

The QAZ Campaign

Phase 1

Narrative

The fighting on Consillium continues with each faction vying for power even though each faction has agreed to an armistice this hasn't reached the forces on the ground.

Along with the fighting small fragments of each faction have broken contact and are racing after the spiral corps terrorists in an attempt to regain control or gain control of the digester.

Only the commanders of each faction truly know the real reason for chasing them ,

For Pano / O12 it is likely to regain their pride after such a monumental failure, for Haqq Islam , Yu Jing it is likely to push the knife deeper into the pride of O12 / Pano , for Tohaa / spiral Corps its to escape with one of the most dangerous items in the galaxy and stop the other factions from getting it , for the Nomads and Ariadna its to gain a technological advantage over all the other factions, for Aleph its to return the digester to its rightful place in the Aleph core for investigation , for the combined Army its almost a religious artefact and they believe that only the EI is capable of truly understanding it.

Apart from all that, the of the small splintered factions fly off in pursuit of the digester and the Thieves that took it and set it off.

The only problem is thanks to the Spiral Corps mishandling of the digester , not only are there Quantum Anomaly Zones on Consillium but also in the local space around it. And it is through one of these QAZ that the Spiral Corp have disappeared.

Once the other powers realised where the Spiral Corps had gone they gingerly flew through the QAZ aperture only to find themselves in a dark and evil dimension, where everything and nothing is real at the same time, slowly the fleets of the fragmented powers come across pockets of stable reality, it is in these pockets that each faction controls and retrofits their fleets to make the journey back to the aperture.

Although deemed stable that is only a relative term here as this dimension warps the fabric of space and time , so it could have been years or milli seconds since the fleets arrived.

All the fleets must escape and leave the Tohaa and their allies to their fate.

The QAZ Campaign

The campaign starts in the Quantum Anomaly Zone (QAZ)

Each faction has a stable zone that is their base and there are 4 contested zones that are stable and have ancient quantum tech that will be useful for escaping from the QAZ

The campaign is run in 3 phases

Phase 1 collection of ancient tech and secure safe zones for vessel rework.

Phase 2 slow down opponents and steal / legitimately acquire more resources and tech

Phase 3 escape the QAZ

Each phase will have specific missions that will correspond to each area and there will be added rules / fun elements that will make the missions more narrative

Please note that the spec ops rules will be used for this campaign

Phase 1 your spec ops has 5 xp

Phase 2 your spec op has 10 Xp

Phase 3 your spec op has 15 Xp

Safe zones

There are 12 safe zones

Oothgar :- a small hilly environment that has many minerals and is occupied by the Pano forces

This small but very useful zone is on the outskirts of the QAZ and is attacked regularly by QAZ monsters, Pano have turned this zone into a fortress lined with perimeter guns and as many Tags and remotes as possible.

Mission = Acquisition , mission updates , units with terrain mountains and terrain total have +2” on the 1st movement value , when placing QAZ creatures instead of placing 1 per opponent you place 3. All other rules apply (see the ITS 15 for QAZ creatures rules)

High Lotus:- a flat plane of grass lands more towards the centre of the QAZ occupied by the Yu Jing forces they have managed to cultivate large farms run by remotes with the human population living in the central city Lotus Blossom where they have recreated some of the majestic buildings back home.

Here the farms cultivate food and bio fuel for their technology to run.

Mission Looting and Sabotaging , mission updates 1 QAZ creature to be placed by each opponent (see the ITS 15 for QAZ creatures rules)

0011001 The Abby :- an environment where geo thermal power is used to power the Aleph splinter centre, here the Aleph forces use the power and minerals found in the volcanic planes to creat weird and wonderful machines.

Located in the exact centre of the QAZ The Abby is over seeing most human efforts to escape and fight the EI and its combined army forces, not only do the forces of Aleph reside here but so do the forces of O12.

Mission = Power Pack, mission updates players place 2 F13 turrets and 1 QAZ creature each, (see the ITS 15 for QAZ creatures rules) all other rules are the same

Crystal:- located in the mid rim of the QAZ this ocean safe zone is filled with all kinds of wondrous life. Going deep to 10000 fathoms it not only is pure H2O but has got amazing creatures that have the weirdest shell #/ bone composition that the Ariadnan forces are looking at using for the hulls and struts of their vessels, the water is pure cold and some of the best sources of hydrogen power yet found in the QAZ , even though there is no Teesium to hold and use , the ariadnan forces are Turing to these animals as their new source of weapons.

