

A dramatic space battle scene set against a dark, star-filled background. In the center, a large, glowing blue and white energy sphere is being targeted. Above it, a dark, angular space station or mothership is partially obscured by the energy. Below the sphere, a sleek, dark blue fighter jet is shown in a dynamic, banking maneuver. The overall atmosphere is intense and futuristic.

STRIKEZONE: WOTAN

CORVUS BELLI
INFINITY



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RAXORA WCD LIGHT
ASSAULT CARRIER



SYGTIR-1. FIRE CONTROL
PLATFORM



BÁIJĪNG
ORBITAL CONSULATE



INDRA-3 MOBASE:
COMMUNICATIONS
SUPPORT MODULE



SHǎNQIǎNG
LIGHT FRIGATE



ILIK (ICICLE) ALFUNDAQ





DON PEYOTE
REPURPOSED FREIGHTER



WOTAN COMMERCIAL
LEGATION



LA FORJA MOBILE
SHIPYARD



EXO AFFAIRS
DEPARTMENT ORBASE



SYGTIR-2. MAIN
WEAPON PLATFORM



DARAANI BOARD
CORVETTE



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 Yü Gão, 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 Aida 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 Khalq! 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 Bureau 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 Dì Jīng.

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 Dì Jīng, 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.



SYGTIR-2. MAIN WEAPON PLATFORM



EXO AFFAIRS DEPARTMENT ORBASE

THE YU JING AREA

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.

SHǍNQIĀNG (闪枪, LIGHTNING SPEAR) LIGHT FRIGATE

The light frigate Shǎnqiāng (Lightning Spear) belongs to Yào class (鸞, 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 Shǎnqiāng 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



SHǍNQIĀNG
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.

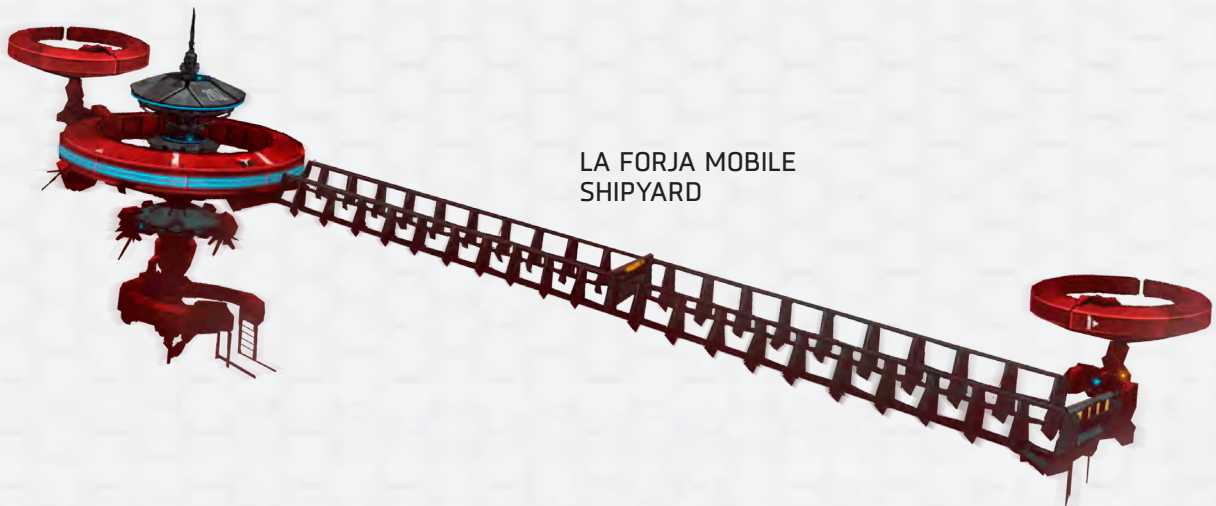


WOTAN COMMERCIAL LEGATION

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.

