



DIRE FOES

DIRE FOES MISSION PACK 13 BLINDSPOT



INFINITY
UNIVERSE

DIRE FOES MISSION PACK 13:

BLINDSPOT

BLIND SPOT

Constantly jumping from ship to ship and from one mess to the next—that’s how hectic the life of a Galactic Hitchhiker can be. And after roaming through some of the Quantum Anomaly Zones (QAZ) on Concilium, Nakia Usman was itching to get back on a spacecraft and away from all that despair. The QAZs are undeniably a spectacular, mind-blowing sight, but all the layers of security around them, the fear, the paranoia, and the tragic stories of the survivors and the refugees weigh heavily on any person’s soul. A contact in the Universal Warcor Union had managed to sneak her into the ranks of the Quantum Containment Coalition and then into the C.R.A.S.H.E.R. division, although she had spent the last few days at the WAQF Al-Badawi Relief Center where she wrapped up the story for her Mayablog—and her spirit finally broke. So, Nakia started planning a getaway to Varuna, as the pōhaku turtle nesting season was drawing near and the beaches of Ikaterere were hosting some awesome parties, with impromptu luaus and tiki bars that would make for a nice break for both her and all of her followers.

Alas, the only ship that would allow her to get there on time without any transfers or stopovers was the merchant ship *Ning-Po*, whose captain was rather gruff, the kind of guy who has some shady business on his hands and doesn’t want anyone meddling. However, for a hitchhiker this may be a bother, but never a hindrance. A quick query on the private channels of the Galactic Hitchhikers Society (GHS) and she was soon given the key to the merchant’s blind spot.

Every merchant ship used to carry contraband has a blind spot in its security system that allows cargo to be loaded and unloaded without being recorded in the port authority’s register. Knowing this, the hitchhikers who manage to sneak aboard one of these merchant vessels record the key to access the blind spot and share it with their fellow hitchhikers. In their world, there’s as much camaraderie as there is pride; all hitchhikers love to brag about how clever they are, but it’s part of these inveterate hitchhikers’ code.

So, Nakia made herself comfortable and got ready for a long ride inside the cargo hold. Since Circular 8 was destroyed and the Jump Gate to Varuna was damaged, there was no longer a direct connection between Concilium and the ocean planet. The *Ning-Po* was headed for Neoterra in order to jump to Varuna from there. This would make the journey several weeks longer, so she decided she would sneak off the ship to get supplies when they stopped at different caravanserais.

It was a good plan, and it worked pretty well until they arrived at their first stopover, at the *Alnakhil* caravanserai, where the *Ning-Po* was supposed to wait for the arrival of the Circular in order to link up with it and cross over to Neoterra’s system. While in that caravanserai, a group of armed men entered the hold of the merchant ship through its blind spot and spread out. Some of them retrieved one of the containers, while the rest were tampering with the controls of the remaining ones. Something they did released the magnetic locks of Nakia’s portable anti-collision bunk (never leave home without one!), and she fell flat on her ass right in the middle of all those armed men. “Well, this is the end,” Nakia thought as she saw those strangers pointing their guns at her. In that instant, she was fully aware that they could just shoot her and no one would ever know what happened, because they were in the security system blind spot, and since they didn’t seem very happy to see her there, she commended her soul to Allah. Right then, all hell broke loose as a swift shadow flashed in front of her and all those men began to die, unable to hit that deadly blur that was shooting and stabbing mercilessly. It was a bloodthirsty angel whose name she knew very well, just like every other Haqqislamite: “Hassassin!”

Cargo hold of the merchant ship *Ning-Po*.
Loading docks at the *Alnakhil* caravanserai.
Near the Jump Gate to Neoterra.
Concilium System.



PRESS PASS



VALID FOR



INTERROGATION

“Hey, I know you! You’re on that series, Myrmidon Wars!”

“Well, yeah. But that’s not actually me...”

“You know, you come across as kind of a dick.”

