BEASTS OF WAR

CORVUS BELLI

INFINITY

KURAGE CRISIS

AN ONLINE CAMPAIGN IN COLLABORATION WITH BEASTS OF WAR

SECOND STAGE

KURAGE. STRATEGIC LOCATIONS. SECOND STAGE

DAWN-01 APLEKTON

What we know so far: ALEPH wants to gain control of the entire Human Sphere. For that purpose, what is needed? Indeed, only two things. First, it needs for all the inhabitants of the Sphere to be under its influence, and it needs to know everything about them. To achieve this, what tools are needed? Actually, only one: Maya.

Through Maya, ALEPH can subtly control the lives of all its users, know what they do, what they like, where they are… And also, it can influence them, advise them about what to do, propose things that they may like, suggest where to go… We all know how humanity's favorite AI works.

For ALEPH it's fundamental that all the settlements have access to the data sphere. Well, to her data sphere: Maya. Black spots—areas without network connection—are terra incognita for the AI. ALEPH cannot know what is happening there, nor what the inhabitants are doing, and thus she has no way of controlling them. It's an anathema that must be eradicated. So, ALEPH makes an effort to ensure that there is no place in the Sphere that does not have connection to Maya.

Understandably, the planet Dawn is a source of concern for the AI. The Ariadnan Government continues to view all foreign interference on their planet with distrust, and are wary of any gifts that come from the Human Sphere. And they know that Maya is one of those poisoned gifts, because they are aware of the manipulative role of data spheres, especially for those who do not know how the cyberuniverse works. Many claim "fear of progress." "Paranoid worriers", say others. "Progress without control is a source of danger," some respond. "Paranoia doesn't mean you have no reason to be cautious", answer the others. And so, Dawn's data sphere is precarious, because it's limited to PanOceanian and Yu Jing colonization settlements, located in the peripheral archipelagos. There are no Maya nodes on the main continent, because that's within the Ariadnan Government's domain.

But I mentioned that ALEPH needed two things to control the Human Sphere. If the first one is Maya, that is, the subtle control of people's hearts and minds, the second one is the capacity of direct physical action. For that purpose, she created the Special Situations Section, a security agency entrusted with the task of avoiding the proliferation of other AIs that might become uncontrollable, as well as to confront the alien threat posed by the Combined Army. However, the real purpose of the SSS is to allow the AI to operate directly, on the ground, without having to rely on its allies, and therefore, to be able to act on her whims.

Though the problem that ALEPH faces is the need to justify deployment of the SSS. On a backward planet such as Dawn, the proliferation of illegal AI does not seem like a hot issue. Neither was alien presence—until now.

Unfortunately, the discovery of the infiltration of an Onyx Contact Force operative group on Dawn gave the AI the perfect excuse to deploy her troops on the planet. It would only be slightly problematic if the AI deployed its Operations Subsection, her favorite police and spy agency. Regrettably, the presence of EI forces is the perfect excuse to deploy the Steel Phalanx, her shock troops.

Obviously, the Ariadnan Government has completely opposed the presence of ALEPH's forces on the planet, believing themselves to be perfectly able to wipe the Onyx troops off the map without any help. That is the reason why Dawn's main continent continues to be an ALEPH-free zone. The fact that the Ariadnans rescued the Maya star and researcher, Candy Double, from the clutches of the EI in the Ariadnan Exclusion Zone, helped maintain this situation, especially because she was convinced to not share her story, which avoided the inevitable panic had the news of the alien infiltration reached both the planet and the rest of the Human Sphere.

The problem now is that the alien presence has been detected in the northern part of Novyy Cimmeria, and that area no longer falls under the control of the Ariadnan government, but under the command of the Great Independent Japan. And it turns out that the Japanese government, ignoring our advice, has authorized ALEPH to set up an SSS operational base that monitors any possible alien activity in the area. This is bad news for us, both from a strategic and tactical point of view.

From a strategic point of view, it's a victory for our nemesis, who wins a new territory to control. From a tactical point of view, Johnny-5, one of our Arachne Node Bases in the Kurage region, is now within the scope of the SSS forces. Therefore, Johnny-5's garrison will not only have to worry about the saboteur units of the SSS, but also about the assault forces of the Steel Phalanx carrying backpacks loaded with spent Morat shells, for the purpose of leaving them on the field to simulate an Onyx Contact Force attack and cover their tracks.

But what is the AI building in the Kurage territory? According to the Zeros sent to observe their movements in the area, the SSS is building an Aplekton, a fortified camp similar to the ones set up on Paradiso. This is also bad news, because the Aplekton does not belong just to the Operations Subsection, but to the Steel Phalanx as well. This is significant, because it means the Aplekton will have military staff and materials, rather than just a security staff.

The good thing about this base being an Aplekton is that we already know its inner design, making it easier for us to launch an operation against these facilities.

sare basically permanent camps used as a base for regional operations that include a Maya node. Their permanent nature and their size is what distinguishes them from a Steel Phalanx outpost.

You can see in the pictures how the defensive structures that they are building are identical to those of the Rattenfängerburg and Rotkäppchenhaus Aplektons in Norstralia, Paradiso. And in the next images you can see that the central structure of this complex, recognizable thanks to its elevated antennas, is similar to the one of those two Aplektons. On the other hand, the SSS favors underground facilities to locate its data sphere nodes. This way, the main node is protected against bombing or a rushed sabotage. But even if this fact hampers our operations, the facility is certainly not safe from our units, who are perfectly accustomed to these types of missions.

Therefore, the question is whether to launch a preventive attack or a retaliatory attack. In other words, if you prefer to take the initiative, or wait for ALEPH to attack first, make an awful mess of us, and then attack when the AI would already be prepared for our response. I don't think it's necessary to tell you what my advice would be if I were asked.

Juan Sarmiento, the Mexican General, Deputy Director of the Black Hand. Planning sessions of joint operations with the High Command of the Nomad Military Force. Exact location unknown. Tunguska.

