

AN ONLINE CAMPAIGN IN COLLABORATION WITH ONTABLETOP

DURGAMA TAKEOVER

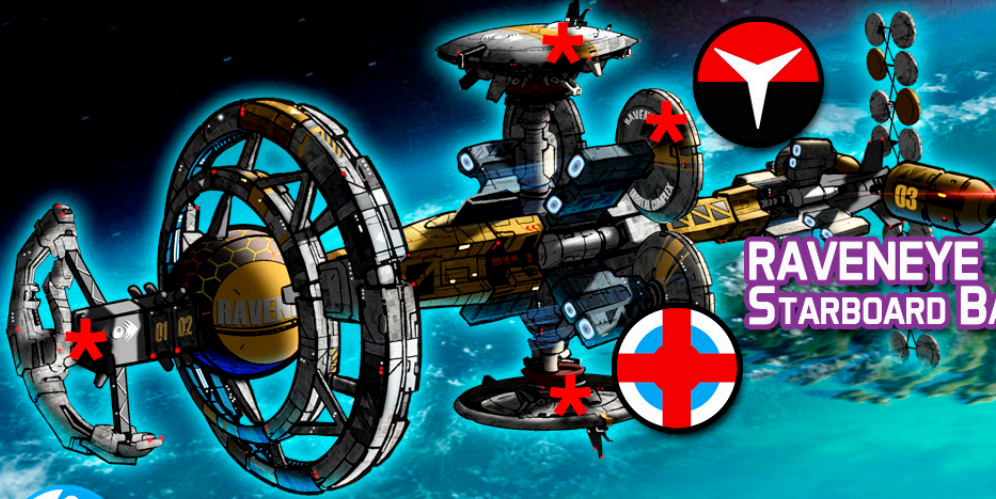


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THE DURGAMA TAKEOVER CAMPAIGN

SITREP

It would be unwise for us to deny the facts. The situation on Concilium Prima has worsened beyond our direst expectations. The storming of the Raveneye Orbital Complex created a breach in our planetary defenses that the Combined Army, and particularly the Morat Aggression Forces, were able to exploit to cut through the blockade at the Helheim front and reach the Durgama region. The swift progression of their operations in that sparsely populated territory, which also happens to be of great importance for cutting-edge research in the Sphere, is well known and presents a new setback for the Concilium Coordinated Command.

Our rapid deployment of reinforcements to Durgama caused the Morat advance to lose momentum, but our orbital surveillance systems have picked up some activity that suggests a fallback and repositioning of forces prior to an imminent counteroffensive. It's essential to reinforce our troops on the ground both to strengthen the defense of our research centers being threatened and to try to regain ground and recapture lost positions before the Morat are able to entrench themselves. To guarantee the security of our actions on the planet's surface, we must try to regain control of the Raveneye platform, which is still compromised. We must take action and the time is now, for our wavering would result in irreparable losses across the entire Concilium front, and it would jeopardize the future of an independent Human Sphere, free from the alien yoke.

Colonel Mariëtte Wijnkoop, Bureau Aegis officer, in a closed session before the O-12 Security Council. Required clearance: Alpha.

"Orbital Surveillance is reporting a surge of activity among the Morat troops deployed in Durgama. It looks like they are regrouping their forces and repositioning some units. We may take for granted that they're about to launch a new phase of their offensive in this region. Our analysts believe that they may soon receive reinforcements from Helheim and try to accomplish their plans to take over Durgama."

Lieutenant Yoon Hee-won, liaison of the Psi Unit, Bureau Aegis' intelligence service, at the Concilium Coordinated Command. Edda City. Concilium Prima.

TARLOK

Ze Tasuk (Brigadier General) Yimok stood in front of the command room table like a colossus from a bygone era. Not even the massive and intimidating Morat architecture around her, erected by Taugak workers and slave labor, could overshadow her imposing presence. She gazed at the officers seated at the table. She knew them all, both their names and their personal and military backgrounds. She had fought side by side with most of them, and she knew she could expect their unwavering loyalty, but they were about to start a new phase of operations and she felt it was always a good idea to boost morale a little bit. So, without taking her eyes off them, she began to speak in a hoarse voice:

"Remember who we are. We are Tarlok, the death lurking in the jungle. Now it looks like we are engaged in a war for the conquest and domination of this territory, and that's fine. Let the enemy believe that, let them remain deluded about our true purposes, because that conquest has never been our true objective. Our mission was to find the secret facility called the Penny Arcade, and for this purpose we had to storm all the research centers in Durgama in order to locate it, or to find a clue that would lead us to it. And that's what we're going to do. While the enemy reinforces its front line, while our comrades fight to take full control of the Raveneye orbital, we're going to push towards our true objective. We don't need to conquer them; we don't need to take them over. Let them keep their precious research centers, we just need to get the intel that the EI seeks. In and out, and leave a decent body count behind us, of course. For we are Tarlok, the death lurking in the jungle."

The Morat officers responded in unison to these words by pounding their left fists on their chests. The room thundered with the metallic sound of the salute on their breastplates like an artillery salvo heralding the start of battle.

Quoted from the briefing by Ze Tasuk (Brigadier General) Yimok to her officers. Command and Operations Room at the Morat HQ in Durgama. Unknown location.

THE DURGAMA TAKEOVER

STRATEGIC LOCATIONS

DARPAN XENO-STATION

Darpan (दरपण, "mirror") Xeno-station is one of the many secret research facilities hidden deep in the jungles of the Durgama region, on Concilium Prime. It is a joint-initiative put forward by O-12 and the Darpan Corporation, a PanOceanian company dedicated to food-related and genetic research. Although these kind of joint-initiatives are commonplace for O-12's research programs, the work conducted in Darpan is distinctive in that they are being carried out under the patronage and supervision of ALEPH.

The purpose of the research done at Darpan is to make use of the knowledge on alien biology gathered from the many Paradiso Offensives in order to develop innovative technologies that could prove beneficial for the human race. Its main goal is improve agricultural yield through the introduction of species hailing from systems outside the Human Sphere, both the ones brought here by Combined Army troops and those provided by allied Tohaa forces.

Most of the field research is carried out at the Xeno-farm Underground Facilities, where said crops are grown in various closed environments that simulate the environments of the different worlds from which they originate. There, their light and nutritional needs are analyzed, as well as their fertility rate, among many other factors. However, more critical and sensitive research is being conducted in Biospheres Alpha, Beta, and Gamma. It's in these facilities that the environmental, growth, and seasonal rotation of the different variants of these crops are being studied. Variants harvested there have been genetically modified both to make them fit for human consumption and to make planting and producing them on Human Sphere planets not only viable, but also profitable.

For this research to be fully complete, the effects of these new crops on the species that regularly consume them (mainly Morat and Tohaa) are also analyzed. To do so, they conduct genetic studies on those species, looking for similarities with the human genome that would allow to harness the nutritional value of these crops.

However, these genetic studies appear to have a much greater depth and reach than what the official documents would lead us to believe. Darpan Xeno-station has a very strict extra layer of security: it's believed that genetic research aimed at developing biological weapons coded specifically for alien DNA is also being conducted.

In this regard, a connection seems to exist between the failed operation known as Massive Filter in occupied territory on Paradiso and the research being carried out by the Iatromantis Pandora of the SSS. Related to that failure, some sources indicate possible infiltration by the techno-terrorist group Equinox among the scientists of the Xeno-station.

It is worth noting that the Darpan Company is reportedly owned by the MagnaObra Corporation through various shell companies. Also noteworthy is the fact that a possible link between MagnaObra and the Equinox group has been suggested more than once by several intelligence agencies across the Human Sphere.

There is a hypothesis among several analysts from different intelligence organizations that would appear to indicate that Equinox agents were the ones responsible for the failure of Operation Massive Filter. The assumption is that the techno-terrorists would have adulterated the program's results in search of a more powerful resource that would serve their sinister purposes, but that the end result got out of hand.

In this regard, there seems to be some connection between the studies conducted in this complex by the SSS Iatromantis Pandora and the ill-fated Operation Massive Filter, an unsuccessful action carried out in occupied territory on Paradiso. In connection with this failure, some sources have pointed to a potential infiltration of this center's research team by the technoterrorist group Equinox.

The terrible consequences of Massive Filter's failure are the reason for the Morat Aggression Force's interest in the Darpan Xeno-station. The Morat High Command is anxious to learn the extent of the research conducted there and the potential threat to their race. Similarly, ALEPH seems extremely intent on preserving the secrecy of its research and keeping it from falling into the wrong hands, be they those of alien assailants or any agency of the Human Sphere, because of its possible applications to humans.

None of these matters have been confirmed, since it is classified material even for the Paradiso Coordinated Command. But due to the potential threat posed by the research being conducted at Darpan Xeno-station, its importance to the Search for Knowledge is beyond any doubt. To that effect, it would be convenient to make a risk assessment of contacting the Iatromantis Pandora and to consider the value/cost of an incursion into the complex to determine the true reach of the research being conducted therein.

Excerpt from the report filed by Alper Cibili, almuhalil (analyst) of the Hassassin Bahram.

"It's perfectly reasonable for ALEPH to seek to protect its resources and its investment in the Darpan Xeno-station, as would be the case for any other power or private entity. However, the AI's interest in the research being conducted there seems more profound than what's normal for our cold, stolid ally. Perhaps it would be advisable to go take a sneak peek to determine the true scope of the work being carried out there."

Victoria Rasif, Director of Bureau Noir, in a meeting with the Section Chiefs of this O-12 agency. Unknown location, probably in the city of Edda, Concilium Prima.

XIĀNDǎO NEOSTEELWORKS

From a technical standpoint, Xiāndǎo (先导, "Precursor") Neosteelworks is considered a minimill, a secondary foundry dedicated to the production of specific metallurgical products, coupled with a laboratory for materials research. Although, pursuant to an agreement with O-12, this complex belongs to Gāng Tie Corporation, which provides funding and management for the facilities, Xiāndǎo is also overseen by Bureau Toth on account of ALEPH's support of the research conducted there.

It's a pity that Xiāndǎo (先导) Neosteelworks is hidden deep in Durgama's jungle and that its very existence is classified. These facilities should be renowned across the StateEmpire as the best example of the advanced research being carried out by Yujingyu companies. The partnership with O-12 in the study of alien technologies recovered or captured on the different fronts in our fight against the Combined Army, in addition to the special access to ALEPH's computational resources, has allowed for remarkable breakthroughs in the field of materials technology. Even though they are still in a test phase, these innovations will provide a decisive advantage to Yujingyu industry once we find a way to implement them on an industrial scale.

The most noteworthy breakthroughs have been made in the development of new alloys by reverse-engineering samples taken from Combined Army spacecraft, mostly of Shasvastii origin. Concurrently with this research, progress has also been made in the development of new computational models for the simulation of materials in direct collaboration with ALEPH's Shared Computing Resources Department, a cooperation facilitated by Bureau Toth. These new computational models combined with the advanced 3D printing techniques employed by Gāng Tie have resulted in the development of new ceramic and metal alloys with a flexibility and toughness far superior to anything available on the market.

