STRIKEZONE: WOTAN

CORVUS BELLI

INFINITY

BEASTS OF WAR

RAXORA WCD LIGHT
ASSAULT CARRIER

SYGTIR-1. FIRE CONTROL
PLATFORM

BÁIJĪNG
ORBITAL CONSULATE

INDRA-3 MOBASE:
COMMUNICATIONS
SUPPORT MODULE

SHĂNQIĀNG
LIGHT FRIGATE

ILIK (ICICLE) ALFUNDAQ

GATE A

GATE B

PARADISO ACCESS BLOCKADE
WOTAN

DON PEYOTE
REPURPOSED FREIGHTER

WOTAN COMMERCIAL
LEGATION

LA FORJA MOBILE
SHIPYARD

EXO AFFAIRS
DEPARTMENT ORBASE

DARAANI BOARD
CORVETTE

SYGTIR-2. MAIN
WEAPON PLATFORM

STRIKEZONE: WOTAN

A failed Shasvastii infiltration attempt through the Wotan Jump Gate connecting Paradiso with Svalarheima revealed a Nomad smuggling network in that system. This was the perfect excuse for Yu Jing to avenge the undisclosed affronts of the events occurring on Flamia Island. It will be the spark that lights the fuse of a conflict involving all the powers of the Sphere and whose consequences could open the gates of Svalarheima to the invasion forces of the Combined Army.

THE TRIGGER OF A CONFLICT

THE POST-FLAMIA SITUATION

"During the crisis of the Flamestrike Operation, the Nomad Military Force responded to an emergency situation by coming to the rescue of Zhurong Central, which was besieged by a Combined Army assault group. However, the commitment of the Nomad Nation does not end there, and we now actively contribute to its reconstruction and reconditioning. For this purpose, of course, a great additional economic effort is required from the Yu Jing authorities in the area"

Mariana Santos, Press manager of the Nomad nation in the Paradiso system.

"As our government has always defended, the situation created around the Zhurong station is another piece of evidence of the rapacity of the Nomad nation and of the growing weakness of the StateEmpire Yu Jing."

Statement made by Isabelle Masipag, spokeswoman for the PanOceanian Presidency before the O-12 Öberhaus. This and more on Spin! The fastest growing Maya channel in PanOceania!

"The Nomad Nation has not only invaded Yu Jing sovereign territory, but also intends to extort the residents of Flamia Island by collecting abusive taxes on the energy produced by the Zhurong station, a legal property of the StateEmpire. The Nomad government can be sure that these actions will involve serious consequences."

Senator Zheng Liao, Yu Jing representative before the Öberhaus. City of Edda. Concilium.

THE SANDINISTA! INCIDENT

Breaking news! Nomad smugglers working for the Combined Army? Irrefutable evidence in the hands of the Bureau Aegis! Find out more on this scandal that will shake Paradiso! Only on Yù Gào, the favorite channel of the StateEmpire!

"The Ariadnan boarding teams are very effective since there are always Irmandinhos among them. Those guys have the sixth sense of the best smugglers to know where to find a secret compartment or a hidden consignment. Unfortunately, the tendency of Ariadna towards indiscriminate violence unusually reduces the number of prisoners that can be interrogated."

Captain Jeanne Leitao-Fuchs, Officer of the Customs Service of the Bureau Aegis. Recorded in the canteen of the frigate O-12S Certain Purpose.

During an ordinary inspection of the Nomad freighter Sandinista!, the Ariadnan boarding team in charge of the investigation found a hidden compartment with a small group of Shasvastii units. All the aliens died in the subsequent shooting, so none of them have been interrogated. However, we know this freighter came from the orbital shipyard La Forja, where it had some minor repairs.

This fact seems to agree with the reports pointing to the existence of a Nomad smuggling network between Svalarheima and the Paradiso system. Some analysts bring up the possibility of the shipyard being used as the base of operations where freighters and other ships could be modified to smuggle through the Wotan Jump Gate. Although we do not have sound evidence upholding this theory, given the threat against the integrity of the Access Blockade on Wotan it would be advisable to search the facilities of the shipyard thoroughly.

Lieutenant Veronica Moore, Psi Unit, liaison officer of the Bureau Aegis, Wotan Section, with the Paradiso Coordinated High Command.

The Nomad Nation regrets that the Combined Army agents have used one of our freighters as a way to infiltrate Svalarheima. Our government wants to thank the security forces coordinated by the Bureau Aegis. Their professional attitude has discovered this terrible conspiracy. The Nomad Military Force is currently carrying out a rigorous investigation to determine the level of Shasvastii infiltration of the orbital shipyard La Forja. We can guarantee we will get to the bottom of this matter and keep the Bureau Aegis informed during the entire course of the investigation. There is nobody more interested in cleaning the good name of the Nomad Nation than us.

Mariana Santos, press officer of the Nomad Nation in the Paradiso system.

Allowing the Nomads to carry out the investigation themselves is absurd since they are the main suspects. They will obviously destroy any evidence that could incriminate the Nomad government or their intelligence service Black Hand in this despicable plot. The Yu Jing government demands that a multinational force boards the orbital shipyard and determines responsibilities. This is the only way of guaranteeing a fair investigation and the StateEmpire will ensure this by force of arms if necessary, given the extreme danger to our citizens on Svalarheima and the whole Sphere.

Senator Zheng Liao, Yu Jing representative before the Öberhaus. City of Edda. Concilium.

The orbital shipyard La Forja is a sovereign territory of the Nomad Nation. International Law protects the right of the Nomad Nation, and not of a foreign power, to carry out the investigation—especially after having declared our bona fide intention of maintaining a constant collaboration and communication with the Bureau Aegis. We totally refuse the proposal of the Yu Jing government and we will not allow any foreign power to set foot in those facilities.

Mariana Santos, press officer of the Nomad Nation in the Paradiso system.

If the Bureau Aegis and the Paradiso Coordinated Command become hindered by the bureaucratic stagnation of the Öberhaus, we guarantee that the StateEmpire will not stand idly by while such a danger threatens the whole Human Sphere. The StateEmpire will take over the leadership that should be assumed in this crisis and, for this purpose, it will deploy all the power required.

Senator Zheng Liao, Yu Jing representative before the Öberhaus. City of Edda. Concilium.

The PanOceanian government wants all your lordships to be clear about the idea that we will not allow local arguments between the Nomad Nation and the Yu Jing StateEmpire to jeopardize the stability of the Wotan Access Blockade. The PanOceanian Military Complex is ready and willing to maintain the status quo that guarantees safety at that Jump Gate.

Statement made by Isabelle Masipag, spokeswoman of the PanOceanian Presidency before the O-12 Öberhaus.

The cynicism of the PanOceanian authorities never ceases to amaze us. Especially, if we bear in mind that the investigation carried out by the Bureau Aegis regarding the Sandinista! incident implicates the involvement of Aïda Swanson, an infamous PanOceanian corsair and smuggler. It is well known that Swanson has made deals with different organizations from Submondo. The question is if she works for somebody else, and the PanOceanian government is who seems to benefit from this situation. We demand an expansion of the investigation framework in order to clarify the extent and involvements of this case and identify all the responsible agents.

Senator Zheng Liao, Yu Jing representative before the Öberhaus. City of Edda. Concilium.

The Haqqislamite government has no intention of meddling in the bilateral conflict between the StateEmpire and the Nomad nation. However, it is my duty to inform all that a small fleet from the Qapu Khalqi has been sent to protect the Haqqislamite citizens and interests in the area.

Senator Daanish Jahid Sufadi, Doctor of Medicine and spokesman of the Hachib before the O-12 Öberhaus. City of Edda. Concilium.

The refusal of the Nomad Nation to an independent investigation of their orbital shipyard facilities is a clear evidence of guilt. The StateEmpire will not shrink away from a criminal government however aggressive their words become. A light frigate has been deployed with a special group of investigators from the Imperial Service to La Forja. Imperial Agents are going to enter the shipyard, by any means, and the level of violence will depend on the cooperation of the Nomad crew. The Yu Jing government also demands all evidence collected in the Nomad freighter Sandinista!, now in the custody of the Ariadnan forces at the service of the Bureu Aegis, for the purpose of studying and analyzing it.

Senator Zheng Liao, Yu Jing representative before the Öberhaus. City of Edda. Concilium.

I swear that if you ever dare to stick your nose in this shipyard, you will get trouble and a good lead!

Director Ángeles Tamayo, manager in charge of the orbital shipyard La Forja. Wotan Jump Gate. Paradiso.

The Ariadnan Expeditionary Force is on Paradiso as a part of our collaborative effort with O-12. However, it is not "at the service" of anybody and does not acknowledge the authority of the StateEmpire over it. We will only give the evidence collected from the Sandinista! freighter when an international decision determines so. Meanwhile, it will stay in our custody and we will use deadly force to defend it, as it is our responsibility. Nobody tells Ariadna what to do.

Colonel Yevgueni Voronin, Cossack Diplomatic Corps, spokesman of the Ariadnan Expeditionary Force before the Paradiso Coordinated Command.

THE WOTAN BLOCKADE

The Access Blockade, the blockade of the Jump Gates, is the most important line of defense on Paradiso. It is hardly mentioned because we don't want good people to worry about it. The Paradiso Coordinated Command has set up a military blockade at each Jump Gate connecting the Paradiso system with the rest of the Human Sphere to avoid infiltration of Combined Army forces. Within the communication and transport organization of the Paradiso system, the Jump Gate connecting Paradiso with Svalarheima has been codenamed Wotan, Odin in ancient German.

The Wotan Blockade, as with any other Jump Gate blockade, is characterized by an operating attitude of **defense and control**. Supervising each wormhole opening and checking every ship crossing them it turns out is necessary. The registration and inspection of space traffic is carried out through electronic and multispectral means, tracking the possible presence of

Shasvastii ghost micro-ships, Remora ships hidden in the hull of human ships, or Trojan Horses: units provided with physical camouflage to make them look like human-made ships. Even so, a physical inspection is also carried out. Boarding forces check stores and holds, as well as confirm the identities of both crew and passengers in every ship trying to cross a hole and access the Human Sphere.

