

an unknown signal containing data structures with a non-human design emanating from no man's land. The mission is to investigate and to recover as much information as possible.

MISSION OBJECTIVES

SIDE A AND SIDE B

1. To analyze a **Techno-device** (Each Techno-device provides a maximum of 1 **Objective Point** to each side).
2. To recover the **Alien Info** (2 **Objective Points** to each side that manages to do so).
3. To successfully transmit the Alien Info through the **Sat-Link** (2 **Objective Points**).
4. If the Alien Info is not recovered, then to Hack the **Sat-Link transmission** (1 **Objective Point** for each successful Hacking).

FORCES

Side A: 300 points.

Side B: 300 points.

DEPLOYMENT

SIDE A AND SIDE B

Both players will deploy on opposite sides of the game table, in an area of 12 inches deep.

The use of the **Mechanized Deployment** Special Skill is not allowed.

Troops possessing the **Infiltration** Special Skill that want to be deployed outside the **Deployment Zone** of the player must succeed at a **PH-6** Roll. To be able to deploy on the adversary's half of the table, a Modifier of -6 will be added to the accumulative Modifiers for distance infiltrated.

Troops possessing the **Impersonation** Special Skill that want to be deployed outside the **Deployment Zone** of the player must succeed at a **WIP-6** Roll. To be able to deploy inside the enemy **Deployment Zone**, they must make a **WIP-9** Roll. In case of failure, check the rulebook.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

RECOVERY TEAM:

Only those troops possessing the **Engineer** Special Skill and **Hackers** can recover the **Alien Info**. Figures with **G: Servant** Special Skill or troops with **Repeaters** are not allowed to perform this task.

IMPRECISE OBJECTIVE

There are a total of 3 **Techno-devices** in the zone of operations, but only 1 of them contains the complete **Alien Info**. However, the other 2 **Techno-devices**, when analyzed, also provide relevant, but incomplete data, and they can point to which one of the other **Techno-devices** has the complete information.

To analyze an **Techno-device** and to know if it possesses the **Alien Info**, once in base contact with the **Techno-device**, and after spending 1 **Short Skill of an Order**, an **Engineer** must succeed at a **WIP Normal Roll** or a **Hacker** must make a **WIP-6 Normal Roll**. If successful, then a roll on the following chart is required:

1-4

The Techno-device possesses the Alien Info

5-10

The Alien Info is in the Techno-device nearest to this one. If this is the central Techno-device, then, an even number on a dice roll means it is the one placed to the right of the player, and an odd number means it is the one on the left side.

11-20

The Alien Info is in the furthest Techno-device from this one. If this is the central Techno-device, then, an even number on a dice roll means it is the one placed to the right of the player, and an odd number means it is the one on the left side.

Once the **Techno-device** possessing the **Alien Info** is located, it is not necessary to make rolls on the chart for any further **Techno-devices** analyzed.

The **Techno-devices** are deployed on the game table as is shown on the map. The central **Techno-device** is placed in the center of the table. The other two **Techno-devices** are placed at either end of the table, exactly 4 inches from the border of the table and 4 inches from the middle of the game table. Both must be placed on different halves of the table (See map below).

Each **Techno-device** must be represented by an **Alien Tech Marker** or a scenery piece with the same diameter.

ALIEN INFO RECOVERY

Once in base contact with the **Techno-device**, and after spending 1 **Short Skill of an Order**, an **Engineer** must succeed at a **WIP Normal Roll** or a **Hacker** must make a **WIP-6 Normal Roll** to be able to recover the **Alien Info**. In case of failure, the player can repeat the roll as many times as he has **Orders**. There is no limit to the number of **Engineers** and **Hackers**, from either side, that can download the **Alien Info**, but the maximum **Objective Points** they can get from recovering it is 2 per side.

If an **Engineer/Hacker** dies or falls **Unconscious** before sending the **Alien Info**, its figure must not be removed from the game table. Any other **Engineer/Hacker**, enemy or allied, in base contact with the **Dead** or **Unconscious Engineer/Hacker** can recover the **Alien Info** by spending 1 **Order** and succeeding at the corresponding **Normal Roll** required to download the **Alien Info**, with an **Engineer** making a **WIP Normal Roll** and a **Hacker** making a **WIP-6 Normal Roll**.