Certainly in the near future Xiāndǎo Neosteelworks' breakthroughs will have a major impact first on aerospace engineering, and then on military and automotive applications. Therefore, we must deem these facilities a strategic asset for the StateEmpire, a resource that we must protect not only against the alien threat of the ongoing Morat offensive, but also against the cupidity of our rival powers in the Human Sphere. Neither the O-12 forces deployed in Durgama nor the small security detail that Gāng Tie has assigned to this facility are enough to guarantee this complex's security. It's of paramount importance that the StateEmpire Army is deployed in Durgama, both to display Yu Jing's power and to emphasize its commitment to technological innovation and to the interests of its industry.

Furthermore, Xiāndǎo Neosteelworks is clearly proving the timeliness and the immense possibilities of applying the resources of an AI in industrial research. Hence, we should press Bureau Toth, either directly or indirectly, to further our collaboration with ALEPH. Also, it would be in our interest to develop our own advanced AI program, purely at a theoretical level, obviously, so as not to contravene the Sole AI Law, a situation that no one in the Party leadership would want to see happen at all, at least not publicly.

Ms. Lin Yiyi, Director of the Innovation Department of the Ministry of Industry of the Yu Jing StateEmpire. Closed control sessions before the Party's Politburo Standing Committee. Tian Di Jing. Yutang.

"It's through the abuse and depredation of its own resources in the Sphere, as well as those of others, that PanOceania has positioned itself as the dominant superpower. However, this path of rapid success only leads to ruin in the long run. Collective effort, the power of the people working in unity towards a common goal of prosperity that benefits all individuals, that is the best way to a future that is both bright and sustainable, and it is the way for us to overcome the Hyperpower. Innovative ventures such as Xiāndǎo Neosteelworks are a clear example of the priceless achievements that can be accomplished by the StateEmpire."

Yu Xin, Secretary-General of the Ministry of Industry, in a briefing before the Standing Committee of the StateEmpire People's Congress. Tian Di Jin. Yutang.



ALFUTNA TERRAFORMING RESEARCH UNIT

We had been in Durgama for a couple of weeks following a lead on a Shasvastii Speculo Agent who might have infiltrated one of the numerous secret research centers hidden in that region. Our intel was scant: just a few clues, or rather just hearsay. All we knew was that the infamous Aïda Swanson had smuggled some unidentified client into an unknown location deep in the wilderness of Concilium Prima's jungles. Swanson was suspected of having worked on some previous occasion for the Shasvastii, either knowingly or unknowingly, so the Society had her under surveillance. Granted, Swanson was skilled enough to fool our surveillance whenever she felt like it, and she did every time she saw fit, much to the despair of our agents. We could have had her killed, but it was more convenient to keep an eye on her, even if she slipped away from time to time, because even on those occasions she yielded more intel than if she were a stiff corpse.

Armed with the few clues we had, some dates, some areas more probable than others, we had already visited (without success) several facilities managed by different O-12 Bureaus, pretending to be overseers of Bureau Trimurti, when we came to the tragically famous Alfutna (عنطفة, "Acumen") Terraforming Research Unit. This complex is run jointly by Bureau Gaea and a delegation of the Maracanda Institute of Terraforming. Its mission: to discover new and innovative terraforming techniques, learning both from samples of alien biomes obtained during Bureau Tiandi's exploration and from the terraforming devices seized from the engineers of the Combined Army.

It's worth mentioning that compared to other research centers we had visited so far—huge, mostly underground, well-staffed facilities—the Alfutna unit was a rather small, modest, and peaceful complex.

I know how striking my description may sound, given the well-known tragic fate of this center. However our visit took place weeks before the Tarlok Battle Group's massive offensive in the Durgama region, long before the unit's staff was summarily executed by the Morat troops in an attempt to eliminate an agent of our Society

who was reported by the Shasvastii to have infiltrated the facility. Their intelligence was reliable, but incomplete, since this agent was actually just a collaborator, an informant, loyal to our cause but not a threat to any Morat.

It was precisely thanks to this informant's help, and to the fact that Alfutna had such a small staff, that we didn't linger too long there and soon continued our journey, which, unfortunately, proved fruitless. Ultimately we were unsuccessful in locating that Shasvastii infiltrator, though I must point out that we missed one complex from our list of possible targets for the aliens, the Zebu Research Center, which fell into Morat hands before we had a chance to visit it. Therefore it's still uncertain whether this hypothetical Shasvastii Speculo Agent really existed and infiltrated one of the facilities in the Durgama region, but we recommend resuming the search once the situation is back to normal.

I would also like to take this opportunity to express my most sincere satisfaction and that of my entire team for the retaking of the Alfutna Terraforming Research Unit from the clutches of the Morat. My team and I would have been happy to help drive those aliens out of that facility that housed such good people.

Post-operation report submitted by Hassassin Husam Dakara to the Old Man of the Mountain on the investigation carried out in the Durgama region.

"Contrary to what's commonly believed, the main goal of the research conducted at the Alfutna Terraforming Research Unit is not improving habitability conditions on Bourak. Everyone with a top security clearance knows that its ultimate mission is to develop the necessary tools to intervene and operate on any planet containing vast resources but with a hostile environment that may be discovered in the near future. Given the number of extensive exploration programs currently underway, our predictive models indicate that such a discovery is imminent. And we must be prepared in order to gain a decisive advantage as soon as this happens."

Rima Barakat, Tariqa and liaison officer for the Prime Minister's Office and the Hassassin Society, in a closed briefing with the Hachib. Khadijah, Nawal Island. Bourak.

THE GEKIDAN RESEARCH PARK

Deep in the jungles of Durgama, world-class software and systems engineers are pushing their professional boundaries while, at the same time, they protect and defend our nation. The Gekidan (劇壇, "Stage") Research Park is the technological research center of the Ten No Bushi Program based on Concilium Prima, safe from intrusion and the threat of StateEmpire agents, and benefitting from O-12's support. It's the best place to pursue a top-notch career with the highest personal and professional safety standards. Become part of this program's proud tradition of enhancing and modernizing the defensive capabilities of the Great Independent Japan.

Here our top technical and strategic minds are adapting, scaling up, and developing robust, cutting-edge solutions for our combatants. Whether you wish to create advanced algorithms to support our defense efforts and threat alerts or contribute your expertise to the design, development, and maintenance of weapons systems and personal protective equipment, you'll be given the opportunity to be directly engaged in missions for the protection of our great nation.

Our state-of-the-art engineering labs, offices, and manufacturing facilities at Yukimura Center—which is the research and development headquarters for the missile defense and launching systems of the Kiyotaki *keiretsu*—as well as our world-class Itokawa complex—which will be expanded this year with a new satellite development facility—

offer you a modern working environment with unique amenities. There a dedicated team of talented engineers, corporate leaders, project managers, and functional staff are actively working to improve our launch vehicles and our high-reliability space and defense products and services. You can play a role in any stage of the process: from design, development, manufacturing, or testing, to launches and orbital operations. Whether you're working on products that will protect and defend our nation or helping to enhance the payload of our research and defense microsattellites, at the Gekidan Research Park you will be making a difference.

Message addressed to graduate students at Tokyo and Kyoto Universities and at the Tokyo Institute of Technology. Shuto. Earth.

"Up until now, the Gekidan Research Park was comparatively a haven of peace in terms of security, thanks to its isolation and O-12's partial protection. Our security staff only reported occasional intrusions, either physical or quantronic, with the exclusive purpose of gathering information, and the intrusions never caused any damage to property or personal injury. However, the instability of the current situation in Durgama, which could also be described as volatile, might encourage our enemies to pursue much bolder and ambitious initiatives. It would be advisable to increase these facilities' security budgets, and even send a military contingent to ensure the protection of the compound."

Izumi Inaoka, Director of the Intelligence Services, during an emergency meeting of the Greater Independent Japan's Government Cabinet before the Emperor. Kōkyo, Imperial Palace in Tokyo.



RAVENEYE. STARBOARD BATTERY

"Why should we care about this battery?" you rookies may ask. "Why should we risk our lives for an orbital that doesn't belong to our nation and doesn't protect Ariadnan territory or citizens?" Lieutenant Grigory Sorokin paused and gazed at the expectant faces of the reinforcement troops who had arrived that same afternoon in a shuttle under heavy enemy fire. "There are many answers to these questions, all of them very obvious and straightforward. First, because these are our orders, and we are soldiers and it is our duty to follow orders. Second, because you are wrong: there are indeed Ariadnan citizens on that planet down there. There is an embassy, commercial and industrial delegations, financial centers, and so on. And there's the staff working in each of them, along with their families. But, if this weren't enough, the Ariadnan nation has important interests down there too, and I'm talking about your homeland, the one you have sworn to defend, along with its people, though many would say it's primarily her interests that you are defending. Because Ariadna needs this planet and the organization that runs it. Concilium, with its Senate and its courts, is the only place where we can fight without bloodshed to reclaim the portions of Dawn that have been stolen from us."

The Ariadnan officer let his words sink in, and then, dropping his voice an octave, he continued relentlessly:

"These are the answers that we are trained at the Officers Academy to provide, but they are not the real deal." Sorokin smiled at the astonishment of the reinforcement troops, all of whom were very young. "The real answer is that we were stationed here tasked with protecting this orbital, and we were attacked by an enemy that outnumbered and outgunned us and would show us no mercy. So, we welcomed them with our guns ready." The Lieutenant clenched his fist tightly as he said this. "We barricaded ourselves inside this artillery section, we severed its connection to the combat information center so it couldn't be remotely activated, and then, did we just stay put and

wait for reinforcements? Of course not, because that's not how we do things in Ariadna!" Sorokin shouted, prompting cheers from those who had already served with him, because this phrase was so often uttered in Kosmoflot. "We fought back and retook the rest of the orbital's middle section with the help of the Nomads in the port battery!"

The officer pounded on the table with his fist to emphasize his words, and this was met with a loud, repetitive stomping from his troops. When the clamor died down, Sorokin kept speaking, still in the same ominous tone:

"So, that's what we did, and that's what you're gonna do, too. You're gonna fight tooth and nail against this enemy not because they want to kill you, but because they actually believe they are capable of doing so. And you're gonna make them pay for this mistake in blood. We are holding this position to prevent them from reactivating the battery and using it to attack our allies, both here in orbit and on the planet's surface. And if any of you don't wanna fight to defend your Ariadnan pride and your brothers-in-arms standing beside you, then I will grab you and feed you to our resident bearpode." A beastly roar of satisfaction echoed in the back of the room, making the rookies' chuckles sound more nervous than they would have liked.

Starboard battery of the Raveneye Orbital Complex. Lower Concilium Prima orbit.

"Yeah, maybe we could've been more careful when we recaptured part of the central section of the platform. Maybe we could've caused less damage. But take a look at my team: I have werewolves, rabid humanoid bears... Causing damage is our specialty."

Fragment of a conversation between Lieutenant Grigory Sorokin of the Kosmosoldat unit, in command of the Kosmoflot forces inside the Raveneye Orbital Complex, and his SWORDFOR liaison officer.