Mission = highly classified, mission updates, terrain aquatic and terrain total gain +1” to their first move, starting with the player that deployed first place 4 8” zones that are pools of water, unless you have terrain aquatic or terrain total all movement through those zones is halved , all ariadnan / bounty hunters forces gain +1 to their BT’s save , retreat rule is suspended for this game

Red Alpha:- an asteroid complex turned fortress with a ring of ice comets surrounding it. Located on the opposite side of the QAZ closer to the combined forces than any other human safe zone. Acquired by the Nomads after realising that the asteroid was filled to the brim with ores that can be used to create new weapons of war, with their ingenuity the Nomads created a safe zone that is very difficult to penetrate by anyone, turning back to their trade routes the nomads mine the ores and sell them to the other powers for food fuel and anything else they can get.

Mission= Armoury mission updates players place 2 instead of 1 F 13 defence turret the whole board is terrain zero g so +2” to units with terrain 0g and +1” to movement for units with terrain total,

Blast makers with explosive ammunition cause a permanent vortex that causes -1 burst when shooting through and any model touches the vortex needs to make a ph-3 save if it fails it is removed from play

Sacred dessert :- the forces of Haqq Islam have located a safe zone that although is a desert is also packed with dangerous life forms . the forces of Haqq Islam have created many settlements each more amazing than the last they have recreated their life from the human sphere and are constantly trying to keep the peace

Mission = unmasking mission updates , terrain desert and terrain total have a +1” to all movement values, starting with the player that deployed first 4 QAZ creatures are deployed (see the ITS 15 for QAZ creatures rules)

Lowlands jungle:- a forest jungle safe zone with high humidity and many forms of wildlife, this safe zone is located on the far side of the QAZ

The forces of the EI are fighting back the wildlife and the forest to create their base , here they are reaching out and attacking not only the Tohaa but also the human safe zones , the shasvastii forces have been infiltrating the human zones trying to break them and with new toxins at their disposal they are slowly poisoning the leaders of most of the other factions.

Mission = uplink Centre, missed update terrain total and terrain jungle gain +1” movement to first movement value, combat jump and parachute have a -3 added to the PH roll due to the density

Starting with the player that deployed second 3 suppression zones are to be placed

Diadem :- little is known about this safe zone. As the Tohaa / Spiral Corps have managed to keep it hidden from the other forces.

Some military intelligence analysts believe that some how the Tohaa have managed to find a way to move the safe zone and to shield it from all sensors.

Mission mind wipe , mission update 1 QAZ creature is to be deployed in each player’s deployment zone 6” from a side by your opponent , and 2 QAZ creatures are to be placed on the central line

Alpha:- the first of the 4 uncontested safe zones. Initial scans show an earth class environment with enough space for farming and animal rearing, on initial scans no ancient technology was discovered

Mission = cutthroat, mission updates starting with the player that deployed second place 4 QAZ creatures

Beta :- the second of the 4 uncontested safe zones. Scans show a crystal grove which what looks to be buildings made from the crystal, no energy or life readings available

Mission = superiority, mission updates, all ammo types gains stunned

Echo:- the third of the 4 uncontested safe zones rocky dense environment no oxygen and gravity at 2.5 G. an energy source has been detected in the mountainous area of this zone and scan also show useful materials for ship and war production

Mission = supplies , mission updates no model with an armour value less than 2 can be used ,

Terrain total gains +1” to all movement values, tags gain 1 extra tactical awareness order,

All supply boxes have panoply rule, units that have the booty rule get to revoke on the panoply chart.

Omega:- the forth and final of the uncontested safe zones.

A flat plane of sulphuric acid rain and sulphuric gasses, there is no oxygen on this plane but there are multiple life and energy readings

Mission= biotechvore, mission updates terrain total gains +1” to first movement value, the whole board has the suppression rule unless you have a multi spectral visor, if you have a multi spectral visor you ignore the suppression rule and gain +1 to your shooting burst value

No link / fire teams allowed