



DIRE FOES

DIRE FOES MISSION PACK 15 BARRENLANDS




INFINITY
UNIVERSE

DIRE FOES MISSION PACK 15: BARRENLANDS

FIELD RESEARCH

We have reason to believe that the Quantum Anomaly Zones (QAZs) on Shinju are so powerful that they even disrupt the planet's magnetosphere, causing effects similar to a solar storm in the ionosphere. Since these QAZs are particularly difficult to track and study due to their unusual movement patterns, being able to confirm their correlation with specific disturbances in the ionosphere might make it possible to locate them wherever they occur. This would enable us to send ad hoc research teams and thereby improve our current fieldwork, which is currently limited to chance findings and very restricted windows of opportunity.

Furthermore, consistently monitoring and documenting these disturbances in the magnetosphere and their correlation with the presence of QAZs could hypothetically help us identify a recurring pattern, thereby enabling us to forecast future occurrences of these phenomena and offering us significant advantages in terms of both science and safety.

Therefore, this panel of experts appointed by our illustrious University believes that setting up a network of tracking stations in the barren lands of Shinju's Ryakudatsus would be highly beneficial toward furthering our knowledge of these phenomena

Excerpt from the introduction to the "Environmental Tracking Network Assessment Report" written by a panel of experts appointed by the Dean of the University of Manaheim. Concilium Prima.

BARRENLANDS

Shinju's Barrenlands are every bit as inhospitable as they sound, but any field scientist worth their salt knows that the bleakest corners of the Human Sphere are always the most promising in terms of scientific discoveries. At least that's what Dr. Angela Kelekian often claims, knowing that little to no scientific achievements and contributions to human knowledge have ever been made at a vacation resort. However, after an entire month spent inside ModuLab 03, compiling the data collected by its antennae and weathering sandstorms week after week, the notion of attending a conference at a resort with a swimming pool now seems more appealing than contributing to scientific knowledge.

If Fusilier Indigo Bipandra had the ability to read minds, she would totally agree with Dr. Kelekian. There she was, perched on an escarpment, watching the University of Manaheim's research outpost, hearing the members of her team complain over their tactical channel as they choked on Shinju's dust and sand. Ever since the Fontenor affair, this scorched planet seemed to have become her permanent assignment as some sort of punishment for getting involved in that incident. Anyway, the only thing that mattered to her right now was the approaching sandstorm, apparently the sole complication in what should be an easy retrieval mission. The reason for the "retrieval" operational classification was that the PanOceanian Military Complex had concluded that all data obtained by ModuLab 03 were the property of the Hyperpower, and not just of the University of Manaheim, because their maps indicated that the whole of Ryakudatsu was PanOceanian territory.

Similar thoughts crossed the mind of Kaizoku Yuriko Oda, since the Greater Independent Japan deemed that the Ryakudatsu land had been stolen from Shinkyō Prefecture. Hence, she had been tasked with the same mission as her PanOceanian rival. "A complete waste of my talents," the Kaizoku thought, as she was a veteran of the wars on Paradiso, the Uprising, and the conquest of Shinju, and her expertise lay in sabotage, destruction, and assassination. Neither she nor her tactical team suspected that those skills would be put to the test in just a few hours, when the sudden clash of the two rival squads unleashed such violence that it would eclipse even the sandstorm that ravaged the Barrenlands.

DIRE FOES 15: PROTAGONISTS

FIELD SCIENTIST



“Lux in terris ignotis” (Light in unknown territories) Motto of the International Scientific Society.

At present, field scientists are at the cutting edge of making discoveries and breakthroughs on the frontier planets of the Human Sphere. They are men and women of science who venture into rainforests, deserts, oceans, and ice caps to unravel the secrets and mysteries of ecosystems, diseases, and ancient civilizations on alien planets that are, or will at some point become, a new home for humankind. They collect samples, catalogue species, analyze environmental phenomena, and gather the crucial data that will inform our understanding of these new worlds and our strategies to survive and thrive on them.

Exoplanetary field scientists epitomize a new breed of pioneers on the most challenging frontier humanity has ever encountered. They are not mere technicians locked away in some lab, but rather hands-on explorers ready to wade through the mud of alien worlds, breathe filtered extraterrestrial air, and get down

and dirty in their pursuit of knowledge. Their job is exciting, dangerous, and absolutely critical, and it brings together the most rigorous, disciplined, scientific approach with the adventurous spirit of the greatest explorers of old.

The sense of wonder that drives these daring scientists is plain to see: the thrill of setting foot on a planet basking in the light of an alien sun, seeing flora that bucks the laws of Earth's biology, and hearing the calls of strange creatures that have never been observed before. But risks and dangers also lie in wait behind every corner. In this profession, a PhD in Xenobotany or Astrogeology is not just a piece of paper, but a guide to survival in uncharted worlds.

