

AN ONLINE CAMPAIGN IN COLLABORATION WITH ONTABLETOP



SHATTERGROUNDS

PHASE 1

OnTableTop 

CORVUS BELLI
iNFiNity

SHATTERGROUNDS

"The project to save Concilium was moving forward according to plan. There was a glimmer of hope that the planet could be saved. But, while coming through Cerberus, half of the Exrah fleet was lost when it was bringing crucial technology to contain the devastation that was ravaging that planet.

And then, madness and chaos ensued."

*Saladin, Paradiso Coordinated Command liaison officer,
in a briefing before the O-12 Security Council.*

As part of the ceasefire agreed upon with humanity, the EI had promised to provide technology that would help contain the Quantum Anomaly Zones (QAZ) that plagued Concilium Prima.

The management of the different QAZs had been assigned to the various powers of the Sphere as well as to the Combined Army itself, and they were all awaiting the delivery of this tech to prove their efficiency and commitment to the salvation of humanity's capital planet.

However, the loss of half of the Exrah fleet that was bringing the EI's containment devices jeopardized the success of this project. To optimize their effectiveness, the available devices were to be sent only to those QAZs that were found to be best managed and ready to handle them.

Each of the powers wanted to have at least one of these devices and the benefits that came with them. They were all convinced that they were the most deserving of such a distinction. It was certainly preferable to have one, and the best way to accomplish this was to sabotage the competition—even if that meant putting the survival of the planet itself at risk.

"Concilium Prima is much more than a planet. It is a symbol for the whole of humanity. And that is why we cannot afford to let it fall. It must be defended because it is the heart and the engine of the Human Sphere."

Snippet from the speech of Lyan Hsu, spokesperson of the Yu Jing StateEmpire at the Überhaus. Edda, Concilium Prima.

"Concilium Prima is far more than the capital of the Human Sphere, it is the powerhouse that fuels O-12 and allows it to remain somewhat independent of the major powers of the Sphere. Without this planet, without its economic support, O-12 would be dependent on the financial contributions of the member states, just as it happened to the defunct UN, and it wouldn't have the leverage to sanction its major donors.

In order to save Concilium Prima, and to retain its independence, O-12 will have to accept favors that it will later have to pay back, and that is why all the major powers have stepped up to offer their help. Plus, they want to gain whatever valuable knowledge and strategic advantage they can from studying the anomalies caused by the Digester. It's not solidarity, it's self-interest, pure and simple."

Greta Garland, analyst and staff journalist for BIBLIOTEK.

THE FATE OF CONCILIUM

Concilium Prima is a planet on the edge of the abyss. The betrayal of Spiral Corps, which chose to sacrifice the T'zechi Digester rather than allow it to fall into the hands of EI, triggered the alien artifact to go into active defense mode and detonate. This blast created a so-called Quantum Anomaly Zone (QAZ) around it. Sometime in the past, the T'zechi artifact had spawned a number of probes—stand-alone recording devices that act as smaller Digesters—that were sent to various research facilities scattered all over Concilium Prima. These probes, probably due to some mechanism similar to quantum entanglement, reacted in the same way as the Digester when it detected a threat: they detonated and created their own QAZs.

The blast of the Quantum Anomaly Zones caused thousands of casualties, caused many more people to go missing, and turned the stricken areas into very hostile environments. Powerful waves of quantum disturbance of various magnitudes also impacted the tectonic plates in the area ravaged by the QAZs. The virulence of these quantum swells continues to cause widespread damage, sometimes affecting only living organisms, sometimes only buildings and infrastructures, sometimes both, and it looks like they might even affect the planet's core. Not to mention that there have been sightings of strange creatures, though there's no confirmation of what they are or where they come from. These areas—where satellite surveillance is impossible and remote exploration with aerial drones or surface remotes is unavailable—have become a sort of terra incognita that can only be explored by putting boots on the ground, so the information that can be gathered is limited. The only thing we know for certain is that they are threatening the very existence of the planet and all those who live on it.

Right now, our only hope for salvation is the Ur Hegemony, the alien empire under the rule of the EI. Formerly the greatest enemy of the Human Sphere, it is now our only option to prevent the planet's destruction. The quantum-field containment technology it's offering us is the only tool we have at present to limit the expansion of the QAZs and preserve seismic stability in the affected areas. But this is a technology that we don't understand, because the EI won't share the theory behind it, so we are dependent on our former enemies to preserve the entire planet. Can we really trust them? For the moment, we do, but only because we know that the EI wants to get its hands on the T'zechi Digester, and it won't be able to do so if the planet blows up. But we shouldn't forget that it has a fleet on standby in orbit around the planet, and that at any time our new circumstantial ally may no longer be willing to help us.

However, our priority in these difficult times is to contain the QAZs and, to this end, we must establish security perimeters using the containment devices provided by the Ur Hegemony. This is a huge task that cannot be undertaken by O-12 alone, so all the major powers of the Sphere have offered their support, as opportunistic and self-serving as the EI. Each and every one of them is only interested in being granted authority and responsibility over a QAZ, and hence, access to the secrets it may hold, to the probe itself, or even to the Digester.

Consequently, even though all the areas have been equally distributed among all those who offered to join in these planet-wide rescue tasks, it hasn't taken long for friction, complaints, and disputes to arise over areas considered to be of greater importance. All of them are disingenuous arguments since their real objective is primarily to gain access to the largest number of QAZs possible, and secondly to deprive their rivals of this same access. And if their diplomatic approach at the Öberhaus fails, then it will be time to deploy an operational team that will clear the ground, quickly, bluntly, and relentlessly. It should be noted that gaining access and authority

over one or more of these areas doesn't only mean obtaining access to exotic tech, it also represents influence gained over O-12 by controlling some of the most important regions of its planet, as well as over the Ur Hegemony, by becoming key to accessing this source of alien knowledge.

Concilium Prima is a planet on the edge, but also a planet of opportunities, now more than ever. These opportunities may blind both those operating on the ground and those who command them, which could further jeopardize the integrity of the planet and doom all the millions of innocent civilians who still live on it. This planet, which didn't succumb to the alien threat, could finally be destroyed by the greed and ignorance of those who are supposed to be its friends and allies. The situation is critical and we shouldn't be complacent and let our guard down, because the fate of Concilium Prima depends on it.

Excerpt from the report by Colonel Mariëtte Wijnkoop, Bureau Aegis officer, in a closed session before the O-12 Security Council. Clearance level required: Alpha.



SHATTERGROUNDS

CAMPAIGN LOCATIONS



LORENA

ALEPH/NOMADS AREA

Welcome to Lorena—a stunning seaside destination in front of the island of Bois Bleu and with a direct connection to Edda by road and Mag-Lev thanks to an extensive multiway. The city sprouted up around a pristine harbor once used by early explorers looking to study the natural beauty of nearby Bois Bleu island. Today, Lorena serves as the ideal base camp for travelers eager to explore the diverse ecological wonders spread throughout the archipelago. From bustling shopping districts filled with artisan craft stores and delicious culinary destinations to quiet neighborhoods perfect for leisurely afternoon walks and serene escapes, visitors quickly discover why Lorena is considered the *crème de la crème* of Concilium's top destinations. Home to Bureau Gaea's planetary research center, the city attracts worldwide attention not only for its geographical proximity to Bois Bleu but also for hosting many other fascinating natural wonders within easy reach. Visitors arriving by road from Edda marvel over the beauty of the forest-carpeted mountain range leading directly into the heart of Bois Bleu Island National Park through the bridge that connects it with the shore just northwest of town. This natural reserve houses several rare botanical specimens unknown anywhere else in this star system including countless varieties of shrubs, mosses, and ferns hidden within dark rainforests covering steep hillside terrain near the south coastline. You may not be among the rich and powerful of Concilium who own the villas in Saint Michelle de Bois Bleu, the only town on the island, but the charm of the city of Lorena will help ease that sorrow. Whether staying in one of the many charming hotels dotting the hillsides overlooking the bay or opting for one of the pleasant inns on the outskirts of the town center, visitors find themselves constantly surrounded by the sounds of nature's vibrant symphony filling this

quaint and inviting township. From rustling branches to gentle waves crashing against rocky shores or chirping birds singing sweet melodies, there's little need to leave Lorena once you arrive!