DAWN-02 APLEKTON

KURAGE CAMPAIGN

KURAGE: SECOND PHASE

Numerous attacks have focused on different positions controlled by the Sphere's powers in Kurage, but none of them has fallen completely at the hands of the enemy. Although this situation could change. A second wave of attacks is underway, more intense if anything, and focusing on the core of each location. Also, due to the magnitude of operations by the Combined Army in Novyy Cimmeria, O-12 has authorized ALEPH to establish an SSS Operations Center in the region. Free until now from the wave of violence that has hit Kurage, it's immediate construction is seen as a menace for all those who want to see the AI out of the planet.

Meanwhile, some reports point to Victor Messer, alleged culprit of the B4CKDOOR file leak, seeing the circle around him becoming tighter and abandoning Svalarheima, slipping into a cargo ship transporting supplies for the troops deployed in the Kurage zone. A new priority target to add to the list.

PANOCEANIAN AREA.
PANOC-23 MULTI-BASE

To keep control over this multi-purpose base and gain air supremacy in the region, it is necessary to take control of the Op-Center, comms and tracking centers. It is compulsory to accomplish all three missions in order to have full control of this location at the end of the campaign.

⊙ PANOC-23 OP-CENTER

Mission: Acquisition (Op-Center version).

Scenario Special Rule: Restricted Range, Blizzard.

YU JING AREA.
ZHAN HUO FIREBASE

With the Firebase's artillery battery in dispute, there is now a special tactical relevance to dominating the overseeing command bunker that controls the attack capabilities of this combat emplacement. It is compulsory to accomplish all three missions in order to have full control of this location at the end of the campaign.

⊙ ZH-BUNKER

Mission: Looting and Sabotaging (ZH Version).

Regla Espacío Cerrado: Close Quarters [across the whole game table], Numerical Advantage [Yu Jing].

NOMAD AREA.
JOHNNY-5 NODE BASE

With the Kaserne and the comms station in dispute, controlling the Arachne node, that allows contact with an alternative data sphere, is now a special strategic interest. It is compulsory to accomplish all three missions in order to have full control of this location at the end of the campaign.

⊙ J-5 NETZKNOTEN

Mission: Antenna Field (Johnny-5 Version).

Scenario Special Rule: Close Quarters [across the whole game table].

HAQQISLAMITE AREA.
DUBAN PROSPECTING SITE

◉ DUBAN OPERATIONS HUB

Once the combat over the storage area had concluded, the battle spread to the adjacent area, the monitoring center for mining operations. This is an extremely important target for all forces in the conflict. It is compulsory to accomplish both missions in order to have full control of this location at the end of the campaign.

Mission: Firefight (CQB Version).

Scenario Special Rule: Safe Access, Close Quarters [across the whole game table].

ARIADNAN AREA.
LAFAYETTE FORWARD AIRFIELD

It is necessary to control the true heart and brain of this location, the flight and operations control tower that manages the military activity of Ariadnan aircrafts and troops in the Kurage territory. It is compulsory to accomplish all three missions in order to have full control of this location at the end of the campaign.

◉ LAFAYETTE CONTROL TOWER

Mission: Capture and Protect (Blizzard Version).

Scenario Special Rule: Assured Support, Blizzard.

JSA AREA.
KURAGE STATION

The Regional Operation Center compiles the data gathered from mining and scientific facilities spread all across the Kurage territory. It is compulsory to accomplish all three missions in order to have full control of this location at the end of the campaign.

◉ REGIONAL OPERATIONS CENTER (ROC)

Mission: Central Transmitter (ROC Version).

Scenario Special Rule: Environmental Advantage.

ALEPH AREA.
DAWN-01 APLEKTON

An Aplekton is a regional special operation base camp for the SSS of ALEPH, but also it is a Maya node that allows the AI to maintain an active data sphere in the area. It is unnecessary to state the importance of capturing this location, since it would be the first step to prevent ALEPH from establishing a strong presence in this territory.

◉

Mission: Supplies (Aplekton Version).

Scenario Special Rule: Assured Support, High Sierra.

PANOCEANIA AREA: PANOC-23 MULTI-BASE
LOCATION: PANOC-23 OP-CENTER
MISSION: ACQUISITION (OP-CENTER VERSION)

ACQUISITION (OP-CENTER VERSION)

Table Configuration: B.

Special Rules: Restricted Range, Blizzard, Communication Antennas, Control Communication Antennas, Tech-Coffin, Control Tech-Coffin, Specialist Troops, Engineer and Hacker Bonus, DataTracker.

MISSION OBJECTIVES

MAIN OBJECTIVES

⊙ For **each** *Activated Communication Antenna* at the end of the game (1 Objective Point).

⊙ For **each** *Controlled Communication Antenna* at the end of the game (1 Objective Point).

⊙ *Control the Tech- Coffin* at the end of the game (3 *Objective Points*).

⊙ *Control the Tech- Coffin with the own DataTracker* at the end of the game (2 extra *Objective Points*).

CLASSIFIED

⊙ Each player has **1 *Classified Objective*** (1 *Objective Point*).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a *Deployment Zone* 16 inches deep.

It is not permitted to deploy in base contact with the *Tech-Coffin or with the Communication Antennas.*

SCENARIO SPECIAL RULES

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 considered an automatic failure with no need to roll the die.

BLIZZARD

A snowstorm jeopardizes the target acquisition in the zone of operations. In this scenario, all troopers possessing any of the *Camouflage or Hiding, Multiterrain, Mountain Terrain Special Skills* or **the ODD piece of Equipment** get a **+3 MOD** Bonus to their rolls when declaring *Dodge* or any other skill defined as equivalent (for example *Change Facing* or *Engage*), but not when using the *Special Dodge* Trait of Special Ammunitions (as Smoke or Eclipse).

