

INFINITY  
**CODE ONE**

**DIRE  
FOES**

# XANADU RUSH

DIRE FOES MISSION PACK GAMMA





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Dismembered corpses aren't an uncommon sight in the Ariadna Exclusion Zone (AEZ); one might even say they are commonplace. No wonder this area has been described as one of the most dangerous places on the harsh planet of Dawn. Those brave enough, or foolish enough, to dare venture there will have to deal not only with savage Antipode tribes, those alien canids native to Dawn, but also with the planet's aggressive fauna. The fierce megaloceros with their enormous antlers or the violent golden bears are a danger to anyone who is unfortunate enough to run into them.

Hence, when one of our teams sent out to patrol that region in search of illegal mining operations, poachers, and smugglers stumbled upon what looked like a completely butchered Antipode hunting party, they simply reported it as an attack by some local beast. We still weren't concerned when, a few days later, another patrol reported that they found the carcass of a completely disemboweled and partially eaten adult golden bear. No alarm was raised until the joint briefing with the Ariadnan security force that also patrols the region. The Ariadnans reported the finding of an illegal Teseum mining site that had been utterly devastated by one or more wild creatures of some kind. None of the illegal miners survived the attack. Their bodies appeared brutally dismembered, and it was obvious, due to the terrible bite marks, that the beasts had fed on them. Frankly, if it had been us who came upon such a scene, our first suspects would have been the Ariadnan Polaris Teams. However, the Ariadnans seemed as bewildered and worried

as we were, and they demanded that their forensic teams be allowed to examine the bodies that our patrols found. Although we obviously have better equipment and instruments at our disposal, Ariadnan medical examiners have extensive expertise in injuries caused by wild creatures, and they concluded that, just like with the miners' bodies, no animal from Dawn had caused those wounds.

The experts' findings caused great concern, and a joint operation was launched, with Bureau Aegis units providing aerial and orbital surveillance and technical support to Ariadnan tracker teams. These squads managed to locate and ambush a small group of seemingly biomodified and enhanced creatures. After a fierce fight, all of them were put down, but not before they inflicted heavy casualties on the Ariadnan hunting party. When our forensic experts examined the bodies of these unidentified creatures, they found traces of biotechnology similar to that used by the Black Labs of Bakunin in the development of the bearpodes of the Ariadnan Polaris Teams. This was troubling, since the Nomad bioengineers had developed the bearpodes as part of a contract with Ariadna, and they weren't authorized to use the genetic samples provided by Ariadna in any other project, especially considering that the project's legality was subject to international scrutiny.







This potential connection to the bearpodes' project, under investigation by our Bureau Aegis teams, prompted the Ariadnans to keep us away from the case, as they feared that it might provide new leads for our inquiries. However, our intelligence experts have been able to retrace the steps of the Ariadnans, who seem to have been led by their investigation to a laboratory in *Splendor of Xanadu*, a Nomad orbital near Dawn.

Obviously, the Ariadnans will want to go in there and ask questions, but it's doubtful that the Nomads will allow them to do so. This civilian orbital suffered numerous attacks during the Ariadnan Commercial Conflicts and changed hands several times, and the Nomads struggled to recapture it, so they are very reluctant to allow armed personnel inside it. This refusal may make the Nomad Nation look guilty, but according to a report by freelance agent Casanova, GeneLogica, the company that owns the lab, has connections to Equinox. This technoterrorist organization, composed of radical scientists and engineers cast out of Bakunin, is a constant source of trouble for the Nomad Nation, whose enemies always use Equinox actions as an example of the threat the Nomads pose to the Human Sphere. Therefore they are always wary of any issue involving these technoterrorists, and will certainly want to investigate the case first and, perhaps, seize all the experiment data and erase all evidence.

This theory becomes more compelling after the recent arrival of Jazmín "Jazz" Caticovas to the *Splendor of Xanadu* orbital. This Nomad operative, a veteran of the *Defiance*, has ample experience fighting Equinox, and she's one of the Nomad Military's top experts in technoterrorism. But we have intel suggesting that this will not be an easy task for her.

Jazz's old friend and veteran of the *Defiance*, Cadin "FirstStrike" Donn has been stationed at the *Muradov* orbital, Kosmoflot's headquarters in Dawn's orbit. Some moving of assets such as ships and personnel reported by our intelligence services suggest that Kosmoflot, the Ariadnan military's space force, is possibly prepping a stealth boarding team that might be targeting the orbital *Splendor of Xanadu*, and more specifically, the GeneLogica laboratories.

