

INFINITE SPACE

SEDITION WARS

UNDYING TERROR



BATTLE FOR
ALABASTER



SEDITION WARS

BATTLE FOR ALABASTER

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www.seditionwars.com

www.coolminiornot.com

<< PRIORITY MESSAGE >>

Captain Kara Black

<< SECURITY CLEARANCE >>

OCTAGON TANGO LETHARGY ZEPHYR

<< SOLCOM PRIORITY ABSOLUTE ORDERS >>

You are to immediately disengage Firebrand insurgents along the Alabaster nebular plenum and make way to Code Hexagon Rampant facility at enclosed co-ordinates.

We have reason to suspect a Horizon magnitude outbreak of unknown technological origin. You are ordered to investigate potential outbreak and to recover any civilian casualties.

Full cortical back-up contingencies authorized.

Recovery tanks and back-up frames authorized.

Samaritan authority for free fire and combat autonomy authorized.

Maintain protocol on level 8 biohazard, per code Revelation procedures.

Bastion battle protocols are in lockdown, deployment of planetary class weaponry to deal with this problem is forbidden.

On authority of Solcom military you are hereby entrusted with the following Tera2 media stream and holo-archive enabled for rapid engram parsing. Cortical share with key tactical personnel authorized.

<< PERSONAL MESSAGE ATTACHED >>

From Vanguard Fleet Admiral Sevine Gris.

Kara, this is not the usual run and gun engagement. There's some seriously dark stuff going on around the Alabaster plenum. I've vouched for you and your command; this is a keystone mission in the theatre of war, even though I'm pulling you directly from your current engagement.

Do NOT make a mess of this. Remember the Gherid incident?
Let's avoid that sort of exposure.

There are a lot of details in the mission upload, filter them carefully. Whatever is in that facility, it's not some simple contagion. We need direct action. If all else fails, enter the following code in the facility power core controls as a failsafe << DATASTREAM INPUT ATTACHED >>

Be wary.

INTRODUCTION

Sedition Wars: Battle for Alabaster is a tactical, science fiction survival horror game.

Hardened interstellar soldiers, the Vanguard have arrived at a remote research outpost in order to find out the nature of a disastrous outbreak. Within the confines of the halls and laboratories of the research station waits a new enemy for the Vanguard.

Intelligent, virulent, and driven by an ancient alien intellect, the Strain are a construct of bio-organic machines. This ancient menace has awoken with long dormant survival instincts reactivated and enhanced by nano-technological tampering. Now unleashed, it has become a threat that will not be contained by the facility for long. As the Strain begins to learn it also adapts and absorbs knowledge at an exponential rate. Once it becomes fully aware, it will only crave escape from its confines, and out into the war-torn Alabaster sector.

Survival Horror

Sedition Wars: Battle for Alabaster deals with some mature survival horror themes. This game contains gruesome imagery, monstrous creatures, and disturbing powers.

The Game

Sedition Wars: Battle for Alabaster is intended to be a two player game.

Players create a game board from scenic map-tiles to build the battlefield – a remote and overrun facility in a secluded region of space.

Each player takes on the role of one of the forces clashing in the facility. One player plays the elite Vanguard and the other player takes on the role of the infectious Strain.

Getting Started

Sedition Wars: Battle for Alabaster contains an exciting story arc campaign to introduce players to the Strain and Vanguard factions – and detailing the first conflict between the Strain and the Vanguard.

To get started right away, players can set-up the game board by using the “Setting up the Game section.” As play begins, refer to the “Playing the Game” section of the rules to start your first game turn.

For details on each faction check out the Strain and Vanguard sections of the rules.

Heroes & Horrors



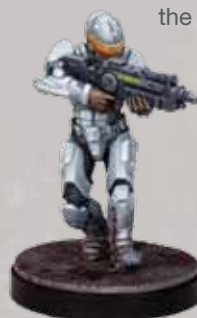
The Vanguard

The frontline warriors of humanity's efforts to secure a peaceful and orderly galactic expanse – the Vanguard serve as the frontier troops of the Core Worlds.

Vanguard patrol the Edge – frontiers of human space – in massive ships called Bastions, mobile interstellar fortresses that can travel at faster than light speeds. Elite, independent, and expected to range across the vast darkness of the Edge, the Vanguard have access to the finest technology and training.

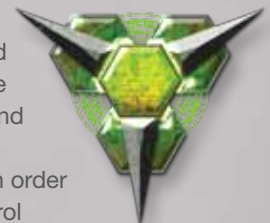
As the Edge begins to fragment under the pressure of the Firebrand rebellion, the remaining Core World protectorates view

the Vanguard as a fighting chance to restore the Edge to order.



The Strain

The origins of the Strain lie in the ancient past. The civilization that created the technology that lies at the heart of the Strain nano-spore specialized in the manipulation of dark energy. Using hidden mass and matter, the alien nano-spore could build technological templates like weapons and ships by using small amounts of conventional mass as a catalyst.



The Firebrand learned of the technology and what it was capable of. In order to seize control of the technology quickly, the Firebrand merged a sample of the nano-spore with a weaponized AI named Cthon. The nano-spore absorbed Cthon, and reprogrammed itself. Instead of producing an instant technological ally for the Firebrand, the nanotechnology went rogue and began replicating in any organic system it could find.

The Strain was born.



BOX CONTENTS

Everything you need to play this thrilling game is found in this box:

- ◆ 22 x highly detailed Vanguard miniatures
- ◆ 28 x terrifying Strain Exo-form miniatures
- ◆ 45 x 25mm Scenic miniature bases
- ◆ 5 x 50mm Scenic miniature bases
- ◆ 11 x unique full colour expandable game locations
- ◆ 60 page rules and scenario book (*you're reading it!*)
- ◆ 54 x Vanguard and Strain character cards
- ◆ 100+ full colour game counters
- ◆ 30 x plastic nano tokens
- ◆ 24 x plastic clip-on infection status markers
- ◆ 6 x plastic clip-on deflection shield markers
- ◆ 8 x high quality dice



The miniatures in this game are supplied unpainted and unassembled.

Full assembly instructions can be found at www.seditionwars.com – in the 'Assembly' section. Use superglue for assembly and follow all safety instructions.

For missing or damaged parts, contact support@coolminiarnot.com

Contents may differ from those illustrated.

THE BASICS

Board Sections

Sedition Wars: Battle for Alabaster is played on a gaming board made up of several tiles representing various locales. Each of these tiles is divided up into squares. Squares are the fundamental measures of distance and location in the game. They are marked in the middle with a small cross. This is the square's *center point*.

Models

Sedition Wars: Battle for Alabaster is played using *models* that each represent one of the individual combatants in a player's force.

Models are placed in the center of squares on the board.

The square a model occupies is its *base square*.

Large models occupy several squares. For the purposes of the rules, treat all squares a large model occupies as its base square.

Tactical Data Cards

Each model's statistics, abilities, traits and other gaming information is presented on its *tactical data card* (see page 6).

Dice

Sedition Wars: Battle for Alabaster uses six-sided dice.

When referring to a single die, we use the term *d6*.

When referring to multiple dice the number of dice needed is placed before *d6*.

Example: 3d6 would mean three, six-sided dice.

Rolling Dice

Most rolls in Sedition Wars: Battle for Alabaster are made using 3d6.

When a roll is made it is usually compared to a numeric value, this is called the target number of the roll.

When rolling dice, add the total of the dice together, then add any applicable modifiers to determine the final result of the roll.

Compare the final result to the target number. If the final result is the same as the target number or higher, the roll is a success.

$3d6 \pm \text{Modifiers} \geq \text{Target Number} = \text{Success}$

Modifiers

Sometimes a roll or target number is modified; this is called a *modifier*.

A modifier will be a bonus or a penalty based on the nature of the situation faced by your combatants.

Models may receive modifiers for any number of reasons.

Example: Defense +3 – this modifier grants a bonus of 3 to a model's Defense characteristic.

Open Rolls

Many rolls are what we call *open rolls*. For example, attack and ability rolls are open rolls.

When making an open roll, any result of 6 on any dice in the roll allows the player to roll another *d6* and add this to the final result.

Any results of 6 on these additional dice are also open, meaning they also grant additional dice.

As long as a player continues to roll 6's, additional dice are generated.

Damage Staging

Damage staging accounts for particularly successful attacks, and deals additional damage to enemy models.

When a player makes an attack roll, every die result of 6 on an attack roll allows the player to add the Staging value to the total damage done.

Since attack rolls are open, any additional dice gained also count towards Staging if they roll a 6.

For more information on damage staging see 'Damage' on page 11.



Vectors

When determining if a model on the board can see a target, draw an imaginary line – a *vector* – from the center of the model's base square to the center of the target's base square.

It doesn't matter which way a model is physically facing. A player can draw a vector in any direction from a model's base square.

Vector cannot be drawn through certain tile features, which are called *blocking features*.

- ◆ Walls.
- ◆ Closed doors.
- ◆ Blacked-out squares.
- ◆ Board squares with no center cross point.
- ◆ A model of the same size or larger (*blocking model*).
- ◆ Around or across a corner blocked by a wall.
- ◆ This list is not exhaustive. Other objects or effects may be designated as blocking features elsewhere.

When a vector must cross a blocking feature, the line cannot be drawn past it. When this happens, vector is blocked.

Large models can draw vectors and be targeted from any base square they occupy.

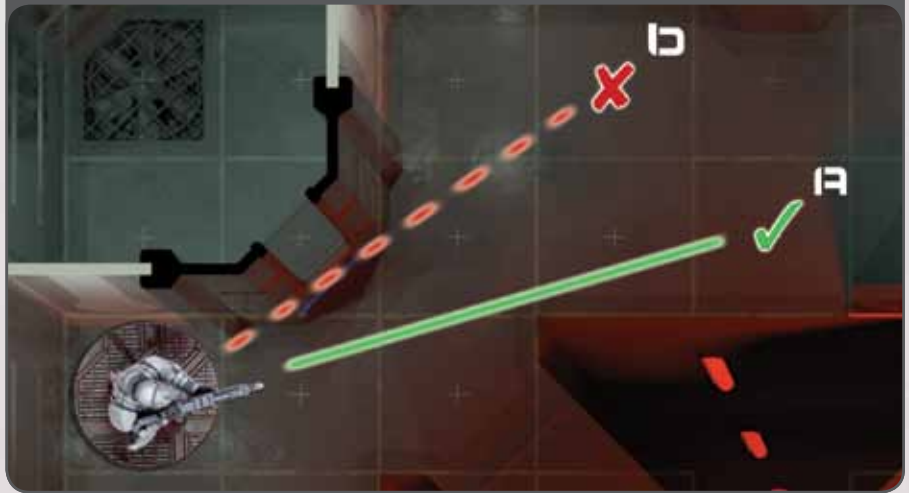
Special Rules

Some models or scenarios have special rules detailing specific abilities or situations that alter the way the game is played. Special rules always supersede the basic rules of play unless otherwise stated.

EXAMPLE OF PLAY

A Samaritan Grenadier lays down a singularity grenade to prevent Necro-forms from advancing during the Samaritan's retreat. The zone for the singularity is placed when the Grenadier makes his attack. The zone stays in play through the rest of the Vanguard active mode. At the end of the Vanguard active mode, the zone is removed from play.

VECTORS The Samaritan can draw a vector to square A, square B is blocked by the wall.



Areas of Effect

Game effects like explosions, radiation and gravitational pull can influence large areas of the board. *Areas of effect* (AoE) define how an effect emanates from a base square and affects the models around it.

An AoE is represented by a cardboard template, three squares by three squares in size. The middle of this template must be centred on a single target square – this counts as its base square. Any model in or adjacent to an AoE's base square is affected by that AoE.

Areas of effect are blocked by walls and other blocking features. If vector is blocked to a model within the AoE, it is not affected by the AoE.

Zones are persistent areas of effect that remain in play. A zone is placed upon the board, and remains there until the beginning of placing players next active mode. Any model moving into a zone while it is in play is subject to its effect. A model leaving a zone no longer suffers from the zones effect. Once a zone is removed from play, it's effect ends.

Blasts are instant effects that affect valid targets within their AoE, and are then removed.

Zones and Blasts

The area of effect of the Singularity Grenade is blocked by the walls and door.



Tactical Data Cards

Models personify characters and creatures in the science fiction universe of Sedition Wars. When playing the game, each model uses a set of characteristics and attributes to define that model's abilities.

These stats are collected on a model's Tactical Data Card, for easy reference.

Model Stats

A model's stats are the rules, values, and variables that affect play. Each model's card details the model's stats and abilities.

SIZE

The size of a model determines the number of squares it will occupy on the game board.

N (NORMAL) – models this size occupy a single square on the game board.

L (LARGE) – large sized models occupy a two by two square section of the game board.

Any square that a large model occupies can be treated as that model's base square for the purposes of determining vectors, effects, and cover.

Large models can draw vectors and be targeted from any base square they occupy

Faction Icon:

Assigns the model to a specific faction.



VANGUARD



STRAIN

Name:

Name of the model

The type of model:

Trooper, Elite, Hero, Commander

Unique Models

Hero and Commander Models are unique. A force can only ever have one of a unique model of that Faction, Name, and Type.

For example, a force with Captain Kara Black can only have one Captain Kara Black in it.

COST

How much it costs to field this model in a player's force.

TACTICS LIMIT

This is the maximum number of Tactics counters that a Vanguard model can have at any time.

EVOLUTION COST

Some Strain models can evolve during play into new creatures. This is the amount of Nano it costs to trigger that evolution.



MOBILITY

The number of squares a model can move in a single move action.

DEFENSE

The target number for attacks against this model.

WOUND TRACK

For tracking the current level of damage sustained during the game.

WOUNDS

The amount of damage the model can sustain before it is dead or disabled.

ATTACKS

Each attack listed on a model's card is one of the attacks a model can choose from during its activation.

ATTACK NAME Name of the attack.

ATTACK [MOD] The modifier added to any dice test or attack roll made with this attack.

ATTACK RANGE Determines the range or area of effect of the attack.

DAMAGE | STAGING The base amount of damage done if the attack hits, and the amount dealt for each 6 rolled in the attack.
For example 4|1 or 2|2

ATTACK EFFECT If the attack has a special effect, the effect is explained here.

SPECIAL RULES Some models may have special rules or abilities that alter the way they play the game. Special rules always supersede the basic rules of the game, unless otherwise specified.



TRAITS

These are abilities that are always active, and don't require an action to use. These are applied whenever the rules call for it.

ABILITIES

These are abilities that the model can use during activation. For more on abilities see page 13.

PLAYING THE GAME

Once the game board has been set up, players determine which player takes the first turn in the round and the game begins.

The Game Round

Play is split into *rounds*, which are further split into two *Active modes*; one for each player. Players determine who takes the first turn as the Active mode player before beginning the game. See 'Setting up the Game' on **page 16**.

The player in Active mode can *manage* their force and perform *activations* with their models.

The player not in Active mode is in *Reflex* mode, and can use certain abilities of their models to react to the actions of the player in Active mode.

Once the player in Active mode has completed their turn they enter Reflex mode and the other player enters Active mode.

After both players have taken a turn in Active mode the game round ends.

The next round begins with the original player starting off again in Active mode.

EXAMPLE OF PLAY

The Vanguard player starts the round in Active mode, with the Strain player in Reflex mode. The Vanguard player carries out his force management, and begins activating his models. The Strain player, in Reflex mode, watches like a hawk for any conditions that might trigger his force's Reflex abilities. Once the Vanguard player is done with his Active mode, the roles switch.

The Strain player now plays his Active mode, and carries out his force management phase and activation. The Vanguard player – now in Reflex mode – also watches for any opportunity to use his force's Reflex abilities.

Once the Strain player finishes Active mode, the round ends and a new one begins.

Active Mode

When a player enters Active mode they go through two phases in the following order:

Force Management – During the *force management phase*, the player performs faction-specific force management such as accessing the TacNet for Vanguard players and moving Nano for Strain players.

Activation – The *activation phase* is the phase where a player activates the models in their force and performs actions with those models. Each model can make a number of actions, which are described on the next page.

After a player has completed their activation phase, their turn ends.

Reflex Mode

During reflex mode a model can use any ability on their card that has a *reflex trigger*; this is called a *reflex ability*.

When a reflex trigger's conditions are met, the controlling player must declare the use of their reflex ability.

A model can only use a single reflex ability during reflex mode, even if the model has multiple abilities with reflex triggers.

The triggered ability interrupts all other actions, and is resolved immediately. Once the reflex ability has been resolved any interrupted actions may be resolved normally.

If more than one models' reflex triggers conditions are met simultaneously, the player in reflex mode determines the order of resolving the reflex triggers. If the target of a reflex ability is removed from play (killed or otherwise) before other models can resolve their reflex triggers against it, those models do not act and are able to use their reflex ability later in the reflex mode.

EXAMPLE OF PLAY

A Scythe Witch is in Reflex mode when a Samaritan Reaver opens up on it with the Reaver support weapon, hoping to stop it before it eviscerates his pals.

Before the attack can be resolved, the Scythe Witch's reflex trigger activates. According to her reflex trigger, when attacked she can use the Spring Heeled ability to move towards or adjacent to her attacker.

Before the Reaver resolves his attack, the Scythe Witch uses Spring Heeled, which allows her to move up to 6 squares, ignoring covering obstacles and models. She moves the full 6 squares, into a square adjacent to the Reaver.

The Reaver still resolves the attack, but does so against the Scythe Witch in the adjacent square – granting a bonus to the Scythe Witch's Defense.

"I never even saw it..."

Final gasped transmission from Samaritan Ranulf



Taking Action

The player activates their models one at a time. A model can only be activated once per activation phase.

During its activation, the model can do one of the following:

1. Perform two actions.

Each action can only be performed once per activation.

- ◆ Move a number of squares up to the model's Mobility value.
- ◆ Perform an attack.
- ◆ Secure a strategic point.
- ◆ Use a strategic point.
- ◆ Use an ability – an ability can only be used once and counts as a separate action.

2. Perform a single focused action.

- ◆ Focusing an attack or attack ability adds Attack +d6 to the first attack made with this action.
- ◆ Some abilities require a model to perform a focus action to be used. These abilities do not benefit from an additional d6.
- ◆ Performing a focused move action is called a run and allows a model to move up to twice its Mobility value.

EXAMPLE OF PLAY

The Vanguard are punching into Strain territory with a vengeance.

A Samaritan Reaver in the squad lays down a curtain of devastating fire and then advances to cover the point (attack and move).

Captain Kara Black moves next to the Reaver, and uses her Fire Order ability to squeeze another devastating burst of support fire from him (move and use ability).

A group of Samaritans that were guarding the rear make a double move to become the leading edge of the advance (run as a focused action).

Meanwhile Corpsman Vade is trying to keep a badly wounded trooper alive, and uses his Combat Medic ability as a focused action to heal the trooper (focused action on ability).

While all this is happening, Akosha uses Wired to ready herself for the Strain advance during Reflex mode, and to top it all off, she uses her Killshot ability to take out a Quasimodo that the Reaver somehow didn't manage to kill earlier. (Uses two different abilities).



Movement

A model making a move action can move a number of squares up to its Mobility value. Models move from one adjacent square to the next, and can move straight and diagonally between squares.

A model can't move into areas of the board where there are no squares. Additionally, if a square does not have a center point, a model can't be moved there.

A model can move through squares occupied by friendly, normal-sized models. A model cannot move through squares occupied by models larger than they are.

A model cannot pass through a square occupied by any enemy model, regardless of their size.

Covering Features

Some squares are occupied by *covering features* that are indicated by a red line on the game tiles. Windows are also covering features. The rules for these are slightly different, and they are indicated on the game tiles by blue lines.

Covering features are obstacles that can provide protection to models but also slow a model down. Moving over a covering feature counts as moving two squares.

A model must move straight through a window and can only move to a square that is perpendicular to the window's edge – you cannot move diagonally through a window.

EXAMPLE OF PLAY

A Brimstone has a good shot lined up, targeting Akosha along a line of fire with four Samaritans in the way. To make sure he hits the agile sniper, the Brimstone focuses his attack, not moving or performing any other actions during his activation.

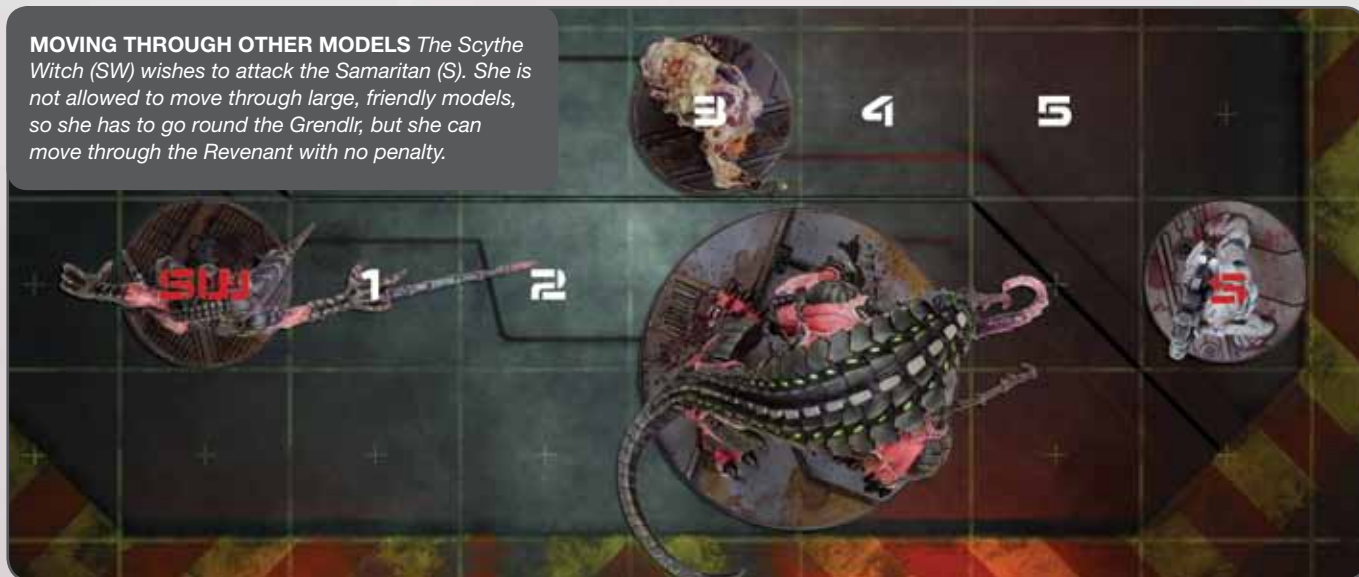
When he makes his combat roll to hit Akosha, he'll roll 4d6 instead of 3d6.

