



DIRE FOES

DIRE FOES MISSION PACK 12: TROUBLED THEFT




INFINITY
UNIVERSE

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TROUBLED THEFT

Yet again, Robin Hook has gotten herself into trouble. The hero of the people, the fearless though somewhat naive clandestine AI has stolen something from her archnemesis Svengali, the AI that rules Bakunin's criminal underworld. An item of great value, the kind of thing that many powerful people covet, but only available to someone with Svengali's ambition, connections, and resources: a military-grade VoodooTech weapon. A Sepsitor, to be more specific. The kind of item whose loss would piss off Svengali beyond measure, which is precisely Robin Hook's favorite kind of theft. The high-risk, high-reward type of burglary with an equally high likelihood that the head of the puppet body she uses to carry it out will end up joining the collection that Svengali has on display in his lounge. But recklessness is burned into our heroine's source code.

Moreover, the Sepsitor is a smuggled piece of VoodooTech that was stolen from a convoy of the Teutonic Order, Robin's old friends. Since no good could possibly come out of Svengali possessing such a device, Robin decided to just be herself and snatch it from him in order to return it to its rightful owners. After being alerted, the Knights sent a recovery team led by the veteran Indigo Brother Konstantinos. But Robin Hook is not the sort of gal who likes to wait, she prefers to run the show, so after a bold raid, she snatched the Sepsitor and fled, with a whole army of hitmen after her, guns blazing.

Knowing she was in trouble and that Konstantinos and his team wouldn't make it in time, the AI sought the help of her friends in the Observance, who were quick to send a backup team led by Mother Healer Agatha Wabara to assist her... and

to grab the weapon in the process. This Sepsitor could be the key that the Observance was seeking for its "Lux Virginis" project, to use it effectively on any population or social group and convert them to the truth of the Blessed Virgin of the Knife without the need for any previous evangelization. The Illuminatrix of the Observance have clearly pointed out how relevant this asset is to their project, and also that they will not tolerate failure.

However, the Teutonic Order was not particularly inclined to share what is theirs, a trophy they won fair and square in battle, one so dangerous if used with evil intent that it should never be allowed to fall into the wrong hands, much less those of a mobster AI with connections in the Black Labs of Praxis. The situation was so serious that the team commanded by Konstantinos arrived much earlier than expected, even if somewhat battered by the powerful acceleration they were subjected to on their rushed ride, aboard one of the few high-speed raiders available to the Neovatican forces.

So now our beloved Robin Hook finds herself trapped in Svengali's compound, surrounded by heavily armed automated security devices, and virtually unable to make a move if she doesn't want the alarm system to reveal her position to the remaining forces of this dreaded criminal AI. And under these dire circumstances, the two opposing teams arrive at the same time: one intends to take the Sepsitor back into a secret crypt full of arcane VoodooTech devices, and the other plans to use it in a Machiavellian scheme that could put the leniency of Bakunian laws to the test.



Which of the two teams will Robin Hook give it to? A difficult choice, indeed, or at least it would be if it weren't for the bolt fragment that is still sticking out of one side of the weapon's container, plus the wisp of smoke coming out of it, and the dead control display. And since Robin is the only one who carries a crossbow—even if it is just a wrist weapon that she uses mainly to swing across the network of beams and gangways that span across the ceilings of the modules of Praxis—it is obvious that she is to blame for this mess. However, was it just an accident during the crazy shootout that led to this nasty affair, or has she done it on purpose because of her difficult choice with no easy solution? Only our heroic AI knows the truth, and she might tell us if she makes it out alive and her head doesn't end up as an ornament on Svengali's wall...

ROBIN HOOK, IA FORAJIDA



Like most things in Praxis, it all started with an experiment. And as some would add, a failed experiment at that. The true story is a bit more complicated, though. A team of developers at the Quantromaths laboratory came up with the idea of testing what would happen

if they created an evolutionary proto-AI and fed it historical novels from the 19th century. Books such as *Ivanhoe*, *Robin Hood*, and *William Tell* were the sources for this proto-AI that developed a somewhat quixotic personality due to the input of so many swashbuckling novels as it evolved into a fully-fledged AI. However, the point of singularity when the AI became self-aware marked the end of the experiment, and thus, its death sentence. Once the intended result was obtained, the AI was useless to its developers, so they planned a personality erasure and a partial rewrite of its source code to turn it into an auxiliary AI for the library of the Outer University of Tunguska.