If our suspicion is confirmed, if it proves to be true, then *Splendor of Xanadu* would once again be the setting for a clash that would transcend the diplomatic arena and could result in the use of force. Following the recent conflict around the Brisingamen asteroid belt (see the "Crimson Stone" report), the present relationship of the Nomad Nation and Ariadna is a delicate one, to say the least, and has been deemed "increasingly hostile." If things get out of hand and lethal force is finally used, then perhaps the Nomad Nation and Ariadna may forget that their common enemy is Equinox, and Jazz and Cadin's common history and camaraderie may no longer guarantee a peaceful solution.

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*Report by Ensign Katherine Cho, Psi Unit, Bureau Aegis intelligence service, submitted to the O-12 Security Council. Concilium Prima.*

## THE MOST SPLENDOROUS LUXURIANCE

*Splendor of Xanadu* is the name of the Nomad Nation's orbital in the Helios system, which acts as an embassy to Ariadna. Designed in a Bakunian style, it's an excellent example of the stations that this Nomad mothership usually builds. With its luxuriant décor inspired by the excess of Vaudeville, the most outrageous and popular module of Bakunin, and with offices and laboratories of Praxis, the spacecraft's module of radical scientific and technological research, it's a prime example of the transgressive Nomad attitude.

Originally conceived to be placed in the Yu Jing system, it wasn't the best option for Ariadna's technologically and socially underdeveloped society. Any orbital base or delegation of Corregidor, strongly utilitarian and survivalist in nature, would have been more appropriate and a better match for the Ariadnan mindset and spirit. However, it was the only station available at the time contact with this lost colony was reestablished, and it was vital for the Nomad Nation to have a physical delegation in the system before their competition took over this new market represented by a newly discovered star system and a new nation to trade with. The result of this urgency was that Ariadnans have come to regard Nomads as a group of freaks as decadent as they are unpredictable, a perception that has influenced their political and commercial relations ever since. And the fact is that this orbital's opulent interior décor explains why they are regarded this way.

If the original Xanadu was Kublai Khan's summer palace, the orbital built by Bakunin's engineers and designers was not lagging behind. Thus, its chambers reproduce the magnificence of an Oriental palace, always with a pinch of fantasy added by the art directors of the Bakunian holofilm studios. *Splendor of Xanadu* was meant to be a celebration of Bakunin's creativity and success in the fields of design and entertainment in the great datasphere called Maya. Hence the prevailing architectural grandeur of this orbital that overwhelms and fascinates its visitors. The true purpose of the ornamentation of this base is to exhibit Bakunin's magnificence. Therefore it's irrelevant whether, in the pursuit of this end, there is a lack of rigor or any stylistic or historical inconsistency, since there is no fear of being pretentious; quite the contrary, that pretentiousness is intended to highlight the importance of Bakunin and thus the Nomad Nation. This station's unrestrained Orientalism is a pastiche impregnated with the quirky and bizarre style of Vaudeville's designers, a setting where the taste for whimsical, extravagant, and outlandish elements and the search for visual amazement and wonder reign supreme. Everything in it is an overstatement characterized by excess, and this could guarantee every visitor's admiration for Bakunin, had the orbital been located in the Yu Jing system or in any other point of the Human Sphere. Unfortunately, such exuberance is excessive for the Ariadnans; it overwhelms their senses and they find it vulgar because of its wastefulness. It's peculiar that, because of its excessiveness, the orbital *Splendor of Xanadu* is disliked by

urbanites with a refined taste as much as by rougher Ariadnan colonists. For everyone else, this station is a true feast for the senses and a most unforgettable experience.

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*Excerpt from "Bakunin: The Spirit of Provocation" by Johur Ali al Sefi, for Haas, Al Boushra's travel channel, only on Maya.*

*"Even if Equinox was driven out of Bakunin, all its attacks have affected the Nomad Nation, because they've been used as an example of the presumed threat that our nation poses to the Human Sphere. So, an Equinox operation in an orbital of ours can only bring more bad press and political pressure. Get there, investigate any possible connection to this technoterrorist organization, get hold of the data regarding whatever they've been doing in those labs, and destroy all evidence of their presence there."*

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*Briefing by Juan Sarmiento, the Mexican General, high command officer of the Black Hand, the Nomad intelligence service, to Jazmin "Jazz" Caticovas, veteran tactical hacker. Corregidor, location unknown.*



## LAB-TECHS

In an era of scientific and technological wonders and breakthroughs, lab-techs are the vanguard in the trenches of progress. Due to their role as assistants to chief investigators in research projects, they are privy to all the techniques and procedures conducted in each study, which they know down to the smallest detail. And this knowledge makes them extremely valuable both to their employers and to rival organizations. Irrespective of whether these lab-techs work