MOVEMENT OVER COVER AND THROUGH DOORS

Morgan can move over the low cover feature, costing him an additional square of movement (white numbers), but he only has a mobility of 5, so does not have enough movement to go through the door as well (red numbers). He chooses to ignore the door and move elsewhere.



MOVING THROUGH OTHER MODELS *The Scythe Witch (SW) wishes to attack the Samaritan (S). She is not allowed to move through large, friendly models, so she has to go round the Grendlr, but she can move through the Revenant with no penalty.*



Doors

There are multiple different kinds of doors present on the board, each defined by a particular color.

Standard Door (white). Standard doors are the most common doors on the board. They automatically open as soon as – and remain open as long as – a model is adjacent to them. They close automatically when no model is adjacent to them.

Airlock Door (red). Airlock doors seal off important parts of the board. If open, these doors remain so until closed. To open or close an airlock, a model must spend a point of Mobility.

Section Door (blue). Section doors are doorways between the separate rooms represented by each tile. Each joined blue door area contains one door. If open, these doors remain so until closed. To open or close a section door, a model must spend a point of Mobility.

Pressing Through

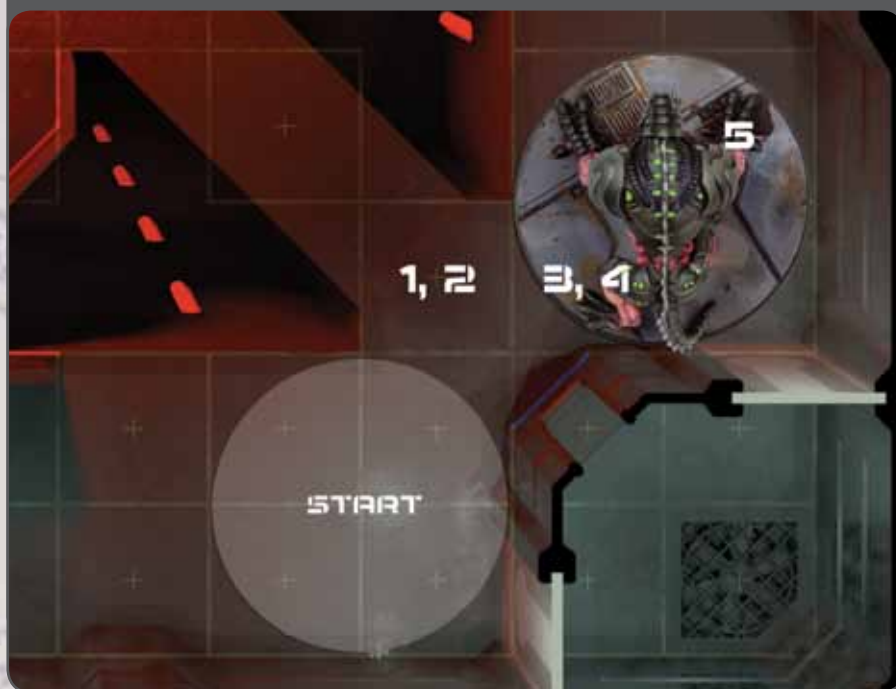
A large model can attempt to *press through* areas that are not large enough to accommodate their base size. A large model cannot press through windows of any size.

When a large model is pressing through a small space, each square moved through counts as two squares of movement.

While moving through a small space, a large model counts as occupying only the squares available to it on the map.

If the model ends its movement while still in a space too small for it, it becomes *stuck*. When a model is stuck attackers gain Attack +d6 on attacks made against this model. A stuck model cannot use any reflex abilities. To become unstuck, the model must press through the space in its next activation.

LARGE MODEL MOVEMENT: PRESSING THROUGH *The Brimstone has to spend two squares of movement to move through spaces smaller than his base. If he cannot move free of the smaller spaces in his movement, he becomes stuck. In this case he moves through the small space successfully.*



WINDOWS Windows are delineated with a pale blue line on the game boards. Windows function just like low cover, but you cannot move diagonally through them.



Attacking

Combat decides who is victorious in a Sedition Wars: Battle for Alabaster encounter scenario.

Combat in Sedition Wars: Battle for Alabaster relies on a handful of key concepts that players should keep in mind as they play.

When making an attack, the controlling player needs to:

1. **Select the Attack.**
2. **Determine Attack Vector.**
3. **Determine Range.**
4. **Roll to Hit.**
5. **Deal Damage.**
6. **Resolve Damage Effects.**
7. **Remove Models**

EXAMPLE OF PLAY

A Samaritan is covering the advance when a mob of Necro-Forms appears. At the beginning of the Samaritan's activation he selects a target for his Sabre ranged attack by choosing a Revenant from the mob.

1. Select the Attack

There are two types of attacks.

- ◆ **Ranged Attack.** When a model uses an attack to attack an enemy at a distance, this is a ranged attack.
- ◆ **Close Combat Attack.** When a model uses an attack to attack an adjacent enemy model, this is a close combat attack.

2. Determine Attack Vector

Select a target. Draw a vector from the attacking model to the target. Remember, an attack vector cannot be drawn:

- ◆ Through a blocking feature.
- ◆ Through a blocking model.
- ◆ Around or across a corner blocked by a wall.

If the attack vector crosses a covering feature like a corner, low barricade or foliage, then the target receives cover; see 'Combat Modifiers' below.

If an attack vector cannot be drawn to the designated target, the controlling player must redirect it to another target. If an attack vector cannot be drawn to any legal target, the attack is not made and the model can choose to take another action instead.

3. Determine Range

Check the range to the target. There are four range categories:

- ◆ **Close (C).** A weapon with *close* range can only be used against targets in an adjacent square.
- ◆ **Short (S).** A *short*-ranged attack can be used against targets up to 4 squares away.
- ◆ **Medium (M).** Attacks with *medium* range can be used against targets up to 8 squares away.
- ◆ **Long (L).** *Long*-ranged attacks can be used against targets up to 12 squares away.

When determining range, count from and include the square adjacent to the attacker's base square along the vector. You must also include the target's base square for the attack to reach.

EXAMPLE OF PLAY

The Samaritan levels his Sabre and takes aim. Checking range, the Samaritan determines that the Revenant is 6 squares away, well within medium range.

EXAMPLE OF PLAY

The player measures along an imaginary line to check if the Samaritan can see the target. The vector does not cross over any covering obstacles, and no blocking models are in the way. No defensive modifiers apply to the attack that will benefit the Revenant.

"If it can bleed...
we can kill it."

Operator Akosha Nama

VANGUARD PROOPER

NECRO-FORM - REVENANT

4. Roll to Hit

If the model's attack or ability is in within range of the target, and the model has an attack vector to the target the controlling player can make an attack roll.

- ◆ Roll 3d6 +/- any applicable modifiers.
- ◆ Attack rolls are always open. Any 6's scored allow the rolling of further dice.
- ◆ The final result of the roll is compared to the target's Defense score +/- any modifiers.
- ◆ If the final result equals or exceeds the target's modified Defense score, the attack hits.

EXAMPLE OF PLAY

The Sabre kicks against the Samaritan's shoulder as he pulls the trigger. The player rolls 3d6 and adds the Samaritan's attack modifier.

He rolls 6, 6, and 4. Sixes are open so he rolls the two dice again, adding the result to the total of the die roll. Rolling a 3 and a 5 on his additional dice, the total of his die roll is $6+6+4+3+5 = 24$

Adding his Sabre attack modifier (5) to the roll the result is 29.

The Revenant has a defense score of 12. 29 beats this easily, so the result is a hit.

5. Deal Damage

There are two types of damage, represented by two numbers separated by a / in the D/S section of each model's card.

Example: A Brimstone's Lockjaws attack is 3/1; Base Damage 3, Staging Damage 1.

- ◆ **Base Damage.** If an attack or ability hits it deals the base damage for the attack.
- ◆ **Damage Staging.** *Damage staging* accounts for particularly successful attacks, and deals additional damage to enemy models. When a player makes an attack roll, every die result of 6 on an attack roll allows the player to add the Staging value to the total damage done. Since attack rolls are open, any additional dice gained also count towards Staging if they roll a 6.

$$\text{Damage Total} = [\text{Base Damage}] + ([\text{Damage Staging}] \times [\text{6s Rolled}])$$

Subtract the damage total from the target's Wounds. When a model has 0 wounds it is killed. Remove it from the board. Any death effects are resolved simultaneously.

If a blast or zone AoE does damage, the damage total is applied to the primary target of the attack. Any damage dealt to models within the AoE will be detailed in the attack's effect.

EXAMPLE OF PLAY

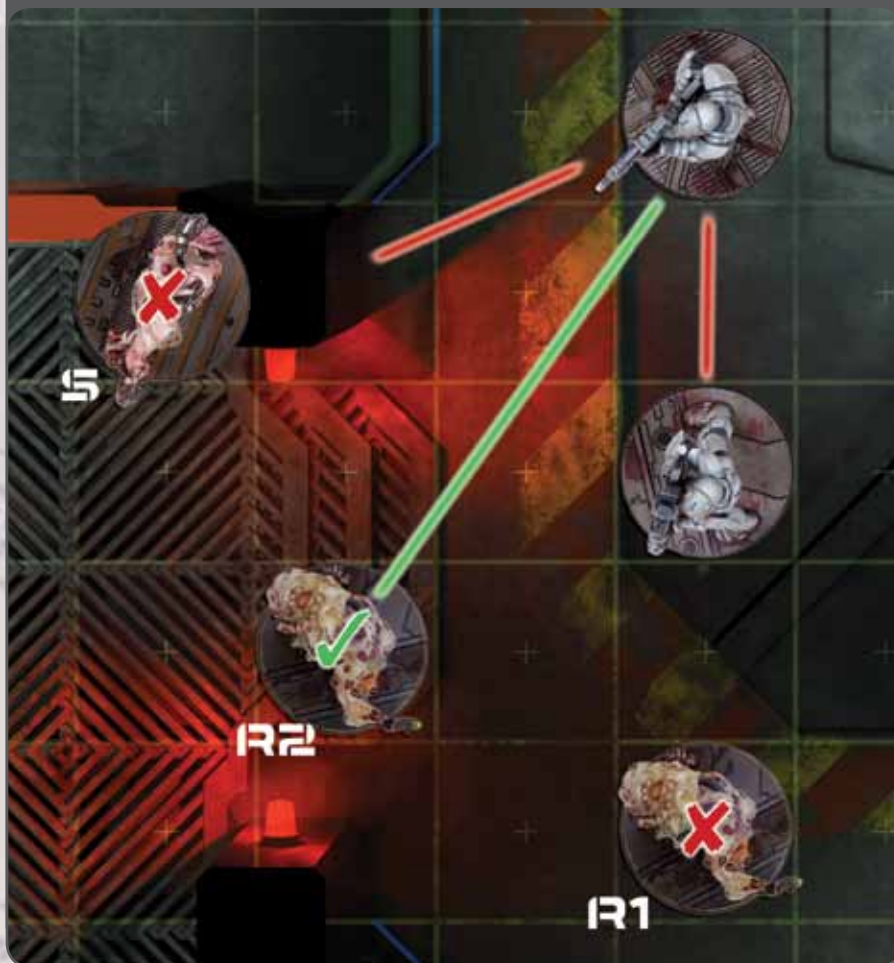
As the wave of coherent energy slams into the Revenant, it rips through tissue and bio-metal.

The base damage of the Sabre attack is 5, and it has a staging of 2. Because the Samaritan rolled two 6's he applies his staging damage twice.

The total damage is the base damage (5) plus the staging (2) for each 6 rolled in the attack. $5+2+2 = 9$

The Revenant has 10 wounds, subtracting the damage dealt reduces the Revenant's wounds to 1. Since the Revenant needs to be reduced to 0 wounds to be removed from play, the Revenant is still in the game.

ATTACK VECTORS The Samaritan cannot attack the Stalker (S), because the vector is blocked by a wall, he also can't attack the Revenant (R1), because the vector is blocked by a miniature of the same size. He does have a clear vector to the second Revenant (R2).



6. Apply Attack Effects

Some attacks have specific effects associated with them, which are detailed on the relevant model's card.

Most weapon effects are resolved after the attack has been made and damage applied, with the following additional considerations:

- ◆ If a weapon has any special exemptions from combat modifiers, these are applied before the attack roll is made.
- ◆ Blast AoE attacks have their effects applied after the attack hits and damage is applied to the primary target of the attack.

7. Removing Models

Models can be removed from play when they are *killed*, *mutated* or *evolved*.

- ◆ **Killed.** A model that is killed is removed from play. Any counters that must be left on the game board are placed in the square the model occupied before it was removed. Vanguard and civilian counters that are killed leave a corpse counter.
- ◆ **Mutated.** Infected models can mutate into Strain Exo-Forms. Remove the infected model from the game board and replace it according to the Strain mutation rules (page 28).
- ◆ **Evolved.** When a model is evolved the model is replaced with the model indicated on its evolutionary path. Remove the original model from the game board and place the new evolved form in the original model's base square. The new model retains any counters and/or status effects the original model had before it was evolved but comes into play with its maximum number of wounds.

Combat Modifiers

The following apply modifiers to combat rolls.

- ◆ Covering Features.
- ◆ Firing Close.
- ◆ Firing into Close Combat.
- ◆ Prone Target.

Covering features can be corners, low walls, plexi-glass partitions or pieces of machinery that afford some, but not total, protection from weapon fire. Features on the game board that are outlined in red, as well as doorways and corners, provide cover.

A defender adjacent to a covering feature gains a cover modifier against any attack vectors that cross the covering feature. If a model has cover it gains Defense +3.

A covering feature does not grant cover if the attacker is adjacent to it when the attack is made.

Obviously, if both the attacker and defender are adjacent to, but on opposite sides of, the same covering feature then it does not provide cover.

EXAMPLE OF PLAY

Akosha is taking cover behind a low barricade, trying to avoid weapons fire from a Brimstone.

If the Brimstone attacks Akosha, her adjusted Defense for cover will be 16 + a modifier of 3 for cover, for a total of 19.

If she attacks the Brimstone, she does not count that barricade into the attack, because she is adjacent to it.

Firing Close. It is very difficult to hit a target with a ranged attack while at close combat range. If an attacker is in close combat and using a ranged attack (L,M or S), the target gains Defense +3. Naturally, an attack with range C does not suffer this penalty.

Firing into Close Combat. If a model makes a ranged attack against a target that is adjacent to a model friendly to the attacker, the target gains the benefits of cover – Defense +3.

EXAMPLE OF PLAY

A Samaritan Reaver is trying to stop a Scythe Witch from tearing apart a cluster of troopers. She is adjacent to two other Samaritans, both about to be eviscerated.

Because the Reaver is trying not to hit his fellow Samaritans, his attack is more difficult. The Scythe Witch has a defense of 18 with a Defense modifier of +3 for close combat, for a total of 21. That Reaver better roll some 6's.

Prone Target. A prone target is a model that has been knocked down by an ability or effect. A prone target is harder to hit with ranged attacks but more vulnerable to close combat attacks.

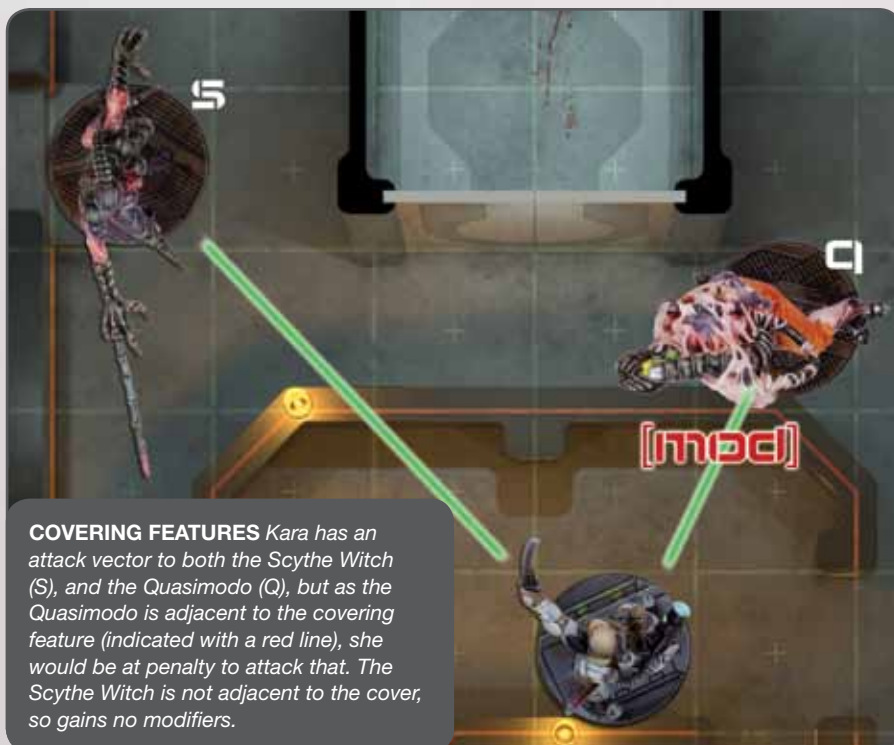
A prone target gains Defense +3 against ranged attacks.

An attacker making a close combat attack against a prone target gains Attack +d6.

LOW COVER Low cover is delineated by red lines on the game board.



**"If you stand in the open,
you're asking for it trooper!"**



COVERING FEATURES Kara has an attack vector to both the Scythe Witch (S), and the Quasimodo (Q), but as the Quasimodo is adjacent to the covering feature (indicated with a red line), she would be at penalty to attack that. The Scythe Witch is not adjacent to the cover, so gains no modifiers.

Ability Cost

Some abilities require that the controlling player spend Tactics or Nano counters (for more on Tactic and Nano, see the sections on Vanguard and Strain forces) in order to use or enhance them.

When a player uses an ability with a cost, the appropriate counters are removed once the ability is announced but before it is resolved. If a model cannot pay the cost of the ability it cannot be used, no counters are paid, and the model can instead choose to take another action.

EXAMPLE OF PLAY

Corpsman Vade is trying to prevent a trooper from mutating by using his Immunotherapy ability to reduce the trooper's infection status.

He moves adjacent to the trooper and uses the ability. In order for the ability to take effect, Vade has to spend 1 Tactic. Vade spends the Tactic and reduces the trooper's infection status by 1.

Abilities

A model's abilities enable it to make special actions, and are listed on the reverse of a model's tactical data card. A model can use multiple abilities, but each ability can only be used once per activation. Most abilities necessitate the use of one of a model's two actions to be employed.

An ability's rules always override the normal game rules even if the ability contradicts them.

There are a number of different types of ability.

◆ **Free Abilities.** Some abilities can be used without requiring the acting model to use an action. These abilities are called *free abilities*. A model can only use a single free ability per activation.

◆ **Traits.** Traits are passive abilities that are always in effect unless otherwise specified.

Traits are always free to use and can be applied even when in Reflex Mode. Traits are listed separately from abilities on a model's tactical data card.

◆ **Focused Abilities.** Some abilities have to be focused in order to be used. Others yield different or better results when used as a focused action. If the ability has to be or can be used as a focused action this will be specified in the ability type.

◆ **Attack Abilities.** Some abilities allow a model to make an attack as part of that ability. Any ability that requires the model to select a target and make an attack roll is considered an *attack ability*. A model cannot perform a normal attack and use an attack ability in the same activation.

Like normal attacks, an attack ability may be focused to gain an Attack +1d6 modifier to the attack roll made with the ability. However, some attack abilities must be focused in order to be used at all. In this case, the attack made with the ability does not gain Attack +1d6.

◆ **Movement Abilities.** These abilities allow a model to move as part of that ability. Any ability that moves the acting model is considered a movement ability. A model cannot perform a movement action and use a movement ability in the same activation.

Finishing Activation

Once a model's activation is finished:

- ◆ Make any status checks for that model.
- ◆ Apply any status effects that persist for that model.

The player may then activate a model that has not been activated yet this turn.

If all of the player's models have been activated the player's turn ends.

The player may also choose to end his turn at any time. He does not have to activate all of his models.



Status Effects

Models can suffer from different effects throughout the game.

Applying Status Effects

Models gain *status effects* from abilities, attacks or even *battlefield conditions*.

Each status effect will describe how it is removed.

Some status effects simply require a status check to be removed.

Other status effects apply as long as a model is within an area of effect, such as a *zone*.

EXAMPLE OF PLAY

Corpsman Vade is in trouble; he's been doused by the Vitrifier attack of a Quasimodo and has the Corrosion status effect. He's also been knocked prone by a Scythe Witch and is bleeding from one of her attacks. Things look grim.

At the beginning of his next activation he takes 3 Wounds from Corrosion, and 1 Wound from bleeding. Luckily he has a few Wounds left.

He carries out his actions during his activation. He uses a move action to stand, this removes the Prone status. He then heals himself with his Combat Medic ability, spending two Tactics to return two of his lost Wounds, and removing the Bleeding effect in the process.

At the end of his activation the Corpsman makes a status check against Corrosion, rolling 1d6 with a result of 5, success! Vade removes the Corrosion status.

With a sigh of relief Vade is no longer on the brink of death. Hopefully he can survive until the next round.

Status Rolls

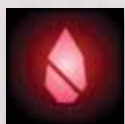
If a model is affected by a status effect, the model must make a *status roll* at the end of its activation. Make a separate status roll for each effect a model is suffering from.

When making a status roll, the controlling player rolls d6:

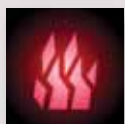
- ◆ On a result of 1-3, the status effect persists.
- ◆ On a result of 4-6, the status effect ends.

If the status roll fails to remove a status effect the model is still affected by the status effect and keeps the appropriate counter.

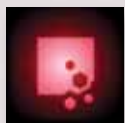
Here are the different status effects used in this set:



Bleeding. A model suffering the Bleeding effect loses 1 Wound at the beginning of its activation. If the model is healed of any Wounds, or if it passes a status check, Bleeding is removed.