“That’s the screenwriters’ fault. They don’t even know me personally. They write whatever... Hey!”

“Don’t come any closer, you dick! I know my rights!”

“Miss, you hit me again with that towel and I’ll be forced to get serious.”

“Sure, because so far you’ve been a real barrel of laughs! Stay away from me!”

“Miss! Put that damned towel away!”

“I’ll put it away when you leave me alone. Even the merciless killer was nicer than you, Mister Hologram Hero.”

“Merciless killer? What the hell are you talking about?”

“The Hassassin who took out all these guys who wanted to kill me. What, did you think I did it with this towel?”

“It’s beginning to look to me as a very real possibility, Miss. Now, tell me, did you say anything to this lethal assassin?”

“Did I say anything to him? Don’t you see he saved my life, you moron? Of course I told him stuff. I told him everything I heard and saw while I was hiding in this cargo hold. He asked me about these Icky-Knock guys, whatever the hell their name is, and I told him that some of them had taken a one container away. Then he took off real quick and that’s when you, Mr. Smiles, showed up.”

“Mission control, do you copy? This is Sergeant Thrasymedes. I have confirmation that Equinox is connected to the smuggling out of the QAZ. It would appear that they have split the cargo, left part of it on the ship, and taken the rest to some unknown location. I have also been informed of the presence of an operative of the Hassassin Society who is chasing after the missing cargo, which confirms its importance. I’ll follow the Hassassin agent since he’s already ahead of us. Send in a team to handle the cargo still in the hold... And another one to deal with the witness... I advise that they bring along someone from the legal department, and from psychological operations as well...”

Transcript of the conversation between Sergeant Thrasymedes of the Chandra Unit and Nakia Usman, Galactic Hitchhiker, in the cargo hold of the merchant ship Ning-Po. Loading docks of the Alnakhil caravanserai near the Jump Gate to Neoterra, Concilium System.

BLINDSPOT: CHARACTERS

GALACTIC HITCHHIKER



It’s expensive to travel. Visiting other systems, and getting to know the Human Sphere firsthand, is an endeavor that requires expending a lot of Oceanas, but money should never be a limitation for those who are gifted with an adventurous spirit. As was common in every port in the old days, space routes are populated with individuals who have no roots, people who are constantly on the move and are just looking for passage to some new place. If they can obtain it for free, appealing to the good graces and the need for fellowship

of lone pilots or crews who are sick and tired of seeing the same faces all the time, then that's fantastic. However if they must roll up their sleeves and accept some unskilled job, they'll do it without hesitation. These galactic hitchhikers are a very heterogeneous bunch and have little in common with each other. Some of them are trying to escape from their past, usually because of debts, some awkward responsibilities, or family obligations. Other hitchhikers are simply adventurers, curious souls who are always eager to see what's around the corner and are avid for new experiences. But they all have in common a flexible and resilient character, they know how to adapt to any circumstance, and they never panic.

Unpredictable, opportunistic wanderers who suddenly pop up anywhere, many of these galactic hitchhikers are just a modern version of those roving construction day-workers who would take jobs wherever they were available, while others bear the legacy of those writers of travel guides who would pave the way for other travelers. It was precisely the latter, ever willing to share their experiences, who founded the Galactic Hitchhikers Society. This motley crew is more of a network of like-minded people than a formal organization, and it will offer support to anyone who wishes to grab a towel and take to the space routes. Hitchhikers share their experiences, both on Maya and Arachne, offering other people advice and guidance about accommodations, dangers on the routes, which ships may be willing to ferry them, and the general condition of those ships.

Many captains trust that any member of this community will behave decently and won't pose a danger to them or their crews, since the hitchhikers themselves take it upon themselves to uphold the prestige of their society, which is vital to maintaining their way of life. And this system also works the other way around. Many independent pilots and captains belonging to the Freetraders Brotherhood rely on their positive reviews by the Hitchhikers Society to showcase their professionalism and reputation, which helps them stand out in the competitive morass of space transport. This a resource that the shrewdest members of this society often exploit to get free passage, because a true hitchhiker never gives up on their dream, always enjoying the present moment without giving up on their future.



