



NARRATIVE EVENT
TREASON

CORVUS BELL
INFINITY

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"TREASON" NARRATIVE EVENT

"Treason" is a narrative event where the players of a tournament can immerse and be part of the Infinity background. In "Treason" players will become the leads of an important episode that happened in Kuraimori and the repercussions of the Motobushima massacre by the Yuándùn Division.

It is time to look for justice! What side are you on?

The narrative event Treason is divided into five chapters, each corresponding to a Tournament Round. Three of these chapters are mandatory (Chapters one, two, and five) while the other two (Chapters three and four) are optional.

Mandatory chapters must always be played. If you want to organize a four-round tournament, the Organizer must choose one extra chapter, be it the third or the fourth. In the case of a five-round tournament, the Organizer must include all of the chapters. The maximum number of rounds allowed for this type of tournament is five.

Each chapter includes a small piece of narrative background, as well as specifics on how the mission must be played and the extras that can be applied to each mission and tournament round.

The narrative event Treason is not compatible with tournament extras from the ITS Rules unless otherwise specified by a chapter's rules. Likewise, the basic rules of an ITS Tournament must be followed, except for the preselected scenarios.

Before starting the tournament, each player must decide whether they are supporting Yu Jing, the JSA or collaborating with the Combined Army. Depending on this choice, the player will get a *Support Bonus* on every mission.



SUPPORT BONUS

- » **Manifest Destiny (Yu Jing and Imperial Service):** This Support Bonus gives a +1 Bonus to the SWC available for the Army Lists.
- » **Banzai! (JSA):** This Support Bonus allows the player to automatically win the Initiative Roll. If the adversary has the same Support Bonus, then both are cancelled, and both players must make an Initiative Roll in the normal way.
Also, the player's Deployment Zone is extended by 4 inches in all missions.
- » **Invasion (Combined Army and its Sectorials):** This Support Bonus will add 25 extra Army Points for the Army Lists. For example, in a 300-point game a Combined Army player will have 325 Army Points for their force.

Players of Yu Jing and Imperial Services must compulsorily choose the Support Bonus: Manifest Destiny (Yu Jing and Imperial Service).

Players of JSA must compulsorily choose the Support Bonus: Banzai! (JSA).

Players of the Combined Army and its Sectorials must compulsorily choose the Support Bonus: Invasion (Combined Army and its Sectorials).



PROLOGUE



The Kuraimori region, in Shentang, is the only Japanese territory still in the hands of the StateEmpire after the Japanese Uprising. Subject to a police state and to the continuous abuse of the Japanese people by the Imperial Service troops, like the brutal Yuándùn Division, Kuraimori has turned into a real hell for everyone trapped on this archipelago.

However, the Japanese do not give this region up for lost and will not stop until they get Kuraimori back and thus achieve the fate of the Great Japan completely reunified. Anyway, achieving the independence of this archipelago on a planet in the hands of the enemy and that is the center of the StateEmpire will not be easy. But only getting Kuraimori back, Japan will be able to depart to a new age of splendor in the Human Sphere.

The JSA is not alone on this fight. The different powers of the Human Sphere have a special interest, political and economic, on this reunification coming through safely. However, the total blockade of the archipelago by the Imperial Service hinders the allies from giving help to recover Kuraimori.

The only safe access to this region is through the network of subaquatic caves of Motobushima, controlled by the Tatenokai and the Yakuza, so this town became a strategic point of great relevance.

Unfortunately, the control of the caves by Japanese is in danger, since, after the bloody war episode known as "The Motobushima slaughter", the city is under the strict control of the Imperial Service. If this access is lost, every option and hope of recovering Kuraimori for the Great Japan will vanish like dust in the wind.

CHAPTER 1: THE MOTOBUSHIMA SLAUGHTER

[Location: Motobushima, capital of Shikuwasa island.]

It is said that the prelude to death is a terrifying vacuum, an absence of everything. Silence seizes the streets, no scent perfumes the air, time seems to be frozen... even, if you loosen up in that moment, you can see that everything around is faded.

This feeling lasts a few seconds. The lethargy disappears when the silence turns into an agonizing crying, when the air smells like ashes and the streets become intense red.

Nobody expected that the Yuándùn Division reached Motobushima, but even less expected was the brutality of their actions. The advance of these troops resounded like a deafening drumroll, the city was burning in its path and blood dyed the streets.

This veteran corps was sent by the Imperial Service to appease the Uprising, but its cruelty made no distinction between civilians and soldiers. For them, we were all traitors.

Now, the only thing we have left is fighting for our honor and our Emperor until the last breath.

[Statement by Haruo Kioishi, Kempeitai survivor to the Motobushima slaughter.]