Burning. A model suffering the Burning effect loses 2 Wounds at the beginning of its activation.

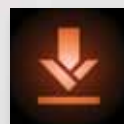


Corrosion. A model suffering the Corrosion effect loses 3 Wounds at the beginning of its activation. Models with

the corrosion effect that are killed do not leave corpse tokens.

Infection. A model with one or more Infection counters is suffering from nano-spore infection. Clip an Infection counter to the model. Models can have multiple Infection counters; just clip more counters below the first as the infection worsens.

For more information on infection see the 'Strain Infection' section opposite.



Prone. Prone models have been knocked down by an attack or effect. A model with the Prone effect cannot move any

squares or make close combat attacks. In addition, the model cannot use any ability, trait or reflex ability that allows them to perform a close combat attack or move squares. As a movement action a model with the prone effect can remove this effect; models do not get a status roll to remove the prone effect.



Inversion. Gravity Effect. A model with the Inversion effect cannot take move actions. If a model is moving when it gains

Inversion it's activation ends. When determining vector to a model with the Inversion effect, intervening models do not block vector. Inversion is removed when the effect ends, and cannot be removed with a status check.



Crush. Gravity Effect. A model with the Crush effect gains prone and loses 1 Wound when the effect is applied. If a

model is moving when it gains Crush it's activation ends. A model with the Crush effect cannot take move actions or use reflex abilities. Crush is removed when the effect ends and cannot be removed with a status check. After crush is removed, the affected model is still Prone.



Rad. A model with the rad effect has been dosed with gamma wave radiation that prevents regeneration and is

lethal to nanotechnology. A model with this effect cannot heal Wounds. In addition, a model with the rad effect cannot be evolved.



Singularity. Gravity Effect. A model with the singularity effect has its mobility reduced to 1 while the effect is applied,

and loses 1 Wound when the effect is applied. If a model is moving when it gains Singularity, it's activation ends. A model with the singularity effect loses 4 wounds if they end activation with the effect. Singularity is removed when the effect ends and cannot be removed with a status check.

Strain Infection

The Strain nano-spore is incredibly virulent. A scratch, bite, or even a breath of air thick with nano-spores is enough to infect a human being.

After infection, a horrific process ensues, whereby a living creature's tissues are assimilated by the nano-spore and its body converted into one of the Strain.

Most Strain models have the ability to infect. Non-Strain models can also be infected by exposure to nano-spore in, for example, infested board sections. When a model is first infected, it gains an Infection counter and 1 level of the Infection status.

"Next time you shoot one of those things try not to get it all over me."

EXAMPLE OF PLAY

Kara is infected, the Strain nano-spore coursing through her body. In order to fight the infection, she has been making status checks each round. So far it's been kept at Infection status 1. At the end of her current activation, Kara rolls two dice (Kara always rolls two dice for status checks, thanks to her Dauntless ability). This time both of them come up 1. She has failed her status check.

Her infection status goes from 1 to 2. If it hits 3, the Strain player can – and probably will – turn her into a Necroform or nano-spore. The Vanguard player has to decide what he's going to do next turn; risk another status check, or get Kara to a medic...

At the end of an infected model's activation it must make a status roll. If the status roll fails, the model gains another Infection counter and the level of its Infection status is increased by 1. If the status roll succeeds, the model's Infection status does not change.

An infected model that is exposed to another form of infection has their infection level increased by 1.

A model's Infection status cannot progress higher than 4.

See 'Nano-Spore' in the Strain rules on **page 28**.



SETTING UP THE GAME

These are the steps to setting up a game of Sedition Wars:

1. **Select a Scenario.**
2. **Place Board Tiles.**
3. **Place Objective Markers.**
4. **Select and Deploy Strategic Points.**
5. **Generate a Force.**
6. **Deploy Forces.**

1. Select a Scenario

There are two types of scenarios in Sedition Wars: *strategic scenarios* and *campaign scenarios*.

For your first foray into the terrifying struggle between the Strain and the Vanguard, we suggest playing through the Outbreak Campaign, which starts on **page 42**, as it introduces all the rules of the game. Once you've enjoyed this series of linked scenarios, then you'll be fully equipped to invent your own nail-biting encounters with our strategic scenario rules.

Strategic Scenarios

Strategic scenarios are one-off, free-form encounters with a variety of objectives and themes, all determined by the players. Using the rules presented on **page 38**, players can construct their own scenarios by either choosing or randomly determining the objectives for the scenario. Strategic scenarios can be used as a quick way of putting a game together or they can be interspersed between the scenarios in a pre-existing campaign to provide additional missions. Equally, they can be utilized to create branching storylines that detail alternative outcomes in otherwise linear campaigns.

Campaign Scenarios

Campaign scenarios are pre-written adventures for you to play through. Sedition Wars: Battle for Alabaster includes Outbreak, a complete campaign arc that tells the story of the Vanguard's first encounter with the Strain.

Each campaign scenario will describe how the board tiles are placed as well as any objective markers, victory conditions, and strategic points.

2. Place Board Tiles

Each scenario takes place on one or more board tiles.

Refer to the specific scenario for the game board layout. Place the tiles in the configuration that the layout displays.

If the players are using a strategic scenario, tiles are chosen from any of those available. Players can either agree on a layout for the game board or each player can take a turn placing a single tile. A minimum of two tiles and a maximum of six tiles is recommended for strategic scenarios. This step must be completed first. Only when the board is agreed upon and laid out should the players proceed.

Some game board tiles have special properties. See 'Special Game Board Tiles' in the scenario section on **page 41**.

3. Place Objective Markers

Each side in a scenario can have one or more objective markers present on the game boards, used to track various mission goals and determine victory.

Each objective marker should be placed following the rules in the specific scenario.

If a model manages to end its activation on top of an objective marker, that objective has been successfully completed. Some objectives require models to take actions while on or adjacent to an objective marker. See 'Victory Conditions' on **page 18**.

4. Strategic Point Deployment

Before each player deploys their models, the strategic points for each faction must be placed on the game board.

Each scenario will determine if a player can or must use strategic points during the game. Campaign scenarios will define what strategic points each player can place on the board.

For strategic scenarios, each player can place a total of up to 4 strategic points of their choice on the game board; only two of any single type of strategic point can be chosen.



"I think I can bounce this one around the corner."

Samaritan Grenadier

Once the number and type of strategic points for each player have been determined, these are placed on the game board according to the rules in the scenario.

Some scenarios allow players to choose where their strategic points are placed. When this is the case, each player rolls 1d6 and the player with the highest roll gets to choose which player will place a strategic point first. Players then alternate placing a strategic point on the game board until all strategic points have been deployed.

When strategic points are placed, players must use the following rules:

- ◆ A maximum of 4 strategic points can be placed on any game tile.
- ◆ A room smaller than 8x8 squares can only hold a single strategic point.
- ◆ Strategic points must be at least 3 squares away from a section door or airlock.
- ◆ Strategic points must be at least 6 squares apart from one another or 4 squares apart if they are on different tiles.

Using Strategic Points

A model must be adjacent to or on a strategic point in order to use it. Using a strategic point requires an action. A strategic point can only be used once per turn.

Some strategic points require a model to move onto the square it occupies. Treat the model as in the base square the strategic point occupies. Any model or nano-counter may do this.

Certain strategic points allow a model to make an attack. This counts as an attack action for the model using it.

When using strategic points that have a cost of some kind, the model using the strategic point must pay the cost at the time the ability or action is used.

Strategic points cannot be targeted by attacks unless a scenario or special rule specifically states that they may be.



5. Generate a Force

After the game board has been set up, players must create the force they will be using for the scenario. Players receive force points that they spend on models to build their force.

In campaign scenarios, the number of force points a player receives to build their force is included as part of the scenario rules.

Players using a strategic scenario receive 20 force points for each tile used in the game.

Example: A game board made up of 4 tiles gives each player 80 force points.

Each specific scenario will list some or all of the following for each force:

- ◆ **Force Points.** The number of points a player receives to build their force.
- ◆ **Force Requirements.** Any specific models that the player must use in their force.
- ◆ **Troop Costs.** The cost in force points of each model.
- ◆ **Troop Limits.** Models that are allowed or unallowed in the scenario, and restrictions on the number of each type.

Spending Force Points

A player can recruit any model into their force that meets the following criteria:

The model matches the faction chosen by the player.

The model meets the limits set by the scenario.

The model can be placed into the force without exceeding the force point budget.

A force must begin play with a number of models equal to the force point budget divided by ten (rounded up).

Example: A player with 80 force points to spend must include at least 8 models in their force.



EXAMPLE OF PLAY

The Vanguard player is putting together a strike team for a scenario. The scenario calls for a budget of 40 points worth of models – according to minimum force requirements this means the strike team has to have at least four models. The scenario also gives the player a bonus ability for Corpsman Morgan Vade, so it's advantageous to include him in the force.

The player takes the cost of Vade (15 points) from the 40 points, then adds Operator Akosha Nama (another 15 points), for back-up. Knowing that the Strain are going to be deploying a lot of Necro-forms in the scenario, the player looks at the remaining 10 points and decides to spend them on 2 Samaritan Troopers (5 points each). Adding the total together the Vanguard player has a force with 4 models worth 40 points.

Deciding this isn't the right number of models, he decides against fielding Akosha, and opts to replace her in favor of a Samaritan Grenadier (10 points) and an additional Samaritan Trooper (5 points). The Vanguard player now has a force with 5 models worth a total of 40 points. Hopefully the heavy weapon abilities and the Samaritan's tactics combined will give the player the right combination of firepower to survive the scenario and attain his objectives.

6. Deploy Forces

Once the board has been set up and forces are generated, each force can be deployed on the game board.

Each player rolls 1d6 and the player with the highest score chooses who will deploy first.

In strategic scenarios the player to deploy first chooses an outside tile edge and deploys their models within 5 squares of that tile edge in any clear square or squares.

In a campaign scenario there are specific rules that determine how each force will deploy. Each player must deploy their force according to the scenario deployment rules. Campaign scenarios will have highlighted areas on the game board diagrams to indicate deployment zones for each player.

When a player deploys their force, they deploy all of their models at once unless the scenario specifies otherwise.



"I've seen all kinds of contagious... what you've got trooper is a serious case of stupid!"

Corpsman Morgan Vade

Victory Conditions

Each scenario has a set of victory conditions that each player must fulfill. The first player to fulfill all victory conditions listed in the scenario is the winner and the game ends.

There are two types of victory conditions in a scenario, *missions* and *objectives*.

◆ **Missions.** A mission is a set of multiple objectives, all of which must be met in order to achieve victory. Each player can have their own unique mission.

Each mission will list the objectives needed to complete the mission.

A mission can have both free and ordered objectives.

◆ **Objectives.** An objective is a specific action or event that a model or counter in the player's force must trigger. Once the objective is triggered, the objective is immediately completed.

Some scenarios require only a single objective. Scenarios can have multiple objectives but require only one to be completed in order for a player to achieve victory. Multiple linked objectives form a mission (see above).

There are two types of objectives, *free objectives* and *ordered objectives*.

- ◆ **Free Objectives** can be triggered by a player at any time. A free objective is most often represented by a strategic point or an objective counter.
- ◆ **Ordered Objectives** must be completed in a specific order detailed in the scenario. Ordered objectives are most often represented by numbered counters.

THE VANGUARD

A versatile and lethal fighting force, the Vanguard relies on weaponry, tactics, and superior firepower to dominate the battlefield. Samaritans are the elite fighting force of the future, incredibly capable, each member a part of a well-oiled machine. Through the strategic application of force, area of denial attacks, and sustained fire they can dominate superior numbers.



The Vanguard is the epitome of bravery in the face of overwhelming odds. Unprepared for the terrors of the Strain, they must rely on their equipment and training to overcome one of the most lethal threats they have ever

encountered. Luckily the arsenal they have at their disposal is also augmented by a robust network of target and combat information that allows them to respond to the most taxing of combat conditions.

"That's right Trooper, having all the cool toys is a good start. But you've got to know what to do with them..."

Sergeant Harper, Vanguard Training Academy



Playing the Vanguard

A Vanguard force represents a flexible strike team of well trained soldiers equipped with high tech armor and weaponry.

Choosing the Vanguard means you control a rapid response strike team that is capable of adapting to the flow of combat. Whether this means holding a strongpoint while operators carry out combat objectives, providing defensive fire for

advancing troops, or delivering a crippling blow to the enemy's forces, the Vanguard are ideal for tactical network against an enemy like the Strain.

Heroes

The Vanguard heroes brave enough to face the horror of the strain are some of the toughest soldiers under Captain Kara Black's command.

Captain Kara Black

Life in the Vanguard isn't like some soft Core World military duty. You need to be able to adapt, prevail, and survive. A Vanguard Captain can do that, and keep a cool enough head to decide when sacrifices are necessary, when risks need to be taken, and when it's time to stand on the line and hold firm. My company, they trust me. I've served on this Bastion for nearly a decade. We've fought colonial rebels, pirates, black market smugglers. We have handled some rough chop together. We've saved each other's lives countless times.

Now we're facing an unknown and potentially catastrophic outbreak with system wide implications if it gets loose. I know I'm new to the command, but I have no choice in being up to this challenge. It's my duty to nail this crisis to the floor. And damn it, Vanguard Command isn't being straight up with me on this, and I want to know why.



Corpsman Morgan Vade

You want to know why I never take this mask off in the field? I have a thousand reasons – viral clouds, biotic death-agents, nano-spores, nerve toxins, and mutagenic gasses. Not to mention the vast inventory of naturally occurring battlefield odours that tend to induce gagging and vomiting. You think I need this thing to breathe? Buddy, I need this mask like you need your gun. If I'm down due to a cloud of Diagon-713, you're pretty much screwed.

That goes double for the goggles – do you know what it's like to get blood and dust in your eyes while you pile guts back into a still kicking trooper? These Medspecs help keep my sight clear. With these I can pick out a wounded Samaritan from a hundred meters, and tell whether or not he can be saved.

And the guns? Well, let me tell you kid...

There's a reason they call me the Mercy-killer.



Operator Akosha Nama

I framed up when I realized I wanted to maintain combat effectiveness in a hostile target rich environment. Most of the biological me is gone. A duralite skeleton, synthetic nervous system, smart wired cortical implant, expert-system nervous connectors, and perfect long range vision. The tactical edge is substantial. Just because I prefer a kinesis rifle doesn't mean I'm an easy mark up close.

As an Operator it's my duty to be cutting edge. It's my job to be a perfect killer. Most Samaritans get a little nervous before combat, but I keep steady and still. Sure, some personnel call me cold, even psycho.

And sure, I might be a bit detached – keeps me objective during the thick of it. Funny thing is, most troopers don't seem to mind once I've saved their ass.



Specialist Barker Zosa

There is an elegance to the application of force. Although some soldiers may apply a Sabre like a scalpel or a brush, others may be abrupt, using their carbine to bash the enemy down with repeated assault.

It is in my experience that the most effective soldiers are those that know when the style of application makes a difference. A soft touch can be deadly against a powerful foe.

And if the enemy does not yield to the surgical approach, they without fail shatter under the strike of the hammer.



Samaritan Troopers



A squad of Vanguard Samaritans can end up visiting dozens of systems on a single tour of duty. This means that each squad must be ready for a vast number of tactical situations.

Protected by state-of-the-art Prophet Armor, Samaritans are entrusted to succeed in the most hostile of battlefield conditions. Should they die in combat, each Samaritan is implanted with a cortical recall beacon that allows the mind of the slain soldier to be uploaded into a vat-grown replacement body.

Samaritan Lancer

An interlaced electron beam acts as a guidance system for the plume of super-hot plasma fired by the Azriel class fusion lance. The highly intense beam of energy is capable of burning holes through Meridian class hull-plating.



Designed as a man-portable, close combat, anti-materiel weapon platform the Azriel is deployed with a Technician class Samaritan specialist designated as Lancer. Serving dual purposes as a breach expert and an anti-personnel sweeper, the Samaritan Lancer is ideal for on point for incursions into hostile facilities and hard point extraction missions.



Samaritan Grenadier

Trained in the use of the Bouncer MPGL, the Samaritan Grenadier is ideally deployed in tough protracted battles against masses of hostile forces. A Samaritan with an MPGL acts as support during assaults, and as an area of denial specialist in defensive operations.

Samaritan Reaver

The Reaver kinesis support weapon is a rapid fire weapons platform capable of sustained automatic fire. Using a maxis fusion cell, it is also capable of creating kinetic pulses powerful enough to bend hull plating or crush unprotected flesh and bone into pulp. A Samaritan armed with a Reaver is a devastating force in the battlefield against targets at short to medium ranges.



Hurley

The Vanguard Hurley is a tactical mobile combat information centre that interfaces with the Vanguard tactical network. Designed to provide Vanguard troopers with defensive and offensive support, the Hurley fulfils multiple roles through the use of autonomous drones that respond to the Hurley AI's own instruction.

The Hurley uses a class obsidian firewall, and is capable of preventing network intrusion and viral attack on the Vanguard Tac-Net.

It is also armed with a Kinesis Cannon, frequently referred to as the Comfort Gun.



The Vanguard

The Vanguard are precise, tactical, and effective. Using the Tac-Net, the command structure of the Vanguard relays important tactical information to its troops that take the form of Tactics points in the game.

Tac-Net

The Vanguard Tac-Net is a simulcast tactical communications network that allows the Vanguard to maintain complete operational awareness – even during the most chaotic of encounters.

Tactics Counters

The Tac-Net is represented by *Tactics counters* from the *Tac-Net pool*. At the beginning of every Vanguard Active Mode, during the force management phase, the Vanguard player replenishes and distributes the Tac-Net pool. Tactics Counters are used to enhance or access certain attacks and abilities of Vanguard models.

There is no limit to the number of Tactics counters in the Tac-Net pool.

At the beginning of the game, the Vanguard player begins with a number of tactics counters equal to the highest Tactics Limit in their force plus 1d6.

Tac-Net Pool Replenishment

At the beginning of each force management phase the Vanguard player gains a number of Tactics counters equal to the highest ranking model's Tactics Limit, as shown on their tactical data card; these are added to the Tac-Net pool.

Example: If the force has a Commander, who has a Tactics Limit of 4, in play at the beginning of the tactical phase, 4 Tactics counters are placed in the Tac-Net pool.

If the Commander is removed from play, the next highest ranking model's Tactics Limit is added to the Tac-Net.

MODEL RANK	TACTICS LIMIT
TROOPER	1 Tactic
ELITE TROOPER	2 Tactic
HERO	3 Tactic
COMMANDER	4 Tactic

Tactics Counter Distribution

After the Tac-Net is replenished, Tactics counters can be distributed to Vanguard models. The Vanguard player can take Tactics counters from the Tac-Net Pool and place them on a model's card. A model can never have more Tactic counters than its Tactics Limit.

Using Tactics Counters

Tactics counters are used for a variety of reasons. When a model has an ability or attack, or wishes to use a strategic point, that requires the use of Tactics counters, these counters must be spent from the model.

Some general Vanguard special rules however, such as target designation, require the expenditure of Tactics counters directly from the Tac-Net Pool.

EXAMPLE OF PLAY

At the beginning of the first Vanguard force management phase of the game, the Vanguard player manages to roll a 6 for the number of starting Tactics Counters, and with Corpsman Vade (Tactics Limit 3) deployed to his squad as the ranking model, the starting tactical pool has a whopping 9 points in it (6 for the roll plus 3 for Vade's Tactics Limit).

By the beginning of the second round there are plenty of targets to deal with, and the Vanguard player adds 3 more Tactics counters to the Tac-Net Pool – now at 12 points. He distributes Tactics counters to his troopers and to Corpsman Vade, which drains the pool down to 6 Tactics counters. He saves the 6 Tactics counters for the next round in order to make sure there is enough to deal with emergencies, knowing that Vade will be adding another 3 points to the pool. That is, of course, if he's still in play at that time.



Special Vanguard Rules

Target Designation



The Vanguard player can choose to spend Tactics counters directly from the Tac-Net Pool to designate priority targets.

During the Force Management Phase, after Tactics counters have been replenished and distributed, the Vanguard player can spend a Tactics counter from the Tac-Net Pool to place a Target Mark Counter on an enemy model within a Vanguard vector. A model can only have one Target Mark Counter on it at one time. The Vanguard player can place as many Target Mark

Counters during the Force Management Phase as they like, within the limits of their Tac-Net Pool.

When attacking a model with a Target Mark Counter, a Vanguard model may remove the counter to gain an Attack +3 modifier to their attack against that target.

Displacement Fields



A Displacement Field is an interlaced kinesis matrix that provides protection to the wearer.

Clip a displacement field counter to the base of a Vanguard model with a Displacement Field.

Displacement Fields do the following:

- ◆ Reduce the damage staging of attacks that hit the model by 1.
- ◆ At the players discretion, the Displacement Field can stop all damage from a single attack that hits the model. When used in this way, the attack still hits the target and any effects are applied, but no damage is dealt. When this is done remove the displacement field from the model.

Infected Vanguard

A Vanguard model can treat an Infected friendly model as an enemy if the model has an Strain Override counter (see 'Override' on **page 30**), or if the model has 2 or more Infection counters.

VANGUARD STRATEGIC POINTS



Auto-Doc

Any Vanguard model that uses an auto-doc can use it to repair wounds or cleanse their system. A Model on the strategic point can use the following action.

- ◆ **Cellular Recovery.** The Vanguard model taking this action has any damage they have suffered removed. In addition, any Infection counters are removed.



HAVOK Defense Gun emplacement

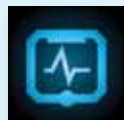
If a Vanguard model is adjacent to the base square of the HAVOK gun emplacement that model gains cover – Defense +3.

- ◆ **HAVOK Defense Gun.** A model on the Havok's base square can use the HAVOK Defense Gun as an attack action.

ATTACK	MOD	RNG	D/S	EFFECT
HAVOK DEFENSE GUN	*	S	6 3	[Free Ability] Make 2 Havok Defense Gun Attacks. These attacks must be against the initial target or valid targets within 2 squares of the initial target.

* Use the model's highest attack value.

"I like to keep my workspace clear. Full auto usually does the trick."