RAVENEYE. PORT BATTERY

If Raveneye's defense has become personal to anyone, it's the Nomads. This orbital may belong to O-12, but Corregidor has suffered the most as a result of the Combined Army's offensive on the platform. The destruction of Módulo Satélite and the damage caused to the mothership have scarred Corregidor and its citizens forever. The logo "Corregidor Does Not Forget" can now be read on the hull of this huge spacecraft, as well as on the weapons and gear of many of Corregidor's troops.

The Morat succeeded in capturing the bridge and they used it to fire the orbital's port battery, precisely the one that was being guarded by a Corregidoran security detail that had been assigned to reinforce O-12 on the platform. This team gave their lives to ensure that the battery could not be fired again, and the rest of the Corregidoran forces barricaded themselves in the middle section of the platform to prevent the Morat from taking over the battery in order to repair it and reactivate it. So far, they have held their ground, driven by sheer hatred, but how much longer can they resist?

Sending them supplies and reinforcements is proving problematic, since the Morat have deployed their own close-range defense batteries on the hull outside the areas of the orbital platform under their control. Most of the shuttles with reinforcements sent to the middle section have failed to reach their intended target because of the intensity of the enemy fire, whereas the supplies sent using smaller remote units have proved more successful in bypassing the Morat blockade.

To complicate matters further, Corregidor's troops must engage the enemy on two separate fronts. On the one hand, there is the Morat push from inside the platform itself, since they are trying to get into the middle section, and on the other hand, they're attempting to take control of the outer areas, with Morat advancing on the hull to seize the artillery pieces in order to repair them and activate them directly. This is a difficult but feasible task since, as the attack on Corregidor illustrated, a single shot can be enough to cause serious damage to any target.

This means that the Nomads, like the Ariadnans in the starboard battery, are defending a critical point of Concilium's orbital defense of Durgama. The main difference is that the Corregidoran troops have suffered more casualties and attrition in the initial engagements, and their force is already depleted since the battery's external weaponry was destroyed. Moreover, the Morat have not relented their pressure on this battery because they're aware of this situation; they've smelled the blood in the water, and they're already rejoicing in anticipation of their victory. But even if they were victorious, it would cost them dearly, because the Nomad defenders are extremely determined and fierce.

Given these two batteries' critical relevance and the mercurial nature of the situation, we are planning a new mission to send reinforcements with aerospace support to cover them. The objective is to consolidate our positions and launch an offensive to recapture all the sections that have been taken over by the Combined Army forces. If anyone is wondering whether the Corregidorans will be able to hold out until then, I can assure you they will, because none of them will surrender to the Morat nor will they allow that battery to be fired on an ally again. And this is so because Corregidor Does Not Forget.

A report by Colonel Mariëtte Wijnkoop, Bureau Aegis officer, at the request of the Concilium Coordinated Command.

"Our folks are trapped in there, inside Raveneye, in a location that the Combined Army wants to take at all costs in order to control the entire orbital platform. And, over the years, I've learned that those aliens are so pigheaded that the only way to make them change their minds is to chop their heads off with a good-old whack of the katana!"

*Señor Massacre, overheard at the cantina "El Abanico".
La Malquerida module. Corregidor.*

RAVENEYE. BOW SECTION

The Morat claim they are a godless race, and they say this as if it were a strength, but it couldn't be further from the truth. Being godless is not a strength, but a weakness. And all members of the PanOceanian Military Orders are well aware of this, because they carry Christ in their hearts and they know the words of Samuel 22:2-4:

"The Lord is my rock, my fortress, and my deliverer; my God, my rock in whom I take refuge. You are my shield, and the horn of my salvation, my stronghold, and my refuge. My savior, you deliver me from violence. I call upon the Lord, who is worthy of all praise, then I shall be saved from my enemies."

With the certainty that God is always on their side, offering them His protection, the soldiers of the Military Orders are fearless and willing to take on the most dangerous duties, those that would make the fiercest of men cower, and they stand tall when the bravest warriors would capitulate or flee. But not the soldiers of Christ. And they proved it against the evil aliens of the Combined Army on the Raveneye orbital.

When the Shasvastii attempted to take over the comms room, they were overrun by the devout security detachment that was assigned to its protection. When the Morat arrived to finish the job that their comrades had failed to accomplish, they were met head on by this PanOceanian force, which did not retreat even when outnumbered and outgunned, but counterattacked with unparalleled ferocity. And little by little, taking out their enemies one by one, they managed to take complete control of the bow section of the orbital.

It's unclear why the Shasvastii wanted the comms records, but the PanOceanian Military Orders are committed to preventing the aliens from getting them. And for a warrior of Christ that means not only securing the comms room, but also expelling those infidels and unbelievers from each corner of the orbital platform. So the soldiers of God know what their mission is: first the bow section, then the whole of Raveneye. Without fear or trepidation, and keeping in mind the words of Joshua 1:9:

"I have given you a command. Be strong and brave! Do not be afraid nor dismayed, for I, the Lord, your God, will be with you wherever you go."

And these troops of Christ are going determinedly towards victory, even if it must be through the heart of the enemy forces, because their strength is being certain that God is always with them.

Hypertext of "The Challenge of the Soldiers of God", straight to your comlog thanks to VaticaNet, your evangelizing Mayachannel!

"Once again, the Lord has sent us to the thick of it. Once again we find ourselves on the ramparts to make a stand against the forces of Evil, for our enemy seeks only the doom and ruin of humankind. There is no possible mercy and no redemption for them other than the one they will find on the edge of our swords."

Jeanne D'Arc, only a few weeks after her second Resurrection, following to her arrival with reinforcements in the bow section of the Raveneye Orbital Complex.



CAMELIARD

Hidden in the midst of the forest, inaccessible to all those who know its real location, lies Cameliard, a locus shrouded in a veil of secrecy and mystery. Little is really known about what it keeps, much less about what takes place there, for Cameliard is the stuff of urban legend. And with good reason, because what little is known about this place would make anyone's imagination run wild.

Like many other facilities based in the Durgama region, Cameliard is a joint initiative under O-12's aegis that conducts cutting-edge research on classified topics, whether they are of strategic, technological, or scientific relevance. What makes this particular complex unique involves O-12's partners in this venture and the subject matter they work on.

Cameliard was co-founded by O-12, the NeoVatican, and the Military Orders. Its purpose: to study those relics found on Paradiso whose properties or intended use are beyond the skills of the expert Curators of the NeoVatican's Ufficio del Conservatore and of the Military Orders. "Relics" is the name given to artifacts of alien origin that generally predate the Combined Army's invasion, and which are often found at certain sites of great xenoarchaeological significance, such as the NiemandsZone. Nonetheless, in some cases, this name is also attributed to special VoodooTech either taken from the forces of the EI or recovered from the battlefield.

Alien technology is always an important strategic asset and, as a rule, those who possess it don't usually share it. However in some cases these items are so inextricable that they prove impossible to decipher, and they end up buried in max-sec vaults that can only be accessed by duly authorized experts. Such was the case of the renowned crypt of the ill-fated Fortress-Monastery of Strelsau, which contained a vast collection of relics found by the Teutonic Order in Norstralia, a collection that was relocated to a similar facility within Gralsburg Bastion after the fall of Strelsau.

The relics kept in the crypts of the Teutonic Order are usually the most enigmatic, so they never leave these vaults except to be taken to the Ufficio del Conservatore on San Pietro di Neoterra, and only upon explicit order of the NeoVatican Curia. Teutonic Knights are not prone to sharing their secrets, and given the convoluted intrigues and power struggles in the NeoVatican, there's always a certain tension between the Curia and the Military Orders. Possessing a relic carries a high strategic value, not only for practical reasons but also for the prestige it confers. Whoever keeps the most relics will have the most leverage in the internal power struggles in San Pietro di Neoterra. And no one has more relics than the Teutonic Order.

However, even though the Curators of the Military Orders and those of the Ufficio del Conservatore are among the best xenospecialists in the Human Sphere, some relics are beyond their expertise. These are mysterious items with strange properties or unknown functions. In order to further its knowledge of these artifacts, the NeoVatican has decided to undertake this joint project at Cameliard, and it chose O-12 as the partner to whom it would reveal its secrets not only because of the top-level experts it could bring on board, but also because it was the most neutral partner it could turn to, which would allow the NeoVatican to retain greater control over the artifacts stored therein.

Therefore, Cameliard, a name associated with Arthurian legend and given to this location because of its relationship with Gralsburg ("Grail Castle") Bastion, is a jointly run facility managed and financed by the NeoVatican, but supported by the collaboration of several O-12 Bureaus. The data obtained there is shared with the pertinent O-12 agencies so that it benefits all of humanity—at least the information that can be disclosed, because most of the data gathered at Cameliard is said to be so sensitive that it must be classified at state level.

What can the artifacts studied there actually do? What astounding scientific and technological breakthroughs are being kept under wraps to avoid a debacle for major corporations that would suffer the value of their stock being shattered by innovations that would render their products obsolete? What weapons have been discovered that are so dreadful that they do not dare to reveal them lest someone use them? What bright future is humanity being denied by Cameliard's secrets being kept from the public? The veil of mystery surrounding this complex only leads us to ask more questions, questions whose answers we might never want to hear.

"Cameliard", a new installment of "Secret Places in the Sphere". Check it out on ComGate!

"For us, Cameliard has become a modern Camelot, for it not only houses a Holy Grail, but also the finest collection of knights the Human Sphere has ever seen."

Father-Officer Gabriele De Fersen, in an encrypted message addressed to the Curia and forwarded to the Sovereign Council of the Order of the Hospital and to Hochmeister Werner von Lancken of the Teutonic Order.

ZEBU RESEARCH CENTER

It's confirmed: the Zebu Center was a trap. And we fell right into it with no chance of escape. The only thing left for us to do now is to entrench ourselves here and fight back; there is no other way out. We should have known better, but our eagerness to rescue the staff of this complex blinded us to the obvious: there was no reason for the Morat to abandon this position other than to lure us here so they could fall upon us in a battleground they were already familiar with. And yet, even if we had figured it out, what on earth were we supposed to do? Just abandon all those unfortunate people here, in unknown but probably distressing conditions, so much so that getting here with a medical team a day earlier or later could potentially make the difference between life and death for many of them? No, there was only one possible course of action for us: to come to their rescue, even at the risk of being ambushed. Bureau Aegis was created to protect innocent civilians, so here we stand.

Zebu was a research center that focused on biotechnology and Tohaa symbiotech. Here our scientists were studying the Tohaa technology samples that their diplomats cleared for our research, to test whether their tech was compatible with our own and to learn from it in order to make new breakthroughs. Needless to say, there was also a "black" division that studied samples that weren't authorized by Tohaa diplomats. However, Zebu was considered to be a secret facility of moderate strategic relevance out of all those complexes scattered across Durgama. It didn't look like a likely target for the EI, and yet the Morat stormed it right away, as if they knew something we didn't. It might have been part of another unfathomable scheme of the EI.