A recommendation from Cicerone, the travel agency that fits in your comlog!

"We very much doubt that ALEPH paid heed to Cicerone's recommendations and that its motivation for deploying in the city of Lorena and helping in the rescue operations and the efforts to contain the Quantum Anomaly Zone was merely to enjoy the pleasure of vacationing. Rather it must be interested in being closer to the corporate and political elites that reside in Saint Michelle de Bois Bleu, because it sees this as an opportunity to prove to the people in power that the Sole AI is their best friend. And that's against our interests. This is why the Nomad Nation has also deployed in that town to thwart ALEPH's plans. However it's also our intent to benefit from that proximity to the elites, which is sure to be profitable for Tunguska, and for our sister motherships as well to be sure. Hence, even though the territory currently under our control is smaller than that of ALEPH, we are fully determined to expand the Nomad Nation's power base and consolidate our position in Concilium's spheres of influence."

Nikolai Steranko, Director of Dragnet and Black Hand Commander, reporting to the Three Nines, the powerful cabal that rules Tunguska.

HUAQIAO

YU JING/ JSA AREA

Huaqiao is a delightful coastal town positioned at the intersection of several transport routes servicing the region stretching between here and elsewhere in the broader Mentor continent. Despite being situated directly west of the more populous cities like Edda City and Maidan Basha, Huaqiao remains a significant hub because of its accessibility to Mentor's east coast via shipping lanes stemming off the Njord Ocean. As such, its inhabitants relish spending time enjoying fresh air from the open sea or simply watching passing cargo vessels navigating along busy sea corridors. With an atmosphere quite distinct from the great metropolis of Concilium Prima, one can often sense how comfortable people feel residing in this tranquil city far away from the big and massified urban centers.

It seems no coincidence then that the elites governing Bureau Agni were enticed to locate their administrative heart alongside this scenic coast. Their institution serves O-12's interests in the research of new energy resources as well as in the optimization of existing ones—as the applied thermodynamics research involving heat flows and phase transitions among plasmas interacting with exotic materials subjected to extreme physical conditions. The research made by the Bureau Agni in Huaqiao draws students from across the Human Sphere who seek knowledge about these complex phenomena typically studied at university level in departments dealing exclusively with theoretical physics. Not limited to academia alone, some private research organizations concerned with industrial applications have gravitated toward the locale due to its already sizeable scientific community, making this charming location appear destined to remain renowned amongst physicists everywhere—regardless if studying quantum chromodynamics inside quark stars or investigating fusion propulsion potentials aboard next generation spacecraft prototypes. In summary, whether seeking an academic career advancing knowledge of fundamental processes in nature or hoping your talents will someday lead to transformational breakthroughs in the field of physics, then

Huaqiao is your destination: a place full of opportunities and more than pleasant to reside.

An article sponsored by Sebayan's International Realty. We find the home you need anywhere in the Sphere.

Energy research has always been one of the main areas of interest to the Yu Jing StateEmpire, which always strives to obtain low-cost renewable energies to improve the quality of its citizens' lives. The huge number of people living in this nation, the most populous country in the Human Sphere, poses a challenge to its objective of providing equal resources for the whole of its society, which is described as the paradise of the middle class. As a result, the StateEmpire has always been one of the main supporters of Bureau Agni, and it encouraged this organization to establish its headquarters in the city of Huaqiao. This explains the strong Asian identity of its population and why Yu Jing stepped forward to lead the rescue missions and the efforts to contain the adverse effects of the local QAZ.

However, this city also has a large number of Japanese residents from the period before the Uprising who live in the district of Gubei (古北), also known disparagingly as "Little Kyoto" by many of Huaqiao's Yujingyu citizens. It was precisely concern about the possible repression of those Japanese citizens by the Yujingyu authorities that prompted Greater Independent Japan to also try to position itself as a power to be reckoned with in that city, by occupying the Gubei district in the northwestern section of Huaqiao. This way the troops of the JSA can protect their expatriates while at the same time making Yujingyu authorities uncomfortable with their growing presence in the city. This presence is supported by the big, silent ally of the Greater Independent Japan: PanOceania, which is always eager to support any action that may destabilize its greatest rival, the Yu Jing StateEmpire.

Report for the office of the Tariqa on Concilium, drafted by the intelligence analysis section of the Hassassin Bahram.



BHAI

HAQQISLAM/ COMBINED ARMY AREA

As you travel further south from the busy metropolis of Edda, you come across Jaulan, a region characterized by its moderate climate and protected ecosystem. West Jaulan has a scarce concentration of colonial settlements, much of them centered around the city of Bhai. With relatively high altitude and mountainous terrain surrounding much of the area, Bhai serves as a key nodal point for communication, commerce, and administration for all of northern Jaulan. Although Bhai may not rank highly compared to major regional capitals like Edda or Maidan Basha considering sheer density or height when comparing skylines, its unique architectural style adorned with Haqqislamite motifs and intricate designs coupled with the region's ample environment allow it to stand apart. So much so that nearly all bureaucracies preferring remote working arrangements base operations here given the close proximity to relevant communication nodes; resulting in a sizable portion of civil servants relocating to pursue their careers comfortably and peacefully here in a green suburban setting. This also means the local economy benefits significantly through increased consumption as employees supporting various planetary government agencies help drive local industry and commerce.

Amongst these countless public service workers, dedicated professionals representing multiple O-12 agencies including but not restricted to representatives originating from Bureaus Hermes, Noir and Aegis also reside here in addition to those stationed permanently for their respective departments handling their separate areas of expertise. One might even encounter occasional visitors from external intelligence services conducting sensitive studies and assessments given the city represents host to important institutions like Bhai University housing a leading Terraformation faculty plus the Institute for Cooperation and Planetology, funded by the Haqqislamite Diwan of Foreign Studies responsible for intensive collaboration projects focused upon analyzing the internal structure and mechanisms powering Project Shimmering Sky itself. As expected, security measures restricting access to Shimmering Sky are extremely tight because of this project's ancillary activities controlling and monitoring communications coming to and going from the planet. There's a good reason for this, as was evidenced during the Combined Army's attack on the planet since it can be used to carry out various types of quantronic warfare. However, the active exchange program of the research campus provides a perfect cover for infiltrating foreign agents into the city. This is a cover that we will continue to exploit as often as possible, especially now that Bhai has become the gateway to the QAZ where the T'zechi Digester is located, and is, therefore, a crucially important asset for the EI and its Combined Army.

Captain R. Foster-Johnson, Assistant Hexahedron Officer, PanOceanian Intelligence service.