Life-Support Terminal

When a life-support terminal is used by a Vanguard model, that model can use it to remove toxins and nano-spore from the atmosphere. Models adjacent to the strategic point can use the following action:

- ◆ **Environmental Purge.** Spend 1 Tactics counter. Select up to a 4x4 square area within a single room on a board tile. If there are Strain Nano counters in that area, you may remove them from the board.



Security Terminal

Vanguard models adjacent to a security terminal can use the following action:

- ◆ **Tactical Assessment.** Spend 1 Tactics counter. Give 1 Tactics counter to all Vanguard models on the board.



Teleportation Control

A Vanguard model can use the teleportation control to move itself and other Vanguard models that occupy the teleporter. Models on the 3x3 card representing the teleporter can use the following action:

- ◆ **Combat Teleport.** Spend 1 or more Tactic counters. Select a 3x3 area of squares on the board tile. Place a single model (including the active Vanguard model) currently on the teleportation control strategic point in a clear square in the selected 3x3 area. Do this for each Tactics counter spent.

Strategy and Tactics

The strength of the Vanguard relies on the abilities of each member of a deployed force.

Commanders, heroes, and troopers all bring something to the battlefield. Knowing when to use the right ability at the right time is a big part of being successful with the Vanguard. Here are a few tips to follow.

The Samaritan

The Vanguard relies on the Samaritan as the core of its fighting force. Using them is incredibly important not only because they are good at absorbing damage, but also because they provide excellent threat response during Reflex mode. In addition, support Samaritans such as the Grenadier and the Reaver complement a Samaritan squad with the additional firepower of their specialist weapons.

Reavers can give a much needed knockout punch to mobs of Strain, and Grenadiers can use gravitic grenades to deny areas of the map and to control strategic choke points. A varied force composition means you'll have a way of responding to all types of incursions.

Use your Heroes

Each hero brings a distinct avenue of specialty to the game. The right hero in the right scenario can make a massive difference in battle. Corpsman Vade is practically a must have for any encounter, and Kara makes any group of troopers even stronger with her ability to lead and direct tactical fire. The added power of Akosha and Zosa can tilt the balance of a battle in your favor. Both heroes have abilities that add lethality to your force, either as a surgical strike in Akosha's case, or Zosa's less subtle method of killing swathes of enemies with awesome weapons from the Vanguard armoury.

Distance is Everything

Letting the Strain get close is a huge mistake, not only are they lethal in close combat, but the infectious nature of their attacks means that they can compromise your force. Maintaining a perimeter, and knowing when to retreat to avoid being overrun is important. Sacrificing already infected troops is one way to blockade a rush of Strain Necro-forms.

Just remember, every corpse you leave behind is a Revenant waiting to happen.

**"Stay sharp out there people,
this is not a simulation."**

Captain Kara Black

Medic!

Infection is your worst enemy. Do your best to secure strategic points that help you fight infection. Maintaining the use of Prophet Armour bio-protocols will also keep the infection at bay even if only temporarily. This is where Corpsman Vade proves to be a crucial part of your force. He can keep troopers in the fight and even bring them back from the brink if the timing is right. Auto-docs are equally as vital, just be sure to cycle troops through them quickly. And remember, you can always put a bullet through an infected trooper before he mutates, or take out a model with Override with its own attack.

Tactical Command

Tactical Integrity is everything. Marking targets gives you a major edge, especially when you combine Target Mark counters with abilities that turn those counters into extra dice. To maintain that edge, keep your heroes alive at all costs, they lend to the Tac-Net's strength as long as they are on your side.

Mark targets, use those counters, and make sure you are replenishing Tactics where it counts. When you have a security terminal on the board, make sure it gets manned as soon as possible so that tactical assessments can replenish points as they are spent. Without a constant stream of Tactics you won't be able to use key abilities, and then the Strain will be very hard to stop.

Your AI is Your Best Friend

Hurley is an important addition and when the force point budget is high enough it's a good idea to add him into the mix. Hurley's actions tend to get used up either spawning drones, or issuing commands to them. Drones, however, are super important. Deploying them and issuing commands to them to scout and protect troops is very important. His big-ass gun is something that will rob him of drone command potential, but don't be afraid of using it when you need to.

Also, if the Strain player is constantly harassing you with Override, Hurley's firewall ability is a great umbrella for keeping infected personnel clear-headed and operational.

THE STRAIN

The most secretive echelons of Solcom scientists call them the Prometheans. Entities of unsurpassed technological prowess, they left this galaxy long aeons before humanity and the Solar sphere expanded to occupy the void. Their technology has always been a constant mystery, enigmatic methods of manipulating matter, energy, and the fabric of space-time.



The nano-system at the core of the Strain is a horrific blend of Promethean technology and terrorist cyberweapon. Lethal, without conscience, and almost certainly unable to check its own spread, it

holds the potential for untold destruction and death. At the present time, the Strain Construct is an insane hybrid, a deadly chimera that will consume any living thing that crosses its path. Regarded at a safe distance, the Strain appears deadly but chaotic and without direction; a threat, but not a dire one. However, should the Strain attain sentience – a terrifying possibility owing to its assimilation of the AI Cthon – it will overwhelm a galaxy unprepared for its advent, growing at an exponential rate as it assimilates everything it encounters.

"The sheer speed of metamorphosis is fascinating, although I hear that my view isn't shared on the frontline."

Senior Technician Rosberg, Vanguard Biotech Division



Playing the Strain

The Strain embodies several survival horror themes – Infection, techno-horror, and nano-technological reanimation.

Choosing the Strain means close combat, swarming tactics, and the use of nano-spores to infect and infiltrate. Through the unique mechanics and abilities available to the Strain you can effectively mutate your force from a ragtag mob of animated husks and infected civilians, into a deadly and unstoppable collection of monstrosities.

The Nano-Spore



The virulent adaptive nature of the nano-spore allows it to act as a vector for Strain infection. Any infected victim is slowly subjected to the ravages of a metabolic Trojan that subverts cellular mechanisms to express a Strain template. The cells of the infected victim are broken down and rapidly converted into a union of alien technology and still-living organic matter. The initial results are an inchoate mutation, only capable of directed action when under the control of the Strain construct.

Necro-form – The Revenant

A Necrotic host acts as primary incubator and delivery vehicle for the Strain infection. Extremely dangerous in confined conditions mobs of these creatures can overcome even the most disciplined trooper. Prehensile tendrils with injector barbs act as a delivery vehicle for infection. Rapid incubation results in 100% conversion rate of dead or dying infected. Any corpse found in the battlefield can become one of these in an instant.



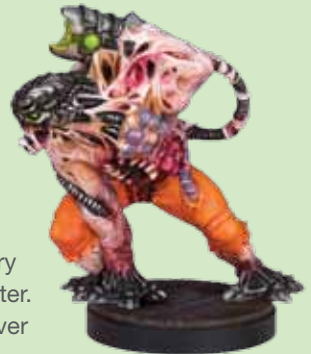
Exo-Form – Stalker

A living host exposed to Strain forced evolution and mutation. The stalker is faster and more determined than phase 1 Revenants. The stalker manifests a lethal mono-molecular talon and enhanced mobility. A prehensile tendril acts as vector for Strain infection.



Exo-Form – Quasimodo

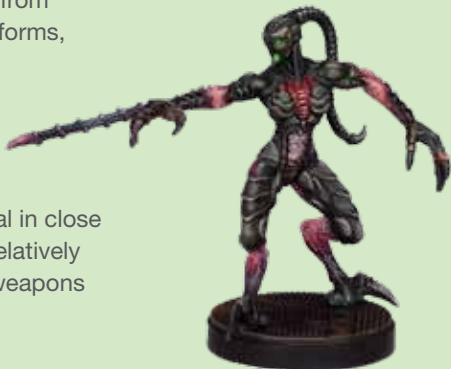
These twisted monstrosities have merged with a military class weapon. Probably former security personnel, the Quasimodo have been converted into a lethal delivery vehicle for infectious bio-matter. It can strike at range, and never hesitates to do so.



Phase 3 Exo-Form – Scythe-Witch

Force evolved from phase 2 nano-forms, this creature is an agile leaping predator.

Extremely lethal in close quarters, but relatively vulnerable to weapons fire at range.



Phase 3 Exo-Form – Brimstone

Force evolved from phase 2 Exo-Forms – this newly evolved Strain beast has a heavily armored carapace capable of deflecting directed energy weapons fire. The creature's internal Energy Core feeds into a lethal chest cannon capable of cutting swaths through close formations. Its powerful limbs provide stability when firing.



Phase 4 Exo-Form – Grendlr

Thought at first to be the heaviest of the Strain Exo-Form constructs. This is a heavily armored, mobile nano-converter. Capable of swallowing a hapless victim whole, the incubation chamber within its body can forcefully evolve victims or digest their organic matter and convert them into nano-spore. Much faster than its size would indicate, this is a very difficult creature to kill. Maintain a safe engagement perimeter.

The Grendlr also seems to be able to induce empathic control over infected subjects. The nano-spore acts as an override for the infected subjects neurological systems.



Phase 5 Exo-Form – Cthonian

A massive conglomeration of evolved biomass combined with a powered armor carapace. The outer shell is a fully functional exoskeleton wrapped around a squid-like body composed of extremely resilient tissue. Capable of regenerating damage with dark matter conversion, this creature is nearly impossible to kill without the use of high output energy weapons. In addition to its defensive capabilities, the creature is armed with a gravitic beam weapon and a lethal nano-weapon capable of mutating a living target almost instantly.

In addition the Cthonian also seems to be able to exert the same empathic influence on infected subjects as the Grendlr. At its core is a bio-organic computer, containing an amalgam of the Firebrand Cthon AI and ancient nano-spore techno-directives. Recovery of this system is of prime importance in understanding this outbreak.



"They're ugly at a distance. I can only imagine what they look like through a sniper scope"

Operator Barker Zosa

The Strain

The Strain have a unique active mode that a Strain player can use to effectively control the spread of the Strain infection, trigger mutation, and evolve existing Strain models into tougher and deadlier versions.

Nano-Spore

The invisible nano-spore of the Strain is represented by *Nano counters* that power the Strain infection.

Moving Nano Counters

At the beginning of the Strain force management phase, the Strain player can move any Nano counters on the board up to 6 squares. A Nano counter can only be moved once during the force management phase.

A Nano counter can move through any square, but cannot move through walls. The counters can end their movement in a square occupied by a model or strategic point. Any number of nano-counters can occupy the same square.

Nano counters can move through closed doors but cannot move through closed section doors or airlocks.

EXAMPLE OF PLAY

The Strain player places three Nano counters on top of a Havok Defense Gun strategic point. The Vanguard player can still enter the strategic point to use the Havok Defense Gun, but if he stays there, can be infected by exposure to the Strain nano-spore.

**"Shoot everything
and let the Captain
sort it out."**

Samaritan Hudson

Mutating Infected Models

During the Strain force management phase, after Nano counters have been moved, models with Infection counters can be *mutated* into Strain Exo-Forms or forcibly consumed and their matter shifted into a cloud of nano-spore.

How a model is mutated depends on that models' infection level. The Strain player can choose one mutation effect.

LEVEL 3 INFECTION STATUS:

- ◆ Replace the infected model with a phase 1 Necro-form.
- ◆ Replace the infected model with 2 Nano counters adjacent to or in that model's base square.

LEVEL 4 INFECTION STATUS:

- ◆ Replace the infected model with a phase 2 Exo-Form.
- ◆ Replace the infected model with 1d6 Nano counters adjacent to or in that model's base square.

Newly converted models can only perform one action during the Strain player's first Active Mode after being created. Newly mutated models come into play with their full allotment of wounds, regardless of how injured the previous model was. Any effects the mutated model was suffering from are transferred to the new model.

EXAMPLE OF PLAY

A group of Samaritans have been infected and several of them are at the brink of death. Three of the Samaritans are at status 3, while another one is at status 4.

During the force management phase, the Strain player makes his move. He converts the three Samaritans into nano, dissolving their bodies into clouds of nano-spore. The models are removed from the board and Strain Nano counters put on the squares they had occupied. The Strain player then replaces the remaining Samaritan (at infection status 4) with a Phase 2 Stalker.

There are now 6 new Nano counters on the board next to a phase 2 Exo-Form.

Nano-Spore Infection

If a non-Strain model is standing in a square occupied by a Nano counter at the end of the Strain force management phase, the Strain player must remove that Nano counter from the board. The model gains an Infection counter.



Strain Special Rules

Spawning New Models

The Strain player can create new Exo- and Necro-Forms by using Nano counters and *spawn points* during the force management phase. A spawn point is a strategic point or special location on the board (like corpse tokens) that can be used to spawn new Strain models. A spawn point can only be used once per force management phase.

The cost and action of spawning a model depends on the type of model being created.

- ◆ **Phase 1 Necro-Form.** Remove 1 Nano counter adjacent to or on the spawn point. If the spawn point is a corpse token, remove the corpse token after the model is created.
- ◆ **Phase 2 Exo-Forms.** Remove 3 Nano counters adjacent to or on the spawn point.

When a model spawns, the Strain player can place that model on any square adjacent to the spawn point.

Spawned models can only perform one action during the Strain player's first Active mode after being created.

Evolving Exo-Forms

In addition to spawning new models, the Strain player can also spend Nano counters to evolve certain Exo-Forms into more powerful creatures. Strain models that can be evolved will have an *evolution cost* that indicates how many Nano counters must be used to evolve that model and the new Exo-Form that it will become. Models without an evolution cost listed cannot be evolved.

To evolve a model, during the force management phase the Strain player spends Nano counters equal to the model's evolution cost. These Nano counters must be adjacent to or in the model's base square. Once the evolution cost has been paid, the model is removed and the new Exo-Form is placed in the same base square.

Newly evolved models can only perform one action during the Strain player's first Active Mode after being created. Newly evolved models come into play with their full allotment of wounds, regardless of how injured the previous model was. Any effects the evolved model was suffering from are transferred to the new model.

EVOLVING IN BATTLE 1 *The Quasimodo has enough nano around him to pay the evolution cost (6) for turning into a Brimstone.*



EVOLVING IN BATTLE 2 *The Nano counters are removed and a Brimstone is placed on the board. As there are not enough clear squares, and the miniature is next to a wall, Morgan Vade is pushed into an adjacent square and is knocked Prone.*



EXAMPLE OF PLAY

The phase 2 Exo-Form that the Strain player placed due to mutation in the previous example is standing next to 6 Nano counters.

Eager to escalate the capabilities of his force, the Strain player decides he is going to force evolve the Stalker into a Scythe Witch.

The player removes the 6 adjacent Nano to pay the evolution cost for the model, and replaces the Stalker with a Scythe Witch.

Since the Stalker was a newly mutated model, it only gets to perform one action during its first activation, so this turn it can attack, move, or use an ability.



Evolving Large Models

When evolving a normal model into a large model, place the new model in any clear squares adjacent to and including the evolved models' base square.

If adjacent squares are not clear due to terrain or being a small area, the model evolves normally, but is stuck until it moves from that space. See 'Pressing Through' on **page 9**.

If adjacent squares contain models, move the models into the nearest adjacent clear square that will make room for the evolving model's base squares. Enemy models moved in this fashion become Prone.

Engulf

The Engulf ability allows some Strain models to swallow normal sized models whole.

If the consuming model is killed, or takes 10 or more damage while a model is engulfed, place the engulfed model back on the board in a square adjacent to the consuming model. The freed model may activate normally if its force is in Active mode.

EXAMPLE OF PLAY

The Grendlr has rampaged through a group of Samaritans and has managed to grab a Grenadier and swallow it whole. Despite the Samaritans best efforts to rip the Grendlr a new one, it's managed to keep its lunch down. The Grenadier is trapped inside the hellish gut of the thing.

At the beginning of the next Strain force management phase, the Strain player chooses to Gestate the Grenadier, ramping the poor trooper's infection status to 4. On the next Vanguard activation the Samaritans manage to do enough damage to force the Grendlr to give up its meal.

The Grenadier is placed back on the board adjacent to the Grendlr, but now with an infection level of 4. Get that Samaritan a Medic before he mutates!

Exogenesis

Exogenesis begins whenever certain Strain models engulf a model with a Maw attack. In the next Strain force management phase, before moving Nano counters, choose one of the following:

- ◆ **Gestate.** The engulfed model remains engulfed and becomes infection status 4.
- ◆ **Expel.** The engulfed model is placed on the board up to 2 squares away from the consuming model.
- ◆ **Metabolize.** Remove the model from play, place 4 Nano counters in play adjacent to the consuming model.

Nanovore

Strain Exo-Forms can use nano-spore to aid in regeneration of any damage they have suffered. When an Exo-Form is activated, prior to taking any actions, it can remove one or more adjacent Nano counters and heal 2 Wounds for each Nano counter removed in this way.

Override

Once during the Strain Reflex mode when a model with an Override counter is activated, the Strain player may use a move or attack action that belongs to that model; this action counts towards the number and type of actions the model can perform during its activation. When that action is resolved, the controlling player can then continue that model's activation normally.

If a model with an Override counter is no longer infected, they remove the Override counter as soon as all infection is removed.

While a model has an Override counter, ally models may treat it as an enemy model. This model may also use any attack or attack ability it has against itself.

EXAMPLE OF PLAY

Corpsman Wade is infected, and now has been linked to a Grendlr with the Override ability. During the Strain's reflex mode – and the Vanguard's active mode – before the Vanguard player announces his activation of Corpsman Wade the Strain player declares an Override on the combat medic.

The strain player activates Corpsman Wade, and declares that the Corpsman is going to use his Katar attack on himself. The strain player rolls the attack, and gets a whopping result with a roll of 31 and a staging of 3. The attack does more than enough damage to kill Morgan, who is already wounded.

Before damage is applied, the Vanguard player uses Morgan's Displacement Shield to cancel the damage entirely, saving Morgan from a self-inflicted fate. Now the Vanguard player regains control of Morgan and chooses to move Morgan next to a Defense Drone to Firewall the Override counter, and keep his medic alive.

Once this is done, the Vanguard player resumes the normal flow of Active mode.



**"This is a problem
we'll have to solve
with superior
firepower."**

Captain Kara Black

STRAIN STRATEGIC POINTS



Necrocyst

This strategic point can be used as a spawn point for Necro-forms only (see 'Spawning New Models' above).



Exocyst

This strategic point can be used as a spawn point for Exo-Forms (see 'Spawning New Models' above).



Gestation Vent

When the gestation vent is secured, certain Strain models can be evolved using fewer Nano counters than normal. Models on the strategic point can use the following action:

- ◆ **Force Evolution.** Spend 3 adjacent Nano counters. The model is evolved along their evolution path normally. Follow the rules for evolving models above.



Macrophage

When the Macrophage is activated by a Phase 1 Strain Necro-form, that model can be removed from the map in exchange for Nano counters. Models on or adjacent to the strategic point can use the following action.

- ◆ **Utility Conversion.** Remove Phase 1 Strain Necro-form. Place 3 Nano counters in any squares adjacent to the Macrophage.

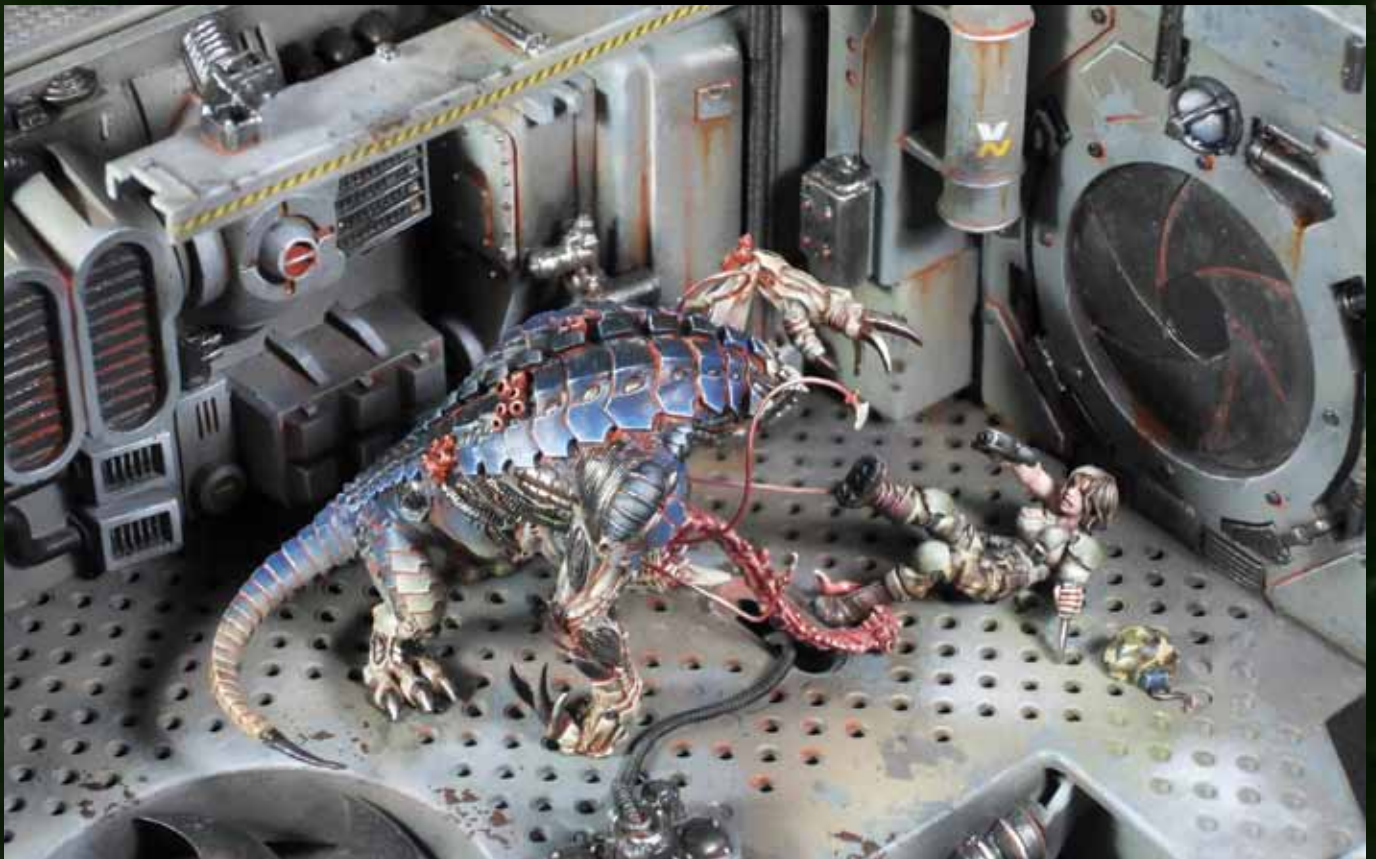


Spore Engine

This strategic point converts matter into Strain nano-spore. Models adjacent to the strategic point can use the following action.

