SEDITION WARS

INFINITE SPACE

UNDYING TERROR

BATTLE FOR ALABASTER

LIGHTS OUT CAMPAIGN

CONTENTS

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The dark is man's most primal fear.

Out in the lightless void, it is a fear well-founded. The dark
of space holds untold terrors, and whispers the promise
of horrors yet unrevealed.

In the concrete and steel halls of the overrun Alabaster
science facility, the vile get of the Nano-plague crawl and
lurch. Down corridors lit sporadically by dying generators,
through rooms engulfed in pitch blackness, they come.
The dark is their ally.

As the last handful of Alabaster's survivors await rescue,
the Vanguard moves into sub-level Theta, intent on saving as
many lives as possible. Ruptured power lines, damaged systems,
and burst fuses have rendered this section of the facility
a dimly lit deathtrap. They must now turn towards the dark,
and look into its true face.

LIGHTS OUT CAMPAIGN

The Lights Out campaign covers the Vanguard's struggle to secure a sub-section of the Alabaster facility. The campaign features a set of optional new rules intended specifically for these missions.

Flick the Switch

Opticamo technology allows the Vanguard to move unseen. The Vanguard troops stalking through sub-level Theta are armed with this special tech, and can turn any firefight into a moving ambush.

An exposure to strange mutagens has quickened the Strain creatures' metabolism. The ability of **Nano-genesis** boosts their production of the lethal Nano-spore. Accelerated genetic pliability allows the Strain to accept forced evolution and mutation with greater ease. Each Strain can become a super-charged beast at a moment's notice.

Opticamo

A weave of chromatically responsive cells incorporated into the surface of a suit of Prophet Armor or a sniper's cape, Opticamo gives a Vanguard trooper the ability to move unseen. The tech turns a Samaritan into a chameleon, capable of blending into any background and fooling optical sensors with optimal combat reliability.

Using Opticamo

Any time during the Vanguard player's force management phase, the Vanguard player can pay one Tactic from the Tactics Pool to place a model placed in Opticamo mode. Any number of models may be placed into Opticamo mode in this fashion.

When a model is placed into Opticamo mode, it must be replaced with an Opticamo version of that model.

While in Opticamo mode, the model gains the following traits –

◆ *Shimmer:* While activated, Opticamo models do not trigger enemy reflex actions from non-adjacent models.

◆ *Hard to Nail Down:* Ranged attacks and close combat attacks targeting the Opticamo model from a non-adjacent square roll one less d6.

◆ *Over There!:* The model is treated as behind cover for the purposes of enemy special abilities that rely on model visibility.

On subsequent activations during the Force Management Phase, the Vanguard player can maintain Opticamo mode by paying a Tactic per model from the Tac-Net Pool (or the troopers' Tactics if the pool is depleted). If the tactics cost is not paid, then the model is replaced with its non-Opticamo version and its Opticamo mode is disengaged. Opticamo mode can be reactivated later once sufficient Tactics have been put into the Tac-Net pool.

Models with infection counters cannot be put into Opticamo mode. Models infected while in Opticamo mode cannot have their Opticamo mode maintained.

"Over here, over here..."

Akosha Nama

> ### "Uh, are they supposed to glow like that?"
>
> Conscript Trelk Gollot

Nano-genesis

During the outbreak on Sub-level Theta, the emerging Strain ingested a nutritious mix of toxins and mutagenic nanites. This led to some interesting results – Nano-genesis. Nano-genesis firstly confers a turbo-charged cellular metabolism. Secondly, a telltale glow radiates from the Strain due to the mutagen interacting with the Nano-spore. These supercharged Strain literally glow in the dark.

The effect burns out rapidly, lasting only as long as the Strain has Nano-spore sufficient in its body to keep catalyzing this noxious cocktail. Once the effect wears off, it has worn off for good.

Nano-genesis rule

Anytime during the Strain player's Force Management Phase, at no cost the Strain player can put a model into Nano-genesis mode. The player must then replace that model with a glowing, Nano-genesis version of that model.

A model with Nano-genesis gains the following traits –

- *Biorecovery:* If wounded, Exo-forms (not Necro-forms) with Nano-genesis regain 2 wounds at the beginning of their activation. This cannot exceed their normal wound value.
- *Evolver:* The models evolution score is halved
- *Nano-generator:* If the model produces Nano with a special ability or trait (even when killed), it produces one extra Nano in addition to the normal amount.
- *Bright Flesh:* The model and models targeting the Strain model are not affected by the Lights Out rule (see below) when making attacks.

On subsequent activations during the Strain Force Management Phase, the Strain player can maintain Nano-genesis by removing a Nano-counter adjacent to the model to do so. If the Nano cost is not paid, then the model is replaced with its normal version and Nano-genesis ends.

Strain models cannot enter Nano-genesis more than once per game.

Hazard Lights

Sub-level Theta is compromised. The life support condensers have stopped working, most essential systems are barely operational, and the lights are about to go out.

Although the Vanguard is ready for almost any tactical situation, a dimly lit science lab does not present ideal combat conditions.

Lighting Special Rules

During each game, the lighting conditions of the scenario can fluctuate based on a number of factors. When a scenario calls for a lighting change, refer to the following rules.

DARK	All models can only trace vector to a target within 4 squares from their base square.
FLICKERING	Power fluctuations result in unreliable combat conditions.
	At the beginning of a player's Active Mode roll 1d6.
	On a roll of 1-3 the entire board uses the Dark rule, on a roll of 4-6 the entire board uses the Light rule.
LIGHT	Once the lights come on, the targets are clearly lit. Determine vector normally.

Load Outs

Although core character models are not part of the narrative of the Lights out campaign, this doesn't mean you can't use them. In addition, to get players up and running quickly, each scenario comes with a load out option. This is a list of models that the Vanguard or Strain player can choose to play with instead of creating their own Force.

Lights Out Scenario 1 - Dark in There

Sergeant Tebbin tapped his temple to activate his Tac-net comms and kill the subsonic ping of the Captain's hail.