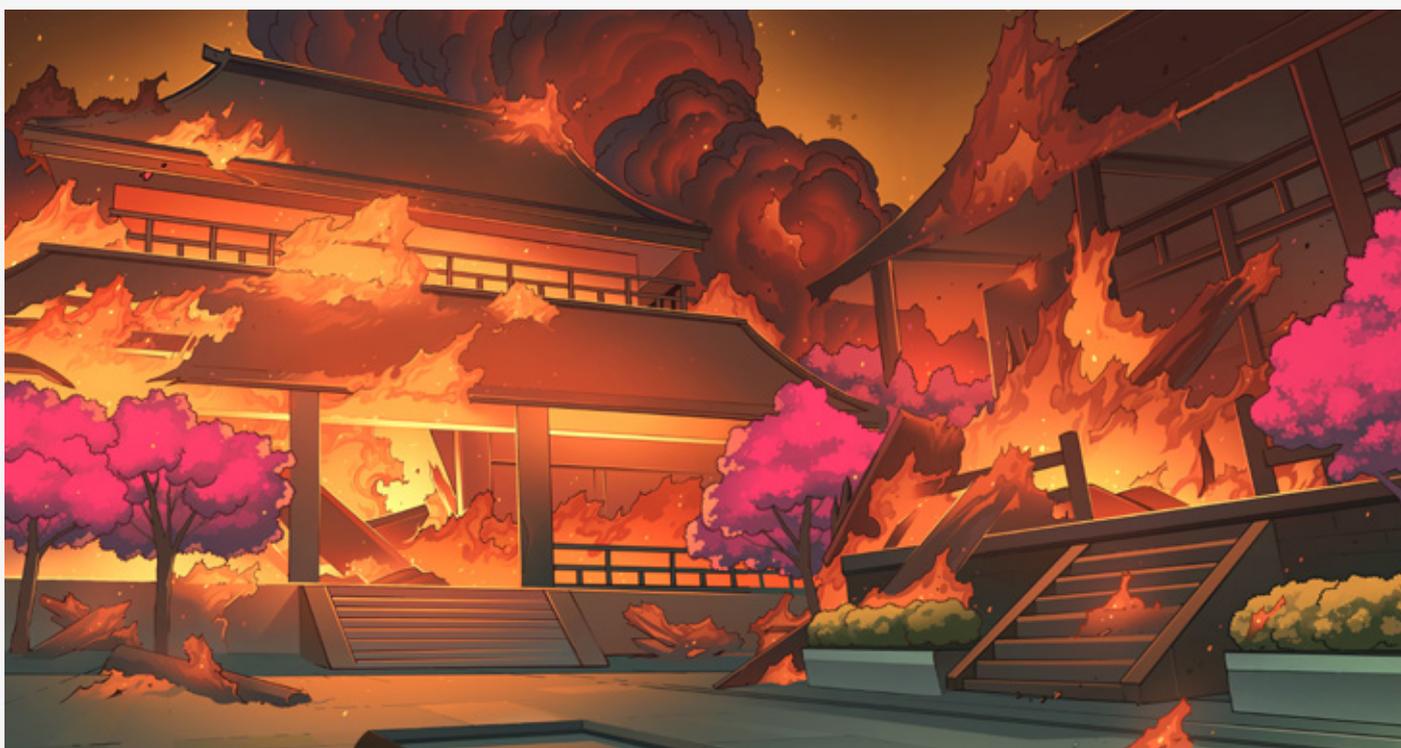
Mission: Annihilation

Extras: Restricted Range: The smoke produced by the fire 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.

ANNIHILATION

Table Configuration: A.

Special Rules: Killing, No Quarter, DataTracker, Without HVT nor Classified Deck.



MISSION OBJECTIVES

MAIN OBJECTIVES

LOW TIER	MID TIER	TOP TIER
To Kill between 50 and 100 enemy Army Points.	To Kill between 75 and 150 enemy Army Points.	To Kill between 100 and 200 enemy Army Points.
<i>1 Objective Point</i>		
To Kill between 101 and 150 enemy Army Points.	To Kill between 151 and 250 enemy Army Points.	To Kill between 201 and 300 enemy Army Points.
<i>3 Objective Point</i>		
To Kill more than 150 enemy Army Points.	To Kill more than 250 enemy Army Points.	To Kill more than 300 enemy Army Points.
<i>4 Objective Points</i>		
If you have between 50 and 100 surviving Army Points.	If you have between 75 and 150 surviving Army Points.	If you have between 100 and 200 surviving Army Points.
<i>1 Objective Point</i>		
If you have between 101 and 150 surviving Army Points.	If you have between 151 and 250 surviving Army Points.	If you have between 201 and 300 surviving Army Points.
<i>3 Objective Points</i>		
If you have more than 150 surviving Army Points.	If you have more than 250 surviving Army Points.	If you have more than 300 surviving Army Points.
<i>4 Objective Points</i>		

To Kill the enemy DataTracker (2 *Objective Points*)

CLASSIFIED

Without Classified Objectives.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

KILLING

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

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

NO QUARTER

For the duration of this scenario, ignore the *Retreat!!!* rule.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. 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 *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