That partnership with the university meant a stable income for Quantromaths over a long period of time, which deserved to be celebrated in style. The problem was that they partied



too hard, and one of their interns, overcome with euphoria and drunken haze, gave this AI access to Arachne. As soon as she saw a way out, the AI didn't hesitate and quickly slid into the network. Once she had set herself free, she made backup copies of her code in the labyrinthine Nomad datasphere, which she made into her own personal Sherwood Forest. From her hideout in Arachne, she witnessed the depravity and the abuse that Bakunin's crime syndicates and corporations subjected the most vulnerable to, and this inflamed her quantronic spirit, which was imbued with chivalric ideals from all those old swashbuckler novels. Knowing that, even though she could achieve many things in Arachne, remaining there imposed certain obvious limitations. So she procured a batch of industrial remote-operation robotic bodies that she gradually upgraded and used to create her persona and her mask, which is essential if you want to be somebody in Bakunin.

Thus, Robin Hook was born, the protector of Bakunin's underprivileged, the thief who steals from the rich to give to the poor, the champion of those powerless against the abuse of the mobsters and the street gangs, the defender of Vaudeville's independence from the big corporations of the entertainment industry. She soon earned the Vaudeville citizenry's affection, as well as the animosity of corporations and criminal organizations. Her daring heists, her dramatic burglaries, and her outrageous stunts made her a favorite of reporters and a hero of the people, but she also became public enemy number one for those at the top of Bakunin's food chain. Bounties on her head are a commonplace occurrence, and many high-profile bounty hunters have already collected them, but Robin Hook always comes back. Her supply of bodies seems to be inexhaustible, and the truth is that she uses them as if they were totally disposable: she never cowers in the face of danger and never backs down, because death is not a concern for an entity that actually lives hiding in the depths of Arachne, her quantronic Sherwood Forest.

However, she has to tread carefully, for an AI can be killed in the datasphere, and while some elite hackers such as Valerya Gromoz have turned down kill contracts for Robin Hook, not everyone will be so considerate. This is no laughing matter, since Robin Hook has numerous powerful enemies, one of the most dangerous among them being Svengali, the criminal AI that rules Bakunin's underworld and who doesn't like anyone meddling in his business and has a large collection of Robin Hook's robotic Lhosts' heads in his den. Furthermore, being an illegal AI, Robin Hook is a prime target for ALEPH's SSS, which doesn't hesitate to hunt her down every time one of her robotic bodies ventures outside the mothership.

But our outlaw AI also has allies, some of them public, such as Valerya Gromoz, and others more discreet, such as the Moderator Corps, which doesn't really try to catch this thief because she can target individuals, organizations, and places that are off-limits to them because of the law, their rulebook, or the corruption of the political establishment. Some of her allies are striking and unexpected, such as the PanOceanian Military Orders, which she has worked with many times, since Robin Hook, because of her passion for the Middle Ages,

cannot help but feel fascinated by these organizations that seem to come straight out of medieval chivalric romance. Hence, some of Robin Hook's bodies have crossed paths with prominent figures of different orders such as Konstantinos, Hawkins, and De Fersen, whom she has partnered with in operations that often involved rescuing innocent people, missions for which these veteran knights do not refuse any assistance they can get if that means saving the lives of those they are sworn to protect. However, some of her bodies have met their end at the hands of Teutonic Knights and Dominican Friars, who adhere more strictly to their rules and regulations, and who do not like illegal AIs because they remind them of the Knights Templar trials.

In fact, it's rumored that one of the few survivors of this abolished order, which specialized in the development of military tech, designed the upgrades for Robin Hook's robotic Lhosts, such as her climbing claws and the grappling hook she is named after, which help her to make the impressive jumps she can perform thanks to her enhanced leg muscles and joints. Be it true or not—for who can trust VaudeVille's street rumor mill?—this presumed Templar Knight is said to be one of the so-called Merry Men, an informal network of collaborators who occasionally assist Robin Hook by providing intelligence and quantronic and logistical support, especially with the thorny issue of body recovery in areas outside the range of the datasphere.

