FIELD MANUAL
No. 1-8X-2
10/21/86

SCENARIO COMPENDIUM
APPROVED FOR RELEASE

FM 1-8X-2



OFFICER TRAINING EXERCISES * BATTLES OF OID HISTORY

OBJECTIVES, TUTORIALS, AND ALL OTHER OFFICIAL DREKFORT SCENARIOS DISTRIBUTED OTHERWISE

FIRELOCK 198X
FANTASY WARFARE IN THE NUCLEAR AGE

CONTENTS

This book is divided into three sections. In the forepart, here, the **G (Generic)** section is a versatile set of 12 "generic" objective types which can be appropriated by the enterprising player to serve as the basis of a narrative scenario, or to be played as a lower-effort pick up game with a friend. The most typical of these "generic" objectives is Quick Play, which is also prescribed directly in the Core Rules. However, while Quick Play is the most accessible, it's the least interesting way to experience Firelock 198X, so we encourage you to experiment further.

In the **T (Tutorial)** section, there are five tutorials: the **BEGINNER SCENARIO**, **INTERMEDIATE SCENARIO**, **ADVANCED SCENARIO**, **RYGOLIC SCENARIO**, and **SANTAGRINE SCENARIO**. These are designed to familiarize you with the game and its factions, and are ideally played in order. Mix in some experimenting in Quick Play or another of the G-scenarios to get the best picture.

Once you've learned enough, you can move onto the **A (Advanced)** narrative scenarios in the third section. But, better yet, you should start making your own scenarios with your friends. That's the real heart of the game. Look at the A-section's scenarios as examples of what you can do once you really understand the mechanics and what "works" in a scenario.

SCENARIO TYPES

The following G-scenarios are recommended for **two-player games** on **6' x 4'** tables, where both players deploy from the **4' ("short") edges**. More players, larger maps, and **6' ("long") edge** deployments can be utilized at the discretion of the players.

One can freely select a scenario type, or simply flip a coin to determine if one is rolling for scenarios 1-6 or 7-12. Then, roll a D6 to randomly select one of the six scenarios in that range. (Or just roll and sum two dice.)

Not all scenarios are equally simple or perfectly equitable; use good judgment in choosing the map and building armies that fit.

Remember: unless otherwise stated, a game can always conclude on TACOM death, rather than solely through achievement of objectives.

OBJECTIVE TYPES

Some games will involve objectives of different point value. What are referred to as **minor**, **tactical**, and **strategic objectives** are valued at 1, 2, and 3 points respectively. The default assumption when referring to objectives is that objectives are equal to each other, i.e. they have a value of 1; thus, unless specified, assume all objectives are all "minor" objectives.

PLACING GOOD OBJECTIVES

While the placement of scenario objectives is essentially freeform, it is recommended for new players to use rote measurements in order to assure that the placement of objectives is generally fair in their early games.

In games without deployment zones, is best practice to not have objectives within 24" of a player's deployment edge, and to not have these objectives within 12" of each other.

In games featuring deployment zones, unless otherwise stated, objectives should be at least 12-18" away from each other, including across deployment zones, and they should be at least 3-6" away from the edges of that deployment zone, depending on the number and density of zones on the board.

While sometimes unavoidable, it's ideal to never have an objective within 6" of the table edge.

Generally, put objectives where it makes sense for two armies to fight over them. Choose terrain that shapes interesting engagements.

If you have more fun placing objectives down "competitively", rather than collaborating on their placement with the other player, then roll initiative and alternate placing objectives according to initiative order while following the logical guidelines above.

1. QUICK PLAY

This is the most "basic" version of a Firelock 198X battle. It has no presumptions about what sort of force you are bringing or what terrain you are fighting over; it is a "default" experience.



DEPLOYMENT
Standard; any two opposing table edges.

OBJECTIVES
Place three minor objectives on interesting terrain roughly equidistant from the deployment edges. Objectives can be captured or contested by units within 6".

VICTORY CONDITIONS
Capture all three objectives for two consecutive rounds or have the most objectives captured at the end of the eighth round.

2. MAJOR/MINOR

Ideal for representing a meeting engagement, territorial dispute, or interpersonal disagreements. Take and hold the *better* ground.



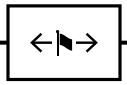
DEPLOYMENT
Standard; any two opposing table edges.

OBJECTIVES
Place any number of minor, tactical, and strategic objectives on interesting terrain, with the total value of all objectives equal to nine. Minor objectives may be captured or contested by units within 4", while tactical and strategic objectives may be captured or contested by units within 8".

VICTORY CONDITIONS
Capture the highest value of objectives by the end of the eighth round, or capture all tactical and strategic objectives on or after the fifth turn.

3. CAPTURE THE FLAG

A classic but tricky scenario. Run across the battlefield, break stuff and steal something important. Ideal for representing special operations behind enemy lines, pilot recovery, or salami-slice campaigns.



DEPLOYMENT
Standard; any two opposing table edges.

OBJECTIVES
Place an objective in the center of the board on dangerous, unprotected terrain. A unit in basal contact with the objective in the Objective Phase may "pick it up", and carry the objective with itself as it moves.

VICTORY CONDITIONS
Capture the objective and return it to your side of the board. The objective is returned if a unit is holding the objective and is in full basal contact with its deployment edge while uncontested during the Objective Phase.

4. HONOR DUEL

Throw down the gauntlet. For players with noble blood. Best played by true sons of Santagria. Cowards need not apply.



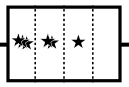
DEPLOYMENT
Standard; any two opposing table edges.

VICTORY CONDITIONS
Victory may only be achieved through TACOM elimination.

SPECIAL RULES
Only TACOMs may kill another TACOM. A vehicle with an embarked TACOM may fight on behalf of the TACOM, and missions may kill so long as they are called directly by a TACOM. Non-TACOMs may still target enemy TACOMs, but only apply pin and never kill, unless that TACOM is currently designated by a friendly TACOM. No round limit.

5. ASSAULT LANDING

Don't fire 'til you see the whites of their eyes! For 2 players: the assaulter and the entrenched. Ideal for beach landings, thunder runs, and trench storming raids. Make His Majesty proud!



DEPLOYMENT

The assaulter chooses a deployment edge, as standard. Divide the rest of the table into four equally sized sections, whose borders run across the table (parallel to the assaulter's edge).

The entrenched deploy first. They may deploy in all sections, except for the one that borders the assaulter's table edge. Attackers deploy second according to standard rules from their edge.

