

INFINITE SPACE



TM

UNDYING TERROR

BATTLE FOR
ALABASTER



QUARANTINE CAMPAIGN



SEDITION WARS

BATTLE FOR
ALABASTER

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Designed by Studio McVey Ltd, Windermere, UK

Published by Cool Mini or Not, Alpharetta, GA, USA



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Quarantine Campaign

Quarantine Scenario 1 - The Flood

THE SERVOS OF the recycler fan ran overtime as the humidity ramped up to nearly unbearable heights. Even in the semi-controlled environment of her Gnosis battlesuit, Kara was affected. She stared down the howling shaft below the catwalk as beads of perspiration rolled down her face. She coughed harshly, clearing from her throat the dust that had defeated her suit's filtration unit. At the sound of her hacking cough, something stirred in the darkness...

Three hundred metres down, the filth-coated floor of one of the facility's five evacuation concourses began to heave. Along the causeway, a thick, frenetic wave of spore dug its way into corpses and dying infected alike. Bodies rippled and shuddered in a wave of mutation. Rotting infected flesh

bloomed and ruptured, festering muscle surrendering to conversion. From this layer of organic mist, grim, twisted shadows rose, their bio-luminescent tumours casting an eerie light.

The shapes leapt upwards, grabbing hand-holds, latching onto pipes, talons digging their way to purchase a grip to pull and climb upwards. Limb over limb the shadows began to ascend. Every appendage urged to carry the tide of flesh higher, carrying the surge of spore with it in the rising draft of bodies. Guttural cries began to synchronize as the frenzied climbing grew faster.

The howl took seconds to rise, up through shielded pipes, past grating and too-thin layers of filter. Voices, in unison with the

construct, grew in intensity; a war cry, a growl, a nightmare scream. The clamour below rose to a raging chorus in union.

Kara looked down, eyes wide. She shifted the Tac-Net with her interface, running pings through the load bearing struts of the structure and down the vents. Resonant imaging and radiant sonar returned a holographic sculpture of the rising terror. She turned to the squad, drawing the dai-Dachi and setting her plasma threader to combat burn.

"Weapons lit!" At Kara's order, the Tac-Net was suddenly alive with crisis telemetry; troopers sprung to their feet, as the air filled with the hum of charge canisters powering up. "We've got incoming!"

Vanguard Mission

OBJECTIVE:

- ◆ Use the Life Support systems to vent a total of 18 Nano.

Scenario Deployment

VANGUARD

Tile 1: HAVOK Sentry Gun Turret
Strategic Point & Life Support
Strategic Point.

Tile 3: HAVOK Sentry Gun Turret
Strategic Point & Life Support
Strategic Point.

The **Vanguard Load-Out** for this Scenario is:

- V1:** Gnosis Battlesuit Kara Black
- V2:** Corpsman Morgan Vade
- V3:** Operator Akosha Nama
- V4:** Specialist Barker Zosa
- V5:** 3 x Samaritans &
1 x Samaritan Reaver
- V6:** 3 x Samaritans &
1 x Samaritan Grenadier
- V7:** 3 x Samaritans &
1 x Samaritan Grenadier
- V8:** 3 x Samaritans &
1 x Samaritan Reaver

Alternatively the **Vanguard** player can create their own Force. If they do so they have a limit of 200.

Strain Mission

OBJECTIVE:

- ◆ Have at least 12 Nano on the catwalk tile for 1 full turn.

STRAIN

The **Strain Load-Out** for this Scenario is:

Wave 1: 1 x Scythe Witch, 2 x Stalker
& EITHER 6 x Revenants
OR 6 x Bone Crabs.

Wave 2: 2 x Quasimodo & EITHER
6 x Revenants OR
6 x Bone Crabs.

Wave 3: 1 x Scythe Witch, 2 x Stalker
& EITHER 8 x Revenants OR
8 x Bone Crabs.

Wave 4: 2 x Brimstone
& 2 x Quasimodo.

Alternatively the **Strain** player can create their own Force. If they do so they have a limit of **50 each** for **Waves 1 & 2**, and **60 each** for **Waves 3 & 4**.

Deployment Set-up

First Deployment: Vanguard

First Turn: Vanguard

SPECIAL CONDITIONS AND DEPLOYMENT

Grenade Stockpile

Vanguard Grenadiers have access to a stockpile of rad grenades. For this scenario each grenadier has 3 uses of the rad grenade ability instead of 1.

They Came From Below

At the beginning of the first Strain force Management Phase, the Strain player must deploy their **Wave 1** models in a legal position on **Tile 2**.

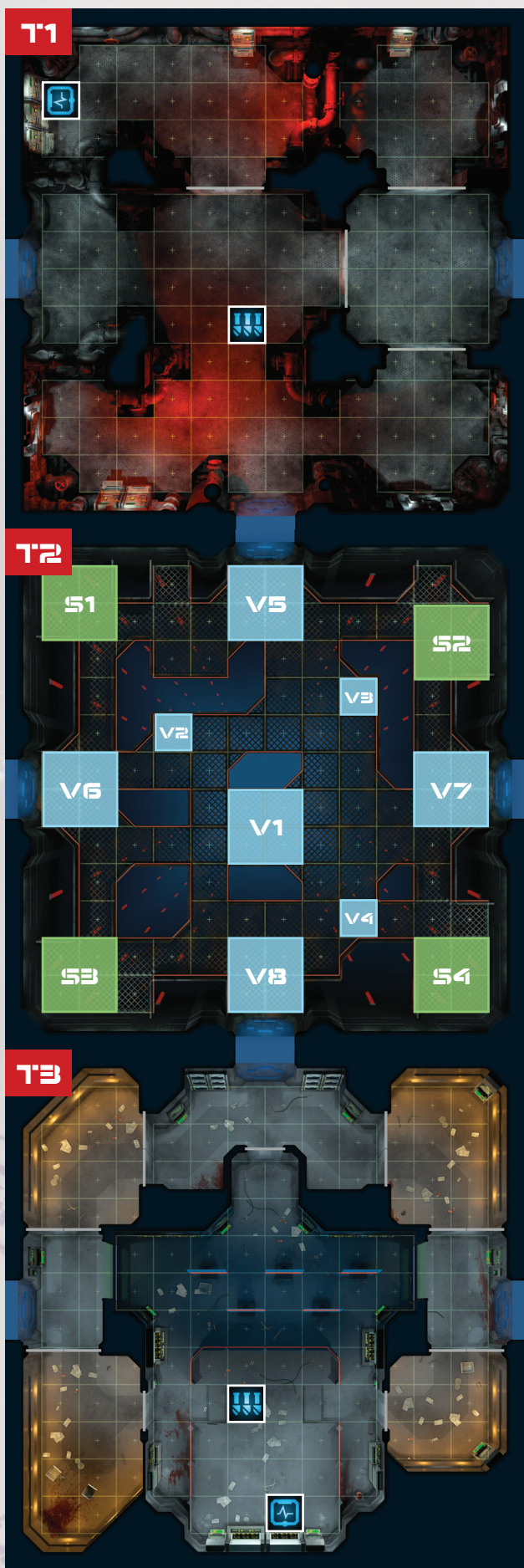
At the beginning of the second Strain force Management Phase, the Strain player must deploy their **Wave 2** models in a legal position on **Tile 2**.

At the beginning of the third Strain force Management Phase, the Strain player must deploy their **Wave 3** models in a legal position on **Tile 2**.

At the beginning of the fourth Strain force Management Phase, the Strain player must deploy their **Wave 4** models in a legal position on **Tile 2**.

If a model cannot be deployed due to a lack of space, it is counted as being destroyed.