"Tebbin here, Captain Black. What's the word, sir?" His team had been holding over watch on this corridor for what felt like a week, although it had been under an hour. It was too still, just a few Necroforms they'd aced quickly and quietly.

"Sergeant, I need your team on recon. Let's release the ghosts."

The sergeant nodded and signalled the fire team with a ready order.

"Aye Captain, activating Opticamo tech."

"Good, we've located a sub-level of the facility. Theta. Softscans are picking up human life-signs, and a mix of Exo and Necroform signatures." Black cleared her throat "The sector is suffering intermittent power failures. I need you to stabilize that situation and secure an entry point so we can run a search and rescue sweep."

"Certainly sir." The order package hit his inbox. He scanned it before dropping it to the fire team order roster. The Captain cut contact, the orders-received signal would be enough to let her know they were on the job.

"Alright, orders straight from the top." Tebbin hefted his fusion lance, and locked a sighting light to the weapon's rail. Most of them had scanned the brief in the last few seconds. They already knew the rundown.

Reaver Laskey, a smart-ass, if a hell of a tough trooper, turned to face Tebbin. "Seriously? We've got to go and turn on a light switch?"

Tebbin fixed her with a well-honed Sergeant's glare, the gunner's smart mouth snapped shut. "No, the switch is on. We just have to put in the fuse."

Vanguard Mission

OBJECTIVE:

Reach the power fuse and try to stabilize the power fluctuations in Sub-level Theta.

◆ If the fuse is secure for one full game round, the Vanguard player wins the Scenario.

Strain Mission

OBJECTIVE:

Kill or infect all of the Vanguard..

◆ If all Vanguard models are dead or infected before the Vanguard achieve their objective, the Strain player wins the Scenario.

> "What? Sarge blows a fuse all the time!"
>
> Reaver Gael Laskey

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of six models in the Vanguard Deployment Zone on Tile 1.

Vanguard Force Points: 30

Instead of buying models with points, the Vanguard player may use the Vanguard troop load out.

Vanguard Troop Load Out:

4 x Samaritan Trooper
1 x Samaritan Reaver
1 x Samaritan Lancer or Grenadier

Vanguard Strategic Points:

◆ Power Fuse
(See Special Conditions)
Use an objective marker to represent the Power Fuse on Tile 2.

STRAIN

The Strain can deploy models anywhere on Tile 2.

Strain Force Points: 30

Instead of buying models with points, the Strain player may use the Strain Form load out.

Strain Form Load Out:

7 x Revenant
1 x Stalker
1 x Quasimodo

Strain Strategic Points:

◆ The Strain player has no strategic points, but must place 4 corpse tokens on Tile 1 as per normal placement rules.

Special Conditions

Lights Out

At the beginning of the scenario all tiles use the **Dark** rules.

Power Fuse

A single power fuse marker is placed on Tile 2 according to the scenario schematic.

Any model adjacent to the fuse can "hit the fuse" by taking a single move or attack action to do so.

When the fuse is hit roll 1d6.

1-2: The fuse isn't secure, and it's **Dark**.

3-4: The fuse is still not secure, and the lights are **Flickering**.