CHANDRA SERGEANT THRASYMEDES



Thrasymedes (from Ancient Greek *Θρασύμηδης/Thrasumédês*). Son of Nestor, king of Pylos. One of the youngest Greek captains to take part in the Trojan War, where he commanded fifteen ships alongside his brother Antilochus. He fought bravely in several battles, but was given an ancillary role

in the story. He was also part of the contingent that infiltrated the city inside the Trojan Horse.

Notes by Thamyris the Aoidos for the SSS Information Service: *"Thrasymedes is our point man. He is always ahead of us, scouring the terrain and guarding us from unwelcome surprises. His courage is unquestionable, but sometimes I wonder whether the reason why he pushes onward and leaves us behind is that he just cannot stomach us..."*

Thrasymedes wistfully remembers the Steel Phalanx in the days before Achilles, when he fought in the regular forces of the Assault Subsection. Despite the fury and bloodshed, there was a certain strategy, a certain balance in the way the Corps conducted itself back then. But everything changed with the arrival of the blond titan. Achilles' extraordinary tactical capabilities let him see opportunity where others see only disaster. However, his notorious wrath and ruthlessness also make him push the units under his command too far, often putting them in "all or nothing" positions. To alleviate the situation and minimize the risk, Thrasymedes specialized in advance and incursion actions, in which he draws hostile fire to gauge enemy forces and provide data to assess the tactical scenario with further precision.

His bravery and extraordinary abilities caught the eye of Achilles himself, who recruited Thrasymedes for his Homeridae. Ironically, Thrasymedes wound up in the group of champions that was a symbol for what he most detested: unbridled heroism. The effectiveness of the team, on the other hand, was beyond question, and his skills were a perfect match for it. He felt he could make a difference there.

What makes Thrasymedes a hero is that he is all about victory, and he will do anything for it. And "anything" is not an overstatement. It is believed that the explosive projectile that injured Achilles and halted his suicidal charge across the plains of Strackenz was fired by none other than Thrasymedes, who was worried that the hasty assault would weaken the flank threatened by Morat Vanguard Infantry. This theory has never been proven, however, and if Achilles shares it he doesn't seem to hold any resentment. The ability to act independently and unilaterally is a valued trait among those who must work far from friendly lines. Nevertheless, this type of behavior is unnerving, and it seems likely that ALEPH would take steps to ensure Thrasymedes is under close control and scrutiny, perhaps as part of Atalanta's secret assignments.

HASSASSIN HUSAM YASBIR



“Inter-organizational coordination is essential in the defense and security of Haqqislam. For this reason, and in the spirit of this joint effort, I graciously volunteer to oversee the physical training of the Odalisques assigned to the Sultan’s personal guard.”

Communication attributed to the Hassassin Husam Yasbir intercepted at the Sultanate Secretary Office. Dar el Funduq. Bourak.

Pay attention, but try not to give too much credit to what you are about to hear. Only bits and pieces of this report can be satisfactorily substantiated. This document mostly comprises myths and legends, and a patchwork assortment of unverifiable reports and pieces of gossip from idle soldiers. Much of what you will find here will seem contrived or outright delusional, but bear in mind that our Intelligence analysts have so far been unable to conclusively disprove any of this.