At the end of each Strain Force Management Phase, after Nano has been moved, the Strain player must place a total of 6 Nano counters in one or more of the Strain Nano Zones on **Tile 2**.



MAP KEY



VANGUARD
DEPLOYMENT AREAS



STRAIN
NANO ZONES



TILE 1



TILE 2



TILE 3



LIFE SUPPORT CONTROL



HAVOK SENTRY GUN TURRET



"I thought you told us
to keep quiet?"

Akosha Nama



Quarantine Scenario 2 - Yellow Brick Road

VADE HELD THE katar pistol tightly, his finger squeezing the trigger assuredly. With each depression, its recoil reassured the medic that he was alive, well, and in one piece. He operated the weapon like a scalpel, aiming at the roiling mass of Strain and depressing the trigger to the cadence of the slaughter.

"Sir!" he broadcast in packet across the fire channel, prompting the emergency response display in Kara's Tac-Net display.

"Busy right now," she responded, laying a line of plasma into a mob of Revenants, charring the reanimated flesh of the creatures down to the bone as they turned to make a move toward her fire team.

"I have an idea." The medic had spent every spare moment studying the data on the Strain nano-spore; how it operated, how it

shifted and functioned. Decades working to protect soldiers against combat vectors like this gave him more practical experience than any scientist. He knew some tricks that they didn't.

"Can it wait?" Kara lopped the screaming head off a mutating Stalker as it moved to rend her, stepped past it, blew a hole through a Revenant, and then almost casually chopped the monstrosity in half.

"Pathway suppression! I think we can firewall this nanite, impede lethality..." The potential for at least reducing the combat effectiveness of the vector was worth the risk. He ran the calculations through his med system; if it worked, his plan would enhance survivability substantially.

"Dammit! In the middle of combat?" She made a gesture, and a Samaritan stepped

past her and fired. The brutal overcharge cascade from his kinesis carbine knocked a Scythe Witch flat.

"I need to get to a med lab, two levels up..." Vade ran inventory protocols through the backdoor of the still intact remnants of the facility database. "They have the dispersal agents and the molecular inhibitors I need."

Akosha piped into the channel, "It's possible, Sir, we have a viable route."

The map overlay was uploaded to Tac-Net and immediately pinged to their tactical implants. The pursuit scenario it described look intense, but survivable.

"Okay, if we can do anything to slow this fuckin' thing down, let's do it." Kara broadcast the plan to the squad. "We're on the move, right now. Follow the yellow line!"

"This thing isn't
unstoppable; I know
its weakness."

Corpsman Morgan Vade

Vanguard Mission

OBJECTIVE:

- ◆ Get Morgan Vade onto the train car.

Scenario Deployment

VANGUARD

Tile 2: HAVOK Sentry Gun Turret
Strategic Point & Life Support
Strategic Point.

Tile 3: Security Terminal
Strategic Point.

The **Vanguard Load-Out** for this
Scenario is:

V1: Gnosis Battlesuit Kara Black.

V2: Operator Akosha Nama.

V3: Corpsman Morgan Vade.

V4: 12 x Samaritans, 2 x Samaritan
Reaver, 1 x Samaritan Grenadier
& 1 x Samaritan Lancer.

V5: 3 x Samaritans,
1 x Samaritan Grenadier.

Alternatively the **Vanguard** player can
create their own Force. If they do so
they *must take Morgan Vade* (any
version) and have a *further* limit of 200.

Strain Mission

OBJECTIVE:

- ◆ Kill Morgan Vade before he reaches
the train car.

STRAIN

The **Strain Load-Out** for this
Scenario is:

S1, S2, S3 & S4: 1 x Revenant or
1 x Bone Crab

S5 & S8: 1 x Brimstone

S6: 16 x Revenants,
3 x Quasimodo,
3 x Stalker &
1 x Scythe Witch

S7 & S9: 1 x Grendlr

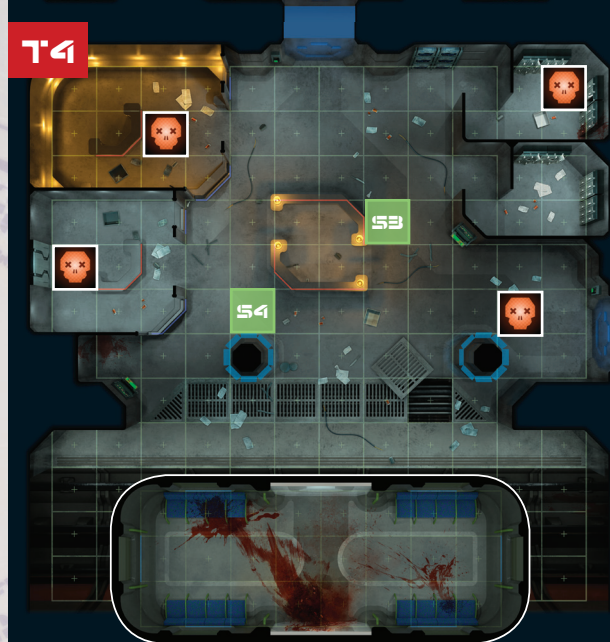
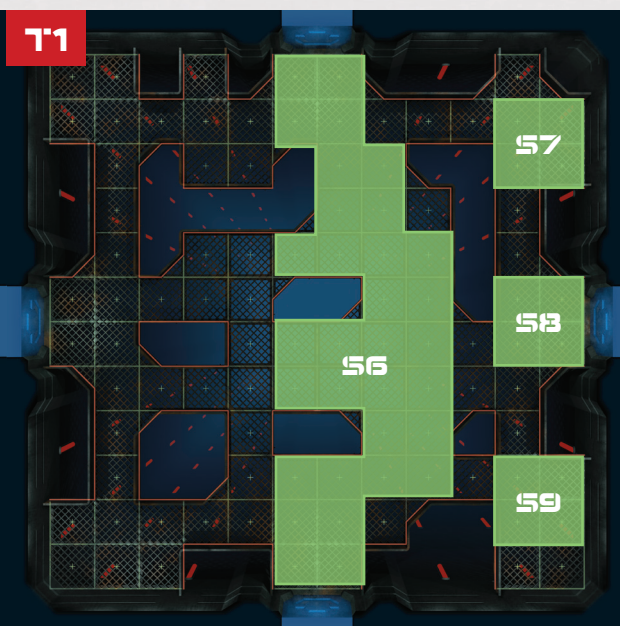
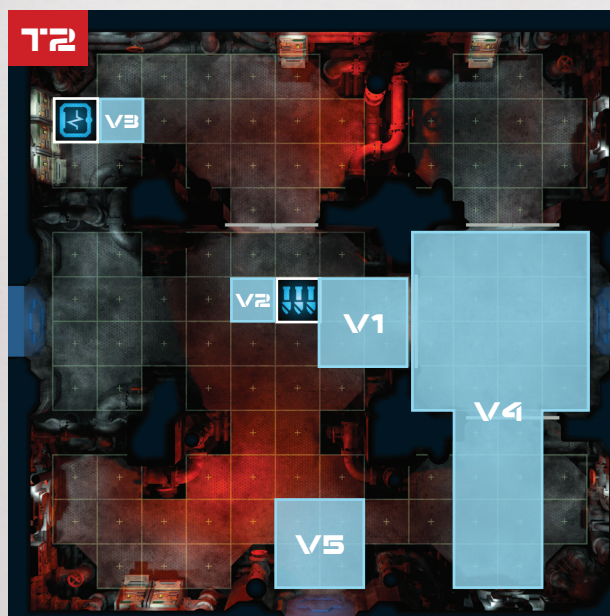
Alternatively the **Strain** player can
create their own Force. If they do so
they have a limit of 250.