COMMUNICATION ANTENNAS

There are **2** *Communication Antennas* placed in the central line of the table, 12 inches from the edge of the table. Each *Communication Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE COMMUNICATION ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

⊙ Only *Specialist Troops* can declare this Skill.

⊙ The *Specialist Troop* must be in base contact with a *Communication Antenna.*

EFFECTS

◉ Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate a Communication 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.

◉ An *Activated Communication Antenna* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Communication Antenna* is no longer considered *Activated* by the adversary.

◉ Player A and Player B Markers can be used to mark the *Activated Communication Antenna*. It is recommended each player uses a different kind of Marker.

CONTROL THE COMMUNICATION ANTENNA

A *Communication Antenna* is considered *Controlled* by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the *Communication Antenna*. Models in *Null* state cannot be counted for this.

TECH-COFFIN

There is **1** *Tech-Coffin* placed in the center of the table.

The *Tech-Coffins* must be represented by a Tech-Coffin Marker or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

CONTROL THE TECH-COFFIN

The *Tech-Coffin* is considered *Controlled* by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the *Tech-Coffin.* Models in a *Null* state cannot be counted for this.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics,* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors, and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

> **Remember: Troops with the** *Specialist Operative* **Special Skill can accomplish the different functions** *Specialist Troops* **have in this scenario**.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

ENGINEER AND HACKER BONUS

Troops possessing the *Engineer* or *Hacker* Special Skill have a **MOD of +3** to the WIP Rolls necessary to *Activate* a *Communication Antenna.*
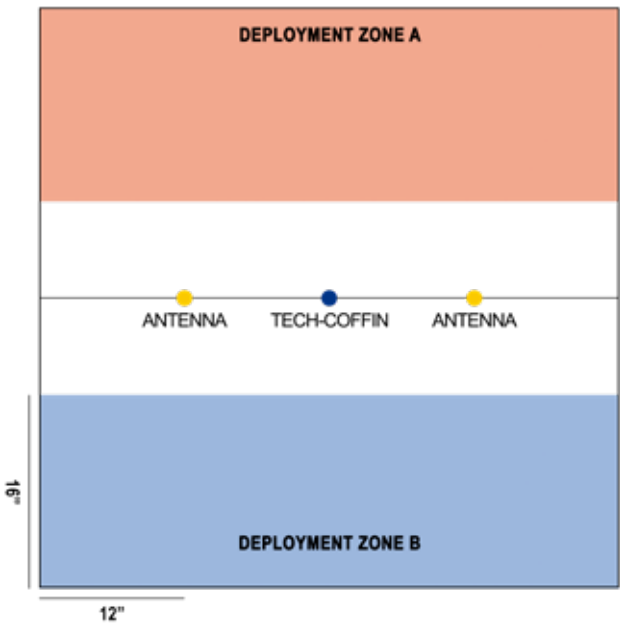
DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho…). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

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 his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

YU JING AREA: ZHAN HUÓ FIREBASE
LOCATION: ZH-BUNKER
MISSION: LOOTING AND SABOTAGING (ZH VERSION)

LOOTING AND SABOTAGING (ZH VERSION)

Table Configuration: D-1.

Special Rules: Close Quarters, Numerical Advantage (Yu Jing), AC2, Damage and Destroy an AC2, Armored Fury, Panoplies, Use the Panoplies, Specialist Troops, DataTracker.

MISSION OBJECTIVES

MAIN OBJECTIVES

◉ *Protect* your own *AC2* (1 *Objective Point* per *STR* point the *AC2* still has at the end of the game).

◉ *Damage* the enemy *AC2* (1 *Objective Point* per *STR* point the *AC2* has lost at the end of the game).

◉ *Destroy* the enemy *AC2* (1 *Objective Point,* in addition to the previous Objective).

◉ *Destroy* the enemy *AC2* with your *DataTracker* (1 *Objective Point).*

◉ Acquire **more** weapons or items from the *Panoplies* than the adversary at the end of the game (1 *Objective Point*).

CLASSIFIED

◉ Each player has **1 *Classified Objective*** (1 *Objective Point*).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

It is not allowed to deploy in base contact with an *AC2* nor with a *Panoply.*

SCENARIO SPECIAL RULES

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, Template Weapons apply a MOD of +1 to Damage against any target in the whole table.

NUMERICAL ADVANTAGE (YU JING)

As the zone of operations is located in controlled territory, one or several factions listed between brackets, whether using generic or Sectorial Armies, will add 25 extra Army Points to the Tier this scenario is played at. For example, if Combined Army is indicated between brackets, then in a 300 point game a Combined Army player will have 325 Army Points for their force.

THE AC2S

There is a total of 2 *AC2s* (Advanced Communications Consoles), one corresponding to each player, each of them 12 inches from the center and 24 inches from the edge of the table (See map below).

The *AC2s* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

The enemy *AC2* is the one closest to the enemy *Deployment Zone.*

DAMAGE AND DESTROY THE AC2S

In this scenario the *AC2s* have a *Scenery Item Profile.* They can be targeted, applying a variant of the *Scenery Structures* rules.

An AC2 can only be damaged by *CC Attacks* with *CC Weapons* possessing the *Antimaterial* Trait.

If the *Structure* Attribute reaches a value **below 0**, the Scenery Item enters the *Destroyed* state.

ARMORED FURY

In this scenario, TAGs can apply the *Antimaterial* Trait to any *CC Attack* they perform using Bare Hands against an *AC2*.

PANOPLIES

There are **2** *Panoplies,* placed in the central line of the table 12 inches from the edges of the table (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

USE THE PANOPLIES (L&S VERSION)(SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

EFFECTS

◉ Allows the trooper to use the *Logistics* Trait of a *Panoply*:

◉ By succeeding at a *WIP* Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.

◉ Troopers possessing the *Booty* **or the** *Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty Charts*.

◉ A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his *Unloaded* state.