5-6: The fuse is secure and it's **Light**. Models can no longer spend an action to "hit the fuse".
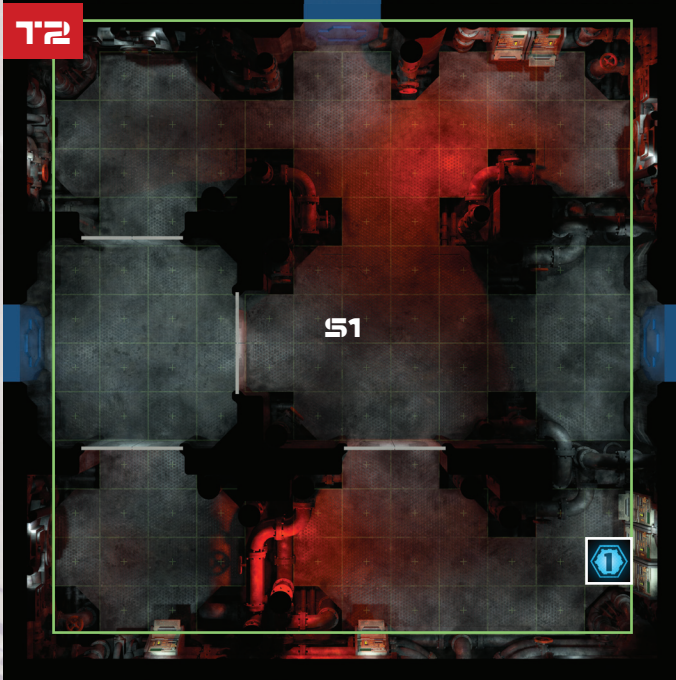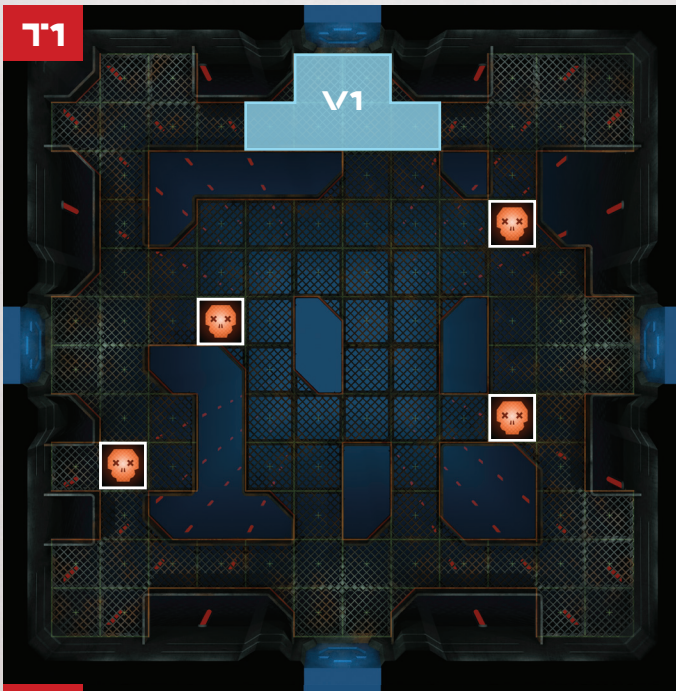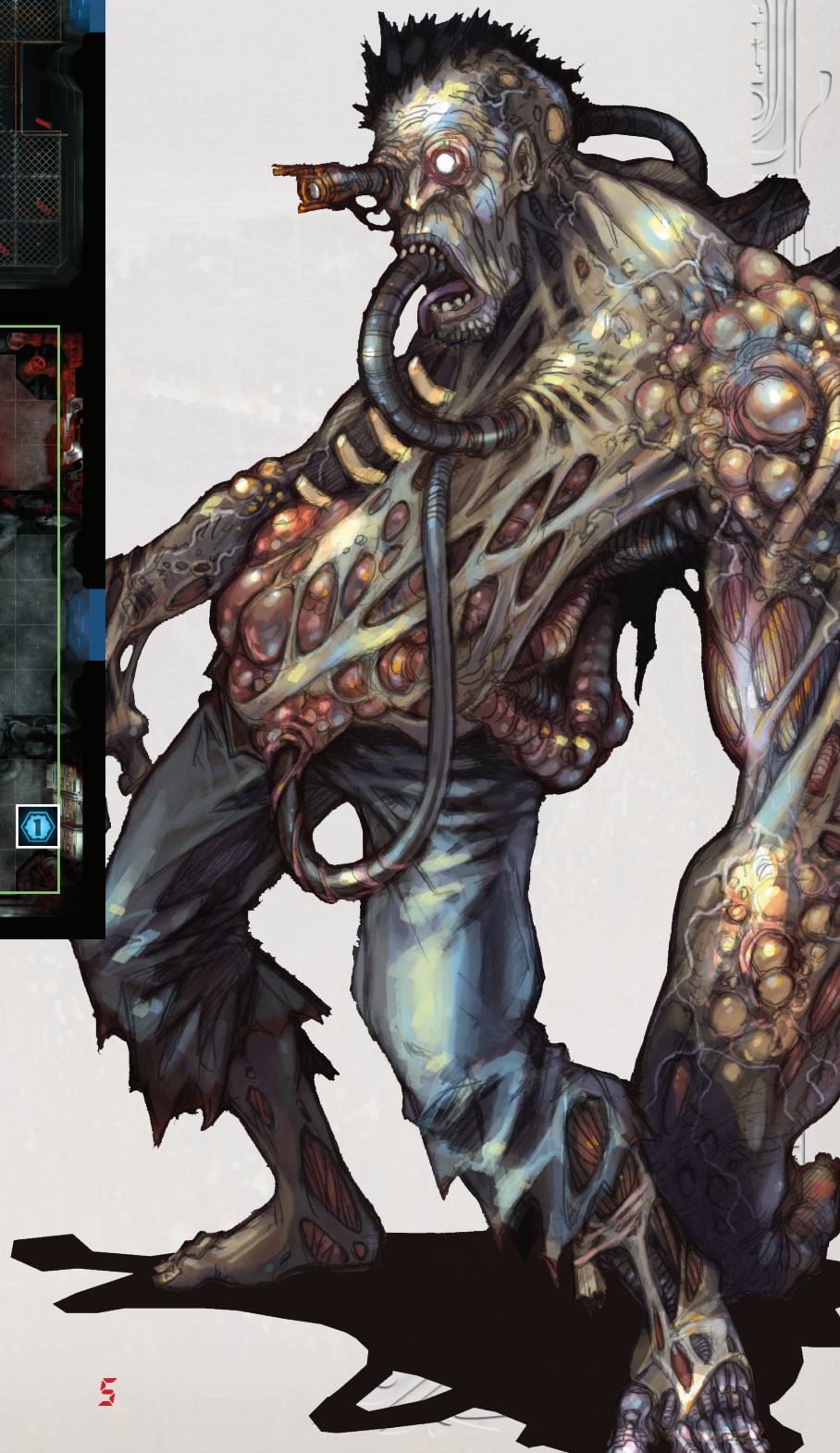
MAP KEY

V1 — VANGUARD DEPLOYMENT AREAS

S1 — STRAIN DEPLOYMENT AREAS

T1 — TILE 1

T2 — TILE 2

1 — POWER FUSE

CORPSE COUNTER

Lights Out Scenario 2 - Company's Coming

The crisp ozone odor of kinesis fire laced the air, mingling with the stink of gore. Tebbin glared at the sputtering fuse, daring it to fail. His interface lit up, his signal reaching through the net to Captain Black.

"Sergeant?" The Captain sounded pressed. He could hear gunfire in the background.

"We've reached the objective point. We're ready for reinforcements, sir." He scanned the entrance to the room warily. In the distance, out of the range of their carbine lights, they heard growling. The lighting flickered, and for a moment each dark corner looked like a haven for some monstrosity.

"They're on their way. Lighting secure?"

"Power's fluctuating captain, we've got to figure out how to lock down the power for this sector."

"I'll see what I can do. Some of the survivors have some tech skill and know the systems. I'll see if any might volunteer."

"Aye sir"

"Just make sure that the situation is stable before I send any civilians down. Once they're in your hands, I'm holding you personally responsible for them." Her signal cut out.

Tebbin sighed.

"Reinforcements coming?" Laskey looked at him. The trooper's hopeful grin was wearing a hole in Tebbin's patience.

"We got to set the table for them. Let's make sure the lights stay on."

Vanguard Mission

OBJECTIVE:

Secure key locations throughout the facility.

- Secure the two power conduits.
- Once both power conduits have been secured, the Vanguard wins the Scenario.

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of eight models in the Vanguard Deployment Zone on Tile 1.