Deployment Set-up

First Deployment: Strain

First Turn: Vanguard





MAP KEY



VANGUARD
DEPLOYMENT AREAS



STRAIN
DEPLOYMENT AREA



LIFE SUPPORT CONTROL



HAVOK SENTRY GUN TURRET



SECURITY TERMINAL



CORPSE COUNTER

T1

TILE 1

T2

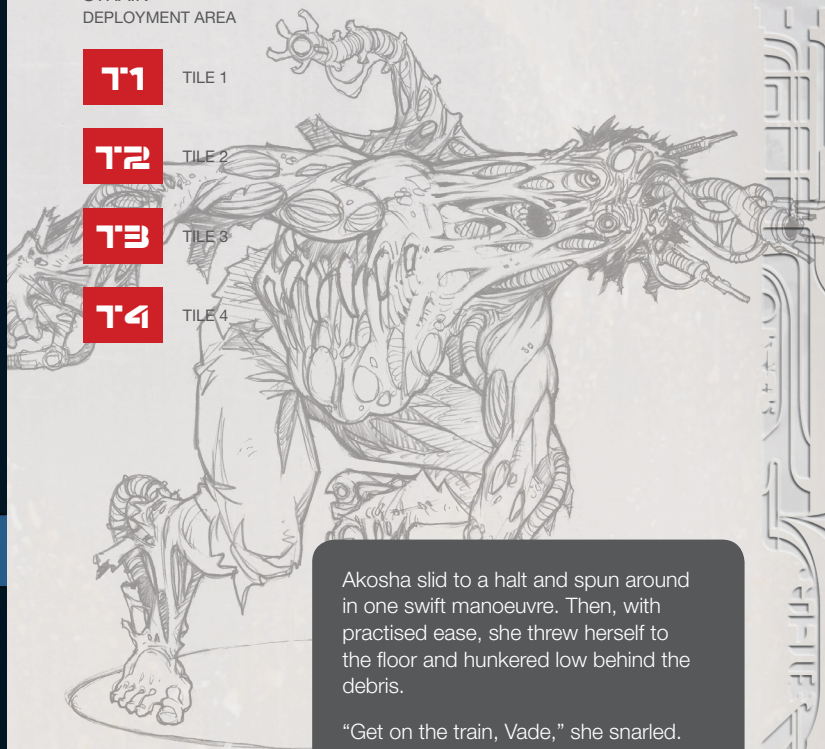
TILE 2

T3

TILE 3

T4

TILE 4



Akosha slid to a halt and spun around in one swift manoeuvre. Then, with practised ease, she threw herself to the floor and hunkered low behind the debris.

"Get on the train, Vade," she snarled.

"But..."

"Get. On. The. Train."

Quarantine Scenario 3 - Good News First

THE HARD TICK of the sequencer set a metronome in the room as Vade leaned over the terminal.

"So how is this going to work exactly?" Kara looked over his shoulder, glaring at the progress systems monitoring the A-life antigen Vade had concocted.

"The antigen hijacks the metabolic conversion system of the nano-spore, forces it to work harder to get through cellular barriers." Vade tapped the monitor in front of him, sending a series of nano-forges to high burn, replicating the antigen from molecular hydrocarbon spools.

"And that means?" The Captain raised an eyebrow, waiting for the layman answer.

"The Strain nano-spore relies on our own cellular barriers to link to a dark energy engine in a sub-spacial manifold." Vade

wiped sweat from his face, and tapped two other systems into action. "With the antigen in place, we change the nature of the activation mechanism. We fool the spore into burning harder, destroying itself as it tries to link to the engine."

He watched a display spout progress information and grinned. "This should result in infection failure and localised nano-shutdown around 50% of the time on exposure."

"In theory," Kara grimaced.

"Yeah, in theory." He tapped the screen to activate one last action in the manufacturing sequence. "We'll need to use site dispersal to deliver the initial packet. The nano-spore should react to it and incorporate the antigen sequence into its core template."

Kara shook her head. "What the hell does that mean?"

"For this to work, we need to expose the antigen to nano, directly." The medic walked over to the nano-forge and pulled out a thick metal cylinder from a rack. "Once we do, the antigen becomes a permanent part of the spore."

"How do you plan to do that?" Kara knew she wasn't going to like the answer to this. Vade handed her one of the cylinders from the forge.

"We need to inject one of these into a spore engine." He winced as he said it, knowing full well what Kara was going to say next.

"So I take it you're volunteering to do this?" Her expectant glare was as predictable as the defeated nod that followed. "Then you're going to need a distraction or two..."

Connected Scenarios

Scenarios 3a, 3b & 3c are **Connected Scenarios**. This means that the events that occur in one have an affect on one or more of the others. The connections for Scenario 3, and their effects, are listed below.

Scenario 3A Black Out

If the **Vanguard player completes their objective in Scenario 3A**, the **Lights Out** special rule is active when playing **Scenario 3C**. Additionally the following **Special Condition** is active in **Scenario 3C**:

Heat Sensors Active

Vanguard models are not affected by the **Lights Out** special rule.

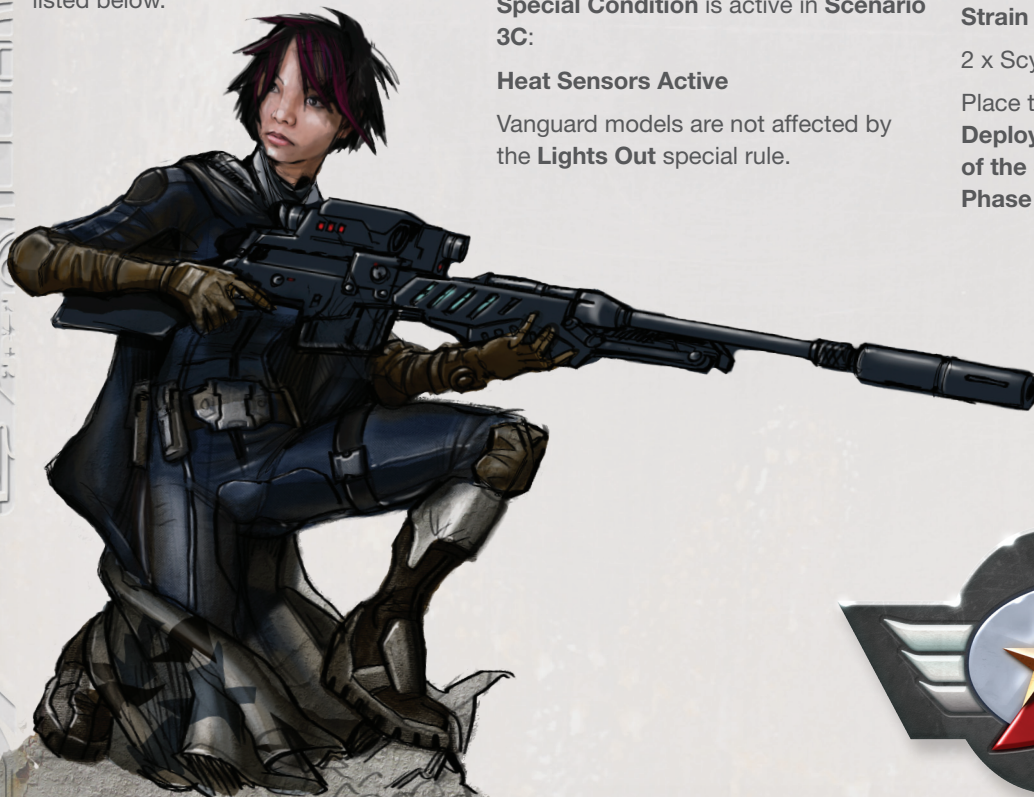
Scenario 3B Heavy Weapons Duty

If the **Strain player completes their objective in Scenario 3B**, the following reinforcements are available to the Strain player in **Scenario 3C**.