Two weeks after the facility was captured, an armored shuttle landed near its perimeter and a heavily armed Morat battlegroup emerged from it to head off into the jungle. Then, there was some sort of firefight involving that Morat detachment and what we believe was a Shasvastii strike team, strange as it may sound, and finally the latter fled aboard one of their stealth shuttles hidden in the dense forest. A couple of days after this odd incident, the Morat began to pack up certain items and equipment from the facility and took everything with them when all their troops were evacuated, leaving behind the staff they were holding as prisoners.

This retreat, picked up by our surveillance drones and satellite network, is what motivated us to come to rescue the center's staff and assess the damage caused to both the facilities and the research conducted therein.

What we didn't foresee was that their fallback was actually a ruse to lure us out of our well-guarded positions and draw us into a more vulnerable spot. Their evacuation was simply a regrouping their forces in order to carry out a pincer maneuver, which has effectively trapped us here without any viable means of escape.

Nonetheless, we've been able to collect all the data from the ongoing research and secure it. We'll attempt a sortie should we get the chance.

The Morat are jamming all our comms and we're unable to send anything through, so I'm recording this message in the hope that, should we not make it, posterity will know exactly what happened to us.

I would like to take this opportunity to send a message to my sister, I hope that you can forward it to her...

Ensign Katherine Cho, reporting from the front line at the perimeter of the Zebu Research Center. Northwest quadrant of Durgama, exact location: Classified. Concilium Prima.

"Recapturing Zebu Center is of vital importance, not only to rescue the personnel trapped in there and retrieve all the data from their research, but also because of the unquestionable strategic advantage of breaching the current front line. The relocation of Morat troops to new positions, which weakens their foothold in Zebu, provides a window of opportunity that we would be foolish to ignore."

General Rachel Leong-Teo, spokesperson for the SWORDFOR High Command, reporting to the Security Council of Bureau Concilium. City of Edda. Concilium Prima.

THE DURGAMA TAKEOVER CAMPAIGN

This campaign consists of a series of scenarios played on a map, with the goal of gaining control of all the facilities hidden in the jungles of Durgama, a region in Concilium Prima's southern hemisphere, in addition to three critical locations inside the Raveneye orbital platform, which flies over this area.

These scenarios may be played in any order because the campaign doesn't follow a strict chronological sequence.

The ultimate objective in this campaign is to take control of these Raveneye sections to secure air-orbital supremacy in that area of Concilium Prima, as well as to capture Durgama's secret research facilities to obtain the secrets they contain.

Each marked territory corresponds to a scenario, and the achievement of this scenario implies the attainment of a strategic objective that allows the territory to be controlled. The scenarios are the standard ITS missions plus, although all include special rules for this specific campaign.

THE DURGAMA TAKEOVER: FIRST PHASE

The recent offensive launched by the Combined Army on the Durgama region and the Raveneye orbital that protected it from high above is far from over. Numerous sites of great importance to most of the powers of the Human Sphere are now threatened by the alien forces, a chaotic situation that anyone could take advantage of to gather valuable intelligence in order to gain a strategic advantage or to deprive the adversary of the same. This is a dangerous gambit, for the loss of Durgama could pave the way for the alien conquest of the entire southern continent, and thus bring about the downfall of the whole of Concilium.

Meanwhile, high above Durgama, the battle for Raveneye is not over yet. The areas that the human forces still hold against all odds could be used as a foothold for a larger offensive to recapture this orbital platform. But for this plan to work, they must keep those locations from falling into enemy hands, and the troops serving the EI are intent on not making it easy for the humans.

PANOCEANIAN AREA. RAVENEYE. BOW SECTION

PHASE 1

The bow section of the orbital platform contains the sensor module, where the data obtained from all the sensors of the different units that constitute the Raveneye Orbital Complex are gathered, compiled, and analyzed. These data are used to generate an accurate real-time map of all the activity on the orbital and in the atmosphere above Durgama, as well as of any movements on the surface.

SENSORING MODULE

- ▶ **Mission:** Acquisition.
- ▶ **Campaign Special Rules:** Artificial Gravity Failure, Master Breacher.

PANOCEANIAN AREA. CAMELIARD

PHASE 1

In order to control this research center's facilities, it's necessary to secure the guard post of the Teutonic Order, the barracks of Cameliard's security detachment.

GUARD POST

- ▶ **Mission:** The Armory.
- ▶ **Campaign Special Rules:** Arsenal, Close Quarters.

YU JING AREA. XIĀNDǎO NEOSTEELWORKS

PHASE 1

The 3D printing labs allow for the production of experimental alloys by injecting components at a nanoscopic scale. The developments made in these laboratories are of special interest to any force in this region.

3D PRINTING LABS

- ▶ **Mission:** Countermeasures.
- ▶ **Campaign Special Rules:** Emerald Jungle, Vantage Command.

NOMAD AREA. RAVENEYE. PORT BATTERY

PHASE 1

To gain control of this orbital defense battery, it's essential to capture the Fire-Control Module, which manages this battle station's attack capabilities, as well as the Ammunitions and Supplies Module, which is vital for its operations. It's essential to complete both missions to gain total control of this location by the end of the first phase.

PORT FIRE CONTROL MODULE

- ▶ **Mission:** Capture and Protect.
- ▶ **Campaign Special Rules:** Hull Breach, Restricted Range.

• AMMUNITIONS AND SUPPLIES MODULE

- ▶ **Mission:** Firefight.
- ▶ **Campaign Special Rules:** Arsenal, Master Breacher.

HAQQISLAMITE AREA. ALFUTNA TERRAFORMING STUDIES UNIT

PHASE 1

The Geoscience lecture halls are among the largest and most relevant modules of this research unit. This is where the faculty offices are located, as well as the main server for the entire compound.

GEOSCIENCE LECTURE HALL

- ▶ **Mission:** Rescue.
- ▶ **Campaign Special Rules:** Keep on Truckin', Armored Reinforcements.

ARIADNAN AREA. RAVENEYE. STARBOARD BATTERY

PHASE 1

To gain control of this orbital defense battery, it's essential to capture the Fire-Control Module, which manages this battle station's attack capabilities.

STARBOARD FIRE CONTROL MODULE

- ▶ **Mission:** Frontline.
- ▶ **Campaign Special Rules:** Pitch-Black, Restricted Range.

JSA AREA. GEKIDAN RESEARCH PARK

PHASE 1

One of the most emblematic modules of the Gekidan Research Park is Yukimura Center, which focuses on weapons development for the Kiyotaki *keiretsu*.

YUKIMURA CENTER

- ▶ **Mission:** Unmasking.
- ▶ **Campaign Special Rules:** Armored Reinforcements, Emerald Jungle.

ALEPH AREA. DARPAN XENO-STATION

PHASE 1

In the xenofarms they grow alien species collected by the deep-space exploration units, as well as samples found among the supplies seized from the Combined Army, simulating the environment of the planet they come from.

XENOFARM GAMMA

- ▶ **Mission:** Highly Classified.
- ▶ **Campaign Special Rules:** Safe Access, Vantage Command.

O-12 AREA. ZEBU RESEARCH CENTER

PHASE 1

The symbiosamples storage area was an important part of the trap that Morat forces set up at this location. Concealed, remotely detonated explosive charges caused a biohazard that must be contained, but without losing the invaluable samples that have survived the sabotage.

SYMBIOSAMPLES STORAGE AREA

- ▶ **Mission:** Supremacy.
- ▶ **Campaign Special Rules:** Assured Support, Symbiocuirass.



THE DURGAMA TAKEOVER. FIRST PHASE MISSIONS

RAVENEYE. BOW SECTION

SENSORING MODULE:

ACQUISITION

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, have an Activated Communication Antenna (2 Objective Points for each Activated Communication Antenna).
- » At the end of the game, Control a Communication Antenna (1 Objective Point for each Controlled Communication Antenna).
- » At the end of the game, Control the Tech-Coffin (3 Objective Points).

CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 24 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

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

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 2 Communication Antennas on the central line of the table. They are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 4 inches in 150 point games. Each Communication Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE COMMUNICATION ANTENNA

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Communication Antenna.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate a Communication Antenna.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ An Activated Communication Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Communication Antenna is no longer Activated by the adversary.
- ▶ Player A and Player B Tokens can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Tokens.

CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

TECH-COFFIN

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

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

CONTROL THE TECH-COFFIN

The Tech-Coffin is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Tech-Coffin. Models in a Null State cannot do either.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

ENGINEER AND HACKER BONUS

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

END OF THE MISSION

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

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

CAMPAIGN SPECIAL RULES

ARTIFICIAL GRAVITY FAILURE

The zone of operations is considered a **Zero-G Terrain Zone**. Movement restrictions are not applied, however, all Troopers possessing **Terrain (Zero-G)** or **Terrain (Total)** get a **+1 inch** Bonus to their first MOV value.

This Bonus will be applied only to the **Move** Common Skill.

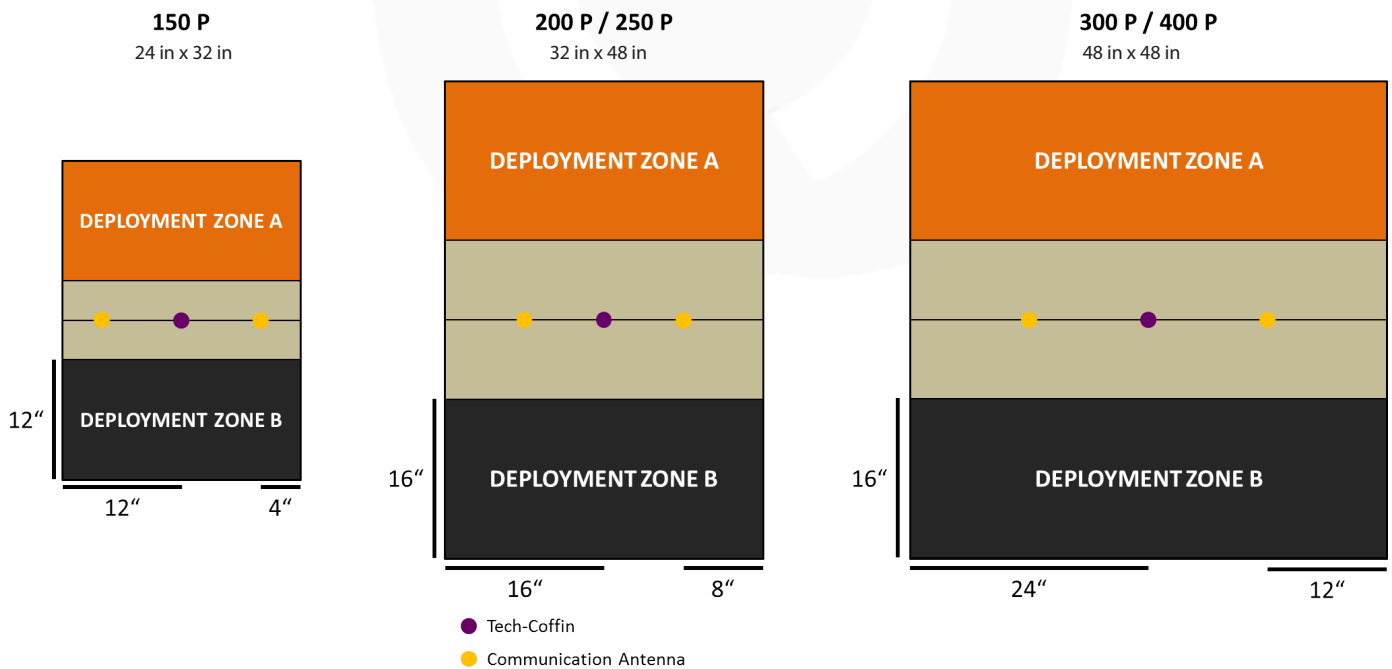
MASTER BREACHER

The Master Breacher is an operative with a wide expertise in breaching accesses during a space boarding action.