For them, every new mission is a leap of faith into the unknown. Field scientists need to deal with the dangers of exotic plants and animals, which may be poisonous or even predatory. The exhilaration of cataloging a new species is matched only by the relief of having survived its attempt to devour you.

The work of field scientists on the fringes of the Human Sphere is plagued by hazards, but it is also fueled by the wonder of standing at the very edge of human knowledge. Each one of their missions is a tale of courage and resourcefulness, because they are driven by their insatiable human curiosity, our species' deeply rooted urge to explore, learn, and venture into the unknown. They are the cartographers of uncharted territories, our first line of defense against alien pandemics, the key to unlocking new resources, and our guides to the wonders that await us on alien shores.



KAIZOKU YURIKO ODA



Double life? Double the risk! Only one thing was more dangerous than being a Guǐ Fēng working for the Yǎnjīng (“The Eyes”, Yu Jing’s Military Intelligence department), and that was being a double agent infiltrated into that special operations unit. And not even an agent working for a foreign power—those retain some value as bargaining chips—but an agent of the Kempeitai, the covert military organization that advocates Nipponese secession. That makes you not only a traitor, but a traitor from what the Chinese consider a subordinate race. In other words: if they ever catch you, you were dead.

Yuriko Oda known this well. She did not enlist for the adventure, she joined the JSA to improve her life by putting it on the line for Yu Jing. But what she found in the army was an even worse cesspit of bigotry towards her ethnicity and culture than she was familiar with as a civilian. After seeing her fellow soldiers die and the indifference this seemed to elicit in Yu Jing officers, she decided to take matters into her own hands. The Kempeitai were very appreciative of her courage and intelligence, and convinced her to apply for a position in Yǎnjīng, where things happen and where she could do real damage when the time was right.

Then Yuriko lead a double life. She risked it in breakneck operations as a Guǐ Fēng, and again by gathering information and undertaking sabotage actions for the Kempeitai. After some time, she was under no illusion regarding her chances of survival. She known, as far as the Kempeitai are concerned, all bets were off. All that matters to them was their ultimate goal—the liberation of Japan from the yoke of Yu Jing—and they would sacrifice anyone if it gets them closer to that goal. She known that, as long as she was up to the task and remained a useful asset, the Kempeitai would cover for her. But the slightest mistake would be enough for them to throw her to the wolves. Being a double agent means neither side really cares for you or will take any pains to protect you when the proverbial shit hits the fan. It means you are doubly disposable. Yuriko Oda’s double life was a blind leap without a net, but she took it without an ounce of fear.

However, an old saying asserts that everything changes so that everything remains the same. And that’s exactly what has happened to Yuriko Oda. After years of risking her life in Kempeitai’s undercover operations for Japan’s independence, now that this goal has been achieved, Yuriko is back to square one. Duty allows no rest. As long as there are still any Japanese territories subjugated under the boots of the StateEmpire or as long as Japan still has enemies, Yuriko will be in service.



FUSILIER INDIGO BIPANDRA



Gauri Bipandra (or Bipandra Gauri, according to the traditional spelling in southern India) is a veteran Indigo operative and a proficient combat medic. In addition, she's an expert in survival. In fact, she had no other choice after fate played a trick on her by teaming her up with Fusilier Angus. She

had to learn combat medicine and first aid to patch Angus up and keep him alive until they could make it to a field hospital. And she learned survival techniques because she had to find a way out of the crazy and hopeless situations Angus kept getting her into.

After reading the above paragraph, anyone would probably think that this woman hates Angus. And the truth is that Bipandra disliked him very much at first. After all, it's all thanks to him that this Indigo operative sports cloned versions of one ear, one eye, and several fingers of her left hand, not to mention all her internal organs that have already had to be replaced.

At first, it was pure chance that brought Bipandra and Angus together on the same assignments. Over time, it was their commanding officers who would make sure that the two of them were deployed together, because Bipandra was the best lifeline Angus could hope for, the trump card that could prevent a catastrophic situation from becoming cataclysmic.

So Bipandra gave up and accepted her fate, or rather her bad luck. Every time Angus was convalescing from his injuries, she would use the opportunity to take special training courses to respond to the constant challenges brought on by his

clumsiness. Thus, she was finally reassigned to the Indigo unit, because any task involving Angus always ends up being regarded as a special operation.