Strain Reinforcements:

2 x Scythe Witch & 2 x Revenant.

Place these models in **Strain Deployment Zone 11 (S11)** at the **end of the Strain Force Management Phase in Turn 6**.





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Quarantine Scenario 3A - Black Out

Vanguard Mission

OBJECTIVE:

- ◆ Get a Vanguard model to the Security Terminal and Activate it.

Scenario Deployment

VANGUARD

Tile 1: Security Terminal Strategic Point.

The **Vanguard Load-Out** for this Scenario is:

V1: Gnosis Battlesuit Kara Black, 4 x Samaritans, 1 x Samaritan Reaver & 1 x Samaritan Lancer.

Alternatively the **Vanguard** player can create his own Force. If they do so they *must take Kara Black* (any version) and have a *further* limit of **50**.

Strain Mission

OBJECTIVE:

- ◆ Kill all Vanguard models before they achieve the Vanguard objective.

STRAIN

Tile 1: Necrocyst Strategic Point.

The **Strain Load-Out** for this Scenario is:

S1: Grendlr & 2 x Quasimodo.

Tile 1: 1 x Brimstone & 6 x Revenant.

Alternatively the **Strain** player can create their own Force. If they do so they have a limit of **80**.

Deployment Set-up

First Deployment: Vanguard

First Turn: Vanguard

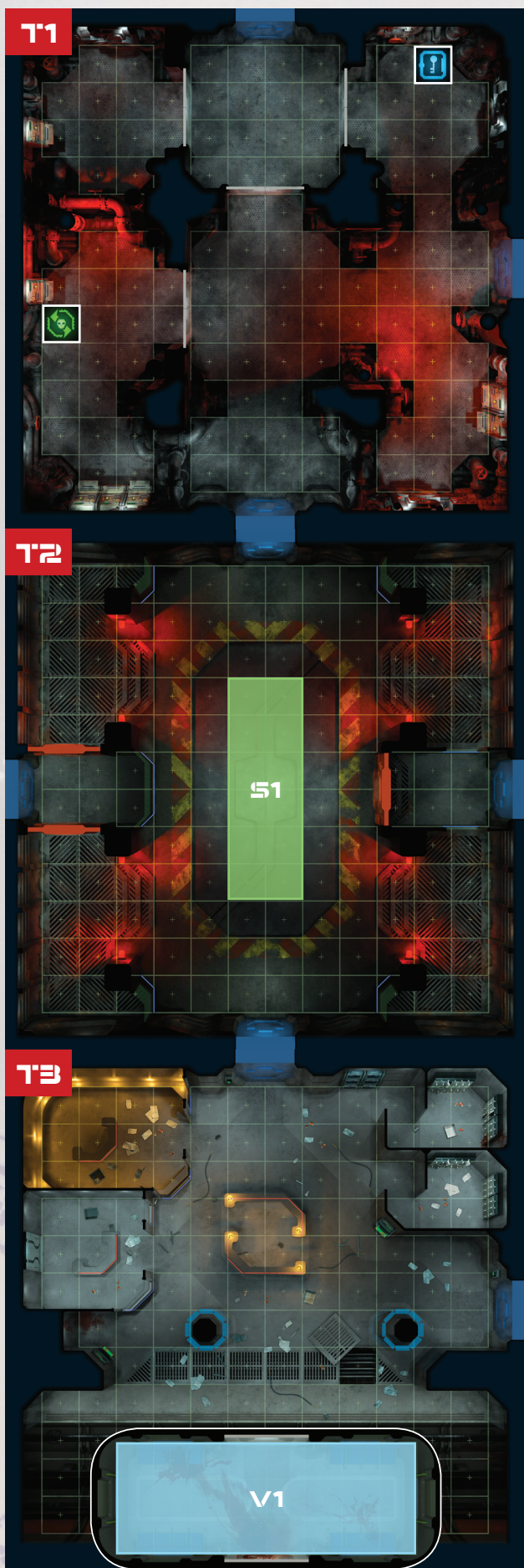
Special Conditions

Antigen Packets

The Vanguard player must place a Vanguard Objective Marker with a Vanguard model during Deployment. This is an Antigen Packet. A Vanguard model can carry an Antigen Packet for free as long as they begin their turn on top of, or adjacent to it. An Antigen Packet is dropped when the model carrying it is killed and is placed in the base square that model occupied (or any base square of the Vanguard player's choosing if it was being carried by a Large Model).

Nano Counters within 3 squares of a model carrying an Antigen Packet must make a Status Check at the end of the Strain Turn. If the Status Check is failed, the Nano Counter is destroyed and removed from the game board.