At the end of the Deployment Phase, players must declare which Trooper from their Army List is their Master Breacher. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Master Breachers.

The Master Breacher possesses the **Terrain (Zero-G)** Special Skill and also **D-Charges**, even if those are not listed on their Unit Profile.

The Master Breacher is identified with a Player A or B Marker.



CAMELIARD

GUARD POST:

THE ARMORY

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of each Game Round, Dominate the Armory (2 Objective Points).
- » At the end of the game, Dominate the Armory (1 Objective Point).
- » At the end of the game, have acquired more weapons or items from the Panoplies than the adversary (2 Objective Points).

CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

SCENARIO SPECIAL RULES

THE ARMORY (ZO)

In this scenario The Armory is 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, 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 Token or a scenery piece with the same size.

OPEN THE ARMORY GATES

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Gate.

EFFECTS

- ▶ Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens all Gates to the Armory. 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 Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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.

JUNGLE TERRITORY

The operation is taking place on the Durgama region, so the entire game table is considered jungle territory. This does not apply movement restrictions on the game table, however all Troopers possessing the Terrain (Total), Terrain (Jungle) or Climbing Plus Special Skills get a +1 inch bonus to their first MOV value.

This Bonus will only be applied during a Move Skill.

SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

PANOPLIES

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

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

USE PANOPLIES		SHORT SKILL
Attack		
REQUIREMENTS		
<ul style="list-style-type: none"> ▶ The Trooper must be in Silhouette contact with a Panoply 		
EFFECTS		
<ul style="list-style-type: none"> ▶ By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again. ▶ Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll. ▶ A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State. ▶ If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart. 		

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop-Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, the player must inform to their adversary if that card will be their Classified Objective or their INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces their decision to their adversary. The content of the card, whether the mission or the card numeric value, is Private Information, no matter which use the player has chosen for it.

At the end of the last Game Round **and** at the end of the game, when the players count up their points and in Initiative order, the player can use their INTELCOM Card in Support and Control Mode.

Support and Control Mode: The player can add the value of the Support and Control Card to their Victory Points in the Zone of Operations (ZO) of their choice. The player must have at least one Trooper inside that ZO, in a non-Null State.

END OF THE MISSION

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

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

CAMPAIGN SPECIAL RULES

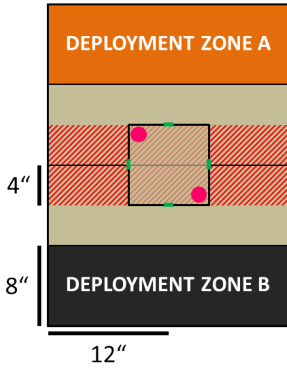
ARSENAL

There is a warehouse of weapons and ammunition in the zone of operations. In this scenario, players ignore the Expendable Trait of any weapon or piece of Equipment of their Troopers.

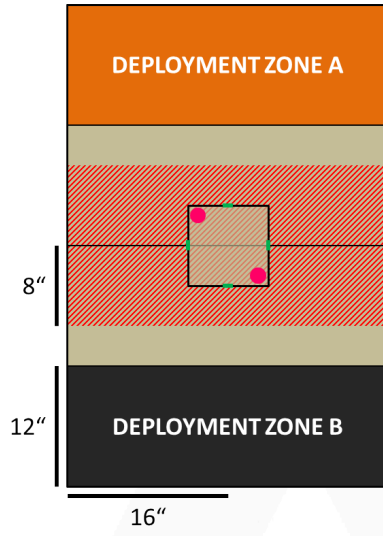
CLOSE QUARTERS

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

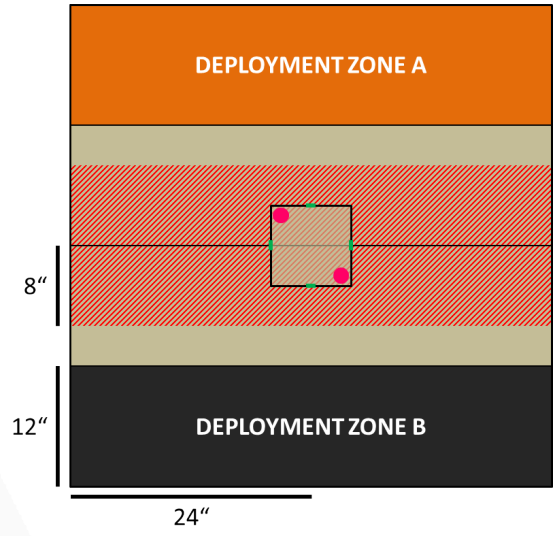
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 400 P
48 in x 48 in



- Panoply
- Narrow Gate (closed)
- ▨ Exclusion Zone



XIĀNDǎO NEOSTEELWORKS

3D PRINTING LABS:

COUNTERMEASURES

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, have accomplished more Current Mission Objectives than the adversary (2 Objective Points).
- » At the end of the game, have accomplished the same number of Current Mission Objectives as the adversary (1 Objective Points, but only if at least 1 Current Mission Objective has been accomplished).
- » Accomplish Current Mission Objectives (1 Objective Point each, up to a maximum of 8 Objective Points).

CLASSIFIED

- » See the Scenario Special Rules.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
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A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

SCENARIO SPECIAL RULES

CLASSIFIED OBJECTIVES

At the start of the game, using a single Classified Deck (Standard Mode), draw three cards and set them beside the playing area. These three cards are the Current Mission Objectives. Place the rest of the deck beside them, leaving space for a discard pile.

At the start of the Tactical Phase of each player's turn, that player may choose and discard one of the three Current Mission Objective cards, place it on the discard pile, and draw a replacement card from the deck.

During each Player Turn, if a Current Mission Objective is accomplished, the card is retained by the player who accomplished it. If both players accomplished the same Current Mission Objective in the same Order, both Troopers count as having accomplished it. At the end of that Player Turn, draw new cards from the deck until there are three Current Mission Objectives.

If the deck runs out of cards, shuffle the discard pile into a new deck. Any Current Mission Objective that is checked "at the end of the game" can be accomplished at the end of any Player Turn.

MULTIPLE HVTS

Each of the players will deploy **three** HVTs, following the usual rules for deploying HVTs. Each HVT may only be used to accomplish one Classified Objective - once a Classified Objective targeting an HVT has been completed, that HVT Model is removed from the game table.

SECURE HVT NOT USED

In this scenario, the Secure HVT rule is not applied.

EXTREME MODE

This scenario can be played at an extreme level of difficulty. In this Mode, players must use the Extreme Classified Objective Deck (The red one). This mode is not compatible with the Extra Double Deck.

RAINFOREST

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zones.

The player that kept Deployment must place their Circular Templates first.

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

DEFENSIVE TURRET F-13

Each player has one Defensive Turret F-13 which will react to the opponent's Models. Before the Deployment Phase, each player must place their Defensive Turret F-13 totally inside their Deployment Zone, starting with the player that kept Deployment.

These turrets are fixed to the floor and cannot move. They must be represented by a Defensive Turrent Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LoF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

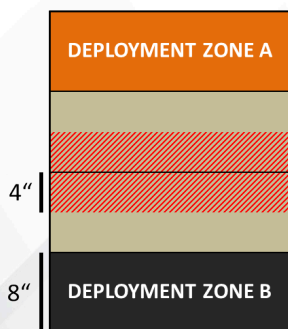
► ISC: TURRET F-13									
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
--	5	10	--	--	2	3	1	1	
► Equipment: 360° Visor					► BS Weapons: Combi Rifle				
► Special Skills: Total Reaction					► Mêlée Weapons: PARA (-3) CCW				

END OF THE MISSION

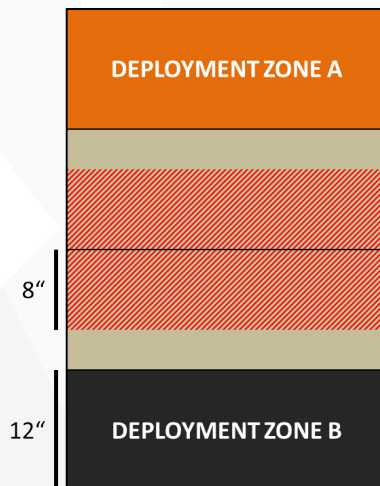
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

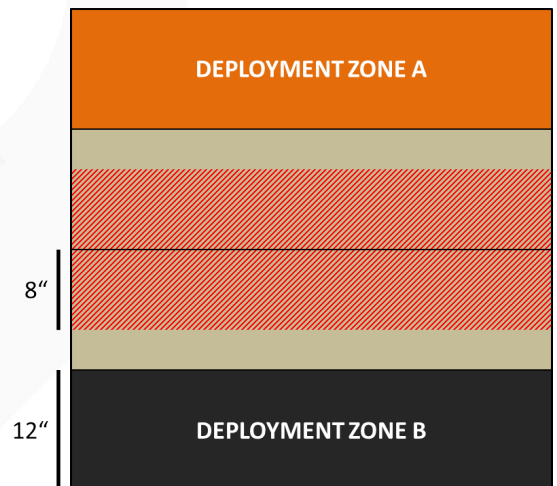
150 P
24 in x 32 in




200 P / 250 P
32 in x 48 in



300 P / 400 P
48 in x 48 in



 Exclusion Zone

CAMPAIGN SPECIAL RULES

EMERALD JUNGLE

The 8-inch area on either side of the central line of the game table is considered an emerald jungle. In this area Movement restrictions are not applied, however, all Troopers possessing the **Terrain (Jungle) or Terrain (Total)** Special Skills, or having a Troop Classification of Elite Troop, **get a +1 inch Bonus** to their first MOV value.

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

VANTAGE COMMAND

In this scenario, the Lieutenants have a +1 Lieutenant Special Order.

RAVENEYE: PORT BATTERY

PORT FIRE CONTROL MODULE:

CAPTURE AND PROTECT

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of each Game Round, have the Enemy Beacon Captured (2 Objective Points).
- » At the end of the game, have the Enemy Beacon Captured in your own Deployment Zone (2 Objective Points).
- » At the end of the game, have your Beacon not be Captured by the enemy (1 Objective Point).

CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

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

SCENARIO SPECIAL RULES

BEACONS

There are a total of 2 Beacons, 1 corresponding to each player, placed in different halves of the table, each in the middle of the front edge of the Deployment Zone. (see map below).

The Enemy Beacon is the one on the edge of the enemy Deployment Zone.