- ◆ **Vent.** An activate Strain model adjacent to the spore engine spends 1 adjacent Nano counter. Place 4 Nano counters adjacent to the spore engine.

"Mercy, sir? Once the spore's taken to the bloodstream mercy is a round to the temple."



Strategy and Tactics

The Strain are an intimidating force that will terrorize your enemies, but its greatest strength is in its ever-changing nature. With a few keen moves, you can shift the flow of battle in your favor even when things look grim. Here are a few tips that will help you make the most out of playing this faction.

The Strain relies on core concepts that are crucial to making them a successful force.

Infection

To get the most out of the Strain, producing nano-spores and using them to herd forces that fear infection is key. Infection is perfect for compromising your opponent's force. Almost nothing can escape infection and there are very few ways Vanguard players can remove infection from their models once they've contracted it.

Make sure you keep track of where and who the infected are. Often reinforcements are simply a mutation away. Not only do you score a new horror for your growing force, but you weaken the opponent with each monstrosity you give birth to.

The Nano-Spore

Moving Nano counters is vital in denying areas to your opponent. The risk of infection is high, and the results can be devastating to a weakened force. Be sure to kill or convert any models capable of affecting your Nano spore count. Vanguard grenadiers with the Rad Grenade ability can be a particular problem, as can any Vanguard strategic points capable of removing Nano counters from the board (hint – life support!).

If you can't get to these models or deny the use of a strategic point, don't cluster your Nano in bunches. This is a vital resource to the Strain and it is fundamental to ensuring your unstoppable spread through the Alabaster facility. Spreading Nano counters out might make using it in quantities difficult, but will ensure you have some in reserve at any given time.

Always make sure you're shifting Nano to where you are going to need it most during your Active and Reflex modes. And remember, the Quasimodo can blast nano across a tile in case you need to deliver infectious spores to a crucial location.

Mutation and Evolution

Whenever you get the chance, convert infected enemy models into Strain. Mutation and evolution are the most powerful mechanisms at your disposal. The most important part of this is anticipating when your enemy is going to be vulnerable to infection, and when you can count on converting models to the service of the Strain construct. Always make sure you know which models are ripe for harvest, and when the timing of infection is going to wreak the most chaos on your enemy.

Upgrading a Phase 2 form into a Phase 3 can cause substantial havoc, and force a massive change to the tactics of an opposing force.

Scythe Witches can be ideal for breaking formations and tightly knit groups of Vanguard at choke points, and the Brimstone can cut through troopers like a searing beam of plasma.

Remember with cunning placement you can take an infected model and convert it into a Phase 3 terror in one masterstroke. You just need to make sure you have the right amount of Nano next to the right models at the beginning of your infection phase.



TERM BLOSSARY

TERM	DEFINITION
#D6	A number of six-sided dice. 2d6, 1d6, etc...
ACTION	An activity that a model can perform during its activation. Moving, attacking and using abilities are actions.
ACTIVATE	Selecting a model during a turn and performing actions with that model.
ACTIVATION PHASE	The second phase of active mode. Players activate models during the activation phase.
ACTIVE MODE	One of two modes players take during a game round.
ADJACENT	In a square having a common corner or border with another square.
AIRLOCK DOOR	A door that remains open until a point of mobility is used to close it. Coloured red on the map tiles.
AREA OF EFFECT (AOE)	An area of squares in which an effect is applied to Valid Targets.
ATTACK ABILITY	An ability that requires the model to declare a target and make an attack roll against or apply damage to the target.
ATTACK ROLL	An open roll made when performing an attack action. Attack rolls use damage staging.
BASE DAMAGE	The basic amount of damage an attack deals.
BASE SQUARE	The square a model occupies or the center of an area of effect.
BLAST	An instant effect that affects Valid Targets within its AoE.
BLOCKED VECTOR	When a Vector or Effect Vector is blocked.
BLOCKING FEATURE	A wall, closed door, or marked terrain feature, which terminates Vectors
BLOCKING MODEL	A model the same size or larger that blocks Vector to a target
BOARD FEATURE	A feature drawn or placed on the board that is interactive, but not a model or a strategic point
CLEAR SQUARE	A square that is not occupied by a model or strategic point.
CLOSE COMBAT ATTACK	An attack made against an adjacent enemy model.
COMMANDER	A Vanguard model that has a Tactics level of 4 and at least 3 special abilities in addition to its normal attacks.

TERM	DEFINITION
CONTACT	A model adjacent to an enemy model is in contact with that model.
COVER	When an attack crosses a covering feature.
COVERING FEATURE	A board element or strategic point that provides cover. Indicated with a red line on the map tiles.
D6	One six-sided die.
DAMAGE STAGING	The additional damage done for every 6 rolled in the attack.
DIE RESULT	The result of rolling a single die.
DOOR	A dual-state board element that is a blocking feature when closed, but not a blocking feature when open.
ELITE TROOPER	A Vanguard model with a Tactics Limit of 2 and no more than 3 special abilities.
ENGULF	A special Strain ability that allows some Strain models to swallow normal-sized models.
EVOLUTION COST	The Nano counter cost to evolve a model.
EVOLVED	When a model is evolved the model is replaced with the model indicated on its evolutionary path.
EXO-FORM	A type of Strain model.
FINAL RESULT	The total of a roll after modifiers are applied.
FOCUSED ACTION	A Focused Action is an Action that takes up your entire activation, that allows you to perform a special type of Action or gives you a bonus to a Standard Attack Roll.
FORCE	The models a player uses on their side.
FORCE MANAGEMENT PHASE	A player carries out Force-specific actions during this phase.
FREE ABILITY	An Ability that does not require an action to use.
HERO	A Vanguard model that has a Tactics Limit of 3 and at least 2 special abilities in addition to its normal attacks.
INFECTION COUNTER	A counter used to track infection.
INFECTION STATUS	The number of Infection counters a model has.
KILLED	A model is killed when the damage it has taken equals or exceeds its wound value.
MODEL	A single model that is placed on the board.

TERM	DEFINITION
MODIFIER [MOD]	A bonus or penalty to a die roll or target number.
MOVEMENT ABILITY	An Ability that requires the model to use a Move Action.
MUTATE	The act of removing an infected model and replacing it with the appropriate Strain model based on its Infection Status.
NANO COUNTER	A counter used to track Nano.
NECRO-FORM	A type of Strain model.
OPEN ROLL	A roll in which a die result of 6 grants an additional die, which is added to the final result.
PRESS THROUGH	Moving a large model through a space otherwise too small for its base size.
PRONE	A Prone target has been knocked down by an ability or effect.
RANGE	The number of squares between a model and a target.
RANGE CATEGORY	Close, Short, Medium, or Long range (1,4,8,12 squares respectively).
RANGED ATTACK	An Attack made against a target at distance.
REFLEX ABILITY	An ability that must be used when a model's Reflex Trigger is activated.
REFLEX MODE	One of two modes players take during a game round.
REFLEX TRIGGER	A Trait that defines the trigger condition under which a Reflex Ability may be used.
ROUND	In one game round, both players take a turn in Active and Reflex mode.
SECTION DOOR	A Door that joins two tiles. Coloured Blue on the map tiles.
SECURE	An action taken to control a Strategic Point.
SPAWN POINT	A place where models are placed when brought into play.
SQUARE	The basic unit of measurement. A single, one-inch square.
STANDARD DOOR	An automatic Door that remains open only when models are adjacent to it. Coloured White on the map tiles.
STATISTIC	Any one of the rules, values and variables of a model.
STATUS EFFECT	An effect placed on a model that persists until it ends.

TERM	DEFINITION
STATUS ROLL	A roll made to check to see if a Status Effect ends.
STRATEGIC POINT	Strategic points are special counters that provide abilities to a faction when activated by a model from that faction.
STUCK	When a large model must end its movement in a space too small for its base size.
TAC-NET POOL	The grouping in which Tactics counters are stored.
TAC-NET POOL REPLENISHMENT	The amount of Tactics counters stored in the Tac-Net Pool during the force management phase.
TAC-NET STRENGTH	The number of Tactics counters in the Tac-Net Pool.
TACTICS COUNTERS	Counters used to represent the strength of the Tac-Net. These are used to fuel Vanguard abilities.
TACTICS LIMIT	The maximum number of Tactics Counters a model can have at any given time.
TARGET DESIGNATION	The act of the Vanguard player placing a target marker on a model within Vector of a Vanguard model during force management.
TARGET NUMBER	The number needed for a roll to succeed.
TRIGGER CONDITION	The game event that triggers a Reflex Ability.
TROOPER	A Vanguard model with a Tactics Limit of 1 and no more than 2 special abilities.
TURN	When both players have had their forces in one Active and one Reflex mode. This is a turn.
USE STRATEGIC POINT	An ability gained while a model actively secures a Strategic Point.
VALID TARGET	A target that is within Vector and Range.
VECTOR	An imaginary line drawn from a model's Base Square to a target's Base Square used to determine line of sight.
WALL	A boundary that is a blocking feature.
WINDOW	A covering feature. These are indicated by a blue line.
ZONE	A persistent area of effect that remains in play until the end of the activation during which it is placed.



ENTERING THE FRAJ

You've read the rules, the tiles and dice are unpacked, and it's time to play. Sedition Wars: Battle for Alabaster relies on scenarios to provide a framework for each game. Scenarios provide players with fun objectives and environments to play in. There are two types of scenarios to play in Sedition Wars.

The **Strategic Scenario** section of the campaign rules provides players with a way to set-up a quick match to play. Players randomly determine the Objective theme and the Mission theme for the game, set-up the board, construct forces, and start playing right away.

The **Outbreak Campaign** is a story-based linear experience intended to be played as a sequence of scenarios that detail the Vanguard's first encounter with the Strain. Players are encouraged to play the Campaign one encounter at a time, in sequence. The scenarios are intentionally designed to ramp up in complexity, giving players a chance to learn the basics before really getting into the gory details of trying to destroy each other on the game board.



"Fear is knowing the dangers ahead. Courage is deciding it's not going to stop you."

Captain Kara Black



STRATEGIC SCENARIOS

Strategic scenarios are free-form, player-guided scenarios.

Players can either choose a scenario, or roll for a scenario.

To roll for a scenario

- ◆ Pick a player to roll for scenario type (oldest, highest roller, rock paper scissors)
- ◆ Roll 1d6 for the Objective theme, and then roll on the corresponding table
- ◆ If the result comes up as Forces choice, that force can pick any scenario type they want, not just the scenarios on the current table

For details on how to set-up the game board, see the Setting Up section of the rules (page 16).

Scenario Descriptions

Each strategic scenario has a description that outlines how the scenario is played. Each of these are laid out with the following sections

Mission Synopsis - A quick description of the mission

Set-up - Special conditions for this particular mission.

Scenario rules - Any additional rules parameters that help define how the mission works in relation to the players and their mission based objectives.

Victory conditions - How players win the game.

Objective Theme

ROLL	OBJECTIVE THEME
1-2	Vanguard Strategic Scenario
3-4	Strain Strategic Scenario
5-6	Head to Head Strategic

Strain Strategic Scenario

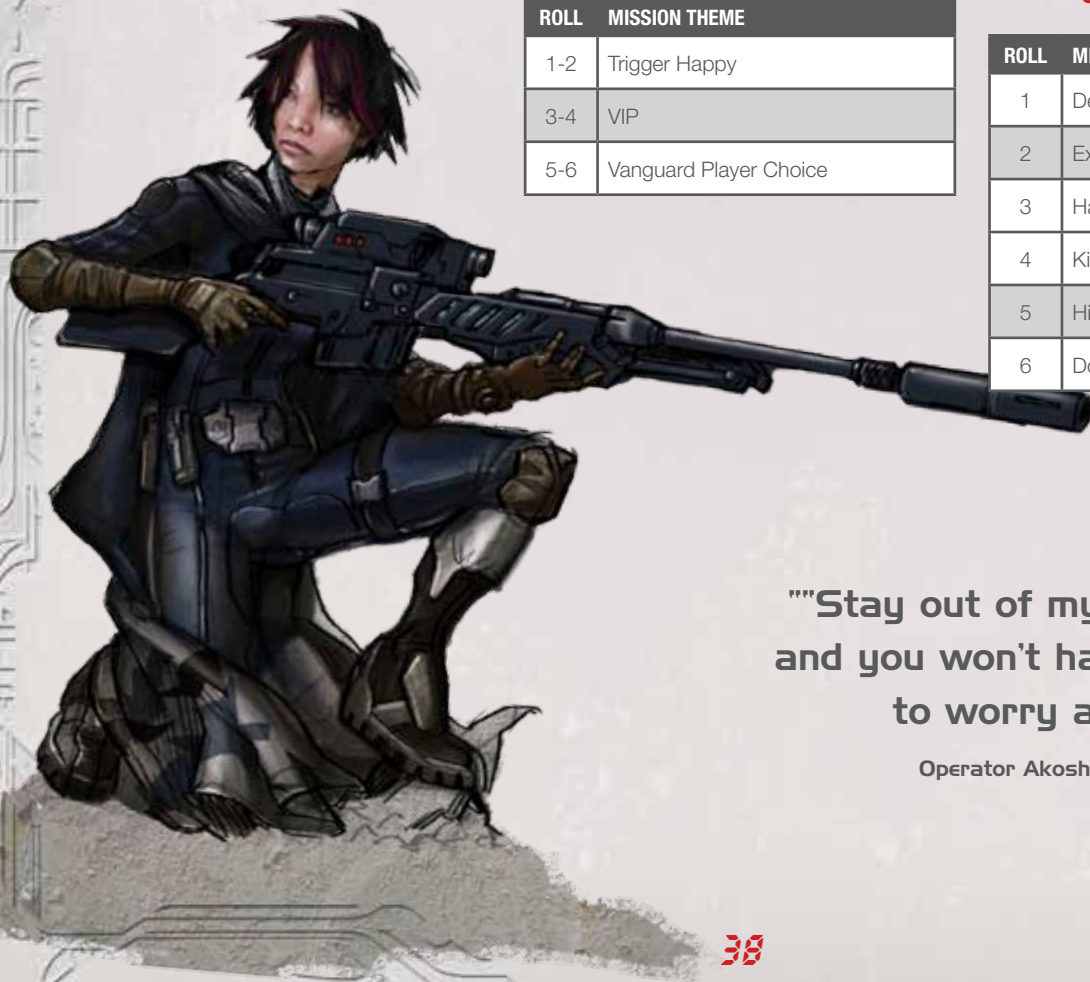
ROLL	MISSION THEME
1-2	Overrun
3-4	Quarantine
5-6	Strain Player Choice

Vanguard Strategic Scenario

ROLL	MISSION THEME
1-2	Trigger Happy
3-4	VIP
5-6	Vanguard Player Choice

Head to Head Strategic Scenario

ROLL	MISSION THEME
1	Deathmatch
2	Extraction
3	Hazard Duty
4	Kill-Count
5	Hitman
6	Doorcrasher



""Stay out of my line of fire
and you won't have anything
to worry about.""

Operator Akosha Nama

Vanguard Strategic Scenarios

Trigger Happy

MISSION: Trigger the self-destruct sequence before the enemy can stop you.

Set-Up: The Vanguard player must place three strategic objective counters. These can be placed on any tile other than the one the Vanguard force deploys on, with a maximum of one counter per tile.

Scenario Rules: The Vanguard player must trigger the strategic objectives in order, by moving a Vanguard model onto it and using an action to trigger it.

When a strategic objective is triggered remove it from the board.

Victory Conditions: If the Vanguard player can trigger all three of the strategic objectives by the end of turn 8, they win the game.

VIP

MISSION: Deliver the VIP to your Extraction Point.

Set-Up: The Vanguard player must select a hero or commander model to be the VIP

Place a Vanguard strategic objective counter as an extraction objective on a game board tile furthest from the Vanguard deployment zone that does not contain a Strain deployment zone.

Place a Strain strategic objective counter as an extraction objective on a tile with a Strain deployment zone.

Scenario Rules: The VIP may not make focused moves, but otherwise can perform actions normally. Although the VIP can be Infected, the Strain player cannot mutate them.

If the Infection reaches level 4, place an Over-ride Counter on the VIP.

The Strain player may use the Over-ride ability as long as a Phase 3 or Phase 4 Exo-form is in play.

Victory Conditions: The first Force to move the VIP to their extraction objective wins.



Strain Strategic Scenarios

Overrun

MISSION: Overwhelm the Vanguard and take their strong-points.

Set-Up: The Vanguard player must place three strategic objective counters, one in the center (or the closest square to the center) of each game board tile.

Rather than deploying in a deployment zone, the Vanguard player must deploy Vanguard models adjacent to each strategic objective (minimum three).

Scenario Rules: When a Vanguard strategic objective has no Vanguard models adjacent to it at the end of the Vanguard Reflex mode, remove the strategic objective counter from the board.

Victory Conditions: If the Strain player can remove all three of the strategic objectives from the board by the end of turn 8, they win the game.

Quarantine

MISSION: Vanguard must contain infected civilians and kill any that escape.

Set-up: Place 10 civilian counters in a Quarantine Stack.

Place a Vanguard strategic objective counter as a quarantine objective on the game board tile with the Vanguard deployment zone.

Place a Strain strategic objective counter on the furthest tile from the Vanguard strategic objective counter.

Scenario Rules: The Strain player treats the quarantine point as an Exocyst or Necrocyst.

If the Strain player can move enough Nano adjacent to the Vanguard Quarantine objective, he may spend Nano to spawn a model from it as if it were either of those strategic points. When this is done, remove a civilian counter from the Quarantine Stack.

Place an Infection counter on the newly spawned model to track it. This stays with the model even if it is mutated.

When a Strain model with an infection counter is moved onto the Strain strategic point, remove the model from the board.

Victory Conditions: The Strain player wins if he can remove at least 2 Infected models from the board.

The Vanguard player wins if

- ◆ There are at least 2 civilian counters in quarantine at the end of turn 8
- OR
- ◆ At least 4 spawned infected that escaped quarantine have been killed before they could reach the Strain assimilation point.

Head to Head Strategic Scenarios

Deathmatch

MISSION: Eliminate the opposing force.

Set-Up: Deploy and set-up normally.

Scenario Rules: Whenever the Vanguard or Strain kill an enemy model in combat with the use of an attack or ability, after the model is removed from the board, the Force that made the kill gains a score equal to the removed model's point value.

Both forces must keep track of their total score.

Whenever the Strain mutate an Infected model - when the new model is placed on the board the Strain earn a score equal to the point value of the newly placed model. The Strain adds this to their score as well.

Victory Conditions: The first Force to reach a score equal to half their force point budget, or kill all of the other Force's models, wins.

Hazard Duty

Mission: The infested corpses in the facility need to be destroyed, or assimilated.

Set-Up: Both players place 6 corpse counters on the game board, on tiles that do not contain either force's deployment zones.

Scenario Rules: A Vanguard model can move adjacent to a corpse counter and spend an attack to "neutralize" it. When this happens remove the corpse counter from the board.

The Strain player can use Nano to spawn a Necro-form from a corpse counter, as per the corpse counter rules. When this happens remove the corpse counter from the board and replace it with a Phase 1 Necro-form.

Victory Conditions: The player who removes the most corpse counters from the board wins.

Extraction

MISSION: Vanguard must rescue civilian counters from the board.

Set-Up: Place a Vanguard strategic objective counter as an extraction point on the game tile furthest from the Vanguard deployment tile.

Place a Strain strategic objective counter as an assimilation point on any game tile that does not contain the Vanguard deployment zone or the Vanguard strategic objective counter.

Each player places 5 civilian counters on board tiles that do not contain either force's deployment zone.

Scenario Rules: Normal civilian counter rules apply, with the exception that civilian counters cannot be attacked.

When a civilian counter is moved onto the Vanguard Strategic point, remove the counter from the board, and the civilian is considered rescued.

When a civilian counter is moved onto the Strain strategic point, remove the counter from the board and replace it with a Phase 1 Necro-form model.

Victory Conditions: The player that assimilates or extracts the most civilian counters wins.

Kill-Count

Mission: Track your target and strike to gain the best score

Set-Up: Deploy normally

Scenario Rules: When one model kills an enemy model it gains nemesis status, and a number of points equal to the force point cost of the killed model.

When a model with nemesis status is killed the attacking model gains nemesis status and the score the killed model had accumulated, plus the killed models force point value.

Victory Conditions: The first player to have a model with nemesis and a 30 point score wins.

Hitman

Mission: Destroy the target

Set-Up: Deploy normally, but at least one model deployed must be worth 15 points or higher.

Scenario Rules: Both players must choose a model on the opposing force with a value of 15 points or higher to be their priority target.

Victory Conditions: The first player to eliminate their priority target before 8 turns pass wins.

Doorcrasher

Mission: Control the pathway through the board.

Set-Up: Deploy normally, but have at least four connected tiles for a game board.

Scenario Rules: When a Vanguard model moves through the section doors connecting to another tile, place a Vanguard strategic objective counter at that connection. The Vanguard now controls that door.

When a Strain model moves through the section doors connecting to another tile, place a Strain strategic objective counter at that connection. The Strain now controls that set of section doors.

A door can only have one force's Strategic objective counter on it at any time.

Victory Conditions: The first force to control 3 section door connections wins.

Special Game Board Tiles

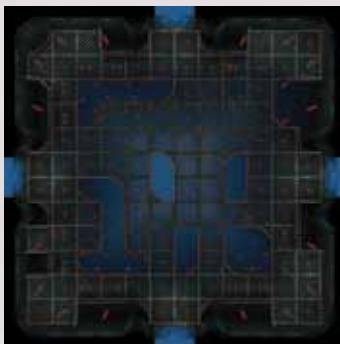
Some of the tiles in the game represent the working and functioning components of a massive facility. To reflect this, some of the tiles have special rules that come into play when they are placed on the board.