MAP KEY



VANGUARD
DEPLOYMENT AREAS



STRAIN
DEPLOYMENT AREA



TILE 1



TILE 2



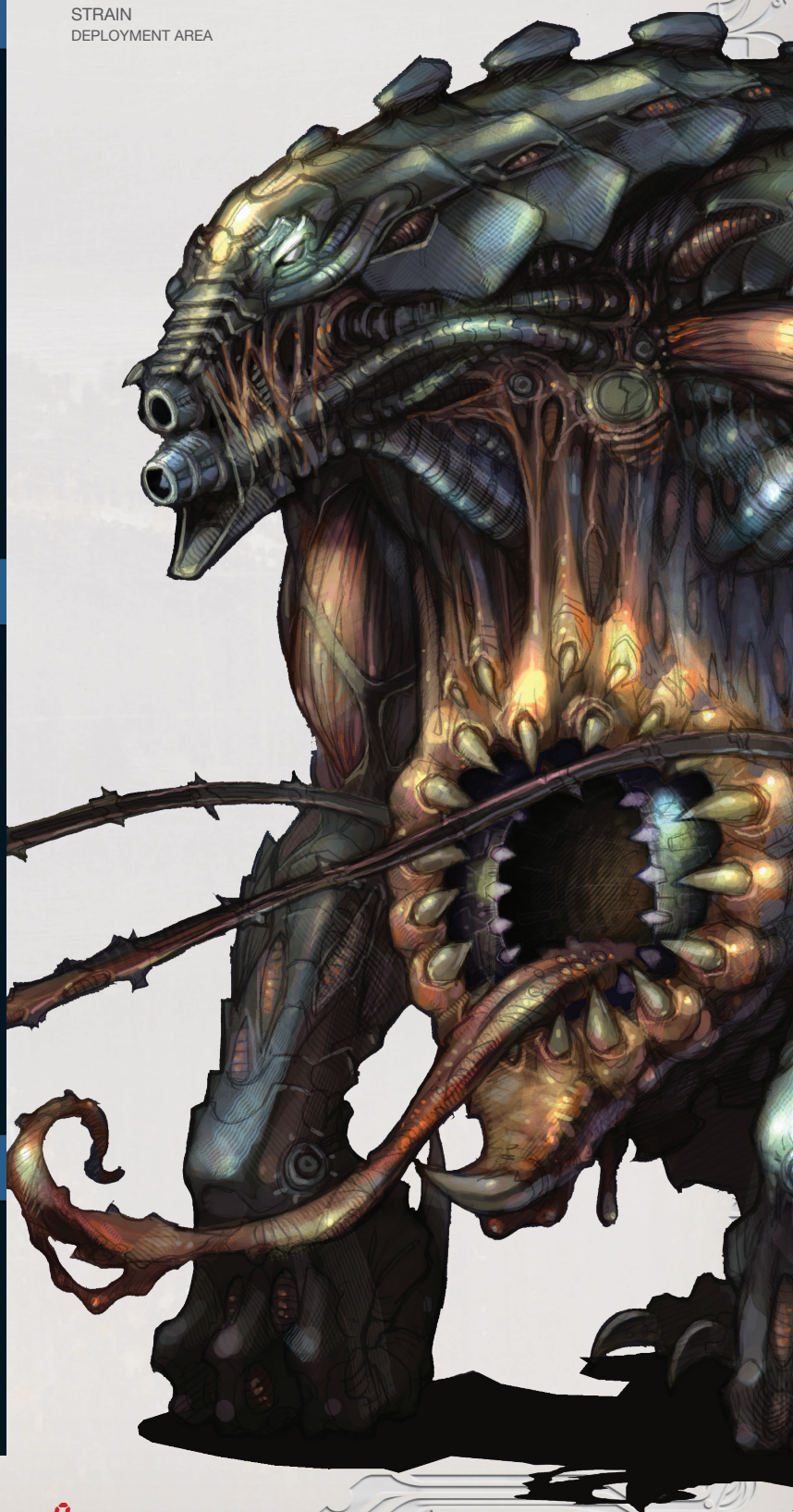
TILE 3



SECURITY TERMINAL



NECROCYST



Quarantine Scenario 3B - Heavy Weapons Duty

Vanguard Mission

OBJECTIVE:

- ◆ Kill all Strain Models within 6 Turns.

Strain Mission

OBJECTIVE:

- ◆ Kill all Vanguard models before they achieve the Vanguard objective.

Special Conditions

Modification - Direct Fire!

Hurley's 'Artillery' Trait is ignored in this Scenario.

Scenario Deployment

VANGUARD

Tile 1: Life Support Strategic Point.

The **Vanguard Load-Out** for this Scenario is:

V1: Aphid Loader Barker Zosa,
2 x Samaritan Reaver,
2 x Samaritan Lancer &
2 x Samaritan Grenadier.

V2: Hurley.

Alternatively the **Vanguard** player can create his own Force. If they do so they *must take Barker Zosa* (any version) and have a *further* limit of **100**.

STRAIN

The **Strain Load-Out** for this Scenario is:

S1: 1 x Stalker & 4 x Revenants.

S2: 1 x Brimstone.

S3: 1 x Scythe Witch, 2 x Revenants.

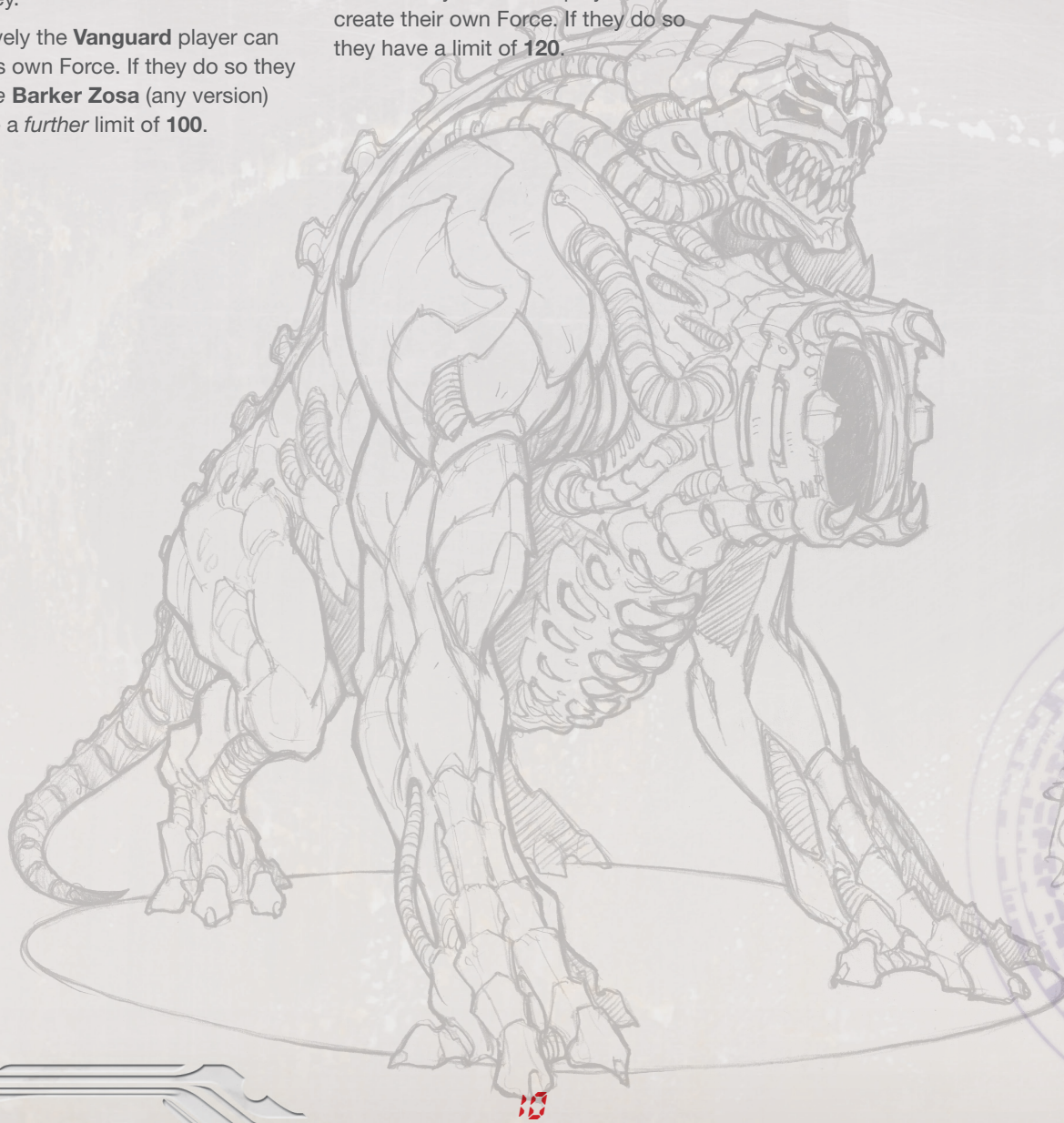
Tile 2: 2 x Stalker, 1 x Quasimodo & 10 x Revenant.

Alternatively the **Strain** player can create their own Force. If they do so they have a limit of **120**.