◉ By succeeding at a *WIP* Roll, the *Specialist Troops* can replace the result of the Booty Chart roll with **D-Charges**.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops.*

Hackers, Doctors and Engineers cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops.*

Remember: Troops with the *Specialist Troop* **Special Skill can accomplish the different functions** *Specialist Troops* **have in this scenario.**

A *Specialist Troop* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

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 his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

TYPE OF ELEMENT	NAME	ARM	STR	BTS	AW	TRAITS
PROPS	AC2 (ADVANCED COMMUNICATIONS CONSOLE)	8	9	3	--	--
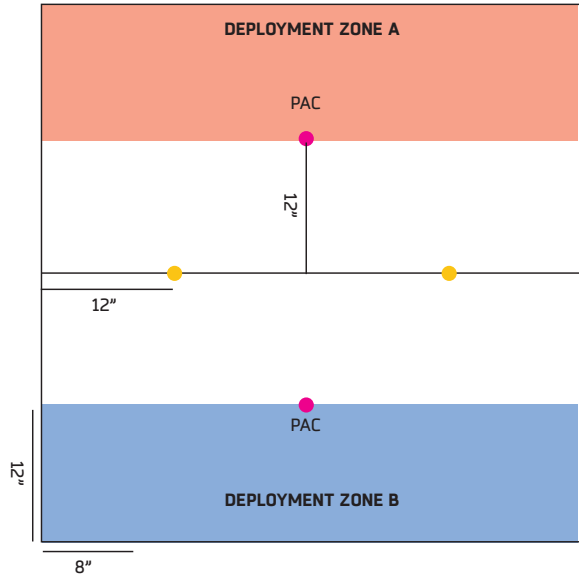
ANTENNA FIELD (JOHNNY-5 VERSION)

Table Configuration: D.

Special Rules: Exclusion Zone, Amplifier, Close Quarters, Transmission Antennas, Control Transmission Antennas, Specialist Troops, DataTracker.

MISSION OBJECTIVES

MAIN OBJECTIVES

⊙ Control **more** *Transmission Antennas* than the adversary at the end of each *Game Round* (2 *Objective Points*).

⊙ Control the **same number** of *Transmission Antennas* as the adversary at the end of each *Game Round* (1 *Objective Point*, if the player *Controls* **at least 1** *Transmission Antenna*).

SECONDARY OBJECTIVES

⊙ Control the *Main Transmission Antenna* at the end of the game (1 *Objective Point*).

⊙ Control the *Transmission Antenna* in the enemy *Deployment Zone* at the end of the game (1 *Objective Point*).

⊙ Control the *Transmission Antenna* in the enemy *Deployment Zone* with your *DataTracker* at the end of the game (1 extra *Objective Point*).

CLASSIFIED

⊙ Each player has **1 Classified Objective** (1 *Objective Point*).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

It is not allowed to deploy in base contact with the Transmission Antennas.

Exclusion Zone. The use of the Airborne Deployment, Forward Deployment, Mechanized Deployment and Infiltration Special Skills is not allowed, as well as the deployment rule of the Impersonation Special Skill, inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

SCENARIO SPECIAL RULES

AMPLIFIER

The facilities in the area of operations enhance and intensify the quantronic signals. In this scenario, any declared *Hacking Attack* or *Comms Attack* will apply a **MOD of +3** to its Attribute.

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, Template Weapons apply a MOD of +1 to Damage against any target in the whole table.

TRANSMISSION ANTENNAS

There is a total of 5 *Transmission Antennas*:

⊙ The *Main Transmission Antenna* is placed in the center of the game table.

⊙ There are 2 *Transmission Antennas* placed along the central line and 12 inches from the edges.

⊙ There is 1 *Transmission Antenna* placed on the border of each *Zone of Deployment*, 24 inches from each edge of the table.

Each *Transmission Antennas* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONTROLLING THE TRANSMISSION ANTENNAS

A *Transmission Antenna* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control* the *Transmission Antenna*, but can prevent the enemy from *Controlling* it by being in base contact with it. Troopers in a *Null* state (*Unconscious, Dead, Sepsitorized...*) cannot do either.

SPECIALIST TROOPS

In this scenario, only *Doctors, Engineers, Forward Observers, Hackers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered to be *Specialist Troops*.

Hackers, Doctors and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

> **Remember: Troops possessing the** *Specialist Troop* **Special Skill can accomplish the different tasks the** *Specialist Troops* **perform in this mission.**

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

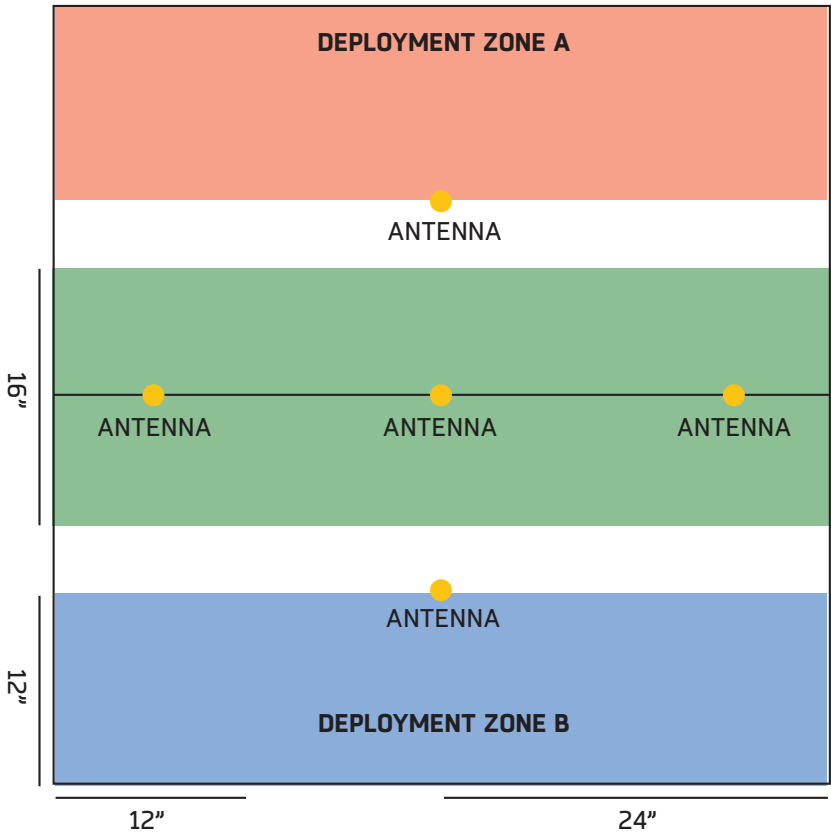The *DataTracker* is identified with a DataPack Marker (DATA PACK).