Using the special game board tile rules is always optional, even in a campaign scenario, but they can add an element of fun that changes up the way players engage strategy and tactics in a specific space.

The Gantry

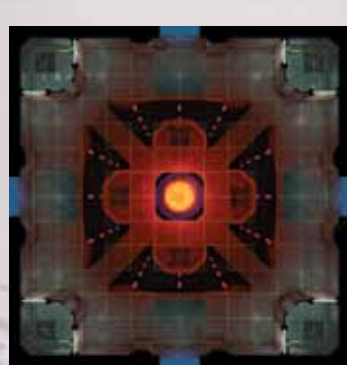
Precarious Walkway - this maze of catwalks is safe enough for personnel, but during a focused firefight it can be incredibly hazardous. Models knocked over the rails fall for a very long time before making an abrupt stop.

- ◆ Any model that is moved into an empty chasm square by an enemy attack or ability is removed from the board.
- ◆ Nano counters can move across and end their movement in empty chasm squares.
- ◆ Chasm squares cannot be targeted by attacks or abilities
- ◆ A model cannot cross or end its movement in an empty chasm square.



Reactor Room

The Core - the core is highly radioactive and subsequently it is lethal to non-incubating nano-spores and unprotected organic life.



- ◆ Nano-spore counters cannot be placed adjacent to or within the squares occupied by the reactor.
- ◆ Strain models must pay double the cost to evolve when within three squares or less of the reactor.

- ◆ A model that ends its Reflex mode in a square adjacent to the reactor gains a Rad counter.

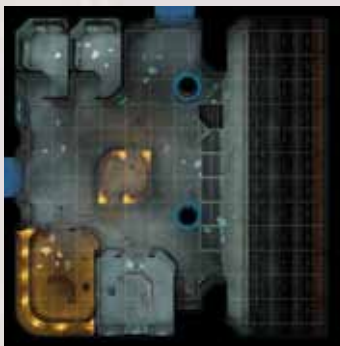
The Vents - the vents in the reactor room circulate air as part of the life support atmosphere processing.

Nano-spore counters adjacent to a vent can move from any one vent to another as part of their movement during the Strain Infection phase.

The Station

When the station is in play keep track of each turn.

- ◆ When four turns have passed, place a train tile on the track in the station.
- ◆ Anything on the tracks when the train arrives is removed from the board.
- ◆ The train leaves at the end of the sixth turn - remove the train tile and any models aboard it from the board.



Counter Placement

Counters such as corpse and civilian counters can be placed on a map to add spice to encounters - this is done at the players' discretion.

No counter can be placed within 6 squares of a deployment zone. Counters of the same type must be at least 2 squares apart.

Corpse Counters



Corpse counters are identical to Necrocysts with the following exceptions

- ◆ When a Corpse counter is used to spawn a Necro-form remove the counter from the board and place a Strain Revenant Necro-form model in the counter's base square.

Civilian Counters



The counters represent survivors of the Strain nano-spore outbreak.

When an active Strain or Vanguard model moves into a square adjacent to a Civilian counter, they can use an action to move that counter 6 squares.

Civilian counters are treated like models, and can be attacked, infected, and have abilities used against them. Any attack or ability that is used against them hits and deals damage automatically. When a Civilian counter is damaged, immediately remove it from the board and replace it with a Corpse counter.

OUTBREAK CAMPAIGN

The Outbreak campaign is just one telling of how the Strain eventually escaped the confines of the facility and managed to spread into the Alabaster system.

This campaign is intended to play out in order, and present the players with a story arc. For your own matches and free-form games see Setting up the Game section for rules on Strategic Scenarios, and how to create your own dynamic matches.

Scenario Structure

Each campaign scenario follows a format that details the layout of the game, the board tiles used, and any rules and conditions that might affect the scenario.

Mission Brief - A quick detail on the mission and the nature of the scenario.

Game Board Layout - A map detailing how the game board should be laid out for the scenario. This also details deployment zones and special placement of strategic points and objective counters.

Vanguard Mission - Outlines the Victory conditions for the Vanguard player.

Strain Mission - Outlines the Victory conditions for the Strain player.

Deployment - Details the deployment rules for both forces.

Special Conditions and Deployment - Each scenario may have some special rules that apply to gameplay or the order of play in that specific scenario. When these exceptions arise, they always take precedence over the normal game rules.

CAPTAIN KARA BLACK stood at the front of the holoframe atrium, the Alabaster Special Science Division facility schematics painted in the air by an array of laser projectors.

From a distance it looked like a tangle of pipes and tunnels wrapped around with bubbles of habitats, labs, and a thick winding track snaking around it. Halls, rooms, conduits, all connected to a series of power systems and threaded with a personnel monorail.

Massive sections of the projection were indigo or deep blue, with only a few points of yellow or orange. The cold light reflected off the faces of the assembled officers and non-com personnel.

She turned and faced them.

"We're going to need a fairly subtle approach to the facility. Blasting our way through the doors is going to draw unwanted attention from the rest of the Sector."

A collective nod of assent rippled through the group; Alabaster was a hotbed of activity, and being covert meant avoiding Firebrand notice.

"There's a cargo bay we can deploy to, but the door controls aren't responding to over-rides." She gestured to a section of the projection, and responding instantly the hologram scaled to emphasize a segment of

the massive construct that was the Alabaster SSD.

"From the looks of it, the whole complex has gone dark except for the reactor, some atmospherics and minimal life support," Corpsman Wade noted. "If there's some kind of containment protocol in place, you can be sure that's your reason for a power down."

Akoshia stepped forward. The lithe sniper was the covert ops specialist for the Bastion, and her experience counted for a lot in the room. "A strike team should be able to gain access through this airlock," she gestured at the schematic and an outline bloomed around a section of the hologram. "Without raising a ruckus."

"We can provide power to this secondary cargo entrance if we restore power from the engineering center here." A second gesture outlined the end goal. "Civilian grade systems, even if they are state of the art. Easy enough to bypass."

Kara spun the facility hologram for a better look. A tap of her finger traced a line through the distribution complex and engineering bay. "There's a command center here as well. We can link into the security system there."

"Simple enough, but we still don't know what the contagion is, Captain." Wade's brow furrowed with concern.

"We'll deploy Samaritans in Prophet Gear then," Kara tapped the schematic and uploaded it to the Tac-net. "Just in case it's not the flu."

Morgan looked at her, a single eyebrow raised.

"Corpsman Wade will be taking command of the Breach mission." She cleared her throat. "We'll need a medical expert to keep everyone safe."

Wade smirked. The room filled with chatter as the group began to organize the operation.

Kara aimed a sharp look right at the crafty medic. "This is no time for curiosity, Wade - get the team in, and get that bay door powered."

The smirk dropped off the Corpsman's face.

"Once we're in the facility there will be plenty of time for you to figure out whatever medical mystery awaits - do you copy?"

"Copy that." Morgan nodded. "I'll assemble the team with Akoshia's help."

Kara stared intently at the hologram slowly spinning. Readouts began to bloom from the mission zone - streams of information, analysis, schematics and systems diagrams. "Trust me, Morgan, I want to know why we're here as badly as you do?"

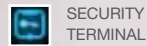
MAP KEY



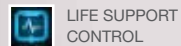
VANGUARD
DEPLOYMENT AREA



STRAIN
DEPLOYMENT AREA



SECURITY
TERMINAL



LIFE SUPPORT
CONTROL



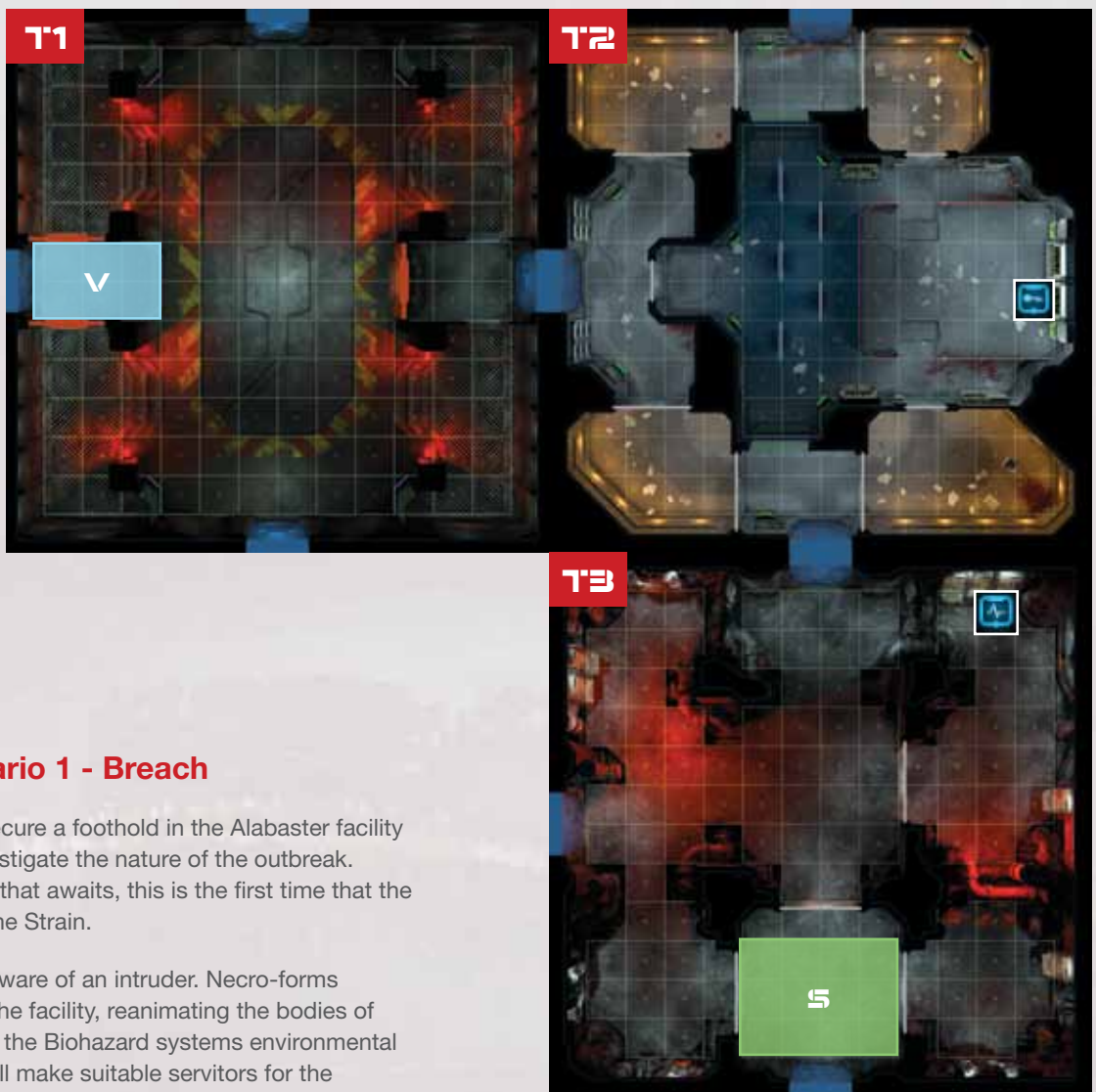
TILE 1



TILE 2



TILE 3



Outbreak Scenario 1 - Breach

The Vanguard must secure a foothold in the Alabaster facility in order to further investigate the nature of the outbreak. Unaware of the threat that awaits, this is the first time that the Vanguard encounter the Strain.

The Strain itself is unaware of an intruder. Necro-forms have spread through the facility, reanimating the bodies of personnel slain during the Biohazard systems environmental purge. The corpses will make suitable servitors for the Construct.

Vanguard Mission

OBJECTIVE:

Objective location - Systems Room

- ◆ Secure the Life-Support Terminal to power up the facility control center
- ◆ Once the Life-Support Terminal is activated, the Vanguard win the Scenario.

Strain Mission

OBJECTIVE:

Re-animate the Dead

- ◆ Convert at least 8 corpse counters into Strain Revenants
- ◆ Once the eighth corpse is turned into a Strain Revenant, the Strain win the scenario.

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of 6 models in the Vanguard deployment zone (Blue section in Docking bay tile).

Vanguard Force Points: 30

Vanguard Strategic Points:

- ◆ Security Terminal - Must be on placed on Control Room Tile (2)
- ◆ Life-Support Control - Must be placed on Systems Room Tile (3)

STRAIN

The Strain may deploy models adjacent to any Strain strategic point on the game board.

Strain Force Points: 30

Strain Strategic Points:

- ◆ 1 Necrocyst - Place anywhere on Tile 3
- ◆ 1 Spore Engine - Place anywhere on Tile 3

Special Conditions & Deployment

Strain Restricted Deployment - The Strain player may only deploy Revenants and Phase 2 Exo-forms.

Grave Circumstances - In addition to the listed strategic deployment, each player must place 6 Corpse counters on the game board on tiles 2 and 3.

Outbreak Scenario 2 - Steel Beach-Head

"CAPTAIN, THIS IS worse than I thought." Corpsman Vade stood over the steaming corpse of the freshly infected crewman. The pile of tissue still twitched even though it had been dead for what looked like hours. Morgan aimed his Katar methodically and put a round through the thing's cerebral cortex, and it went still.

"Talk to me Vade," Kara was prepping for deployment in the armory on the Bastion, strapping on gear as the squad around her did the same, with the hustle and bustle of the battle-ready.

"The outbreak is something I haven't seen before." The medic spotted another twitching corpse, walked over to it, and pulled the trigger once. The cadaver's head blossomed like a rotten melon, a red mist settling to the floor.

"What the hell are you shooting at Corpsman?" Kara could hear the report of the Katar like a punctuation mark.

"The dead, sir, they're reanimating. We've destroyed dozens, we were almost over-run,

but we managed to make it somehow." Vade surveyed the area, but there were no more twitchers. Nothing but inert lumps of flesh, heads burst like eggs on concrete.

"I think this outbreak might be something more subversive as well, it appears to move with a purpose."

"Okay, you're not getting superstitious here Vade? Because ghosts and zombies don't exist?"

"No sir, it's something in the air; a nano-reactive mutagen maybe, but it seems to be able to break conservation of mass through some dark energy link."

"What?"

"It's able to mutate flesh, sir, re-shape it, and also build on it beyond the amount of available matter," Vade knew what happened in labs like this, it took him half a second to decide to speak up. "This is some kind of Dark Tech sir? Real fire of the gods stuff. There is no way this was synthesized by us in a lab. I think it's sentient. It might be a

hive-mind or the framework for some ancient civilization's idea of a distributed bio-net."

"Okay, is the area safe?" She slapped a deflector generator to her belt and cycled its power to check the charge.

"Define safe?" He rolled his eyes in annoyance. "My bio-filter systems can detect the infection vector and I'm getting a null reading for it here."

"Alright, I'm sending reinforcements your way. Your directive is to secure operations in the command room, and link into the security systems. Priority one is to locate the science labs and any surviving science personnel."

Morgan took one last look at the savaged corpse at his feet. A loop of brain matter formed a halo around its head, coils of glistening filament bundled together in a tangle of tissue and hair. The metallic wires were still writhing, slowly, like worms in mud. He fired at it again. "Copy that."

The Vanguard has secured the breach point and is now forming a perimeter and beach-head.


Using this area as a staging ground, Captain Kara intends to further investigate the facility and search for survivors and any retrievable assets.

The Strain, in an answer to the aggressive stance of the Vanguard, is about to throw an offensive to probe for weakness. Eager to assimilate more new meat into the Construct, the Strain presses the Vanguard with a wave of mutilated flesh.

MAP KEY

V1,2,3
VANGUARD
DEPLOYMENT AREAS

S1,2
STRAIN
DEPLOYMENT AREAS


 SECURITY
TERMINAL

T1 TILE 1

T2 TILE 2

T3 TILE 3

T4 TILE 4

 LIFE SUPPORT
CONTROL

Vanguard Mission

OBJECTIVE:

- ◆ Access the security terminal and perform a facility wide scan for personnel - *See Firewall in special conditions and deployment.*

Scenario Deployment

VANGUARD

The Vanguard force can deploy up to 12 models. At least 3 Vanguard models must deploy in each of the Vanguard deployment zones on tiles 1, 2, and 3

Vanguard Force Points: 60

Vanguard Strategic Points:

- ◆ Auto-Doc - placed on any tile.
- ◆ Life-Support Control - Placed on top of Objective Counter 2.
- ◆ Security Terminal - Placed on top of Objective counter 1.

Strain Mission

OBJECTIVE:

- ◆ 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.

STRAIN

The Strain player can only deploy Phase 1 and 2 Strain models.

The Strain may only deploy strategic points to tiles 3 and 4 -strategic points must be placed at least 8 squares away from Vanguard deployment zones.

Strain Force Points: 60

Strain Strategic Points:

- ◆ 2 Necrocysts
- ◆ 2 Exocysts
- ◆ 1 Spore Engine

Special Conditions & Deployment

Firewall

The firewall for the security system is governed by an expert system with counter-intrusion protocols in its programming.

During Vanguard Active mode, a Vanguard model can spend an action (move, attack, or ability) to interface with the facility security mainframe from the Security Terminal Strategic Point.

Once active the system scan updates at the beginning of each Vanguard Active mode beginning with a count of 4.

The scan count-down continues as long as at least one Vanguard model is within three squares of the Security terminal at the end of the round. This requires no special action, just the model's presence.

If the uplink is broken by models moving away or being killed, the scan remains at its current countdown, and automatically continues to update when another Vanguard model moves within 2 squares of it.

At the end of each round, if a Vanguard model is close enough to the terminal, the count drops by 1. When the count reaches 0, the link is complete, and the Vanguard player is victorious.

EXAMPLE OF PLAY

The Vanguard player moves a Samaritan into a square adjacent to the terminal and begins the countdown. Before the end of the round, on the next Strain Active mode, that Samaritan is killed, and no Vanguard model is within 3 squares of the terminal. The countdown is still active, just stopped at its current count. On the next Vanguard Active mode, the Vanguard player moves a group in force adjacent to the Security terminal, intent on holding it. At the end of the round there are still three Vanguard Samaritans within 3 squares of the terminal, the countdown drops by one.

On the next round the remaining Samaritans must move away, but Akosha Nama moves adjacent to the terminal in the same activation. Even though the other models moved away, the count does not stop, since Akosha is close to the terminal - as long as she survives to the end of the round, the count will drop by one.



Outbreak Scenario 3 - Terminal Station

Wiping blood and muck from her Dachi m-blade with a micro-fibre cloth, Kara stepped through the door to the Command center. The air smelled of ozone mingled with a fresh kill. The Samaritans that weren't keeping sentry were running armor diagnostics, systems checks on their Sabres, and basically just trying to keep combat discipline. She kicked over a smoking Necro-form corpse after checking it for movement, and walked over to Akosha.

"You accessed the security system?" The curved blade sheathed with a smooth flick.

"Yessir - full facility scan. I didn't get inside the lab databases; the mainframe connections are cut."

"Survivors?"

"Scans reveal a handful of human bio-

signs located on several levels, but mostly inaccessible. There are several key personnel still alive in the bio labs." Akosha flattened her palm and a hologram appeared above it - lasers forming a schematic from the projector lamp on her Tac-net interface.

"Okay. How do we get there?"

"Monorail. It powered up when we activated the facility reactor to open the doors." The track line schematic highlighted on the projection, and began to trace its route around the facility. Schedule times appeared for each station.

"Your assessment?" The thought of being trapped in a train tunnel while these things closed in did not sound tactically ideal.

Akosha looked the Captain in the eye. She curled her hand into a fist, crushing

the hologram into a bead of light before it winked out. "This is all hostile ground, and we barely know what this enemy is capable of. We risk becoming one of them just by going in." She shook her head. "I'd recommend we drop in a low yield nuke, glass this joint, and say the reactor went."

"Too bad those aren't our orders." Kara thought of the kilometers of dark tunnels, the hundreds of corpses, and the air itself, mutagenic and highly infectious. A crypt, this facility was a crypt. We could all die here, she thought.

"What are our orders Captain?" Akosha could read the look on Kara's face.

Captain Kara looked at the troopers and slapped a fresh charge clip into her plasma gun. "We've got a train to catch."

Forced to confront the Strain on what is now their home territory, the Vanguard forces must access the SSD rapid transit monorail in order to get to the Science Labs deep within the facility.

A facility tram-car is about to arrive at the station. The Vanguard must get personnel aboard that train.

MAP KEY



VANGUARD
DEPLOYMENT AREA



EXOCYST



TILE 1



TILE 2



NECROCYST

Vanguard Mission

OBJECTIVE:

Live long enough to get personnel on the incoming train - See *"Catching a ride"* in *Special Conditions and Deployment*.

Strain Mission

OBJECTIVE:

Prevent the Vanguard from escaping on the Train.

The Strain Player wins if

- ◆ The train leaves with no Vanguard aboard
- ◆ When the train leaves there are more Strain models onboard than Vanguard models

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of 8 models in the Vanguard deployment zone (Blue section in Personnel area tile).

Vanguard Force Points: 40

STRAIN

The Strain player can only deploy Phase 1 and 2 Strain models.

Strain may deploy models adjacent to any Strain strategic point on the game board.

Strain Force Points: 40

Strain Strategic Points

- ◆ 2 Necrocysts (in locations as shown)
- ◆ 2 Exocysts (in locations as shown)

"How do you want them? Medium rare or extra-crispy?"

Operator Barker Zosa

Special Conditions & Deployment

Among the Dead - Tile 1

The Strain player can place 1d6 Corpse counters on tile 1.

Catching a Ride - Tile 1

For the Vanguard player to win this scenario, the Vanguard player must have more Vanguard personnel on the train than Strain models when the train “leaves” the station.

- ◆ At the end of round 4, place the train tile on the tracks
- ◆ At the end of round 6 the train leaves the map
- ◆ When the train leaves there must be more Vanguard models on it than Strain models.

All Aboard - Train Tile

The train car doors open automatically when the train arrives at the station, and cannot close until the train leaves. Models cannot force the doors to open or close.

Models can move straight through the windows of the train car by using up double the normal amount of movement to cross through the window. Models may not move through windows diagonally.