Deployment Set-up

First Deployment: Vanguard

First Turn: Strain



MAP KEY



VANGUARD
DEPLOYMENT AREA



STRAIN
DEPLOYMENT AREAS



TILE 1



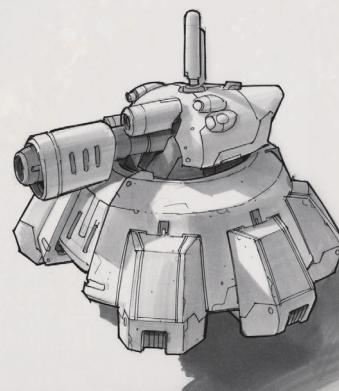
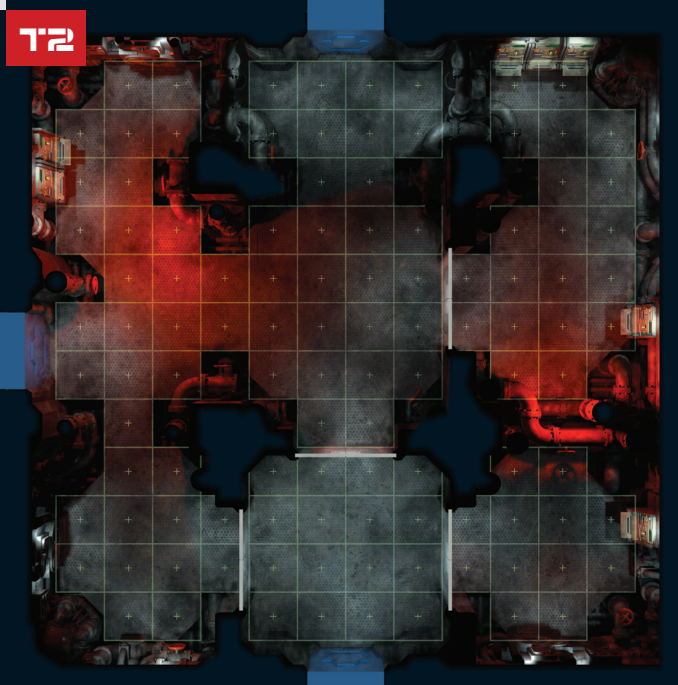
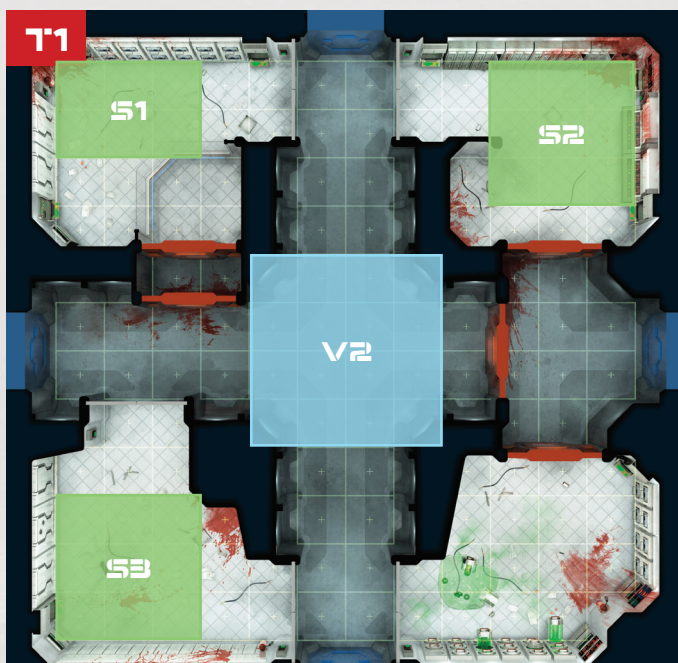
TILE 2



TILE 3



LIFE SUPPORT CONTROL



Quarantine Scenario 3C - Reverse Engineering

Vanguard Mission

OBJECTIVE:

- ◆ Get Morgan Vade into a square on or adjacent to the spore engine.

Scenario Deployment

VANGUARD

Tile 1: 2 x Auto-Doc.

Tile 2: Security Terminal.

Tile 3: Life Support.

The **Vanguard Load-Out** for this Scenario is:

V1: Incinerator Morgan Vade, Hurley, 12 x Samaritans, 2 x Samaritan Reaver, 2 x Samaritan Grenadier & 2 x Samaritan Lancer.

Alternatively the **Vanguard** player can create his own Force. If they do so they *must take Morgan Vade* (any version) and have a *further* limit of 150.

Strain Mission

OBJECTIVE:

- ◆ Kill Morgan Vade before he achieves the Vanguard objective.

STRAIN

Tile 1: Spore Engine, Gestation Vent & Exocyst.

The **Strain Load-Out** for this Scenario is:

S1, S2, S3, S4 & S5: 1 x Stalker & EITHER
2 x Revenants
OR
2 x Bone Crabs.

S6: Grendlr.

S7: 2 x Revenant.

S8 & S9: 1 x Quasimodo & 1 x Revenant.

S10: 2 x Scythe Witch.

Alternatively the **Strain** player can create their own Force. If they do so they have a limit of 160.

Special Conditions

More Antigen Packets

The Vanguard player must place one Vanguard Objective Marker with a Vanguard model during Deployment and another with Morgan Vade. These are Antigen Packets. A Vanguard model can carry an Antigen Packet for free as long as they begin their turn on top of, or adjacent to it. An Antigen Packet is dropped when the model carrying it is killed and is placed in the base square that model occupied (or any base square of the Vanguard player's choosing if it was being carried by a Large Model).

Nano Counters within 3 squares of a model carrying an Antigen Packet must make a Status Check at the end of the Strain Turn. If the Status Check is failed, the Nano Counter is destroyed and removed from the game board.

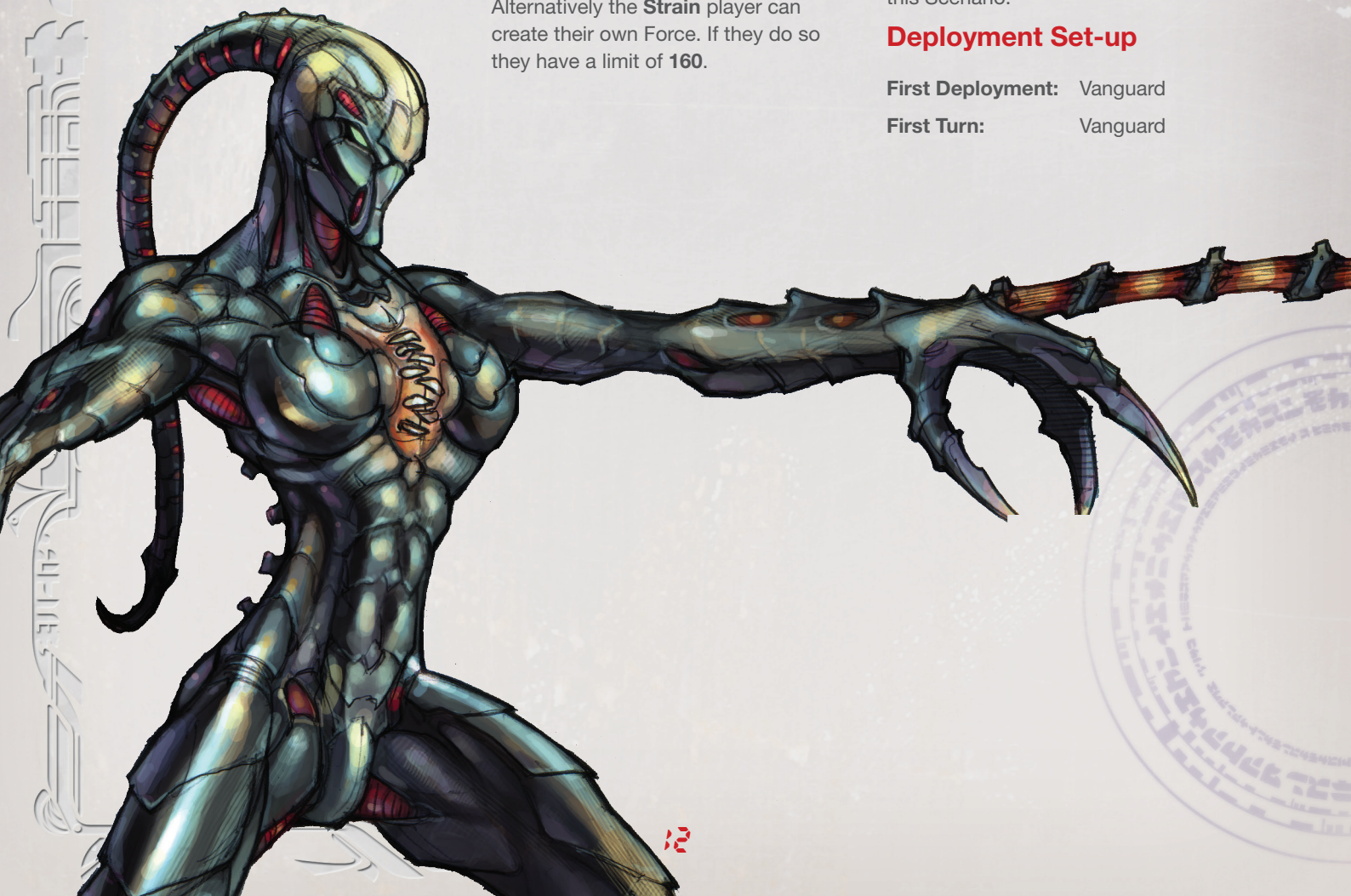
Modification - Direct Fire!

