



CORVUS  BELLI

**INFINITY**

**KURAGE CRISIS**

AN ONLINE CAMPAIGN IN COLLABORATION WITH BEASTS OF WAR

# THE KURAGE CRISIS

## INTRO

Kurage territory, a neglected area of the subarctic island continent of Novvy Cimmeria, has suddenly become one of the hottest spots in the Human Sphere. The reason? The discovery of new seams of Teseum and Nessium, two neomaterials of great strategic importance. Driven by both political and economic reasons, and by unforgotten grudges of the recent Japanese Uprising, all powers of the Sphere have been involved in a territorial dispute that could be opening up the planet Dawn to the Combined Army.

*"Trust me, the information is good. I have a contact in "Tonguetwister", the Hexahedron's Office of Communications Analysis. There they've intercepted a series of internal messages from Duban All-Terrain Prospections confirming that they've found something juicy in a remote area of Dawn. Believe me, when this gets out, this company's shares will rise like foam. Now is the time to buy. Seriously, you can make a lot of money with this. Listen to me, you know that the key to business is "buy low, sell high". Well, with this info from Kurage, you're going to buy low and sell stratospherically high. Zero risk, it's a guaranteed win, my friend."*

Karin Schramm, Alixe Investments financial advisor and stockbroker. Turoqa. Neoterra.

## KURAGE STATION

The Kurage Scientific Military Base is lost in the subarctic fringes of the planet Dawn and has for a long time been a cursed place: the worst destination a JSA member could be stationed.

Located on the east coast of the macro-island Novvy Cimmeria, this base is constantly hit by inclement weather and frequent storms that come in through Hadokku bay. It is the last place anybody would want to go, but recently everybody seems to be interested in it.

The station's name, Kurage, means "jellyfish" in Japanese, and has its origin in the base's layout. From a bird's eye view, its circular perimeter and its subaquatic research and prospecting structures reach into the bay from the station port. Because of this, the base reminds one of the aforementioned sea creature, whose form is replicated on the station's official seal. Kurage, which was a mere footnote in the StateEmpire property list, has become one of the key territories of Japan after the Uprising. However, this station's jellyfish-shaped icon has recently started appearing in intelligence bulletins.

Kurage Station was built by the JSA at the request of the StateEmpire High Command shortly after Yu Jing reached the planet Dawn. It was part of the Asian giant's colonization and territorial control program. Yu Jing planned this project to secure a part of the planet that Ariadna had not yet colonized. The StateEmpire aimed to have a port on the east coast of the island to serve as an access point between the ocean and Belesbat's inland sea in order to bring supplies to all the mining settlements expected to pop up in the region. However, the area's geological analyses were not favorable enough to begin such an endeavor. Teseum veins were scarce and investing in the more promising southern regions seemed more beneficial to Yu Jing.

Consequently, Kurage station was relegated to being only a scientific research base with a military garrison. It was used for nothing more than ensuring Yu Jing's possession of the island and discouraging any expeditions from PanOceania or Ariadna infiltrating the region. The station also controls multiples watch posts, and several research and mining prospecting facilities. However, the storms and freezing temperatures often collapse the supply routes, and the posts and facilities, even Kurage itself, become isolated.

The inclement weather conditions and the futility of the



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station's purpose made the base a very unattractive destination, and JSA members did not volunteer to work there. Nevertheless, the StateEmpire Command sent to Kurage all the wayward Japanese who proved to be difficult, which—ironically—came in handy for the Kempeitai to hide agents at risk of being discovered by the Imperial Service.

During the Uprising, the fight for control over Kurage was brief but intense. A month before, a special Kempeitai operative, Yuriko Oda, had eliminated the Imperial Agent in charge of the station. Without a leader, the base's Imperial Service military garrison could do little more than entrench and resist until they were wiped out completely. A StateEmpire Navy supply vessel that had just come to port to unload was sunk at the bay entrance, so that it could not return to reinforce the imperial troops trapped inside the base. Again, Yuriko Oda was the one who caused the shipwreck by detonating an explosive on the hull that sank the vessel. The wreck still protrudes from the water at the bay entrance, limiting the access routes and thus making it easier to defend the base from attack by sea.

Given Kurage's little relevance in obtaining strategic neomaterials like Teseum, Yu Jing made no effort to recover it, but instead started an intense harassment campaign from their military settlements in Yaochi city in southern Novvy Cimmeria.

After the Uprising, the Japanese secessionist government expanded the base and intensified the mineral exploration and prospecting efforts. Even some low or medium-performance Teseum seams, irrelevant on such a rich planet as Dawn, are of great importance for a newly built nation in need of resources like the independent Japan.

Nonetheless, the recent results of the studies promoted by the Japanese autonomous authorities could change the situation on Kurage. Not only have some new seams of Teseum been located, even more promising than the previous ones, but also of Nessium, a neomaterial used in space propulsion technology, and only found in large amounts in Svalarheima. This will pique the interest not only of Yu Jing, but also of Ariadna, which has never stopped claiming Novvy Cimmeria as its property, and of other powers, such as PanOceania, always eager for new fountains of resources. Despite the icy temperatures of the region, the Kurage station will probably become a new hot spot of the Human Sphere.

◆Effects of immediate conflicts◆ Fragment of chapter IV, by Dr. Mariella Grandi, officer-analyst of Midnight Sun, Black Hand◆s department specialized in intelligence analysis.

*"It is one thing that we allow that Japanese scum to hold onto a barren and inhospitable territory because of international pressure, and for the sake of global peace—of which the StateEmpire is a great defender. It is entirely another that they are now plundering the resources of a productive territory, which was recognized as property of Yu Jing after the Ariadna Commercial Conflicts. So it is our task to release the wrath of the Emperor and show them how fast and decisive Imperial justice is for those who dare steal from the StateEmpire."*

Colonel Peng Shou, Yuándùn Division commanding officer. Briefing with officers of this special task force, part of the reaction force deployed in the Kurage territory. Imperial Service Headquarters. Tian Di Jing. Yutang.

## THE YUANDUN DIVISION

*"The enemy does not show any respect for honor or rules. To protect the StateEmpire, we will do the same. We are the Emperor's shield."*

Colonel Peng Shou. Extract from the foundational harangue of the Yuándùn Division.

The Yuándùn ("Shield") Division is a special task force of the Imperial Service created for contact operations and the suppression of high-risk threats. Known as "the butchers of Motobushima" for their cruel performance in the takeover of the city of Kuraimori during the Japanese Uprising, their infamous reputation precedes them wherever they are deployed, where they are feared and hated in equal measure.

Following the operations in Kuraimori, the Yuándùn Division has earned a well-deserved reputation in the StateEmpire Army as a task force specialized in hunting Japanese, a task that they conduct with particular joy and efficiency. As a unit that is "all or nothing," it is clear that members of this division will neither show mercy to Japanese forces nor expect it from them.

The members of the Yuándùn Division are selected from among the best troopers in the Imperial Service and from some State regiments, which provide the heavy tactical reinforcements that a light corps such as the Imperial Service often lacks. However, it takes a special kind of person to become a member of this division. Beyond combat abilities, Yuándùn Division members are all committed to fulfilling their duty to protect the StateEmpire, a duty that prevails over moral sense.

The purpose of this special body is to protect the StateEmpire from both internal and external enemies, using special methods and tactics, many of them of dubious morality. However, all the actions of this body are approved by the Emperor, the only authority to which they are accountable. The knowledge of being backed by the Emperor reinforces in them a sense of impunity and of importance in their mission. The Yuándùn Division goes to great lengths to safeguard the StateEmpire security, and there are neither lives nor rights that these corps are not willing to sacrifice to fulfill their duty.

A feature report by Amber Bohanian for the Modern Elite Groups series. Check it out at Sabot! Available on all Maya regions.

*"Now that the humans are distracted fighting each other, it is the best moment to attack them from the rear and start gaining ground in this planet."*

Nexus-7 Kerr-Nau, tactical officer of the Onyx Contact Force secretly deployed on the planet Dawn. Clandestine base in some unknown location in the planet's Artic area.



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## KURAGE. STRATEGIC LOCATIONS. FIRST STAGE

### PANOC-23 MULTI-BASE

PanOc-23 is part of the first generation of PanOceania temporary settlements on the planet Dawn. Prior to the Ariadnan Commercial Conflicts and to the later territorial distribution, this base belongs to the age of discovery and exploration of Dawn by the great powers of the Human Sphere. This age was like the Wild West for this planet, when everything was allowed, an age when any territory beyond the range of a Cossack Ojotnik, and even the rifles themselves, was considered suitable for claiming just by putting a pennant on it.

During this period, PanOceania established a series of air and orbital monitoring bases in sub-Antarctic and sub-Arctic areas to control the ship traffic entering and exiting the planet. These stations were identified with two digits. The first one was the zone identifier, one for the sub-Antarctic areas and two for the sub-Arctic areas. The second digit identified the station within its area. Therefore, PanOc-23 was the third station of the sub-Arctic zone.

These bases had a military nature; they had defensive armament and equipment. However, this did not prevent PanOc-23 from being brutally attacked by Ariadnan troops during the Ariadnan Commercial Conflicts, to the point of finding corpses inside the elevator shafts. After the Commercial Conflicts, the AEZ, Ariadnan Exclusion Zone, was established and the territories unoccupied by Ariadna were distributed. During this distribution, the Occidental island territories were allocated to Yu Jing, while the Oriental territories were allocated to PanOceania. After this distribution, PanOc-23, located in Novyy Cimmeria, belonged to Yu Jing's area, so PanOceania evacuated and emptied the base before closing it. The buildings remained there, closed, and Yu Jing's authorities paid them no attention, given that the region was of limited interest due to its low output of natural resources.

However, when the Japanese territories declared their independence from Yu Jing, PanOceania supported the Japanese Uprising, both militarily and politically, with the so-called Steel Wall strategy. The PanOceania

assistance provided by this strategy included giving air, naval, and orbital support to the Japanese forces, focusing on protecting the territory and the civil population, but avoiding direct contact and the deployment of ground troops whenever possible. For this purpose, during the Uprising, in order to protect the Kurage territory, PanOceania established a couple of temporary airdromes in the heights of Ben Morgh Mountain. However, when the Yu Jing offensive forced them to withdraw to avoid direct confrontation with the StateEmpire forces, PanOceania moved the airdromes to PanOc-23 and reopened the facilities. Since this base already had a landing strip and had been designed to be easily expanded, in a short time it was fully active again, launching air raids to support the Japanese forces. The emergence of this base prompted a change to their identifying emblem, adopting a phoenix as their symbol and adding the motto "Rise from the Ashes".