Vanguard Force Points: 40

Instead of buying models with points, the Vanguard player may use the Vanguard trooper load out.

Vanguard Troop Load Out:

6 x Samaritan Trooper
1 x Samaritan Reaver
1 x Samaritan Lancer or Grenadier

Vanguard Strategic Points:

- Power Conduits
  (See Special Conditions)
  Use an objective marker to represent the Power Conduits.

Strain Mission

OBJECTIVE:

Wipe out the Vanguard.

- Kill or infect all of the Vanguard.
- If all Vanguard models are dead or infected before the Vanguard victory conditions are met, the Strain player wins the Scenario.

STRAIN

The Strain can deploy a maximum of six models in each deployment zone on Tile 2, and Tile 3.

Strain Force Points: 45

Instead of buying models with points, the Strain player may use the Strain Form load out.

Strain Form Load Out:

8 x Revenant
2 x Stalker
2 x Quasimodo

Strain Strategic Points:

- The Strain player has no strategic points, but must place a total of 4 corpse tokens divided between Tiles 2 and 3 as per normal placement rules.

Special Conditions

Lights Out

If the Vanguard won the previous scenario, all tiles use the **Flickering** rules.

If the Strain won the previous scenario, all tiles use the **Dark** rules.

Power Conduits

Two power conduit markers are placed on the board prior to the beginning of the game. One is placed on Tile 2 and one is placed on Tile 3. A Vanguard model can secure a power conduit by taking a single action while adjacent to the marker. When a power conduit has been secured, the tile in which the conduit is present uses the **Light** rules.

"I'm a soldier,
not a babysitter!"

Sergeant Dal Tebbin

V1

S1

1

S2

2
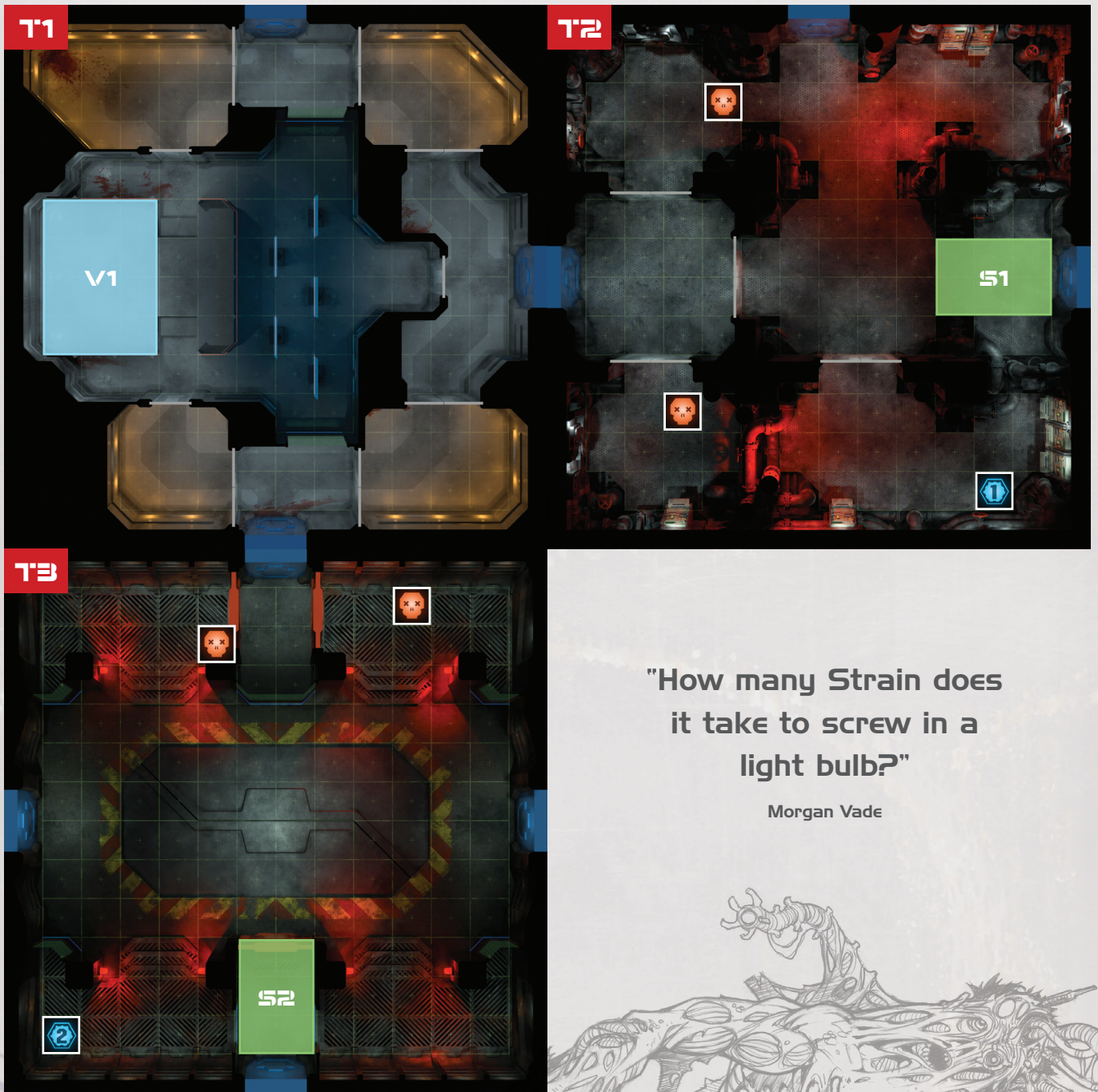
"How many Strain does it take to screw in a light bulb?"