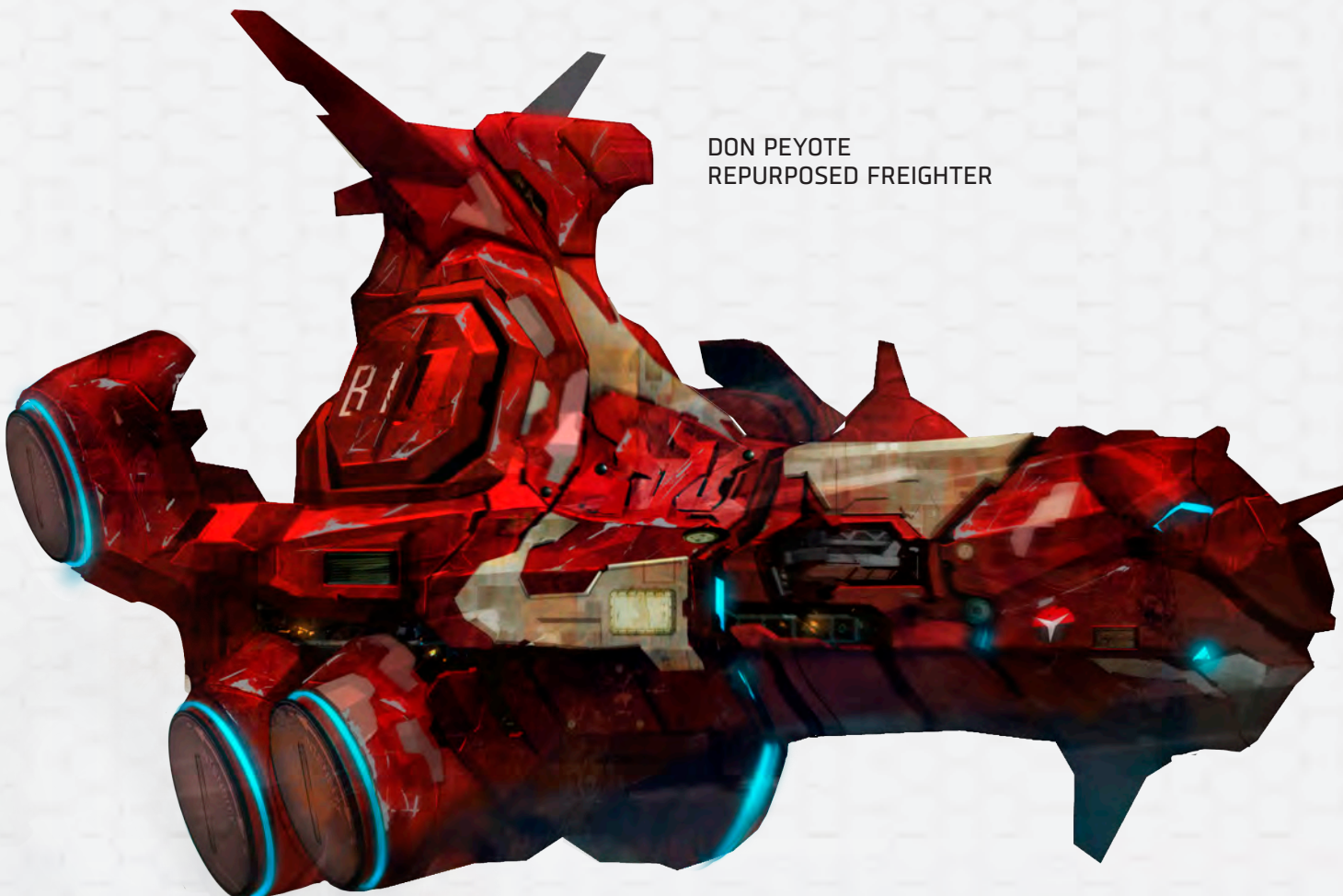
The *Don Peyote* repurposed craft is basically a medium freighter made in PanOceania, a *Gannet* class, which has been refitted and equipped with enough weapon and defensive systems to be considered a true warship.

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* (隼, 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 *Diwān* 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

0-12 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.

0-12 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 0-12 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 0-12 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

THE TOHAA AREA

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: THIRD STAGE

Fighting against a superior and larger power, Captain Escobedo could not avoid the fact that the *Don Peyote* was too damaged to continue the battle without repair. And with the operative loss of this repurposed freighter, the Nomad presence in the Wotan battlefield has been seriously jeopardized. Due to recently being weakened, the hostilities against the Nomad Nation are now concentrated on its Commercial Legation, a barely protected civil station. Nevertheless, this is not the only aggression against non-militarized emplacements. The escalation of violence has been intensified and the attacks against civil targets spread throughout the entire Wotan area. The PanOceania forces must defend their orbase, the fight for control of the *alfundaq Ilik* reaches its climax on the business deck, and Yu Jing has transferred a small force of the JSA, which might not be enough to protect the evacuation of their civilians from their orbital consulate. Reluctantly, the Tohaa High Command has deployed a board corvette that will reach Wotan at the same time as an assault carrier from the Combined Army, which smelled blood in the water and intends to break the blockade by force, taking advantage of the weakened human forces. In the middle of this chaos, the young rebels from the ALIVE group have managed to break the communications shutdown to send a classified data packet to their contact in Svalarheima. He might be able to decode a military encryption that appears too much for them to handle and then reveal the secrets hidden in the data network of the Paradiso Coordinated Command.

PANOCEANIAN AREA

EXO AFFAIRS DEPARTMENT ORBASE

In order to control this location it is necessary to take this module where the Exo Affairs Department staff—which is in charge of all affairs regarding the influence area of the Department in this sector—works.

- Examination and Management Unit of the Local Area.

Mission: Frontline (Orbase Version).

Special Setting Rule: Flood [In the whole table].

YU JING AREA

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: Highly Classified (Consulate Version).

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

NOMAD AREA

WOTAN COMMERCIAL LEGATION

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

- Nomad Commercial Agency offices deck.

Mission: Safe Area (Wotan Version).

Special Setting Rule: Safe Access [Deployment Zone up 16 inches] and Flood [In the whole table].

HAQQISLAMITE AREA

ILIK (ICICLE) ALFUNDAQ

With the entertainment area still in dispute, the conflict has spread to the adjacent area, the Business deck, which now becomes a tactically important location. It is necessary to accomplish both missions to control this location.

- Business deck.

Mission: Decapitation (Ilik Version).

Special Setting Rule: Restricted Range and Debris Area [In the whole table].

O-12 AREA/ARIADNA

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

After the end of the fight for the Security Coordination and Control deck (SCC) the arrival of the Highlander reinforcements has moved the combats to the Logistics deck, where the supply stores are located. It is necessary to accomplish both missions to control this location.

- Logistics deck (SCC).

Mission: Supplies (TSD Version).