After signing the Uprising ceasefire, which saw the Kurage territory as officially part of the independent Japan, the PanOceania High Command proceeded to progressively dismantle that base. In virtue of an agreement with the independent Japanese government, the base was reduced in size and staff and remained active for one season, as a deterrent to any possible hostile action from Yu Jing.

However, after the discovery of new Teseum and Nessium seams in this region, and the subsequent reopening of territorial claims by Yu Jing, the PanOceania government reconsidered their strategy regarding PanOc-23. On the grounds that the StateEmpire dialectic was becoming hostile, they cited their protection agreement over the area, and started sending staff and materials to refurbish the base and expand it even further. Little by little, PanOc-23 has regained the size it had during the Uprising hostilities. It has an armed defensive perimeter, a military airdrome with hardened aircraft shelters (HAS) and an operations center providing an array of signal trackers and air and orbital traffic monitors.

Once again, the Ariadnan government, which does not recognize the territorial property of any extra planetary power on Dawn, complained about this decision, defining it as a recolonizing effort by PanOceania. The Japanese authorities, for their part, distrusted the enlargement of PanOc-23, fearing that it transforms the base camp into a hub from where PanOceania could establish their own prospecting camps in the Kurage territory.

Lieutenant Leonie Rath, Psi Unit, 0-12  
Military Intelligence. Informative meetings  
of the Bureau Regis High Command. City of  
Edda. Concilium.

*"The government of Japan and its Emperor can be sure that the Tohaa Trinomial will honor the alliance and friendship uniting us and will support them in this conflict that now threatens them."*

Statement sent by the ambassador Maara Seegur from the Free Island of Sálvora to the Imperial Palace in Tokyo.

## ZHAN HUO FIREBASE

After the signing of the Uprising ceasefire agreement, Yu Jing made the decision to reinforce its borders with the independent region of Kurage. The boundary line described in the agreement was situated farther north than the independent Japan would have liked, since the Japanese people sought the southernmost lands of the island, a warmer region more suitable for colonization. However, the StateEmpire military capability restrained the Japanese expansionist desires and drove the JSA back while gaining ground. So when the ceasefire was declared, the Japanese ranks had not only suffered territorial loss, they found their enemy entrenched in outposts overly close to Kurage stations and prospective areas, which has become a matter of concern for the Japanese High Command.

The movements and preparations of the StateEmpire Army did not help to calm things down among the Japanese ranks. The High Command ordered the setup of outposts, artillery positions, and logistical support areas to supposedly defend against a possible invasion by their neighbors in Kurage. However, the emplacements' arrangement and the maneuver and supply routes layout were clearly proactive rather than defensive. The layout of Yu Jing outposts in the border area was designed to launch and support an offensive against Kurage, rather than to contain an attack. Any soldier who looked at a Yaochi-Kurage border map would realize this.

The main fire support base Zhàn Huǒ (战火, Fire of War) is a clear example of the threatening doctrine that Yu Jing shows toward Kurage. Equipped with several heavy gauge artillery batteries and missile launcher platforms, the base follows the standard scheme of field artillery positions, typified by the High Command in their Strategic Deployment Manual 12-4.

This scheme is not the one of a border post with light artillery pieces that normally would be ideal to fight a war of movement with the tactical aim of hindering the enemy's advance, harming it and delaying it until the arrival of the main forces. On the contrary, a main fire support base, *firebase* for short, is designed to support the advance of the main assault force towards relevant positions, while also being at the core of the attack group—a concept far from the role and equipment of the usual border guard posts.

Zhàn Huǒ is divided in two well-defined zones to facilitate defense in the event of an attack. The firebase is in the front line, close to a hostile area, so the threat of an enemy assault is real. The first enclosure, once past the area's defense perimeter with its walls and defensive positions, is the battery area. Here, one will find artillery pieces and missile launcher platforms, the warehouse and ammunition area, as well as the security and maintenance barracks.

The second enclosure is the so-called "bunker area," for at its center is the core of the firebase: the fire control and precision center. This building is reinforced and armored, possessing an advanced communication system that keeps it in constant contact with the Regional Operations Command located in Yaochi, and with the orbital surveillance systems that the StateEmpire has flying over the planet Dawn. Since the treaties signed after the Commercial Conflicts do not permit the deployment of orbital weapons, Zhàn Huǒ cannot make use of its ability to coordinate an attack from orbit. However, if the StateEmpire deploys orbital platforms, or if it gets discovered that it has already deployed some of them covertly, Zhàn Huǒ could live up to its name and be used to coordinate a rain of fire from space, even more deadly than its own weapon systems.

Like in any other Yu Jing firebase, the barracks of the garrison and the healthcare center with a small field hospital are located in Zhàn Huǒ Bunker Area.

The design of this base is totally prepared to endure and win an intense confrontation against the enemy. As any firebase, Zhàn Huǒ has been created to achieve victory through destruction. It may be that the Japanese have won their freedom, but, to the Yu Jing High Command the issue now is to see how long they will be able to retain it.

Situational analysis authored by Saladin, liaison officer with the Haqqislam High Command. Transcription of the briefing held before the Hachib and its Security Council. Secure room on Hachib's Palace. Khadijah City. Nawal Island. Bourak.



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*"The current situation in the Kurage territory and the alliance forged with that now-independent nation gives us the perfect excuse to deploy troops inside the Human Sphere. This will make it easier for us to locate the Penny Arcade, the secret facility where humans have hidden the T'zechi Digester of Paradiso. It is true that it has been difficult to convince ambassador Seegur of the relevance of this course of action without disclosing our intentions. However, for now the ambassador does not suspect the presence of the Triumvirate among their ranks, and our plans will be kept secret."*

Encrypted message sent clandestinely by an alleged Taagma Schemer of the Tohaa Triumvirate through the communication system of the Daedalus Blockade to the Tohaa Trinomial territory.

## LAFAYETTE FORWARD AIRFIELD

*"Dawn belongs to Ariadna. Everything on this damned planet belongs to us. It is a property that we have paid for with our blood and we will not allow anyone, no matter who, whether Japanese or Yu Jing, to steal our resources and pretend that it will go unpunished."*

Colonel Yevgueni Voronin, Cossack Diplomatic Corps.  
O-12 Regional Office. Mat'.

There has not been a power more hostile to the Japanese Uprising than Ariadna. Beyond the strategic issues that this power could benefit from—for example, the StateEmpire being undermined and weakened—Japanese independence only brought a new rival to fight against for the control of the planet Dawn.

In fact, the situation has substantially deteriorated for Ariadnan diplomacy. Yu Jing got Novyy Cimmeria after the Ariadnan Commercial Conflicts, in which the major powers divided among themselves the lands that Ariadna had not yet colonized. However, the StateEmpire was scarcely interested in this macro-island. Because of its terrible weather conditions and its lack of resources compared with the rest of the planet, Novyy Cimmeria was sparsely populated. It only had a settlement in the south region of the island, where the climate was better, and a scientific military base that seemed to be a punitive assignment for Japanese troops. Facing this scenario, Mat' authorities hoped to recover Novyy Cimmeria, either as a simple question of Yu Jing giving it up because

the settlements were not profitable, or because of some possible diplomatic agreement.

But the area of influence near Kurage Station became important in the eyes of the newly independent Japan, desperate to obtain new sources of strategic materials. This region contained a new Japanese settlement in another system, which strengthened their situation as a "Sphere-wide power." In addition it provided some resources, to a lesser extent than any other territory on Dawn, but resources still welcomed by the Japanese, who were in need.

So, for Ariadna, the situation was back to square one. Despite all the diplomatic complaints made—and ignored—in Concilium, if Ariadna wanted Kurage they would have to fight for it. The only way to achieve this was by establishing a position there: a beachhead that would allow them to operate onsite, and from where they could expand their area of influence.

This is the primary purpose of the Forward Airfield (FA) Lafayette. Designed as a beachhead, this temporary base was actually placed at a specific distance from the coastal area to prevent attacks from the Japanese forces, which have a fleet in the region, and from the StateEmpire Navy, since this area is in its range of operations. According to the second phase of Ariadna High Command plans, in which the Ariadnan troops would have managed to secure the area, they would set a coastal port to receive supplies by sea. Meanwhile, the intention of the Stavka was to establish an air bridge with outposts in Tartary. However, this plan was hindered by the intense hostilities in the region, a fact exemplified by the De Hell Group Battle.



## DE HELL GROUP BATTLE

*"Last clip, mes braves, and then it will be time to take Rosalie out and put them to the sword. We will prove that Merovingians always die on the corpses of their enemies!"*

Captain Louise Grandjean, officer in charge of the FRRM detachment, last moments of the so-called Battle of the Group De Hell. Novvy Cimmerician Plains.

The so-called De Hell Group was a squad of three assault ekranoplans, *De Hell AEP*, *De Lisle AEP*, and *Desarnod AEP*, sent with a squadron of the Merovingian Rapid Response Force (FRRM) in order to expand the geographical scope of operations in Novvy Cimmericia. The purpose of this force was to establish a new beachhead that would increase the Ariadnan area of influence in the Kurage territory.

De Hell Group, comprised of fully equipped troops and named for the leading, and largest, ekranoplan, was the largest expeditionary force of the FRRM deployed since the Ariadnan Commercial Conflicts.

However De Hell Group suffered a tragic fate. They unexpectedly crossed paths with the Onyx Contact Force at a hidden location in Novvy Cimmericia. This emplacement was completely unknown to human forces, and it would have stayed that way if the sudden appearance of De Hell Group have not made the alien troops believe that they were being attacked, thus reacting accordingly and revealing their position.

The superior power of the Onyx anti-aircraft batteries shot down the three ekranoplans, which were taken by surprise. The *De Lisle AEP* and the *Desarnod AEP*, named after a French explorer and a French battle scenes painter, respectively, who both worked in Russia, exploded while trying to land, engulfed in flames. The leading ekranoplan, the *De Hell AEP*, named again after another French explorer and cartographer from Imperial Russia, managed to land and organize a defensive perimeter. There, Merovingian troops set up a strong defense, and fought and struggled until the last man. The numerical and armament superiority of the Onyx Force prevailed over the Merovingian's tenacious resistance, but not before the French-Ariadnan troops alerted the Stavka of the Onyx Force's presence in Novvy Cimmericia. Once discovered, the Onyx had to give up their position, abandoning a large amount of materials and equipment, which they destroyed before they left. The courage and heroism of the Merovingians in this battle thwarted the Combined Army plans of establishing a permanent beachhead on Dawn. Nevertheless, the huge Merovingian loss of lives and valuables in this battle would leave the FRRM severely weakened; it was a severe blow from which it would take a long time to recover.