The subject of your attention, the Husam known as Yasbir, plays a prominent part in the spurious history-slash-myths of the Hassassin Society. He supposedly spent most of his career as a Fiday, but he was so good that he kept escaping his ultimate fate, and never needed a replacement body. There are rumors that Yasbir’s presence can be traced back to the very origins of the Hassassin Society. If this is true, perhaps there is something to the legend that he was one of the first Fiday to operate under their banner. Some claim it was Yasbir himself who orchestrated the sect’s murderous vengeance against Khalaf ibn Ahmad, the imam who proclaimed a deadly *fatwa* against the founder of Haqqislam,

Farhad Khadivar. It is widely assumed that Yasbir has a seat in the inner circle of the Hassassin Society, and that he is the right-hand man of the Old Man of the Mountain, the only person privy to the Old Man’s true identity. Some go as far as to suggest that Yasbir is none other than the Old Man of the Mountain himself, hidden in plain sight from other members of the Society to better keep tabs on them all. As far-fetched as this last theory sounds, there are enough unsettling coincidences in the chronology that it cannot be discarded.

As we know, the legendary Fiday Hussein Al-Djabel was trained by this mysterious assassin, under whose wing Al-Djabel learned everything he knows. However, Yasbir’s combat abilities, albeit fearsome in their own right, are overshadowed by his aptitude as counselor and instructor. His expertise and vast experience in the field are backed by his intimate knowledge of the doctrine of Haqqislam—he is the epitome of the scholar assassin his dark cult so idealizes. Yasbir also acts as a coordinator for the Farzan in their task of culling and training the most promising Hassassin students, and his opinion is held in the highest of regard. Legend has it that he is liable to shake a scolding finger at the members of the Council of Tariqas as if they were a classroom of unruly children and not the trusted advisors of the Hachib, the President of Haqqislam.

A killer, a teacher, a philosopher, a counselor... Do not let any of these identities distract you from the one reality about Yasbir we can unmistakably confirm: that he is a Husam, a special agent of the Hassassin Society. Tracking him down is nigh impossible. No amount of effort will put you within striking distance of him. It will be he who approaches you but, by the time you realize something is wrong, his blade will be lodged between your ribs.

Dr. Michelle Clarkson, assistant director of the Haqqislam Section of the Hexahedron Intelligence Analysis Service. Location classified.



DIRE FOES SCENARIO: BLINDSPOT

SUITABLE FOR REINFORCEMENTS

The Galactic Hitchhikers like to travel all around the Human Sphere for free, even if that means they sometimes stow away on a ship or two, taking advantage of blind spots in the security system. If they get caught they can get into trouble, but the real trouble starts when they see something they shouldn't have, which is what happened to Nakia Usman, now pursued by some of the Sphere's best agents. A situation in which it is not easy to follow the hitchhikers' motto of 'don't panic'.

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, have Analyzed **more** Tech-Coffins than the adversary (3 Objective Points).
- At the end of the game, have Analyzed the **same** number of Tech-Coffins as the adversary (2 Objective Points).
- At the end of the game, have Analyzed the enemy Console (2 Objective Points).
- At the end of the game, be **the only player** who has Analyzed the enemy Console (1 Objective Point).
- At the end of the game, have Interrogated the Galactic Hitchhiker (1 Objective Point).
- At the end of the game, have Uploaded a Datapack from the Galactic Hitchhiker (1 Objective Point).
- At the end of the game, be **the only player** who has Uploaded a Datapack from the Galactic Hitchhiker (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 Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONES SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	350	7	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 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.

