

ENEMY WITHIN

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, for each Civilian in CivEvac State (1 Objective Point).
- » At the end of the game, have more Civilians in CivEvac State in your Deployment Zone than the adversary has in their Deployment Zone (3 Objective Points).
- » At the end of the game, have the same number of Activated Consoles as the adversary (1 Objective Point but only if the player has at least 1 Activated Console).
- » At the end of the game, have more Activated Consoles than the adversary (2 Objective Points).

CLASSIFIED

- » Each player has 1 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	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 a Civilian.

SCENARIO SPECIAL RULES

HVT NOT USED

In this scenario the HVT model and Secure HVT rules are not applied. Player will not deploy the HVT Model on the game table and they must remove all the HVT Classified Objective Cards from the classified deck.

CIVILIANS

There are a total of eight Civilians on the game table, four of them belonging to each player.

Each player will place their four Civilians inside the Exclusion Zone, but in Silhouette contact with the limit of the enemy Dead Zone, in the adversary's half of the table. Two of them must be placed 12 and 20 inches respectively from one of the edges of the table, while the other two must be placed 12 and 20 inches respectively from the other edge for 400/300 Army points games (see the map below).

For 250/200 Army points games, the Civilians will be in Silhouette contact with the limit of the enemy Dead Zone, in the adversary's half of the table. Two of them must be placed 4 and 12 inches respectively from one of the edges of the table, while the other two must be placed 4 and 12 inches respectively from the other edge (see the map below).

*All Civilians start the game in **Hostile** state. This can only be changed by Console Activation.*

For 150 Army points games, the Civilians will be in Silhouette contact with the limit of the enemy Dead Zone, in the adversary's half of the table. Two of them must be placed 4 and 8 inches respectively from one of the edges of the table, while the other two must be placed 4 and 8 inches respectively from the other edge (see the map below).

Players cannot place their Civilians either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table. Scenery placement must facilitate this.

Players can only Synchronize their own Civilians.

In this scenario, Specialist Troops can have up to two Civilians in CivEvac State at the same time. Other Troops able to declare Synchronize Civilian can have only one Civilian in this State.

Players can use any Model from the Infinity or the Infinity Bootleg range, preferably those designated as HVT or as a Civilian. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Tokens to identify or even represent their Civilians.

CONSOLES

There are **three** Consoles, placed on the central line of the game table. One of them is in the center of the table and the other two are 12 inches from the central Console (8 inches in 150 point games), see map below.

Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the 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 a Console.

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 time as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ When activating the Console, the player may choose one of your Civilians. The selected Civilian is no longer Hostile and do not trigger **Enemy Within** special rule for the rest of the game (see below). Put a marker in the Civilian to indicate this state.
- ▶ A console cannot be Activated again by the same player.

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.

ENEMY WITHIN

In a failed attempt in the Synchronize Civilian Skill, remove the Civilian from the game and place a circular template centered with the removed Civilian base. Any trooper whose base or Silhouette Template is in contact with the Template, or is partially or fully inside it, is affected by *Enemy Within*.

Troopers who are affected by *Enemy Within* have to perform **one** Saving Rolls against BTS with Damage 14. If the target fails, it will enter lose one Wound/STR.

The Area of Effect of a Template can affect Allied Troopers.

Note: All Civilians start the game in Hostile State. This state can only be changed by Activating Consoles.

LOCALIZED DECOMPRESSION

If a Civilian is removed due to Enemy Within, place a circular template centered with the removed Civilian base. This area is covered by Localized Decompression for the rest of the game.

During the game, each of these Circular Templates is an area of Difficult Terrain (Zero-G) and a Saturation Zone.