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

PICK UP BEACON

SHORT SKILL

Attack

REQUIREMENTS

The Trooper must be in one of the following situations:

- ▶ The Trooper is in Silhouette contact with a Model in a Null State that has an Enemy Beacon.
- ▶ The Trooper is in Silhouette contact with a friendly Trooper in a Normal State that has an Enemy Beacon.
- ▶ The Trooper is in Silhouette contact with an Enemy Beacon with no enemy Troops also in contact with it.

EFFECTS

- ▶ A Trooper can pick up an Enemy Beacon in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- ▶ The Troopers must satisfy the Common Rules of Beacons.

COMMON RULES OF BEACONS

- » Each Model can carry a maximum of 1 Beacon. As an exception, Troopers possessing the Baggage Special Skill can carry up to 2 Beacons.
- » Only Models, and not Markers, (Camouflaged, Impersonation, Holochoes...) can carry the Beacons.
- » If the Model carrying a Beacon enters a Null State, then the player must leave the Beacon Token on the table.

CAPTURED ENEMY BEACON

An Enemy Beacon is Captured by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Beacon. Models in a Null State cannot do either.

SPECIALIST TROOPS


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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HVT NOT USED

In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table and they must remove all the HVT Classified Objective cards from the Classified Deck.

INTELCOM CARD (PROVISIONS)

The Classified Objectives with the symbol  give 1 extra Objective Point, but only if the player has less than 10 Objective Points.

END OF THE MISSION

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

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

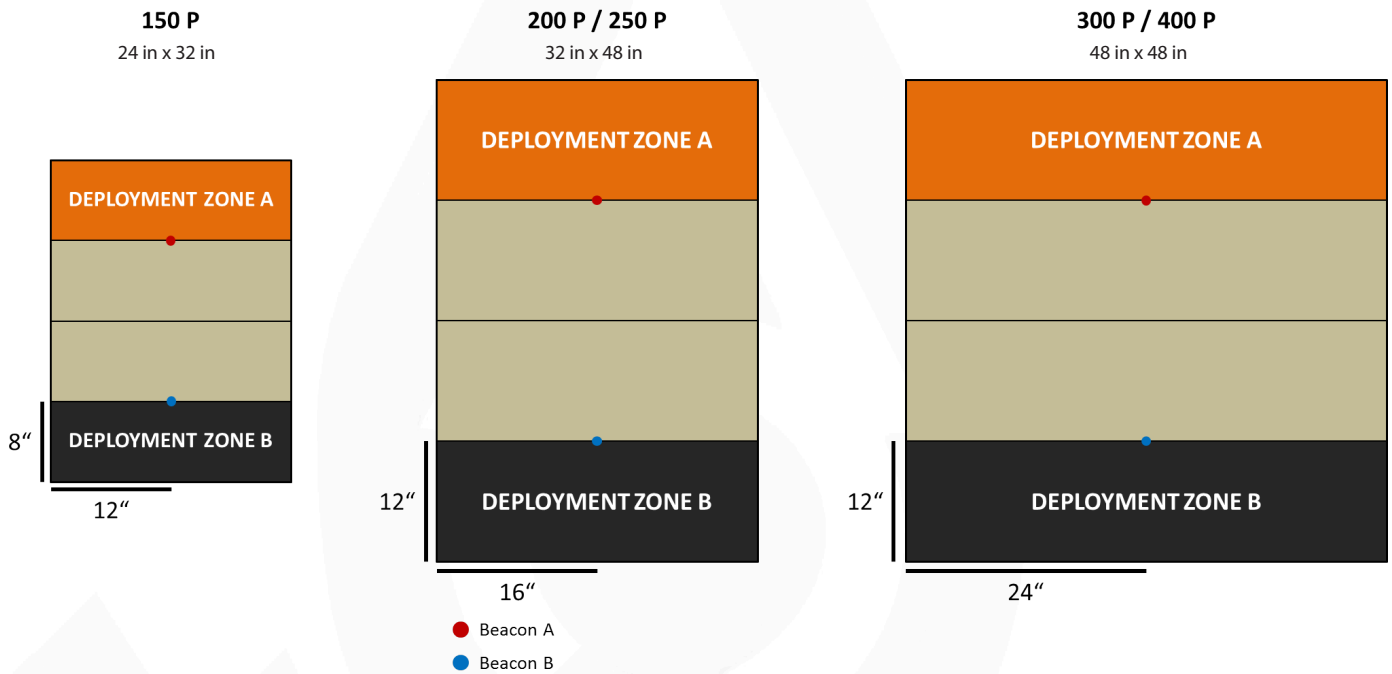
CAMPAIGN SPECIAL RULES

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.

HULL BREACH

A hull breach has created a dangerous area that some troopers can use in their own benefit. In this scenario, all Troopers possessing any of the **Climbing Plus**, **Super Jump**, **Terrain (Zero-G)** or **Terrain (Total)** **Special Skills** get a **+3 MOD** Bonus to their rolls when declaring **Dodge**.



RAVENEYE, PORT BATTERY

AMMUNITION AND SUPPLIES MODULE:

FIREFIGHT

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To Kill more Specialist Troops than the adversary (2 Objective Points).
- » To Kill more Lieutenants than the adversary (2 Objective Points).
- » To Kill more Army Points than the adversary (2 Objective Points).
- » At the end of the game, acquire more weapons or items from the Panoplies than the adversary (1 Objective Point).

CLASSIFIED

- » Each player has 3 Classified Objectives (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	12 in x 32 in
A and B	200	4	32 in x 48 in	16 in x 32 in
A and B	250	5	32 in x 48 in	16 in x 32 in
A and B	300	6	48 in x 48 in	16 in x 48 in
A and B	400	8	48 in x 48 in	16 in x 48 in

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

NO QUARTER

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

DESIGNATED LANDING AREA

The whole game table is a Designated Landing Area. Any Trooper with the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, Troopers with any Special Skill with the Airborne Deployment (AD) Label ignore the prohibition of the Deployment rules against deploying inside the enemy Deployment Zone.

PANOPLIES

There are 3 Panoplies, placed on the central line of the game table. One of them is in the center of the table and the other two are 8 inches from the edges in 300/400 point games, 4 inches in 200/250 point games, and touching the table edges in 150 point games (see map below).

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

USE PANOPLIES

SHORT SKILL

Attack

REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply

EFFECTS

- By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.
- A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
- If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop-Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: + 4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: + 2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

RAINFOREST

Before the Deployment Phase, each player must place two Circular Templates. They can be placed on any surface of the game table that is equal or larger in size than the Template, and they must be completely outside any Deployment Zones.

The player that kept Deployment must place their Circular Templates first.

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

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

END OF THE MISSION

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

CAMPAIGN SPECIAL RULES

ARSENAL

There is a warehouse of weapons and ammunition in the zone of operations. In this scenario, players ignore the Expendable Trait of any weapon or piece of Equipment of their Troopers.

MASTER BREACHER

The Master Breacher is an operative with a wide expertise in breaching accesses during a space boarding action.

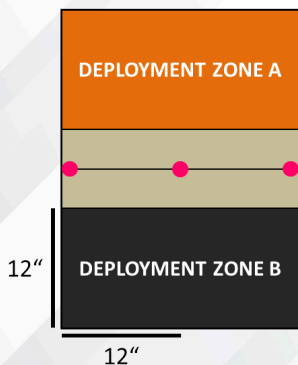
At the end of the Deployment Phase, players must declare which Trooper from their Army List is their Master Breacher. The Trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose Troopers in Hidden Deployment or in Marker state. This Trooper must always be on the game table as a Model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Master Breachers.

The Master Breacher possesses the **Terrain (Zero-G)** Special Skill and also **D-Charges**, even if those are not listed on their Unit Profile.

The Master Breacher is identified with a Player A or B Marker.

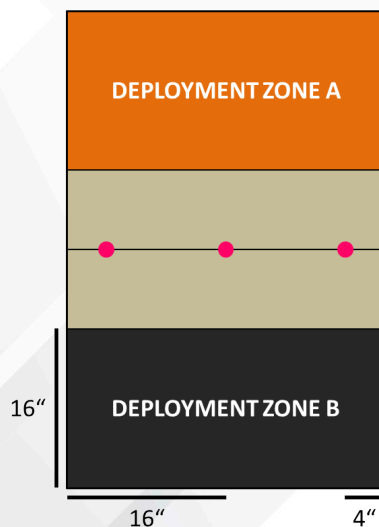
150 P

24 in x 32 in



200 P / 250 P

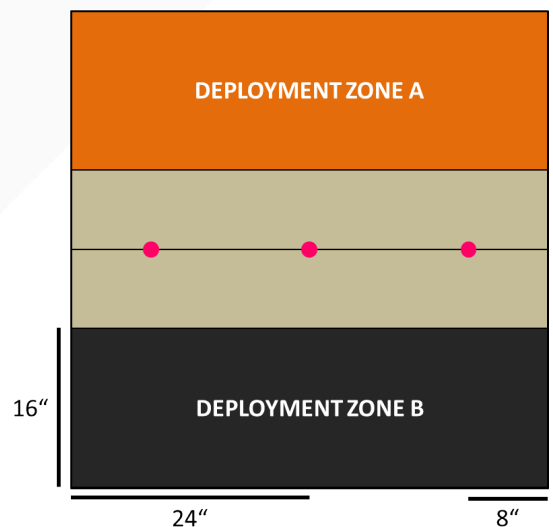
32 in x 48 in



● Panoply

300 P / 400 P

48 in x 48 in



ALFUTNA TERRAFORMING STUDIES UNIT

GEOSCIENCE LECTURE HALL:

RESCUE

MISSION OBJECTIVES

MAIN OBJECTIVES

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

CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with a Civilian.

SCENARIO SPECIAL RULES

DEAD ZONES

There are two Dead Zones on the battlefield, 4 inches deep between the Deployment Zone and the Exclusion Zone (see the map below).

The Dead Zone of each player is the one in their half of the table.

CIVILIANS

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

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

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

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

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

Players can only Synchronize their own Civilians.