OBJECTIVES

In all sections other than the one bordering the assaulter's table edge, place objectives: a minor objective in the section closest to the assaulter's table edge, a tactical objective in the next closest, and a strategic objective in the endzone. Optionally, place 1-2 additional minor objectives in all eligible zones on interesting terrain to make the game more interesting.

An objective is captured or contested by units within 6" of it. Objectives are sticky, and do not need to be held after they are captured, but they may be recaptured by the other player if uncontested.

VICTORY CONDITIONS

Control the highest value of objectives by the end of the eighth round.

SPECIAL RULES

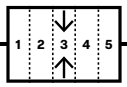
The assaulter gains a +50% points advantage over the entrenched.

The entrenched may deploy two **emplacements** per TACOM in their deployment zones. Fortifications are deployed identified before any other units. Traps are deployed unidentified with the rest of the army.

6. ALLIED EVACUATION

Withdrawals are typically blood affairs. One player controls the interdictors, the other the retreaters and quick reaction force.

The QRF and retreaters share points. The QRF may use up to 2/3 the points, and the retreaters may use the rest.



DEPLOYMENT

Mark one board edge as the interdictor's side, and the other as the QRF side. Divide the table into five equally sized sections, whose borders run across the table (parallel to the interdictor's edge). Label each section one to five starting on the interdictor's side. Mark section 2 as the retreater's deployment zone. In section 3, mark the board edges as "vectors of attack".

The retreaters deploy in their deployment zone. The interdictors deploy from their edge and the vectors of attack. The retreaters and interdictors take turns deploying, then the QRF deploys from their table edge.

OBJECTIVES

Once the retreaters are deployed, the controlling player marks three units as critical assets: they must survive.

VICTORY CONDITIONS

Starting in the fourth round, the QRF and the retreaters can win by withdrawing, evacuating more points of the retreaters than the interdictor destroys. Units may evacuate from the QRF board edge during the Objectives phase. Critical assets count double. Otherwise, the interdictor wins in the eighth round.

SPECIAL RULES

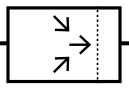
The QRF and retreaters may never take turns immediately after one another. Instead, they alternate with the interdictor. A normal initiative order should look something like this: QRF - Interdictor - Retreaters - Interdictor - QRF - and so on.

Works well with three players: separate the QRF and retreaters into separate players.

7. LONG MARCH

When intel fails, the only way out is through. One player controls the marchers and base staff, while the other player controls the attackers.

One player has his points split 50/50 between marchers and base staff. The other player is the attackers.



DEPLOYMENT

The base staff deploy first into a 12" x 48" deployment zone ("the firebase") at one end of the map. The attackers then deploy anywhere that is not within 8" of the base staff's deployment zone. Lastly, the entire marcher force deploys anywhere not within 20" of the firebase or basal contact with an enemy unit. Opposing units within 6" of each other apply six pin to one another. This pin isn't lost in the first Support Phase.

OBJECTIVES

None.

VICTORY CONDITIONS

By the end of the sixth round, the base staff and marchers must have more points worth of units from either the base staff or marcher contingents inside of the firebase deployment zone than the attacker has left alive in his own army. Otherwise, the attacker wins.

SPECIAL RULES

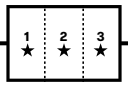
Base staff may elect to have 1 unit per 100 points begin the game in a 40x40 square of Entrenchment. Base staff may also deploy one emplacement inside of the firebase of his choice. However, base staff are under strict orders to not exit the firebase; they cannot move outside of their deployment area under any circumstances.

Fortifications are deployed identified before any other units. Traps are deployed unidentified with the rest of the army.

Works well with three players: separate the base staff and marchers into separate players.

8. ECHELON DEFENSE

Once more unto the breach. One player controls the breachers, and the other the defenders. The breachers must press into the defenders' echeloned defenses.



DEPLOYMENT

The breacher chooses a deployment edge. Divide the table into three equally sized sections ("echelons") running parallel to the breacher's deployment edge. The defenders then divide their army into three equally sized parts according to number (not point cost) and then distribute themselves throughout the three echelons evenly; each echelon must have at least one TACOM in it, if possible.

Afterwards, the breacher deploys from his edge normally. These units may immediately charge into close combat with the defenders.

OBJECTIVES

Three minor objectives placed near the center of each echelon.

VICTORY CONDITIONS

The breachers must capture or contest the objective of the nearest echelon by end of round three; the middle echelon by end of round six; and the ultimate echelon by the end of round nine. Otherwise, the defenders win at the end of the ninth round.

SPECIAL RULES

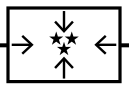
If the breachers manage to kill all of the defenders inside of an echelon by the end of the Close Combat Phase, then the breachers may redeploy up to half the point value of their currently dead forces as reinforcements during the Objective Phase.

Reinforcing units move from the breachers' deployment edge and make a standard move, but they cannot end within 8" of an enemy unit.

9. RULES OF ENGAGEMENT

Counter-insurgency operations are delicate and careful things. One wrong step will be plastered all over tomorrow's headlines, and that's how the terrorists win.

One player is the guerillas, and the other is the fireforce. Ideal for representing guerilla warfare and insurgencies.



DEPLOYMENT
The guerillas deploy first, placing units anywhere on the table not within 12" of a table edge. The fireforce then chooses a table edge to deploy from.

OBJECTIVES
Place three minor objectives in concealment anywhere close together (they may be less than 12" apart) near the center of the board, ideally on interesting terrain. Each objective gains *Resupply (6),* usable only by the guerillas. The fireforce may destroy an objective with an uncontested infantry unit within 2" during the Objective Phase.

VICTORY CONDITIONS
Fireforce wins by destroying all objectives. Guerillas win if the fireforce kills a civilian.

SPECIAL RULES
The fireforce gains a +50% points advantage over the guerillas.
The guerillas gain a number of additional blinds (between 5 and 10) secretly marked as civilians, and a duplicate stack of command tokens to move them with. Civilian tokens may not be used to pass.
Civilians may look/move as any unit class, but are clearly marked as civilians when identified. Civilians do not block movement when identified. If hit by any weapon that can kill, civilian units are eliminated even if they are in cover. Civilians do not share LOS with the guerillas, have a Spotting Distance of 0", and cannot charge.
The guerillas get 2 traps and 1 fortification per 100 points, which are placed anywhere on the board unidentified during normal deployment.
Try this scenario with the *Target Confirmation* special rule, for versimilitude.

10. NUTS!

An ambush, a keystone, or a good old fashioned stubborn holdout. For 2 players: the besieged and the assailant. Best played in heavy snow, behind enemy lines, or on the steps of a great cathedral.