Hurley's 'Artillery' Trait is ignored in this Scenario.

Deployment Set-up

First Deployment: Vanguard

First Turn: Vanguard



MAP KEY



VANGUARD
DEPLOYMENT AREAS



STRAIN
DEPLOYMENT AREA



SPORE ENGINE



GESTATION VENT



NECROCYST



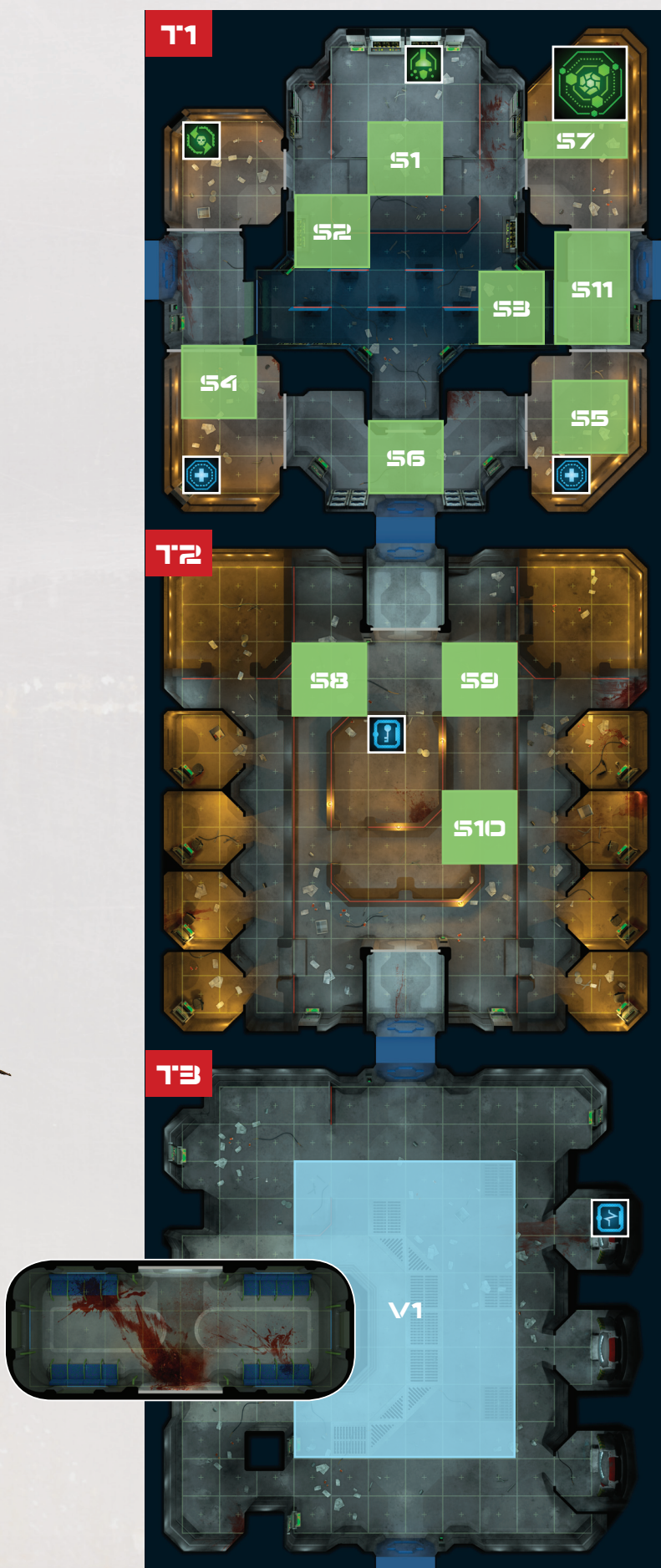
LIFE SUPPORT CONTROL



SECURITY TERMINAL



AUTO-DOC



Quarantine Scenario 4 - Tables Turned

THE WAVE OF spore smoking from the Grendlr's carapace washed over Kara, and reflexively she set her displacement field to full arc. The static kinesis envelope held, burning full power as she stepped to the side and guided her Dachi m-blade along the bulk of the charging Grendlr. The nanites burned against the shield like a cascade of dying fireflies, surrounding her with motes of glowing embers.

The Grendlr, nerve cables severed, shuddered and fell. Down but still functioning, nano-regeneration began to knit its flesh back together. Kara armed the plasma threader, aimed, and discharged into the creature's bulk over and over. Finally the ruined creature slumped, systems defeated, seared bio-mechanical flesh steaming with an ozone stink.

"Akosha... you still there?" Kara broadcast as she ran a threat assessment through the Tac-Net, "We need to find the best route out of here."

"We're surrounded sir, I've got a ready teleporter located on this level, but we'll have to fight our way to it."

In the background the spore engine crackled and spat.

"Vade? Will they destroy that?" Kara asked.

"Won't do them any good sir, the antigen's holding. It's a permanent part of the spore now." Vade fired his pistol into a revenant crawling towards him. "They can't edit the core template, unless..."

"Unless what?" She knew it couldn't be this easy.

"The Cthonian sir, it might be able to reengineer its own systems to countermeasure the antigen. Unless we force it to spawn again with the template re-encoded."

"Akosha, where is it?" Kara's hand tightened around her sword-grip.

"Concourse 4, closing on us fast. It'll cut us off at the teleporter if we don't leave now." Akosha calculated the Cthonian's foot speed, manoeuvrability and tactical capacity. She wanted a long wide distance between her and that thing.

"Alright, I want a tactical regroup and split kill teams running five by five. We're going to go meet that monster head on." Kara re-armed her plasma threader with a fresh charge.

"Sir, is that wise?" Vade was nervous enough after the last suicide mission, but the Cthonian scared him. It could make you do things...

"You said it, Vade," she reached down, and helped a downed trooper up to his feet. "Let's force a re-spawn."

Vanguard Mission

OBJECTIVE:

- ◆ Kill the Cthonian.

Strain Mission

OBJECTIVE:

- ◆ Kill all Vanguard models before they kill the Cthonian.

Scenario Deployment

VANGUARD

Tile 2: Life Support Strategic Point.

Tile 4: Teleportation Control Strategic Point.

The **Vanguard Load-Out** for this Scenario is:

V1: Gnosis Battlesuit Kara Black.

V2: 4 x Samaritans, 1 x Samaritan Reaver, 1 x Samaritan Lancer & 1 x Samaritan Grenadier.

V3: Incinerator Morgan Vade & 2 x Samaritans.

V4: Specialist Barker Zosa, 4 x Samaritans, 1 x Samaritan Reaver & 1 x Samaritan Grenadier.

V5: Battle-Damaged Akosha, 1 x Samaritan, 1 x Samaritan Lancer.

Alternatively the **Vanguard** player can create their own Force. If they do so they *must take Kara Black, Morgan Vade, Barker Zosa and Akosha Nama* (any version of each) and have a *further* limit of **120**.

STRAIN

Tile 2: Spore Engine Strategic Point.