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 his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.

DEPLOYMENT ZONE A

ANTENNA

16"

ANTENNA   ANTENNA   ANTENNA

ANTENNA

12"

DEPLOYMENT ZONE B

12"   24"

FIREFIGHT (CBQ VERSION)

Table Configuration: B.

Special Rules: Safe Access, Close Quarters, Killing, No Quarter, Designated Landing Area, Panoplies, Specialist Troops, DataTracker.

MISSION OBJECTIVES

MAIN OBJECTIVES

⊙ To kill **more** *Specialist Troops* than the adversary (1 Objective Point).

⊙ To kill **more** *Lieutenants* than the adversary (2 Objective Points).

⊙ To kill **more** *Army Points* than the adversary (3 Objective Points).

⊙ Acquire **more** weapons or items from the *Panoplies* than the adversary at the end of the game (1 *Objective Point*).

⊙ To kill the enemy DataTracker (1 Objective Point).

CLASSIFIED

Each player has **2 *Classified Objectives*** (1 Objective Point for each one).

DEPLOYMENT (SAFE ACCESS)

Both players will deploy on opposite sides of the game table, in a special *Deployment Zone* 20 inches deep.

SCENARIO SPECIAL RULES

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, Template Weapons apply a MOD of +1 to Damage against any target in the whole table.

KILLING

A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game, will be considered to be *Killed* by the adversary.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

DESIGNATED LANDING AREA

The whole game table is considered a *Designated Landing Area*. Any trooper with the *Airborne Deployment* Special Skill can apply a +3 *MOD* to his deployment *PH* Roll. This *MOD* is cumulative with any other *MOD* provided by any other rule.

Moreover, troopers with any Level of this Special Skill ignore the prohibition of the *Deployment* and *Dispersion* rules against deploying inside the enemy *Deployment Zone*.

PANOPLIES

There are **three** *Panoplies,* placed on the central line of the game table. One of them is in the center of the table and the other two 12 inches from the edges (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter (such the Info Hubs by Micro Art Studio).

USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

EFFECTS

◉ Allows the trooper to use the *Logistics* Trait of a *Panoply*:

◉ By succeeding at a *WIP* Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.

◉ Troopers possessing the *Booty* **or the** *Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty Charts*.

◉ A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.

◉ By succeeding at a *WIP* Roll, the *Specialist Troops* can roll twice on any of the *Booty Charts* but they can only choose one of the results.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

> **Remember: Troops with the** *Specialist Operative* **Special Skill can accomplish the different functions** *Specialist Troops* **have in this scenario**.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.
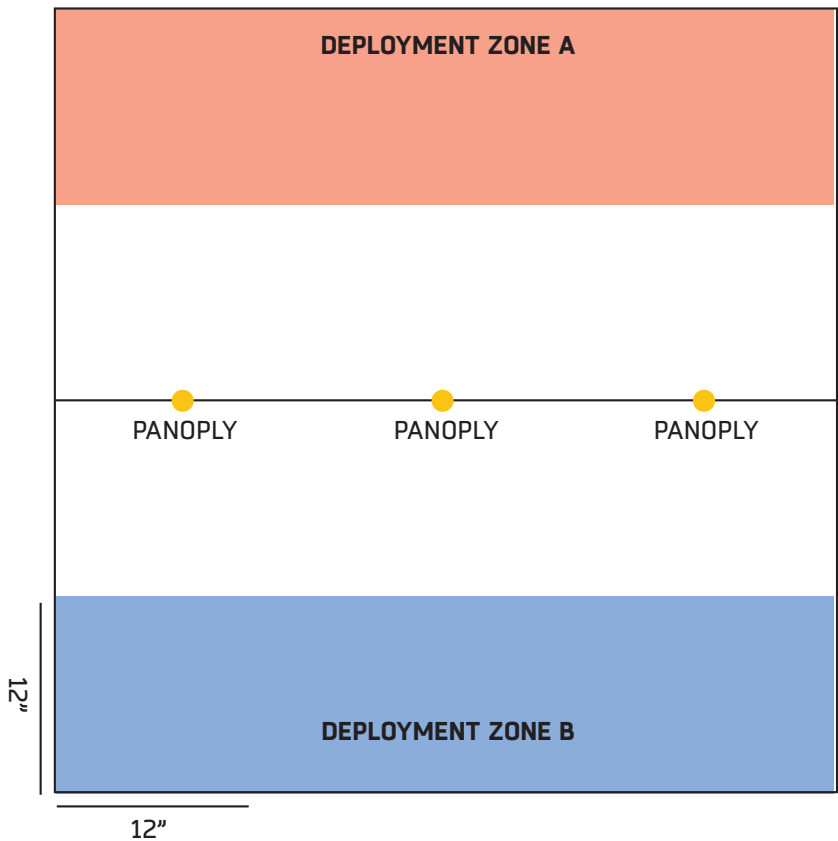
DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho…). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third** *Game Round*.