The strong surveillance activity required by the Blockade of a Jump Gate necessitates the presence of a network of combat space stations, which command and control star traffic around Ubiquitous Nexuses of wormholes. A large number of combat ships are also gathered here to block any possible alien offense trying to run the blockade by simply using brute force. As with the Acheron Blockade, most of the ships and stations of Wotan Blockade belong to PanOceania and Yu Jing forces, but are not limited to them.

The Wotan Blockade is the **last bastion**, the last defensive barrier of the Human Sphere within the system that prevents EI forces from entering Svalarheima, jeopardizing the life of millions of civilians living on that planet. You are here to reinforce it. There is no greater responsibility in the Paradiso theatre of operations.

[Introductory Guide to Paradiso. Chapter 5-E. The Access Blockade.]

IMPERIAL EDICT

Ruling over entire worlds, in answer to the special needs of the current crisis of the Wotan Jump Gate, we confer the necessary imperial authority to act as agents of the Imperial Service upon the members of the Bounty Hunters Syndicate registered in the central headquarters of Tiān Di Jing.

It is our will that these syndicated bounty hunters, whose professional capacity has been assessed by imperial officials, serve to the cause of Justice as full members of the Imperial Service, by submitting to the perfect hierarchy of this exalted agency of defense of the Law. In immediate compliance with this edict, these bounty hunters must be considered as agents of the Imperial Service properly authorized, in support mission in the tasks of public order maintenance and defense of people and properties' security.

In witness whereof, the Dragon, Son of Heaven, Master of Complete Abundance, Lone Prince, Lord of the Jade Throne, Celestial Emperor and Lord of the Middle Kingdom hereby undersigns in Z jinchéng, the Forbidden City. Tiān Di Jing, capital of the Yutang planet and the Yu Jing StateEmpire.

STRATEGIC POSITIONS

[Incoming message]

[Origin: Intelligence and Control Center of the Paradiso Front Coordinated Command.]

[Subject: Strategic position update around the Wotan Jump Gate.]

THE PANOCEANIAN AREA

SYGTIR (GOD OF VICTORY) DEFENSE CLUSTER

In the particular case of Wotan Jump Gate, the PanOceanian Military Complex is responsible for the main systems of active defense. Following its program supporting O-12 security policies, PanOceanian Admiralty has deployed an orbital defense cluster around the Jump Gate consisting of a fire command and control module, a main artillery platform, and a series of secondary weapon platforms for fire support.

This defense cluster, codenamed Sygtir (God of Victory in ancient Nordic, one of Odin/Wotan names) remains under control of Paradiso Coordinated Command, and has a liaison officer from the Aegis Bureau on the team. However, the defense cluster has a self-capacity to act, and it is connected to the PanOceanian Admiralty command network.

◉ SYGTIR-1. FIRE CONTROL PLATFORM

PanOceanian command and control orbitals have been created for long deployments in which the coordination of battle actions on a large scale is necessary. For this purpose they have an improved tactical network and a last-generation strategic operation link. This allows the organization of the weapon systems' activity under its direct control as well as the battle ships allocated to the operation area.

According to this design philosophy, Fire Control Platform Sygtir-1 is wide, comfortable, and well equipped. It is divided into specialized decks. The core is the Information and Combat Control deck. For everyday orbital adjustment activity, it has a flight deck directly connected to the Engineering deck in charge of managing maneuver engines. It also has its own defense team, providing inner security along with protection against enemy boarding actions.

◉ SYGTIR-2. MAIN WEAPON PLATFORM

The main orbital weapon platforms are probably the most powerful artillery pieces ever created. Even bigger than the fire control modules, they have a better capacity of deployment and mobility than any other planet-based platform, allowing the installment of high performance systems without restrictions in size or weight.

The main weapon is a powerful, long-range particle cannon. It also has a large bore, hyper-accelerated rail cannon, since the PanOceanian Naval Artillery Corps philosophy lies in a concept of fire supremacy, combining the effects of different systems that lead to overwhelming results.

A weapon platform is built around the main and secondary weapon. In the particular case of Sygtir-2, ammunition and power supply systems are as important as weapons themselves and have their own deck. The targeting and correction system is as vital as it is sensitive, and is located on a specialized deck. It has direct and constant communication with Fire Control Platform Sygtir-1.

Main weapon platforms have a smaller crew, but like Fire Control, they offer a comfortable habitat. According to Paradiso Coordinated Command, Sygtir-2 lacks Aegis Bureau officers. The entire crew and security staff belong to the PanOceanian Military Complex.

◉ SYGTIR-3/SYGTIR-4. SECONDARY WEAPON PLATFORMS

Secondary weapon platforms are remarkably smaller and short-staffed, and have smaller-bore arms, such as fast-fire rail guns and numerous missile launchers. These platforms have been created for confrontations with light ships, for providing fire support in actions against heavy targets, and for providing suppression fire as a wedge-formation defense against multiple enemies.

EXO AFFAIRS DEPARTMENT ORBASE

The Exo Affairs Department is a section of the Foreign Affairs Ministry of the PanOceanian Government. Its aim is to promote and protect the interests of the Hyperpower in space, and to support PanOceanian citizens and businesses anywhere in the Human Sphere outside of a gravity well. Some of the competencies of this department are orbital bases, settlements in asteroids, trade routes, stations in deep space, and Circular systems.

The orbase (orbital base) of the Wotan Jump Gate is responsible for managing affairs related to intersystem traffic between Paradiso and Svalarheima. As a result of the recent conflict with the Combined Army, this civil unit has been provided with wedge-formation defense systems and reinforced with security measures. As the official and administrative center, the heart of the orbase is the Examination and Management Unit of the Local Area, a specialized deck gathering management offices and protocol units, and safe file storage for the department.

EXO AFFAIRS
DEPARTMENT ORBASE

SYGTIR-2. MAIN
WEAPON PLATFORM

BÁIJĪNG (白晶, WHITE CRYSTAL)
ORBITAL CONSULATE

Yu Jing orbital consulates are small space stations with diplomatic and administrative functions. The consular agents usually arrange affairs related to official documents, such as visas, any type of license and, chiefly, those regarding trade.

In general, the main function of an orbital consulate lies in promoting trade by helping Yu Jing corporations and companies through investments, imports, and exports in their area. However, orbital consulates placed near a Jump Gate such as Wotan, which leads to a Yu Jing system, are a particular case. They also help foreign companies in their operations within the Yu Jing territory, with the objective of boosting business flow and gathering information for Yǎnjīng, the Yu Jing intelligence service.

Permanent orbital consulates such as Báijīng are big enough to have comfortable areas for living and amusement. Nevertheless, they have been conceived for resident staff rather than for receiving visitors. For safety reasons, most of the businesses are done telematically, using ship-to-orbital communication. Nonetheless, the consulate has a docking area where supply and support ships (as well as ship launchers) usually berth in case they need to do business in situ due to circumstances out of their control.

The heart of an orbital consulate such as Báijīng is the consulate office deck, where we can find the consul office and data including diplomatic, administrative, and security information concerning the base.

SHĂNQIĀNG (闪枪, LIGHTNING SPEAR)
LIGHT FRIGATE

The light frigate ShĂnqiāng (Lightning Spear) belongs to Yāo class (鹞, sparrowhawk), a specialized-role frigate model that sacrifices shield and fire capacity for speed and maneuverability. In the beginning, this type of frigate was created as a fast escort for convoys and worked as an immediate support and advanced recognition element. Their technical characteristics allow them to move and relocate quickly on the line of battle to protect other ships easier than bigger and better armed—but slower—ships can.

The ShĂnqiāng frigate, like the rest of its type, stood out for its tactical role during the NeoColonial Wars, especially in confrontations with Haqqislamite pirate ships and many skirmishes in the outer area of the Human Edge. Since the Combined Army arrived at Paradiso, this light frigate has functioned as a persecution and hunting element in the Intermediate Blockade and as a fast patrol in the Wotan Blockade.

In this kind of ship, the Combat Information Center (CIC) is a vital element for coordinating naval battle-strategy and tactics. Computers on this deck are full of high value information to any boarding group. However, the task of CIC tactical officers would become useless without naval officers piloting the frigate from the navigation deck.

BÁIJĪNG
ORBITAL CONSULATE

SHĂNQIĀNG
LIGHT FRIGATE

THE NOMAD AREA

WOTAN COMMERCIAL LEGATION

The Nomad commercial legations are smaller versions of the commercial missions. Located in areas of interest, they make up a network that supports Nomad industry and trade in a star system. The main task of a commercial legation is to encourage international business between Nomad companies and those of the system in which they are located, as well as to look for export opportunities for Nomad companies by putting them in contact with potential clients in that market and vice versa.

The Wotan Commercial Legation is located next to a Jump Gate that connects to Svalarheima. Therefore, it is the port of entry into this system for Yu Jing and PanOceanian markets. It also cooperates with Svalarheiman companies interested in operating in the Paradiso system.

For that purpose, commercial opportunity multiplier agents, such as governmental agencies, chambers of business, and other influencers on Svalarheima and, to a lesser extent, in Paradiso, are contacted. This way, the Wotan Commercial Legation works closely with the PanOceanian and Yu Jing governments from Svalarheima, and with governmental organizations such as the Office of the PanOceanian Commercial Representative on Svalarheima and the Ministry of Commerce from Yu Jing.

By definition, commercial legations do not require large working facilities. In the case of Wotan, it is a small station with units suitable for resident staff and a small annexed section for receiving guests from companies interested in doing business. The Nomad commercial agents' office deck and the communications deck are the heart of a commercial legation.

LA FORJA MOBILE SHIPYARD

Orbital shipyards are space-borne infrastructures for maintenance and logistics. They have been designed to repair and build ships, stations, and other infrastructures that are impossible to produce in a gravity well. Mobile shipyards such as La Forja, smaller and lighter but with a capacity for propulsion, are limited to maintenance and repair tasks. These kind of shipyards were originally designed for deployment in temporary or troubled locations, because of an extreme traffic density or a changing environment, such as the unstable areas around asteroids. One of the distinguishing features of these shipyards is their lack of closed and pressured hangars, since they are specialized in maintenance tasks rather than construction. This allows them to have smaller facilities in terms of weight and volume, thus increasing their mobility.