The Forward Airfield Lafayette is a temporary outpost that includes a very basic aerodrome, designed for support and forward attack operations on the frontlines. Its main purpose is to support the field operations of the ground forces. Its modular design allows Dozer teams to construct these aerodromes in record time, using coating materials such as HexMat to build runways on any surface. This is a fundamental aspect in forward airfields, because they are supposed to be dismantled or abandoned in order to move them as the front-line advances, always following the ground forces.

Given its temporary nature and its small size, the FA Lafayette lacks the facilities of a standard field airbase. However, its forward position offers a series

of operational advantages since it increases the air units' range, allowing more far-reaching air raids into enemy territory. It also provides flight groups with a higher capacity and speed of response, according to operational needs. Similarly, air units damaged on the front line can land here, without taking the risk of a long journey back to the main air base. And of course, this forward airfield operates as an air evacuation point to the nearest field hospital.

As a forward position, it was expected that FA Lafayette would be subject to observation and attacks from the enemy. That is why it incorporates a defensive perimeter with an external armed position. For the accommodation of the defensive garrison and the ground and maintenance staff, an area of B-Huts was established, prefabricated barracks usually built by contractors such as DVZ or Keller Resources. However, FA Lafayette's true heart is its flight and operations control tower, the base's most important element. All the base activity is managed from there, coordinating it with the Stavka and the ground forces, and providing air support in the fight for the skies of Kurage as a preliminary step to controlling its surface. After all, that is the ultimate goal of the Ariadnan forces in Novvy Cimmericia.

**A report by Ulrich Holtzmann, Colonel in the PanOceania Military Complex Reserve, for Sabot! Your military channel on Maya.**

*"Don't lecture me about honor. I have buried far too many of my men on your behalf. I don't care about the destiny of the Great Independent Japan, nor about the importance of that territory called Kurage or about the life of its inhabitants. If you want the help of the Ikari Company, you already know what to do: pay more than your rivals."*

Colonel Genzo Ikari during a meeting with a Kuge Delegate in Ikari Company offices. Avro-Kaizuka orbital. Human Edge.

## JOHNNY-5 NODE BASE

From the Nomad point of view, the planet Dawn is a hole. First of all, the word says it all; it's a planet, and Nomads live on ships, and they do so because they want nothing to do with planets. It's ok to visit once in a while, or to do business, but these people aren't called Nomads for no reason. In second place, it is a primitive planet. Ok, "primitive" is a very strong word—"backward" maybe? It doesn't matter. You get the idea, right? There is barely any information infrastructure. There isn't a normalized data sphere. There isn't a decent connection with Maya, not to mention with Arachne. The rude Corregidorians can bear being disconnected, but for people from Bakunin or Tunguska it's like taking their air away. And with this I want to point out the reason why Ariadnans like Nomads so much: because they are the only power in the Human Sphere not interested in stealing a piece of their planet.

For the Nomads it's enough if they are allowed to establish their facilities, their commercial delegations and missions, and participate in joint business ventures. They will stay as long as there is an interest, and as soon as it disappears, they will pack up and leave to look for new business opportunities. No problem, friends.

However, there is something on Dawn that they are interested in. Beyond business, neomaterials, and strategic resources, the Nomad Nation is interested

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in extending their area of influence. And they do so through their network Arachne, the data sphere alternative to Maya, which is ALEPH's territory, their bitter enemy. The only way of fighting the lies and manipulations of the AI is through a parallel network that they cannot control or subvert. But it is not very useful if this network is limited to Nomad ships. It must be extended to the entire Human Sphere; it should be a shelter for any freethinker from anywhere. And for this ideal to become reality, it is necessary to have an infrastructure supporting this alternative network. For this reason, every important Nomad installation includes an Arachne node, and that is why the Nomad Nation secretly deploys nodes of its own network in hidden positions throughout the entire Human Sphere. The secrecy is important because, as you already know, Arachne is considered illegal in many countries, and ALEPH pursues and destroys every unprotected node, whether it is by troops or diplomatic immunity.

For the survival of Arachne, it's necessary to have the largest number of nodes possible scattered over the entire Sphere, in order to offer a greater resilience against the continuous attacks of ALEPH, so that a new node can replace another one that has fallen.

For this reason, when the Nomad Nation reaches a cooperative agreement with an ally, they always ask to set an Arachne node under the protection of the local law in the event of an attack by ALEPH's SSS. However, in border places like Dawn, these nodes are usually located in isolated locations, and they need to be fortified and protected by a well-equipped garrison capable of repelling any possible raid by the SSS or hostile local elements.

These fortified nodes are called Node Bases, and they are usually identified with an alphanumeric code. The letter is the planetary reference and the figure is the node number on that planet. Dawn has been assigned the letter "J," so the nodes in this world are the J-Node Bases, which in the particular Nomad jargon, when speaking quickly in the Nomad internal communications, is pronounced "Johnny Bases".

It's said that there are, or have been, up to five Johnny Bases on Dawn. Johnny-1 and Johnny-3 are in orbit, placed by the first ships that arrived in this system. Johnny-2 was destroyed during the Ariadnan Commercial Conflicts, and later rebuilt, only to be destroyed again, supposedly by a saboteur of the SSS. However, ALEPH denies any awareness or involvement in that matter. Johnny-4 was located on the top of a cliff on the southern coast of Tartary, but a landslide buried it under the sea. When the possibility of an ALEPH

attack was suggested as the cause of the tragedy, the Cossack colonel in charge of the region had a fit of laughter that almost killed him. Since then, the Nomad engineers conduct geological studies before choosing locations. This is the problem of living in space: there are some things—normal for people living planet side—that Nomads don't consider. To this day that Cossack colonel can't control his laughter when he tells that story.

Johnny-5 was quickly raised when the Japanese Uprising ended as part of an agreement of alliance and cooperation between the Nomad Nation and the independent Great Japan. This agreement allowed them to place a node in an area of the planet not controlled by the Ariadnans, with whom relations were difficult. For Japan, Johnny-5 means having allied troops watching an area in view of any Yu Jing infiltration attempt, without threatening the Kurage Station since, according to the agreement, the size of the node's security staff is limited, and always less than that of the Japanese station.

The Johnny Bases are a genuinely Nomad product, built by Corregidorian workers, equipped by technicians from Tunguska, and organized by experts from Bakunin. The secrets of the node might be in the hands of the hermetic Tunguskans, and the patrols are performed by the hard Corregidorians, but the logistic and daily work is in the hands of the Bakunians. For this reason, the base sections receive German names, according to the style of the Bakunin Jurisdictional Command.

Johnny-5 is organized in three main areas. J-5 Kaserne, the term used for barracks, which is a fortified camp with dependencies for garrison and auxiliary buildings. This area is prepared to resist an external attack by hostile forces, which in this region can include Antipodes raids. J-5 Kommstat is the main communications station, part of the communications network linking the scattered Nomad settlements on the planet with the ships and stations located on the orbit. And J-5 Netzknoten, the core of the base, and its *raison d'être*: the Arachne node, is an objective desired by ALEPH, and the zone with maximum security. Here you can always see Reverend Custodiers and interventors, mainly tactical hackers, arguing heatedly with the Oubliettes, or sofa chairs as they are called by those in the field, the Tunguska security experts. However, despite all the debates, what the Bakunin call Social Energy always works, and the fruits of their superior teamwork is the inviolability of the Arachne network, or at least that is what they say...



Valerya Gromoz, mercenary hacker hired by the Druze Bayram Security, during a pre-operative briefing. Private room of the casino-hotel Al Qasr (The Palace). Bayram Caravansary, Fareadat System.

*Subsoil studies carried out in the Kurage territory through GIS (Geographical Information System) confirm that its geological composition is different than that of other regions on Dawn that are rich in Teseum. This does not rule out the existence of seams of this material, but it confirms the possibility of it being unproductive or requiring higher levels of investment than other areas of the planet. For this reason, we advise confining the use of this territory to low profile scientific tasks, and focus mining activity to other regions proven to be more productive.*

Extract from a report by the consultancy Pao MineExplorations for the Ministry of Industry of the StateEmpire after the Ariadnan Commercial Conflicts.

## DUBAN PROSPECTING SITE

Haqqislam has always been a great ally of Ariadna on Dawn. For ethical reasons or for the simple reason of logistical difficulties, the Bourak government has always chosen to establish commercial alliances with Mat' rather than develop policies of territorial appropriation. The same strategy is applied to Tokyo in relation to the Kurage territory in Novvy Cimmeria, an especially smart approach since Haqqislam had obtained a series of exploitation and commercial privileges in the Japanese territory in exchange for supporting the Uprising.

However, some Haqqislamite companies, such as Duban All-terrain Prospections, already had prospecting contracts in the area surrounding the Belesbat sea, where they had established a series of mineralogy research and prospecting settlements. Although Yu Jing experts had rejected the area in favor of other, more productive regions, for powers with little territorial presence like Haqqislam, any area that they could exploit is of special interest.

Nowadays, the Haqqislamite support of the Uprising meant that these settlements of scant strategic relevance turned into targets for Yu Jing forces looking to punish insurrectionists and their allies. Despite the PanOceanian Steel Wall strategy of air support, the

Duban All-terrain Prospections settlement suffered greatly during the Uprising, having been taken by Yu Jing forces during the Xuè Shé offensive (Snow Snake). All activity in the settlement ceased until it was liberated in the joint PanOceanian-Japanese counteroffensive of January 18th.

When the Uprising ended, encouraged by new commercial treaties between an independent Japan and Haqqislam, Duban All-terrain Prospections returned to the geological research tasks in the area, investing in the settlement and increasing the number staff and amount of equipment.

Actually, the geology experts of this Haqqislamite mining giant would find the first traces of Nessium in the region. Once the ground anomalies that proved the presence of this neomaterial in the subsoil characteristic of Kurage were identified, it was much easier to locate new seams of Nessium. Also, after having identified Nessium as the disruptor element of the soil's properties, it was relatively simple to identify the model of the subsoil more appropriate to host seams of Teseum. This progress would suddenly turn the Kurage territory into an area of strategic interest, and the Duban All-terrain Prospections settlement into one of the hot spots of the area.

By virtue of the Japanese-Haqqislamite agreements, the JSA garrison of Kurage Station was committed to providing protection for the Haqqislamite settlements. However, the harsh geographic-environmental conditions of the territory and the presence of many other settlements scattered over the area left the JSA forces overwhelmed by their duties, leaving these settlements under-protected.

In view of this situation, the deployment of a security force of the Sword of Allah has been negotiated and authorized by the Kurage Station's local command in order to protect the Haqqislamite interests in the area. The presence of Haqqislamite troops also strengthens the deterrent capacity of the JSA in front of actively hostile elements such as the Yu Jing raiding parties.