Morgan Vade

MAP KEY

V1

VANGUARD
DEPLOYMENT AREAS

S1,2

STRAIN
DEPLOYMENT AREAS

T1   TILE 1

T2   TILE 2

T3   TILE 3

1   2   POWER
CONDUITS

CORPSE
COUNTER

Lights Out Scenario 3 - Jump Start

Laskey eyed the two Servile Conscripts now designated "Voluntary Engineering Consultants". One, skinny and bald, was a wreck. Sweat spattered off him in a constant drizzle as he shook with fear. The other, fatter one was a head taller than them all, barrel-chested with wide shoulders and a hunched stance. His eyes narrowed with contempt. The Reaver could see his intent – he was doing this for one reason, to commute his Conscription and return to Civilian life. His hands clasped repetitively, the spanner hanging at his belt could probably do some damage. He glanced over at her, eyes squinting.

She decided not to turn her back on that one.

Tebbin spoke to the two Cons, expression unreadable behind his faceplate.

"So, to be clear, stick close to us. You get separated your lifespan will be counted in seconds." His voice, filtered by the mask of his armor, sounded stern and robotic "Close to us, you're safe."

The two Conscripts nodded in understanding.

"Now, we'll do our best to keep you alive," He stood in front of the skinny one. "But if you don't get the mains up, we're all screwed." He turned to face the other, "So if you ever want to draw a breath as a free man again…"

The big Conscript looked straight into Tebbin's visor.

"Are you done talkin'?" the Servile's shoulders flexed, like a boxer ready for a fight.

Tebbin nodded at him.

The brawny Conscript grinned. "Then let's restore power to the people."

Vanguard Mission

OBJECTIVE:

Escort engineers to the power conduits to conduct repairs.

◆ Escort the engineers to the power conduits.

◆ Protect the engineers while they repair the power conduits.

◆ Once one power conduit has been repaired, the Vanguard wins the Scenario.

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of nine models in the Vanguard Deployment Zone on Tile 1.

Vanguard Force Points: 45

Instead of buying models with points, the Vanguard player may use the Vanguard trooper load out.

Vanguard Troop Load Out:

5 x Samaritan Trooper
2 x Samaritan Reaver
1 x Samaritan Lancer
1 x Samaritan Grenadier

Vanguard Strategic Points:

◆ None

Special Conditions

Engineers

The Vanguard player begins the scenario with two engineers; use civilian counters to track the engineers. These counters do not follow the standard rules for civilians.

Instead, these counters are activated just like other Vanguard models though they only receive one action per activation. The only actions these models can take are movement and repair.

When moving, these models have a Mobility of 8. The repair action is used to fix an adjacent power conduit marker..

Strain Mission

OBJECTIVE:

Eliminate the engineers.

◆ Kill or infect both of the engineers.

◆ If both engineer models are dead or infected before the Vanguard victory conditions are met, the Strain player wins the Scenario.

STRAIN

The strain can deploy a maximum of three models per tile, anywhere on Tile 2, 3, and 4.

Strain Force Points: 45

Instead of buying models with points, the Strain player may use the Strain Form load out.

Strain Form Load Out:

6 x Revenant
1 x Stalker or Quasimodo
1 x Stalker or Quasimodo
1 x Scythe-Witch

**Strain Strategic Points:**

◆ None

Power Conduits

Two power conduit markers are placed on the board prior to the beginning of the game. One is placed in the location specified on Tile 3 and the other as specified on Tile 4.

Each power conduit is considered repaired when two repair actions have been made by an engineer; these repair actions do not need to be made during consecutive turns or even by the same engineer.

Lights Out

If the Vanguard won the previous scenario, all tiles use the **Light** rules.

If the Strain won the previous scenario, all tiles use the **Flickering** rules.
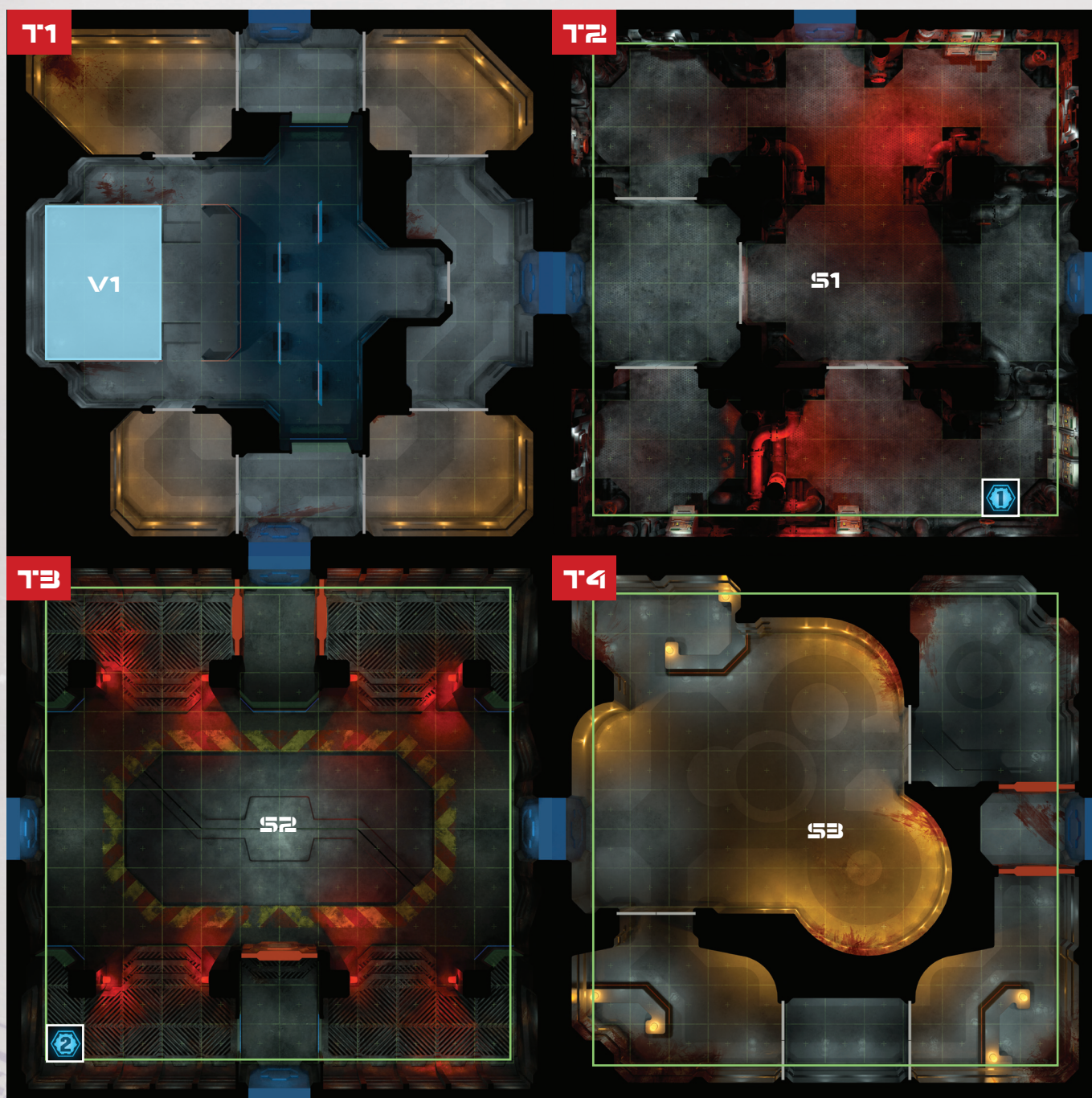
MAP KEY

