



DIRE FOES

DIRE FOES MISSION PACK 14 BLOCKING ZONE




INFINITY
UNIVERSE

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STREET ROLLER

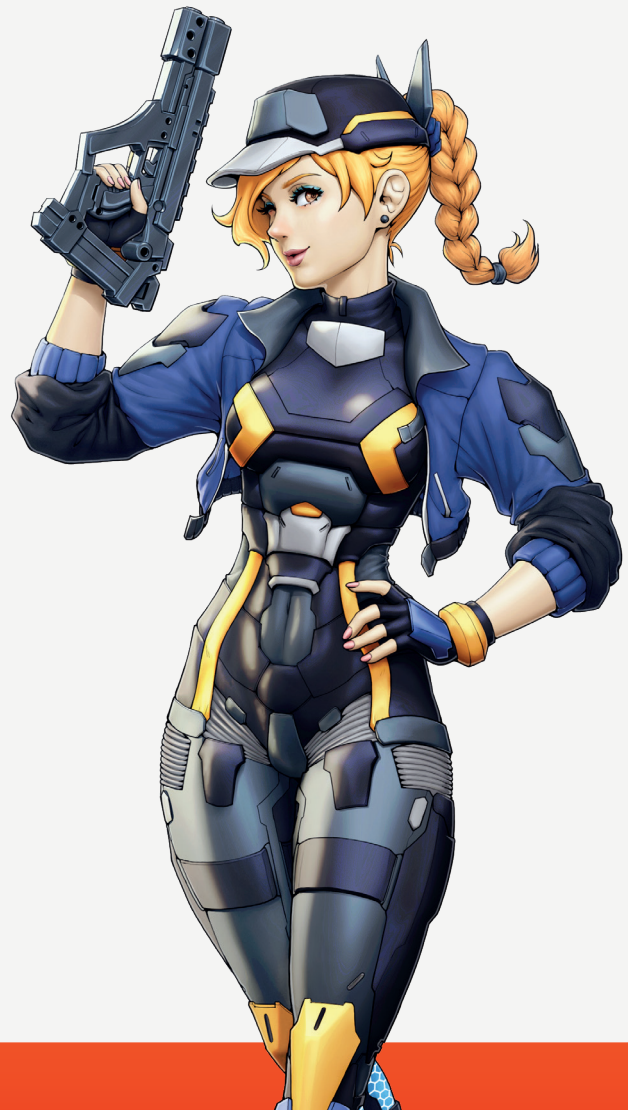
Roller Derby is one of the most popular sports in the Human Sphere, in fact, it is in the top ten of the most followed sports on Maya. It is a trend-setting business that makes big money and is, quite literally, hell on skates because it is rough-and-tumble sports entertainment at its brutal best. But it is nowhere near as savage as the street version that was born in the underbelly of Lazareto and has now become popular in the shanty districts of the Nomad stations, motherships, and other derelict and disreputable corners of the Sphere. Currently, you can find Street Roller teams on Ariadna, in the independent asteroid republics of Human Edge, in the slums of Kaseitoshi on Mars, and several colonial settlements on Shinju. Anywhere where authority has taken a back seat, where girls have to stick together to avoid being crushed by the law of the jungle, and wherever you can get your hands on a pair of skates, a Street Roller team will most probably spring up there.

This is what happened in the underbelly of Lazareto, where Street Roller teams became the answer to the violence of the Maras in some of the most troubled modules of Corregidor. There, these teams drew on the resilience they cultivated in the rinks and on their popularity in their communities to evolve into actual gangs that ultimately drove out the Maras. This is why the rivalry between Street Roller teams goes beyond the rinks to the streets, taking the form of violent brawls and turf wars. The most successful teams instill fear and respect... and they lord over their territories just as harshly as the Maras used to.