ARIADNA AREA: LAFAYETTE FORWARD AIRFIELD
LOCATION: LAFAYETTE CONTROL TOWER
MISSION: CAPTURE & PROTECT (BLIZZARD VERSION)

CAPTURE AND PROTECT (EXTREME VERSION)

Table Configuration: D1.

Special Rules: Assured Support, Blizzard, Beacons, Pick up Beacons, Captured Enemy Beacon, DataTracker, Specialist Troops, HVT Not Used.

MISSION OBJECTIVES

MAIN OBJECTIVES

◉ Have **Captured** the Enemy Beacon at the end of the Game (3 *Objective Points*).

◉ Have **Captured** the Enemy Beacon with your *DataTracker* at the end of the Game (2 extra *Objective Points)*.

◉ Have **Captured** the Enemy Beacon in your own Deployment Zone at the end of the Game *(1 Objective Point).*

◉ Prevent the enemy from **Capturing** your Beacon the end of the game *(3 Objective Points).*

CLASSIFIED

Each player has 1 *Classified Objective* (1 *Objective Point*).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

It is not allowed to deploy in base contact with the *Beacons*.

SCENARIO SPECIAL RULES

ASSURED SUPPORT

Reinforcered and secure supply lines allow an enhanced access to more resources. In this scenario, both players **get** a **+1 Bonus to the SWC** they have available.

BLIZZARD

A snowstorm jeopardizes the target acquisition in the zone of operations. In this scenario, all troopers possessing any of the ***Camouflage or Hiding, Multiterrain, Mountain Terrain Special Skills*** or ***the ODD piece of Equipment*** **get** a **+3 MOD** Bonus to their rolls when declaring *Dodge* or any other skill defined as equivalent (for example *Change Facing* or *Engage*), but not when using the *Special Dodge* Trait of Special Ammunitions (as Smoke or Eclipse).

BEACONS

There is a total of 2 *Beacons*, 1 corresponding to each player, placed in different halves of the table, 12 inches from the center and 24 inches from the edge of the table.

The ***Enemy Beacon*** is the one closest to the enemy *Deployment Zone*.

The *Beacons* must be represented by a Beacon Marker (BEACON) or by a scenery piece of the same diameter (such as the Tactical Beacons by Micro Art Studio, the Tracking Beacons by Warsenal or the Mark One Beacons by Customeeple).

PICK UP BEACON (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

◉ The trooper must be in one of the following situations:

  ◉ The trooper is in base contact with a figure in a *Null* state that has an *Enemy Beacon*.

  ◉ The trooper is in base contact with a friendly trooper in a Normal state that has an *Enemy Beacon*.

  ◉ The trooper is in base contact with an *Enemy Beacon* with no enemy troops also in contact with it.

  ◉ The trooper is in base contact with an *Enemy Beacon* alone.

EFFECTS

◉ A trooper can pick up an Enemy *Beacon* in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.

◉ The troopers must satisfy the **Common Rules of Beacons**.

COMMON RULES OF BEACONS

◉ Each miniature can carry a maximum of **1** *Beacon*. As an exception, troopers possessing the *Baggage* Special Skill can carry up to **2** *Beacons*.

◉ Only **figures**, and not Markers, (Camouflage, Impersonation, Holoechoes...) can carry the *Beacons*.

◉ If the miniature carrying a *Beacon* enters a *Null* state, then the player must leave the Beacon Marker on the table with a *Disconnected* Marker beside it.

CAPTURED ENEMY BEACON

An Enemy Beacon is considered to be **Captured** by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. Therefore, there cannot be an enemy in base contact with the *Beacon*. Troopers in a *Null* state (Unconscious, Dead, Sepsitorized...) cannot do either.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics,* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors, and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

> **Remember: Troops with the** *Specialist Operative* **Special Skill can accomplish the different functions** *Specialist Troops* **have in this scenario.**

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

HVT 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 must remove all the *HVT Classified Objective* cards from the Classified Deck.

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 his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn.*
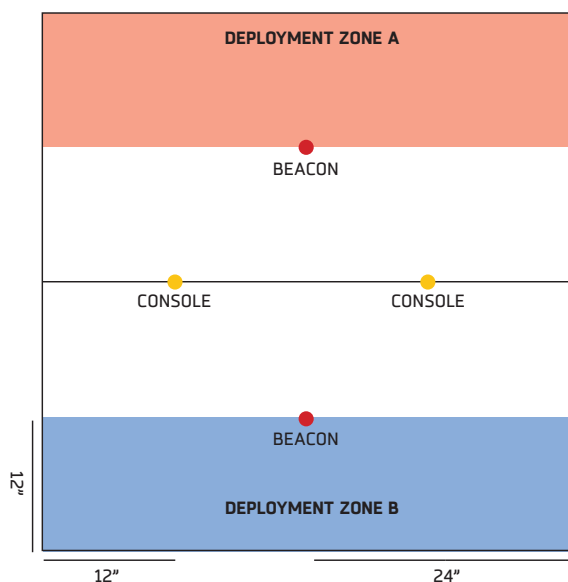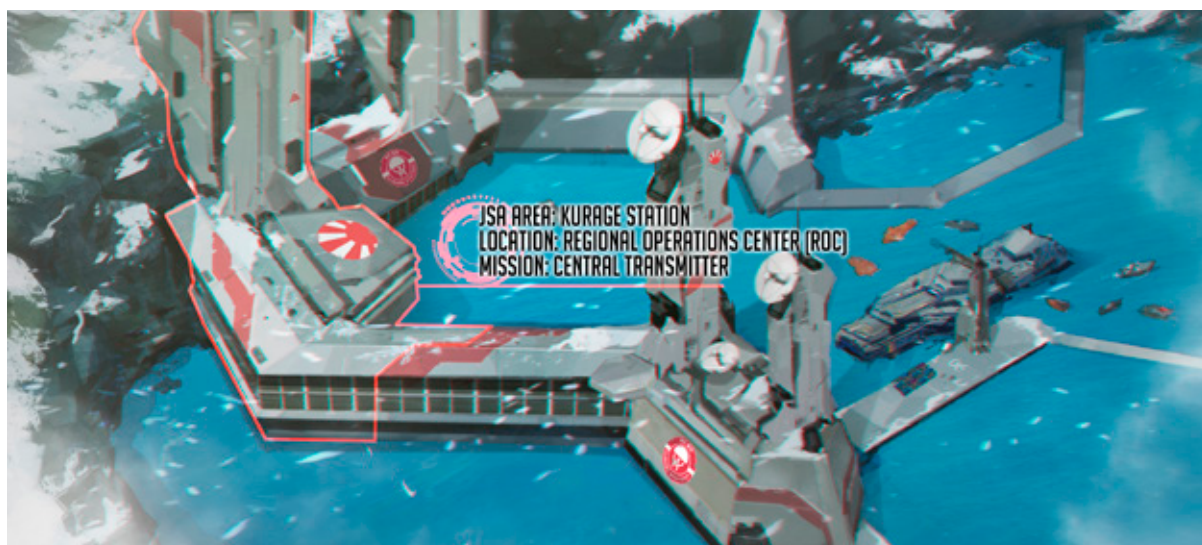
JSA AREA: KURAGE STATION
LOCATION: REGIONAL OPERATIONS CENTER (ROC)
MISSION: CENTRAL TRANSMITTER