V1	
VANGUARD DEPLOYMENT AREAS	

| S1,2,3	
STRAIN DEPLOYMENT AREAS	

T1	TILE 1
T2	TILE 2
T3	TILE 3
T4	TILE 4

POWER CONDUITS

ENGINEERS

> "Back-up power? After this there ain't no backup, after this it's stay down."
>
> Conscript Jettren Losh

Lights Out Scenario 4 - Dark Out There

"Area secured," Tebbin was in conference with the Captain again, quick bursts of conversation along the tac-net in accelerated time.

"Alright, there is a facility tram station a few sections away from you. I need you to sweep it for civilians and Strain." The Captain paused for a second. "And then I need you to hold that station."

"Sir?"

"We can't risk moving the civvies on foot, the risk of infection is too high. We have an operational tram system now. Those are your orders."

"Aye sir, understood." Comms cut, Sergeant Tebbin ran the numbers in his head quickly, ammunition, troop depletion, civilian recovery.

"What's the good word, sir?" Laskey smirked.

"Secure the sector, sweep adjacent

sections, and lock down the tram station." He wouldn't engage her, her light mood always seemed to set him off.

"Tram Station, sir?" the Reaver's right eyebrow raised.

"That's what I said…" He shook his head, waiting for another gag.

"They got a snack-bar?" She chuckled.

Then the lights went out.

Vanguard Mission

OBJECTIVE:

Rescue at least one civilian and escort them to the Tram station.

- ◆ If there is one Civilian in the Tram Station, and no Strain, the Vanguard wins.

Strain Mission

OBJECTIVE:

Destroy all the power conduits.

- ◆ If all the power conduits are destroyed, the Strain wins.

Special Conditions

Lights Out

All tiles begin the game **Dark**. At the beginning of the Second round and all rounds thereafter, roll for **Flickering**.
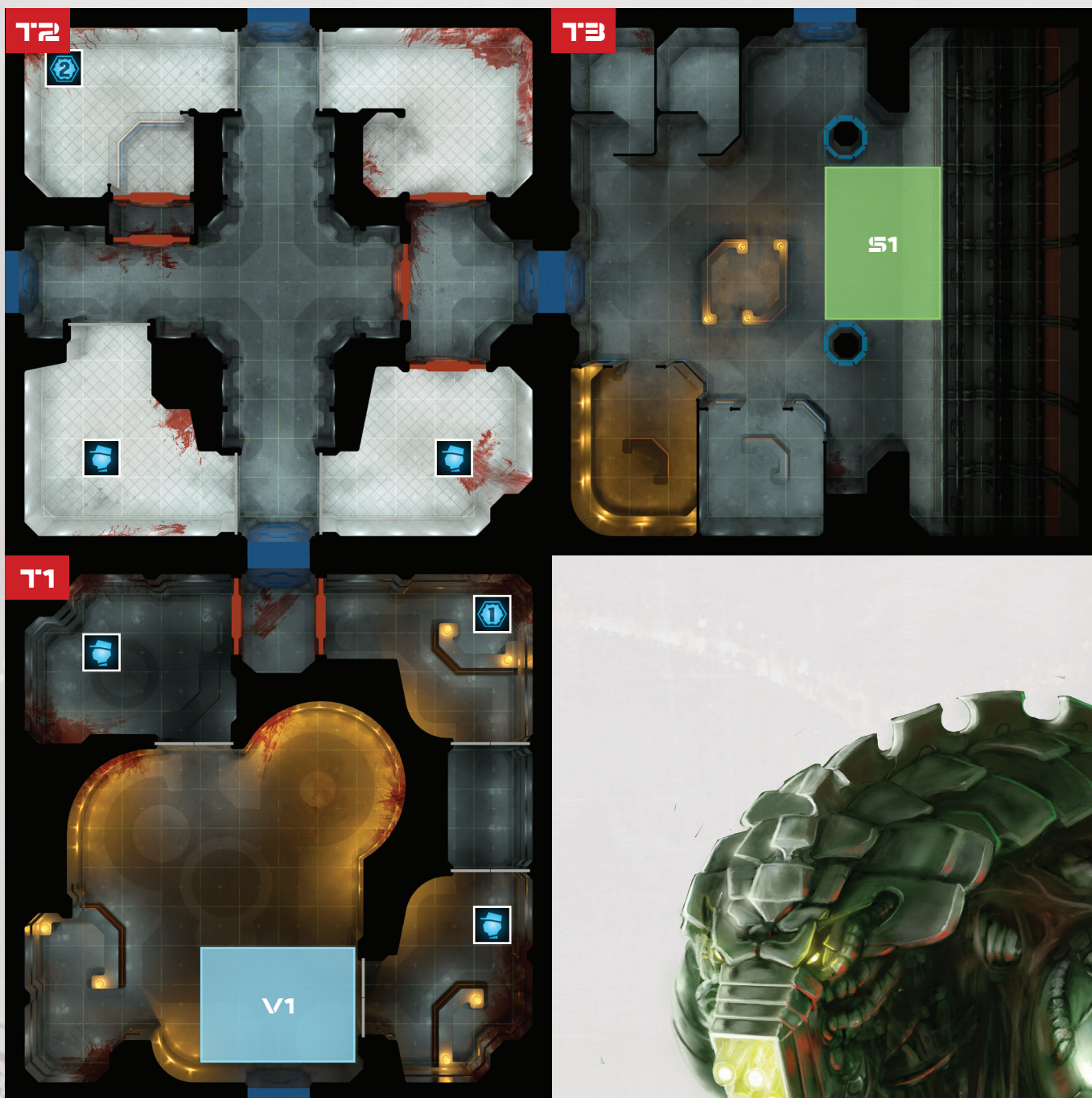
Power Conduits