WOTAN COMMERCIAL LEGATION

The continuous traffic around a Jump Gate requires the presence of an orbital shipyard in the surrounding area. The Cosmica Corporation, based on Corregidor, is aware of this fact and thus established a mobile version, which could be adapted to the redeployments and relocations required by the Paradiso Coordinated Command to cover the security parameters of the complex.

In order to avoid La Forja becoming just corporate facilities, the Corregidorian Government established some administrative offices in the shipyard, as well as a docking berth for the ships of the Nomad Military Force. This way, La Forja became an element of the Nomads' war efforts in the area and is considered part of the Nomads' sovereign territory.

Habitation and operation areas in La Forja are very stark, though completely functional, along the lines of any Corregidorian facility. The most relevant areas on this mobile station are the Operations Control deck, which manages all shipyard work, and the military quay, where the ships from the Nomad military dock for maintenance.
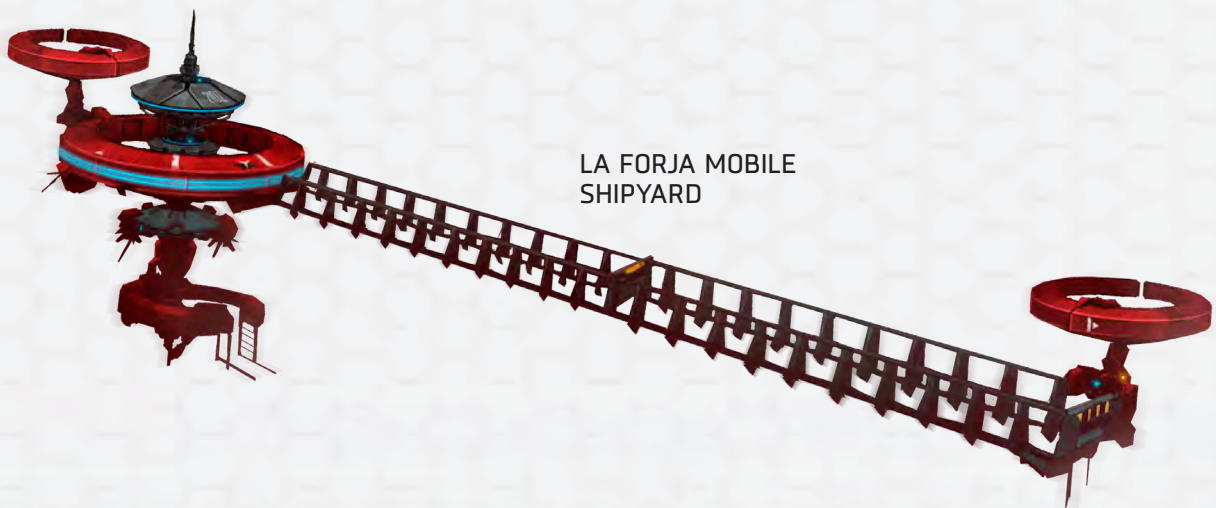
LA FORJA MOBILE SHIPYARD

DON PEYOTE REPURPOSED FREIGHTER

"Do you think you can stop and board us? I'd love to see you try, *cabrón*."

Macarena Escobedo, captain of the Don Peyote, communication channel with the POS Indefatigable, a corvette from the PanOceanian Navy. Ariadna Commercial Conflicts.

The *Don Peyote* repurposed craft is basically a medium freighter made in PanOceania, a *Gannet* class, which has been refitted and equipped with enough weapon and defensive systems to be considered a true warship.

Gannet class medium freighters are old models reaching the end of their active life. However, the *Don Peyote* has a motive system that has been improved with two DiànHuāTec 970 engines taken from a *Jū* (雎, osprey) class frigate. This allows it to set a top speed similar to a pursuit unit for limited periods of time.

The *Don Peyote* was lucky to get a FireCraft model PanOceanian fire control system. Non- PanOceanian systems usually cause synchronization problems in *Gannet* ships. The different weapon platforms added to this freighter provide it with a firepower similar to a standard light frigate. This is unusual for these kind of repurposed ships, which usually fit into the category of reinforced corvettes at best. Nevertheless, as usual in repurposed freighters not built for battle, the *Don Peyote* is less durable and capable than a regular warship, in spite of all the improvements made. The most vulnerable areas are the command and navigation deck, without the reinforcements and divisions normally found in combat ships, along with the distribution deck, a necessary annexed section for additional weapons systems and military sensors.

Nonetheless, Captain Macarena Escobedo knows perfectly the limitations of her ship. Confrontations with pirates and patrol boats, and diverse conflicts both overt and covert have hardened her. Her command style has been defined as "a pirate with shark brain implants in her head".
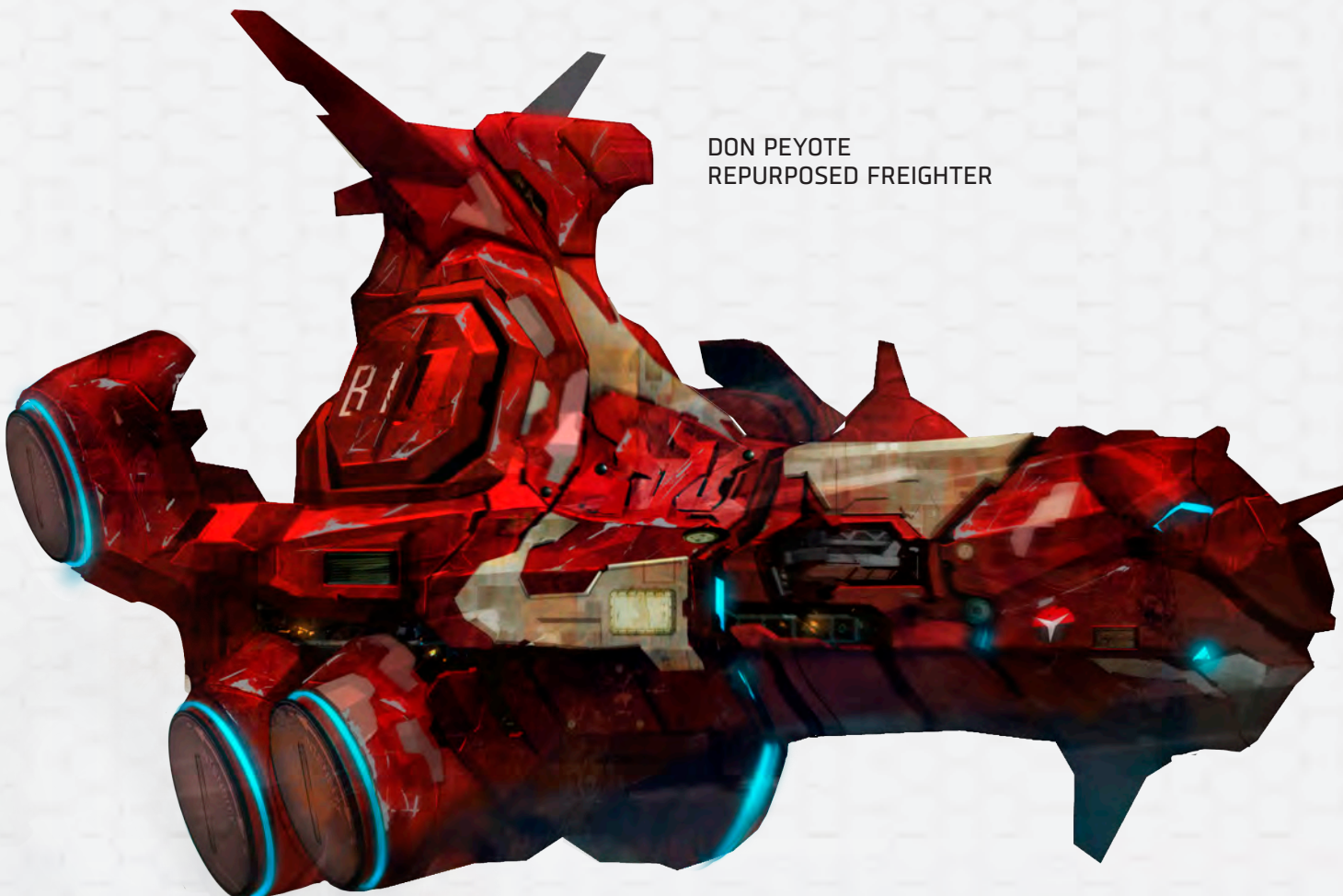
DON PEYOTE
REPURPOSED FREIGHTER

THE HAQQISLAMITE AREA

ILIK (ICICLE) ALFUNDAQ

The alfundaqs are the smallest and most modest versions of the Haqqislamite caravansaries. They have been designed to cover areas of space lacking the volume of commercial traffic required to justify the construction of a larger caravansary, but are still important enough to guarantee good business.

As caravansaries, the alfundaqs are usually built in the interior of an asteroid, although they are smaller in size and have areas covered with ice. This has a dual role: protection and water supply. This ice cover and the proximity to the Jump Gate connecting Svalarheima earned this alfundaq the name, Ilik, meaning "icicle" in Turkish. Communication antennas, boarding docks, panoramic units from entertainment areas, and holographic advertisements are all visible jutting from the ice.

The alfundaq, an Andalusian-Arabic word for "inn", offers a group of services much more limited than a caravansary. Not all of them have a trade *Diwân* office, and if they do, the staff is smaller, as in the case of the Ilik Alfundaq, which has only two people. Due to their small size and budget, they lack a Winter Hall. However, this does not mean they do not have entertainment areas—on the contrary. The most modest leisure area of an alfundaq can satisfy the needs of any traveler interested in changing environments after a long journey shut up inside a ship. Nevertheless, the level of luxury is lower than in a caravansary.