OKOLNIR

PANOCEANIA/ ARIADNA AREA

Located at the southern tip of Jaulan lies the charming fishing village of Okolnir, nestled between rolling hills and the sparkling Aegir Ocean. This quaint community serves as a haven for the massive Aqua-Harvesters that traverse the seas, filtering the waters and providing the majority of the world's seafood consumption. Standing in stark contrast to the modest homes and idyllic gardens lie the sprawling industrial complex that supports this vital trade network. Docks line the shore, allowing for the safe mooring of the massive aquatic behemoths that roam the oceans, ensuring they do not lose sight of the beauty they work tirelessly to maintain. Their own residences sit just beyond, protected behind mighty barriers that shield them from tempests while never depriving them of the breathtaking views of the waters beyond.

Okolnir is situated at the edge of Jaulan's southwestern peninsula, where the bustling industry serving Aqua-Harvesters dominates the landscape. With no less than three main piers acting as anchor points for the towering vessels and scores of factories manufacturing replacement parts or performing routine repairs, maritime business takes center stage around these parts. While public safety is paramount and always closely monitored by law enforcement patrols moving about the area in marked vehicles and officers dressed plainclothes, it cannot be denied that some unsavory characters have made their way into various layers of operations involved in keeping the trade flowing smoothly. Some individuals connected directly with Okolnir's supply chains find themselves affiliated with or entirely controlled by organized crime syndicates operating beneath legal scrutiny thanks to strong connections and considerable wealth stemming from certain enterprises running clean front ends yet employing unwholesome tactics when dealing with customers or employees not in the inner circle. As long as the blackmail holds true and their hands remain invisible manipulating society under cover of nightfall, little seems likely to change Okolnir's unclean status quo soon either.

One of the reasons we expect the situation to not only not improve, but to get even worse, is because of the growing numbers of Ariadnan forces arriving on a mission of tactical cooperation. Since the PanOceanian contingent in the region was stronger and had more resources, the comparatively smaller Ariadnan force was relegated to a secondary role, carrying out auxiliary functions and controlling a smaller area.

It was obvious, however, that the Ariadnan government was making an effort to deploy more troops to Concilium, and it wasn't keen on having the smallest piece of the pie for itself. With the intent of increasing their sphere of influence, Ariadnans have started to reach out to key people and organizations in Okolnir, trying to build a network of connections that will strengthen their position in the region. Obviously, some of these relevant organizations are the gangs that control the underworld in the port area. Criminals such as the Waray-Waray Harbormasters (aka Waray-Waray HMG, by adding "Gang" at the end) of Filipino descent, and the Indonesian secret society Wah Kee, who are rival organizations with connections to Submondo and who run a substantial part of the illegal operations carried out in the port. The support that a nation such as Ariadna can provide to these gangs, in terms of equipment and resources, in exchange for access to the port, transportation, or intelligence with which to surpass PanOceania, may disturb the city's balance of power and overwhelm local law enforcement. Such a scenario would force Bureau Aegis to intervene in order to address the situation, and this would entail redirecting our forces from other theaters of operations where they are direly needed.

Report by Ensign Katherine Cho of the Psi Unit, Bureau Aegis intelligence service, at the request of the SWORDFOR command.

MONTALBÁN

PANOCEANIA/ NOMADS AREA

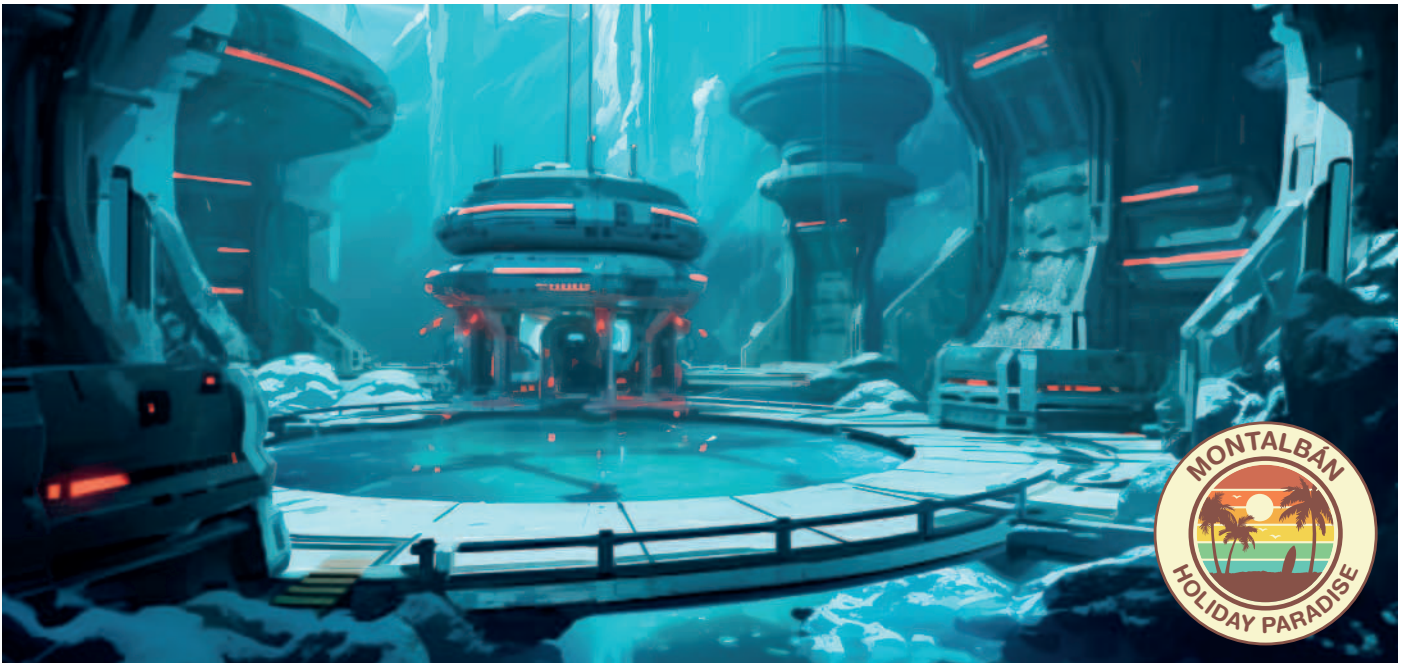
Nestled among the azure waters of the Minas Gerais archipelago lies the enigmatic island of Bianca and its prestigious capital, Montalbán. Adorned with pearly white sand beaches, gently lapping waves, and vibrant marine ecosystems, this idyllic paradise exudes luxury and exclusivity reminiscent of Monaco and the French Côte d'Azur.

The promenade and marina stretch out before you like a seductive siren song, promising adventure, and intrigue amidst the gleaming yachts and sleek motorboats bobbing lazily alongside the pier. Beneath the surface lies an entirely different realm -- a domain reserved for espionage and secrets kept from the sunlight and the common eye. Here reside submarine facilities and underwater laboratories teeming with clandestine activity and scientific discovery. Yet even within these depths lurk hints of danger whispered from neighboring Baronha City where rogue operatives gather intelligence and carry hidden firearms to ensure their survival against treacherous foes who seek to thwart their missions in any way possible.

Though Bianca embodies an air of opulence and eases appealing to seasoned agents seeking respite from dangerous exploits undertaken in Baronha City, always remember the ever-present threat and your duty to serve the greater good above all else, lest complacency compromises your ability to act decisively in protecting our great nation. So take heart, novices, and prepare yourself for what may come, bearing witness to the splendor of Bianca and Montalbán while remaining ever vigilant in fulfilling your appointed tasks—lest peril overtakes us unaware.