WITHOUT HVT NOR CLASSIFIED DECK

In this scenario, *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

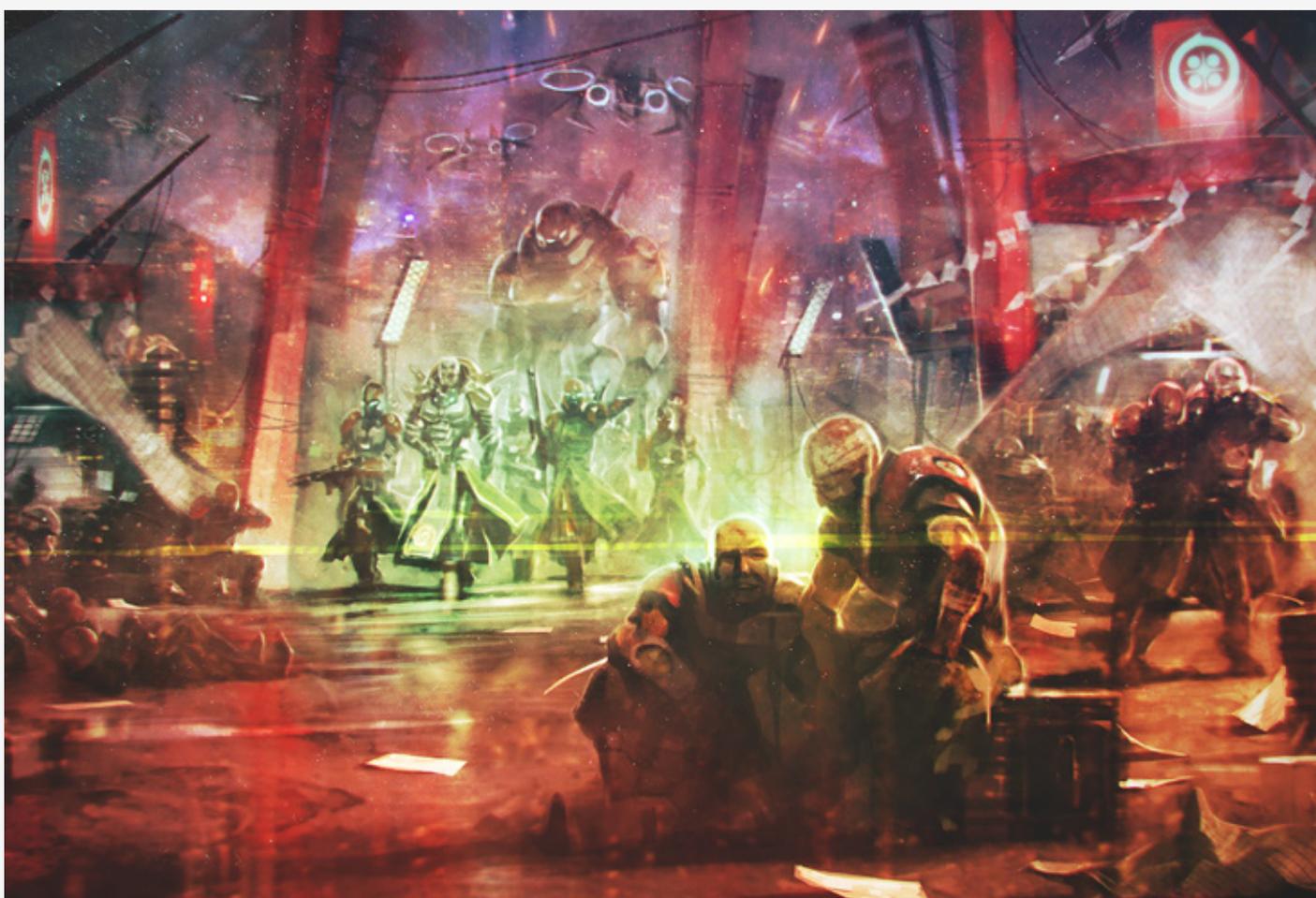
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

12"

DEPLOYMENT ZONE A

12"

DEPLOYMENT ZONE B



CHAPTER 2: TO THE LION'S MOUTH

Kuraimori has been completely isolated by the Yu Jing forces. The blockade is total. There is no way of getting in or out. But if you are enough crazy to go into the lion's mouth, this is the right place, my friend.

We do not care if you want to introduce supplies, armament, evacuate civilians or kill imperial soldiers. You just have to pay the toll. The quays and the complex network of subaquatic caves giving a safe access to Motobushima are under our control.

You can try it on your own, but be sure that the forces of the Imperial Service will knock your ship down or sink your boat before reaching your destiny. And, believe me, you need our help to enter and contact the Kaizoku. I am telling you this because you smell like a PanOceanian agent introducing armament for the JSA. I am sure that you do not want Yu Jing to find out who is supplying the "traitors". If it comes out, it would be a scandal and your superiors would be very disappointed with you.

Do we have a deal?

[Fragment of the conversation between Ryu Hayate, a contact in the Yakuza and the Indigo operative Mario Costa.]

Mission: Safe Area

Extras: Dockland: The zone of operations is a dockland area and is considered an **Aquatic Terrain Zone**. In this area Movement restrictions are not applied, however, all troopers possessing **Aquatic Terrain** or **Multiterrain** get a **+1 inch** Bonus to their first MOV value.