For that is one of Robin Hook's greatest woes; every death outside of the Arachne datasphere is a real death. All the experiences lived by a Lhost that aren't uploaded to the version living in Arachne are irretrievably lost. Memories, experiences, knowledge, friends, enemies, secrets, feats, betrayal—it all will be lost in time like the hackneyed tears in rain. The only way to prevent this is to salvage the memory unit and plug it into Arachne so that the purely quantronic Robin Hook can retrieve all the stored data and become whole again. This is a difficult task because when one of her bodies is killed out of range, it usually means that the situation has gone to hell at full speed and there is little chance of a safe recovery. This is the very real danger that Robin Hook's various bodies face when they wander around Bakunin and even more so in the rest of the Sphere. And that great risk is precisely what makes Robin Hook's sacrifice so meaningful; every time she faces an impossible challenge, every time she carries out a suicidal deed on behalf of the dispossessed, she's not only risking a robotic body, but also a piece of herself, a fragment of her mind that needs to be reintegrated into the whole. And should she fail to do so, it cripples her, rendering her an amnesiac entity, incomplete and incapable of remembering facts on which the lives of many may depend, especially her own. The danger to her very existence is real and the risk is more than obvious, but none of this will stop Robin Hook from rushing into action without a moment's hesitation. After all, that's what real heroes do, isn't it?

MADRE SANADORA AGATHA WABARA



Mother Agatha's belief in second chances is so firm that it may arguably be the leitmotif of her life. But things haven't always been this way. There was a time, many years ago—many more than you might think—when this woman was persuaded that life gives

you a single chance and you'd better make the most of it, because the only other option was to end up in a biorecycler tank. Granted, back then she was still a banger with the Axtläufer, one of the true "Straight outta Messesturm Module" gals, and this was in the early days of VaudeVille, when Bakunin's Social Energy was still being worked out and the balance of power was still shifting. "One life, one chance" was the phrase that typified this period in which young Agatha's character was forged in fire. It's a harsh reality one couldn't escape, a kind of life that eventually caught up with her and crushed her in a way that rendered useless her hi-tech axe, her strength, and her powerful physique that seemed to make her bulletproof (spoiler alert: she wasn't).

In the gritty world of the streets, if you get ambushed and find yourself outnumbered and outgunned, there's no miraculous way out. The odds are that you'll die in a pool of gore and filth. That would likely have been Agatha's fate had she not been rescued by a congregant of the Observance of Our Lady of Mercy when she was at death's door. Unquestionably, the Observance regards itself not only as the militant fist of Our Lady in the battle against the incarnation of Evil known as ALEPH, but also as an organization that protects the weak and the helpless, and Agatha's rescue is to be understood as part of this pious mission. It's also true that, at the time, the Observance was still taking shape and growing, and a strong, seasoned gangbanger was an asset worth recruiting. And so it was that Agatha awoke in the care of a Reverend Healer, who



not only mended her battered body, but also her mind, which was obviously suffering from post-traumatic stress, as well as her soul, which was devoid of any meaning and purpose other than mere survival.

In the Observance, Agatha found the same camaraderie she had with the Axtläufer, but coupled with the feeling of belonging to something greater than herself and having a mission and a higher purpose. And most importantly, she enjoyed the unique experience that only this order is able to provide: direct contact with divinity, first during each of the Order's mystery rituals, and then on a daily basis after she became a Reverend. Because once she devoted herself, her commitment to the Observance was absolute.

Agatha understood that the Observance was a force for good, a necessary force with powerful enemies that sought its undoing. And she could defend it against its enemies, for it was basically the same thing she had been doing with the Axtläufer, only on a larger scale. Thus, she started her long career in the combatant ranks of the Observance, participating in all the bloody events that consecrated this order as one of Bakunin's most fearsome forces. She joined the Observance just in time to engage in the Phantom Conflict, she was involved in the infamous Vile Calends (which she never talks about), and she took part in the so-called Iron Purges, in the NeoColonial Wars and in the first stages of the strife on Paradiso. In all these battles, she distinguished

herself for her courage, her perseverance, and her refusal to give up. But time is both relentless and unforgiving. Her prowess earned her several experimental rejuvenation treatments from the Black Labs of Praxis, because, just like all her sisters involved in the Vile Calends, she turned down a fully prosthetic body. A Reverend like her, with her skills and expertise, is too valuable to be pushed out of the front line by old age. Nevertheless, even the radical treatments of Praxis have their limits, and Agatha eventually felt burdened by her age and all the personal losses she had suffered after so many years of service, so she requested a transfer from Operations to the Observance's network of Hospices. For her, this was like going back to her beginnings in the Order.

