fire avenues to make the mission more interesting.