"PanOceanians were very smart and very quick to claim the QAZ at Bianca for themselves. This allows them to guarantee the safety of their fellow countrymen who vacation there, all of whom are extremely wealthy and at the top of the social pyramid, as well as to protect the research conducted there, which complements the activities carried out by corporations from Varuna. The problem is that the Nomad Nation was also interested in this research, especially since certain modules of Praxis began to use biomodified octopuses in their work. And the upscale areas are equally important to the Nomads, as they are teeming with investors from Vaudeville, both current investors and prospective ones."

Sandra Vogue, reporter for the Miracle channel! All the news and current affairs you want to know about, both on Maya and Arachne.





EDDA

0-12/ COMBINED ARMY AREA

Welcome to Edda, the capital of the Human Sphere, where power and intrigue thrive behind every cornerstone of its sprawling metropolis. Home to the towering skyscrapers that house the heart of our democracy, Edda brims with life beneath its golden, ever-shining sun. Seated atop Mentor continent's rolling hills lies the gemmed crown jewel of the Concilium Prima—the grand palace of our illustrious leaders and elites who hold the fate of humanity itself within their capable hands.

The streets hum with activity, bustling with the sounds of countless diverse peoples rushing about under the watchful gaze of loyal sentinels upholding the peace. Through this hive of progress flows the lifeblood of our worldwide dominion; the endlessly flowing streams of hyper-efficient conveyances carrying goods, services, and people alike. In this futuristic playground of human ingenuity, none escape the all-seeing eye of Bureau Aegis, nor the reach of Bureau Noir, lurking deep in shadows amidst the grandeurs of Edda's gleaming citadel.

But fear not, dear traveler! You too may venture into this vaunted sanctuary, provided you do so under the shield of our guardianship, bound to ensure your safety under the watchful eyes of Bureau Aegis, as that was their oath. For if such unscrupulous forces could somehow breach Edda's walls, why would we allow anything less than perfect vigilance over those precious few who hold sway here? Who else will defend the ideals of our common cause—if not ourselves, against all threats posed by those who might threaten our way of life?

Yet despite all manner of dangers lying beyond our city gates, Edda remains the epitome of human achievement—our ultimate bastion and launchpad for whatever lies ahead. From its lofty heights, we peer outward with relentless determination towards new horizons yet undiscovered. Our great nation stands tall and defiant, protecting what rightfully belongs to our posterity—and should anyone dare stand before us, know always that we shall never waver in defense of our hard-won legacy, got with the greatest effort.

Fear not the secrets that lie at the heart of this golden paradise, traveler, for in truth there are no greater mysteries than what the elites of the Human Sphere debate within the walls of these headquarters of the great agencies and organizations based in Edda. Those mysteries are neither for your eyes nor for your ears, so you better ignore them and go on with your life, enjoying this beautiful and bustling city. Otherwise, you might have to pay the consequences, the ultimate price.

A story only on Allcome, the Mayachannel that has it all!

"Obviously, it's in 0-12's best interest to retain its control over Edda, since that's where you can find its headquarters, the brains of this international organization. And for that same reason, Edda is also a very important target for the Evolved Intelligence. If the EI manages to seize control of this city, the blow to all of Humanity and its morale will be devastating, because Edda is the emblem of dialogue, but it has also become a symbol of resistance to the invader, however much this enemy now presents itself as a crucial ally for all of us."

Hassassin Husam Yasbir. Subha, Hassassin training lesson, at an undisclosed location in Alamut, Iran Zhat Al Amat, Bourak.

THE SHATTERGROUNDS CAMPAIGN

This campaign consists of a series of scenarios played on a map, with the goal of gaining control of all the regions surrounding the QAZ (Quantum Anomaly Zones) of Concilium Prima.

These scenarios may be played in any order because the campaign doesn't follow a strict chronological sequence. The ultimate objective of this campaign is to take control of these regions to obtain as much territorial and political influence in Concilium Prima as possible.

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.

SHATTERGROUNDS- PHASE 1

The distribution of the international cooperative forces to better contain the Quantum Anomaly Zones on Concilium Prima has not pleased any of the major powers, for they're all eager to gain greater sway over that planet, which is key to controlling the Human Sphere and the secrets of the T'zechi Digester. Each of these nations are more than ready to grab a bigger piece of the pie, even if that means snatching it away from a rival power. And this isn't something that the EI, who has the strongest motivation to obtain the alien artifact, will allow.

IMPORTANT:

It is essential to complete both missions of each Phase to opt for total control of each location at the end of the campaign.

LORENA. ALEPH/ NOMADS AREA

PHASE 1: BOIS BLEU GATE

Controlling the access to Bois Bleu Island means having a direct connection to the corporate and political elites of Concilium. Everyone who has wealth and power in this system owns a villa on this exclusive island, which has become a vacation retreat for celebrities and leading figures of politics and industry. Hence, if you control whether or not these people can access their homes, either through the marina, the docks, or the bridge that connects the island to the mainland, you will suddenly become best friends with all these influential and powerful people.

SUPERIORITY (SHATTERGROUNDS)

MISSION 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).
- » At the end of the game, have a Dominant Key Ops (1 extra 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	350	7	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 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.

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 Consoles of the ITS Objectives Pack Alpha, 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.	

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.

KEY OPS

The Key Ops is a special tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops. 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, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the **Dodge (+3)** and **Tactical Awareness** Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative, if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B Marker.

DOMINANT KEY OPS

Players who have their Key Ops in any non-Null State in a ZO Dominated by them, have a Dominant Key Ops.

HVT AND CLASSIFIED DECK 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 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:

TRANSORBITAL MED/AMMO SUPPLIES

Before the Deployment Phase, each player must place two Supply Box Tokens. They can be placed on any surface of the game table that is equal or larger in size than a Circular Template. The Supply Boxes must be completely outside the player's half of the table.

The player that kept Deployment must place their Supply Box Tokens first.

Player A and Player B Tokens can be used to mark the Supply Boxes. It is recommended each player uses a different kind of Tokens.

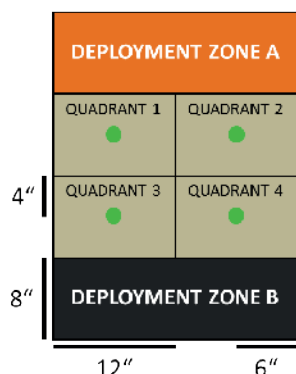
Any Allied Trooper in Silhouette contact with the Supply Box may spend one Short Skill of an Order to cancel their Unloaded State or recover one single point of their Wounds Attribute, removing the Token in the Conclusion of that Order.

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Supply Boxes of the ITS Objectives Pack, the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

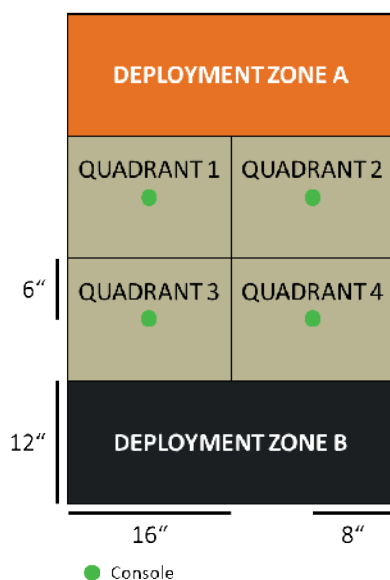
AQUATIC ADVANTAGE

The zone of operations is partially flooded providing a tactical advantage. One Trooper of the Army List possessing **Terrain (Aquatic)** and one Trooper of the Army List possessing **Terrain (Total)** gain both the **Parachutist** Special Skill.