CENTRAL TRANSMITTER (ROC VERSION)

Table Configuration: G1.

Special Rules: Environmental Advantage, Consoles, Transmission Antenna, Transmission Areas (ZO), Dominate ZO, Shasvasti, Bagagge, DataTracker, INTELCOM Card (Support and Control).

MISSION OBJECTIVES

MAIN OBJECTIVES

⊙ To have **at least one** *Connected Console* at the end of the game (1 *Objective Point maximum*).

⊙ To have **Activated** the *Transmission Antenna* at the end of the game (3 *Objective Points*).

⊙ *Dominate* **the Transmission Area** at the end of the game (3 *Objective Points*).

⊙ Have your *DataTracker* in the *Dominated Transmission Area* at the end of the game **(2 extra** *Objective Point***)**.

CLASSIFIED

Each player has **1 Classified Objective** (1 *Objective Point*).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Deploying in base contact with the *Transmission Antenna* or in base contact with a *Console* is not permitted.

SCENARIO SPECIAL RULES

ENVIRONMENTAL ADVANTAGE

The zone of operations has some insertion windows which can provide a tactical advantage. All troopers possessing **Mountain Terrain** can deploy as if they have the *AD: Airborne Infiltration* Special Skill.

CONSOLES

There are **4** *Consoles* placed in different halves of the table, 8 inches from the center of the game table and 16 inches from the edge of the table.

The *Consoles* must be represented by a Console A Marker (CONSOLE A) or with a scenery piece of the same diameter (Such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

CONNECT A CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

⊙ Only *Specialist Troops* can declare this Skill.

⊙ The *Specialist Troop* must be in base contact with the *Console*.

EFFECTS

◉ Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Console*. 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 *Connected Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.

◉ Player A and Player B Markers can be used to mark the *Connected Consoles*. It is recommended each player uses a different kind of Marker.

TRANSMISSION ANTENNA

There is 1 *Transmission Antenna* placed in the central line of the table. The Transmission *Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE TRANSMISSION ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

◉ Only *Specialist Troops* or the *DataTracker* can declare this Skill.

◉ The *Specialist Troop/DataTracker* must be in base contact with the *Transmission Antenna*.

◉ To have one *Activated Console*.

EFFECTS

◉ Allows the *Specialist Troop/DataTracker* to make a Normal **WIP** Roll to *Activate the 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.

◉ An *Activated Transmission Antenna* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Transmission Antenna* is no longer considered to be *Activated* by the adversary.

◉ Player A and Player B Markers can be used to mark the *Activated Transmission Antenna*. It is recommended each player uses a different kind of Marker.

TRANSMISSION AREA (ZO)

There is one *Transmission Area* of 8 inches radius placed at center of the game table.

The center of the Transmission Area must be represented by a Transmission Antenna Marker.

In this scenario each *Transmission Area* is considered a *Zone of Operations (ZO)*.

DOMINATE ZO

A *Zone of Operations (ZO)* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo…) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that *ZO*.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

> **Remember: Troops with the** *Specialist Troop* **Special Skill can accomplish the different functions** *Specialist Troops* **have in this scenario.**

A *Specialist Troop* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho…). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