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

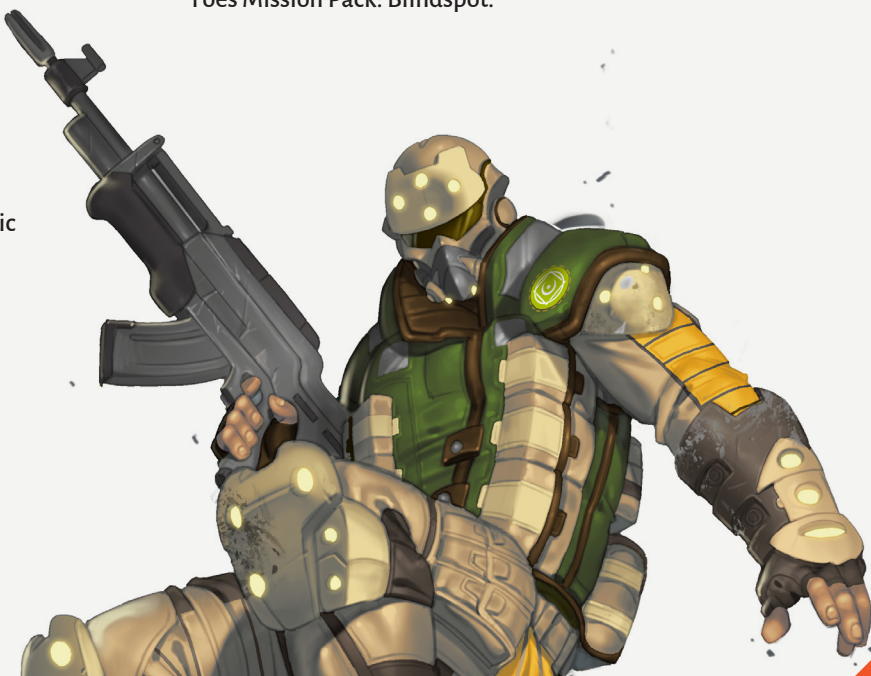
SCENARIO SPECIAL RULES

GALACTIC HITCHHIKER

There is 1 Galactic Hitchhiker placed in the center of the table.

In this scenario, the Galactic Hitchhiker is a Neutral Civilian Model that cannot be activated or CivEvaced by any player.

Players can use the Galactic Hitchhiker model from the Dire Foes Mission Pack: Blindspot.



INTERROGATE GALACTIC HITCHHIKER

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Galactic Hitchhiker.
- ▶ There cannot be any enemy Troopers in Silhouette contact with the Galactic Hitchhiker.

EFFECTS

- ▶ Allows the Trooper to make a Normal WIP Roll to Interrogate the Galactic Hitchhiker, placing a Datapack Token beside the Trooper if the roll is successful.
- ▶ 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.
- ▶ An Interrogated Galactic Hitchhiker can be Interrogated again by the other player, applying the same procedure. In this case, both players will count that Galactic Hitchhiker as Interrogated.

PICK UP DATAPACKS

SHORT SKILL

Attack.

REQUIREMENTS

- The Trooper should be in one of the following situations:
- ▶ Be in Silhouette contact with an allied Trooper in a Normal State with a Datapack Token.
 - ▶ Be in Silhouette contact with an unaccompanied Datapack Token.

EFFECTS

- ▶ Spending one Short Skill, without Roll, any Trooper can pick up a Datapack in any of the situations previously mentioned.
- ▶ The Troopers must accomplish the Common Rules of Datapacks.

COMMON RULES OF DATAPACKS

- Each Model can carry a maximum of 1 Datapack.
- Only Models, and not Markers, (Camouflaged, Impersonation, Holoechoes...) can carry the Datapack.
- If the Model carrying a Datapack enters a Null State, then the player must leave the Datapack Token on the table.

TECH-COFFINS

There are 2 Tech-Coffins, placed on the central line of the table. They are placed 12 inches from the table edges in 300/350/400-point games, 8 inches in 200/250-point games, and 4 inches in 150-point games (see map below).

The ID Scanners must be represented by a Tech-Coffin Token or with a scenery piece of the same diameter (such as the Tech-Coffins of the ITS Scenery Pack, the Stasis Coffins by Warsenal, or the Cryo Pods by Customeeple).

ANALYZE TECH-COFFIN/ CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Tech-Coffin/ enemy Console must be in LoF of the Specialist Troop, and at a maximum distance of 4 inches from them.