Despite the extreme rivalries between a good many Street Roller teams, they all share a common vision that is wholly opposed to that of the Maras. They represent two different universes at odds with each other: one is profoundly feminine, based on sisterhood and solidarity among women... while the other is profoundly masculine, and its brotherhood is awash in testosterone. Turf wars between them are frequent, and the threat of the Maras is the only thing that will force these women's teams to combine forces against a common foe that is trying to suppress their fierce independence.

This is the only exception they make to their ongoing rivalry, but the bitterness is still evident every time they compete on makeshift rinks in derelict warehouses and shuttered alleyways. You can feel the tension mount as the teams glide across the cracked surfaces then engage in barbaric competitions that push the limits of human endurance. The stakes are insanely high, and defeat typically carries serious repercussions. Besides having its reputation tarnished, a team that consistently loses is thought of as weak, and that stench of weakness is like blood in the water to the street sharks seeking to expand their territory. It's no wonder then, that Street Rollers always have their backs up and always have that victor's chip on their shoulders because this sport is more than just a game... it is a statement of authority and empowerment. Victory is a necessary condition for survival. And leaving a pint of blood on the rink each and every time you lace up your skates is what being a Street Roller is all about!

A story by freelance stringer Camille Vetter for the Sportivia Mayachannel. If you love sports, you'll love Sportivia!



THE GLAMARANTH CONNECTION

Many things can be found in the Quantum Anomaly Zones (QAZs) besides death and despair, such as numerous examples of exotic flora. While most of these have been found to be poisonous, some of them have surprising and sought-after properties. This is the case with Glamaranth, a plant whose seeds can be used to make a stimulating drug that relieves pain and fatigue, but whose intake can cause dangerous metabolic deterioration in the medium term. Also, Glamaranth is very difficult to detect in doping controls and drug tests. This combination of properties prompted the authorities to ban its use and distribution, but as it often happens, black market drug dealers have seized the opportunity to sell the plant for illicit profit.

It must be collected inside a QAZ, which is both difficult and dangerous. Glamaranth doesn't come cheap, so its use is limited almost exclusively to the sporting sphere, and more specifically to Roller Derby and its urban version, Street Roller, which is very popular in the Nomad Nation.

Even if it isn't very widely distributed, the authorities are concerned about its trafficking, because should the drug networks become well established, they could start supplying other products out of the QAZs. Not to mention that any product taken from a QAZ magnifies the risk of a viral outbreak of pandemic proportions. Hence, Bureau Aegis' Section Statera has requested the creation of a special task force with Glo-Pol Marshal Sonya Lacroix leading field operations. Since these networks' clientele are primarily the Roller teams, that's where the investigation needs to begin in order to get to the distributors and then move up the food chain to the very source, until they break down the whole drug smuggling network.

However, Bureau Aegis is not the only agency looking into these illegal networks. The Alguaciles Corps of Corregidor also wants to eradicate this scourge from the modules of Lazareto, and it has appointed Vortex Lupe Balboa to the task, though her strong connection to the Black Hand suggests they might have some hidden agenda. The Nomad intelligence service might intend to hijack those smuggling networks so that the Black Labs can bypass international regulations and monitor whatever artifacts and products are taken out of the QAZs. Therefore, given how shady the interests of the Nomad forces are, it's strongly encouraged that they be prevented from obtaining any information that the Rollers may have leading to the smugglers of the QAZs.

Briefing by Special Investigator Amara Saad, Psi Unit, Bureau Aegis' intelligence service.

BLOCKING ZONE: PROTAGONISTS

ROLLER GIRLS



A Roller Girl never wavers, and her punch thumps like ten tons of dynamite. With their makeshift helmets and pads, their shabby roller skates, and a take-no-prisoners attitude, these untamed, tattooed women slip through their wild lives, surviving and thriving in some of the most depraved corners of the Human Sphere.