INTELCOM CARD
(SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first who announces his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered *Private Information*, no matter which use the player has chosen for it.
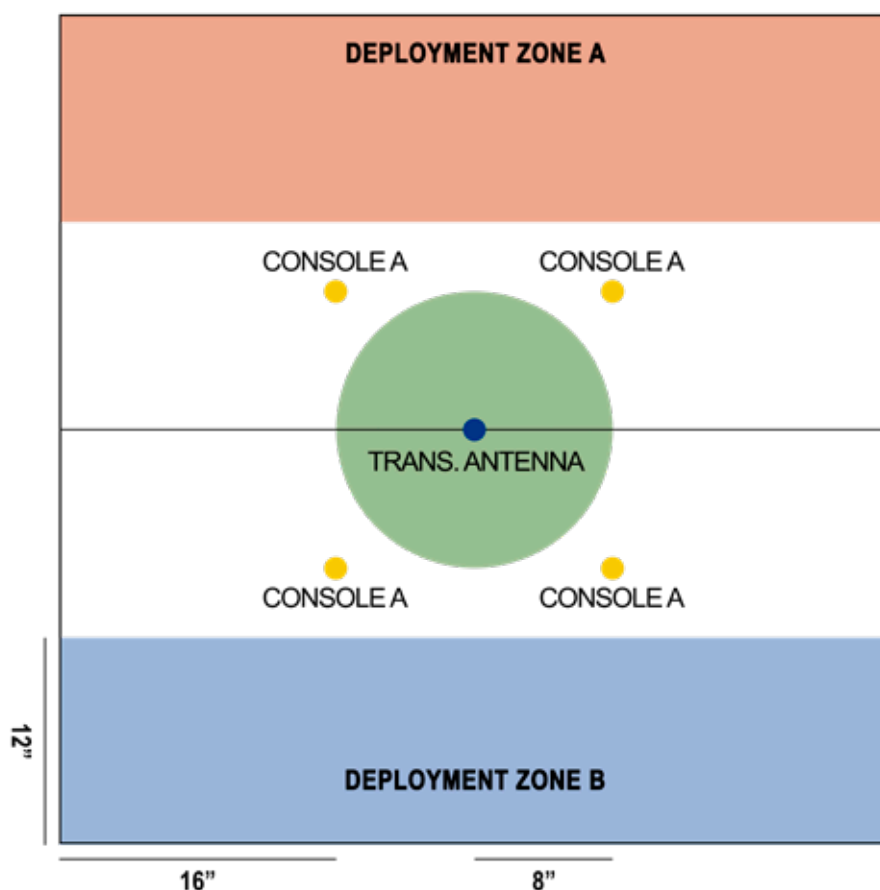
At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode*.

Support and Control Mode: the player can add the value of the *Support and Control Card* to the total *Army Points* he has in the *Zone of Operations (ZO)* of his choosing, but only if he has at least one trooper in a non-*Null* state inside that *ZO*.

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 his active turn in a *Retreat!* state, the game will finish at the end of that *Turn*.

ALEPH AREA: DAWN-01 APLEKTON
LOCATION: DAWN-01 APLEKTON
MISSION: SUPPLIES (APLEKTON VERSION)

SUPPLIES (APLEKTON VERSION)

Table Configuration: B.

Special Rules: Assured Support, High Sierra, Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

◉ For **each** *Supply Box Controlled* at the end of the battle (1 Objective Point).

◉ If you have *Controlled* **more** *Supply Boxes* than your adversary at the end of the battle (3 Objective Points).

◉ If your adversary has **no** *Controlled Supply Boxes* at the end of the battle (2 Objective Points).

CLASSIFIED

Each player has **2 Classified Objectives** (1 Objective Point each).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

It is not permitted to deploy in base contact with the *Tech-Coffins*.

SCENARIO SPECIAL RULES

ASSURED SUPPORT

Reinforcered and secure supply lines allow an enhanced access to more resources. In this scenario, both players get a **+1 Bonus to the SWC** they have available.

HIGH SIERRA

The zone of operations is in a mountain range and is considered a *Mountain Terrain* Zone. In this area Movement restrictions are not applied, however, all troopers possessing *Mountain Terrain, Multiterrain* or *Climbing Plus* get a **+1 inch** Bonus to their first *MOV* value.

This Bonus will be applied only during a *Move* Common Skill.

TECH-COFFINS

There are a total of 3 *Tech-Coffins*. One of them must be placed in the center of the table while the other two must be placed along the central line of the table, at 12 inches from its edge. Inside each *Tech-Coffin* there is one *Supply Box*.

The *Tech-Coffins* must be represented by a Tech-Coffin Marker or with a scenery piece of the same diameter (Such as the Stasis Coffins by Warsenal or the Cryo Pods by Customeeple).

SUPPLY BOXES

The *Supply Boxes* must be represented by a Supply Box Marker, or a similar scenery item (Such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple)

EXTRACT
SUPPLY BOXES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

◉ Only *Specialist Troops* can declare this Skill.

◉ The *Specialist Troop* must be in base contact with a *Tech-Coffin*.

EFFECTS

◉ Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Extract the Supply Box*, with a succeed roll a SUPPLY BOX Marker must be placed besides it.

◉ 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.

◉ Once the roll is successful, the *Tech-Coffin* marker is removed from the game table.

◉ If a scenery item is used instead of a Marker, then it can be kept on the game table but a Disabled (DIS) Marker must be placed besides it.

PICK UP SUPPLY
BOXES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The troop should be in one of the following situations:

◉ Be in base contact with a figure in a *Null* state with a SUPPLY BOX Marker.

◉ Be in base contact with an allied troop in a Normal state with a SUPPLY BOX.

◉ Be in base contact with an alone SUPPLY BOX Marker.

EFFECTS

◉ Spending one Short Skill, without Roll, any troop can pick up a Supply Box in any of the situations previously mentioned.

◉ The troops must accomplish the Common Rules of Supply Box.

COMMON RULES OF SUPPLY BOXES

◉ Each miniature can carry a maximum of **1** *Supply Box*. As exception, Troops possessing the *Baggage* Special Skill can carry up to **2** Supply Boxes.

◉ Only figures, and not Markers, (Camo, Impersonation, Holoechoes…) can carry the *Supply Boxes*.

◉ The *Supply Box* Marker must always be kept on the table, even if the miniature which is carrying it passes to a *Null* state.

CONTROLLING THE SUPPLY BOXES

A *Supply Box* is considered to be *Controlled* by a player if, at the end of the game, that player has a model, but not a Marker, carrying it. That trooper cannot be in a *Null* state and in base contact with any enemy figure.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the *Specialist Troop* **Special Skill can accomplish the different functions** *Specialist Troops* **have in this scenario**.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

DOCTOR AND PARAMEDIC BONUS

Troops possessing the *Doctor* Special Skill have a **MOD of +3** to the *WIP* Rolls necessary to *Extract* the *Supply Boxes*.

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 his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.

DEPLOYMENT ZONE A

TECH-COFFIN   TECH-COFFIN   TECH-COFFIN

16"

DEPLOYMENT ZONE B

16"