And, the lack of a Winter Hall does not mean an alfundaq is not a good place to close deals. Thus, like its larger cousins, the business deck of these stations is used as a neutral scene for all types of discussions and deals, whether they are commercial, between elements of the criminal underworld, or between intelligence organizations.

THE 0-12 AREA/ALEPH/ ARIADNA

INDRA-3 MOBASE

Mobile bases, or Mobases, have capacity for limited impulsion. Apart from the maneuvering engines, common in an orbital station and necessary to correct orbits, Mobases have impulse engines that allow them to move at a slow but constant speed. Due to their features, mobile bases such as Indra-3 are usually small or medium sized and much more expensive to build than a standard orbital, as they combine the qualities of a station and a space ship. Mobases are especially appropriate for areas in which changes in position are necessary, like around Jump Gates, where they must adapt to the approach vectors of ships, which vary depending on the astronomic ephemeris.

The Indra-3 Mobase is the permanent headquarters of the 0-12 at the Wotan Gate and carries out administrative tasks for Bureaus Hermes and Ganesha. In addition, communication and security control tasks are also carried out on this orbital. For this purpose, the small staff of the 0-12 has the support of ALEPH staff and an Ariadnan military team.

ILIK (ICICLE) ALFUNDAQ

O-12 AREA/ARIADNA

INDRA-3 MOBASE: TSD (TRANSPORTATION SECURITY DETACHMENT) MODULE

The Transportation Security Detachment (TDS) is the section of the Bureau Aegis managing all the issues regarding intersystem transport. Its main task is to guarantee security at Jump Gate facilities, Circulars, and ships connected to these. It has the mission of protecting the freedom of transportation, movements of people, and communications among the different systems of the Human Sphere.

The TSD is a high-performance antiterrorist agency with its own qualified but small staff. Thus, it usually works with the local security forces as reinforcement. Given the high level of alert in the operations theatre of Paradiso, with very demanding security requirements, the Paradiso Coordinated Command has offered the TSD some specialized security units from the different powers of the Human Sphere.

The TSD module of the Mobase Indra-3 is the military headquarters of this agency in the Wotan Jump Gate. It coordinates the tasks of boarding, inspection, and checking of every ship, passengers, and cargo trying to cross from the Paradiso system to Svalarheima. This module has a garrison of troops from Ariadna transferred by Paradiso Coordinated Command after a process of intense instruction on boarding and security operations in a deep space environment. Generally, Ariadna troops work as boarding units under the supervision of TSD officers. All the security operations are carried out from cutters and patrol boats of the Bureau Aegis crewed by TSD staff. This makes Ariadna the true muscle of the agency in Wotan.

The core of this module is the Security Coordination and Control (SCC) deck, where the security of all the traffic crossing the Wotan Gate is organized. The staff decks work as barracks for the Ariadna garrison, while docking decks are the areas of berthing and maintenance for the TSD patrol boats. Between these two groups of decks there is the Logistics deck, one of the main areas of interest in this module. The supply stores of the Ariadna troops are located here.

O-12 AREA/ALEPH

INDRA-3 MOBASE: ECHO COMMODULE (COMMUNICATIONS SUPPORT MODULE)

Every Jump Gate has nearby an orbital station with a commodule, a communications support module. This commodule is the main receptor and booster of the different types of signals from the different information and communication systems used in the Human Sphere. The role of this module is to receive and bring together all the information created in the system and send it to the commodule located on the other side of the Jump Gate. This way, apart from the private, commercial, governmental, and military communications, Maya remains a real comprehensive data network comprising the entire Human Sphere.

The commodules are one the most important infrastructures in the Human Sphere and are considered international. Thus, they remain under the O-12 control. However, given the huge volume of data traffic received by these modules, their management has been transferred to ALEPH, being a task included in the job commission allocated from the O-12 to the AI.

ALEPH manages and monitors all the data traffic crossing from Paradiso to the Human Sphere and vice versa. In view of the special status of Paradiso due to the alien invasion and the communication blockade established by a secret international agreement in order to avoid alarm in the Human Sphere, commodules are the main tool for leaking, controlling, and censoring the blockade.

In the Indra-3 Mobase, ALEPH has the Echo Commodule, which takes up a third of the station. It needs such volume because most of the signal reception/emission systems are on the module's exterior hull. Given the importance of this module, AI has security reinforcements from the Special Situations Section, apart from the crew needed for communication management, including staff from ALEPH, and from Bureaus Hermes and Toth as human monitoring elements. The security detachment deck is one of the hot spots of the Echo Commodule, since any resistance to an attack will be organized from there. However, the true heart of this module is the Communications Link (Comm-link) deck, where the intersystem connection keeping Maya and the Human Sphere unified is established.

INDRA-3 MOBASE: COMMUNICATIONS SUPPORT MODULE

DARAANI BOARD CORVETTE

Board corvettes are a type of light ships typical of the Trident Tohaa Army. Basically it is the smallest kind of warship you can find in its army, a better-armed evolution of the cutter or the patrol boat, though less effective in terms of arms and speed than a frigate. However, they have some advantages. They are smaller, cheaper, and easier to build than the versatile frigates. These features allow the huge Tohaa Errant Ships to carry some of them attached to the hull. This is where the term "board" comes from. They are deployed when necessary in defensive, aid, or exploration tasks.

The main military role of the board corvettes is to act as escorts and to help bigger or unarmed ships in battle. To do so they use their speed and the surprise factor, since they often face heavier ships and, in extreme situations, when they cannot coordinate with the ship in trouble, they make sacrificial actions.

For long or fast journeys, board corvettes usually go attached to the hull of the Errant Ship. In these situations, all the biosystems of the corvette are connected to the biolink of the supply ship, and this way it receives communications, data, energy, and runs off the Errant's main system. As usual with Tohaa biotechnology, there is a symbiotic relationship between the board corvette and the Errant Ship, to the point that some corvettes have rejection problems when connected to an Errant Ship that are not their first.

Because of their wide tactical role, corvettes have a special division to host a landing or boarding group, so necessary for carrying out patrol or inspection tasks in other ships, or to explore gravity wells. One of the critical areas of these corvettes is the biolink deck. Its destruction would seriously damage the operating capacity of the corvette in the medium term, blocking the connection with the supply ship. However, because of the symbiotic nature of the biolink, the interest of any boarding unit on this deck is basically the data they could get, not only regarding the corvette, but also the Errant Ship it has been assigned to.

DARAANI BOARD CORVETTE

THE COMBINED ARMY AREA

RAXORA WCD LIGHT ASSAULT CARRIER

The Comissariat Exrah is the carrier of the Combined Army par excellence. The Shasvastii ships are ideal for infiltration operations, while the Morats work perfectly in missions of intense and close combat. The Ur Hegemony ships are the cream of their naval technology, but there are not enough of them to satisfy the needs of such a dispersed and gargantuan power as the Combined Army. Thus, in case of naval operations requiring massive deployments to distant systems, the Evolved Intelligence resorts to the Exrah forces.

Such an errant and aggressive commercial conglomerate as the Comissariat has a large number of ships they can rent to the Ur Hegemony for combat operations, since the benefits in contacts, influence, and access they gain from allying with the EI far exceed any loss suffered in action.

The technological level of the Comissariat ships is just slightly higher than that of the Morat Army, the crudest in the service of the EI. It is true that few troops of the Combined Army like travelling on them, since their facilities are stark and they have to share them with the Exrah crew. Nevertheless, from an operating point of view the value for the money of the Comissariat ships is very good. For the EI they are a vector of combat transport as economic as they are effective.

The light assault carrier Raxora from the War Contracts Department (WCD) of the Comissariat is an example of its kind. It was built in the WCD shipyards in the Kirham System before they fell into the Fenrig Imperative hands. It took part in the hostile takeover bids for the Balantze cultures and the Kirobani cybertocracy, as well as in the pillage of the Silantra system. Thus, and being nice, this carrier could be classified as an honorable and veteran vessel. It could never be considered a top combat ship, but rather as a ship reaching the end of the active service, although it can still fulfill the standard tactical duties of its kind.

Light assault carriers such as the Raxora, unlike heavy and medium carriers, are not strategic but tactical weapons. They have been designed for isolated interventions at specific points of a theatre of operations, rather than as a global threat to areas wider than a star system. Given their smaller size, their ship deployment capacity is obviously lower. In addition, compared to a light tactical carrier its attack wing is smaller, since it has to leave some space in the hangars for a greater number of boarding and landing ships. In exchange, its defensive firepower is better, as it needs to be for breaking blockades and deploying the charge on the target or on the planetary surface.

However, as usual when these ships are in operations on their own rather than as part of a battle group, their ship-to-ship combat capacity is still limited. Under these circumstances, these carriers depend on the fighters of their combat wings for defense against sudden attacks coming from specialized attack ships, to which they are extremely vulnerable.

There are two main areas of interest for any boarding group assaulting a light carrier of the WCD. The first one is the flight control deck, which would allow boarders to close and block the ship's hangars, thus depriving it of its tactical projection capacity. The second one is the energy plant. Disconnection of the reactors by boarders would leave the carrier drifting and thus would make it an easy target for a larger boarding group that would allow it to be taken over completely. Once controlled, valuable intelligence data could be obtained, as well as alien technology samples that could be reverse-engineered.

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RAXORA WCD LIGHT
ASSAULT CARRIER

WOTAN: SECOND STAGE

The fierce defense of the Nomad orbital shipyard La Forja prevented its total destruction, but the intensity of the attacks has rendered it useless. However, this Pyrrhic victory for the Nomad Nation has raised the stakes of the conflict near the Wotan Jump Gate. The Nomad reinforcements, in the form of the assault freighter Don Peyote, have not arrived in time to save the shipyard. But now they can take a measured revenge. Thus, the Yu Jing orbital consulate in the area is now a target for the Nomads and, by extension, for the rest of the powers involved in this multilateral conflict. Meanwhile, the fight for control over the Yu Jing flagship continues and the conflagration has spread throughout the entire defensive ring of PanOceania, which has not managed to secure its positions around the Jump Gate. The same has happened at the Indra-3 Mobase, where the conflict has spread to the communications module, protected by the Special Situations Section of ALEPH. The TSD module, now one of the most critical points of the confrontation, has received a small detachment of Highlander troops to reinforce the mobase security. In the meantime, the ALIVE anti-establishment group has scattered all along the blockade trying to get the security codes needed to break the communications shutdown of the Paradiso system. .