Three power conduit objective markers are placed on the board prior to the game, according to the scenario schematic.

Any model adjacent to a conduit can destroy one by taking a single attack action to do so. If the conduit is destroyed the tile is **Dark**.

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of nine models in the Vanguard Deployment Zone on Tile 1.

Vanguard Force Points: 45

Instead of buying models with points, the Vanguard player may use the Vanguard troop load out.

Vanguard Troop Load Out:

5 x Samaritan Trooper
2 x Samaritan Reaver
1 x Samaritan Lancer
1 x Samaritan Grenadier

Vanguard Strategic Points:

- ◆ Civilians

STRAIN

The Strain force can deploy a maximum of 12 models in the Strain deployment zone on Tile 3.

Strain Force Points: 45

Instead of buying models with points, the Strain player may use the Strain Form load out.

Strain Form Load Out:

4 x Revenants
1 x Stalker
1 x Quasimodo
1 x Brimstone

Strain Strategic Points:

- ◆ Kill or mutate all the Civilians.

"How did they figure out how to turn the lights out? They're stupid mutants! Right? Right?"

Reaver Gael Laskey

MAP KEY

V1

VANGUARD
DEPLOYMENT AREAS

S1,2,3

STRAIN
DEPLOYMENT AREAS

T1 TILE 1

T2 TILE 2

T3 TILE 3

1 **2** POWER
CONDUITS

CIVILIANS

Lights Out Scenario 5 - Barricade

Laskey laid down a barricade of fire from the RSW and stepped back and the Tram station doors slid shut. "Head count!" she barked. Her tac display fed her all the vitals from the team. They'd been thinned out.

Sarge was gone, she had slapped him down with a hail of bolts the second the infection had taken and he had started to turn. His backup, if it even had a combat feed running, was probably nothing more than nano-shit by now.

Her good humor was gone, replaced with a grim determination. She glanced at the Civilians.

"You better be worth it," she muttered through gritted teeth. She linked to the tac-net.

"Black here." The Captain came through uneven, the channel warbling. The net seemed to be, for lack of a better word, strained Laskey thought. She just couldn't turn that part of her brain off.

"This is Laskey, we've secured the Tram terminal. Survivors inbound"

"Copy that. We're sending a group by tram for support… How long can you hold out?"

Laskey glanced at the Conscript, how he was still alive she wasn't sure. "How long will that door hold?"

The Con stood by the door, rapidly hacking commands into the control panel with a tech-spike. He just shook his head at her. Something thudded into the other side of the door. He backed away, watching it carefully.

Laskey grunted. "Not long sir, we're pretty much out of time."

"You'll have to figure something out. We'll be there ASAP." Black cut the connection.

The Conscript walked over to her, face furrowed, pissed off. She tensed to punch him if he said the wrong thing.

"We can seal this section off, but we'll have to work fast."

"What? How?" She was surprised at his initiative.

"There are security overrides at the section doors. If you can get me to them, I can make sure nothing can get through them." His face displayed a mixture of anger and reluctance.

"Go back out there?" The idea was not entirely pleasant.

"It's either that, or we die waiting for a train." He crossed his arms, ready for an answer.

Vanguard Mission

OBJECTIVE:

◆ Block both enemy entry points.

OR

◆ Block one entry point, and if there are any Vanguard models placed on the Tram the same turn it arrives, the Vanguard win.

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of nine models in the Vanguard Deployment Zone on Tile 1.

Vanguard Force Points: 45

Instead of buying models with points, the Vanguard player may use the Vanguard trooper load out.

Vanguard Troop Load Out:

5 x Samaritan Trooper
2 x Samaritan Reaver
1 x Samaritan Lancer
1 x Samaritan Grenadier

Vanguard Strategic Points:

◆ None

Strain Mission

OBJECTIVE:

Kill or infect the engineer before he barricades either section door.

◆ If the Strain kills or infects the engineer before he barricades either section door, the Strain player wins.

OR

◆ If there are no Vanguard models on the Tram at the end of the Turn that it arrives, the Strain win.

STRAIN

The Strain can deploy models anywhere on Tile 2, Tile 3, and Tile 4 but may not begin play with more than 6 models on any single tile.

Strain Force Points: 45

Instead of buying models with points, the Strain player may use the Strain Form load out.

Strain Form Load Out:

8 x Revenant
2 x Stalker
2 x Quasimodo

Strain Strategic Points:

◆ None

Special Conditions

Lights Out

If the Vanguard won the previous scenario, all tiles use the **Flickering** rules.

If the Strain won the previous scenario, all tiles use the **Dark** rules.

Endless Horde

The Strain continues to send its forces to defeat the Vanguard until one or the other claim victory. When a Phase 1 Necroform or Phase 2 Exo-form is removed as a casualty, it can be brought back onto the board at the beginning of the next Strain Force Management Phase.

Models replaced in this way are deployed in either of the Strain deployment zones at the beginning of the following Strain Force Management Phase. These models can only take a single action during the turn in which they are deployed.