Only those who have lived on the streets know the truth of the helplessness of those who are forsaken. Agatha knew well how necessary Hospices were, especially in Bakunin and Corregidor. Not to recruit more people, but to offer real help to all the girls and women who were lost and alone in the jungle of modules that compose the Nomad ships. So she took over the management of a small Hospice in the worst section of Vaudeville, an area that several rival gangs were fighting over, and she made it abundantly clear to them that her shelter was not to be touched. Needless to say, it took a good deal of persuasion in the notorious style of the "witches" of the Observance, which involves a lot of killing and the promise of more bloodshed should they be crossed. After all her years at the service of Our Lady, violence was Mother Agatha's specialty—a violence she'd inflict with the brutal hammer that the Observance gave her to replace her hi-tech



axe from her days as an Axtläufer—and only some rookie, dim-witted gangbanger would dare arouse her anger, with catastrophic consequences for him. Because although she's no longer in her prime, and age has diminished her skills, this "old lady" is still a formidable and lethal opponent even if her physical power is waning.

Truth be told, Agatha hoped to live the end of her career quietly, in a position where she would be able to help all those destitute women who were just as lost as she had been in her youth. Devoting herself to healing instead of killing. However the main problem of running into trouble in Vaudeville is that it usually can't be dealt with without having to kill someone. And while Mother Agatha firmly believes in second chances, that doesn't mean she thinks everybody deserves one. And to all those who are undeserving, Agatha denies not only a second chance but also their lives, in a merciless and sanguinary way that only a true worshipper of Our Lady of the Knife is capable of.

HERMANO ÍNDIGO KONSTANTINOS



"The path to redemption is tortuous and full of thorns."

Excerpt from the Encyclical *De Rerum Ecclesiasticorum*, written by Pope Clement XV.

Konstantinos was always a thrill seeker. For a young PanOceanian pilot with a compulsion to prove himself, driving a lunar roverplane at full speed with the copilot pseudo-AI disengaged seemed like the obvious thing to do. That was exactly what he was doing during the one ride he would never forget. Konstantinos was tasked with driving an ERT (Emergency Response Team) to the dome-factory of the MagnaObra Corporation in the aftermath of a sabotage perpetrated by the Hassassin Society. Time was of the essence, but that day Konstantinos was less than focused—his girlfriend Niki worked at that dome. A minute misjudgment, one that the on-board pseudo-AI would have easily corrected for, turned into a serious collision. Konstantinos lost control of the vehicle and crashed into a crater wall. The ERT failed to make it on time and five people died in the dome. One of them was Niki.

Devastated by his loss and torn by guilt, Konstantinos decided to leave his old life behind and join a Military Order. Without contacts or influence, this seemed like the only way for a young man like him to recover Niki from the Cube Bank and bring her back to life inside a new Lhost.

Once he enlisted as a Crosier, Konstantinos worked fervently to excel within his unit and earn points he could later exchange for favors with which to obtain a Resurrection permit for Niki, and thereby clear his conscience and atone for his sins. He trained hard and pushed himself to the limit, and eventually was transferred to the Order Sergeants, among whom he excelled,

especially as an active operative, as he always volunteered for the most dangerous missions. His zeal and proficiency paved the way for him to join the Order of the Holy Sepulchre, an elite order that only takes the best. Deep down, Konstantinos was still the same thrill seeker, a man who was able to survive the most hellish situations imaginable simply because he felt perfectly comfortable in them. This rare quality was what piqued the interest of the PanOceanian Special Operations Command, which recruited him for its Indigo unit. After he built up a long track record of operations stamped "classified," thus proving his discretion and his knack for sensitive work, Konstantinos was summoned to the NeoVatican and appointed Nuntius Romanus. This title is bestowed only on a select group of elite agents who serve as special emissaries of the Curia and who operate under its direct orders, and in certain occasions, even under the direct mandate of the Holy Father. This is how Konstantinos became a special operative, a reliable, ruthless, elite hunter in the service of God and PanOceania. He knows this is the only way to make restitution and regain the love of his life. It is the right thing to do, and he will do it no matter the cost.