Special Setting Rule: Highlander Bonus, Restricted Range and Safe Access [Deployment Zone up 16 inches].

O-12 AREA/ALEPH

INDthe communications between the Paradiso and Svalarheima systems.

- Link Communications deck.

Mission: Antenna Field (Extreme Version).

Special Setting Rule: Restricted Range and Artificial Gravity Failure [In the Exclusion Area].

TOHAA AREA

DARAANI BOARD CORVETTE

In order to control this location it is necessary to take the Biolink deck because of the impact on the corvette systems and its importance to the Intelligence services.

- Biolink deck.

Mission: Biotechvore (Boarding Version).

Special Setting Rule: Gravitational Advantage.

COMBINED ARMY AREA

RAXORA WCD LIGHT ASSAULT CARRIER

In order to take control over this territory it is essential to take the Power Plant. This would allow one to stop the ship or blow it up.

- Power Plant.

Mission: Power Pack (Raxora Version).

Special Setting Rule: Numerical Advantage [Combined Army: generic and Sectorial Armies].

MISSION: FRONTLINE
EXAMINATION AND MANAGEMENT
UNIT OF THE LOCAL AREA



PANOCERMIAN AREA
SYGTIR (GOD OF VICTORY)
DEFENSE CLUSTER

EXT. DEFENSE DEPARTMENT
COURAGE

PANOCEANIAN AREA

FRONTLINE [ORBASE VERSION]

Table Configuration: A.

Special Rules: Flood, Sectors (ZO), Dominate ZO, INTELCOM Card (Support and Control).

MISSION OBJECTIVES

MAIN OBJECTIVES

- ⦿ TO DOMINATE THE NEAREST SECTOR TO YOUR DEPLOYMENT ZONE (1 OBJECTIVE POINT).
- ⦿ TO DOMINATE THE CENTRAL SECTOR (3 OBJECTIVE POINTS).
- ⦿ TO DOMINATE THE FARTHEST SECTOR FROM YOUR DEPLOYMENT ZONE (5 OBJECTIVE POINTS).

CLASSIFIED

- ⦿ EACH PLAYER HAS 1 CLASSIFIED OBJECTIVES (1 OBJECTIVE POINT).

DEPLOYMENT

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

SCENARIO SPECIAL RULES

FLOOD

Due the break of the water tanks, the whole table is flooded and considered an **Aquatic Terrain** Zone. In this area Movement restrictions are not applied, however, all troopers possessing

Aquatic Terrain or **Multiterrain** 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.

SECTORS (ZO)

When the game is finished, **but not before**, 3 Sectors are marked out. These Sectors are 8 inches deep and as wide as the game table. Two of these Sectors are placed 4 inches from the central line of the game table, one on each side, and the third Sector is a strip 8 inches deep in the central area of the table.

In this scenario each Sector 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.

INTELCOM CARD (SUPPORT AND CONTROL)

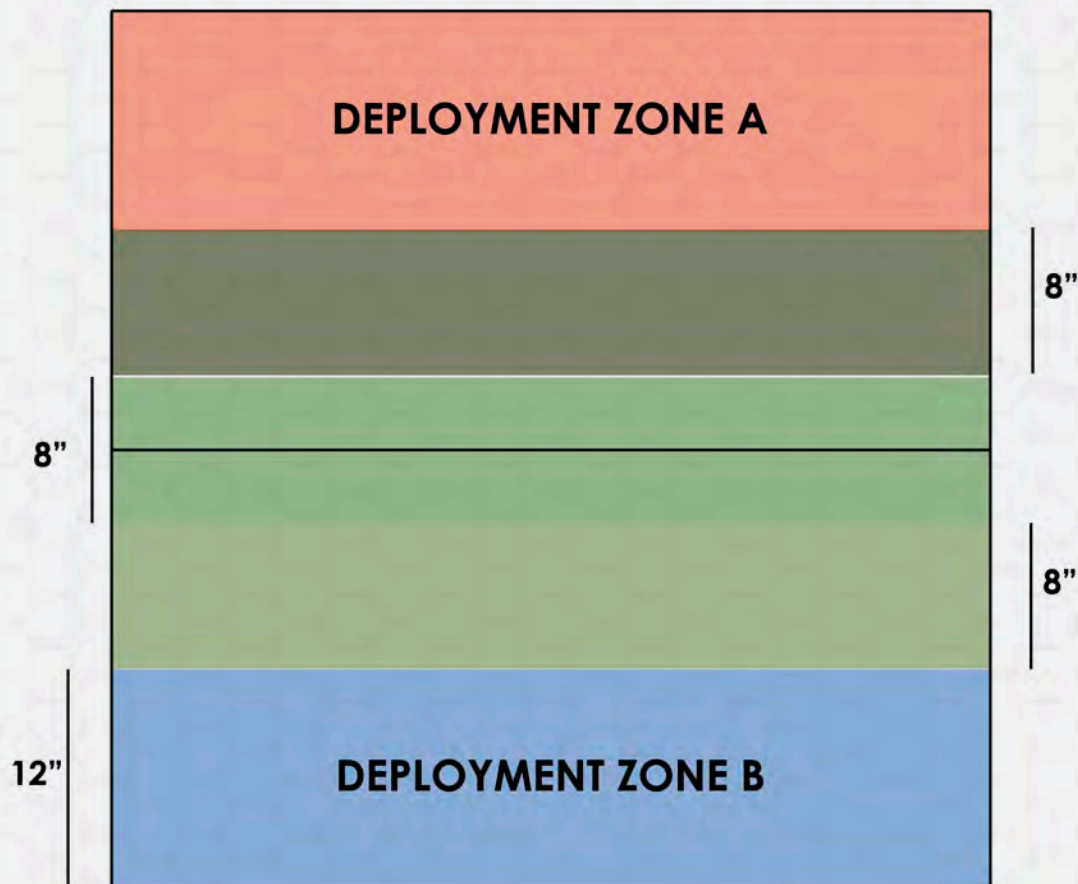
Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first who announces his decision 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 of *Army Points* he possess in the *Zone of Operations (ZO)* he prefers, but only if he has at least one trooper in a state not considered *Null* 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*.