A player can get the corresponding **Objective Points** for recovering the **Alien Info** by taking it from a fallen enemy miniature, instead from the **Techno-device**. A player that loses downloaded **Alien Info** can of course recover it again from the **Techno-device**.

SAT-LINK HACKING

To be able to transmit the **Alien Info** through the Satellite Link, an **Engineer/Hacker** must spend 1 **Order** and succeed at a **WIP-6 Normal Roll**.

Due to geographical and environmental conditions, the **Alien Info** cannot be transmitted during the first game turn.

SAT-LINK HACKING

An adversary can react in **ARO** with each of his **Hackers** to any **Sat-Link** transmission by hacking the communications link. To do so, his **Hackers** must succeed at a **Face to Face Roll** of their **WIP** against the uploading **Engineer/Hacker's** roll. A success means the transmission is blocked and the miniature that tried to send the **Alien Info** cannot make another try until its next active turn. However, another Active Player **Engineer/Hacker** who has also downloaded the **Alien Info** can try and transmit it in that same turn.

The Hacking effects are not cumulative: even if 3 **Hackers** succeed at blocking the transmission, they will only get 1 **Objective Point**, and the **Engineer/Hacker** that tried to transmit can make another try in his next active turn.

ALIEN INFO ENCRYPTION

To be able to encrypt the **Alien Info**, the **Engineer/Hacker** possessing it must reach base contact with an allied figure possessing an **EVO Repeater** or **Baggage**, and which is still active in-game. The **Alien Info** will be encrypted automatically without the spending of an **Order** or a **Short Skill**.

Once the **Alien Info** is encrypted, this means the **Engineer/Hacker** can make the dice roll to transmit the data without applying the negative Modifier to his **WIP**, and also any enemy **Hackers** that want to block his **Sat-Link** transmission must apply a Modifier of -3 to their **WIP**.

END OF THE MISSION

The scenario concludes at the end of the player turn in which the **Alien Info** is transmitted.

INDEPENDENT SCENARIO MODE

This rule is applied if the scenario is played separately and not as part of a campaign.

When playing the Independent Scenario Mode, both sides receive a Bonus of +1 to the **AVA** of all troops possessing the **Engineer** Special Skill (**AVA+1**). This Bonus cannot be applied to **Special Characters**.

NARRATIVE MODE

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

Thanks to an alien device the Teutonic Order keeps in the crypt of the Strelsau Fortress-Monastery, the Teutons have discovered the activation of unknown facilities in the NiemandZone. Their mission is to go there and extract all the information possible. What the Teutons don't know is that among them is the veteran Fiday Hussein Al-Djabel, whose mission is to eliminate the officer in command and get the information before PanOceania does.

NARRATIVE MODE. SCENARIO SPECIAL RULES

Side A. In Narrative Mode, Side A will always be a Sectorial Army of the **Teutonic Military Order**.

Forces: 300 points + 1 Teuton Knight Lieutenant (Without applying **Cost** or **AVA**).

Extra Objective: If, at the end of the scenario, the Teuton Knight Lieutenant is in a Normal state (Not **Unconscious** or **Dead**), then the player will get 1 **Objective Point**.

Side B. In Narrative Mode, Side B will always be a Sectorial Army of the **Hassassin Bahram**.

Forces: 300 points + Hussein Al-Djabel (Without applying **Cost**).

Extra Objective: If, at the end of the scenario, the Teuton Knight Lieutenant is in an **Unconscious** or **Dead** state, then the player will get 1 **Objective Point**.

MISSION 101: DATA RECOVERY

4 inches

4 inches

DEPLOYMENT ZONE A

Central line of the Battlefield

DEPLOYMENT ZONE B

48 inches

CAPTION

● Techno-device.

Lateral Devices.
Placed 4 inches from the edge and 4 inches from the middle.

48 inches