DEPLOYMENT
The besieged deploys their units first, in a deployment zone in the center of the table. It is recommended that the zone be approximately 20"x12", but may be larger or smaller as agreed, depending on the terrain available.
The assailant deploys second from any two opposite table edges. Whenever the assailant deploys a unit, the besieged may select one infantry unit that has not moved already to make a **Reactive Deployment Move**.

OBJECTIVES
Place a single minor objective marker in the center of the besieged's deployment zone. The assailant may capture or contest the objective with units within 12". The besieged may capture or contest with units within 6".

VICTORY CONDITIONS
The besieged must hold the position or die trying. The assailant wins if they capture the objective. Otherwise, the besieged wins after ten rounds.

SPECIAL RULES
Determine one board edge not occupied by the assailant. Plane missions deploy from that board edge.
Try this scenario with the *Night Fighting* special rule, for the genuine Guadalcanal experience.

11. SCORCHED EARTH

Withdraw in good order. For 2 players: the defender and the invader. One player (the defender) must destroy objectives in order to win. The other player, the invader, must safeguard objectives in order to win. Ideal for representing rapid retreats, the ground behind the retreating force destroyed to deny the enemy forage and tactical resources.

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DEPLOYMENT
Standard; any two opposing table edges. Armies deploy without objectives marked, and pause before deploying *Paradrops* to determine objectives.

OBJECTIVES
In initiative order, each side places one minor objective on the table not within 16" of either deployment edge nor 8" of any unit. Continue placing objectives until there are at least five objectives on the table, or no more eligible spaces on the table.

VICTORY CONDITIONS
An objective is removed and destroyed during the support phase if one of the defender's infantry units is in basal contact, and the objective is not contested or captured. Objectives caught in a *Radius* attack are hit at normal accuracy (they must be spotted like units) and killed on a 6+.
The defender wins if they have destroyed more objectives than the invader has captured. Otherwise, the invader wins at the end of the fifth round.
Objectives are contested and captured by units within 6".

SPECIAL RULES
Objectives are represented with a 40x40mm base that units may enter basal contact with during the maneuver phase. It is recommended to use an emplacement or neutral unit to represent the objectives.

12. MINESWEEPING

The scars of old battlefields remain, and few armies resist the urge to delay the enemy and reinforce their own positions.

This is a method to get emplacements onto the board quickly and easily. Remember, interesting positions are better than trying to catch your opponent on a technicality, and novelty is much more effective in a game of information warfare.



DEPLOYMENT
Standard; any two opposing table edges.

OBJECTIVES
Place one strategic and two minor objectives in interesting locations on the table with open terrain.

VICTORY CONDITIONS
Capture the strategic objective for two consecutive rounds, or have the most objectives by end of the eighth round. All objectives are captured and contested within 6".

SPECIAL RULES
After the table has been set up, but before deployment, each player takes a turn placing emplacements anywhere on the table not within 12" of a board edge, until each player has placed one emplacement per TACOM; double or even triple this number for slower and harder combats.

USING EMPLACEMENTS

Here are some alternative ways to make use of emplacements in a game:

1. *Emplacements as Objectives.* Replace the typical objective markers with emplacements, which may confer their benefits to the capturing side.
2. *Emplacements for Points.* Each player may purchase emplacements for 5-10 points each and deploys them as per the Minesweeping scenario.
3. *Deployable Emplacements.* Emplacements may be carried and deployed by vehicles with *PC (X)*.

TUTORIAL A - INTRO: SKIRMISH ON THE HACKENSACK

CYDOLAND BORDER PATROL - A RAID AT DAYBREAK



HACKENSACK RIVER

The border between the Intermarium and the Ebon Forest lies along the edge of the Kantonbergen mountain range in Cydoland, where the snow-capped peaks give way to dense, forested river valleys. Near the city of Hijmeier, the formal border lies along the shallow Hackensack River. Architecture in human and luparic styles can be found on both sides of the river; its banks have changed hands many times. While it has been a long time since the treadmarks of long tank columns cut across the smooth riverbed, this "quiet" border sector remains a hotbed of intrigue, espionage, illegal trading, and recurring back-and-forth raids by small, lightly-equipped formations. One such force is now yours to lead against the enemy. Consider it your first test.

BLUFOR HANDOUT: T/A-2 - GRAYFOR HANDOUT: T/A-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: 1st Platoon, Company B, 1-82 Motor Rifles, "Empty Pockets". Motorized infantry platoon with light weapons and attached scout-snipers. Deploys on southern table edge.
GRAYFOR: 2e Section, 1er Compagnie, 21e Régiment d'Infanterie Légère, "Stumptails". Well-armed, aggressive infantry dismounts. Deploys on northern table edge.

MAP & OBJECTIVE

72" x 48" - The misty banks of the peopled Hackensack River: bulging hills, dense woods, and three crossings: Hauer Bridge, Rutger's Isle, and shallows near the cornfields.

One player must hold more objectives than the enemy by the end of the sixth round, hold all three objectives at the end of a round, or eliminate all enemy TACOMs.

BLUFOR - 1-82 MOTOR RIFLES, "EMPTY POCKETS"
1ST PLATOON, COMPANY B, 1ST BATTALION

Wasn't more'n two days I'd been on post when the sirens rang. Out the door, just after dawn. On the way they filled me in. Dogfaces on the Hackensack—big, mad mugs full of sharp teeth. And me, who'd signed for dental!

- Arnold Knapen, Ranker, 1-82 Motor Rifles

PRELUDE

1st Platoon, Company B, 1st Battalion, 82nd Motor Rifle Regiment: a pompous formal title for fifty-odd drunkards, gamblers, former inmates, and benefits collectors. Garrisoned in Hijmeier, Company B's three platoons must defend the local stretch of the Hackensack against luparic raids coming over the border. This working area is too broad for a static defense, so the company must respond aggressively when the alarm is raised.

1st Platoon was unlucky enough to be the closest on hand today. Its mounted troops roll swiftly for the river, hoping to deny the enemy the chance to cross at all.

1-82 MOTOR RIFLES, "EMPTY POCKETS"
1ST PLATOON - 100 PTS, 3 COMMAND

Uther Section - HQ
Type 68C "Appomattox" - ***0 pts (TACOM)***

Aart Section - Recoilless Rifle
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Recoilless Rifle Team - ***15 pts***

Elmo Section - Ranger Attaches
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Intermarine Rangers - ***15 pts***

Olli Section - Mortar
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Mortar Team - ***10 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTELLIGENCE

Roughly twenty minutes ago, embedded spies on the Ebon Forest's side of the river reported GRAYFOR advancing under cover of darkness. Their estimate puts them at about reinforced platoon strength, so they will likely outnumber 1st Platoon.