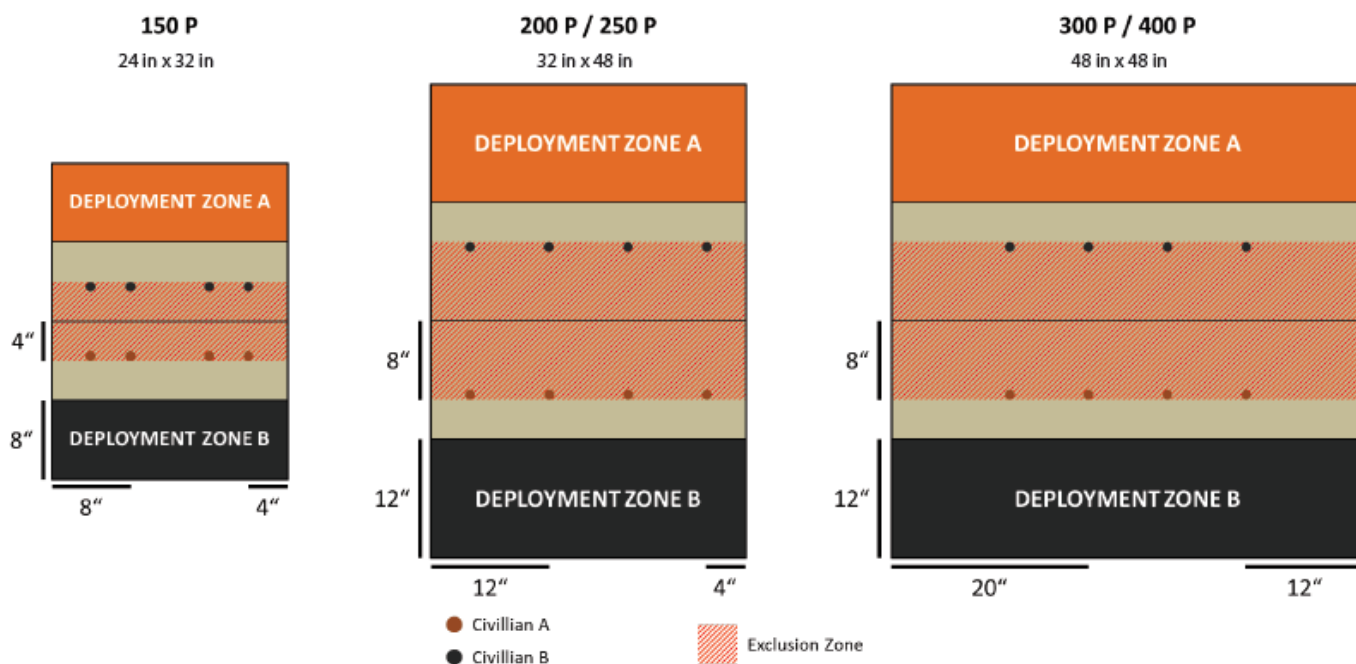
DOCTOR BONUS

Troopers possessing the Doctor Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

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.



Author's Note:

This mission was created using as reference and inspiration those fantastic space horror movies from 80's and 90's such as *Aliens* and *Event Horizon*.

The plot is a rescue group sent to a remote facility, or spaceship, that has lost communication with base or many weeks. The motive is unknown...

The rescue team arrive to investigate and find an abandoned structure, with no apparent sign of living forms. The technician in the party find a way to restore power and network, and medics could detect signs of survivors using some old terminals running bioscan programs that covers entire facility.

Suddenly, the team realize they are not alone. They were able to hack transmissions of another task force in the complex, apparently with the same salvage purpose as they are. Afterwards, with increase of urgency in the search, they found a survivor that seems to be still alive. When they come closer, carefully approaching the fragile figure, to provide medical support and assistance, they realize that something was wrong, when survivor turn his face and stare at them with empty lidless eye orbs and putrid

deformation all over the body. The creature, who was once a simple member of the crew, now resemble the outcome of the worst frightening nightmares. The shambling soul opened his twisted mouth and scream in a guttural and undistinguishable language, those which were the last word heard by the group....

In the infinity Game mission, the group shall perform bioscanning in the area to identify survivors and determine those who are not corrupted by this alien / extradimensional presence (or any other creative terminology you may find appropriate and fun) that took control of all life forms in the facility.

When the rescue group approach a survivor, if this is not previously scanned to make sure he or she is not corrupted, there is a risk to unleash the possessions and open a breach in reality that can drag the soldiers to the unknown.

In the playtests, *Enemy Within* was a really fun mission to play, and in most of the occasions, the game has been decided in the last dice roll . Hope you enjoy