YU JING AREA
BAIJING (WHITE CRYSTAL)
ORBITAL CONSULATE



MISSION: HIGHLY CLASSIFIED
CONSULATE OFFICE DECK



YU JING AREA

HIGHLY CLASSIFIED (CONSULATE VERSION)

Table Configuration: A.

Special Rules: *Close Quarters*, 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

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.

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*.

NARRATIVE MODE

This scenario can be played to reflect the events related to the attack on Wotan.

- Side A must always be the Japanese Sectorial Army.
- Side B will add 1 extra SWC point 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*.



DEPLOYMENT ZONE A

12"

DEPLOYMENT ZONE B

NOMADS AREA
WOTAN COMMERCIAL
LEGATION



MISSION: SAFE AREA
NOMAD COMMERCIAL AGENCY OFFICES DECK

NOMAD AREA

SAFE AREA [WOTAN VERSION]

Table Configuration: I.

Special Rules: Safe Access, Flood, Sections (ZO), Dominate ZO, Consoles, Control Consoles, Specialist Troops, INTELCOM Card (Support and Control/Interference).

MISSION OBJECTIVES

MAIN OBJECTIVES

- ◎ **DOMINATE THE SAME NUMBER OF SECTIONS AS THE ADVERSARY AT THE END OF THE GAME (3 OBJECTIVE POINTS, BUT ONLY IF AT LEAST 1 QUADRANT IS DOMINATED BY THE PLAYER).**
- ◎ **DOMINATE MORE SECTIONS THAN THE ADVERSARY AT THE END OF EACH THE GAME (5 OBJECTIVE POINTS).**
- ◎ **CONTROL A CONSOLE AT THE END OF THE GAME (1 OBJECTIVE POINT FOR EACH CONTROLLED CONSOLE).**

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.

SCENARIO SPECIAL RULES

SAFE ACCESS

The approaching routes to the zone of operations are clear of danger. In this scenario, the *Deployment Zones* are 16 inches deep.

FLOOD

Due the break of the water tanks, the whole table is flooded and considered an **Aquatic Terrain** Zone. In this area Movement restrictions are not applied, however, all troopers possessing **Aquatic Terrain** or **Multiterrain** 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.

SECTIONS

At the end of the game, the table is divided in four 24x12 inches *Sections* as seen on the map. Then, each player checks how many *Sections* he is dominating and *Objective Points* are counted.

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 in the center of each Quadrant, each of them 12 inches from the edge of the table (See map below). The *Consoles* 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).

CONTROLLING THE CONSOLES

A *Console* 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 *Console*, 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

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 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.

INTELCOM CARD (SUPPORT AND CONTROL / 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 *Support and Control Mode* or the *Interference Mode*, at his choice:

SUPPORT AND CONTROL MODE

The player can add the value of the *INTELCOM 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*.

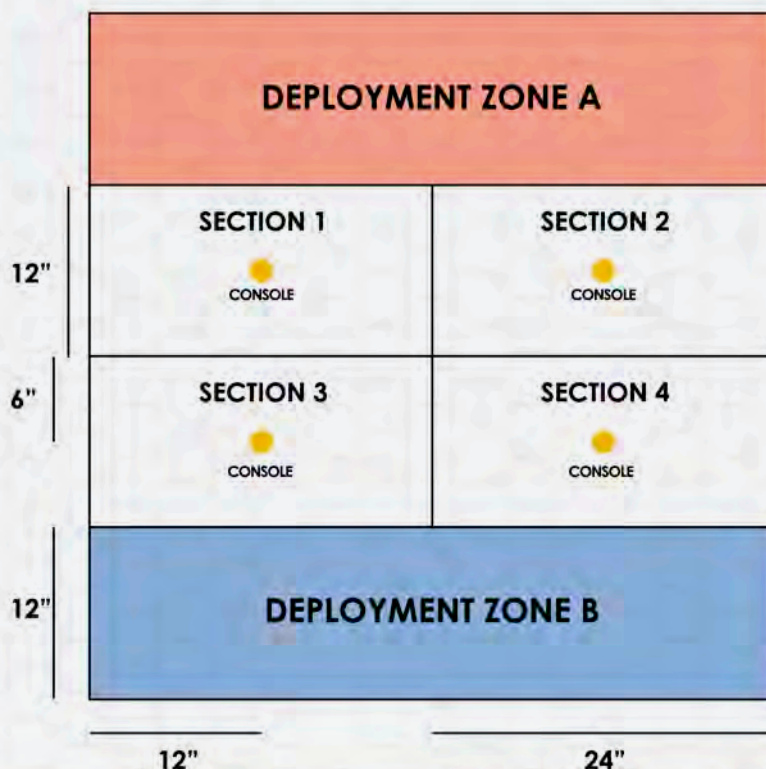
INTERFERENCE MODE

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



HAQQISLAM AREA
ILIK (ICICLE) ALFUNDAQ

MISSION: DECAPITATION
BUSINESS DECK



HAQQISLAMITE AREA

DECAPITATION [ILIK VERSION]

Table Configuration: A.