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

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

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

END OF THE MISSION

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

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

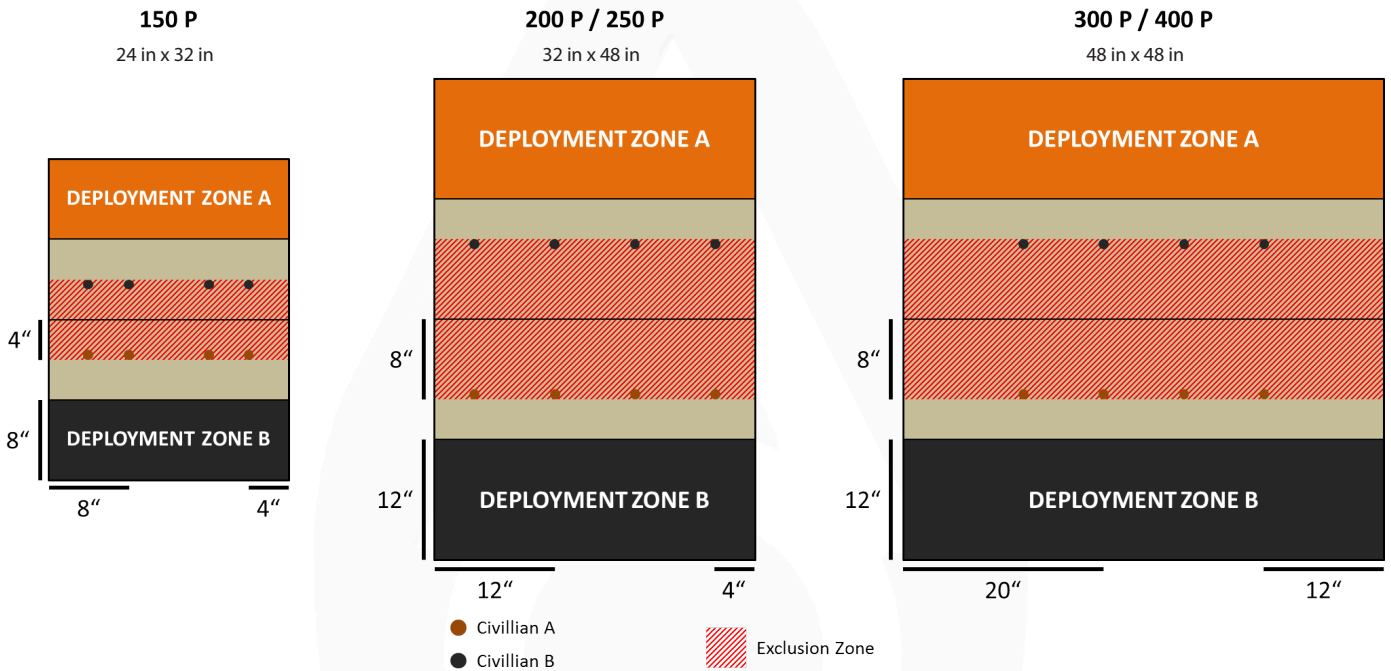
CAMPAIGN SPECIAL RULES

KEEP ON TRUKIN'

Both players can add a Monstrucker without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers or the Army List's limit of 15 Troopers.

ARMORED REINFORCEMENTS

In this scenario, all TAGs have a SWC value of 0.5, regardless of the value shown in their Unit Profile.



RAVENEYE. STARBOARD BATTERY

STARBOARD FIRE CONTROL MODULE:

FRONTLINE

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, dominate the nearest Sector to your Deployment Zone (1 Objective Point).
- » At the end of the game, dominate the central Sector (2 Objective Points).
- » At the end of the game, dominate the farthest Sector from your Deployment Zone (3 Objective Points).

CLASSIFIED

Each player has 4 Classified Objective (1 Objective Point for each one).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

SECTORS (ZO)

When the game is finished, but not before, 3 Sectors are marked out. In 200/250/300/400 point games, 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 150 point games, these Sectors are 4 inches deep and as wide as the game table. Two of these Sectors are placed 2 inches from the central line of the game table, one on each side, and the third Sector is a strip 4 inches deep in the central area of the table.

In this scenario each Sector is a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, the player must inform to their adversary if that card will be their Classified Objective or their INTELCOM Card. Each player rolls a die and the one who gets the highest score must be the first who announces their decision to their adversary. The content of the card, whether the mission or the card numeric value, is Private Information, no matter which use the player has chosen for it.

At the end of the last Game Round, when the players count up their points and in Initiative order, the player can use their INTELCOM Card in Support and Control Mode.

Support and Control Mode: The player can add the value of the Support and Control Card to their Victory Points in the Zone of Operations (ZO) of their choice. The player must have at least one Trooper inside that ZO, in a non-Null State.

LOW GRAVITY AREA

The operation is taking place on the Raveneye Orbital Complex, so the entire game table is considered a low gravity area. This does not apply movement restrictions on the game table, however all Troopers possessing the Terrain (Total), Terrain (Zero-G) or Climbing Plus Special Skills get a +1 inch bonus to their first MOV value.

END OF THE MISSION

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

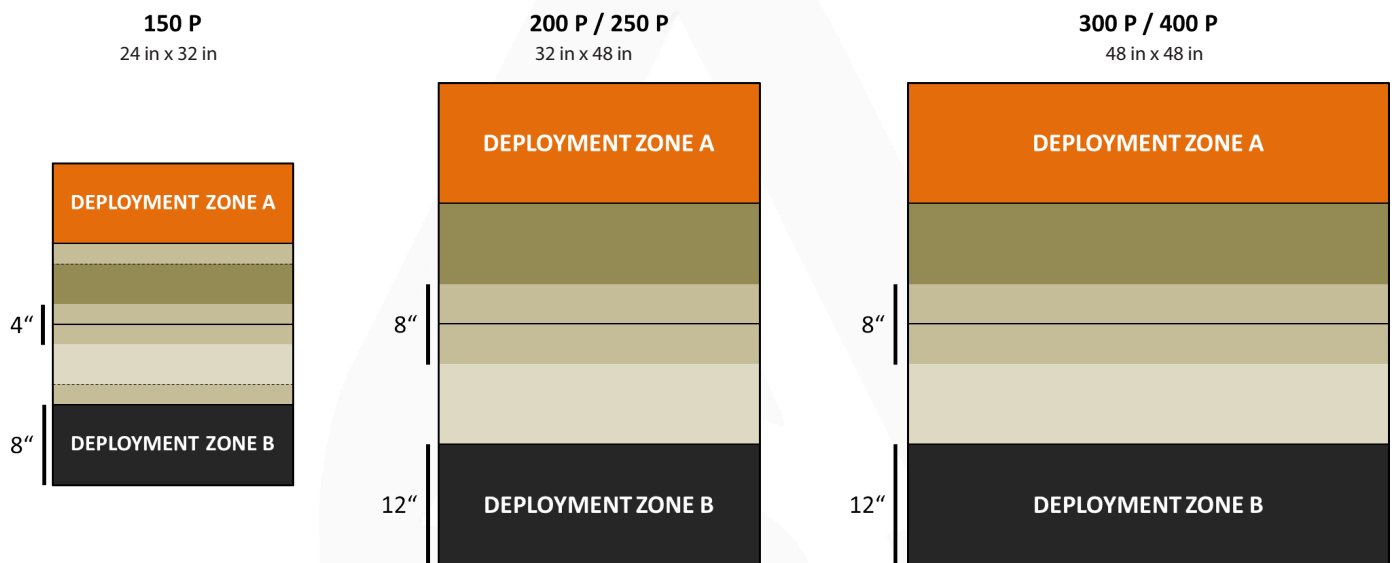
CAMPAIGN SPECIAL RULES

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.

PITCH-BLACK

The zone of operations is deep dark and jeopardizes the target acquisition. In this scenario, all troopers possessing any of the **Camouflage, Mimetism, Terrain (Total), Terrain (Zero-G) Special Skills** get a **+3 MOD** Bonus to their rolls when declaring **Dodge**.



GEKIDAN RESEARCH PARK

YUKIMURA CENTER:

UNMASKING

MISSION OBJECTIVES

MAIN OBJECTIVES

- » To Kill the enemy Designated Target, but only if it has been previously Revealed (3 Objective Points).
- » To Kill enemy Target Decoys, but only if they have been previously Revealed (1 Objective Point for each Target Decoys).
- » To Kill more enemy Target Decoys, but only if they have been previously Revealed (1 Objective Point).
- » At the end of the game, have the same number of Activated Consoles as the adversary (1 Objective Point but only if the player has at least 1 Activated Console).
- » At the end of the game, have more Activated Consoles than the adversary (2 Objective Points).
- » At the end of the game, have your Designated Target not Killed (2 Objective Point).

CLASSIFIED

- » There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

Exclusion Zone. The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any HVT.

SCENARIO SPECIAL RULES

SUBTERFUGE

Each of the players will deploy three HVTs, applying the conventional rules, but only one of them will be the Designated Target. This choice will be made by each player during the Deployment Phase. It is Private Information and must be written down to show to your opponent if necessary. The other two HVTs are Target Decoys.

All the HVTs have an HVT Profile (Neutral Civilian) until they are Revealed as a Designated Target, or as a Target Decoy.

An HVT applies the HVT Profile (Designated Target) at the end of the Order in which it has been Revealed as a Designated Target, or as a Target Decoy.

CONSOLES

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

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

ACTIVATE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with a Console.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Console.
- ▶ If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ▶ When Activating the Console, the player may choose one of the enemy HVTs and the adversary must Reveal if it is the Designated Target, or if it is one of the Target Decoys.
- ▶ A Console cannot be Activated again by the same player to Reveal another HVT.
- ▶ An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the Console no longer counts as Activated by the adversary.
- ▶ Player A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

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

DESIGNATED TARGET

In this scenario, the enemy HVTs that have been Revealed are considered enemy Troopers instead of Neutral Civilians, so they can be targeted by Attacks.

Revealed HVTs are reactive and hostile, reacting as if they are an enemy Trooper.

IMPORTANT:
 Players are not allowed to Kill an enemy HVT until it has been revealed as the Designated Target, or as one of the Target Decoys.

KILLING

Troopers are considered Killed by the adversary when they enter Dead State, or they are in a Null State at the end of the game.

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

CLASSIFIED DECK NOT USED

Players will not use the Classified Deck in 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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

CAMPAIGN SPECIAL RULES

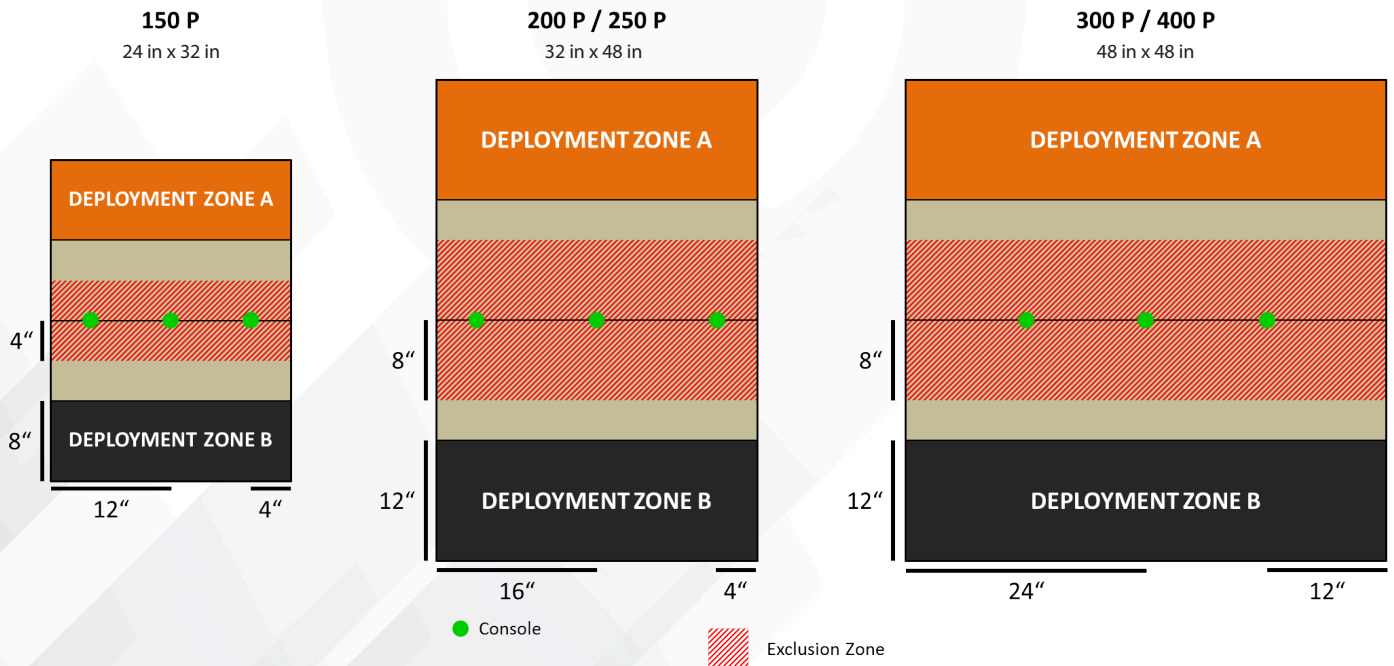
EMERALD JUNGLE

The 8-inch area on either side of the central line of the game table is considered an emerald jungle. In this area Movement restrictions are not applied, however, all Troopers possessing the **Terrain (Jungle) or Terrain (Total)** Special Skills, or having a Troop Classification of Elite Troop, **get a +1 inch** Bonus to their first MOV value.