It was in the squalid modules of Lazareto, where the boundaries between crime and any gainful activity are blurred and violence is the only currency that anyone understands, that an underground and unforgiving version of Roller Derby was born. It was an urban phenomenon that quickly spread to other deprived areas of the Sphere. And soon, the streets of cities, colonial settlements, orbitals, and mothership modules became the stage for these cutthroat competitions where adrenaline fueled the chaos on derelict rinks in ramshackle warehouses and grimy alleyways fueled the heartbeat of the city. Those grungy Street Roller rinks host savage clashes—a testament to the all-around toughness of the players involved. Their goal is *never* just to score points, but to inflict as much damage as possible on the opposing team. Players are frequently injured, and gruesome deaths are not uncommon. Street Roller events don't pay any heed to sportsmanship, they are only about survival and claiming territory... and the scant rules that the game has are often changed and broken to suit the whims of the streets.

Street Roller teams are akin to street gangs that defend their turf from the violence that pervades the gutters of the Sphere. The Roller Girls have risen to become urban icons, as they embody a unique mix of skill, toughness, and rebellion. These warriors skate for their lives because their lives are all about territory and respect... and they both must be fought for to prove their mettle in a world that has little regard for the weak.

To be a Roller Girl, one must embrace a lifestyle that demands tenacity, cunning, and unwavering loyalty to her team. They are the outcasts, the rebels, and the survivors that have been shunned by mainstream society. These antiheroines are both celebrated and reviled, as they struggle to survive in a sport that has become a metaphor for daily life on the fringes of civilized society. For these women, Street Roller is more than just a risky game where one always has to "go big or go home." It is a calling... a purpose. It is a way for them to stand their ground in a world that would rather see them broken, battered, and forgotten. No true Roller Girl will ever stand for being chewed up and spat out into the gutter. They will always find a way to rise... then strike back with every ounce of strength they can muster.

SONYA LACROIX, GLO-POL MARSHAL



Sonya Lacroix is a blue-blooded agent: an operative descended from a long line of police officers. Incredible as it may seem, over the last three hundred years there has always been a Lacroix standing up for law and order. This family has been in the service of justice since the early days of the police force, fighting all sorts of criminals and wrongdoers. From the infamous “Apaches” of Paris, whose knives and guns terrorized the city during the French *fin de siècle*, to the brigands of the North African mountains and the guerrillas who resisted French colonial rule, and from the smugglers of Marseille’s underworld, who controlled the trafficking of drugs and weapons in the Mediterranean, to the human traffickers of the French northern ports, who preyed on the most vulnerable and corrupted the authorities to be able to go unpunished, not to mention the asteroid pirates who would hijack ships and raid space colonies beyond the orbit of Mars. The Lacroix family has been a staple of law enforcement and has always been at the forefront of the fight to uphold the law.

Being the youngest member of her family and proud of her heritage, Sonya strived to live up to her legacy from day one at the academy, building an impressive track record of accomplishments through sheer hard work and dedication. As her personal file points out, Sonya is a brilliant, bold officer who excels in undercover assignments and infiltrating criminal organizations. She knows how to blend in and gain her targets’ trust, which is key in her line of work. As a Glo-Pol Marshal, she is proficient in martial arts and the use of firearms, and she is lethal in close combat. However, her file also notes that she is impulsive and reckless, and she often follows her instincts rather than orders and protocols. As her file states: “She has a tendency to get into trouble and to put herself and others in danger.”

This kind of behavior is a red flag in any personal file, and it could have very well spelled the end of her career. Fortunately for her, however, Sonya has the support of her boss in the Glo-Pol Marshals, Commissioner Hari Bawaskar, a veteran

officer who has seen it all. A strict but fair man, Bawaskar has managed to keep her under control while also giving her enough leeway and support to allow her to shine on her own. The commissioner trusts his protégé’s skills, instincts, and good judgment, even when he disagrees with her methods, which happens to be more often than not.

One such occasion when Bawaskar had to trust Sonya’s instincts was during a sting operation against the powerful international criminal organization Rồng Đen (“Black Dragon” in Vietnamese) and its elusive and ruthless leader Khôi Trang. In order to bring this criminal down, Sonya went undercover as an independent fighter in the brutal, illicit fighting tournament that made millions of Oceanas for Rồng Đen, one of Submondo’s key players.