## LABORATORY TECHNICIANS

PER ASPERA AD SCIENTIA





for an academic institution or for a private company, in the cutthroat business of technology and science, any innovation represents either a chance for profit or a tough competition to beat, no matter who made the breakthrough. Therefore, hiring one of these technicians may be the best way to gather valuable knowledge about your rival's competitive advantage, something every company desires. Of course, there are non-disclosure agreements, but they hardly make a difference anyway—this is what corporations hire law firms for. This is all assuming the technician is recruited in a “legal” and transparent way, because less conscientious corporations may opt for a forcible exfiltration and the use of enhanced interrogation techniques. Indeed, in the Human Sphere, working on cutting-edge technology can be a most hazardous profession, and this is without even mentioning the terrifying consequences of a radical science experiment going wrong in the Black Labs of Praxis...

she likes it difficult. So, to her parents' chagrin, she would soon become more interested in classical jazz than in the predominant Latin jazz sound from Lazareto, which frustrated her incipient musical career. The problem is the Picachito module, a sector with one of the highest murder rates in Lazareto, is under the brutal control of the *maras*, and they only respect musicians and priests. For Barrio 6, the violent *mara* dominating Picachito, everyone else, especially girls, are just targets. Jazz could not become a priest, and she would never be the kind of musician everyone wanted her to be, and this made her a candidate to be brought to a *casa loca*, a “mad house,” a housing pod used by the *maras* to rape, torture, or kill their victims. With no professional prospects in sight and with her life in danger, Jazz would finally join the Corregidor Jurisdictional Command, where she discovered her other great passion in life: coding.

For Jazz, writing code is like writing and interpreting music, especially jazz jam sessions: starting with a couple of beats and ending with a full concert. This is a very flowery description of her job, but the only thing that interests the officers of the Nomad Military Force's High Command is that this young woman is one of the few hackers capable of breaking through VoodooTech firewalls without losing her life or her sanity in the process. Jazz was deployed on Paradiso with a spec-ops team, always accompanied by her Remote Billie—named after her idol, the great Billie Holiday— and she adapted quickly to life on the front, which for her is much less stressful than an ordinary day in the Picachito module. There, mission upon mission and success upon success, Jazz built a great reputation within the Paradiso Coordinated Command, both as a tactical hacker expert in deep penetration hacking and as bad company to be with on a deserted island. She does not care much about this reputation as long as she can interpret her favorite music, either with her sax or with her hacking device.



## JAZMÍN “JAZZ” CATICOVAS, TACTICAL HACKER

Anyone will tell you that were they to choose a person to go with to a deserted island, no one would pick Jazz Caticovas. She would spend the whole day listening to music and in a bad mood for not being able to access the datasphere or play her sax. The fact is that, even if Jazz knew what a deserted island was—since, being a Nomad from Corregidor, she has spent her whole life inside crowded ships—she would probably agree with this opinion. However, if you are inside an orbital under a security lockdown while some bad guys are asking for your head, then Jazz is your girl. But if she hears you call her “your girl,” she will most probably shoot you—and it will not be in the foot.

Jazmín “Jazz” Caticovas is a Corregidoran hacker, which means that, as opposed to the Nomad hackers from Bakunin, with their radical solutions, or those from Tunguska, with their trademark genius, she is a foot soldier of cybercombat who has learned it all the hard way. And Jazz has a special talent for always choosing the most difficult way. Born and raised in the Picachito module in Lazareto, she comes from a family of musicians who instilled in her a passion for jazz, but of course, given her origins, Afro-Cuban and Latin jazz. She would learn to play the saxophone when she was only five years old, and this would secure her a good career for life. But that would be the easy way, and



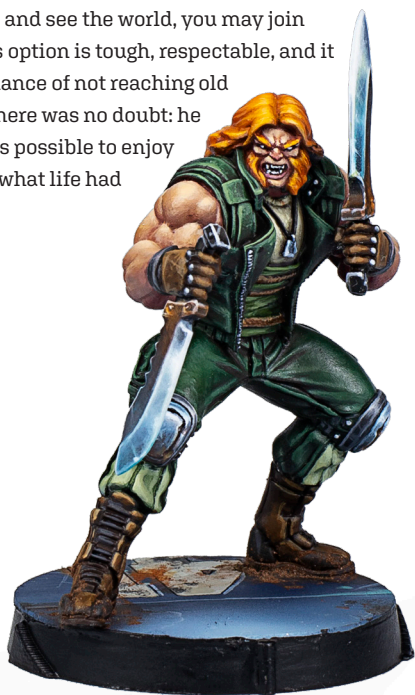




## CADIN "FIRSTSTRIKE" DONN, POINTMAN OF THE 9<sup>TH</sup> GRENADIERS REGIMENT

There is nothing that Cadin Donn fears more than not living his life to the fullest. Any Wulver born in Caledonia will tell you that life sucks, and that's