The Duban Prospecting Settlement has the classic structure of a mining emplacement in cold arid zones, where the numerous heating units reveal the location of facilities and attract attention. Being next to the Belesbat Sea, the settlement has a berth near the materials storage and classification area, next to a short landing strip for vertical takeoff and landing (VTOL) aircraft. However, I want you to pay attention to the area marked in red on your holoscreens. That is the supervision center of the prospecting operations



# THE KURAGE CRISIS

## INTRODUCTION

carried out by Duban All-terrain Prospections in this territory. Right there is where you can find all the relevant information, material that will generate significant income, either for your own use or for sale to the highest bidder. Any bandit would focus on the storage area, looting it and removing all the material, foregoing all the valuable intelligence. But we are not common bandits, are we?

**Captain Roger Van Zant, Airborne Rangers. Meeting room of the flight and operations control tower of the Lafayette Forward Airfield. Novyy Cimmeria. Dawn.**

*"Nessium might not be as valuable as Teseum, but it is essential for the production of high performance fusion engines as well as antimatter accelerators. And the only place in the entire Sphere where you can find Nessium in large amounts is Svalarheim. Therefore, having an alternative seller to PanOceania or Yu Jing, our great adversaries, is a strategic advantage of great interest to us."*

Emiliano Guevara, officer of Black Hand, preoperative briefing prior to the deployment in Novyy Cimmeria. Ready Room of the Nomad medium armored freighter *Buy your tickets here.* High orbit of the planet Dawn.

## KURAGE STATION

The Kurage Station works as a multipurpose, forward position in a border territory. It's a military base conceived to protect and secure the surrounding territory, fortified to offer protection to both the garrison and the civilian staff. It's also a scientific research station, working as an information collection center for a series of scientific substations scattered throughout the territory. Lastly, it's used as a base camp for prospecting and exploratory expeditions looking for areas of industrial and mining exploitation interest.

This base is the heart of the Japanese territory in Novyy Cimmeria and its main settlement, since more than seventy percent of the Japanese population in this territory are concentrated here. Cancelling this station would not only kill the Japanese war capacity in this territory, but also severely damage its industrial capacity. This is because the scientific and exploratory vocation of the Kurage Station is actually what makes it a target of interest for the region, since it gathers not only raw materials, but all kinds of data on the territory as well.

The name of this station means "jellyfish" in Japanese, due to the semicircular shape from a bird's eye view or on a map, and the subaquatic sensing facilities that penetrate the waters of Hadokku bay. These facilities, visible thanks to a series of maintenance and communications towers protruding from the water, collect seismographic, geological, and biological information from the bay.

One of the largest areas of the station is the Technical Support Area, which hosts an entire group of buildings that provide technical and logistics support to the other stations in the region, and well as to any expedition departing from Kurage.

However, the real core of the station is the Center of Regional Operations (CRO). There is no other building as important in the entire station as this apparently anodyne structure. The CRO collects data provided by all the scientific and prospecting settlements in the region. Each seam of Teseum, Nessium, or any other mineral resource is registered there, drawing an accurate map of the geostrategic richness of Novyy Cimmeria.

*"Of course, the composition of the subsoil is different than other Teseum-rich areas of this planet. The reason is the presence of seams of Nessium, a neomaterial never before found in the same geographic area as Teseum. So, based on previous knowledge, the geological anomalies first detected did not presage such a mineralogical richness."*

Dr. Nadine Hamdan, deputy director of the Terraforming Institute of Maracanda. Iran Zhan Al Amat. Bourak.

*"Wotan was a set-up. The real infiltration was taking place on Dawn. But nothing distracts the attention more than the appearance of an assault carrier, even if it is an old piece of junk like the Raxora!"*

Shasvastii Corax Hasht. Shasvastii operative center in the NiemandZone. Exact position unknown.



# THE KURAGE CRISIS

## INTRODUCTION

# THE KURAGE CRISIS CAMPAIGN

This campaign consists of a series of various scenarios played on a map with the purpose of establishing control over all of the different facilities located on the Kurage territory, placed on the planet Dawn's continental island of Novvy Cimmerica.

The scenarios may be played in any order because the campaign does not have a strict chronological sequence. The final goal of this campaign is to take control of the various territories into which the Kurage territory is divided.

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 usual ITS ones, applying the Infinity Campaign Rules, although some may include special rules for this specific campaign.

## KURAGE CRISIS: FIRST STAGE

The discovery of new seams of strategic neomaterials has turned the previously ignored Kurage region into a hot spot. This territory, previously owned by Yu Jing, became part of independent Japan during the so-called Japanese Uprising, and was considered a poor source of resources. However, now that it has proved otherwise, the main powers of the Sphere state their reasons to claim that region. Yu Jing only wants to recover what it considers is its right and give a lesson to the Japanese secessionists. Therefore, the StateEmpire plans an offensive from Zhàn Huǒ, its main artillery fire base, located on the border of Kurage. Ariadna wants to see the planet Dawn free of the presence of foreign colonies, no matter their flag, even if this means they must kick them out of their world. The Lafayette Forward Airfield is the first stage of its plan to take control of Novvy Cimmerica. PanOceania, an ally of convenience of the independent Japan, possesses the PanOc-23 Multi-Base on that region. Now, the Hyperpower sees how its interests there multiply. The Nomad Nation, which obtained permission from the Japanese government to install an Arachne node in Kurage territory, must now protect it at all costs. Meanwhile, the Haqqislamite mining facilities, which operate in Kurage under Japanese license thanks to their trade agreements with independent Japan, have now become a high-value target. And, amidst it all, the Kurage Station, the region's nerve center and seat of the power of independent Japan in the territory, a location so important that the troops of the JSA will not leave it unprotected at any time.



### PANOCEANIAN AREA. PANOC-23 MULTI-BASE

In order to control this multipurpose base and obtain air supremacy in Kurage it is necessary to secure the Camp, the facilities and habitability zone of PanOc-23, but also the area of reinforced hangars, or HAS Area. It is compulsory to accomplish both missions to control this location at the end of the first stage.

#### ◎ PANOC-23 CAMP

**Mission:** Engineering Deck (PanOc-23 Version).

**Scenario Special Rules:** Assured Support, Close Quarters.

#### ◎ PANOC-23 HAS AREA

**Mission:** Decapitation (HAS Area Version).

**Scenario Special Rules:** Subarctic Plains.



### YU JING AREA. ZHAN HUO FIREBASE

#### ◎ ZH-BATTERY

To control this artillery base, it is essential to take the high-speed cannon batteries and missile launchers that give its name to this location.

**Mission:** Supremacy (Firebase Version).

**Scenario Special Rules:** Treacherous Environment [In the Deployment Zones], High Sierra.

## THE KURAGE CRISIS

### INTRODUCTION

# THE KURAGE CRISIS

## INTRODUCTION



### NOMAD AREA. JOHNNY-5 NODE BASE

To dominate this location, it is necessary to take the Kaserne, the fortified camp located in the outer zone of the Base Node, and the communications station, a vital element of these facilities. It is compulsory to accomplish both missions to control this location at the end of the first stage.

#### ⦿ J-5 KASERNE

**Mission:** Safe Area (Kaserne Version).

**Scenario Special Rules:** Safe Access.

#### ⦿ J-5 KOMMSTAT

**Mission:** Transmission Matrix (Kommstat Version).

**Scenario Special Rules:** Restricted Range.



### HAQQISLAMITE AREA. DUBAN PROSPECTING SITE

#### ⦿ DUBAN STORAGE AREA

The material classification and storage zone of the Duban prospecting facilities is an area of special logistical interest to any force in this region

**Mission:** Frostbyte.

**Scenario Special Rules:** New Mission.



### ARIADNAN AREA. LAFAYETTE FORWARD AIRFIELD

Due its fortified design and special location, in the outermost area of the airfield, the Lafayette redoubt is vital to control access to this location. On the other hand, the B-Huts, the barracks area, is the section where the auxiliary facilities and aerodrome supply stores are located. It is compulsory to accomplish both missions to control this location at the end of the first stage.

#### ⦿ LAFAYETTE REDOUBT

**Mission:** Annihilation (Redoubt Version).

**Scenario Special Rules:** Treacherous Environment [In the Deployment Zones], Subarctic Plains.

#### ⦿ LAFAYETTE B-HUTS

**Mission:** The Armory (B-Huts Version).

**Scenario Special Rules:** Close Quarters [Anywhere on the whole game table], Environmental Advantage.



### JSA AREA. KURAGE STATION

The most vulnerable point of the Kurage Station is the harbor area with its underwater sensing facilities that penetrate the bay, visible thanks to the receiving towers that protrude from the water. Next to the harbor is placed the Technical Support Area, a group of buildings whose function is to support scientific and prospecting operations in Kurage territory. It is compulsory to accomplish both missions to control this location at the end of the first stage.

#### ⦿ UNDERWATER SENSING FACILITIES.

**Mission:** Comms Center (Kurage Version).

**Scenario Special Rules:** Dockland and JSA Exclusive Location. To be able to play this scenario it is compulsory one of the sides be a JSA Sectorial Army.

#### ⦿ TECHNICAL SUPPORT AREA

**Mission:** Deadbolt (JSA Army Pack Booklet Special Version).

**Scenario Special Rules:** JSA Exclusive Location. To be able to play this scenario it is compulsory one of the sides be a JSA Sectorial Army.



# THE KURAGE CRISIS

## ENGINEERING DECK

### ENGINEERING DECK (PANOC-23 VERSION)

Table Configuration: G.

Special Rules: Inner Area, Close Quarters, Assured Support, Objective Room (ZO), Secure ZO, Consoles, Specialist Troop, DataTracker.

### SCENARIO SPECIAL RULES

#### ASSURED SUPPORT

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

#### CLOSE QUARTERS

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

#### OBJECTIVE ROOM (ZO)

In this scenario the *Objective Room* is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*.

To represent the *Objective Room*, we recommend using the Objective Room by Micro Art Studio, the Operations Room by Plastcraft or the Command Bunker by Warsenal or the Panic Room by Customeeple.

The interior of the *Objective Room* is a **Saturation Zone**.

The *Objective Room* has four *Gates*, one in the middle of each wall (See map below). The *Objective Room Gates* must be represented by a Narrow Gate Marker or a scenery piece with the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

The *Gates* of the *Objective Room* are open at the start of the game.