Special Rules: Restricted Range, Debris Area, Reinforced Tactical Link, Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

- ⦿ TO KILL THE SAME AMOUNT OF ARMY POINTS AS THE ADVERSARY (2 OBJECTIVE POINTS).
- ⦿ TO KILL MORE ARMY POINTS THAN THE ADVERSARY (3 OBJECTIVE POINTS).
- ⦿ TO KILL THE SAME AMOUNT OF LIEUTENANTS AS THE ADVERSARY (2 OBJECTIVE POINTS).
- ⦿ TO KILL MORE LIEUTENANTS THAN THE ADVERSARY (3 OBJECTIVE POINTS).

CLASSIFIED

- ⦿ EACH PLAYER HAS 2 CLASSIFIED OBJECTIVES (2 OBJECTIVE POINTS FOR EACH ONE).

DEPLOYMENT

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

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.

REINFORCED TACTICAL LINK

In this scenario the rule *Loss of Lieutenant* does not apply.

In this mission, the identity of the *Lieutenant* is always *Public Information*. The player must indicate which Marker is the *Lieutenant* if it is in a Marker state (*Camouflaged*, *TO Camouflaged*...) or which Markers are the *Lieutenant* in the case of a *Holoprojector*.

The *Lieutenant* must be placed on the game table at the beginning of the first *Game Round*, either as a model or as a Marker. Players may not deploy their *Lieutenants* in the *Hidden Deployment* state.

If the player lacks a *Lieutenant* during the *Tactical Phase* of their *Active Turn* because this trooper was not deployed or because it is in an *Isolated* or a *Null* state (*Unconscious*, *Dead*, *Sepsitorized*...), then the player must name a new *Lieutenant*, without Order expenditure. The identity of this new *Lieutenant* is also *Public Information*. It is compulsory such *Lieutenant* be a model or a Marker placed on the game 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.

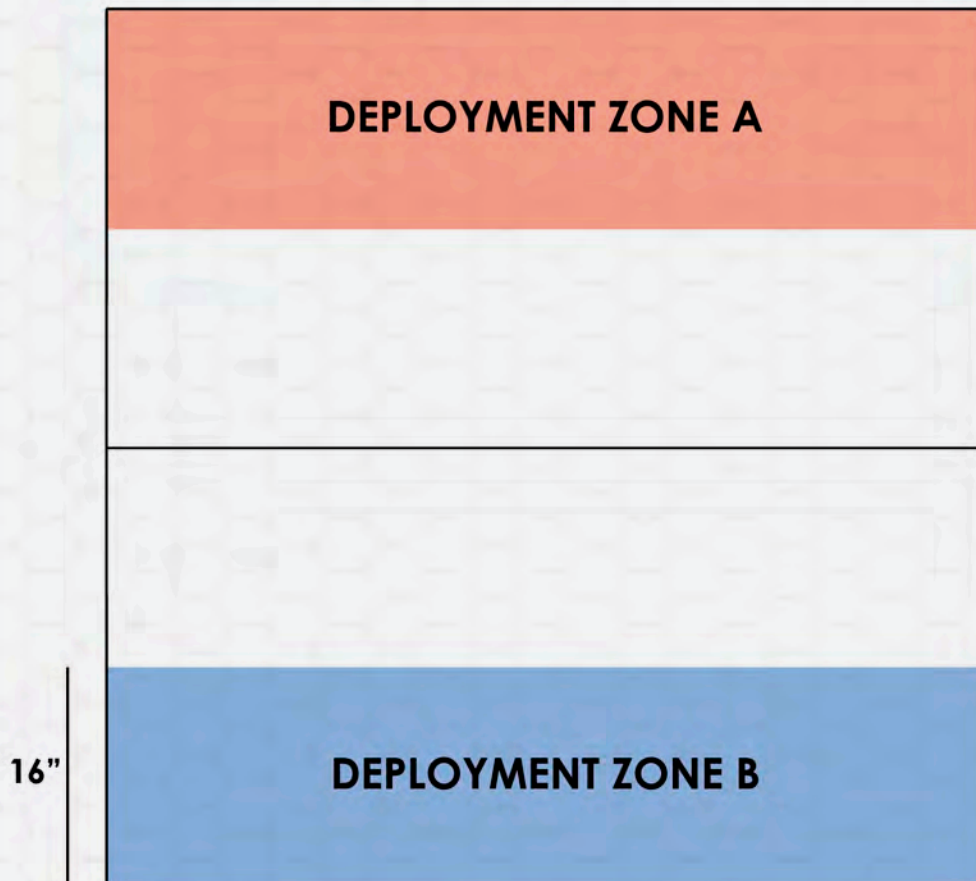


NO QUARTER

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

END OF THE MISSION

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



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

MISSION: SUPPLIES (TSD VERSION)
LOGISTICS DECK



O-12 AREA/ARIADNA

SUPPLIES (TSD VERSION)

Table Configuration: B.