Once she got there, little by little and over time, Bipandra was able to at least partially distance herself from Angus. After she joined the Indigo unit, she would spend the Fusilier's convalescence periods not in training, but on duty, carrying out missions for the Special Operations Command of the PanOceania Military Complex. And her missions were successful, though modest and low-profile, at least until the Fontenor affair. The problem is that the Fontenor affair isn't talked about, not with anyone who doesn't have the required security clearance. But suffice it to say that Bipandra's role in this case was so outstanding that she was promoted to the elite of the Indigos. And once you're there, all the games are played in extreme mode, which for our protagonist is something akin to spending a weekend on the front line with Angus. Pretty soon, there was no major conflict, critical incident, or urgent crisis that Bipandra wasn't assigned to. This included planet Shinju, of course, and so began this Indigo's collaboration with the Kestrel Colonial Force. Although, to Bipandra's dismay, it wasn't long before our good friend Angus was assigned to this force too, having become the favorite patsy of the PanOceania Military Complex commanders.

Once again bound to her old friend, Bipandra thinks that it's only a matter of time before the Fontenor affair ceases to be the most pivotal and dangerous event of her career, and she's sure she will soon find herself strapped to some alien doomsday weapon, or hooked up to some quantum apocalypse device, or hanging over some vat full of gene-mutating chemicals together with the most jinxed Fusilier in the Sphere. This is the life of this veteran Indigo, and her only hope is that she earns enough good karma to make her next life a little better.



DIRE FOES MISSION 15:

BARRENLANDS

SUITABLE FOR REINFORCEMENTS

The ownership of Ryakudatsu on planet Shinju may be in dispute, but the position of PanOceania on the matter is unequivocal: the Ryakudatsu are its property and it is entitled to anything found there. The problem is that the Greater Independent Japan, the other power vying for dominance in these lands, feels exactly the same way, so the conflict is bound to escalate. That's why, when the University of Manaheim sends a scientific expedition to the Ryakudatsu's Barrenlands in northern Takaraji, both nations believe they have the right to obtain and use any data gathered before they are published on the Conciliar University Network. And their first target will inevitably be ModuLab 03, a mobile laboratory staffed by a single female scientist conducting field research and collecting environmental and multispectral data using a couple of antennae. This is a very challenging job due to the extreme weather conditions on planet Shinju and the violent sandstorms that hit the Ryakudatsu almost every week. And things are going to get even more interesting when the two rival teams led by Fusilier Indigo Bipandra and by Kaizoku Yuriko Oda come knocking at her door in the middle of the storm to snatch the data from the ModuLab

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of the game, have Reconfigured a Collector Antenna (1 Objective Point per Reconfigured Collector Antenna).
- At the end of the game, have Downloaded a Datapack from a Console (1 Objective Point per Downloaded Datapack).
- At the end of the game, have Obtained the Confirmation Codes from the Field Scientist (1 Objective Point).
- At the end of the game, have Transmitted Data and Codes (2 Objective Points).
- At the end of the game, have Secured the Field Scientist (1 Objective Point).
- At the end of the game, have at least one EVO Hacker in a non-Null State and completely outside their Deployment Zone (1 Objective Point).

CLASSIFIED

There is one Classified Objective (1 Objective Point).

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 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) 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.

SCENARIO SPECIAL RULES

INTERFERENCE

The radiation emitted by the machinery of the zone of operations jams communications. In this scenario, all Troopers apply a +1 MOD to their BTS for Saving Rolls against Comms Attacks. This MOD is cumulative with other MODs.

RESTRICTED RANGE

The structure of the zone of operations restricts the range of firearms. In this scenario, any BS Attack where the range to the target is **32 inches** or more is an automatic failure with no need to roll the die.

COLLECTOR ANTENNAS

Collector Antennas must be Reconfigured to secretly transmit their data to a tracking station of the player's faction. In addition, Specialist Troops can send a signal to release excess energy, emitting a powerful pulse capable of disorienting anyone in their vicinity.

There are 2 Collector Antennas 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. Each Collector Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of 40 mm diameter (such as the Antenna of the ITS Objective Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

RECONFIGURE COLLECTOR ANTENNA SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Collector Antenna.
- ▶ There cannot be any enemy Troopers in a non-Null State in Silhouette contact with the Collector Antenna.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Reconfigure the Collector Antenna.
- ▶ 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.
- ▶ The Collector Antenna can be Reconfigured again by the other player, applying the same procedure. In this case, both players have Reconfigured the Antenna.
- ▶ Player A and Player B Tokens can be placed beside the Collector Antenna to mark that this Objective has been achieved.

OVERLOAD COLLECTOR ANTENNA SHORT SKILL / ARO

Attack, Comms Attack.