#### SECURE ZO

A *Zone of Operations (ZO)* is considered to be **Secured by a player when that player is the only one to have any troopers inside the Room who are not in a Null state.**

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- ⦿ Have **the same amount** of *Connected Consoles* as the adversary at the end of the game (2 *Objective Points*, only if the player has *Connected* at least 1 *Console*).
- ⦿ Have **more** *Connected Consoles* than the adversary at the end of the game (5 *Objective Points*).
- ⦿ **Secure** the *Objective Room* at the end of the game (3 *Objective Points*).
- ⦿ Have your *DataTracker* inside the *Secured Objective Room* at the end of the game (1 extra *Objective Point* for *Securing* the *Objective Room*).

#### 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.

Deploying inside or in base contact with the *Objective Room* or in base contact with a *Console* is not permitted.

**Inner Area.** This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the *Airborne Deployment Special Skill* is not permitted. However, the other Levels of this *Special Skill* are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Deployment Zones*, with no *PH Roll* required. *Inner Area* doesn't affect other *Deployment Special Skills*.

# THE KURAGE CRISIS

## ENGINEERING DECK

### THE CONSOLES

There are 4 *Consoles*, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* 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).

### CONNECT CONSOLES (SHORT SKILL)

#### LABELS

Attack.

#### REQUIREMENTS

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

#### EFFECTS

- ⦿ Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Console*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ⦿ A connected *Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.
- ⦿ Player A and Player B Markers can be used to mark the *Connected Consoles*. It is recommended each player uses a different kind of Marker.

### 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 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.

### 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*.

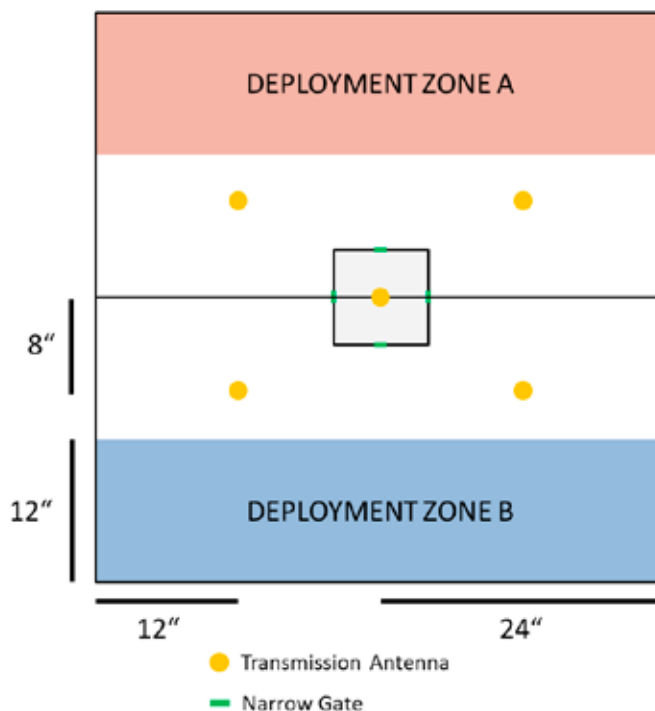
The *DataTracker* is identified with a DataPack Marker (DATA PACK).

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

### 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*.





# THE KURAGE CRISIS

## DECAPITATION

### DECAPITATION (HAS AREA VERSION)

Table Configuration: A.

Special Rules: Subarctic Plains, Environmental Advantage, Reinforced Tactical Link, DataTracker, Designated Target, Killing, HVT and Classified Deck Not Used.

### SCENARIO SPECIAL RULES

#### SUBARCTIC PLAINS

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**.

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- To kill **more Army Points** than the adversary (2 Objective Points).
- To kill **the same amount 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 *Designated Target* (2 Objective Points).
- To kill the *Designated Target* with your *DataTracker* (3 extra Objective Points).

#### CLASSIFIED

There are no Classified Objectives.

#### DEPLOYMENT

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

### ENVIROMENTAL ADVANTAGE

The zone of operations has some insertion windows which can provide a tactical advantage. All troopers possessing *Mountain Terrain* can deploy as if they have the *AD: Airborne Infiltration* Special Skill.

### REINFORCED TACTICAL LINK

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

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

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

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

# THE KURAGE CRISIS

## DECAPITATION

### 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).

### DESIGNATED TARGET

In this scenario, the enemy *HVT* is considered an enemy trooper instead of a *Neutral Civilian* so, it can be targeted by *Attacks*. *Killing* the enemy *HVT* does not cause loss of the game nor gives compensatory Objective Points to the adversary.

*HVTs* will be reactive and hostile, reacting to any Order performed by an enemy active trooper in *LoF* or *ZC*.

### KILLING

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

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

### NO QUARTER

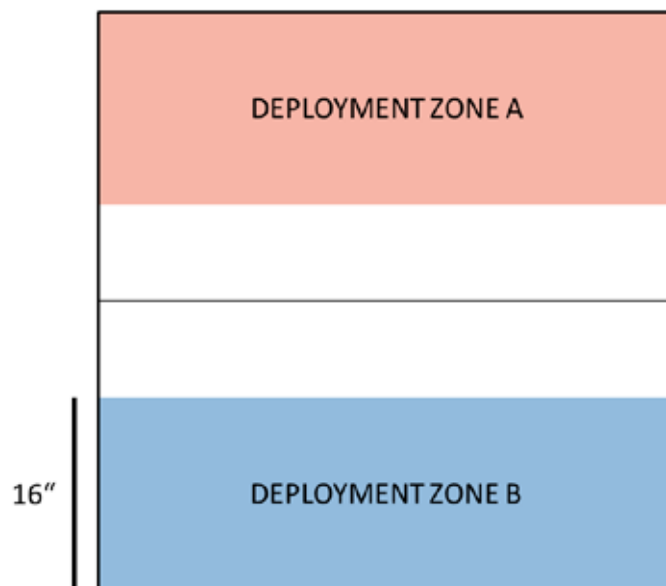
In this scenario, *Retreat!* rules are **not** applied.

### 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**.







# THE KURAGE CRISIS

## SUPREMACY

## SUPREMACY (FIREBASE VERSION)

Table Configuration: I.

Special Rules: Treacherous Environment, High Sierra, Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).

## HIGH SIERRA

The zone of operations is in a mountain range and is considered a **Mountain Terrain** Zone. In this area Movement restrictions are not applied, however, all troopers possessing **Mountain Terrain**, **Multiterrain** or **Climbing Plus** get a **+1 inch** Bonus to their first MOV value.

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

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- ☉ **Dominate the same number of Quadrants** as the adversary at the end of the *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- ☉ **Dominate more Quadrants** than the adversary at the end of the *Game Round* (2 *Objective Points*).
- ☉ **Hack a Console** (1 *Objective Point*).

### CLASSIFIED

Each player has 1 **Classified Objective** (1 *Objective Point* only if the player has less than 10 *Objective Points*).

### DEPLOYMENT

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

## SCENARIO SPECIAL RULES

### TREACHEROUS ENVIRONMENT

The planet of Dawn can be as dangerous as it is fearsome. The *Deployment Zone* is considered a **Hostile Environment** Zone with *Dangerous Level* (ARM Roll if the die roll is 18 or higher, against Damage: 13). However, any troopers possessing **Mountain Terrain** or **Multiterrain** are not affected by the *Hostile Environment*.

## 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 how many *Quadrants* he is dominating and counts his *Objective Points*.

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 on 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).

In this scenario, the *Consoles* have a *Scenery Item Profile*, so they can be targeted, applying the *Scenery Structures* rules, but not before the **second Game Round**.

## HACK CONSOLES (SHORT SKILL)

### LABELS

Attack.

### REQUIREMENTS

- ☉ Only *Specialist Troops* can declare this Skill.
- ☉ The *Specialist Troop* must be in base contact with an *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.
- ☉ Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

## CONSOLES HACKED BY BOTH PLAYERS

At the end of the game, players will make a Face to Face *WIP* Roll for each *Console* that has been hacked by both players. Each player can Roll the *WIP* of every *Specialist Trooper* which survived the scenario. This can result in a Face to Face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that *Console*. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving *Specialist Troops*, that player will automatically get the Objective Point directly. If neither player has any *Specialist Troopers*, the Objective Point is lost.

## 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: Servants* to perform tasks reserved for *Specialist Troops*.

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**Remember: Troops possessing the *Specialist Troop* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.**

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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 a Console*.

## INTELCOM CARD (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.

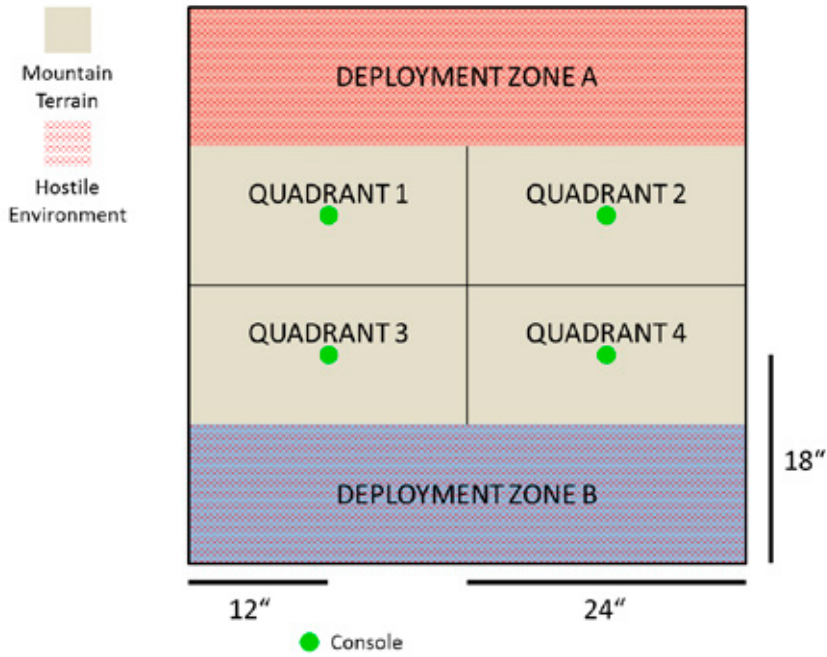
At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode* to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* 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!* situation, the game will end at the end of that *Turn*.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	CONSOLE	0	0	1	--	Hackable (WIP Roll)



# THE KURAGE CRISIS SUPREMACY

# THE KURAGE CRISIS

## SAFE AREA



## SAFE AREA (KASERNE VERSION)

Table Configuration: I.

Special Rules: Safe Access, Blizzard. 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 each 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 (SAFE ACCESS)

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

## SCENARIO SPECIAL RULES

### BLIZZARD

A snowstorm jeopardizes the target acquisition in the zone of operations. In this scenario, all troopers possessing any of the **Camouflage or Hiding, Multiterrain, Mountain Terrain Special Skills** or the **ODD piece of Equipment** get a +3 MOD Bonus to their rolls when declaring *Dodge* or any other skill defined as equivalent (for example *Change Facing* or *Engage*), but not when using the *Special Dodge* Trait of Special Ammunitions (as *Smoke* or *Eclipse*).