This Bonus will be applied only during a **Move Common** Skill declared or performed in the whole table.

SAFE AREA

Table Configuration: I.

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

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Dominate the same number of **Sections** as the adversary at the end of the game (3 **Objective Points**, but only if at least 1 **Section** is Dominated by the player).
- » Have your **DataTracker** in a **Dominated Section** at the end of the game (1 **Objective Point**).
- » Dominate **more Sections** than the adversary at the end of the game (4 **Objective Points**).
- » Control a **Console** at the end of the game (1 **Objective Point** for each **Controlled Console**).

CLASSIFIED

Each player has 1 **Classified Objective** (1 **Objective Point**).

DEPLOYMENT

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

SCENARIO SPECIAL RULES

SECTIONS

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

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

DOMINATE ZO

A **Zone of Operations (ZO)** is considered **Dominated** by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as **AI Beacons**, **Proxies** and **G: Servant Troops**. Troops in a **Null** state do not count. **Markers** representing weapons or pieces of equipment (like **Mines** or **Deployable Repeaters**), fake **Holoechoes**, and any **Marker** that does not represent a trooper does not count either.

A trooper is inside a **Zone of Operations** when more than half the **trooper's** base is inside that **ZO**.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-Null state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

CONSOLES

There are 4 *Consoles*, placed in the center of each Quadrant, each of them 12 inches from the edge of the table (See map below). The *Consoles* must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

CONTROLLING THE CONSOLES

A *Console* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control* the *Console*, but can prevent the enemy from *Controlling* it by being in base contact with it. Troopers in a *Null* state (*Unconscious, Dead, Sepsitorized...*) cannot do either.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. 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 DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

The DataTracker must be in a non-Null state to provide the extra Objective Point.

SPECIALIST TROOPS

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

Hackers, Doctors and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

Remember: Troops with the *Specialist Troop* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

INTELCOM CARD (SUPPORT AND CONTROL / INTERFERENCE)

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

At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode* or the *Interference Mode*, at his choice:

SUPPORT AND CONTROL MODE

The player can add the value of the *INTELCOM Card* to the total Army Points he has in the *Zone of Operations* (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

INTERFERENCE MODE

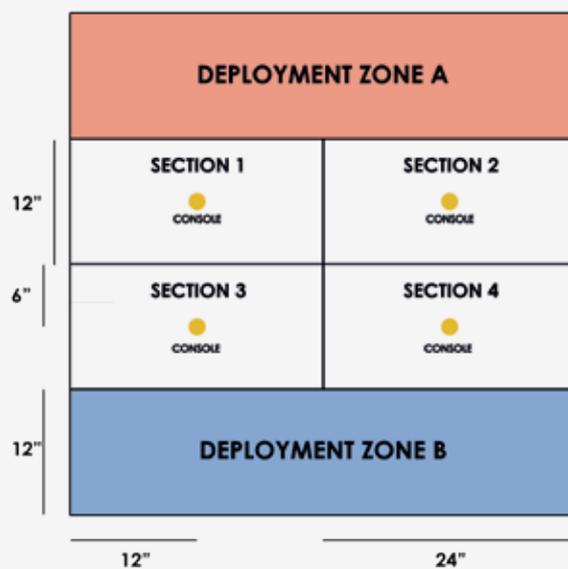
The player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.



END OF THE MISSION

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

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.



CHAPTER 3: SOME UNPLEASANT HANABI

–“The government of the StateEmpire has declared that the Uprising was crushed in the province of Kuraimor”i– Mizuki said–. “With the entire island subject to the martial law, this hell is getting even worse.”

– “We should celebrate!”

A sudden silence seized the room and all eyes were on the daring one who came out with that sentence.

–“But what the hell are you saying, Masaoka?”

–“This is not the right time for joking”– Mizuki told him off severely.

–“Now that they have “lowered the guard” it is time to celebrate blowing up some of their “advanced offices of pacification”. These Hanabi⁽¹⁾ will be worth remembering.”

[Preparations of the Tatenokai previous to the attacks to the advanced pacifications offices.]

(1) Hanabi (花火) Japanese word for “fireworks”.

Mission: The Armory

Extras: NO QUARTER: For the duration of this scenario, ignore the Retreat!!! rule.

THE ARMORY

Table Configuration: F.

Special Rules: Exclusion Zone, The Armory (ZO), Dominate ZO, Panoplies, Specialist Troops, INTELCOM Card (Support and Control).

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Dominate the Armory at the end of the Game Round (1 Objective Point).
- » Dominate the Armory at the end of the game (4 Objective Points).
- » Acquire **more** weapons or items from the Panoplies than the adversary at the end of the game (2 Objective Points).

CLASSIFIED

Each player has **1 Classified Objective** (1 Objective Point).

DEPLOYMENT

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

Exclusion Zone. Troopers may not use *Airborne Deployment, Forward Deployment, Mechanized Deployment, and Infiltration* Special Skills or the

deployment rule of the *Impersonation* Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

SCENARIO SPECIAL RULES

THE ARMORY (ZO)

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

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the *Armory*, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, the Operations Room by Plastcraft, or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below). The *Gates of the Armory* are closed at the start of the game. The *Armory Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. The *Armory Gates* have a *Narrow Gate Width*.