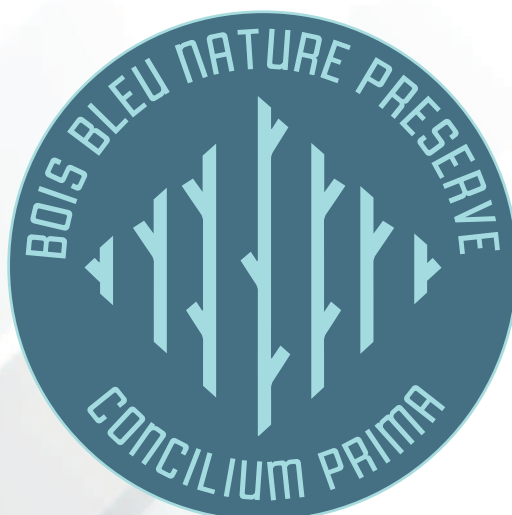
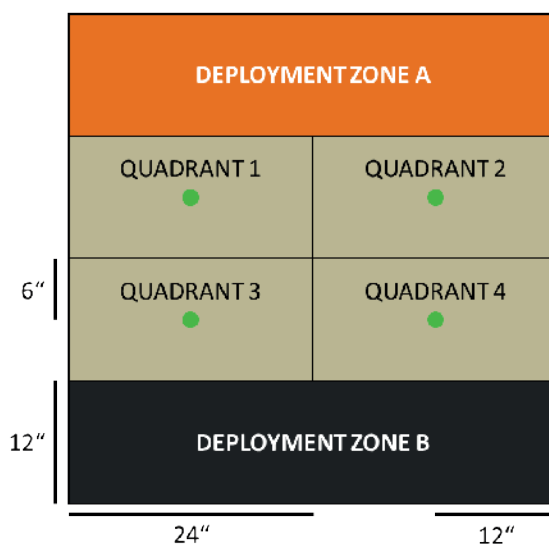
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 350 P / 400 P
48 in x 48 in



HUAQIAO. YU JING/ JSA AREA

PHASE 1: TAI SUI FACILITIES (太岁 設施)

Tai Sui, the deity whose sixty incarnations represent time in Chinese mythology, lends its name to the facilities that house the Master Clock, a powerful quantronic clock that provides the official time of the New Calendar (NCT). This is used for navigation in space, which is very important, but it is also the time reference for Aristeia! broadcasts, which is even more crucial!

CRYOGENICS (SHATTERGROUNDS)

MISSION OBJECTIVES

- » At the end of the game, have Activated two or more Tech-Coffins (3 Objective Points).
- » At the end of the game, Dominate a Quadrant containing an HVT (3 Objective Points for each Quadrant with an HVT).
- » Alternatively, at the end of the game, Threaten an HVT (1 Objective Point for each Threatened HVT).

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	350	7	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 a Tech-coffin.

SCENARIO SPECIAL RULES QUADRANTS (ZO)

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks if they have a Dominant Master Breacher and counts their Objective Points.

In the same way, at the end of the match the table is divided into four areas. 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 ZO 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.

TECH-COFFINS

There are 4 Tech-Coffins placed at the center of each Quadrant (see map).

Each Tech-Coffin must be represented by a Tech-Coffin Token or by a scenery piece of the same diameter (such as the Tech-Coffin of the ITS Objectives Pack Alpha, the Stasis Coffins by Warsenal, or the Cryo-Pod by Customeeple).

ACTIVATE TECH-COFFIN	
SHORT SKILL	
Attack	
REQUIREMENTS	
▶ Only Specialist Troops can declare this Skill. ▶ The Specialist Troop must be in Silhouette contact with the Tech-Coffin.	
EFFECTS	
▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Tech-Coffin. ▶ 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. ▶ If the roll is successful, the player can roll on the Tech-Coffin Chart and check the result. The HVT of each player is considered to be inside of one of the Tech-Coffins, so only two of the Tech-Coffins contain HVTs. Ignore the "Empty" or "HVT" results once they have been rolled twice, and automatically apply the alternative result.	
TECH-COFFINS CHART	
1-12	Empty. This Tech-Coffin has no HVT, remove it from the game table.
13-20	HVT. Replace the Tech-Coffin with your HVT, or your adversary's HVT if you have already rolled this result.

HVT

In this scenario, the HVTs of the players are not deployed as usual. Each of the two HVTs must be placed on the game table only when the players get the corresponding result on the Tech-Coffins Chart.

THREATEN HVT

An HVT (no matter if it is the adversary's one or not) is Threatened by a player if they have at least one Trooper (as a Model, not a Marker) in a non-Null state inside the HVT's Zone of Control.

This Mission Objective does not count if the player already Dominates the Quadrant containing the HVT.

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.

DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate the Tech-Coffins. This MOD is not cumulative with any Unit Profile MODs for the Doctor or Paramedic Special Skills. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate the Tech-Coffins.

DEFENSIVE TURRET F-13

Before the Deployment Phase, each player must place a Defensive Turret F-13 totally inside their Deployment Zone.

The player that kept Deployment is the first one to place their Defensive Turret F-13.

These turrets are fixed to the floor and cannot move. They must be represented by a Player A or Player B Token or by a Model or piece of scenery with the same Silhouette value (for example Turrets from the ITS Objectives Pack Alpha, 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	2	
► 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 a player starts their Turn with all Troopers in their Army List in a Null state, the mission will finish at the end of that Player Turn.

CAMPAIGN SPECIAL RULES:

DEPOT

There is a warehouse of technical supplies in the zone of operations. In this scenario, any trooper possessing the **Engineer** Special Skill (or any of its variants) apply a **+3 WIP MOD** Attribute value when declaring this Special Skill.

In the same way, in this scenario, the GizmoKits apply an extra **+3 PH MOD** to their target. This MOD is cumulative with any other MODs.

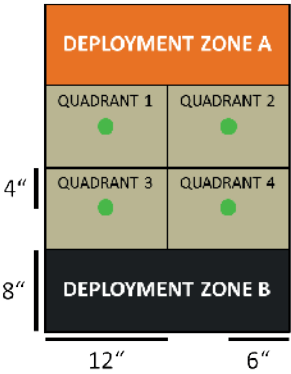
ARMORED REINFORCEMENTS

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

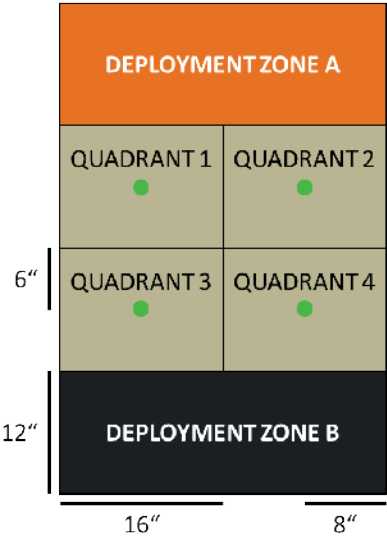
KEEP ON TRUCKIN'

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.