No supporting vehicles were spotted in GRAYFOR. It is almost certain that their force will consist wholly of dismounted infantry and weapons teams. That is cold comfort. Lupar are fast runners and trained infiltrators. They may have ambush positions already prepared near the riverbanks in occluding terrain.

Based on previous raiding parties, it's likely that GRAYFOR will bring anti-armor capabilities, most typically man-portable guided missiles and recoilless rifles. 1st Platoon's thin-skinned personnel carriers must take care.

COMPOSITION

1st Platoon is divided into three combat sections (Aart, Elmo, and Olli) and a command section (Uther). Each combat section includes a "Grumble" personnel carrier and a squad of States-Grenadiers.

Grumbles offer high mobility and close-range fire support. States-Grenadiers are effective on the defense, and can assault superior lupar infantry if properly supported.

Aart, Elmo, and Olli sections all feature fire support attaches. Recoilless rifles are powerful direct-fire weapons. Mortars pin enemies. Both can screen your troops with smoke. Intermarine Rangers are effective for reconnaissance and sniping, and their laser designators help mark targets for your other weaponry.

Don't let the Appomattox get hit. You're inside it. Without you, your men will all die.

CONSULT T/A -6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - 21E INFANTERIE LÉGÈRE, "STUMPTAILS"
2E SECTION, 1ER COMPAGNIE

The earth was wet before the sunrise. Mud stuck to my feet. Before me—the country of the enemy. And as I watched my sector I smelled the bones in the earth under me, and the steel of their swords. I was not the first to do this.

- Teumo Cairbre, Voltigeur, 21e Légère

PRELUDE

It is the early morning. The rain has kept the blue soldiers in their comfortable barracks. But a little water is no problem for the thick-pelted men of 2e Section, 1er Compagnie, 21e Régiment d'Infanterie Légère—the "Stumptails". More important things are on their minds: the enemy is near.

At the stroke of midnight, they slipped past the wire of their encampment to embark on their raiding mission. Their orders are to gain access to Federal territory (whether silently or by force), and put the rural industries around Hijmeier to the torch. It will not be easy: the enemy here is well-equipped and numerous.

21E INFANTERIE LÉGÈRE, "STUMPTAILS"
2E SECTION - 100 PTS, 3 COMMAND

1st Groupe - HQ
Company Chief - ***0 pts (TACOM)***
Chasseurs - ***10 pts***

2nd Groupe - Recoilless Rifle
Chasseurs - ***10 pts***
Recoilless Rifle Team - ***15 pts***

3rd Groupe - Anti-Armor
Subaltern Team - ***10 pts***
Chasseurs - ***10 pts***
Guided Missile Team - ***20 pts***

4th Groupe - Mortar
Chasseurs - ***10 pts***
Hima Team - ***15 pts***

INTELLIGENCE

Forward scouts on the Federal side of the Hackensack report an inbound rapid-reaction force, mounted in personnel carriers and estimated at platoon strength. While 2e Section likely outnumbers the enemy, BLUFOR's personnel carriers will give them the edge in tactical mobility, especially on roads, and can offer deadly close-range fire support.

Federal infantry are inferior to lupar equivalents in close-quarters battle. They will likely attempt to keep their distance. You will have to find a covered route to their throats.

COMPOSITION

2e Section is divided into one headquarters and three combat groupes. All four groupes contain a squad of Chasseurs, who are superior infantry in almost all respects.

The second, third, and fourth groupes include fire support options. Recoilless rifles are deadly, versatile direct-fire weapons. The "Hima" shoulder-fired gun-mortar can be used for both indirect fire or close-range vehicle hunting. Both can screen your assault troops with smoke.

Guided missiles offer massive anti-armor firepower at extreme range. A personnel carrier has no hope of surviving a hit from one.

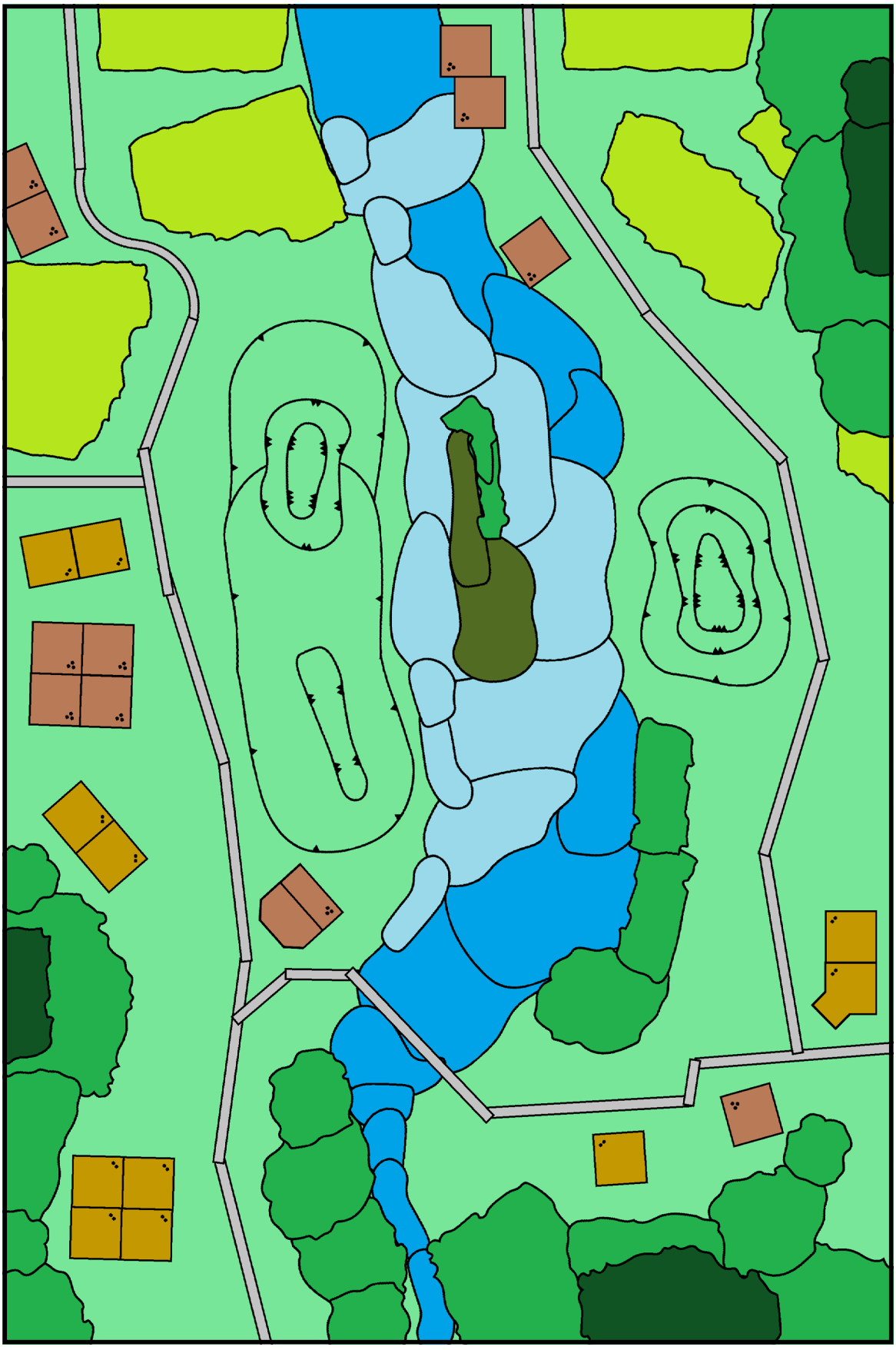
It may be necessary to attack over open ground. If so, coordination and speed will be necessary. The section's subaltern can help keep your troops moving across a wide front with his own brigade moves.