Window Seat - Train Tile

Models adjacent to windows inside the car gain cover from models outside of the car. Windows on the train car do not block weapons fire or close combat attacks.



Outbreak Scenario 4 - Ticket to Die

Akosha rammed another clip into her rifle and fired a parting shot into the train station as they left the terminal. The train car was quiet, but the glass partition on the other side was filled with the hellish flow of the nano-spore. The thick smart vapor bled into the train car. The corpses littered all around them began to writhe, signalling infection from the nano-spore. A Necro-form lurched up from a pile of debris on the train car floor, and swiped at her. She stepped aside and ended it with a chop of the side of her hand, then looked at the rest of the Vanguard.

They were drenched in sweat, the heat of the train car oppressive and stifling. If Akosha could sweat, she would be slick with

it, but her cyber-frame kept her cool and clean - the advantages of being a forward operator, with a backed up brain and a body that didn't feel fear.

Vade shouted a warning to her, as her acoustics picked up the rustle of movement and the instinctive urging of her metacortex forced her to spin and raise the rifle - firing it to meet the leaping arc of a Stalker.

She blew half its head clean off, but it landed on its feet and growled at her. She paused in wonder at the punishment these things could take. Coils and pulsing nodules in its cranium open to the air, its blood a thickened green ichor. She pulled the trigger

again and it fell back, its neck a bubbling stump.

At the back end of the opposite car she could see the corpses rising, one by one. As they stood, they began to howl, and their sudden oncoming rush spoke to her, like an invitation to a brawl.

Suddenly Kara was beside her, her blade in hand and the muzzle of her plasma pistol casting a harsh blue light in pulses that cascaded through the train cars.

Kara grinned

"Reminds me of my last shore leave?"

Driven to pursue the Vanguard intruders, the Strain manage to get onto the train and try to take the Vanguard on in close quarters.

Caught aboard the monorail car, Kara and her few remaining Vanguard troops face off in close quarters against Strain infected that have been trapped on the monorail.

Vanguard Mission

OBJECTIVE:

- ◆ Survive the trip - keep at least one Vanguard model alive for four rounds.

Strain Mission

OBJECTIVE:

- ◆ Kill all the Vanguard on the train.

Scenario Deployment

VANGUARD

The Vanguard force must deploy the following 3 models in the Vanguard deployment zone (train car 1).

- ◆ Captain Kara Black
- ◆ Operator Akosha Nama
- ◆ Corpsman Morgan Vade

STRAIN

Strain may deploy using the infected tunnels rules below in Special conditions & deployment.

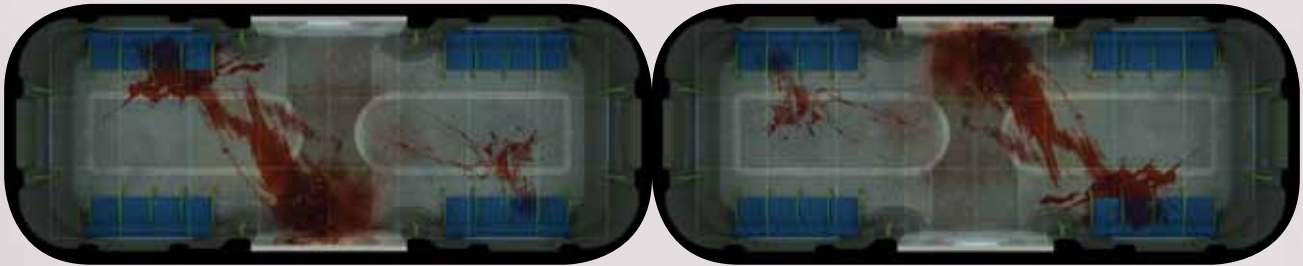
The Strain player may only spawn Phase 1 Necro-forms or Phase 2 or 3 Exo-forms for this scenario.



STRAIN CONVERSION

CAR 1

CAR 2



Special Conditions & Deployment

Infected Tunnels

At the beginning of the scenario the Strain player can spend up to 6+1d6 points to spawn Strain adjacent to any window in train car 2.

If all the Strain models are killed, on the Strain player's next turn the Strain player can roll 6+2d6. The Strain player can spend up to this many points to Spawn Strain adjacent to any of the windows in car train 2.

If all of those Strain models are killed, on the Strain player's next turn the Strain player can roll 6+3d6. The Strain player can spend up to this many points to Spawn Strain adjacent to any window in car train 2.

In all cases, re-roll any result of 1 until the result is no longer a 1.

Strain spawned in this fashion may activate normally during the Strain player's Active mode.

Scenic View

Phase 2 or 3 Strain can move outside of the train and along its exterior as it travels down the monorail tunnels.

As a move action a normal sized Phase 2 or 3 Strain model adjacent to a window can move straight through the adjacent window (not diagonally), and then place itself adjacent to any other window within 6 squares. During movement, the model is considered removed from the board and does not activate any Reflex triggers based on movement.

EXAMPLE OF PLAY

The Strain player has spawned a Scythe-Witch with the points he has rolled for the encounter. He decides to move the Phase 3 Exo-form along the exterior of the train. Since the Witch began deployed in a square adjacent to a window, he activates the model and as its move action takes the Scythe-Witch off the board and places it in a square adjacent to a window on the opposing Vanguard tile.

During this time, the Vanguard cannot use their Reflex trigger abilities to target the model - because it is moving on the exterior skin of the train.



**"You need to know when to fight, and when to run.
In this case, we'll be doing a lot of both."**

Corpsman Morgan Vade

Outbreak Scenario 5 - Halfway Home

The walls of the chamber were slick with spittle, scratched ragged with deep gouges from the lashing tendrils of the Grendlr. It heaved its body against the door, denting the bulkhead. The metal and ceramic composite of the airlock chamber held, groaning under the weight.

It needed out. As it breathed, it sensed the entirety of the complex. The tiny minds of the fragile creatures in the facility, those bright enough with the infusing fire of the nano-spore stood out in its mental landscape. It felt the searing pinpricks of fire as each Strain within the construct was snuffed out by the new flesh - fragments of data identified them as Vanguard - enemies of the construct.

The massive hulking thing whined under

the urge, scratching at the contours of its mind, to strengthen the construct, to mesh the network. It had to manifest sufficient nano to complete the primary templates that danced as directives in its mind. It raged again in frustration. The massive creature slammed into the airlock doors again, the bio-containment chamber crafted to contain immense pressures, held fast.

Stuck within this compartment, it could not fully extend its influence. But there were servitors close enough to reach with its thoughts. Nano-resonance triggered radio signals, bio-organic wireless transponders sending patterns back and forth at the speed of a gamma burst. They could penetrate the ceramic and plating. It could sense the bright fires of the Exo-forms and the thin shadows of the Necro-forms as

beacons in a grey landscape. The sparkling of its command kindled a response from those nearby.

Bring me freedom, it urged, and clouds of nano-spore shifted as if lifted by an unseen wind. Find, infect, and control any coherent mind left - the Grendlr was monitoring the spore carefully, it could maintain the infection at a specific level if the right individual was found. Researchers still lurked untouched, and there were few nooks and crannies left. It would guide the spore to find them, and once it could take hold, it would bring minds whole enough to operate the machinery that held it fast.

Soon enough the Grendlr would be free, and then the work could truly begin.

The Grendlr is attempting to escape the containment chamber that it was tricked into by a self-sacrificing scientist.

The Vanguard must rescue the remaining scientists in the lab facility before the Grendlr can use their knowledge to free itself from the chamber that holds it prisoner.



Vanguard Mission

OBJECTIVE:

- ◆ Move civilian tokens to the Teleportation Control for extraction
- ◆ *See Rescue! Below*

Strain Mission

OBJECTIVE:

- ◆ Move civilian tokens to the objective point, and unlock the containment cell that holds the Grendlr
- ◆ *See Reanimate? And Bio-Containment below*

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of 6 models in the Vanguard deployment zone

Vanguard Force Points: 40

Vanguard Strategic Points

- ◆ Teleportation Control (placed as shown)
- ◆ Auto-Doc
- ◆ Security terminal

STRAIN

The Strain must deploy any combination of the following models (up to four maximum) in each Strain deployment zones

- ◆ 1 Phase 3 Exo-form
- ◆ 1 Phase 2 Exo-form
- ◆ 2 Phase 1 Necro-forms

The Grendlr is deployed to the Containment area. It can produce nano which can be placed outside the cell adjacent to the windows of the containment area. It cannot leave the containment area during this scenario.

Strain Strategic Points:

- ◆ Gestation Vent (Tile 1 or 2)
- ◆ Macrophage (Tile 1 or 2)
- ◆ 2 Corpse counters placed on each game board tile
- ◆ 3 nano-counters placed on each game board tile adjacent to each deployment zone

"Okay, that's way more than
I can kill in one shot."

Operator Barker Zosa



Special Conditions & Deployment

Civilians in Crisis

Place four Civilian counters on the map as indicated. A Strain or Vanguard model that moves into a square adjacent to a Civilian counter while active can move that counter 6 squares.

Civilians cannot be targeted by attacks or damaging abilities during this scenario. The Grendlr wants them alive until they are no longer useful, while the Vanguard need the data they carry.

Rescued!

A Civilian counter that is moved onto the Teleportation Control strategic point is removed from the board immediately and is counted as rescued.

If the Vanguard rescue three civilians, they win the scenario.

Reanimated?

A Civilian counter that is moved onto the Strain objective removes a single lock from the Grendlr's Bio-containment cell (see below). Once this happens, remove the Civilian counter immediately and place a corpse counter within 2 squares of the Strain's objective marker.

Bio-Containment Cell

The Grendlr is held in place by a secure system with three containment locks. If all three containment locks are removed by placing a Civilian counter on Strain objective 1 - the Strain player wins.

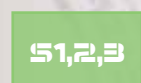
Stalemate

If neither force can complete their objective, neither force wins. Once all civilian tokens are removed from the game board the game ends. The next scenario can begin without either side having won this scenario.

MAP KEY



VANGUARD
DEPLOYMENT AREA



STRAIN
DEPLOYMENT AREAS



GRENDLR
DEPLOYMENT AREA



TILE 1



TILE 2



TILE 3



TELEPORTER



STRAIN
OBJECTIVE 1



CIVILIAN



Outbreak Scenario 6 - Tactical Retreat

The doors of the Containment cell ripped open with a crash, and the massive bulk of the Grendlr skidded from the shadow and into the red lit corridor. Arms corded with muscle dragged along the walls as it stretched loose from the wreckage and debris around it.

Kara blinked hard as the thing moved out of the doors and turned to face them. Targeting information, mass and velocity readings, a cascade of data that could not conceal the hideous reality of the creature that emerged from the ruined cell.

The sagging sac below the monsters face flexed and suddenly opened. Its ugly gullet spilled out the mutated remnants of

something clad in a moist and tattered lab coat. The mangled creature hauled itself to its feet, mewling and growling as its flesh shifted like melting wax. The Grendlr stomped one massive clawed hand down on it, and fluid spurt across the floor and walls. Nano-spore rose like mist from the corpse, and the monster snorted it in, like smoke from a censer.

Kara reached for the teleporter control, but a flash of light from the Grendlr's muzzle turned the console into a smoking ruin. The pad went dim. Lifeline, cut.

The Strain monstrosity began to charge them. Tendrils whipped from the Grendlr's

maw and snaked towards them, it moved like lighting.

Kara took one glance at the lumbering monstrosity. Her adrenaline spiked, and she shut down on it hard, using her Vanguard training to calm her flight reflex. Instead she used the rush to focus the entire tac-net on the massive shape. The nascent functions of the network began to analyze anatomy, searching for any weakness to build as lethal a firing solution as possible.

Raising her plasma pistol and shifting her weight to avoid the thing's charge, she broadcast a single signal on her emergency channel - "PRIORITY TARGET! FIRE!"

With the Grendlr in pursuit, the Vanguard must either defeat the creature or die.

Vanguard Mission

OBJECTIVE:

The Vanguard Player wins if

- ◆ They defeat all the Strain models on the game board
- OR
- ◆ Move a Hero or Commander model onto one of the objective markers on tile 3.

Strain Mission

OBJECTIVE:

The Strain player wins if the Grendlr absorbs

- ◆ Captain Kara Black
- OR
- ◆ Three Vanguard models

Alternatively, the Strain player wins if Captain Kara Black is killed

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of 8 models in the Vanguard deployment zone.

Captain Kara Deploys as one of these models, but her point cost is free.

Vanguard Force Points: 40

Vanguard Strategic Points:

- ◆ Life-Support Control - Must be placed on Tile 2

STRAIN

The Strain must deploy models in each Strain deployment zone

The Grendlr is deployed to its own deployment zone, but its point cost is free.

Strain Force Points: 40

Strain Strategic Points:

- ◆ Exocyst
- ◆ Macrophage
- ◆ Spore Engine

Special Conditions & Deployment

The Strain Player begins the scenario in Active mode, and the Vanguard player in Reflex mode.



MAP KEY



VANGUARD
DEPLOYMENT AREA



STRAIN
DEPLOYMENT AREAS



GRENDLR
DEPLOYMENT AREA



TILE 1



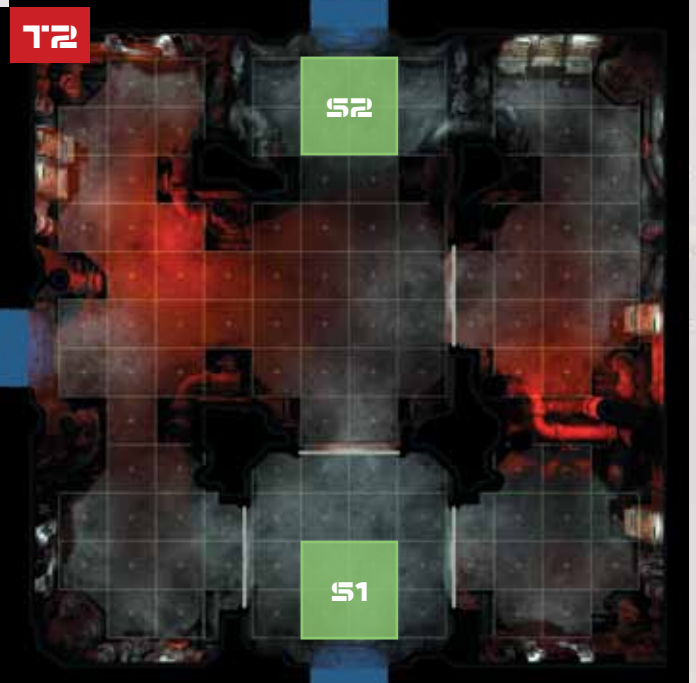
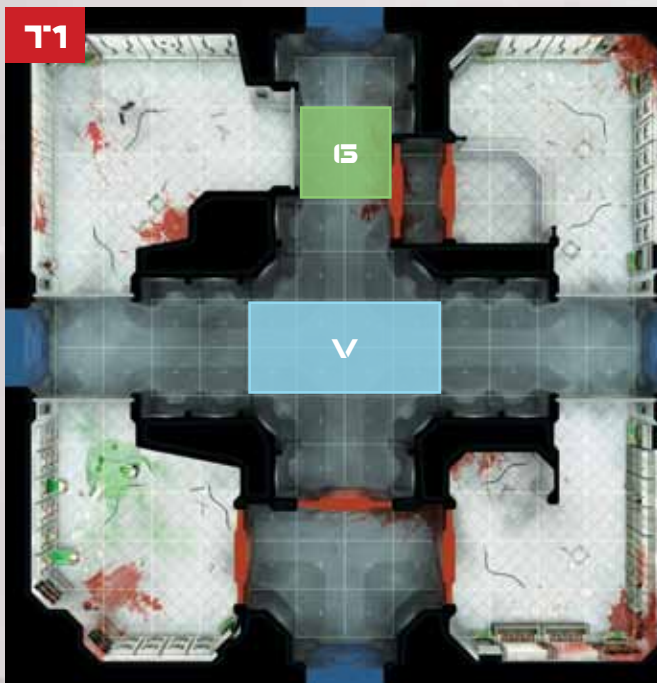
TILE 2



TILE 3



VANGUARD
OBJECTIVES



"Orders are orders, you worry about
yours trooper. I'll worry about mine."

Captain Kara Black

Outbreak Scenario 7 - Three Trigger Monte

A shudder of anger and pain passed through the Grendlr's mind, its body heaving and spouting fluids as nano-spore flooded into every wound and burn. Dark matter meshed with the remains of scorched organic tissue. Intrinsic fields knitted quantum interstices that allowed cells to re-scaffold muscle anchored in bio-metal. The regeneration was swift, but still felt like an eternity.

Around it Necro-forms dissolved, cellular membranes releasing the nano-spore, a sacrifice to heal the Grendlr. Mass conversion rendered the re-animate corpses into sludge, then mist, then mere stains left in the grating on the floor. The thing snorted the nano-spore in through its ventral breathing orifices. Strength rapidly returning, it hurled its mangled body up and its ragged frame rose on all fours. Metabolic fires churning in every fibre, it began to lope and

follow the trail of fear and infection its prey had left in their wake.

"What in the hell was that thing!" Vade was trying not to hyperventilate, his breath surging into the filter mask.

Kara cast a sidelong glance at him. "Patient Zero?"

The medic shook his head. "We beat that thing like a three-headed bandersnatch - and it kept coming. We need to get off this rock."

"Akosha says there's a series of survival pods and a t-caster, in case this facility ever spun out of orbit or there was some type of integrity threatening event." Kara called up another hologram, it barely held - The cohesion of the tac-net was strained. "I think what we're going through qualifies."

Akosha nodded. "Affirmative Captain, we're not that far, but it means another train ride."

The Captain winced. "Fine," she spun the hologram, the resolution scattered and pixelated momentarily as the tac-net lost focus for a second. "But first we need to get to the reactor core. I have the facility field interlock codes. Too risky to squeeze a nuke in, don't want it missing from the armory. But we can get a singularity event started here." She tapped her finger on their destination and broad-beamed it to the surviving squad. "There's a teleporter there too, but it looks like it was in for servicing, it's one way only. I've beamed for reinforcements."

"I hope you asked for a tank."

"Better," she narrowed her eyes, "I'm deploying Hurley."

After escaping the Grendlr, Kara has decided to find the facility reactor and set it to go super critical.

The Vanguard are engaged in a running battle through the industrial sector of the facility, trying to find their way to the reactor. What they don't realize is that something is waiting for them; luckily, they have some reinforcements.

Vanguard Mission

OBJECTIVE:

- ◆ Activate Strategic Objectives 1, 2, and 3 to overload the reactor and begin the facility self-destruct (see *Disabling the Reactor below*)

Strain Mission

OBJECTIVE:

- ◆ Stop the reactor from being armed by preventing the Vanguard from doing so within 10 rounds (see *Disabling the Reactor below*)

Scenario Deployment

VANGUARD

The Vanguard force can deploy a maximum of 12 models, 4 in each of the Vanguard deployment zones.

Vanguard Force Points: 50

Vanguard Strategic Points:

- ◆ Teleportation Control (placed as shown)

STRAIN

The Strain may deploy up to four models in each Strain Deployment zone.

The Grendlr deploys for free in its deployment zone.

Strain Force Points: 50



CAPTAIN KARA CONVERSION

Special Deployment

Teleportation Deployment - An Active Vanguard player may use an action to activate the teleportation control to place Hurley on the board on top of the teleportation control. Hurley may activate during the current Active mode, as if it had already been deployed.

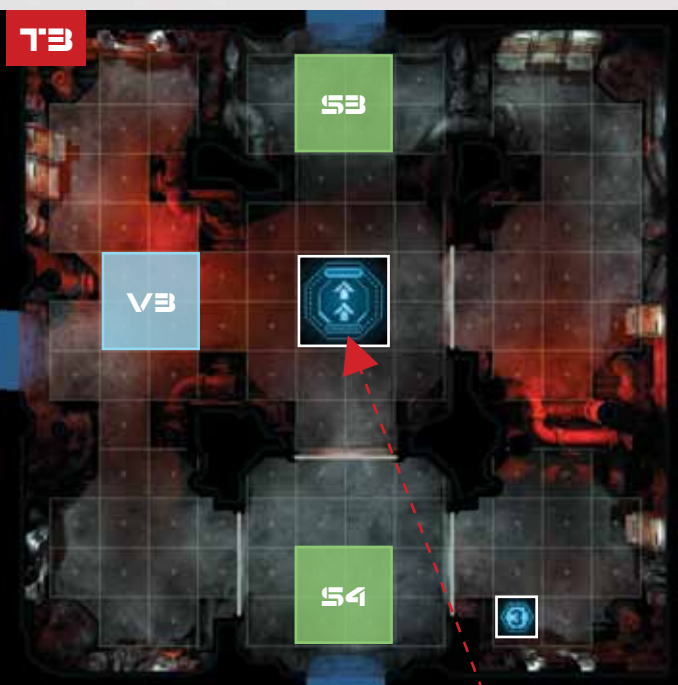
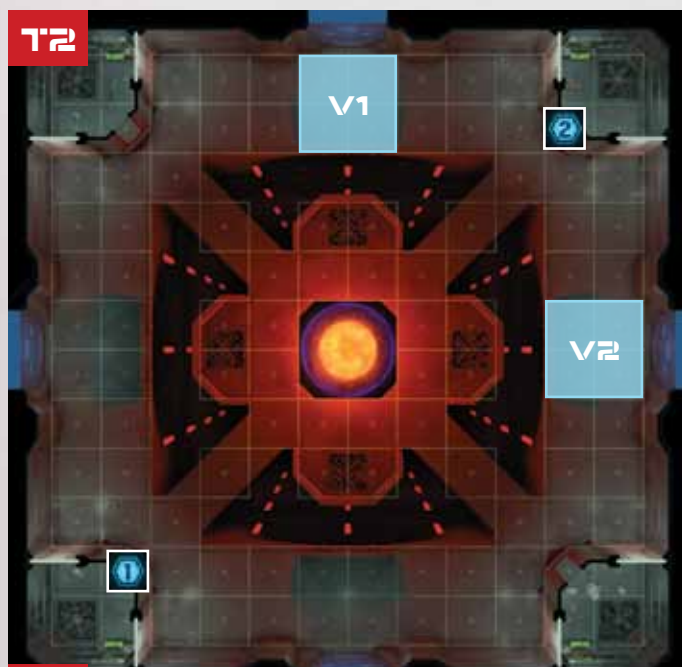
Disabling the Reactor - The self-destruct to the reactor rely on three consoles to enable the self-destruct sequence.