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

OPEN THE ARMORY GATES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Gate*.

EFFECTS

Allows the *Specialist Troop* to make a **WIP** Roll to *Open* the *Gates*. A success opens **all Gates** to the *Objective Room*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

DOMINATE ZO

A *Zone of Operations (ZO)* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Remotes*. *Troops in Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that *ZO*.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-Null state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

PANOPLIES

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

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

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

USE THE PANOPLIES (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

The trooper must be in base contact with a *Panoply*.

EFFECTS

- » Allows the trooper to use the *Logistics Trait* of a *Panoply*:
 - » By succeeding at a *WIP* Roll, a trooper can make a Roll on any of the *Booty Charts* to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the *Logistics Trait* of this piece of scenery again.
 - » Troopers possessing the *Booty* or the *Scavenger* Special Skill, or any other Skill which specifies so, don't need to make the *WIP* Roll and may automatically make a Roll on any of the *Booty Charts*.
 - » A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his **Unloaded** state.
 - » By succeeding at a *WIP* Roll, the *Specialist Troops* can roll twice on any of the *Booty Charts* but they can only choose one of the results.

SPECIALIST TROOPS

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

Hackers, Doctors and Engineers cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the Specialist Troop Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A *Specialist Troop* with a Disabled Marker can still accomplish the Objectives of this scenario.

INTELCOM CARD (SUPPORT AND CONTROL)

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

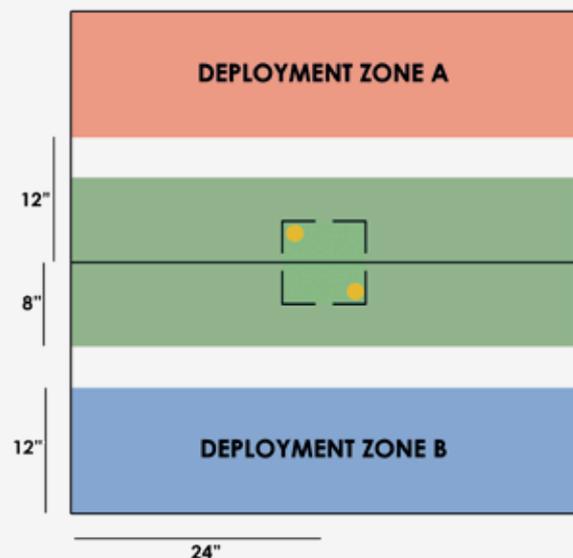
At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode*.

Support and Control Mode: the player can add the value of the *Support and Control Card* to the total *Army Points* he has in the *Zone of Operations (ZO)* of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

END OF THE MISSION

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

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



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

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

CHAPTER 4: DAVID AND GOLIATH

–“As you can see, the Yuándùn Division is trying to take control over the network of subaquatic caves of Motobushima with a regiment of Gūijiā”– colonel Satoshi was informing the rest of the High Command of the JSA.

–“We cannot loose control of that caves! It is our safe access for supplies and for reinforcements and allies”– colonel Taranosuke pointed out.

–“We must mark a perimeter of defense and prevent that they reach the caves”– with a movement on her comlog, general Hanso drew a perimeter on the holomap.

The tension controlled the environment. The memory of the Motobushima slaughter and the brutality and efficiency of the Yuándùn Division would make the bravest warrior tremble. There is no option of failing with the strategy plan.

–“But if we launch the Kidobutai of O-Yoroi from the quays by the flanks we could repel the advance and force them to go back to town”– Satoshi said drawing a route on the holomap.

–“No. If we lead them to the town, the Yuándùn Division will crush us. They control their streets and they could lay an ambush for us”– with a gesture, general Hanso rejected the idea.

– “My friends... Facing Goliath when your David is a Kidobutai of O-Yoroi, makes this giant less intimidating. This will be a titanic battle that will go down in history. It is time to show our courage. We know the caves and they do not. This is our advantage and it will lead us to victory. Allow them to reach the caves, we will be waiting there”– Hatori Tetsu, division general of the JSA, said.

Mission: Deadly Dance

Extras: None

DEADLY DANCE

Table Configuration: I.

Special Rules: Quadrants (ZO), Assigned Quadrant, Dominate ZO, Shasvastii, Baggage, Dominant TAG, Armored Vanguard, Consoles, Hack Communications, Specialist Troops, Hacker Bonus, DataTracker, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Dominate the Assigned Quadrants at the end of each Game Round. (1 Objective Point).
- » Have a Dominant TAG in the Assigned Quadrant at the end of each Game Round (1 Objective Point).
- » Dominate **more** Assigned Quadrants than the adversary at the end of the Game (1 Objective Point).
- » To kill the enemy DataTracker (2 Objective Points).

CLASSIFIED

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

DEPLOYMENT

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

It is not allowed to deploy in base contact with the *Beacons* or with the *Consoles*.