Special Rules: Safe Access, Restricted Range, Tech-Coffins, Supply Boxes, Specialist Troops, Doctor and Paramedic Bonus, Highlander 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 *Deployment Zone* 16 inches deep.
- It is not permitted to deploy in base contact with the *Tech-Coffins*.

SCENARIO SPECIAL RULES

SAFE ACCESS

The approaching routes to the zone of operations are clear of danger. In this scenario, the *Deployment Zones* are 16 inches deep.

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.

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* or *Paramedic* Special Skill have a **MOD of +3** to the *WIP* Rolls necessary to *Extract* the *Supply Boxes*.

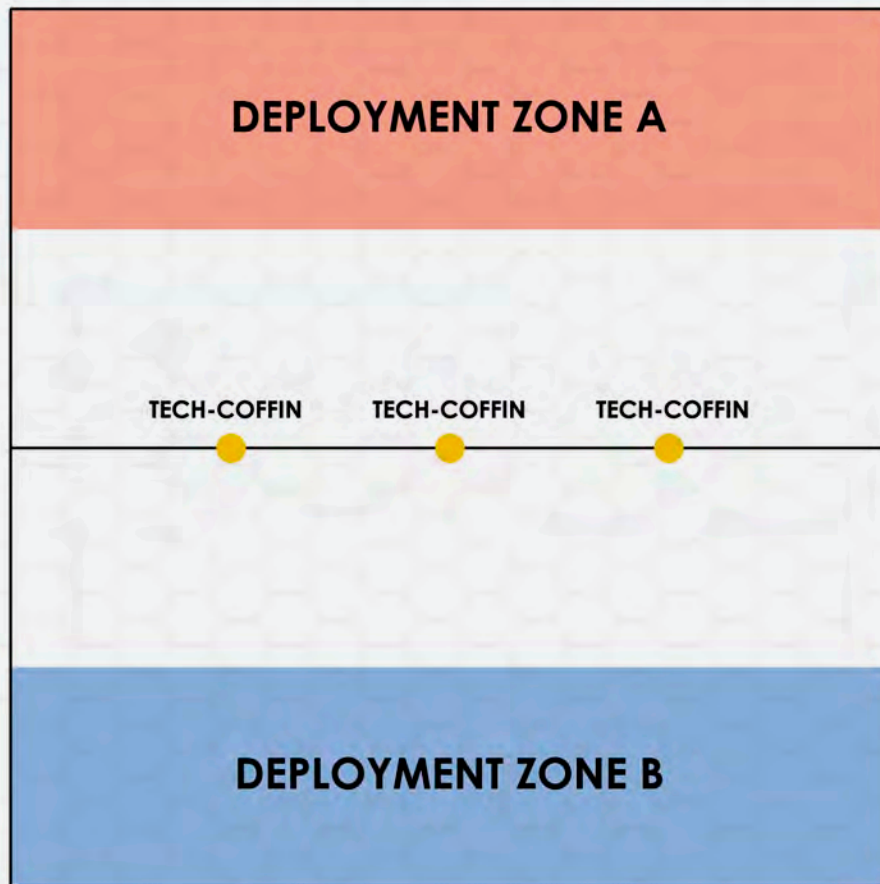
HIGHLANDER BONUS

In this scenario, all the *Specialist Troops* of the Caledonian Highlander Sectorial Army have a **MOD of +3** to the *WIP* Rolls necessary to *Extract* the *Supply Boxes*. This Bonus is not cumulative with the previous.

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*.



16"

12"



MISSION: ANTENNA FIELD
LINK COMMUNICATIONS DECK



0-12 AREA / ALEPH
INDRA-3 MOBASE: ECHO COMMODULE
(COMMUNICATIONS SUPPORT MODULE)

0-12 AREA/ALEPH

ANTENNA FIELD [EXTREME VERSION]

Table Configuration: D.

Special Rules: Exclusion Zone, Artificial Gravity Failure, Restricted Range, Transmission Antennas, Control Transmission Antennas, Specialist Troops.

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 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

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.

ARTIFICIAL GRAVITY FAILURE

The *Exclusion Area* is considered a **Zero-G Terrain Zone**. In this area Movement restrictions are not applied, however, all troopers possessing **Zero-G Terrain** or **Multiterrain** 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 *Exclusion Area*.

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.