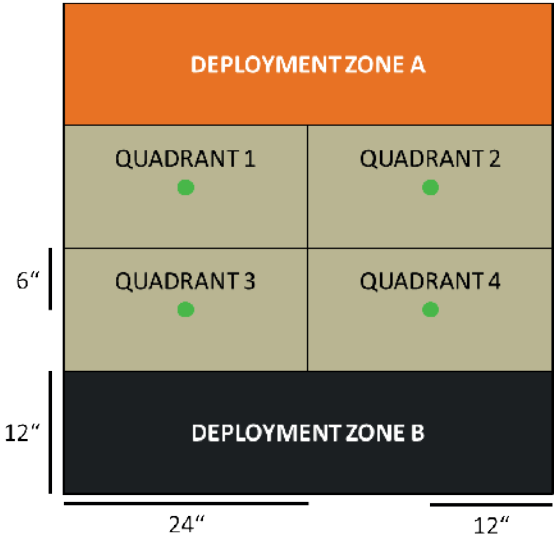
150 P
24 in x 32 in



200 P / 250 P
32 in x 48 in



300 P / 350 P / 400 P
48 in x 48 in



● Tech-coffin



BHAI. HAQQISLAM/ COMBINED ARMY AREA

PHASE 1: TERRAFORMING ENVIRONMENTAL STUDIES CAMPUS

If there's one location on Concilium Prima where Haqqislamite culture is predominant, it's Bhai. This isn't due only to its architecture, but also to the fact that most of its residents are of Haqqislamite descent, even if they have Conciliar citizenship. The Terraforming Environmental Studies Campus is largely the reason behind it. Created to monitor the unstable tectonics of the neighboring Choola region, it has become key to the safety of Concilium Prima, as it now also keeps track of the Quantum Anomaly Zone that is affecting the planet's mantle and crust in this area. Adding to their challenging tasks, the campus experts must work together with the engineers of the Ur Hegemony to minimize any possible adverse impacts.

CUTTHROAT (SHATTERGROUNDS)

MISSION OBJECTIVES

- »To Kill more Army Points than the adversary (3 Objective Points).
- »To Kill the same number of Lieutenants as the adversary (2 Objective Points, but only if at least 1 Lieutenant is killed by the player).
- »To Kill more Lieutenants than the adversary (3 Objective Points).
- »To Kill the enemy Key Ops (1 Objective Point).
- »To Kill more enemy Troopers with your Key Ops than the adversary does with theirs (3 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	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	350	7	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 REINFORCED TACTICAL LINK

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

In this mission, the identity of the Lieutenant is always Open Information. The player must indicate which Marker is the Lieutenant if it is in a Marker State (Camouflaged, Decoy...) or which Markers are the Lieutenant in the case of a Holo projector.

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

If the player lacks a Lieutenant during the Tactical Phase of their Active Turn because this Trooper was not deployed or because it is in the Isolated State or any Null State (Unconscious, Dead, Sepsitorized...), then the player must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Open Information. It is compulsory that this Lieutenant be a Model or a Marker placed on the game table.

KEY OPS

The Key Ops is a special tactics operator with unique training to conduct multi-domain reconnaissance and combat across the full spectrum of conflicts.

At the end of the Deployment Phase, in Initiative order, players must declare which Trooper from their Army List is their Key Ops. 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, Holoecho...). Also, Irregular Troops and those whose Troop Type is REM are not eligible to be Key Ops.

The Key Ops possesses the Dodge (+3) and Tactical Awareness Special Skills, even if those are not listed on their Unit Profile. These Special Skills are not cumulative, if the Trooper already has them, then they are not applied.

The Key Ops is identified with a Player A or B Marker.

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.

The Key Ops counts as Killing a target if they cause the target to be in a Null State at the end of the game, or if they cause the loss of one or more Wounds/STR points during the Order in which the target enters Dead State.

A Lieutenant is considered Killed if they were a Lieutenant at any time during the game, and they either enter Dead State or are in a Null State at the end of the game.

NO QUARTER

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

HVT AND CLASSIFIED DECK 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 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.

CAMPAIGN SPECIAL RULES:

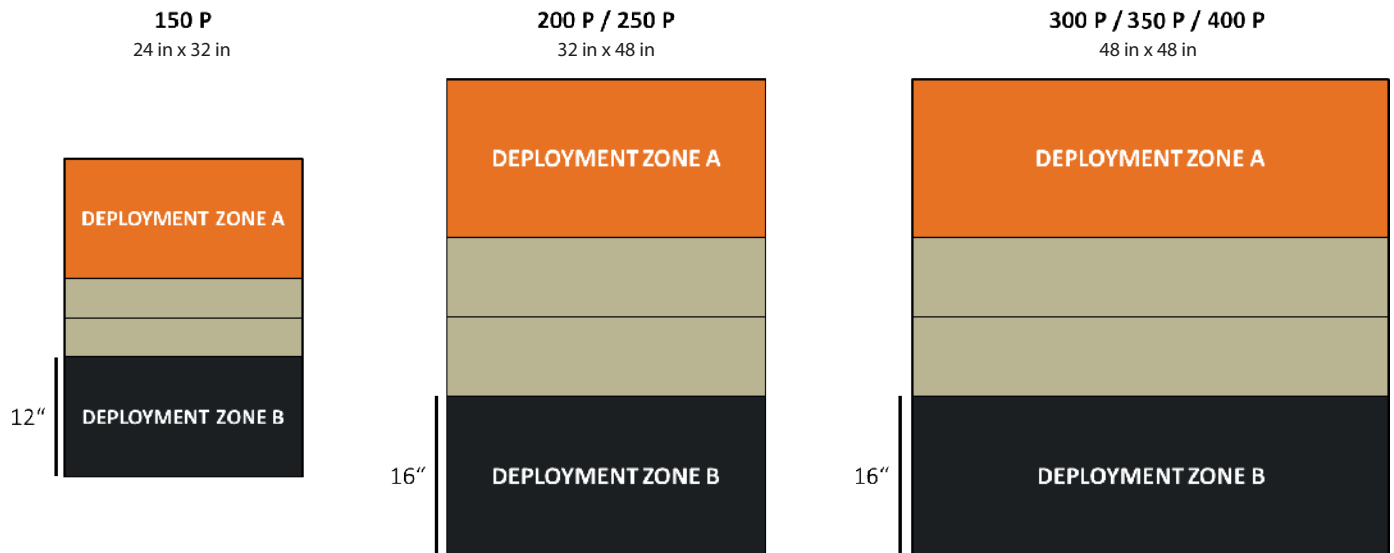
OPEN RANGE

The zone of operations is almost free of obstacles, providing a clear view of the zone. In this scenario, the **-6 Range MOD** of any BS Weapon, piece of Equipment or Special Skill automatically becomes a **-3 Range MOD**.

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.



OKOLNIR. PANOCEANIA/ ARIADNA AREA

PHASE 1: PROCESSING HUB

AquaHarvesters are of little use if their catches are not properly processed, packaged, and distributed to the rest of the system, which includes not only the planet but also the orbital rings of Concilium Nova, the stations around the Renkonto satellite, the Brisingamen asteroid belt, and the further reaches of the system. This is made possible thanks to the Okolnir Processing Hub, an industrial complex where the catches of the AquaHarvesters are processed, which makes this location one of Concilium Prima's main food supply hubs.

LOOTING AND SABOTAGING (SHATTERGROUNDS)

MISSION OBJECTIVES

MAIN OBJECTIVES

- »Protect your AC2 (1 Objective Point per STR point the AC2 still has at the end of the game).
- »Damage the enemy AC2 (1 Objective Point per STR point the AC2 has lost at the end of the game, to a maximum of 3).
- »Destroy the enemy AC2 (2 Objective Points, in addition to the previous Objective).
- »At the end of the game, acquire more weapons or items from the Panoplies than the adversary (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	350	7	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 an AC2 nor with a Panoply.

SCENARIO SPECIAL RULES THE AC2S

There is a total of 2 AC2s (Advanced Communications Consoles), one corresponding to each player, placed in different halves of the table, each in the center of the front edge of the Deployment Zone. (See map below.)

The enemy AC2 is the one on the edge of the enemy Deployment Zone.