why they always sign up for jobs that offer a short life expectancy (not that their society offers them many other job opportunities). Cadin didn't get any, that much is clear. His story is almost like that of any other Wulver's coming from northern Caledonia, with the famous trinity of career options available for these people. If you don't like getting into trouble, you can become a clan laborer, muscle for the hardest work on the farms, in the mines, or in the factories. This is the most stable, exhausting, and boring option. If you like money, you can become a thug for the local mafia, or for a clan, which very often is exactly the same thing. This option is violent, profitable, and it comes with the "perks" of ending up in jail or dead in an alley. And if you aspire to go far from home and see the world, you may join the Caledonian army. This option is tough, respectable, and it comes with a very high chance of not reaching old age. Certainly, for Cadin, there was no doubt: he wanted to go as far away as possible to enjoy and make the most out of what life had to offer.



The thing is that Cadin Donn wasn't made for tranquility. It's as if he has a void inside of him, a void that can only be filled with adrenaline and bloodshed. The 9<sup>th</sup> Wulver Grenadier Regiment offered him all the adrenaline and bloodshed he yearned for, and he responded enthusiastically, becoming the deadliest pointman in the whole regiment, earning his nickname "FirstStrike" for always being at the forefront where the action was happening. During his service in the Ariadna Exclusion Zone, Cadin stood out for his expert use of melee weapons and for his brutal efficiency in combat. One of his commanding officers even referred to him as "the most bloodthirsty beast on the Northern Border," a reputation he earned squarely on the battle front. Cadin volunteered for any dangerous mission, and he was the first one to engage the enemy, an engagement always hostile and most violent, as he specialized in fighting face to face and in the most brutal manner, exploiting the advantage his portentous physique provides him. For these reasons, the Stavka offered him a place in the AEC, the Ariadna Expeditionary Corps, deployed on Paradiso. Cadin signed the transfer even before the recruiting officer had finished talking, and he patted him on the back so hard that he was almost put in the brig for assaulting an officer.

As a result, Cadin would end up farther from his hometown than he could have ever imagined. The AEC's service for O-12 is a great opportunity for Cadin to explore the Sphere and discover new extreme sports with which to keep in shape and continue enjoying some danger during his rest periods. But for a man like him, always thirsting for self-improvement, once you have set foot on another planet, once you have battled and killed under a double sun, there is no going back home; it's unthinkable. There is nothing tying him to Dawn anymore. It's a planet he has outgrown. For this adrenaline junkie, the whole Sphere is now his new hunting ground, and he will travel it at the service of the AEC, under O-12 command, always at the forefront, with his blades drawn and ready to let himself be taken over by his bloodlust in order to take the highest possible number of prey and feel truly alive.



# SPLENDOR OF XANADU HELIOS SYSTEM

SOME BIOMODIFIED CREATURES HAVE PERPETRATED A MASSACRE IN THE ARIADNA EXCLUSION ZONE, AND THE INVESTIGATION INTO THEIR ORIGIN POINTS TO A LABORATORY ON THE NOMAD STATION SPLENDOR OF XANADU, ORBITING THE PLANET DAWN. WHILE ALL SIGNS POINT TO AN OPERATION BY THE TECHNOTERRORIST ORGANIZATION EQUINOX, THE NOMAD NATION DOESN'T WANT ANY BAD PRESS, SO IT HAS DENIED ARIADNAN AUTHORITIES ALL ACCESS AND WILL TRY TO ERASE THE EVIDENCE, RELYING ON THE SKILLS OF THE EXPERT HACKER JAZZ. HOWEVER, ARIADNA IS NOT INCLINED TO LEAVE THE MATTER ALONE AND A STEALTH BOARDING TEAM LED BY CADIN "FIRSTSTRIKE" DONN HAS BEEN DEPLOYED TO RAID THE NOMAD ORBITAL. THE MISSION FOR BOTH SIDES IS TO SECURE ALL OF THE INVESTIGATION DATA AND IDENTIFY ANY ENEMY OPERATIVES TO USE AS EVIDENCE OF THEIR RIVAL'S ILLEGAL ACTIVITIES. AS TWO OLD FRIENDS, JAZZ AND "FIRSTSTRIKE" DONN, BOTH VETERANS OF THE DEFIANCE, NOW FIND THEMSELVES ON OPPOSITE SIDES, WILL THEY PUT THEIR ALLEGIANCE TO THEIR RESPECTIVE NATIONS ABOVE A FRIENDSHIP FORGED IN BLOOD?