### SECTIONS

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

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

### DOMINATE ZO

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

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

### SHASVASTII

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

## BAGGAGE

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

## CONSOLES

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

## CONTROLLING THE CONSOLES

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

## SPECIALIST TROOPS

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

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

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

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

## 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.

## 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*.

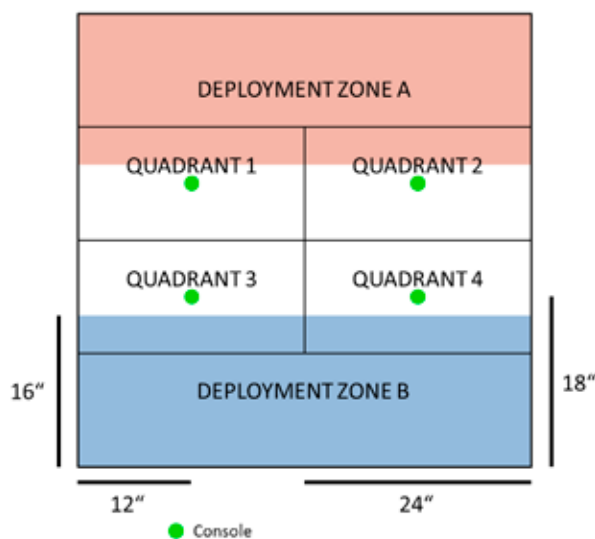
### ☉ INTERFERENCE MODE

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*.



# THE KURAGE CRISIS

## TRANSMISSION MATRIX



## TRANSMISSION MATRIX (KOMMSTAT VERSION)

Table Configuration: J.

Special Rules: Restricted Range, Amplifier, Transmission Areas (ZO), Dominate ZO, DataTracker, Designated Target.

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- ☉ *Dominate the same number of Transmission Areas as the adversary at the end of each Game Round (1 Objective Point, but only if at least 1 Transmission Area is Dominated by the player).*
- ☉ *Dominate more Transmission Areas than the adversary at the end of each Game Round (2 Objective Points).*
- ☉ *Kill the Designated Target (1 Objective Point).*
- ☉ *Kill the Designated Target with your DataTracker (2 extra 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.

## SCENARIO SPECIAL RULES

### RESTRICTED RANGE

The structure of the zone of operations restricts the range of firearms. In this scenario, any *BS Attack* where the range to the target is 32 inches or more is considered an automatic failure with no need to roll the die.

### AMPLIFIER

The facilities in the area of operations enhance and intensify the quantronic signals. In this scenario, any declared *Hacking Attack* or *Comms Attack* will apply a **MOD of +3** to its Attribute.

## TRANSMISSION AREAS (ZO)

There are 5 *Transmission Areas* of 4 inches radius. One is placed at center of the game table. There are two *Transmission Areas* placed on each side of the game table, 12 inches from the edges and 12 inches from the central line of the game table.

The center of each *Transmission Area* must be represented by a *Transmission Antenna Marker* (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the *Communications Array* by Warsenal or the *Sat Station Antenna* by Customeeple).

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

The *Transmission Antennas* are *Repeaters* for the *Hackers* of both players. The *Transmission Antennas* don't apply the *Firewall MODs*.

## 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.

## 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)*.

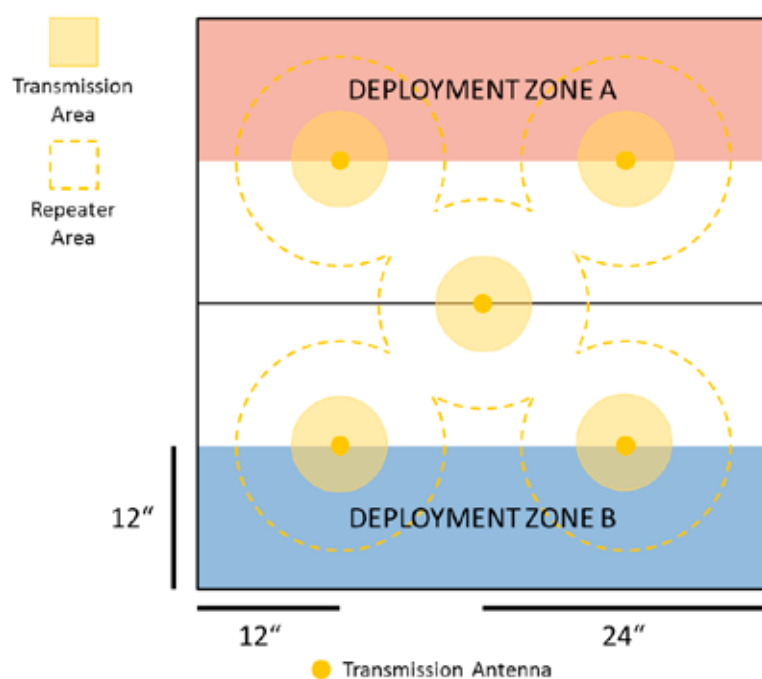
## DESIGNATED TARGET

In this scenario, the enemy *HVT* is considered an enemy trooper instead of a *Neutral Civilian* so, it can be targeted by *Attacks*. *Killing* the enemy *HVT* does not cause loss of the game nor gives compensatory Objective Points to the adversary.

*HVTs* will be reactive and hostile, reacting to any Order performed by an enemy active trooper in *LoF* or *ZC*.

## END OF THE MISSION

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

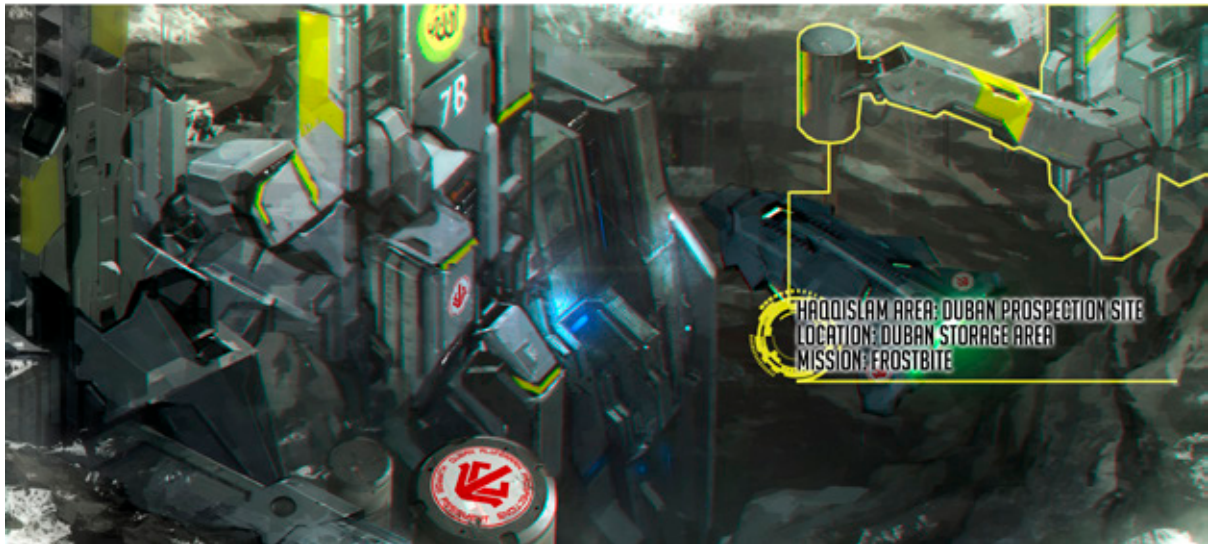


# THE KURAGE CRISIS

## TRANSMISSION MATRIX

# THE KURAGE CRISIS

## FROSTBYTE



## FROSTBYTE

Table Configuration: --.

*Special Rules: Exclusion Zone, Limited Insertion, Killer Cold, Dead Zone, Secure Exclusion Zone, Heating Units, Consoles, Connect a Console, Killing, Specialist Troops, DataTracker, DataTracker Special Order.*

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- ☉ To kill **more** Army Points than the adversary (3 Objective Points).
- ☉ To kill the *enemy DataTracker* (2 Objective Points).
- ☉ To have **Secured** the *Exclusion Zone* at the end of the game (3 Objective Points).
- ☉ Have at least one *Active Heating Unit* at the end of the game (1 Objective Point).

### CLASSIFIED

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

### DEPLOYMENT

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

**Exclusion Zone.** Troopers may not use the *Airborne Deployment, Forward Deployment, Mechanized Deployment, or 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*.

It is not allowed to deploy in base contact with a *Heating Unit*.

## SCENARIO SPECIAL RULES

### LIMITED INSERTION

☉ This Extra means the scenarios have a narrow window of insertion, allowing for only small teams to be inserted into the zone of operations. So, players are not allowed to use Army Lists with more than one **Combat Group**.

☉ In this scenario the **Strategic Use** of Command Tokens that nullify two Regular Orders is not allowed.

### KILLER COLD

The low temperature is so extreme that only those possessing personal heating units can tolerate it.

In game terms, all those troopers who at the end of the third *Game Round* are inside the *Exclusion Zone*, or inside a *Deployment Zone/ Dead Zone* lacking an *Active Heating Unit*, must be considered as **Killed** by the enemy.

This rule is not applied to all those troopers whose *Troop Type* is **Heavy Infantry (HI)** or **TAG**. It is not applied to the trooper the player has designated as **DataTracker**.

### DEAD ZONES

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

### SECURE EXCLUSION ZONE

The *Exclusion Zone* is considered *Secured* by a player when he is the only one whose *DataTracker* is inside the *Exclusion Zone* in a non-Null state.



## HEATING UNITS

There is a total of four *Heating Units*, two of them on each half of the table. The *Heating Unit* placed 10 inches from the center of the table and 24 inches from the edge of the table is the *Heating Unit* of that *Dead Zone*. The *Heating Unit* placed 20 inches from the center of the table and 24 inches from the edge of the table is the *Heating Unit* of that *Deployment Zone*.

Each *Heating Unit* must be represented by an Objective Marker (OBJECTIVE) or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

Player A and Player B Markers can be used to mark the *Activated Heating Units*. It is recommended each player uses a different kind of Marker.

In this scenario the *Heating Units* have a *Scenery Item Profile*. They can be targeted, applying a variant of the *Scenery Structures* rules. A *Heating Unit* can only be damaged by **CC Attacks with CC Weapons possessing the Antimaterial Trait**.