PANOCEANIAN AREA

◉ SYGTIR-2. MAIN ORBITAL WEAPON PLATFORM

In order to establish control over this defensive battery orbital platform and obtain the fire supremacy at the Wotan Gate, it is also necessary to take the ammunition deck for the main artillery pieces. Fulfilling both missions is essential to controlling this location.

• Ammunition and power supply system deck.

Mission: Supremacy (Sygtir-2 Version).

Special setting rule: Gravitational Advantage.

◉ SYGTIR-1. FIRE CONTROL PLATFORM

In order to establish control over this artillery control orbital platform and the tactical supremacy at the Wotan Gate, it is also necessary to take the Engineering deck, which monitors the power supply of the entire station. Fulfilling both missions is essential to controlling this location.

• Engineering deck.

Mission: Engineering Deck (Sygtir-1 Version).

Special setting rule: Comms Breakdown [Inside the Objective Room].

YU JING AREA

◉ SHǍNQIĀNG (闪枪, LIGHTNING SPEAR) LIGHT FRIGATE

With the CIC of the frigate in dispute, commanding the navigation deck, which monitors the ship maneuverability, now becomes tactically important. Fulfilling both missions is essential to controlling this location.

• Navigation Deck.

Mission: Highly Classified (Shanqiang Version).

Special Setting Rule: Restricted Range.

◉ BÁIJĪNG (白晶, WHITE CRYSTAL) ORBITAL CONSULATE

In order to control this location it is essential to take the deck that houses the Consulate offices.

• Consulate office deck.

Mission: Looting and Sabotaging (ALIVE Version).

Special Setting Rule: Narrative Mode: ALIVE.

NOMAD AREA

◉ DON PEYOTE REPURPOSED FREIGHTER

It is only possible to take this location by removing the officer in charge and, as the good space wolf she is, captain Macarena Escobedo does not leave the Command and Navigation deck, from where one commands the entire ship.

• Command and Navigation Deck.

Mission: Annihilation (Don Peyote Version).

Special Setting Rule: Gravitational Advantage.

HAQQISLAMITE AREA

◉ ILIK (ICICLE) ALFUNDAQ

Due to its large size and special location in the outer area of the asteroid, the entertainment area of the alfundaq is essential to controlling access to this location.

• Entertainment area.

Mission: Firefight (Extreme Version)

Special Setting Rule: Narrative Mode: ALIVE, Close Quarters and Debris Area [In the whole table].

O-12 AREA/ARIADNA

◉ INDRA-3 MOBASE: TSD (TRANSPORTATION SECURITY DETACHMENT) MODULE

It is necessary to take the Security Coordination and Control deck (SCC) under control. It is the heart and brain of this location, which manages the traffic security crossing the Wotan Gate.

• Security Coordination and Control deck (SCC).

Mission: The Armory (Extreme Version).

Special Setting Rule: Highlander Bonus, Close Quarters and Hull Breach [Inside the Objective Room].

O-12 AREA/ALEPH

◉ INDRA-3 MOBASE: ECHO COMMODULE (COMMUNICATIONS SUPPORT MODULE)

In order to control this location it is necessary to take the Link deck, which monitors all the communications between the Paradiso and Svalarheima systems.

• Link Communications deck.

Mission: Antenna Field (Echo Version).

Special Setting Rule: Restricted Range, Narrative Mode: ALIVE.

SYGTIR (GOD OF VICTORY)
DEFENSE CLUSTER

PANOCEANIA AREA

SYGTIR-2, MAIN ORBITAL WEAPON
PLATFORM

MISSION: ENGINEERING DECK
ENGINEERING DECK

MISSION: SUPREMACY
AMMUNITION AND POWER SUPPLY SYSTEM DECK

SYGTIR-1, FIRE CONTROL
PLATFORM

PANOCEANIAN AREA

SUPREMACY
(SYGTIR-2 VERSION)

Table Configuration: I.

Special Rules: Gravitational Advantage, Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).

MISSION OBJECTIVES

MAIN OBJECTIVES

⊙ *DOMINATE* **THE SAME NUMBER OF** *QUADRANTS* AS THE ADVERSARY AT THE END OF THE *GAME ROUND* (1 *OBJECTIVE POINT*, BUT ONLY IF AT LEAST 1 *QUADRANT* IS *DOMINATED* BY THE PLAYER).

⊙ *DOMINATE* **MORE** *QUADRANTS* THAN THE ADVERSARY AT THE END OF THE *GAME ROUND* (2 *OBJECTIVE POINTS*).

⊙ *HACK* A *CONSOLE* (1 *OBJECTIVE POINT*).

CLASSIFIED

⊙ EACH PLAYER HAS **1** *CLASSIFIED OBJECTIVE* (1 *OBJECTIVE POINT* ONLY IF THE PLAYER HAS LESS THAN 10 *OBJECTIVE POINTS*).

DEPLOYMENT

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

SCENARIO SPECIAL RULES

GRAVITATIONAL ADVANTAGE

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

QUADRANTS (ZO)

At the end of each *Game Round*, but not before, the table is divided into four areas as seen on the map. Each player then checks how many *Quadrants* he is dominating and counts his *Objective Points.*

In this scenario each *Quadrant* 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.

CONSOLES

There are **4** *Consoles,* placed on the center of each *Quadrant*, 12 inches from the edge of the table (See map below). Each *Console* must be represented by a Console A Marker 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).

In this scenario, the *Consoles* have a *Scenery Item Profile*, so they can be targeted, applying the *Scenery Structures* rules, but not before the **second *Game Round***.

HACK CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.

- The *Specialist Troop* must be in base contact with an *Console*.

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Hack 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 *Hacked Console* can be *Hacked* again by the other player, applying the same procedure.

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

CONSOLES HACKED BY BOTH PLAYERS

At the end of the game, players will make a Face to Face *WIP* Roll for each *Console* that has been hacked by both players. Each player can Roll the *WIP* of every *Specialist Trooper* which survived the scenario. This can result in a Face to face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that *Console*. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving *Specialist Troops*, that player will automatically get the Objective Point directly. If neither player has any *Specialist Troopers*, the Objective Point is lost.

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: Servants* 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.

HACKER BONUS

Troops possessing the *Hacker* Special Skill have a *MOD* of +3 to the *WIP* Rolls necessary to *Hack a Console*.

INTELCOM CARD (INTERFERENCE)

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 *Interference Mode* to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

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	BTS	STR	AW	TRAITS
SCENERY	CONSOLE	0	0	1	--	Hackable (*WIP* Roll)

DEPLOYMENT ZONE A

QUADRANT 1 ●	QUADRANT 2 ● CONSOLE A
QUADRANT 3 ●	QUADRANT 4 ●

12"

6"

DEPLOYMENT ZONE B

12"

24"   12"
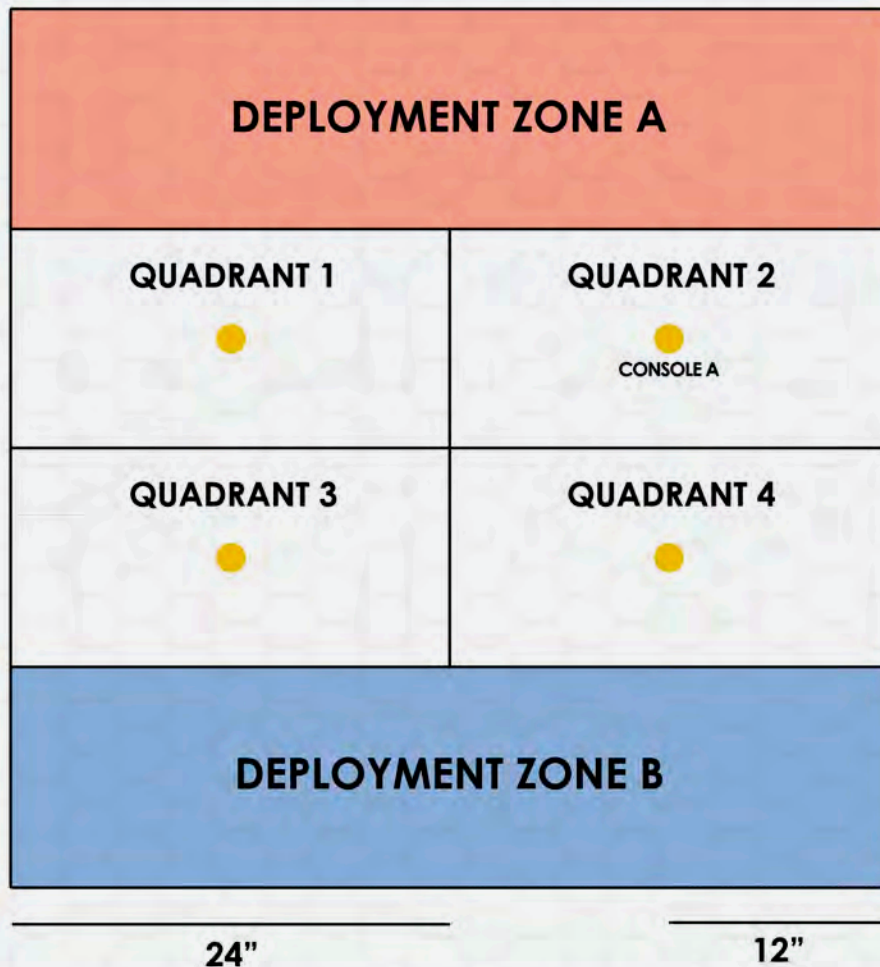
ENGINEERING DECK (SYGTIR-1 VERSION)

Table Configutarion: G.

Special Rules: Inner Area, Comms Breakdown, Objective Room (ZO), Secure ZO, Consoles, Specialist Troop.