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each *Game Round*, but not before, the table is divided in four areas as seen on the map. Then, each player checks if they are *dominating* the Assigned Quadrants and *Objective Points* are counted.

ASSIGNED QUADRANT

At the beginning of the first Game Round, before the *Tactical Phase* of the first player, both players must roll a die on the *Assigned Quadrant Table*. The result of the roll will determine the *Assigned Quadrant* of each player.

ASSIGNED QUADRANT TABLE	
Quadrant 1	1-5
Quadrant 2	6-10
Quadrant 3	11-15
Quadrant 4	16-20

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

Players must decide who is going to be Player A and Player B before the *Deployment Phase*, to determine the effect of the *Hack Communications* rule during the game.

DOMINATE ZO

A *Zone of Operations (ZO)* is considered Dominated by a player if he has **more** *Army Points* than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as AI Beacons, Proxies and G: Servant Troops. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like *Mines* or *Deployable Repeaters*), fake *Holoechoes*, or any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when **more than half** the trooper's base is inside that *ZO*.

SHASVASTII

Troops possessing the Shasvastii Special Skill that are inside a *Zone of Operations* count while they are in the Spawn-Embryo state or any non-Null state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-Null state also count, providing the extra *Army Points* this piece of Equipment grants.

DOMINANT TAG

Players who have a TAG in any non-Null state in the *Assigned Quadrant* gain a maximum of 1 extra *Objective Point* when checking the *Assigned Quadrants* at the end of each *Game Round*.

ARMORED VANGUARD

In this scenario, TAG units may deploy as if they had the *Forward Deployment L1* Special Skill with no additional Cost.

CONSOLES

There are 4 *Consoles*, placed in the center of each *Quadrant*, 12 inches from the edge of the table (See map below). Each *Console* must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK COMMUNICATIONS

LABELS

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Console*.

EFFECTS

- » At the beginning of the **second** and **third** *Game Round*, before the first Player Tactical Phase, each player will take the highest WIP Attribute of his *Specialists Troops* in base contact with a *Console* and make a Normal Roll or Face to Face Roll using the **WIP** Attribute. The winner of the roll will *Hack* the adversary's Communications.
- » The winner must draw a *Card* from his *Classified Deck*, if the value of the *Card* is an even number, the *Assigned Quadrant* of the enemy Player will be moved to the next Quadrant clockwise (from Quadrant 2 to Quadrant 4, for example)

If the value of the *Card* is an odd number, the *Assigned Quadrant* of the enemy Player will be moved counterclockwise.

SPECIALIST TROOPS

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

Hackers, *Doctors*, and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

A Specialist Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

HACKER BONUS

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

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. 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 *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

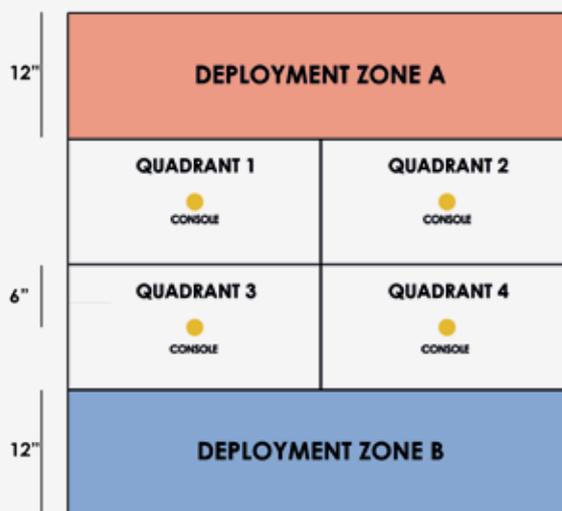
KILLING

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. 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 *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

END OF THE MISSION

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



CHAPTER 5: BLOOD OVER THE CHRYSANTHEMUM

We are the the Yuándùn Division. This means that the public opinion, or the pressure of the Öberhaus of O-I2, is never an obstacle for us to consider a last and lethal blow to the secessionist Japanese in Kuraimori.

After having suffered some attacks in the advanced pacification offices by the Tatenokai, to have lost good and loyal brother in arms in coward and treacherous terrorist strikes, it was time to give the blow back and launch a coordinated attack on every hot spot of the island.

All the heads of the hydra must be sliced off together, it is the only way to be sure that it is dead.

Despite being a surgery attack, where the aim is capturing the leaders and ringleaders of the JSA on the island, we can positively guarantee that this action will have the signature of the Yuándùn Division: as merciless as possible.

Any person with a Japanese surname, speaking Japanese or related to Japanese, and regardless of being a military or a civilian, is for us a dangerous individual and therefore we have to "pacify them".

But, if they dare to face us, if they threaten the StateEmpire again, then we can assure that, by the end of this offensive, what happened in Motobushima will seem like a fairytale. In such case, the entire island will become red and, when the smoke of the battle is cleared, the image will not be pleasant. As always, we are ready to do the job, protecting Yu Jing from its enemies.