As the company chief, your guard is an effective combat unit all its own. But remember: you are at its head. If you die, the mission (and your men) are doomed.

Remember: most of your force has the *Infiltrator* special rule (see **FM 100-2-8X**).

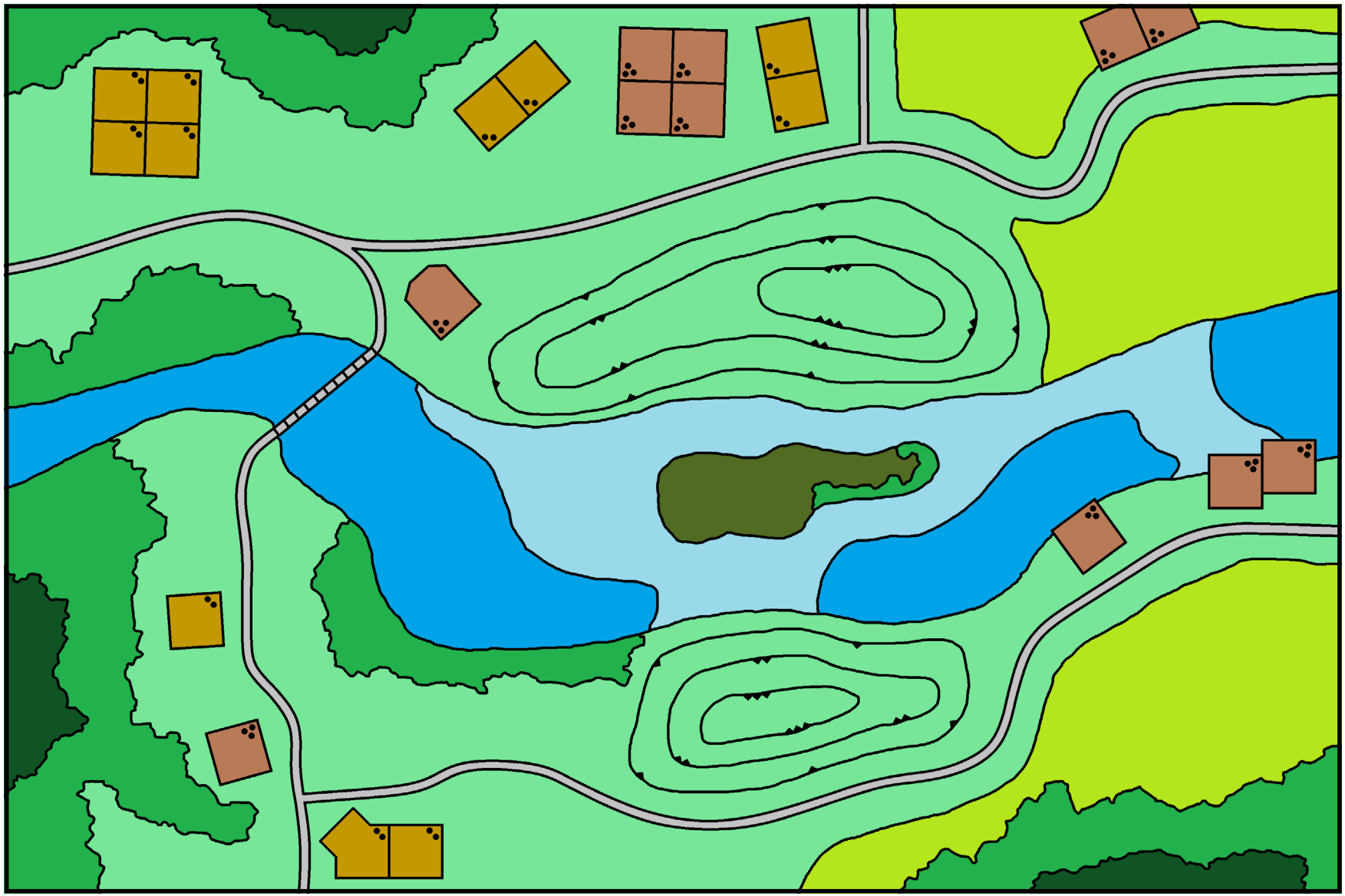
CONSULT T/A -6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

** Made with printable terrain from* **FM 30-1-8X**. *The map below is illustrative.*
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



T/A-4 - INTRO: SKIRMISH ON THE HACKENSACK

FM 1-8X - MAP, CANONICAL



INTRO: SKIRMISH ON THE HACKENSACK - T/A-5

CYDOLAND BORDER PATROL - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

BLUFOR and GRAYFOR roll for initiative and do alternating deployments according to standard rules. BLUFOR deploys on the southern edge. GRAYFOR deploys on the northern edge.

GRAYFOR's *Infiltrators* may opt to either infiltrate or deploy by moving as normal.

OBJECTIVES

Hold more objectives than the enemy by the end of the sixth round, hold all three objectives at the end of a round, or eliminate all enemy TACOMs within six rounds.

SPECIAL MECHANICS

None.