MISSION OBJECTIVES

MAIN OBJECTIVES

⦿ HAVE **THE SAME AMOUNT** OF *CONNECTED CONSOLES* AS THE ADVERSARY AT THE END OF THE GAME (2 OBJECTIVE POINTS, ONLY IF THE PLAYER HAS *CONNECTED* AT LEAST 1 *CONSOLE*).

⦿ HAVE **MORE** *CONNECTED CONSOLES* THAN THE ADVERSARY AT THE END OF THE GAME (5 OBJECTIVE POINTS).

⦿ **SECURE** THE *OBJECTIVE ROOM* AT THE END OF THE GAME (3 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.

Deploying inside or in base contact with the *Objective Room* or in base contact with a *Console* is not permitted.

Inner Area. This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the *Airborne Deployment* Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Deployment Zones*, with no *PH* Roll required. *Inner Area* doesn't affect other Deployment Special Skills.

SCENARIO SPECIAL RULES

COMMS BREAKDOWN

The radiation emitted by the machinery of the zone of operations jams communications. Any trooper whose base or Silhouette Template is inside or in contact with the *Objective Room*, or who is placed totally or partially inside it, will enter **Isolated** state at the end of the Order in which this contact happened.

As a side effect, any *Fireteam* the trooper is a member of is cancelled, even if the trooper was not the Team Leader, so the player must remove the corresponding Team Leader Marker from the game table at the end of that Order.

OBJECTIVE ROOM (ZO)

In this scenario the *Objective Room* is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*.

To represent the *Objective Room*, we recommend using the Objective Room by Micro Art Studio, the Operations Room by Plastcraft or the Command Bunker by Warsenal or the Panic Room by Customeeple.

The interior of the *Objective Room* is a **Saturation Zone**.

The *Objective Room* has four *Gates*, one in the middle of each wall (See map below). The *Objective Room Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

The *Gates* of the *Objective Room* are closed at the start of the game.

OPEN THE ROOM GATES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.

- The *Specialist Troop* must be in base contact with a *Gate*.

EFFECTS

Allows the S*pecialist Troop* to make a **WIP** Roll to *Open the Gates*. A success opens **all** *Gates* to the *Objective Room*. 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.

SECURE ZO

A *Zone of Operations (ZO)* is considered to be *Secured* **by a player when that player is the only one to have any troopers inside the Room who are not in a** *Null* **state.**

THE CONSOLES

There are 4 *Consoles*, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

CONNECT CONSOLES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.

- The *Specialist Troop* must be in base contact with a *Console*.

EFFECTS

- Allows the S*pecialist 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.

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.

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*.
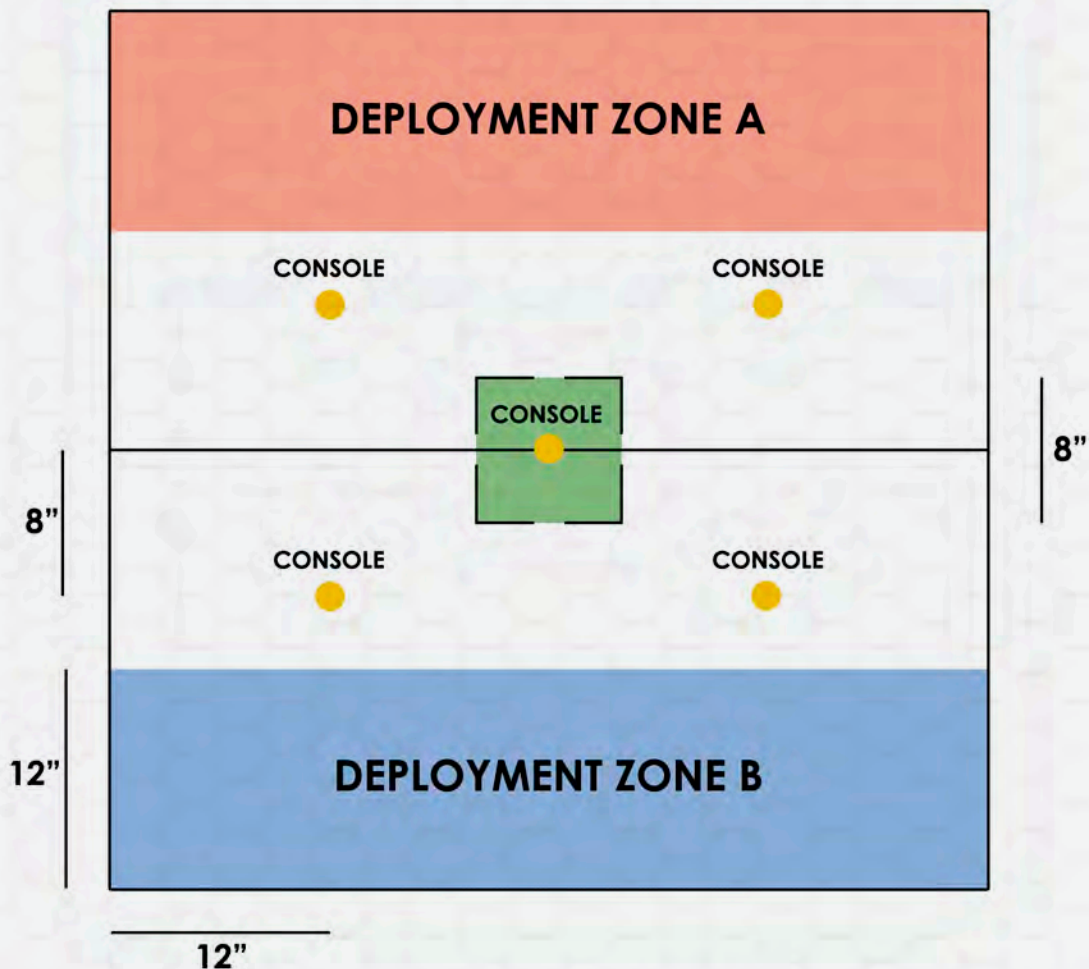
YU JING AREA
BAIJING (WHITE CRYSTAL)
ORBITAL CONSULATE

MISSION: LOOTING & SABOTAGING
CONSULATE OFFICE DECK

YU JING AREA
SHANQIANG (LIGHTNING SPEAR) LIGHT FRIGATE

MISSION: HIGHLY CLASSIFIED
NAVEGATION DECK

YU JING AREA

HIGHLY CLASSIFIED (SHANQIANG VERSION)

Table Configuration: A.

Special Rules: Restricted Range, Main Classified Objectives, Secondary Classified Objective, Secure HVT, High Difficulty Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

⊙ TO HAVE ACCOMPLISHED **MORE** *CLASSIFIED OBJECTIVES* THAN THE ADVERSARY AT THE END OF THE GAME (4 OBJECTIVE POINTS).

⊙ TO HAVE ACCOMPLISHED **THE SAME NUMBER** OF *CLASSIFIED OBJECTIVES* AS THE ADVERSARY AT THE END OF THE GAME (2 OBJECTIVE POINTS, BUT ONLY IF **AT LEAST** 1 *CLASSIFIED OBJECTIVE* HAS BEEN ACCOMPLISHED).

⊙ ACCOMPLISH *MAIN CLASSIFIED OBJECTIVES* (1 OBJECTIVE POINT EACH).

SECONDARY OBJECTIVES

⊙ EACH PLAYER HAS **1 SECONDARY CLASSIFIED OBJECTIVE** (2 OBJECTIVE POINTS).

DEPLOYMENT

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

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.

MAIN CLASSIFIED OBJECTIVES

Players have 4 *Main Classified Objectives* which are the same for both players. The *Main Classified Objectives* are considered *Open Information*.

To choose them, each player will shuffle his own Classified Deck in front of his opponent and pick two cards he will show to the adversary. These four cards will be the *Main Classified Objective* of both players.

The four *Main Classified Objectives* must be different and cannot be repeated. If one of the cards picked is the same as a previously selected one, it must be discarded and the player must pick a new one, until there are four different *Main Classified Objectives.*

SECONDARY CLASSIFIED OBJECTIVE

Players will choose their *Secondary Classified Objective* after they have selected the *Main Classified Objectives.* Each player will pick two cards from his Classified Deck and must choose and discard one of them.

The *Secondary Classified Objective* must be different to the *Main Classified Objectives.* So, the player will discard any card repeating a *Main Classified Objective*, picking a new card until he has two different options to choose his *Secondary Classified Objective* from.

The *Secondary Classified Objective* is considered *Private Information*.

SECURE THE HVT

In this scenario, the option *Secure the HVT* is only allowed to replace the *Secondary Classified Objective*.

HIGH DIFFICULTY MODE

This scenario can be played at a higher level of difficulty. In this Mode, players cannot choose their *Secondary Classified Objective*.

In High Difficulty Mode, each player can only pick one card to determine his *Secondary Classified Objective*. As before, this *Secondary Classified Objective* must be different from the *Main Classified Objectives*.

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

12"

DEPLOYMENT ZONE B

LOOTING AND SABOTAGING (ALIVE VERSION)

Table Configuration: D-1.

Special Rules: AC2, Damage and Destroy an AC2, Armored Fury, Panoplies, Use the Panoplies, Specialist Troops, Narrative Mode: ALIVE.

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).

⊙ ACQUIRE **MORE** WEAPONS OR ITEMS FROM THE *PANOPLIES* THAN THE ADVERSARY AT THE END OF THE GAME (2 *OBJECTIVE POINTS*).

CLASSIFIED

⊙ EACH PLAYER HAS **1 CLASSIFIED OBJECTIVE** (1 OB-JECTIVE 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

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.

NARRATIVE MODE: ALIVE

This scenario can be played to reflect the events related to the ALIVE movement.

Player A can add the Bit & KISS! character to his Army List without Points Cost or SWC.

Player B will add 15 extra Army points to the Tier this scenario is played at.