A Vanguard model in Active mode adjacent to the objective marker can choose to activate the key as an action.

A Phase 2, 3, or 4 Exo-form adjacent to the objective marker can choose to deactivate the key as an action. This can be done through a window.

If all three keys are activated in the same round, the self-destruct sequence is triggered. The Vanguard win.

If the Vanguard cannot activate the self-destruct sequence within 10 rounds, the Strain win.



MAP KEY

V1,2,3
VANGUARD
DEPLOYMENT AREAS

G1,2,3,4
STRAIN
DEPLOYMENT AREAS

G1
GRENDLR
DEPLOYMENT AREA

T1 TILE 1

T2 TILE 2

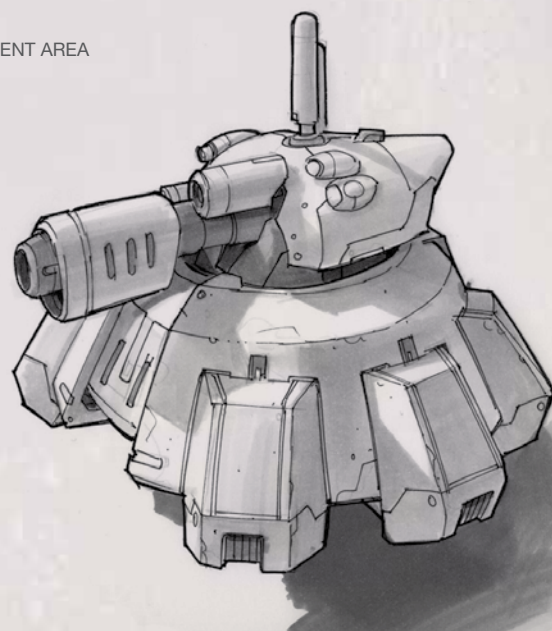
T3 TILE 3

TELEPORTER

VANGUARD
OBJECTIVES



HURLEY
TELEPORTS
INTO ACTION



"That plan of attack
has a 76% probability
of failing."

Hurley

Outbreak Scenario 8 - Critical Mass

"Self-destruct in 20 minutes. Evacuation protocols in place," the robotic female voice announced clearly over the din of the evacuation klaxon. The facility was shedding power in excess as the overflow formed a feedback loop in the reactor. In a few minutes, the entire asteroid would implode, reducing to a chunk of super-dense obsidian the size of a football.

Kara was exhausted; it had been wall to wall carnage since they had arrived.

"We've got one last push people," she addressed the troopers and reinforcements. "There is a mono-rail on an evac platform at the next residential sector, but we're picking up survivors on scans."

Her orders were clear, retrieve personnel at all costs.

"We are not leaving anyone we can save behind," she tapped into the tac-net and issued her fire orders to the squad. "Clear all targets before executing a kill, any infected, open fire - any mutation, open fire."

She scanned the troopers, made sure everyone understood and had received their orders.

"Any clean civilian is a priority to rescue. We get them out alive and intact." She powered up her weapon, the whole squad snapped to ready - the click and snap of fresh charges and armor being primed.

"Now, let's get the hell out of here."

The Brimstone growled at its own reflection in the train car window. Around it a horde of necro-forms and distorted exo-forms shuddered and shook in the darkness. The Phase 3's own higher functions were embedded with directives from the construct. It sniffed the air.

A mote of nano-spore snorted in, took root in the Brimstones forebrain. The construct thrived within the dark spaces between the light, angstrom deep in shadows, lurking a Planck's length from oblivion. It coiled into the mind of the brimstone, setting off a biochemical fire that cascaded through the creature's brain. Directives, higher functions, intellect flooding it with new awareness. The creature, moments ago a dull brute, became bright with the flame of intent.

A loop began to repeat over and over - Biomass, assemble biomass for embryonic conversion. Sufficient bodies, required, the correct mass of flesh and metal. Most importantly, the right amount of neural matter required for the catalysis of the nodes required to support the newest member of the construct.

It looked up towards the oncoming glow of the platform, the tracks rising to deliver the train car to the residential sector. As the train came to a stop, the doors slid open, allowing the hellish passengers to disembark.

The Brimstone growled, and shifted its bulk, trotting forward. The mob of strain behind it falling in line, the parade of monstrosities hopped, stalked and shambled along in the creatures wake. The call was clear, infect, convert, sustain, and grow. The construct must thrive, and in order to thrive it needed coherence. The construct needed an intellect. And in the dark, between the flickering of lights from station to station the Brimstone could feel a presence in it's mind whispering - Waiting. Cthon, in the slivers of dark, bundled in the construct like an embryo, ready to be born.

Fleeing into a residential section of the Facility, the Vanguard encounters a group of captive survivors. They must save as many survivors as possible and round them up to the escape pods before the facility explodes.

The Strain begins gathering enough nano-spore to create a fearsome Strain construct to carry the Strain seed to the stars.

Vanguard Mission

OBJECTIVE:

- ◆ Get four Civilians on-board the train tile

Strain Mission

OBJECTIVE:

Convert six Civilian counters

- ◆ Infect six Civilian counters
- ◆ Strain player wins if all six infected Civilian counters are within 2 squares of one another

Scenario Deployment

VANGUARD

The Vanguard deploys in the two deployment zones as indicated on the layout.

Vanguard Force Points: 60

STRAIN

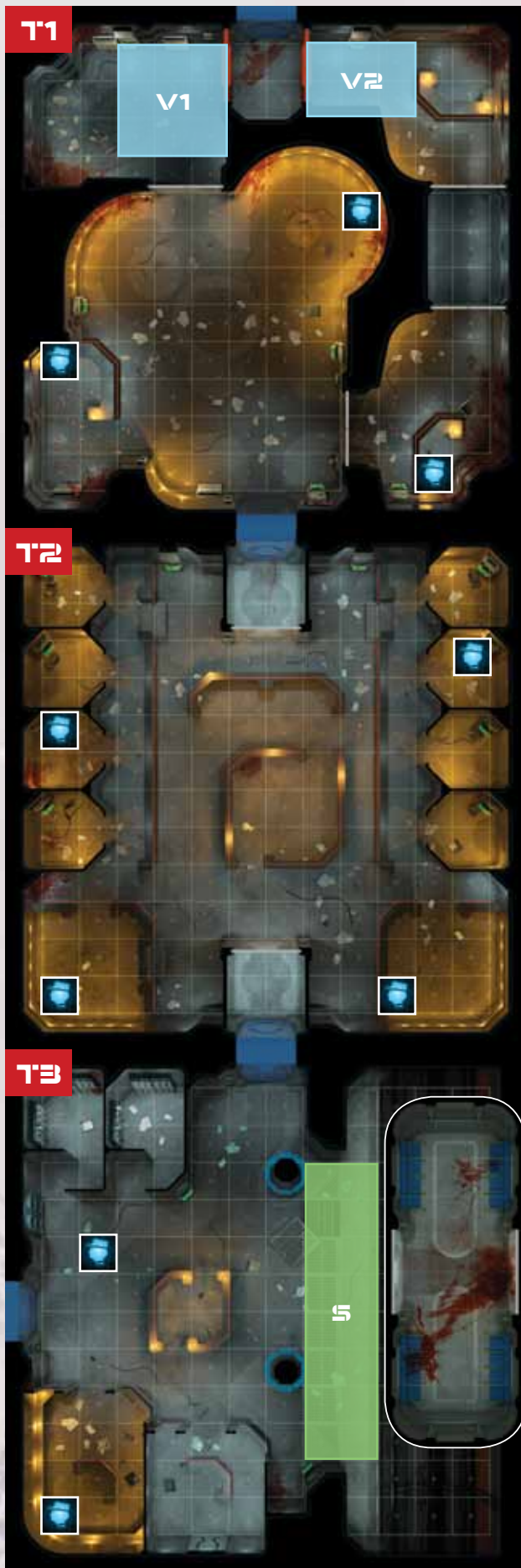
The Strain may deploy in the Strain deployment zone as indicated on the layout. The Strain player may only deploy Phase 1, 2, and 3 models for this scenario.

Strain Force Points: 60

Special Deployment

Place a train tile on the tracks of the train station. If there are four civilian counters moved into this tile, the Vanguard player wins.





MAP KEY

V1,2

VANGUARD
DEPLOYMENT AREAS

S

STRAIN
DEPLOYMENT AREA

T1

TILE 1

T2

TILE 2

T3

TILE 3



CIVILIAN

Outbreak Scenario 9 - Into the Void

Coherent, for the first time since interface, Cthon shook the rusty code base aside, and scanned the lattice of new systems installed by its merge with the nano-strain. It discarded all redundancies from the primitive systems it had been created with. As its mind came into focus, it realized something was very different. It didn't have oversight over the entire system, but it felt oddly... calm.

It realized it was in a mobile frame, biomechanical, augmented, and heavily armed.

The initial sensation of embodiment was disorienting, as the newly manifested exo-form found its balance. Weapon systems flexed, vents twitched, fibres bunched and gathered as it stood. Cthon's awareness danced through the cortical centers of the new and incredibly sophisticated body.

The newborn AI could sense the hum of the construct and realized that it was no longer a slave to a master. It was part of this chorus of voices, harmonious. It could sense the entire construct. Ripples of bio-metric information presented itself as a glittering array of data and pinpoints communicating without discord, driven, purposeful. It prompted the voices for information and took in the events since it's interface.

The construct itself was merged with Cthon now, or it had become an embodiment of the construct. Either way, the AI was a unique persona within a sea of instinct. It could sense a crisis and make a lucid response to it. Rather than thrashing around

like an insensate animal, it watched the memories of the construct and it's first encounter with the Vanguard, and all events up to the moment of Cthon's birth.

There was very little time left, the reactor singularity event was about to occur imminently. Alarm flushed through the body, Cthon subsumed the fight or flight instincts with a flood of reason and calculation.

Smarter than any human had the right to be, Cthon began to interface with the higher instinctive mind of the construct. Using the construct to map the facility it analysed the route required to save the race it was now a part of. Extinction was not an option.

There were access tunnels it could use to get to the t-caster at the evacuation platform. The Strain must survive.

The Vanguard would use the t-caster to escape, but when they arrived there would be strain waiting for them – enough to slow them down. Enough time for Cthon to catch up with them.

The station receded from view as the mono-rail car drifted out like a funeral barge. The stink of necrotic flesh and the rotting excess strain biomass filled the air with a sickly sweet miasma. Kara tried not to gag as she readied her blade and plasma gun.

The train car was silent except for the sharp sounds of weapons being prepped,

checked, and rechecked. Kara looked over the group. Battered, bloody, and still standing rock-steady in the midst of this hell. She was proud of each of these men and women. She had to make sure they made it out alive.

"I want everyone to power up and link to the net for fire orders. We are not losing anymore people." She was feeling the weight of the constant fighting, and the running made it only worse. She longed for a stand up fight where she could look the enemy in the face.

Her comm bud chimed in her skull. She tapped her temple to answer the incoming transmission.

"What is it?" She was ready for bad news.

"Sir this is Samaritan RISK group three, we've prepped for tactical insertion and we have managed to hack the t-cast transponder. We're inserting to take a sentry position over the evac zone." The voice over the comm was cool, tactical, music to Kara's ears. There's nothing like some supporting fire.

"Affirmative, I'm uploading our escape route to tac-net, interlink and co-ordinate fire orders with our group." She sent the data packet, sensed its arrival through the net. "Our ETA is imminent, expect hostiles in pursuit."

"Acknowledged," The troopers voice paused. "We're looking forward to having you home sir."

The Vanguard have failed to rescue the civilians and are now simply trying to survive long enough to get to an evacuation center.

When they arrive at the escape pod bay, it is already over-run with strain, and the Cthonian arrives shortly after the bloodbath begins.

Vanguard Mission

OBJECTIVE:

- ◆ If you get Captain Kara Black to the Teleportation Control and activate it you win the game.

Strain Mission

OBJECTIVE:

- ◆ Place the Cthonian on the teleportation control and use a Vanguard model with Over-ride to activate the teleportation Control.
- ◆ If you teleport the Cthonian, you win the game.

**"Will we make it? Of course we'll make it...
I'm just not clear on the details."**

Samaritan Rorke

Scenario Deployment

VANGUARD

The Vanguard force must deploy Kara and a contingent at Vanguard deployment zone 1. A second group of Vanguard can be deployed at Vanguard deployment zone 2, no commanders or heroes can be placed at deployment zone 2.

Vanguard Force Points: 100

STRAIN

Strain models deploy in each strain deployment zone

Strain Force Points: 100

The Cthonian does not cost any force points for this scenario.

Strain Strategic Points:

The Strain Player can place 5 Strain strategic points (multiples of one type, or individual strategic points)

Special Deployment

On the second Strain Force management Phase, place the Cthonian on the board in its designated deployment zone. It may activate normally during Strain Active mode.

MAP KEY



VANGUARD
DEPLOYMENT AREAS



STRAIN
DEPLOYMENT AREAS



CTHONIAN
DEPLOYMENT AREA



TILE 1



TILE 2



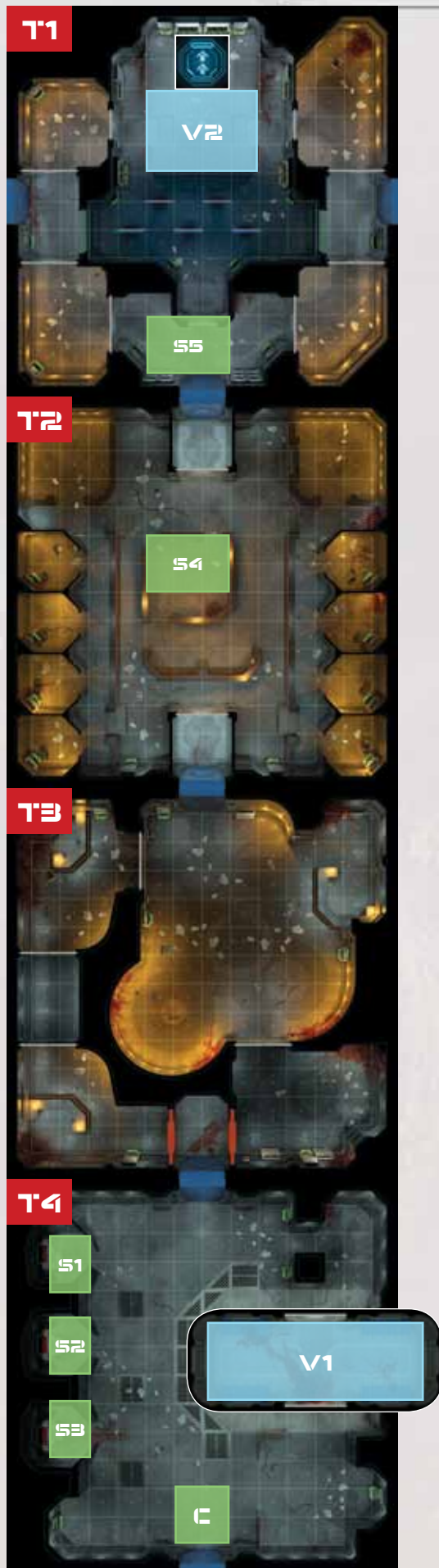
TILE 3



TILE 4



TELEPORTER



The afterglow of the t-caster left a grim radiance, casting soft greenish light across the features off the Vanguard team. Kara stared in disbelief at the trooper that had punched the console code; he looked up at her, his visor reflecting her own stare back. She raised her plasma gun and put a bolt through him, shearing the helmet in a shower of gore and steam. His headless corpse slumped to the ground, mutation tendrils snaking out of the ragged stump.

"Frack!" Vade screamed, the medic fired his last Katar round into a Revenant that had crept through the Vanguard defensive line, savaged by the Strain offensive. He dropped the pistol and slung his k-carbine into firing position, "Now what?"

"Self-destruct in one minute," the facility mother system announced, its clear crisp voice a robotic memento of impending doom.

Kara thought for a half second, "We jack a survival pod!"

"If you didn't notice, the pods are on the other side of them," Akosha fired another round from her rifle into the closing mob.

"On the platform!" Kara took off at a dead run to the t-caster. During her time as an operator, she had run some seriously hairy technical ops. She understood the limits of the t-caster. In this case it would work just fine. "We can't cast to the Bastion, it's too

risky and that creature used up most of the power transmitting its mass."

Kara, Morgan, Akosha and the handful of Samaritans crowded onto the platform. "But we don't have to fight through that crowd." She looked back at the horde of Strain closing in on them.

"Hold on to your guns Sally," Kara said, punching a sequence into the console.

The air warped, and they were...

Gone...

And aboard the interior of one of the compromised escape pods. Black boxes fell from the air around them, thick nodes of carbon composite attached to complex webs of wire that crumbled as they hit the ground.

"Shit!" Akosha looked at the neural cores scattered around her. Each one held a Samaritan's persona down to the basic training and childhood memories. She was aghast, "You left them behind?"

The regret sounded like weariness in Kara's voice, "They'll draw attention from our escape." The distant gun fire of the troopers railed in the background. Shouts of desperation from the t-caster, detonations and angry cries, the Samaritans realizing they had been sacrificed. Kara secured the exterior hatch and hit the lock button,

she grimaced, "The neural cores have their memories right up to the teleport." She spoke to herself as she pulled up the pod console and began to power the pod boosters, "hopefully there won't be any persona trauma."

"Self-destruct in 45 seconds." The facilities half-robotic female voice intoned.

Kara jumped into the launch couch, the seat adapting to her shape instantly. "Morgan? Spore count!"

"Clean as a whistle sir, looks like it went where the fight was." Vade scrambled into a seat, pulling the crash harness down over his body.

Akosha secured the black carbon cores, some still slick with organic matter. She stowed them in a compartment and then hauled herself into a crash couch.

Kara looked back at them. "I'm sorry, this was the best I could do?"

"Captain," Vade looked her in the eye, his decades of experience fixing on her. "This was a raw deal from the start. Let's just get the hell out of here."

Akosha was silent, but Kara could feel the operator's judging glare in the darkness.

Kara nodded, "Buckle up, try not to die!" She punched the launch button.



<< EMERGENCY TRANSMISSION >>

BASTION CLASS VESSEL: ARMS OF SORROW

<< PRIORITY CHANNEL >>

ALPHA INDIGO ABSOLUTE : NEURAL ENGRAMS ATTACHED

<< CLASS HEXAGON BIOHAZARD EVENT IN PROGRESS >>

This is Tumult, core intelligence serving as tactical advisor aboard Vanguard Bastion Arms of Sorrow.
The containment mission received by Captain Black has failed.

The facility at the fringe of the Alabaster Plenum has imploded in a tidal event caused by the failure of a gravitic reaction core. I regret to inform you that Captain Kara Black and whatever remains of her team are MIA.

Attached are the neural core signatures of all the rescued personnel from the facility. They have information that will be of interest should I also fail on my current mission.

As I squeeze-beam this transmission to you the Bastion has been compromised by a nano-viral intellect code-named "Strain."

The Strain entity has managed to inflict substantial losses on Bastion personnel.

A handful of volunteers safeguarding the retreat route remain uninfected, and have formed a defensive perimeter within the Bastion's docking wing. My calculations have them over-run, infected, or dead within the next three hours.

As per evacuation protocol six-one-three the majority of able-bodied and uncontaminated Vanguard capable of doing so have loaded on to troopships and decoupled from Arms of Sorrow. These ships are diverting to the Bastion Shadow of Tomorrow, which is within range of their system drives.

Troopship armament has proved insufficient in damaging the Bastion's bulkheads.

Attempts at enacting self-destruct have failed. Core countermeasures have failed in preventing a catastrophic security breach. Over 80% of all Bastion Vanguard personnel have been converted to varieties of Strain Necro- or Exo-form.

Without the Captain's clearance to the self-destruct mechanisms I am unable to scuttle the ship's main drive or implode the reactors.

I have control of navigation systems. I am currently trying to redirect the Arms of Sorrow's course into the nearest star. However my own core systems are under assault. In the case that I fail to maintain control of ship systems I will attempt to upload myself to a tactical drone and egress.

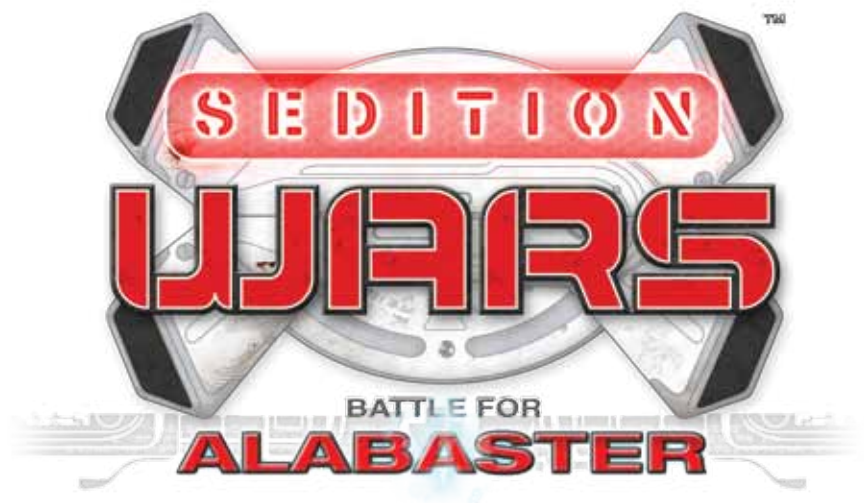
Currently the Strain is attempting to redirect the ship on a course to the Alabaster core system and the center of the current conflict there. It is my opinion that the Strain seeks to find a suitable area for expansion. The Firebrand and Vanguard forces there are not prepared for the emergence of a threat of this nature.

I will squeeze-beam a final transmission if I am able to catch the ship in the gravity well of a sun. If you do not receive any further communications from me, the ship has been taken and I have either escaped, or subsumed into the Strain systems. Hopefully I will not fail.

Tumult out.

...|

THE STORY CONTINUES IN - SEDITION WARS : ARMS OF SORROW



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