## MISSION OBJECTIVES

ACTIVATE A CONSOLE.	2 OBJECTIVE POINTS.
AT THE END OF THE GAME, HAVE IDENTIFIED THE SAME NUMBER OF ENEMY SPECIALIST TROOPS AS YOUR ADVERSARY.	2 OBJECTIVE POINTS.
AT THE END OF THE GAME, HAVE IDENTIFIED MORE ENEMY SPECIALIST TROOPS THAN YOUR ADVERSARY AT THE END OF THE GAME.	3 OBJECTIVE POINTS.
AT THE END OF THE GAME, CONTROL THE LAB-TECH WHILE OUTSIDE YOUR DEPLOYMENT ZONE.	3 OBJECTIVE POINTS.
AT THE END OF THE GAME, CONTROL THE LAB-TECH WHILE TOTALLY INSIDE YOUR DEPLOYMENT ZONE.	5 OBJECTIVE POINTS.

## FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A & B	15	3	24 IN X 32 IN	8 IN X 24 IN
A & B	20	4	32 IN X 48 IN	12 IN X 32 IN
A & B	25	5	32 IN X 48 IN	12 IN X 32 IN
A & B	30	6	48 IN X 48 IN	12 IN X 48 IN

## SCENARIO SPECIAL RULES

### CONSOLES

There are 2 Consoles placed on the central line of the table. They are placed 12 inches from the table edges in 30 point games, 8 inches in 20/25 point games, and 6 inches in 15 point games [see map].



Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

## ACTIVATE CONSOLE

SHORT SKILL

**Attack**

### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Console.
- Each player can Activate a single Console.

### EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Activate the 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 player cannot Activate a Console if they already have activated a Console. A player can only have one activated Console.
- Player A and Player B Tokens can be used to mark the Activated Console. It is recommended each player uses a different kind of Token.

## IDENTIFY SPECIALIST

## IDENTIFY SPECIALIST

SHORT SKILL

**Attack**

### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The target must be within the Line of Fire and Zone of Control of your Specialist Troop.
- The target must be an enemy Specialist Troop.

### EFFECTS

- On a successful WIP Roll, the target of this Attack will be Identified.
- The target of a successful Attack with Identify Specialist must place a Player A or Player B Token besides it. It is recommended each player uses a different kind of Token.

## THE LAB-TECH

There is one Lab-Tech placed in the center of the game table (see map).

In this scenario, the Lab-Tech is a Neutral Model that cannot be activated by any player.

Players can use the Lab-Tech model from the Dire Foes Mission Pack Gamma: Xanadu Rush.

## COLLECT LAB-TECH

SHORT SKILL

**Attack**

### REQUIREMENTS

- Only a Specialist Troop as a Model and not as a Marker (as Camouflage for example) can perform this Skill.
- The Specialist Troop should be in one of the following situations:
  - Be in Silhouette contact with a Specialist Troop in a Null State with the Lab-Tech model.
  - Be in Silhouette contact with an allied Specialist Troop in a Normal State with the Lab-Tech.
  - Be in Silhouette contact with an unaccompanied Lab-Tech.

### EFFECTS

- Spending one Short Skill, without need for a Roll, a Specialist Troop can collect the Lab-Tech in any of the situations previously mentioned.
- The Lab-Tech model will remain in Silhouette contact with the Specialist Troop which has collected it.
- The Lab-Tech model must always be kept on the table, even if the Specialist Troop which collected it passes to a Null State.

## CONTROL THE LAB-TECH

The Lab-Tech is considered to be Controlled by a player when they are the only one who possesses a Specialist Troop (as a Model, not a Marker) in Silhouette contact with her. There cannot be any enemy Model in base contact with the Lab-Tech. Models in a Null state do not count.



## SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Paramedics, and Troopers possessing the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

## 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 a player starts their Turn with all Troopers in their Army List in a Null state, the mission will finish at the end of that Player Turn.

## NARRATIVE MODE

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

## NARRATIVE MODE. SCENARIO SPECIAL RULES

**Side A.** In Narrative Mode, Side A will always be a Nomad army.

The Nomad player can add Jazz&Billie without applying Cost or SWC. These Troopers do not count towards the Combat Group's limit of ten Troopers.

**Side B.** In Narrative Mode, Side B will always be an Ariadnan army.

The Ariadnan player can add Cadin "FirstStrike" Donn without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers. For the purposes of this scenario, Cadin "FirstStrike" is considered a Specialist Troop.