> "You lock that door, I'll nail them to it!"
>
> Reaver Gael Laskey

Invisible Engineer

The Vanguard player begins with one engineer in Opticamo. The Vanguard player places him in any square adjacent to the Vanguard deployment zone before play begins. The Vanguard player does not need to spend Tactic to upkeep this Opticamo.

Use a civilian counter to track the engineer. This counter does not follow the standard rules for civilians. Instead, this counter is activated just like other Vanguard models although it only receives one action per activation. The only actions the engineer can take are **Movement** and **Barricade**.

This engineer has an effective defense of 12 against enemy attacks. When attacking the engineer roll to attack normally (as if it were an enemy model). Remember to take **Opticamo** rules into account.

When moving, the engineer has a Mobility of 8.

Barricade

The **Barricade** action is used to barricade the section doors marked on the scenario schematic. Only the marked section doors can be barricaded.

The engineer may barricade one of these section doors with a single **Barricade** action.
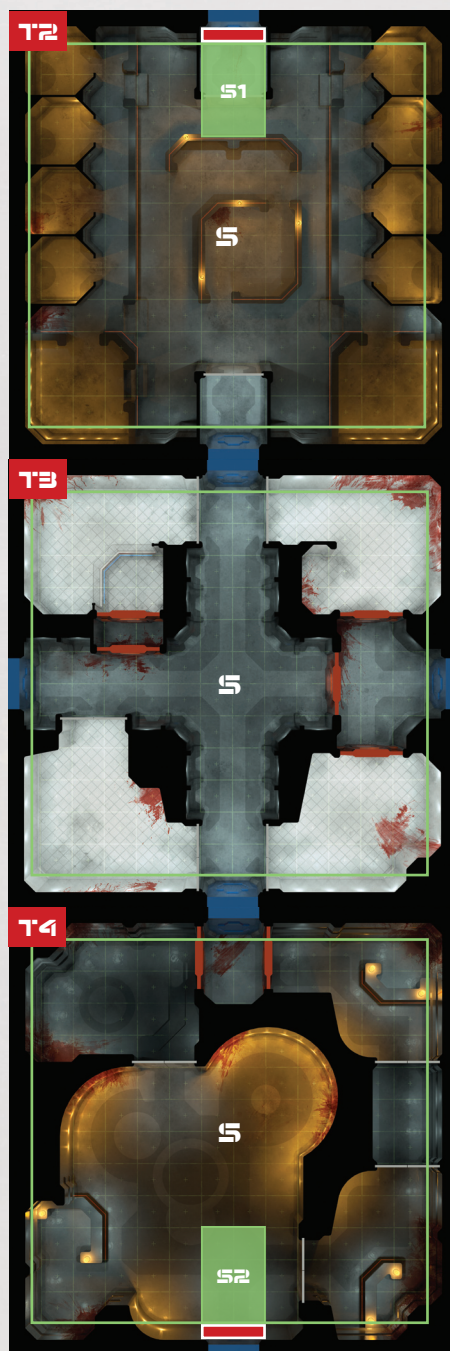
A Vanguard model may barricade one of these section doors by using a focused move action.

Once a section door is barricaded, the Strain deployment area adjacent to it can no longer be used for **Endless Horde**.

Right on Schedule?

Once at least one entry point has been barricaded the tram is on its way.

Three turns after the first entrance is barricaded, the tram will arrive on the tracks on Tile 1 at the beginning of the Vanguard force management phase. If there are any Vanguard models on the Tram at the end of the Vanguard active mode, the Vanguard wins.

MAP KEY

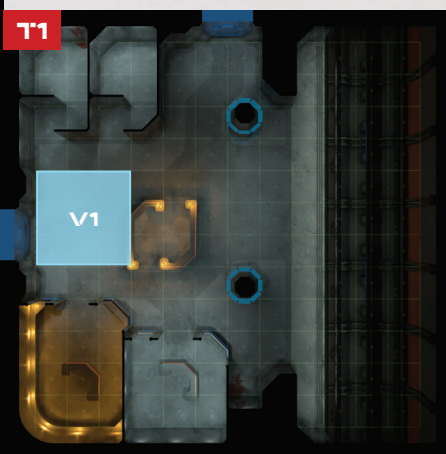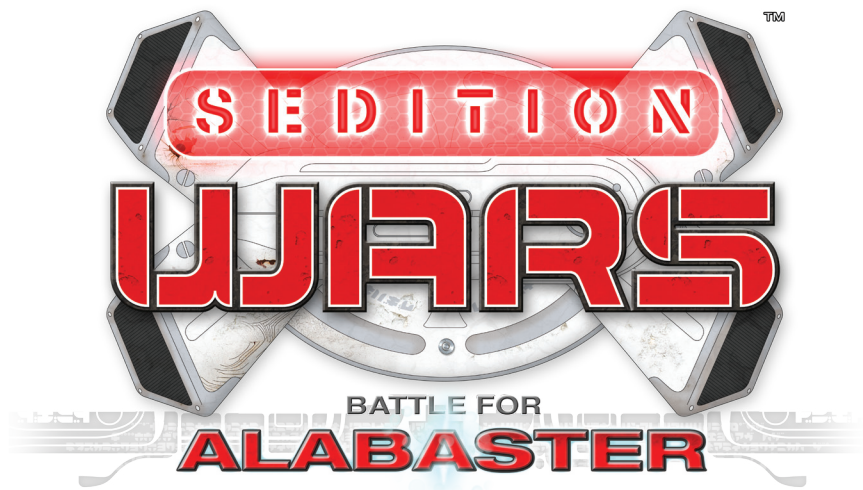|	
V1	**T1** TILE 1
VANGUARD DEPLOYMENT AREAS	**T2** TILE 2
S1,2	**T3** TILE 3
STRAIN DEPLOYMENT AREAS	**T4** TILE 4
	BARRICADE TARGETS

SEDITION WARS

WARS

BATTLE FOR
ALABASTER

™

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