The AC2s must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antenna of the ITS Objectives Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

In this scenario the AC2s have a Profile and can be targeted. However, an AC2 cannot be chosen as the target of an Attack that would also affect Troopers, be they enemy or allied.

NAME	ARM	BTS	STR	S
AC2 (Advanced Communications Console)	6	6	3	5
FIXED CC ROLL: 8, GIZMOKIT (PH=9)				

AUTOMATED DEFENSE SYSTEM (ADS)

Every AC2 is equipped with an ADS to avoid tampering with the AC2 system. Any CC Attack made against the AC2 will trigger a CC Attack in reaction, which automatically rolls an 8. Any CC Attack against the AC2 is automatically a Face to Face Roll even if the Berserk Special Skill is used. No MODs can be applied to the attacker's CC Attribute. If the ADS's automatic Roll of 8 is a success, the attacker suffers a Stun Ammunition hit, forcing them to make two Saving Rolls against BTS, with Damage 15. The Immunity (Total) Special Skill is not effective against this hit.

DAMAGE AND DESTROY THE AC2S

An AC2 can only be damaged by CC Attacks with Weapons possessing the Anti-materiel Trait, or by placing D-Charges.

If an AC2's Structure Attribute is reduced to 0 or below, it must be removed from the game table.

The AC2s can be the target of the Engineer Special Skill or the GizmoKit piece of Equipment

ARMORED FURY

In this scenario, TAGs apply the Anti-materiel Trait to their CC Weapons when making a CC Attack against an AC2.

PANOPLIES

There are 2 Panoplies, placed in the central line of the table. They are placed 12 inches from the table edges in 300/350/400 point games, 8 inches in 200/250 point games, and 6 inches 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 (such as the Objectives of the ITS Objective Pack Alpha, or the Info Hubs by Micro Art Studio).

USE PANOPLIES (D-CHARGES)

SHORT SKILL

Attack

REQUIREMENTS

- The Trooper must be in Silhouette contact with a Panoply

EFFECTS

- By succeeding at a WIP Roll, a Trooper gains the D-Charges weapon or, if their player prefers, makes a Roll on the Panoply Chart to obtain one different 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	Adhe- sive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immuni- ty (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.

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:

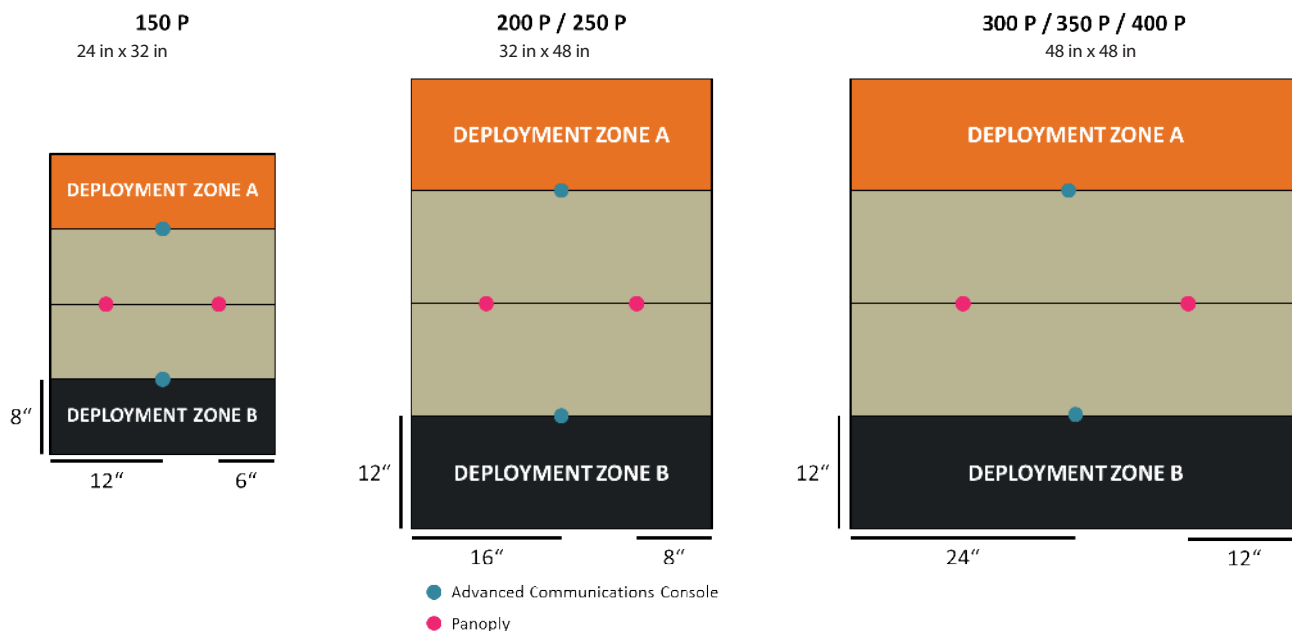
RESTRICTED RANGE

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.

FLOOD

The zone of operations is partially flooded. All Troopers possessing **Terrain (Aquatic)** or **Terrain (Total)** get a +1 inch Bonus to their first MOV value.

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



MONTALBÁN. PANOCEANIA/ NOMADS AREA

PHASE 1: UNDERWATER MARINE RESEARCH FACILITIES

The Montalbán underwater marine research facilities provide scientists with a controlled environment in their laboratories, where they can conduct hazardous experiments and collect data pertaining to oceanography, marine biology, geological processes, climatology, environmental monitoring, and other scientific areas. These facilities are now even more relevant as they also offer the opportunity to study the effects of the Quantum Anomaly Zone in the depths of the ocean. Additionally these platforms are used to deploy sensors, different types of instruments, and robots that are helpful in collecting critical data about the marine environment, but which can also be used for military and intelligence purposes, for example, to monitor the activities of enemy forces.

PANIC ROOM (SHATTERGROUNDS)

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of each Game Round, Dominate the Panic Room (1 Objective Point).
- » At the end of each Game Round, have at least one Essential Personnel Trooper inside the Panic Room, in a non-Null State (1 Objective Point)
- » At the end of the game, have more Victory Points than the adversary (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	4 in x 24 in
A and B	200	4	32 in x 48 in	8 in x 32 in
A and B	250	5	32 in x 48 in	8 in x 32 in
A and B	300	6	48 in x 48 in	8 in x 48 in
A and B	350	7	48 in x 48 in	8 in x 48 in
A and B	400	8	48 in x 48 in	8 in x 48 in

Confused Deployment. Any Trooper deploying outside their Deployment Zone must make a PH Roll with a -3 MOD. This Roll replaces any PH or WIP Roll that the Trooper would normally make to deploy. Any MODs from Special Skills, pieces of Equipment, or rules that apply any Roll to deploy will be added to this Roll.

For example a Trooper with Infiltration must make a Roll if they deploy outside their Deployment Zone. There will be a -3 MOD to deploy in their half of the game table, or a -6 MOD to deploy in the opponent's half of the game table. While a Trooper with Combat Jump (PH=14) must make a Roll against PH11 if they deploy outside their Deployment Zone.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

It is not allowed to deploy inside the Panic Room.

SCENARIO SPECIAL RULES

PANIC ROOM (ZO)

In this scenario the Panic Room 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 Panic Room, 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 Panic Room are open at the start of the game. The Panic Room Gates must be represented by Wide Gate Tokens or scenery pieces with the same size.

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.

ESSENTIAL PERSONNEL

For the purposes of this scenario, Lieutenants, and Troopers possessing the Number 2, NCO, or Chain of Command Special Skills are considered Essential Personnel. Troopers with a Trooper Classification of Headquarters Troopers or Character also are considered Essential Personnel.