82ND MOTOR RIFLES
"EMPTY POCKETS"

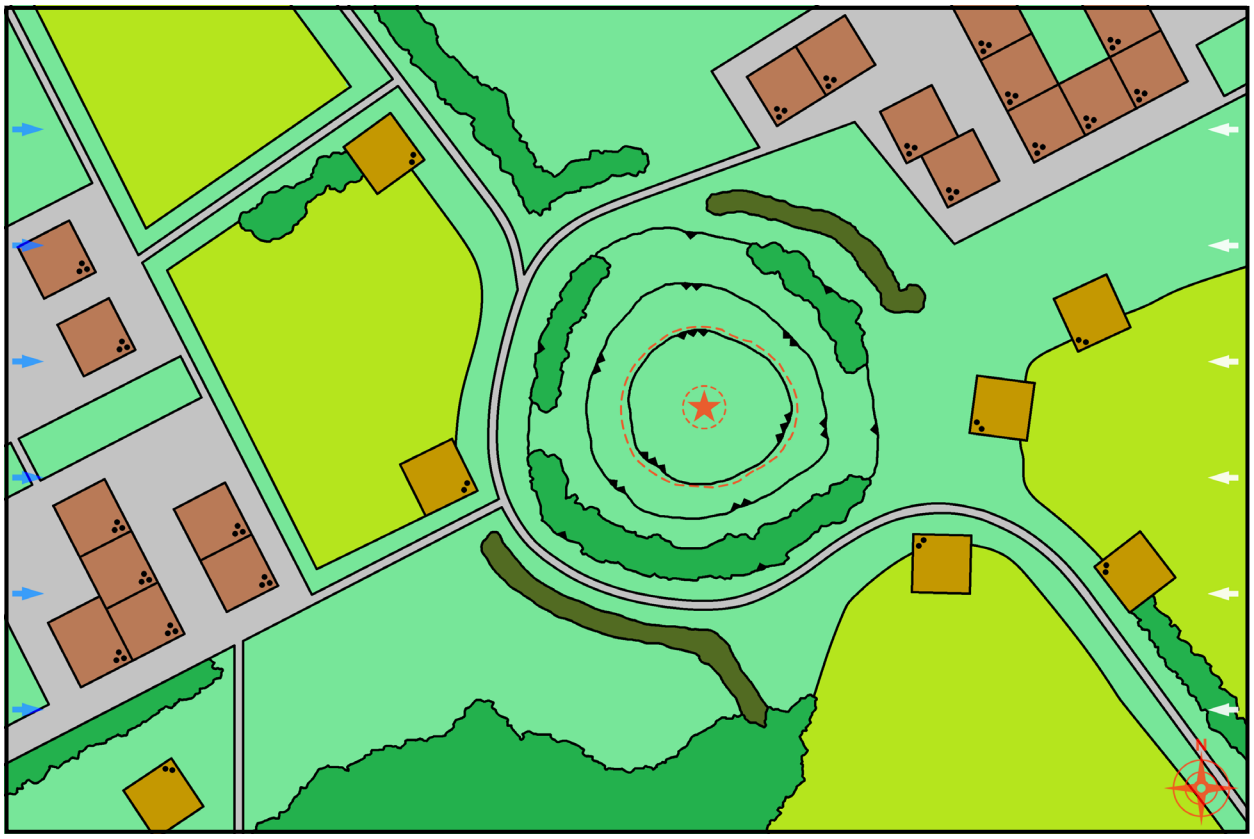


21E INF. LEGERE
"STUMPTAILS"



"What's th' moter rifle platoon manyul say 'bout that, sir?"

TUTORIAL B - INTERMEDIATE: BATTLE OF HILL 9
"LOOSE CHANGE" WARGAME EXERCISE - FORCE RECON



PROVING GROUNDS

Round-the-clock training exercises are proctored at the Klein Grotehaven Proving Grounds, a Federal military base situated about two hours' drive from the city of Grotehaven. Of the base's nearly twelve hundred square kilometers of training space, over half is dedicated to the *Complex Scenarios in Mixed Terrain* (CSMT) mock battlefield. Units from across the Intermarium are summoned to participate in elaborate wargames, on terrain ranging from idyllic hamlets to mine-ridden trenchworks, using an innovative laser-based combat simulation system. Today's exercise is between the 490th Armor Regiment, out of the city of Vlaand, and Grotehaven's own 1st Rapid Reconnaissance. Both home and away teams seek to make their cities proud.

BLUFOR HANDOUT: T/B-2 - GRAYFOR HANDOUT: T/B-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: Company A, 2-490 Armor, "Canebrakes". Mechanized infantry and tanks with strong breakthrough capability and excess manpower. Deploys on western table edge.

GRAYFOR: Company D, 1-1 Rapid Reconnaissance, "Kemp's Picket". Infantry in wheeled transports and rangers specializing in rapid attack. Deploys on eastern table edge.

MAP & OBJECTIVE

72" x 48" - Two "industrial lots" divided by the commanding Hill 9. Land around the hill is gently rolling. Uncovered roadways are flanked by unmown grass and planted treelines: quintessential Intermarine geography.

One player must either hold the top of Hill 9 with infantry for three rounds uncontested or eliminate all enemy TACOMs.

BLUFOR - 2-490 ARMOR, "CANEBRAKES"
COMPANY A, 2ND BATTALION

I popped up on one of them cigar-chompers from the 1st whose hat I saw over a bush. So's I spray my little bullet hose all over 'em an' hear his vest chirpin' an' feel my blanks kickin', an' when I'm done I says, "you're dead!"

Well, that son-of-a-gun stood right back up, said, "nuh-uh," and shot me til' I chirped too.

- Herc Matthieu, Ranker, 2-490 Armor

PRELUDE

The 490th's regimental headquarters has chosen Hill 9, a commanding position over the eastern CSMT, as an ideal post for forward observation against the elusive 1st Rapid, who prefer to fight guerilla. Its summit is marked with filled foxholes and the crushed cigar butts of a dozen command posts from previous exercises.

Company A of the 2nd Battalion has been detached from the main thrust to seize Hill 9. Strike hard and strike fast.

2-490 ARMOR, "CANEBRAKES"
COMPANY A - 200 PTS, 7 COMMAND

Uther Section - HQ
Type 68C "Appomattox" - ***0 pts (TACOM)***
Type 55MC "Razorback-MC" - ***30 pts (TAC)***
Type 55M "Razorback-M" - ***40 pts***

Aart Section - Infantry
Type 68 "Bantam" - ***20 pts***
- [E] States-Grenadiers - ***10 pts***
- [D] Reservists - ***5 pts***

Type 68 "Bantam" - ***20 pts***
- [E] States-Grenadiers - ***10 pts***
- [D] Reservists - ***5 pts***

Isaac Section - Fire Support
LaF-18 "Ox" - ***10 pts***
- [T] 2K52 "Wheat" - ***25 pts***
- [E] MANPADS Team - ***10 pts***
- [E] Mortar Team - ***10 pts***
- [D] Reservists - ***5 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTELLIGENCE

According to 2nd Battalion's scouts, GRAYFOR is moving a company-sized element toward Hill 9. Evidently they want to steal our smoking spot.