All by herself, and armed only with her sharp mind, her quick reflexes, and her relentless willpower, she went deep into this fearsome criminal organization. Every step she took during that operation was fraught with danger, but Sonya never wavered. Through sheer skill and courage, she defeated every opponent that stood in her way until she reached Khôi Trang himself and engaged him in a thrilling duel. Her training and her instincts brought him to his knees, and his criminal empire collapsed along with him.

This great achievement earned her a little more leeway in the operations she would later carry out, such as the takedown of RocaWorks’ illegal Teseum mining operation in the Ariadna Exclusion Zone, or the hunt for a cell of the technoterrorist organization Equinox that was active on the borders of Huangdi, on Svalarheima. These missions earned her the praise and admiration of her superiors, especially of Commissioner Bawaskar, who would always take great pride in his protégé. But Sonya isn’t looking for praise, she just strives to wear her badge with honor, to make a difference, and to keep people safe, even using her fists if necessary, just as her forebears did before her.



VS



ALGUACIL VORTEX LUPE BALBOA



“Hssssss”

Pancho. Unregistered drakomon. The techniques used to biomodify this creature are illegal in 89% of nations in the Human Sphere.

Lupe Balboa doesn't believe in love.

It sounds a bit harsh, a bit disheartening. It's not what one likes to hear about a girl. But we're talking here about a former technician from the Corregidor emergency teams who returned to her cabin after a fifteen-hour shift only to find her boyfriend cavorting with one of the pulp-for-brains girls from down in management. Lupe got a double-whammy sentence: aggravated assault for what she did to her sweetheart with a wrench, and attempted murder for reversing the oxygen/carbon dioxide airflow in his lover's cabin. Usually, she would've done time patching the ship in an inmate labor group, but her ex happened to be the judge's nephew, so they tossed her into a tactical penal regiment. For five long years, Lupe did nothing but jump from one craphole to the next, working her ass off without the right tools for the job, always on the edge of collapse from obsolete and incomplete life support units, and generally being put in the worst predicaments imaginable because High Command didn't exactly have her survival as a priority. But Lupe is nothing if not stubborn and kept her shit together long enough to arouse the curiosity of the Black Hand.

She was given a choice to commute her sentence for a job in the Nomad intelligence service, which didn't do much for her safety concerns but offered better working conditions. Lupe took the offer, asking only two things in return. The first was to be allowed to travel with her drakomon Pancho. Drakomons, biomodified lizards initially designed as pets for kids, turned out to have quite a temper. This made them unpopular except among spaceship crews, who use them as pest control for maintenance areas and engine rooms. Lupe found Pancho napping inside her backpack during the labor conflicts at the Jovian collector factories. It is unclear who adopted whom, but ultimately the drakomon hatchling found in Lupe a loving home. Penal regiments are, unsurprisingly, home to plenty of crooks, and Pancho had the chance to earn its daily dish of meatballs by guarding Lupe's belongings while she was on duty, a taxing job in its own right.

As for the second of Lupe's requests, given the Black Hand's penchant for secrecy, no one knows its exact nature. Some believe it must be connected to the bizarrely scatological events of her ex-boyfriend's wedding: when the wedding cake arrived, it turned out to be drenched in drakomon urine.

So, even though Lupe Balboa doesn't believe in love, she does believe in revenge as long as it's served cold for dessert