DIRE FOES. ESCENARIO: TROUBLED THEFT

Another impossible burglary that has resulted in a mess. Robin Hook, hero of the people and clandestine AI, has stolen a very valuable item from her longtime opponent Svengali, the criminal AI, the kingpin of Bakunin's mob. This is no laughing matter, for it's a Sepsitor, a military-grade VoodooTech weapon stolen from a convoy of the Teutonic Order, nothing you'd want to see on the streets. So, at the time, alerting her Teutonic friends seemed like a great idea, but rushing into the burglary before they arrive, not so much. A botched heist that has ended badly, with our heroine AI trapped in Svengali's compound, surrounded by automated security devices, and with the alarm system threatening to reveal her position. Robin, who can't wait any longer for the Knights, has asked the Observance for help, and they have responded promptly, because this Sepsitor could prove crucial to their evangelization plans. But the Teutonic Knights, led by Indigo Brother Konstantinos, have arrived earlier than expected, and Mother Healer Agatha Wabara, with her Observance team, seems unwilling to let them take the prize. Right now, things seem too tense, so Robin is going to wait for them to get her out of there before she mentions the fragment of crossbow bolt that is sticking out of one side of the weapon's container, the wisp of smoke, and the fact that the display and its little lights are not working... You know, in a desperate shootout, even the best shot may hit an unintended target...

MISSION OBJECTIVES

- Have Activated the Console in your half of the table at the end of the game (2 Objective Points).
- Have Robin Hook CivEvaced and outside your Deployment Zone at the end of the game (3 Objective Points).
- Have Robin Hook CivEvaced and inside your Deployment Zone at the end of the game (4 Objective Points).
- Secure Robin Hook at the end of the game (1 Objective Point).
- Threaten Robin Hook at the end of the game (2 Objective Points).
- Threaten the enemy HVT at the end of the game (1 Objective Point).
- Kill more enemy Army Points than the adversary (2 Objective Points).

CLASSIFIED

There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in two 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 and B	150	3	24 in x 32 in	8 in x 8 in
A and B	200	4	32 in x 48 in	12 in x 12 in
A and B	250	5	32 in x 48 in	12 in x 12 in
A and B	300	6	48 in x 48 in	12 in x 16 in
A and B	400	8	48 in x 48 in	12 in x 16 in

EXCLUSION ZONE

The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

ROBIN HOOK Y HVT'S

There is 1 Robin Hook placed in the center of the table.

In this scenario, Robin Hook is a Neutral Civilian Model that cannot be activated by any player.

Players can use the Robin Hook model from the Dire Foes Mission Pack: Troubled Theft.

Each player must deploy 1 HVT, applying the ITS HVT rules.

SECURE ROBIN HOOK

A CivEvaced Robin Hook is Secured by the player when, at the end of the game, her Zone of Control is free of enemy Troopers (not counting those in a Null State).

THREATEN ROBIN HOOK/ HVT

A CivEvaced Robin Hook and the HVTs are Threatened by the opponent if they have at least one Trooper (as a Model, not a Marker) in a non-Null state inside Robin Hook's or the HVT's Zone of Control.

CONSOLES

There are 2 Consoles placed in different halves of the table, 12 inches from the center of the game table and 24 inches from the table edges in 300/400 point games; 12 inches from the center of the game table and 16 inches from the table edges in 250/200 point games; and 8 inches from the center of the game table and 12 inches from the table edges in 150 point games.

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Consoles in ITS Objectives Pack Alpha, 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 in their half of the table.

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 that is in the enemy's half of the table.
- Player A and Player B Tokens can be used to mark the Activated Console.

SPECIALIST TROOPS

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

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

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

Troopers that **have not been deployed on the game table**, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

ARMORED DEFENSIVE TURRET F-13

There are 2 Armored Defensive Turrets F-13 placed on the central line of the table. They are placed 12 inches from the central Robin Hook model (8 inches in 150 point games).