GRAYFOR is mounted primarily in lightly-armored personnel and weapons carriers. Though they lack the 490th's heavy armor, they make up for it with road speed and long-range firepower.

A utility helicopter is known to be part of GRAYFOR, all but confirming the presence of Intermarine Rangers in their number. Their laser designators make them highly efficient spotters for anti-tank weaponry.

Most of GRAYFOR's anti-tank capability is in guided missiles. Suppress these when spotted and cover your advance with smoke.

COMPOSITION

Company A's "Razorback" main battle tanks enable a steady, aggressive advance. Because one of your Razorbacks is also one of your TACOMs, the other Razorback should always take the lead when opening fire.

Four infantry squads are available for reconnaissance and assault work, though half are borrowed from the regiment's rear-line platoons. Their "Bantam" infantry fighting vehicles will be valuable for fire support.

An "Ox" logistics truck provides both a ride for dismounted weapons teams and a towing service for the 2K52 howitzer attached to your company. It can also resupply your tanks with fresh ammunition. It is completely unarmored; keep it out of the enemy's sights.

Your howitzer can provide powerful fire support, but you will have to risk your TACOMs to call in fire missions. The Razorback-C will hold up on open ground better than the Appomattox, although it'll still be a priority target.

CONSULT T/B-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - 1-1 RAPID RECON, "KEMP'S PICKET"
COMPANY D, 1ST BATTALION

How'd the 490th do? Well, I'll tell you one thing: they sure as hell know how to march in a straight line.

- Whedon van Speck, Captain, 1-1 Rapid Recon

PRELUDE

In this exercise, BLUFOR was tasked with crushing 1st Rapid Recon. 1st Rapid Recon was tasked with being a major pain in the ass. They've spread thin over the CSMT, striking at comms lines and avoiding open battle.

1st Rapid's men know the CSMT like the back of their hand: after all, they're the home team. The away team always goes for Hill 9, and for good reason: Hill 9's got a clear shot over the whole neighborhood.

Company D of the 1st Battalion has orders to take and hold Hill 9. This time, though, BLUFOR's well ahead of schedule.

INTELLIGENCE

Forward scouts have spotted a company scale BLUFOR element advancing on Hill 9 at high speed. Confirmed units include "Razorback" main battle tanks, "Bantam" infantry fighting vehicles, and a towed 2K52 howitzer.

BLUFOR is laid out in classical mechanized infantry fashion: all massed firepower, armor, and speed. They'll seek to crush you on open ground, and then finish it up close with an infantry assault supported by big guns.

COMPOSITION

Company D's "Grumble" transports are spacious enough to transport weapons teams alongside regular infantry squads. Their speed and light armor makes your Grumbles and derived weapons carriers flexible in deployment, but vulnerable when exposed. Ambush and reposition: don't try to slug it out with a tank when your armor's barely bulletproof.

Your own armored support is lighter than the enemy's: a pair of "Duck" light tanks, one of which is a command variant. They're fast and punchy, ideal for flanking and fire support.

An accompanying team of Intermarine Rangers has joined your force by helicopter. This gives you an advantage in spotting, but the enemy almost certainly knows you possess aircraft and Rangers as a result. They have likely brought anti-air countermeasures.

The Appomattox is best parked where nobody can see it. Move it out of your column and into cover as soon as spotting is likely.

Your wheeled vehicles allow you to take forward ground more quickly than your opponent. Take good ground before the enemy can.

CONSULT T/B-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

1-1 RAPID RECON, "KEMP'S PICKET"
COMPANY D - 200 PTS, 7 COMMAND

Uther Section - HQ
Type 68C "Appomattox" - ***0 pts (TACOM)***
Type 52C "Duck-C" - ***15 pts (TACOM)***
Type 52 "Duck" - ***20 pts***

Aart Section - Infantry
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Recoilless Rifle Team - ***15 pts***

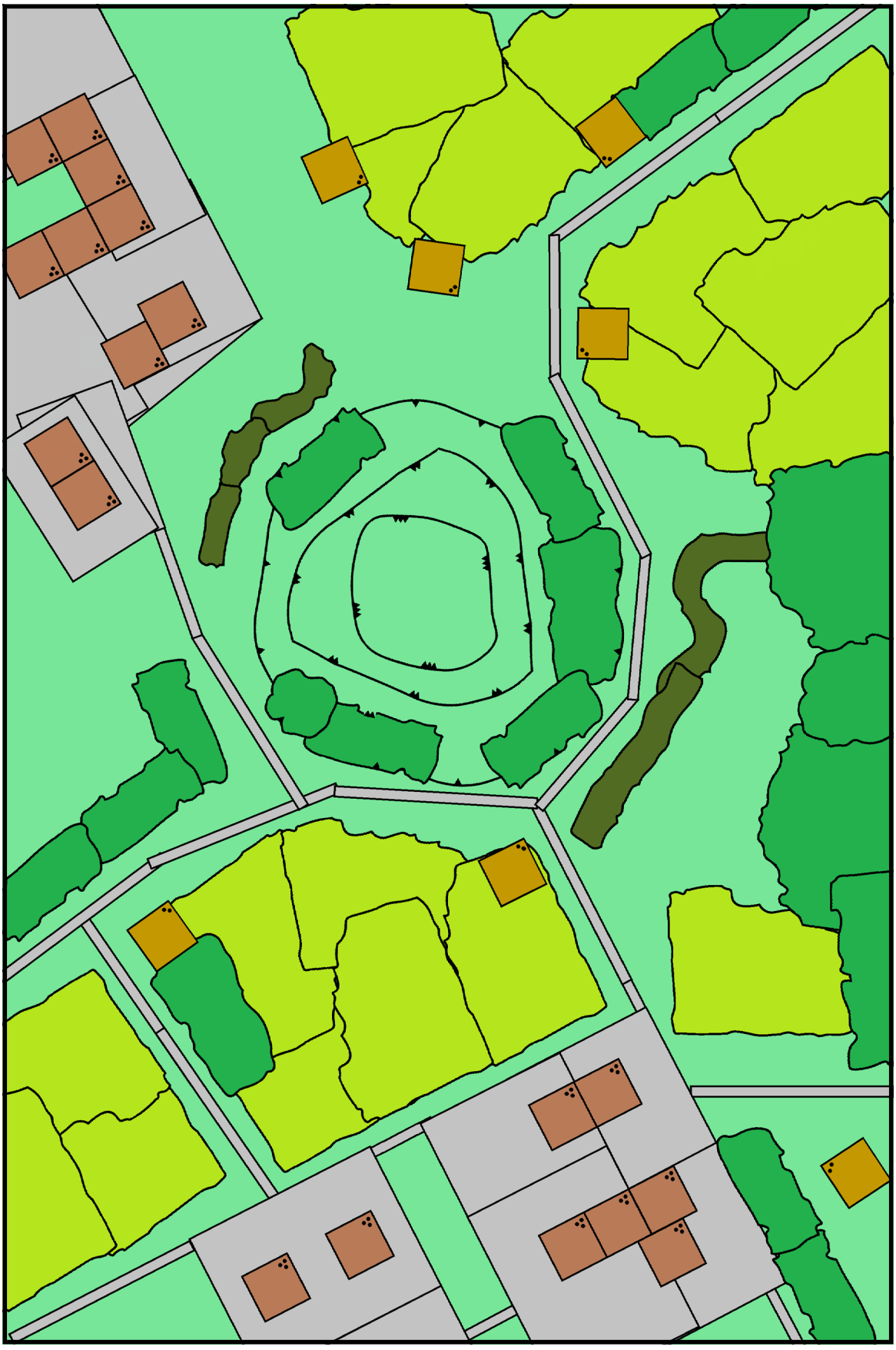
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [E] Recoilless Rifle Team - ***15 pts***