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

ARMORED REINFORCEMENTS

In this scenario, all TAGs have a SWC value of 0.5, regardless of the value shown in their Unit Profile.



DARPAN XENO-STATION

XENOFARM GAMMA:

HIGHLY CLASSIFIED

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, have accomplished more Classified Objectives than the adversary (4 Objective Points).
- » At the end of the game, have accomplished the same number of Classified Objectives as the adversary (2 Objective Points, but only if at least 1 Classified Objective has been accomplished).
- » Accomplish Main Classified Objectives (1 Objective Point for each one).

SECONDARY OBJECTIVES

- » Each player has 1 Secondary Classified Objective (2 Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

MAIN CLASSIFIED OBJECTIVES

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

To choose them, each player will shuffle their own Classified Deck in front of their opponent and pick two cards they 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 their 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 they have two different options to choose their Secondary Classified Objective from.

The Secondary Classified Objective is Private Information.

SECURE HVT

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

DEFENSIVE TURRET F-13

Each player has one Defensive Turret F-13 which will react to the opponent's Models. Before the Deployment Phase, each player must place their Defensive Turret F-13 totally inside their Deployment Zone, starting with the player that kept Deployment.

These turrets are fixed to the floor and cannot move. They must be represented by a Defensive Turrent Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the Defiance Scenery, or Fiddler's Turrets).

The Defensive Turrets F-13 are Deployable Weapons, reacting with BS Attack or CC Attack to any Order declared by an active Enemy Model (but not Markers) in LoF or in Silhouette contact.

When the STR Attribute value of a Defensive Turret F-13 is 0 or less, it is removed from the game table.

DEFENSIVE TURRET F-13

► ISC: TURRET F-13									
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
--	5	10	--	--	2	3	1	1	
► Equipment: 360° Visor					► BS Weapons: Combi Rifle				
► Special Skills: Total Reaction					► Mêlée Weapons: PARA (-3) CCW				

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 their Secondary Classified Objective. As before, this Secondary Classified Objective must be different from the Main Classified Objectives.

EXTREME MODE

This scenario can be played at an extreme level of difficulty. In this Mode, players must use the Extreme Classified Objective Deck (the red one).

This mode is not compatible with the Double Deck Extra.

JUNGLE TERRITORY

The operation is taking place on the Durgama region, so the entire game table is considered jungle territory. This does not apply movement restrictions on the game table, however all Troopers possessing the Terrain (Total), Terrain (Jungle) or Climbing Plus Special Skills get a +1 inch bonus to their first MOV value.

This Bonus will only be applied during a Move Skill.

END OF THE MISSION

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

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

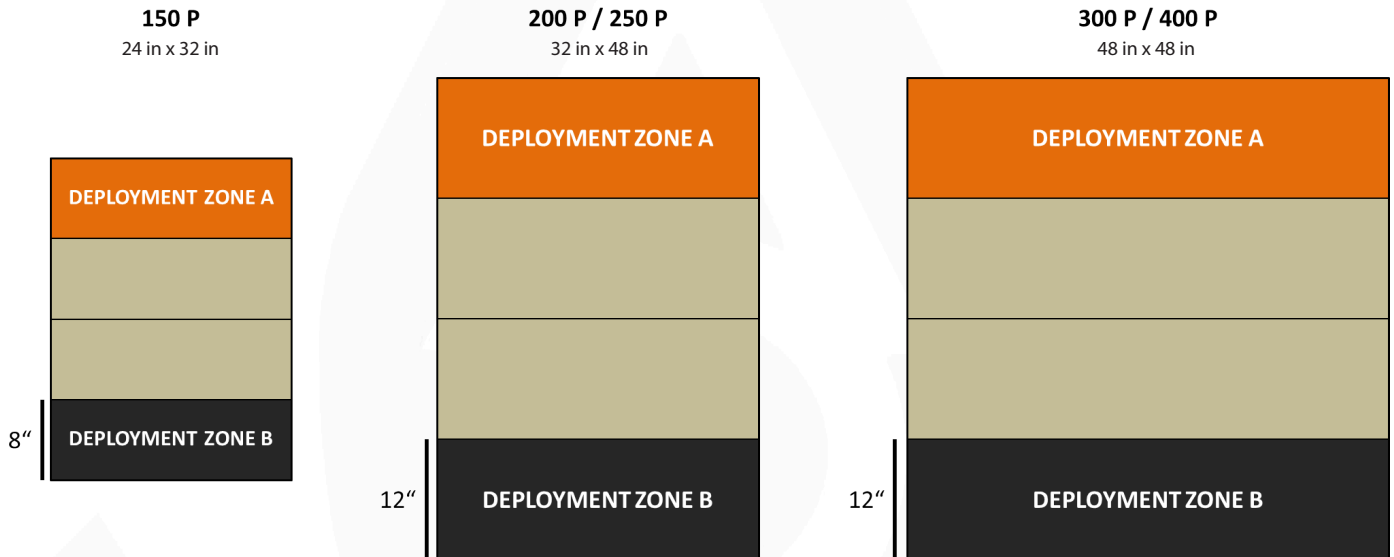
CAMPAIGN SPECIAL RULES

SAFE ACCESS

The approaching routes to the zone of operations are clear of danger. In this scenario, the Deployment Zones apply a +4 inches deep MOD.

VANTAGE COMMAND

In this scenario, the Lieutenants have a +1 Lieutenant Special Order.



ZEBU RESEARCH CENTER

SYMBIOSAMPLES STORAGE AREA:

SUPREMACY

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of each Game Round, dominate more Quadrants than the adversary (2 Objective Points).
- » At the end of the game, have a Hacked Console (1 Objective Point for each Hacked Console, up to a maximum of 3 Objective Points).

CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
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SCENARIO SPECIAL RULES

QUADRANTS (ZO)

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

In this scenario each Quadrant is a Zone of Operations (ZO).

DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token 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

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

DEFENSIVE TURRET F-13

Each player has one Defensive Turret F-13 which will react to the opponent's Models. Before the Deployment Phase, each player must place their Defensive Turret F-13 totally inside their Deployment Zone, starting with the player that kept Deployment.

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DEFENSIVE TURRET F-13

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► Equipment: 360° Visor					► BS Weapons: Combi Rifle				
► Special Skills: Total Reaction					► Mêlée Weapons: PARA (-3) CCW				

CONSOLES

There are 4 Consoles, placed on the center of each Quadrant (See map below).

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

HACK CONSOLES

SHORT SKILL

Attack


REQUIREMENTS

Only Specialist Troops can declare this Skill.
The Specialist Troop must be in Silhouette contact with a Console.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to 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. In this case, both players will count that Console as Hacked.
- ▶ Player A and Player B Tokens can be used to mark the Hacked Consoles. It is recommended each player uses a different kind of Tokens.

INTELCOM CARD (PROVISIONS)

The Classified Objectives with the symbol  give 1 extra Objective Point, but only if the player has less than 10 Objective Points.

END OF THE MISSION

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If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

CAMPAIGN SPECIAL RULES

ASSURED SUPPORT

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

SYMBIOCURASS

A runaway symbiont has attached itself to your body and you're not able to get rid of it! Before each Game Round starts, both players must make a Saving Roll against BTS with Damage 12 for each Trooper whose Unit Profile has a **Wounds** Attribute value **lower than 2** Unit Profile. If the roll is failed, that Trooper is affected, applying a **PH-1** and **ARM+2 MOD** until the end of the game, and does not need to roll again.

Players can use Player A or B Tokens to identify the infected Troopers.

SPECIALIST TROOPS

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

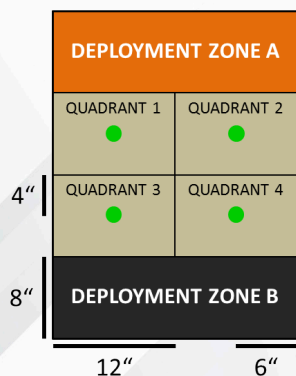
Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

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

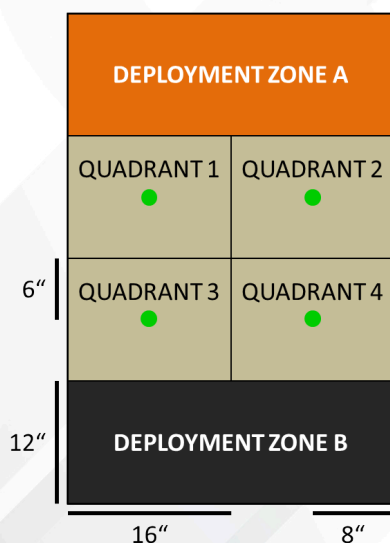
150 P

24 in x 32 in



200 P / 250 P

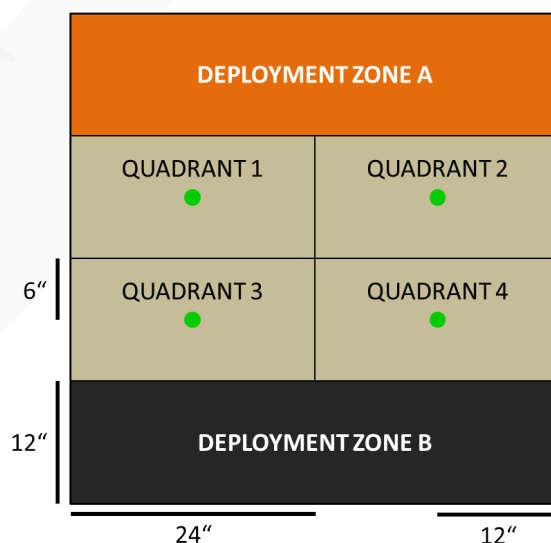
32 in x 48 in



 Console

300 P / 400 P

48 in x 48 in



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