Tile 4: Gestation Vent Strategic Point & Exocyst Strategic Point.

The **Strain Load-Out** for this Scenario is:

S1, S2, S3,
S4 & S5: 4 x Revenant or Bone Crabs.

S6: Cthonian

Alternatively the **Strain** player can create their own Force. If they do so they *must take a Cthonian* and have a *further* limit of **70**.

Deployment Set-up

First Deployment: Strain

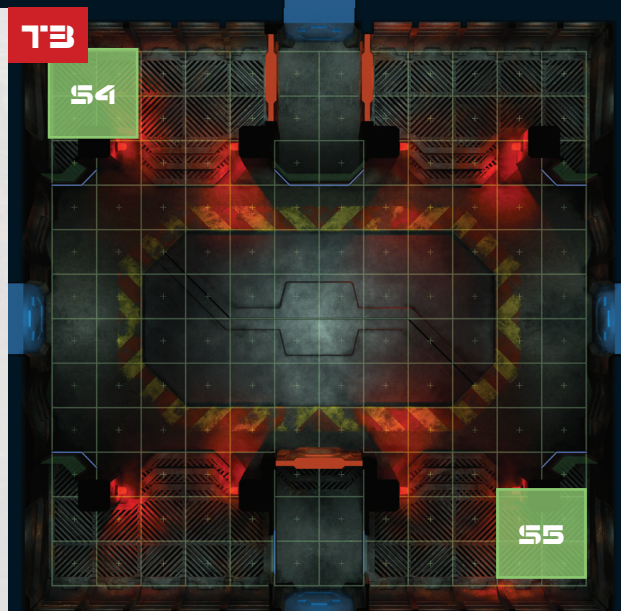
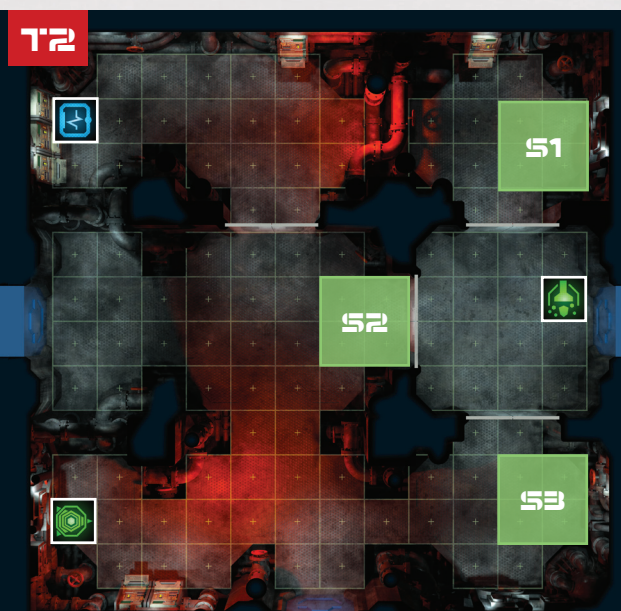
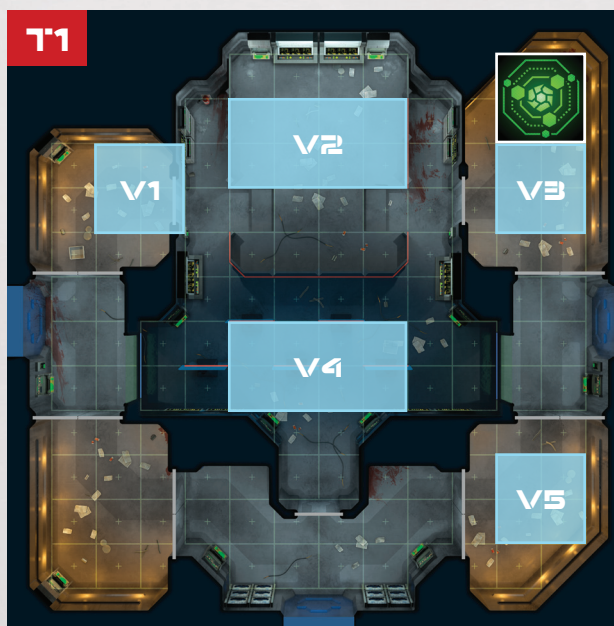
First Turn: Vanguard

Special Conditions

You're Going Nowhere!

The Teleportation Control Strategic Point is not active until the Cthonian is dead.





MAP KEY



VANGUARD
DEPLOYMENT AREAS



STRAIN
DEPLOYMENT AREA



TILE 1



TILE 2



TILE 3



TILE 4



SPORE ENGINE



GESTATION VENT



GESTATION VENT



TELEPORTATION CONTROL



LIFE SUPPORT CONTROL





Aftermath

The smouldering ruin that used to be the Cthonian heaved slowly as its nano-glands tried to regenerate the now shredded mass.

Reaver fire, a barrage of grenades, and a final shot, Akosha threading a needle of kinetic energy through the length of the monstrosity's spinal struts. The Vanguard fighting force was in tatters. The Cthonian was dead.

"Dial that teleporter in," Kara broadcast.

"What now?" Vade cradled his wounded arm, injecting biogenic plasma into it to knit the bone.

"Now we get the hell out of here."

"Reactor team is ready, sir," Akosha prompted.

Kara looked over the room. "Tell them to trigger the override and set a short countdown."

The teleporter hummed in the distance, the first of the wounded and infected being sent to med bays on the Bastion.

"This isn't over is it?" Kara looked over to Vade, his eyes were distant; he was deep in thought.

"No, it never will be. They'll find a weakness, exploit it, dig in like a thorn, tear at us." He shook his head. "They always find something they can latch onto."

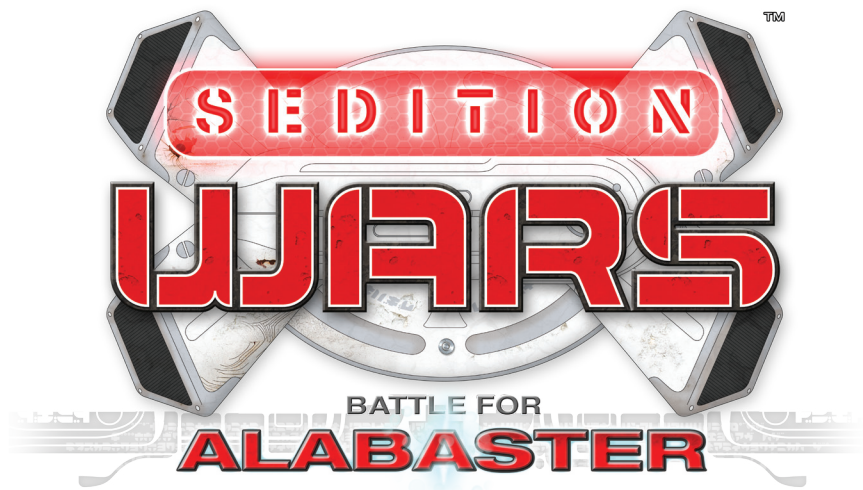
"What do you think they want?" She was always puzzled about what drove the Strain, the need to tear down humanity, to crush progress, to grind them down.

"They don't want anything. Destruction is all they know," Vade shrugged.

"Screw 'em then." Kara turned and spat on the corpse of the monster that had taken so much to bring down. Levels below, the Reactor strike team imploded the core stabilizers for the singularity power grid. A handful of hours from now this would all be finely crushed dead mass.

Vade stepped over to the teleporter pad, turned and smiled. "Yeah, just think of them as target practice."

And then he was gone.



Designed by Studio McVey Ltd, Windermere, UK

Published by Cool Mini or Not, Alpharetta, GA, USA



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