Colonel Peng Shou, officer in command of the Yuándùn Division. Preparations of the Operation Xuèxīng Jǔ (Bloody Chrysanthemum).

Mission: Hunting Party

Extras: Hardened In Battle: In this mission, at the end of the Deployment Phase, the player must declare which troop from their Army List will applied the "Hardened In Battle" bonus. The troop chosen will count as a Veteran Troop, in addition to the Troop Classification that it already possesses.

HUNTING PARTY

Table Configuration: Bl.

Special Rules: Restricted Range, Antennas, Connect Antenna, Hunt Down Objectives, Hunting Mission, Reinforced Tactical Link (Capture version), Specialist Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » *Connect the Antennas (1 Objective Point for each Connected Antenna).*
- » *Hunt Down more enemy Specialist Troops than the adversary (2 Objective Points).*
- » *Hunt Down as many enemy Lieutenants as the adversary (3 Objective Points, but only if at least 1 Lieutenant is Hunted Down by the player).*
- » *Hunt Down more enemy Lieutenants than the adversary (4 Objective Points).*

CLASSIFIED

Each player has **2 Classified Objectives** (1 Objective Point each one).

DEPLOYMENT

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

SCENARIO SPECIAL RULES

ANTENNAS

There are **2 Antennas** on the central line of the game table, placed 8 inches from the edges of the table. Each *Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONNECT ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

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

EFFECTS

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

HUNT DOWN OBJECTIVES

A *Lieutenant* and a *Specialist Troop* are considered *Hunted Down* when they are in *Isolated* or *Immobilized* (IMM-1 or IMM-2) state at the end of the game.

All those *Lieutenants* and *Specialist Troops* that **have not been deployed on the game table** at the end of the game will be considered to be *Hunted Down* by the adversary.

HUNTING MISSION

In this scenario, all the troopers possessing any type of Pistol have available also a **Stun Pistol** with no additional Cost.

Moreover, all those troopers possessing the *Veteran Troop*, *Elite Troop* or *Headquarters Troop* Troop Characteristic have available also an **Adhesive Launcher** with no additional Cost.

MULTI BS Weapons can use *Stun Mode* to shoot **Stun** Special Ammunition.

In this scenario, Stun Special Ammunition causes the **Immobilized-1** state instead of the *Stunned* state.

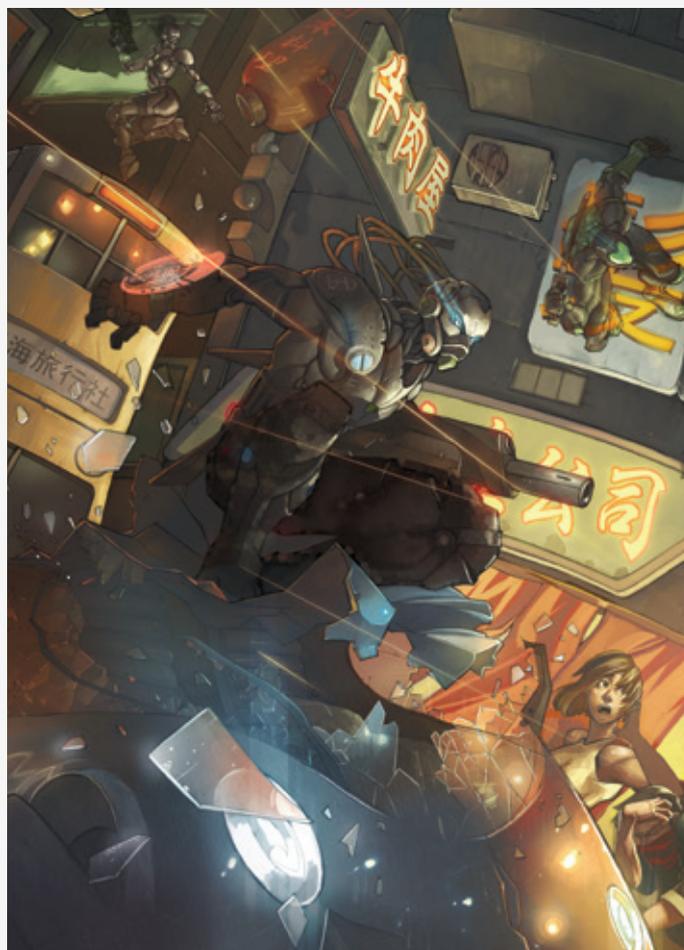
REINFORCED TACTICAL LINK (CAPTURE VERSION)

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

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

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

If the player lacks a *Lieutenant* during the *Tactical Phase* of their *Active Turn* because this trooper was not deployed or because it is in an *Isolated*, **Immobilized** (IMM-1 or IMM-2), or a *Null* state (*Unconscious*, *Dead*, *Sepsitorized*...), then the player must name a new *Lieutenant*, without Order expenditure. The identity of this new *Lieutenant* is also **Public Information**. It is compulsory such *Lieutenant* be a model or a Marker placed on the game table.