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Collector Antenna must be within the Specialist Troop's LoF.
- ▶ In the Reactive Turn, the Active Trooper and the Collector Antenna must both be within the Specialist Troop's LoF.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Overload the Antenna.
- ▶ All Troopers within a 4 inches radius of the Collector Antenna must make a **Saving Roll against BTS, with PS 7**. If they fail, they enter **Stunned State**, placing a Stunned Marker next to them.

MODULAB

In this scenario, the ModuLab is a Zone of Operations (ZO). Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the ModuLab, we recommend using the Objective Room of the different Infinity Expansion Scenery Packs, the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms, it is considered to have walls of infinite height that completely block Line of Fire. It has four Narrow Gates, one in the middle of each wall (see map below). The Gates of the ModuLab are open at the start of the game. ModuLab Gates must be represented with a Narrow Access Token (NARROW GATE), or with a scenery piece of the same size, and they only allow access to Troopers with an Silhouette Attribute of 2 or lower.



VS



CONSOLES

There are two Consoles, placed inside the ModuLab in different corners (see map below). Each Console must be represented by a Console A or B Token or by a scenery piece of 40 mm diameter (such as the Consoles of the ITS Objectives Pack Alpha, the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

DOWNLOAD DATAPACK

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Console.
- ▶ The player has not Downloaded a Datapack from this Console.
- ▶ There cannot be any enemy Troopers in a non-Null State in Silhouette contact with the Console.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Download the Datapack.
- ▶ 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 download more than one Datapack from the same Console.
- ▶ The Datapack can be Downloaded again by the other player, applying the same procedure. In this case, both players have Downloaded the Datapack.
- ▶ Player A and Player B Tokens can be placed beside the Console to mark that this Objective has been achieved.



FIELD SCIENTIST

The Field Scientist is the only personnel in ModuLab 03, and possesses the Confirmation Codes that decrypt the data downloaded from the ModuLab Consoles.

There is 1 Field Scientist placed in the center of the table, inside the ModuLab.

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

Players can use the Field Scientist model from the Dire Foes Mission Pack: Barrenlands.

OBTAIN CONFIRMATION CODES

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Field Scientist.
- ▶ There cannot be any enemy Troopers in a non-Null State in Silhouette contact with the Field Scientist.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Obtain the Confirmation Codes.
- ▶ If there are no enemy Troopers as a Model within 4 inches of the Field Scientist, apply a +3 WIP MOD to the Roll.
- ▶ 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 adversary has already Obtained the Confirmation Codes, they can be obtained again by the other player, applying the same procedure. In this case, both players have Obtained the Confirmation Codes.
- ▶ Player A and Player B Tokens can be placed beside the Field Scientist to mark that this Objective has been achieved.

SECURE FIELD SCIENTIST

The Field Scientist is Secured by a player if they are the only player with at least one Trooper (as a Model, not a Marker) in a non-Null state **totally inside** the Field Scientist's Zone of Control. So, there cannot be any enemy Models **totally inside** the Field Scientist's Zone of Control. Models in a Null State do not count.

EVO HACKERS

Each player can field an EVO Hacker (a Trooper with an EVO Hacking Device) 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.

Those Ariadnan and Tohaa players whose faction lacks an EVO Hacker may use the following Unit Profile, using a model with the correct Silhouette value.

REM		EVO REMOTE			SUPPORT TROOP					
MOV	CC	BS	PH	WIP	ARM	BTS	STR	AVA	S	
4--4	13	11	10	13	2	3	1	2	4	
Regular	Non Impetuous	Remote Presence	Hackable							
Courage	Hacker (EVO Hacking Device)									
EVO REMOTE	--	PARA (-3) CCW	SWC: 0.5	C: 14						

TRANSMIT DATA AND CODES

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only EVO Hackers can declare this Skill.
- ▶ The player must have Downloaded at least one Datapack, and have Obtained the Confirmation Codes.
- ▶ The EVO Hacker must be **totally outside** their Deployment Zone.

EFFECTS

- ▶ Allows the EVO Hacker to make a **Normal+3 WIP Roll** to Transmit the Data and Codes.
- ▶ 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 EVO Hacker 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 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 BONUS

Troopers possessing the Chain of Command, Commlink, or Specialist Operative Skill have a MOD of +3 to the WIP Rolls necessary to Reconfigure Collector Antenna, Download Data Package, and Obtain Confirmation Codes. This MOD is cumulative with any other MODs.