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 ELE- MENT	NAME	ARM	BTS	STR	AW	TRAITS
PROPS	AC2 (Advanced Communi- cations Console)	8	9	3	--	--
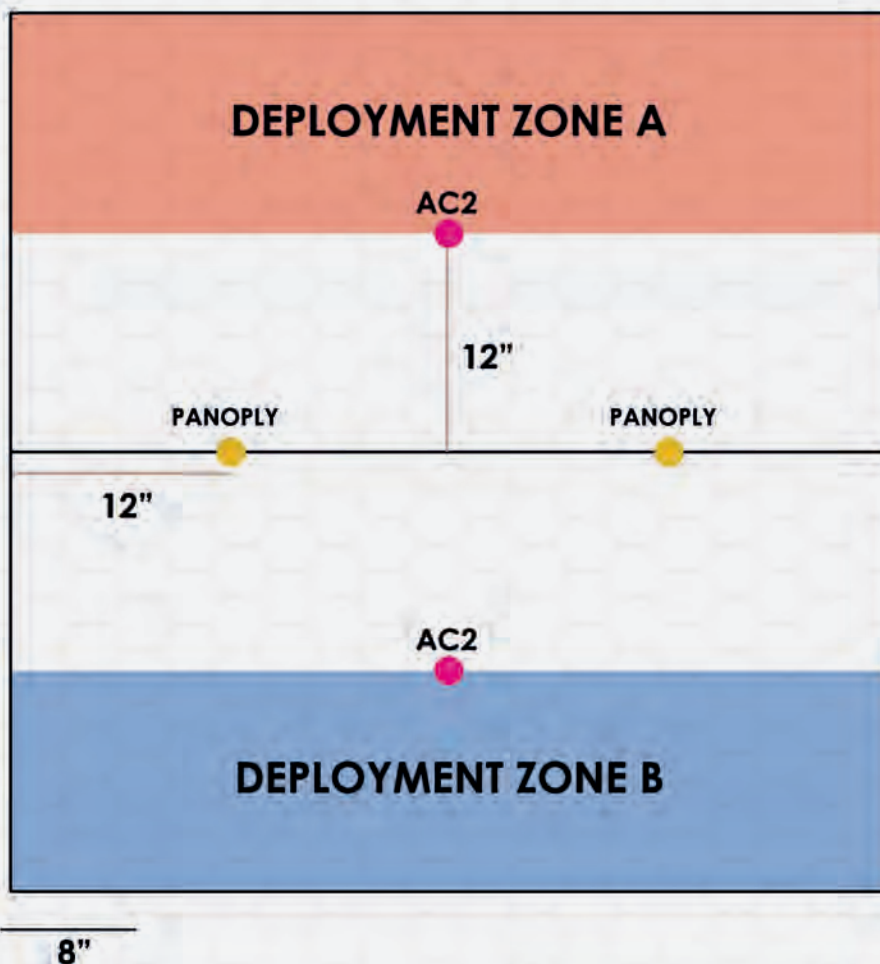
NOMADS AREA
DON PEYOTE REPURPOSED FREIGHTER

MISSION: ANNIHILATION
COMMAND & NAVIGATION DECK

NOMAD AREA

ANNIHILATION (TOP TIER) (DON PEYOTE VERSION)

Table Configuration: A.

Special Rules: Gravitational Advantage, Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

⊙ TO *KILL* **BETWEEN 100 AND 200** ENEMY *ARMY POINTS* (1 *OBJECTIVE POINT*).

⊙ TO *KILL* **BETWEEN 201 AND 300** ENEMY *ARMY POINTS* (3 *OBJECTIVE POINTS*).

⊙ TO *KILL* **MORE THAN 300** ENEMY *ARMY POINTS* (4 *OBJECTIVE POINTS*).

⊙ IF YOU HAVE **BETWEEN 100 AND 200** SURVIVING *ARMY POINTS* (1 *OBJECTIVE POINT*).

⊙ IF YOU HAVE **BETWEEN 201 AND 300** SURVIVING *ARMY POINTS* (3 *OBJECTIVE POINTS*).

⊙ IF YOU HAVE **MORE THAN 300** SURVIVING *ARMY POINTS* (4 *OBJECTIVE POINTS*).

CLASSIFIED

⊙ EACH PLAYER HAS **1 CLASSIFIED OBJECTIVE** (2 OBJECTIVE POINTS).

DEPLOYMENT

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

SCENARIO SPECIAL RULES

GRAVITATIONAL ADVANTAGE

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

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.

END OF THE MISSION

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

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

12"

HAQQISLAMITE AREA

FIREFIGHT
(EXTREME VERSION)

Table Configuration: B.

Special Rules: Close Quarters, Debris Area, Killing, No Quarter, Designated Landing Area, Panoplies, Specialist Troops, Narrative Mode: ALIVE.

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 (4 OBJECTIVE POINTS).

⦿ ACQUIRE **MORE** WEAPONS OR ITEMS FROM THE *PANOPLIES* THAN THE ADVERSARY AT THE END OF THE GAME (1 *OBJECTIVE POINT*).

CLASSIFIED

⦿ EACH PLAYER HAS **2 CLASSIFIED OBJECTIVES** (1 OBJECTIVE POINT FOR EACH ONE).

DEPLOYMENT

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

DEBRIS AREA

Due the destruction caused by the combat operations, the whole table is considered a **Debris 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 declared or performed 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.

NARRATIVE MODE: ALIVE

This scenario can be played to reflect the events related to the ALIVE movement.

* Player A can add the Switch character to his Army List without Points Cost or SWC.

* Player B will add 15 extra Army points to the Tier this scenario is played at.

END OF THE MISSION

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

DEPLOYMENT ZONE A

PANOPLY   PANOPLY   PANOPLY

16"

DEPLOYMENT ZONE B

12"
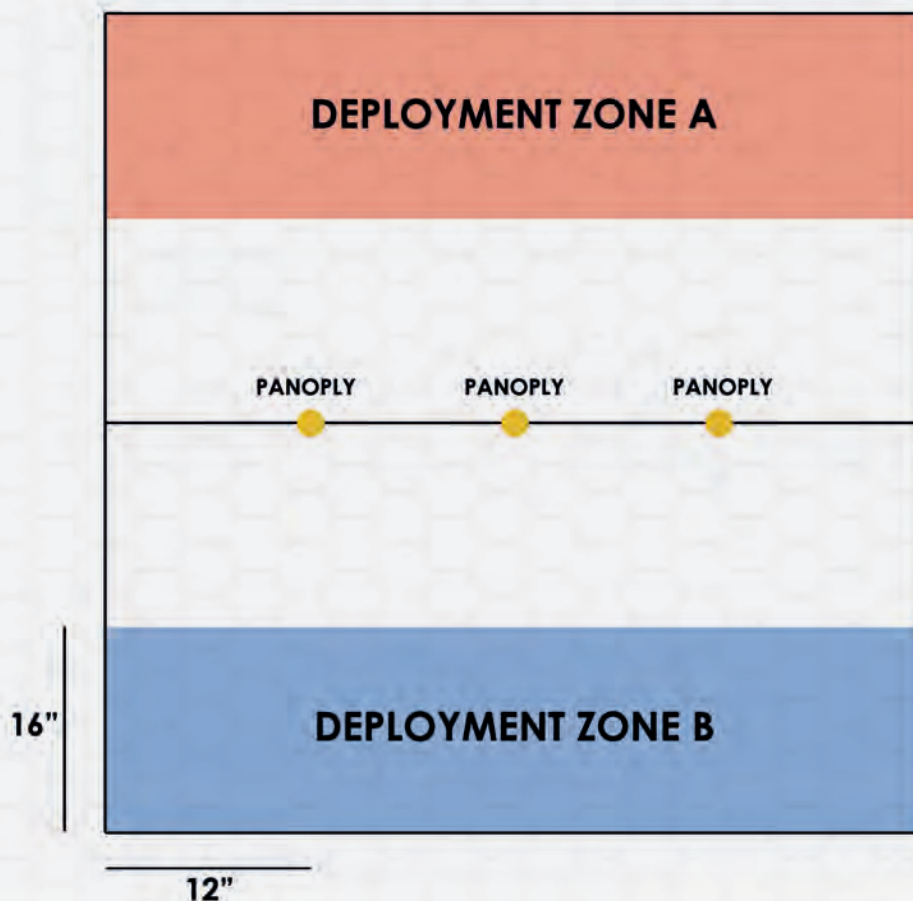
O-12 AREA / ARIADNA
INDRA-3 MOBASE: TSD
(TRANSPORTATION SECURITY
DETACHMENT) MODULE

MISSION: ANTENNA FIELD
LINK COMMUNICATIONS DECK

MISSION: THE ARMORY
SECURITY COORDINATION
AND CONTROL DECK

O-12 AREA / ALEPH
INDRA-3 MOBASE: ECHO COMMODULE
(COMMUNICATIONS SUPPORT MODULE)

O-12 AREA/ARIADNA

THE ARMORY
(EXTREME VERSION)

Table Configuration: F.

Special Rules: Exclusion Zone, Close Quarters, Hull Breach, The Armory (ZO), Dominate ZO, Panoplies, Specialist Troops, Highlander Bonus, INTELCOM Card (Support and Control).

MISSION OBJECTIVES

MAIN OBJECTIVES

◉ *DOMINATE* THE *ARMORY* AT THE END OF THE *GAME ROUND* (1 *OBJECTIVE POINT*).

◉ *DOMINATE* THE *ARMORY* AT THE END OF THE GAME (4 *OBJECTIVE POINTS*).

◉ ACQUIRE **MORE** WEAPONS OR ITEMS FROM THE *PANOPLIES* THAN THE ADVERSARY AT THE END OF THE GAME (2 *OBJECTIVE POINTS*).

CLASSIFIED

◉ EACH PLAYER HAS **1 CLASSIFIED OBJECTIVE** (1 OB-JECTIVE POINT).

DEPLOYMENT

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

Exclusion Zone. Troopers may not use *Airborne Deployment, Forward Deployment, Mechanized Deployment,* and *Infiltration* Special Skills or the deployment rule of the *Impersonation* Special Skill to deploy 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

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, Template Weapons apply a MOD of +1 to Damage against any target inside the *Armory (ZO)*.