DIRE FOES MISSION 14: BLOCKING ZONE

SUITABLE FOR REINFORCEMENTS

The crowd cheered the Roller Viragos team as the skaters left the makeshift rink down in the bowels of Lazareto. Their crushing victory over the Fire Mamasitas didn't distract Sonya Lacroix from ordering her team into action. She already thought this triumph was a foregone conclusion. The Glo-Pol Marshal knew that the Roller Viragos had been using Glamaranth, an illegal drug obtained from a plant that could only be stolen from Concilium's Quantum Anomaly Zones (QAZs). So, by hacking into the Roller Viragos' captain's comlog, she would be able to find out who was supplying the drug and follow the trail back to the leaders of a trafficking ring that was smuggling it out of the QAZ. But things are never easy, so an Alguaciles Corps team from Corregidor, led by Vortex Lupe Balboa, had exactly the same objective. Normally they would cooperate, but the presence of that Vortex, an operative with connections to the Black Hand, made Lacroix suspect that the Nomad intelligence service might be trying to hijack the smuggling network for its own devious agenda. So, she's ready to do everything she can to hinder Balboa's team and her reeking-breath drakomon, and she will make sure that O-12's laws are enforced and that Street Roller's rules are followed: the fastest and toughest girl wins the day and takes it all.

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of each Game Round, have Remotely Hacked the comlog of the Roller Girl (1 Objective Point).
- At the end of each Game Round, Dominate the Game Area (1 Objective Point).
- At the end of the game, have Killed more enemy Specialist Troops than the adversary (2 Objective Points).

CLASSIFIED

There is one Classified Objective (2 Objective Points).

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
A y B	400	8	120 cm x 120 cm	30 cm x 120 cm

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150-point games) on 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.

Raiding Troops. For the purposes of this scenario, those Troopers with Special Skills with the Airborne Deployment (AD) or Superior Deployment Labels have a +3 MOD to their Deployment Rolls, which is cumulative with other Bonuses or MODs.

In addition, as the enemy Deployment Zone is compromised, during the Deployment Phase the Raiding Troops may deploy inside part of the adversary's Deployment Zone, in an area determined by rolling on the Compromised Deployment Area Chart.

Compromised Deployment. During the adversary's deployment, but **before they deploy their last Trooper**, the player must roll on the Compromised Deployment Area Chart to determine which area of the enemy Deployment Zone the player's Raiding Troops can use. The player may immediately deploy any of their Raiding Troops in the adversary's Compromised Deployment Area. Raiding Troops can be kept back from the main deployment step to be deployed now.

COMPROMISED DEPLOYMENT AREA CHART

1-6	An area of 12x12 inches touching the right side of the table (6x8 inches in 150-point games).
7-14	An area of 12x12 inches in the central section of the Deployment Zone (6x8 inches in 150-point games).
15-20	An area of 12x12 inches touching the left side of the table (6x8 inches in 150-point games).

SCENARIO SPECIAL RULES

ROLLER GIRL

There is 1 Roller Girl placed on the central line of the table.

At the beginning of each Game Round, the player that has the second Player Turn rolls on the Game Area Chart to determine the location of the Roller Girl during this Game Round.

GAME AREA CHART

1-6	Central line of the table, 12 inches from the right side of the table (6 inches in 150-point games).
7-14	Center of the game table.
15-20	Central line of the table, 12 inches from the left side of the table (6 inches in 150-point games).

The Roller Girl cannot stay in the same location for two Game Rounds in a row. In this case, roll again until a new result is rolled.

In this scenario, the Roller Girl is a Neutral Civilian and cannot be activated or CivEvaced by either player.

Players can use the Roller Girl model from the Dire Foes Mission Pack: Blocking Zone.

REMOTELY HACK ROLLER GIRL'S COMLOG SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Roller Girl must be in LoF of the Specialist Troop, and within 4 inches of them.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Remotely Hack the Roller Girl's comlog.
- ▶ 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.
- ▶ If the Roller Girl's comlog has already been Remotely Hacked, it can be Remotely Hacked again by the other player, applying the same procedure. In this case, both players have Remotely Hacked the Roller Girl's comlog.
- ▶ Player A and Player B Tokens can be placed beside the Roller Girl to mark that this Objective has been achieved.

GAME AREA

The Game Area is the Roller Girl's Zone of Control.

DOMINATE THE GAME AREA

The Game Area is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo ...) count, as well as Peripheral Troops. Troopers in a Null State do not count. Tokens representing weapons or pieces of equipment (like Antipersonnel Mines for example), fake Holo-Echoes, and any Token that does not represent a Trooper does not count either.