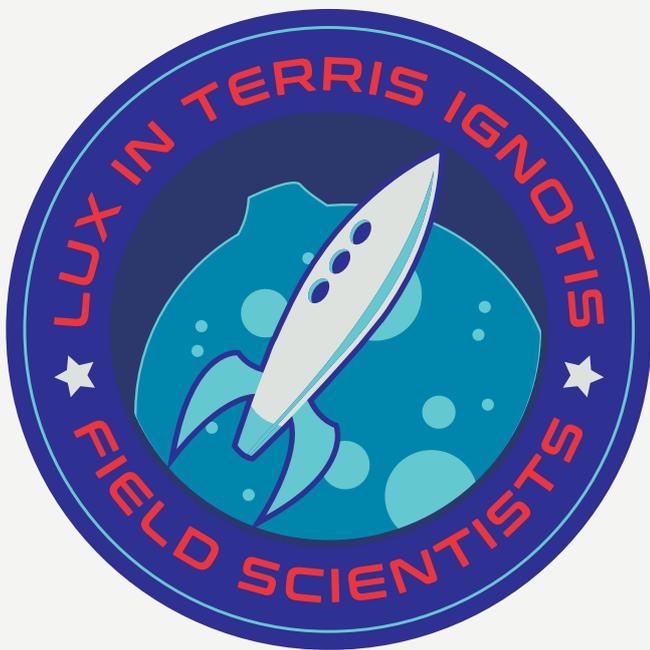
END OF THE MISSION

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

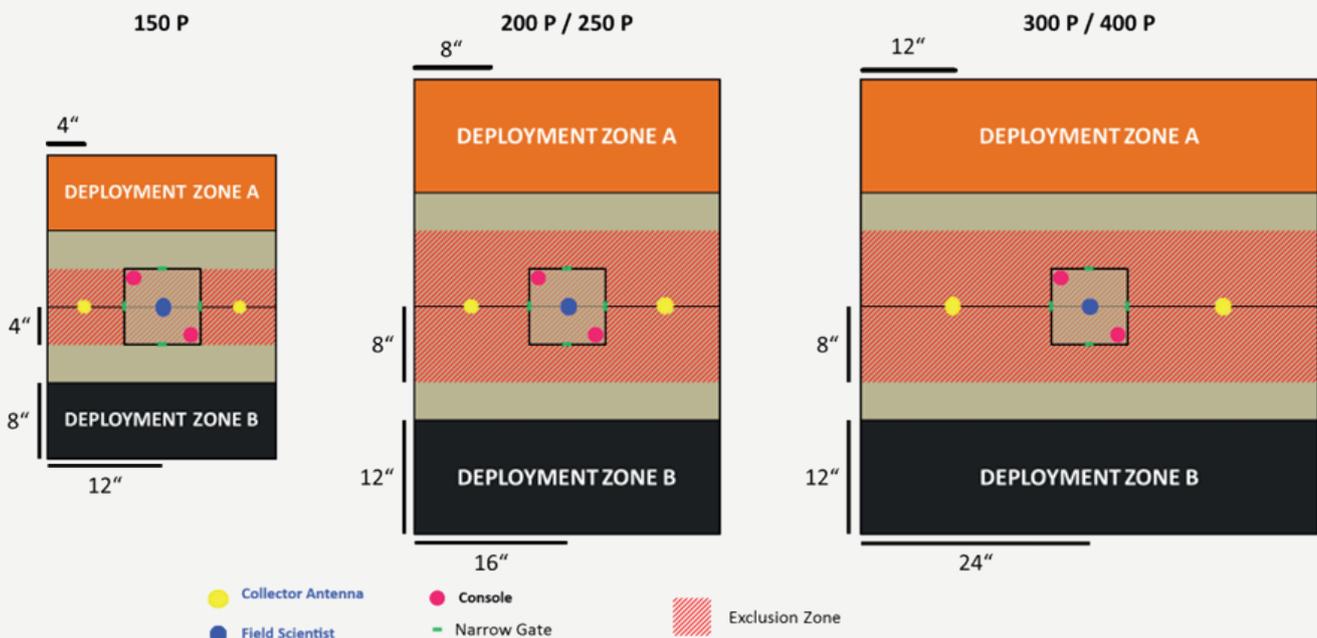
Side A. In Narrative Mode, Side A will always be an PanOceanian generic army or the Kestrel Colonial Force Sectorial Army.

The Side A player can add Fusilier Indigo Bipandra, 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 JSA generic army or the Shindenbutai Sectorial Army.

The Side B player can add Yuriko Oda 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. Bipandra and Yuriko Oda will be able to make two WIP Rolls each time they spend a Short Skill to Reconfigure Collector Antenna, Download Data Package, and Obtain Confirmation Codes. This MOD is cumulative with any other MODs.



DIRE FOES



INFINITY
UNIVERSE

infinityuniverse.com