HULL BREACH

A hull breach has created a dangerous area that jeopardizes the operation. Due to the breach, the *Armory (ZO)* is considered a **Hostile Enviroment** Zone with *Dangerous* Level (*ARM* Roll if the die roll is 18 or higher, against Damage: 13). However, all troopers possessing **Zero-G Terrain** or **Multiterrain** are not affected by the *Hostile Enviroment*.

THE ARMORY (ZO)

In this scenario The Armory is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the *Armory*, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, 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 *Gates*, one in the middle of each wall (See map below).The *Gates* of the *Armory* are closed at the start of the game. The *Armory Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. The *Armory Gates* have a *Narrow Gate Width*.

The *Scenery Structure* rules are allowed in this scenario.

OPEN THE ARMORY GATES
(SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.

- The *Specialist Troop* must be in base contact with a *Gate*.

EFFECTS

Allows the S*pecialist Troop* to make a **WIP** Roll to *Open the Gates*. A success opens **all *Gates*** to the *Objective Room*. 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.

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 Remotes*. Troops in *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.

PANOPLIES

There are **2** *Panoplies,* placed inside the *Armory* on different corners (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter.

Players cannot declare any *Attack* against the *Panoplies,* except *Use Panoply*, **prior to the second *Game Round***.

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 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.

HIGHLANDER BONUS

In this scenario, all the *Specialist Troops* of the Caledonian Highlander Sectorial Army have a **MOD of +3** to the *WIP* Rolls necessary to *Open the Armory Gates* and to *Use the Panoplies.*

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!* situation, the game will end at the end of that *Turn*.

TYPE OF BUILDING	TYPE OF CONSTRUCTION	TYPE OF ACCESS	ACCESS WIDTH	TRAITS
ARMORY	Outer Wall (x4)	Security Gate (x4)	Narrow Access (x4)	Panoply (x2)

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
ACCESS	SECURITY GATE	3	3	2	Narrow Gate	Hackable (*WIP* Roll)
CONSTRUCTION	OUTER WALL	10	0	3	--	--
PROPS	PANOPLY	0	0	1	--	Logistics
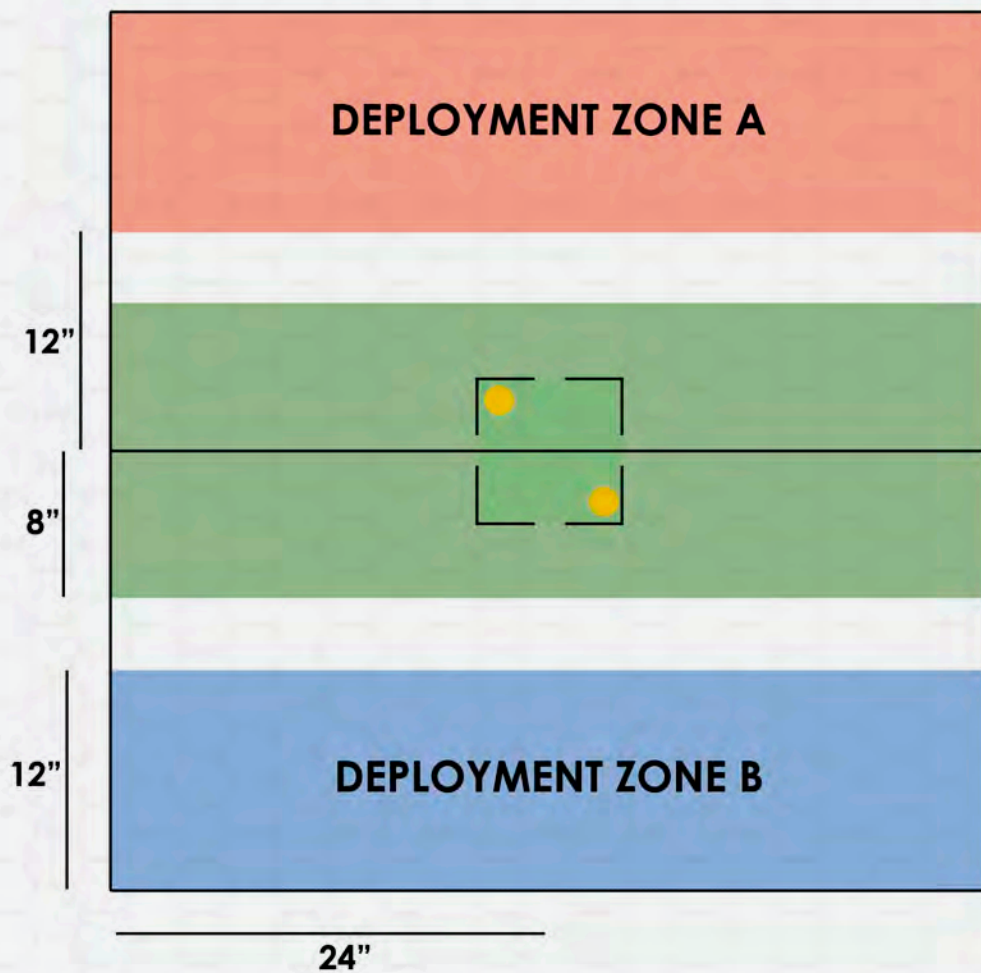
DEPLOYMENT ZONE A

12"

8"

12"

DEPLOYMENT ZONE B

24"

O-12 AREA / ARIADNA
INDRA-3 MOBASE: TSD (TRANSPORTATION SECURITY DETACHMENT) MODULE

MISSION: ANTENNA FIELD
LINK COMMUNICATIONS DECK

MISSION: THE ARMORY
SECURITY COORDINATION AND CONTROL DECK

O-12 AREA / ALEPH
INDRA-3 MOBASE: ECHO COMMODULE (COMMUNICATIONS SUPPORT MODULE)

O-12 AREA/ALEPH

ANTENNA FIELD (ECHO VERSION)

Table Configuration: D.

Special Rules: Exclusion Zone, Restricted Range, Transmission Antennas, Control Transmission Antennas, Specialist Troops, Narrative Mode: ALIVE.

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 (2 OBJECTIVE POINTS).

⊙ *CONTROL* THE *TRANSMISSION ANTENNA* IN THE ENEMY *ZONE OF DEPLOYMENT* AT THE END OF THE GAME (1 OBJECTIVE POINT).

CLASSIFIED

⊙ EACH PLAYER HAS **1 CLASSIFIED** <u>OBJECTIVE</u> (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

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.

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.
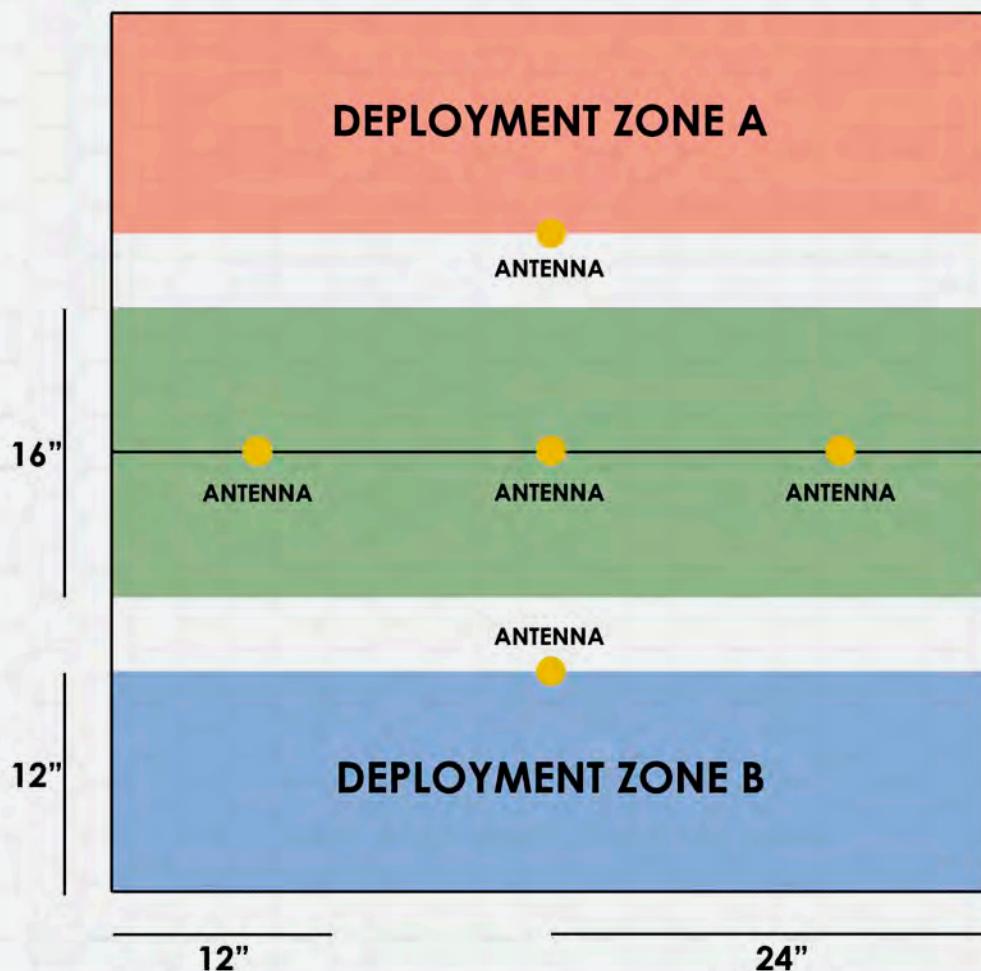
NARRATIVE MODE: ALIVE

This scenario can be played to reflect the events related to the ALIVE movement.

• Player A can add the Cypher character to his Army List without Points Cost or SWC.

• Player B will add 20 extra Army points to the Tier this scenario is played at.

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*.

...

[/ St] Begin decryption.

...

[/ E] Error decompiling language.

PARADISO ACCESS BLOCKADE
WOTAN

...

[/ St] Begin decryption.

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[/ E] Error decompiling language.

PARADISO ACCESS BLOCKADE
WOTAN