EFFECTS

- ▶ By succeeding at a Normal WIP Roll, place a Stunned Token beside the Specialist Troop. This Token cannot be avoided or removed by any Special Skill or piece of Equipment. At the end of that Player Turn, in the States Phase, if the Specialist Troop is still alive, in a non-Null State, the Token is removed and the Tech-Coffin/ enemy Console is considered to have been Analyzed by the player.
- ▶ 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.
- ▶ An Analyzed Tech-Coffin can be Analyzed again by the other player, applying the same procedure. In this case, both players will count that Tech-Coffin as Analyzed.
- ▶ Player A and Player B Tokens can be used to mark the Analyzed Tech-Coffin/ enemy Console. It is recommended each player uses a different kind of Tokens.

CONSOLES

There are a total of 2 Consoles, placed in different halves of the table, each in the middle of the front edge of the Deployment Zone (see map below).

The Console placed in the adversary's half of the table is the enemy Console.

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).

UPLOAD DATAPACK

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops with a Datapack can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Console in their half of the table.
- ▶ There cannot be any enemy Troopers in Silhouette contact with the Console.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Upload the Datapack, removing the Datapack Token from the game table if the roll is successful.
- ▶ 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.
- ▶ Player A and Player B Tokens can be placed beside the Console to mark that this Objective has been achieved.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command, Commlink, 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.

SPECIAL BONUS

Troopers possessing the Chain of Command or Forward Observer Special Skill have a MOD of +3 to the WIP Rolls necessary to Interrogate the Galactic Hitchhiker and to Upload the Datapack. This bonus is cumulative with other Bonus or MODs.

HVT AND CLASSIFIED DECK NOT USED

In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table and they 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 Hassassin Bahram Sectorial Army.

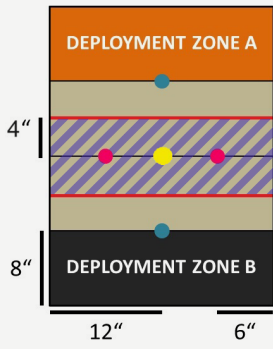
The Side A player can add Hassassin Husam Yasbir without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers.

Side B. In Narrative Mode, Side B will always be a Steel Phalanx Sectorial Army.

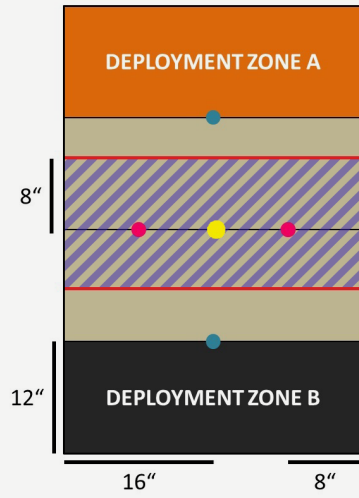
The **Side B** player can add Chandra Sergeant Thrasymedes without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers.

Both characters have a MOD of +3 to the WIP Rolls necessary to Interrogate the Galactic Hitchhiker, Upload the Datapack, and Analyze Tech-Coffin/ Console. This bonus is cumulative with other bonuses or MODs.

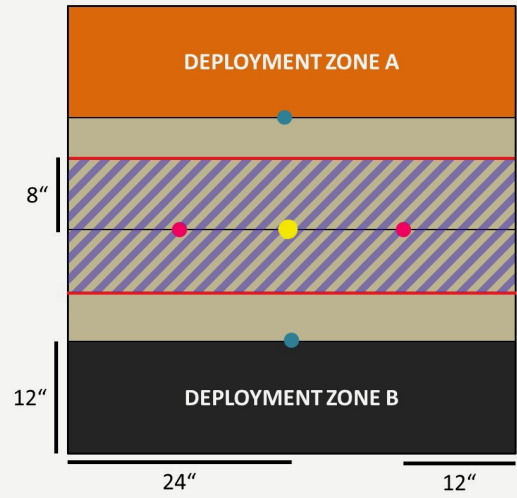
150 P



200 P / 250 P



300 P / 350 P / 400 P



- Console
- Tech-Coffin
- Galactic Hitchhiker

DIRE FOES



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