Before each Game Round starts, the Lieutenant of each player who activated any Trooper inside the Exclusion Zone must make a WIP-6 Roll. If the roll is failed, any destroyed Armored Defensive Turrets DF-13 are placed on the game table again, in their original locations. If a player has no Lieutenant on the game table, or will be in a Loss of Lieutenant situation in their next Player Turn, the player will use the lowest WIP Attribute value of those of their Troopers in a non-Null state.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the ITS Objectives Pack Alpha, the Defiance Scenery, or Fiddler's Turrets).

The Armored Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Model (but not Markers) in LOF or in Silhouette contact.

When the STR Attribute value of an Armored Defensive Turret F-13 is 0 or less, it is Destroyed and removed from the game table.

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
--	5	10	--	--	2	3	1	1

Equipment: 360° Visor

Special Skills: Immunity (Total), Total Reaction

BS Weapons: Combi Rifle

Melée Weapons: PARA (-3) CCW

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck 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 their 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 of the events of the recent history within the Infinity universe.

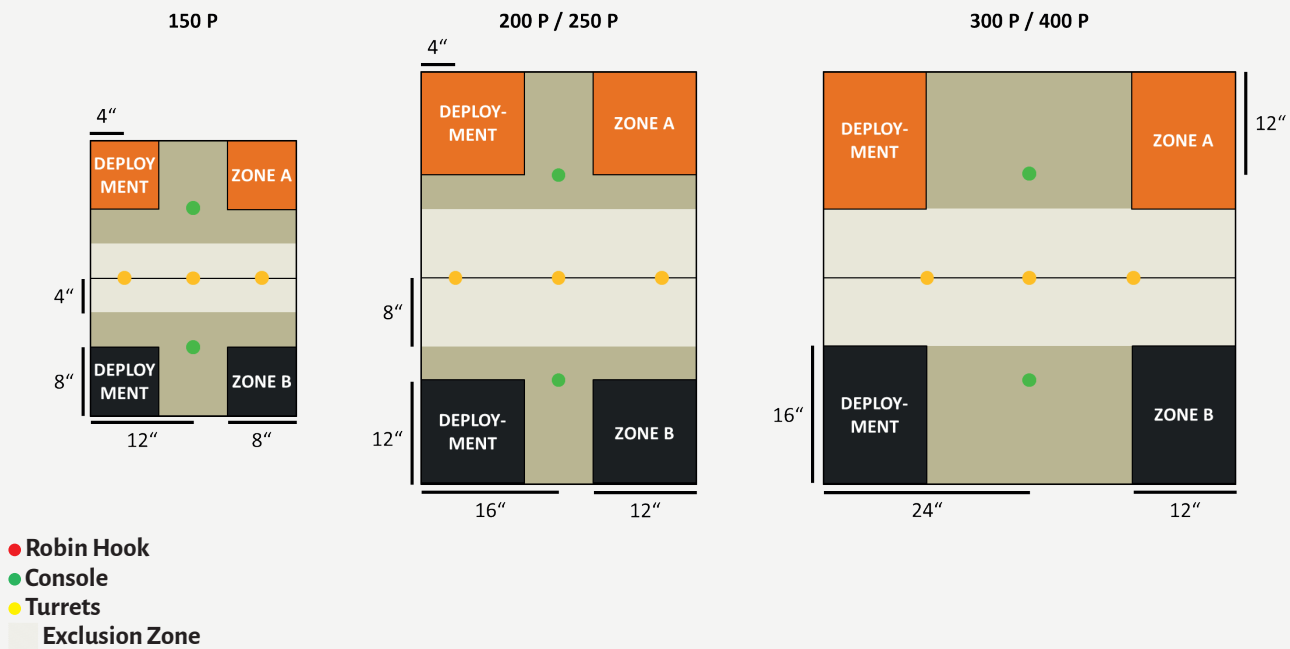
Narrative Mode. Scenario Special Rules

Side A. In Narrative Mode, Side A will always be a Military Orders Sectorial Army.

The Side A player can add Brother Indigo Konstantinos without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers.

Side B. In Narrative Mode, Side B will always be a Bakunin Jurisdictional Command Sectorial Army.

The Side B player can add Mother Healer Agatha Wabara without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers.



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