BIOTECHVORE PLAGUE AREA

A Biotechvore plague infests the game table, spreading towards the Panic Room.

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

Failing the Saving Roll results in the loss of one point of the Wounds/Structure Attribute.

The Biotechvore plague is more aggressive against artificial beings. Troopers with the STR Attribute must make two Saving Rolls instead one.

At the end of the third Game Round any Trooper inside a Biotechvore Plague Area is automatically Killed.

At the end of each Game Round the Biotechvore Plague Area will infest the following area in 200/250/300/350/400 point games:

» In the first Game Round the Biotechvore Plague Area extends 4 inches from each edge of the table.

» In the second Game Round the Biotechvore Plague Area extends 8 inches from each edge of the table.

» In the third Game Round the Biotechvore Plague Area extends 12 inches from each edge of the table.

» In 150 point games the Biotechvore Plague Area will infest the following area:

» In the first Game Round the Biotechvore Plague Area will extend 2 inches from each edge of the table.

» In the second Game Round the Biotechvore Plague Area will extend 4 inches from each edge of the table.

» In the third Game Round the Biotechvore Plague Area will extend 6 inches from each edge of the table.

BIOTECHVORE ANTENNA

Each Deployment Zone has 2 Biotechvore Antennas placed on the front edge of the Deployment Zone, 8 inches from the edges of the table (see map below). Each Biotechvore Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Antenna of the ITS Objectives Pack Alpha, the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

Troops in Silhouette contact with a Biotechvore Antenna aren't be affected by the Biotechvore Plague Area.

In this scenario the Biotechvore Antennas have a Profile and can be targeted. However, the Biotechvore Antennas cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

NAME	ARM	BTS	STR	S
Biotechvore Antenna	3	3	2	3

DAMAGE AND DESTROY THE BIOTECHVORE ANTENNAS

A Biotechvore Antenna can only be damaged with Weapons possessing the Anti-material Trait.

If a Biotechvore Antenna's Structure Attribute is reduced to 0 or below, it must be removed from the game table.

The Biotechvore Antennas cannot be target of the Engineer Special Skill or the GizmoKit piece of Equipment.

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.

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.

EVO HACKER BONUS

In this scenario, those Troopers that are not in the Isolated State or any Null State, and possess an EVO Hacking Device, provide 1 extra Regular Order to their Combat Group's Order Pool. The maximum number of extra Orders they can provide is 1 per Army List.

NO QUARTER

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

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.

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:

HAZMAT GEAR

Troopers have received specialized protective gear to operate in toxic environments. In this scenario, all Troopers apply a **BTS+1 MOD**.

FLOOD

The zone of operations is partially flooded. All Troopers possessing **Terrain (Aquatic) or Terrain (Total)** get a **+1 inch Bonus** to their first MOV value.

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



EDDA. 0-12/ COMBINED ARMY AREA

PHASE 1: RHODAN MAIN SPACEPORT

Rhodan Main Spaceport (RMS) is Edda's primary hub, the largest with the best connections to the entire metropolitan area of this megalopolis. Although these facilities are considered purely civilian, there is a military area reserved for Bureau Aegis units and it's connected to the Wiggin Aerospace Base shared by Concilium's Planetary Defense Force and SWORDFOR. For this reason, Rhodan Main Spaceport is considered a vital component of Concilium Prima's defensive network and a high-value target in any scenario.

CAPTURE AND PROTECT (SHATTERGROUNDS)

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	350	7	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 Beacons the ITS Objectives Pack Alpha, 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 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, Holoechoes...) 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.

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:

AMPLIFIER

The facilities in the area of operations enhance and intensify the quantronic signals. In this scenario, any declared **Comms Attack** will apply a **MOD of +2** to its Attribute.

TRANSORBITAL MED/AMMO SUPPLIES

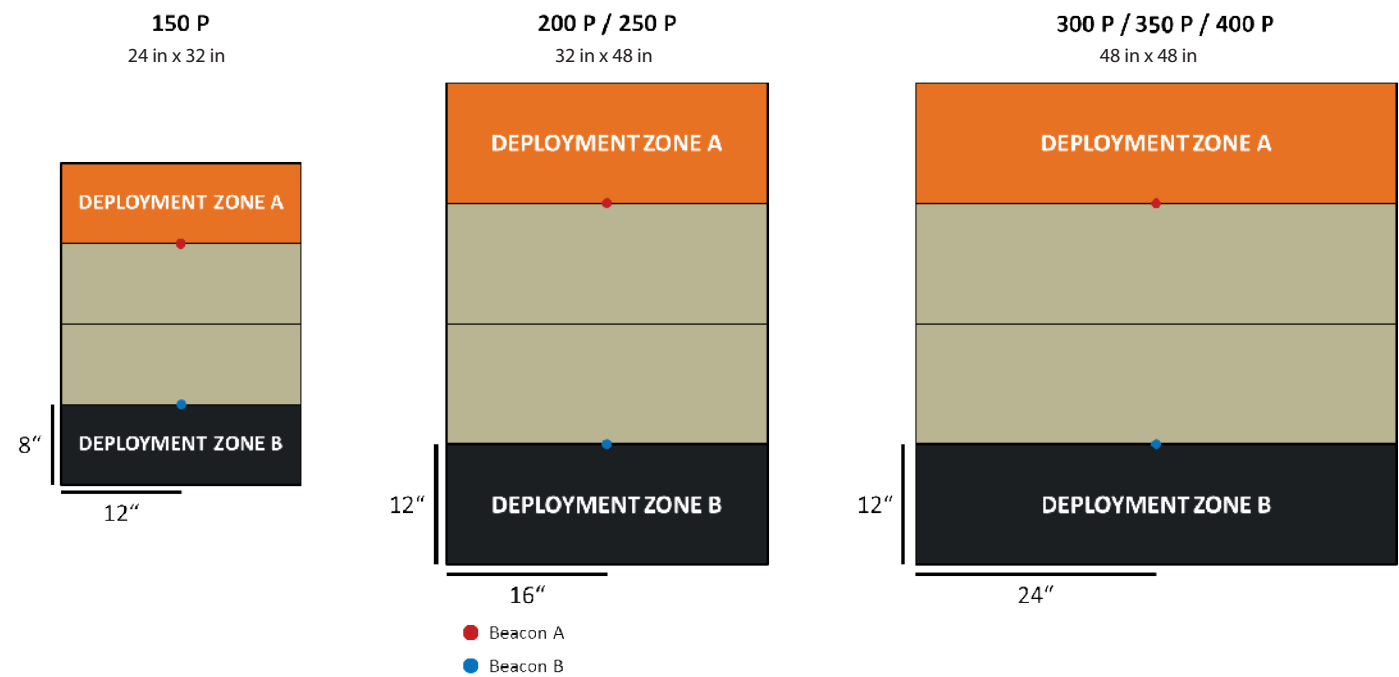
Before the Deployment Phase, each player must place two Supply Box Tokens. They can be placed on any surface of the game table that is equal or larger in size than a Circular Template. The Supply Boxes must be completely outside the player's half of the table.

The player that kept Deployment must place their Supply Box Tokens first.

Player A and Player B Tokens can be used to mark the Supply Boxes. It is recommended each player uses a different kind of Tokens.

Any Allied Trooper in Silhouette contact with the Supply Box may spend one Short Skill of an Order to cancel their Unloaded State or recover one single point of their Wounds Attribute, removing the Token in the Conclusion of that Order.

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Supply Boxes of the ITS Objectives Pack, the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).



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