A *Heating Unit* that is in *Damaged* or *Destroyed* state is not considered to be *Active*.

## CONSOLES

There is a total of **three** *Consoles*. One of them must be placed in the center of the table while the other two must be placed along the central line of the table, 12 inches from its edge (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).

## CONNECT A CONSOLE (SHORT SKILL)

### LABELS

Attack.

### REQUIREMENTS

- ⦿ Only *Specialist Troops* or the *DataTracker* can declare this Skill.
- ⦿ The *Specialist Troop* or *DataTracker* must be in base contact with the *Console*.

## EFFECTS

- ⦿ Allows the *Specialist Troop* or *DataTracker* to make a Normal **WIP** Roll to *Connect a Console*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ⦿ When *Connecting a Console*, the player declares which *Heating Unit* is *Activated*.
- ⦿ You cannot *Activate* more than one *Heating Unit* for each *Console*.
- ⦿ A *Connected Console* can be *Connected* again by the other player, applying the same procedure.

## 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.

## 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*.

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

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

## 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).

## DATATRACKER SPECIAL ORDER

The DataTracker has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the DataTracker.

## END OF THE MISSION

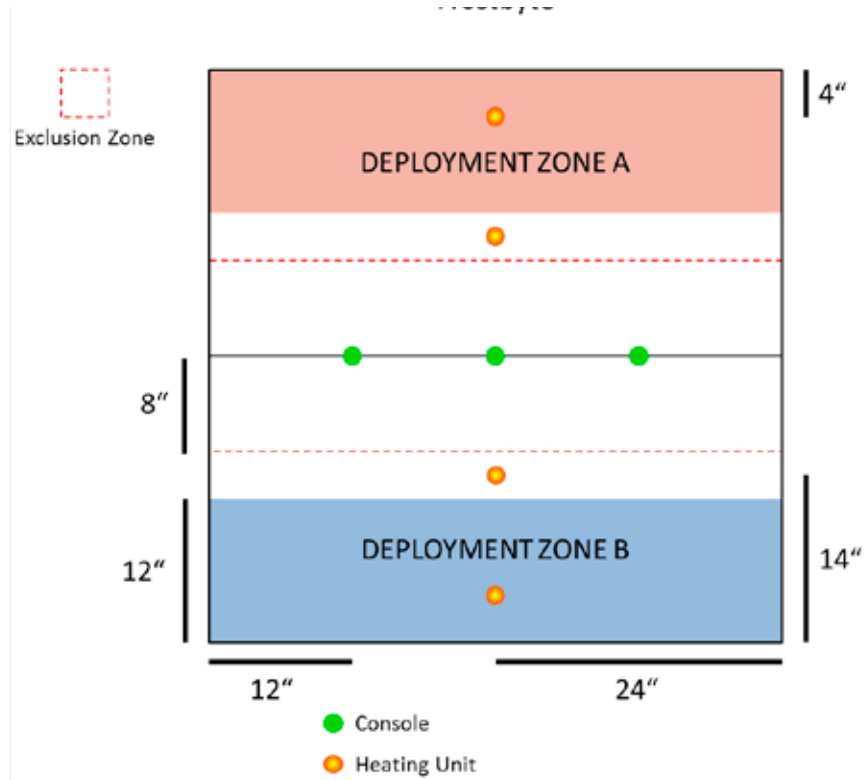
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

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

# THE KURAGE CRISIS

## FROSTBYTE

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	HEATING UNIT	2	0	3	--	--





THE  
KURAGE  
CRISIS  
ANNHILATION

## ANNIHILATION (REDOUBT VERSION)

Table Configuration: A.

Special Rules: Treacherous Environment, Subarctic Plains, Killing, No Quarter, DataTracker, HVT and Classified Deck Not Used.

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

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

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

# THE KURAGE CRISIS

## ANNIHILATION

### CLASSIFIED

There are no 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

#### TREACHEROUS ENVIRONMENT

The planet of Dawn can be as dangerous as it is fearsome. The Deployment Zone is considered a **Hostile Environment** Zone with *Dangerous Level* (ARM Roll if the die roll is 18 or higher, against Damage: 13). However, any troopers possessing **Mountain Terrain** or **Multiterrain** are not affected by the *Hostile Environment*.

#### SUBARCTIC PLAINS

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**.

#### KILLING

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

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

### NO QUARTER

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

### DATATRACKER

At the end of the *Deployment Phase*, players must declare which trooper 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*.

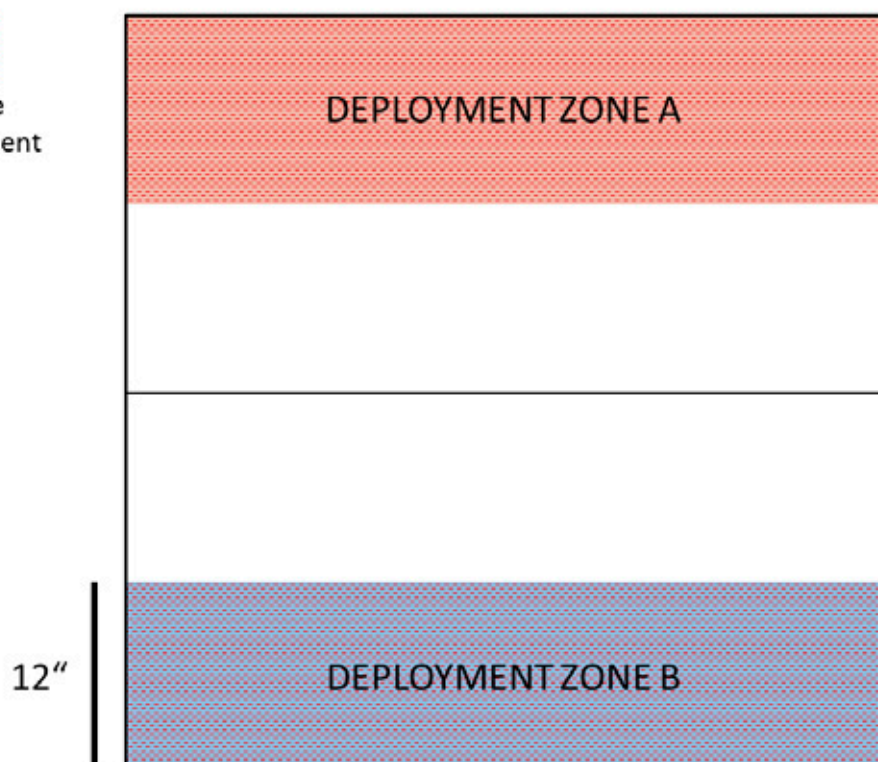
The *DataTracker* is identified with a DataPack Marker (DATA PACK).

### 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**.





# THE KURAGE CRISIS

## THE ARMORY

## THE ARMORY (B-HUTS VERSION)

Table Configuration: F.

Special Rules: Exclusion Zone, Close Quarters, Environmental Advantage, 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

### CLOSE QUARTERS

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

### ENVIRONMENTAL ADVANTAGE

The zone of operations has some insertion windows which can provide a tactical advantage. All troopers possessing **Mountain Terrain** can deploy as if they have the AD: *Airborne Infiltration* Special Skill.

## 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**.

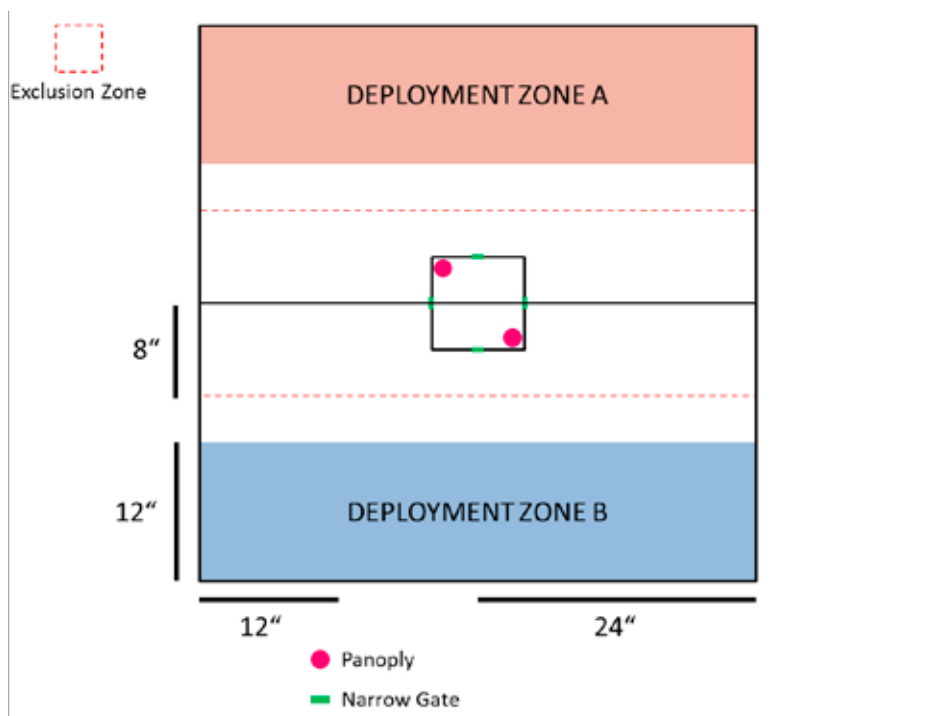
If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

# THE KURAGE CRISIS

## THE ARMORY

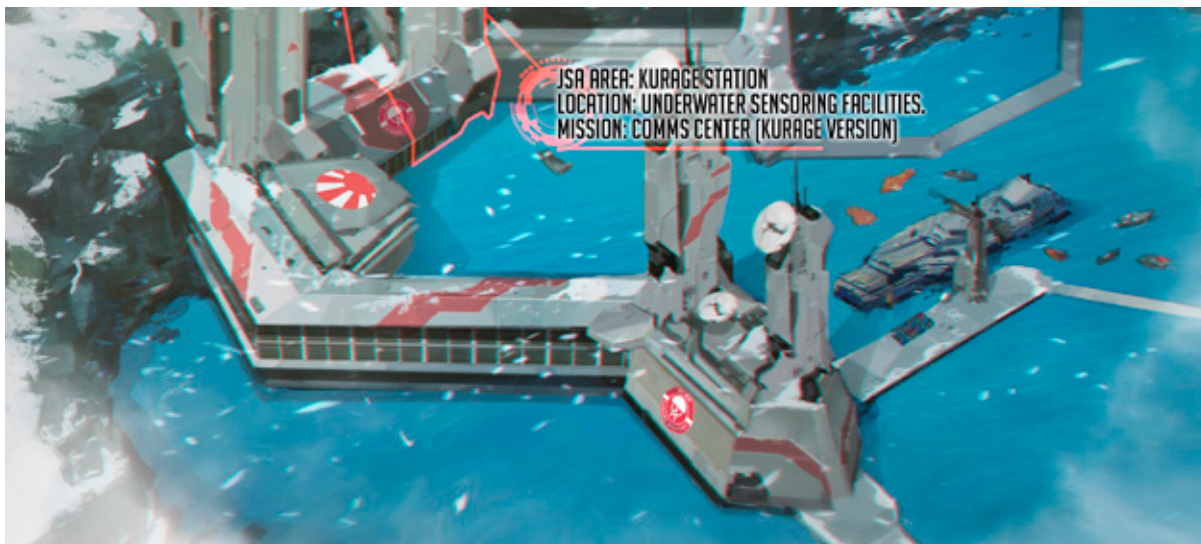
TYPE OF BUILDING	TYPE OF CONSTRUCTION	TYPE OF ACCESS	ACCESS WIDTH	TRAITS
ARMORY	Outer Wall (x4)	Security Gate (x4)	Narrow Access (x4)	Panoply (x2)

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



# THE KURAGE CRISIS

## COMMS CENTER



## COMMS CENTER (KURAGE VERSION)

Table Configuration: N.