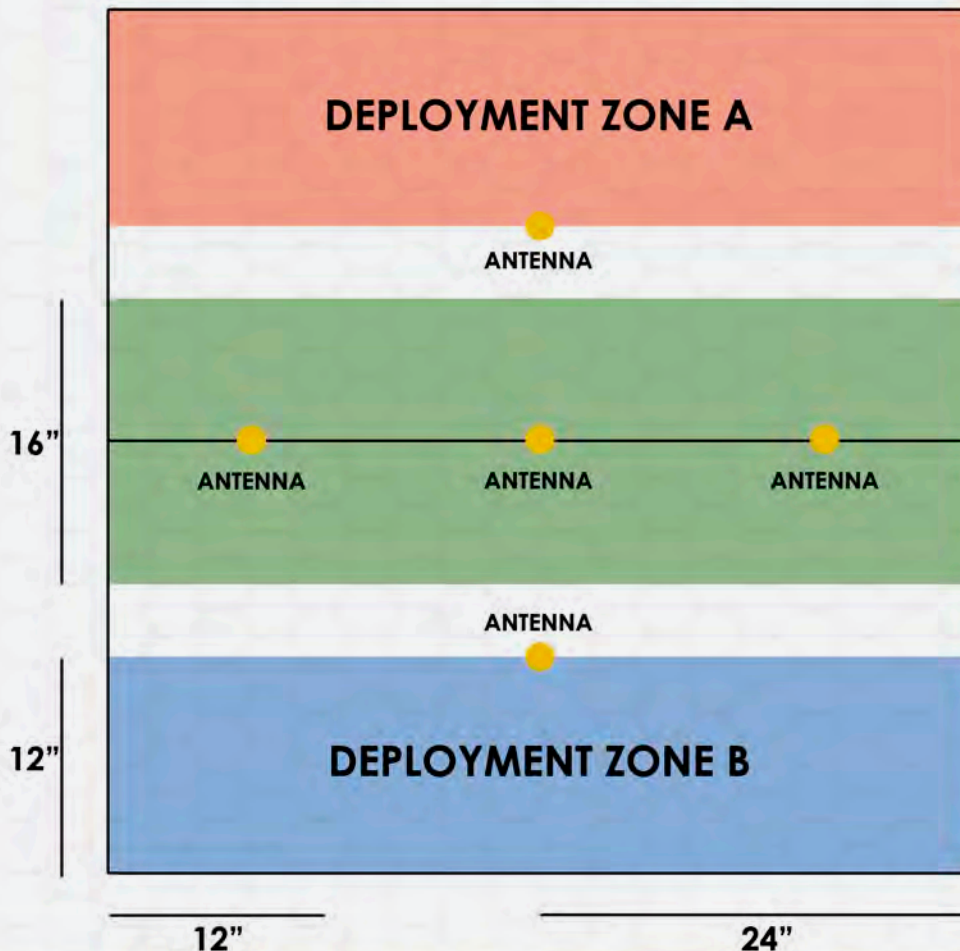


END OF THE MISSION

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*.

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



TOHAA AREA
DARRANI BOARD CORVETTE

MISSION: BIOTECHVORE
BIOLINK DECK



TOHAA AREA

BIOTECHVORE (TOP TIER) (BOARDING VERSION)

Table Configuration: A.

Special Rules: Confused Deployment, Gravitational Advantage, Biotechvore Area, Killing, No Quarter.

MISSION OBJECTIVES

MAIN OBJECTIVES

- ◎ TO ACCOMPLISH **MORE CLASSIFIED OBJECTIVES** THAN THE ADVERSARY (1 OBJECTIVE POINT).
- ◎ TO KILL **MORE ENEMY ARMY POINTS** THAN THE ADVERSARY (3 OBJECTIVE POINTS).
- ◎ IF YOU HAVE **BETWEEN 100 AND 200 SURVIVING ARMY POINTS** (2 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 **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* 8 inches deep.

Confused Deployment. Any trooper using a Deployment Skill to deploy outside their *Deployment Zone* must make a **PH-3** Roll. If the player fails the roll, the trooper will be deployed anywhere

his *Deployment Zone*. Special Skills, pieces of Equipment, or rules that apply any **PH** or **WIP** Roll to deploy must replace it with this roll. Any **MOD** applied to the Deployment by a Special Skill, piece of Equipment, or rule will be added to this roll.

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.

BIOTECHVORE AREA

There is a 16 inches deep area infested by a Biotechvore plague in each half of the table, including the *Deployment Zone*.

At the end of each *Active Player Turn*, all troopers belonging to the *Active Player* that are inside a *Biotechvore Area* must make a **BTS** Roll against **Damage 14**.

The Biotechvore Plague is more aggressive against artificial beings. Troopers with the **STR** Attribute must make **two** **BTS** Roll instead one.

At the end of the third *Game Round* any trooper inside a *Biotechvore Area* will be considered automatically **Killed**.

KILLING

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

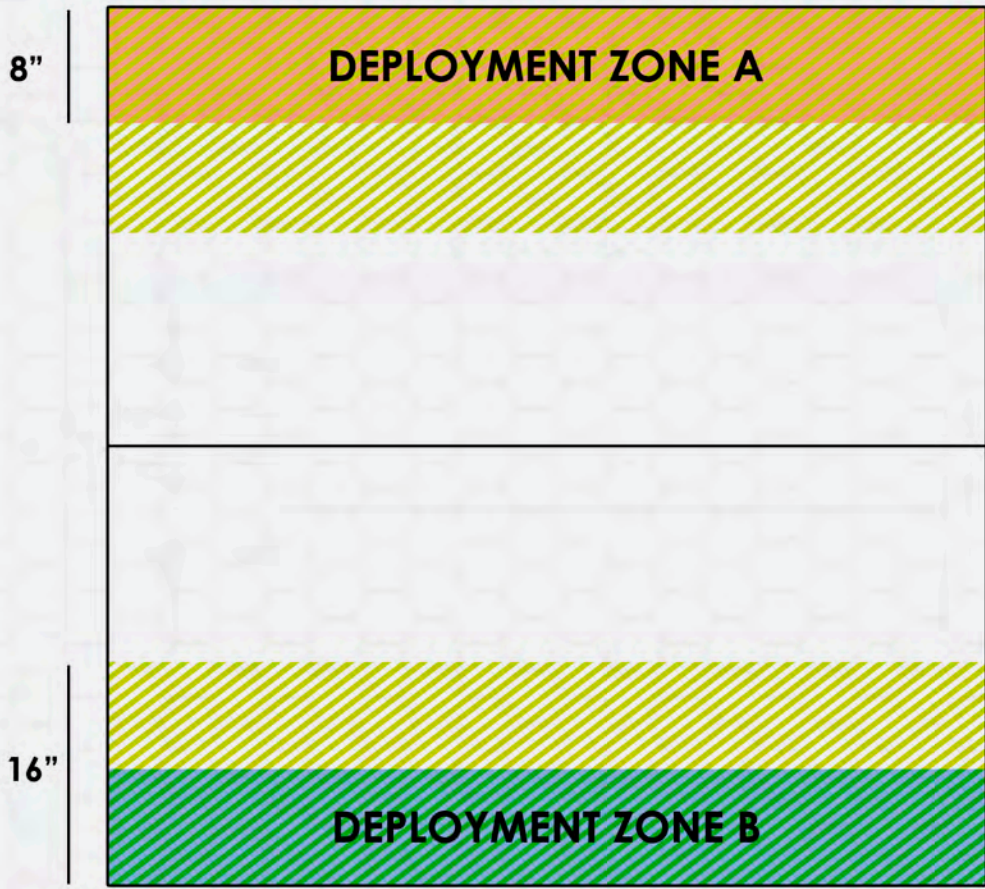
Troopers that **have not been deployed on the game table** at the end of the game will be considered to be **Killed** by the adversary.