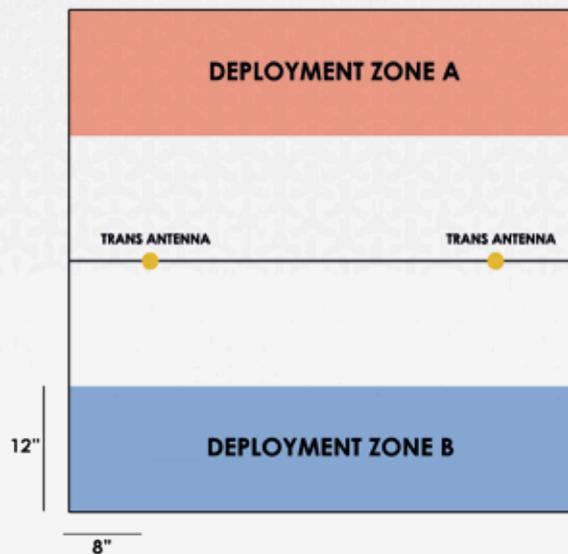
SPECIALIST TROOPS

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

Hackers, Doctors and Engineers cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

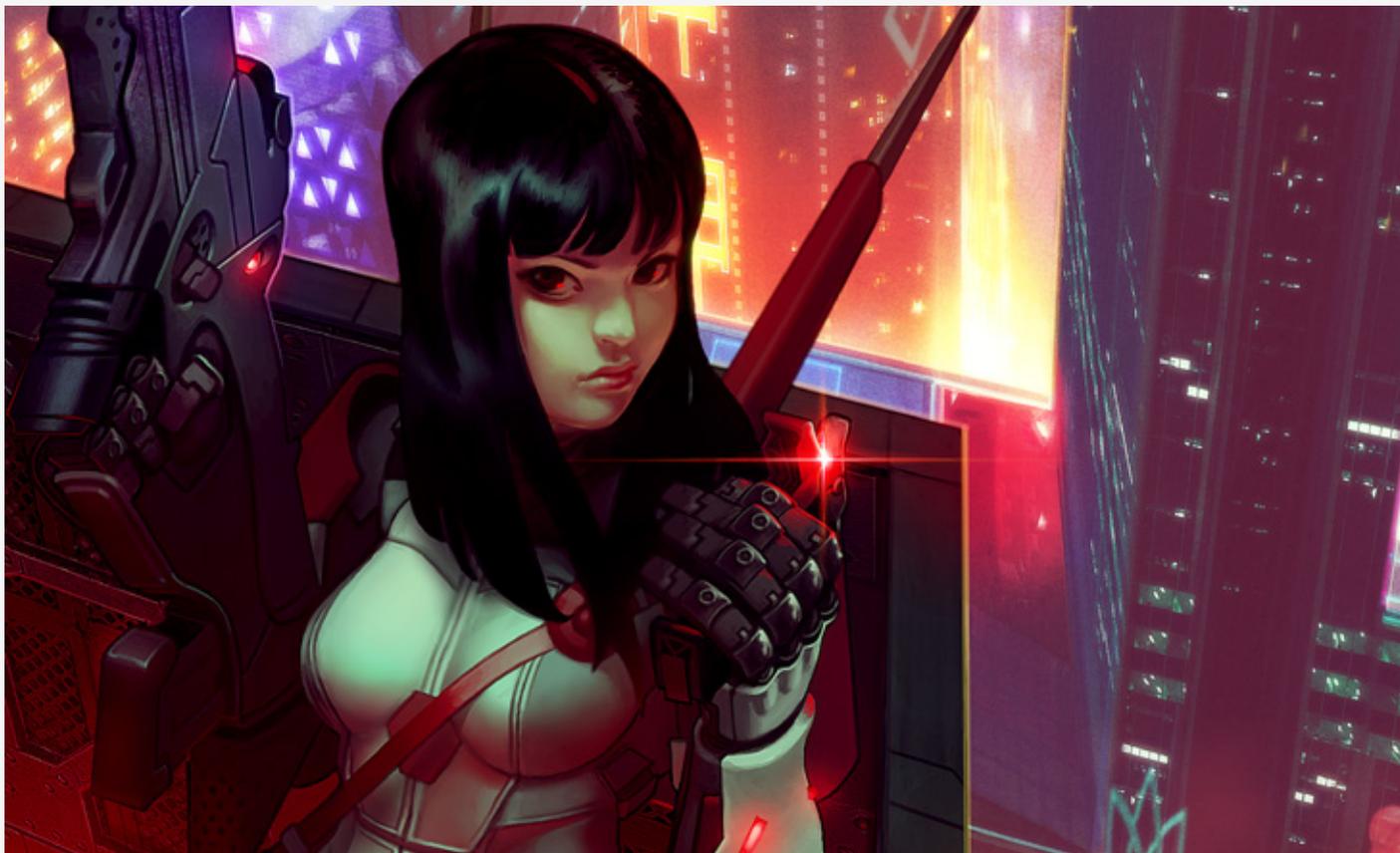
A *Specialist Troop* with a *Disabled* Marker can still accomplish the Objectives of this scenario.



END OF THE MISSION

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

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



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