*Special Rules: Exclusion Zone, Amplifier, Dockland, The Grid, Killing, Specialist Troops, DataTracker, Designated Target.*

### MISSION OBJECTIVES

#### MAIN OBJECTIVES

- ☉ Have **the same amount** of *Connected Antennas* as the adversary at the end of the game (2 Objective Points, only if the player has *Connected* at least 1 *Antenna*).
- ☉ To have **more** *Connected Antennas* than the adversary at the end of the game (4 Objective Points).
- ☉ To kill **more** *Specialist Troops* than the adversary (2 Objective Points).
- ☉ To kill the *Designated Target* (1 Objective Point).
- ☉ To kill the *Designated Target* with your *DataTracker* (2 extra 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 the *Airborne Deployment, Forward Deployment, Mechanized Deployment, or 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*.

It is not allowed to deploy in base contact with an *Antenna*.

### SCENARIO SPECIAL RULES

#### 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.

#### AMPLIFIER

The facilities in the area of operations enhance and intensify the quantum signals. In this scenario, any declared **Hacking Attack** or **Comms Attack** will apply a **MOD of +3** to its Attribute.

#### THE GRID

There are a total of 9 *Antennas*. One of them is placed in the center of the game table, with the next two placed on the central line of the table, 12 inches from the edges. The other six *Antennas* are placed in different halves of the game table. Four of them are placed 8 inches in parallel from the central line of the game table and 12 inches from the edges. The other two are placed 8 inches in parallel from the central line of the game table and 24 inches from the edges (see map).

Each *Antenna* must be represented by a *Transmission Antenna Marker (TRANS. ANTENNA)* or by a scenery piece of the same diameter (such as the *Communications Array by Warsenal* or the *Sat Station Antenna by Customeeple*).

### CONNECT THE ANTENNAS (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 the Antenna*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- ⊙ 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 Antennas*. It is recommended each player uses a different kind of Marker.

## 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.

## 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 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.

## 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*).

## DESIGNATED TARGET

In this scenario, the enemy *HVT* is considered an enemy trooper instead of a *Neutral Civilian* so, it can be targeted by *Attacks*. *Killing* the enemy *HVT* does not cause loss of the game nor gives compensatory Objective Points to the adversary.

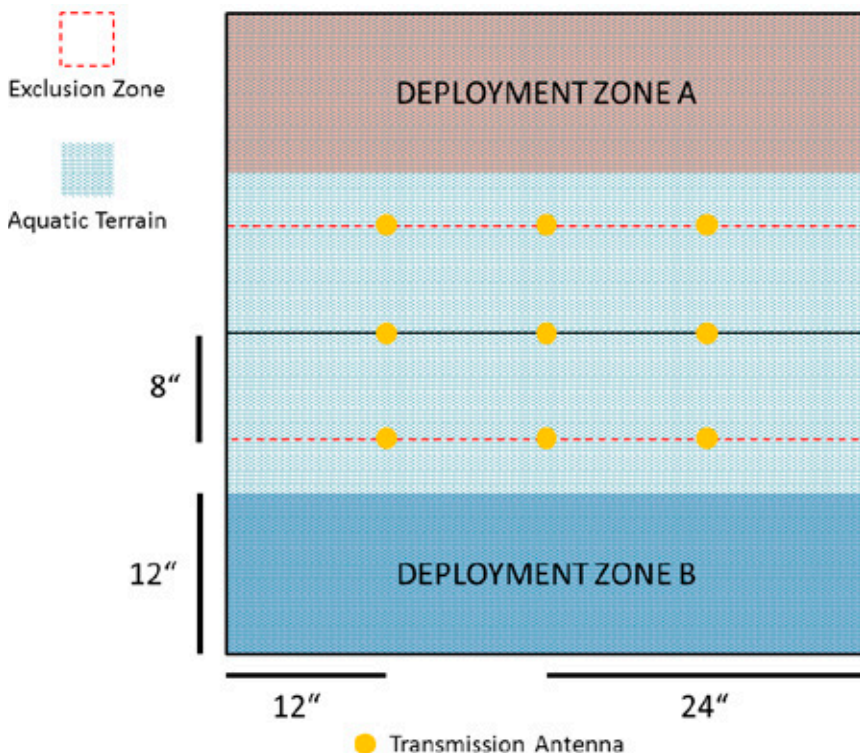
*HVTs* will be reactive and hostile, reacting to any Order performed by an enemy active trooper in *LoF* or *ZC*.

## END OF THE MISSION

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

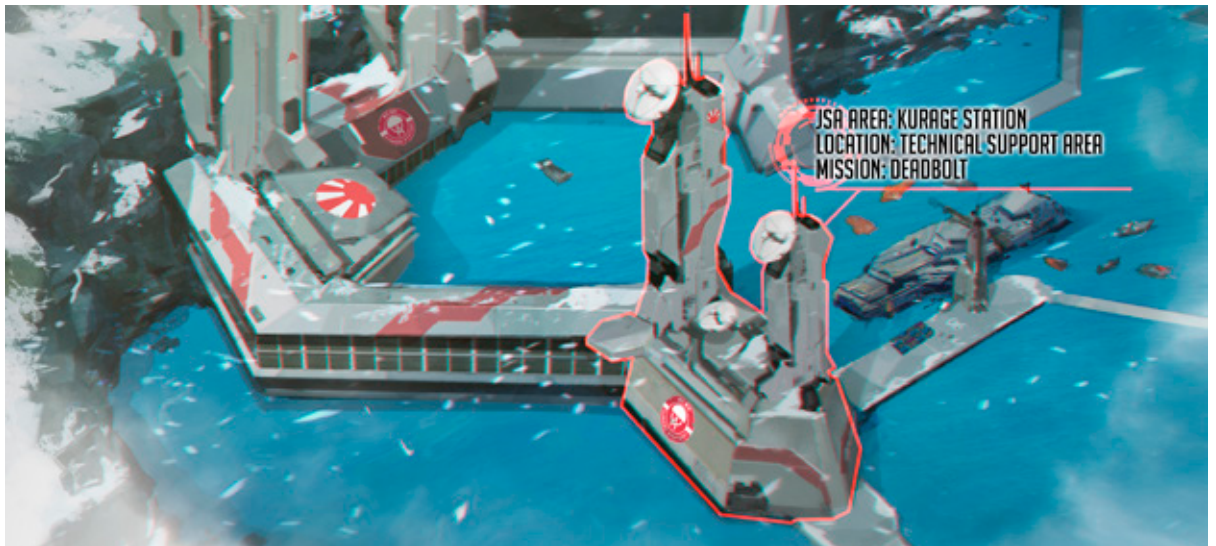
If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

# THE KURAGE CRISIS COMMS CENTER



# THE KURAGE CRISIS

## DEADBOLT



## DEADBOLT

Special Rules: Kurage Station Modules, Reconfigure the Gates, Specialist Troops, Control the Kuge Delegate.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- ☉ *Have Reconfigured one Gate of the Kurage Station Modules at the end of the game (1 Objective Point for each Reconfigured Access).*
- ☉ *Control the Kuge Delegate at the end of the game (1 Objective Point).*

## CLASSIFIED

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

## FORCES

**Side A:** 300 points.

**Side B:** 300 points.

## DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a *Deployment Zone* 8 inches deep.

**Exclusion Zone.** The use of the *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment* and *Infiltration* Special Skills is not allowed, as well as the deployment rule of the *Impersonation* Special Skill, inside of a 12-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

**Game table size:** 48 x 48 inches

## JSA EXCLUSIVE LOCATION

To be able to play this scenario it is compulsory one of the sides be a JSA Sectorial Army.

## KURAGE STATION MODULES

As seen on the map, players place the two Teseum QC Lab 101 buildings on opposite sides of the game table, centered on the table half, with their center 12 inches from the game table edge.

Players must also place the two *Module 451* buildings on opposite sides of the game table, with their center 24 inches from the game table edge and 6 inches from the center of the game table.

## RECONFIGURE THE GATES

Each *Kurage Station Module* has two *Gates* placed in opposite sides. Each *Gate* is considered a *Narrow Gate*. Players cannot open the *Gates*.

To *Reconfigure* a *Gate*, a *Specialist Troop* must be in base contact with the *Console*, spend one *Short Skill*, and succeed at a Normal **WIP** Roll. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding *Short Skill*.

Players place a *Player Marker* (PLAYER A/PLAYER B) in base to base contact with a *Gate* they have *Reconfigured* to identify it.

A player can *Reconfigure* a *Gate* which has been previously *Reconfigured* by his adversary by using the same procedure. In such a situation, that *Gate* is no longer considered as *Reconfigured* by the enemy.

## SPECIALIST TROOPS

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

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

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

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

## CONTROL THE KUGE DELEGATE

The *Kuge Delegate* must be placed in the center of the game table. Moreover, players cannot place the *Kuge Delegate* model either over or inside of any scenery item, always deploying it in an accessible location on the table. The scenery must facilitate this.

Both players must consider the *Kuge Delegate* as a *Neutral Civilian*.

The *Kuge Delegate* is considered *Controlled* by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So, there cannot be enemy troops in base contact with the *Kuge Delegate*. Models in *Null* state (*Unconscious*, *Dead*, *Sepsitorized*...) cannot be counted for this.

## 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 state of *Retreat!* the game will end at the end of that *Player Turn*.

# THE KURAGE CRISIS

## DEADBOLT