Those Troopers deployed in the **final Game Round** only count **half** (rounded up) of their Victory Points.

A Trooper is inside a Game Area when more than half the Trooper's base is inside that area.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Game Area count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Those Troopers with the Baggage piece of Equipment that are inside a Game Area, but not in a non-Null state, count 20 extra Victory Points (10 if they were deployed in the final Game Round) to Dominate the area. para Dominar dicha área.

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.

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.

SPECIALIST OPERATIVE BONUS

Troopers possessing the Specialist Operative Skill have a MOD of +3 to the WIP Rolls necessary to Remotely Hack the Roller Girl's comlog. This MOD is cumulative with any other MODs.

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

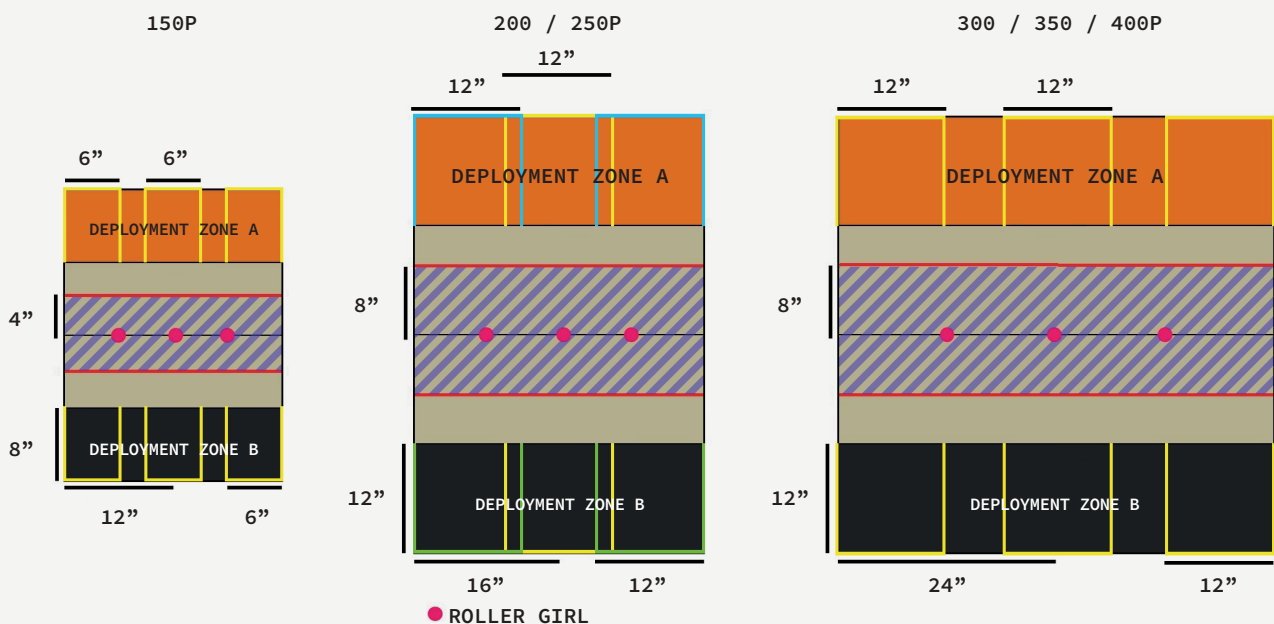
Side A. In Narrative Mode, Side A will always be an O-12 generic army or the Torchlight Brigade Sectorial Army.

The Side A player can add Sonya Lacroix, Glo-Pol Marshall, 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 Nomads generic army or the Jurisdictional Command of Corregidor Sectorial Army.

The Side B player can add Vortex Spec-Ops Lupe Balboa 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.

Characters. Sonya Lacroix and Lupe Balboa will be able to make two WIP Rolls each time they spend a Short Skill to Remotely Hack the Roller Girl's comlog. This MOD is cumulative with any other MODs.



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