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**.



COMBINED ARMY AREA
RAXORA WCD LIGHT ASSAULT
CARRIER



MISSION: POWER PACK
POWER PLANT



COMBINED ARMY AREA

POWER PACK [RAXORA VERSION]

Table Configuration: D.

Special Rules: Numerical Advantage, Limited Insertion, Saturation Zone, Antennas, Activate Antenna, Overload Prevention System, Connect a Console, Control a Console, Specialist Troops, Chain of Command Bonus.

MISSION OBJECTIVES

MAIN OBJECTIVES

- TO HAVE ACTIVATED THE SAME AMOUNT OF ANTENNAS AS THE ADVERSARY AT THE END OF THE GAME (2 OBJECTIVE POINTS, BUT ONLY IF THE PLAYER HAS ACTIVATED AT LEAST 1 ANTENNA).
- TO HAVE ACTIVATED MORE ANTENNAS THAN THE ADVERSARY AT THE END OF THE GAME (4 OBJECTIVE POINTS).
- TO CONTROL THE ENEMY CONSOLE AT THE END OF THE GAME (1 OBJECTIVE POINT).
- TO HAVE CONNECTED THE ENEMY CONSOLE AT THE END OF THE GAME (2 OBJECTIVE POINTS).
- TO HAVE PREVENTED THE ENEMY HAVE CONNECTED YOUR CONSOLE AT THE END OF THE GAME (1 OBJECTIVE POINT).

CLASSIFIED

- EACH PLAYER HAS 1 CLASSIFIED OBJECTIVE (2 OBJECTIVE POINTS).

DEPLOYMENT

Players deploy on opposite sides of the game table. Both players have two 12 x 16 inches *Deployment Zones* placed at the edges of the table (see map).

Troops possessing the *Forward Deployment L1 Special Skill* have a 16 x 20 inches *Deployment Zone*. Troops possessing the *Forward Deployment L2 Special Skill* can deploy at any point of their half of the table.

It is not allowed to deploy in base contact with the *Consoles* nor with the *Antennas*.

SCENARIO SPECIAL RULES

NUMERICAL ADVANTAGE

As the zone of operations is located in an Exrah vessel, the players of the Combined Army, whether using generic or Sectorial Armies, will add 25 extra Army Points to the Tier this scenario is played at. For example, in a 300 point game a Combined Army player will have 325 Army Points for their force.

LIMITED INSERTION

- Players are not allowed to use Army Lists with more than **one Combat Group**.
- The *Strategic Use of Command Tokens* is not allowed.

SATURATION ZONE

The 8 inches area on either side of the central line of the game table is considered a **Saturation Zone**.

ANTENNAS

There are 3 *Antennas* placed in the central line of the table. One is in the center of the table, and the other two are 8 inches from the edge of the table. The *Antennas* 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 ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.
- The *Specialist Troop* must be in base contact with the *Antenna*.

EFFECTS

- Allows the *Specialist Troop* 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 Antenna* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Activated* by the adversary.
- Player A and Player B Markers can be used to mark the *Activated Antennas*. It is recommended each player uses a different kind of Marker.

Overload Prevention System

A player cannot have more than two *Activated Antennas* at the same time. Even succeeding the **WIP** Roll with a third *Antenna*, the player cannot mark it as *Activated*.

CONSOLES

There are **2 Consoles** placed in different halves of the table, 12 inches from the center of the game table and 24 inches from the edge of the table. The enemy *Console* is always the one placed in the enemy's half of the table.

The *Consoles* must be represented by a Console A or B Marker (CONSOLE A or B) 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 Antennas*. It is recommended each player uses a different kind of Marker.

CONTROL THE CONSOLES

The *Console* is considered *Controlled* by a player when he is the only one who possesses a *Specialist Troop* (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy *Specialist Troops* in base contact with the *Console*. Models in a *Null* state cannot be counted for this.

CHAIN OF COMMAND BONUS

Troops possessing the *Chain of Command* Special Skill have a **MOD of +3** to the **WIP** Rolls necessary to *Connect* the *Console* and to *Activate* the *Consoles*.

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*.