Elmo Team - Reconnaissance
HzN-18 "Moose" - ***15 pts***
- [E] Intermarine Rangers - ***15 pts***
- [E] ATGM Team - ***10 pts***

Isaac Section - Fire Support
Type 60AT "Runner" - ***25 pts***
Type 60MD "Wave" - ***30 pts***

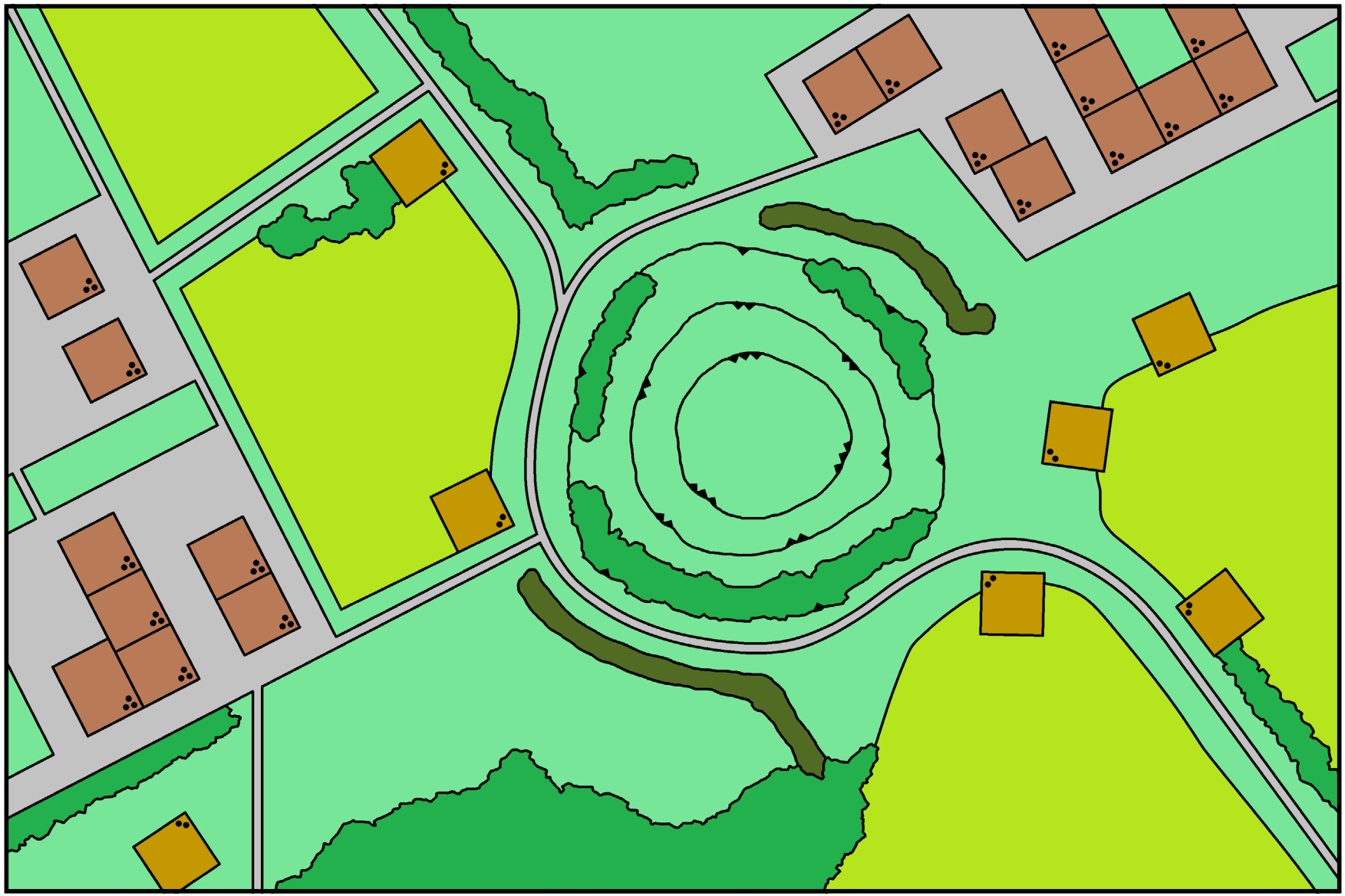
* [E] - Embarked | [D] - Desanting | [T] - Towed

** Made with printable terrain from* **FM 30-1-8X**. *The map below is illustrative.*
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



T/B-4 - INTERMEDIATE: BATTLE OF HILL 9

FM 1-8X - MAP, CANONICAL



INTERMEDIATE: BATTLE OF HILL 9 - T/B-5

"LOOSE CHANGE" - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

BLUFOR and GRAYFOR roll for initiative and do alternating deployments according to standard rules. BLUFOR deploys from the western edge. GRAYFOR deploys from the eastern edge.

Neither army has units with special deployment conditions.

OBJECTIVES

Hold infantry inside of the summit of Hill 9 (the Height 3 contour line) for three consecutive rounds uncontested or destroy all enemy TACOMs within eight rounds.

SPECIAL MECHANICS

None.



490TH ARMOR
"CANEBRAKES"



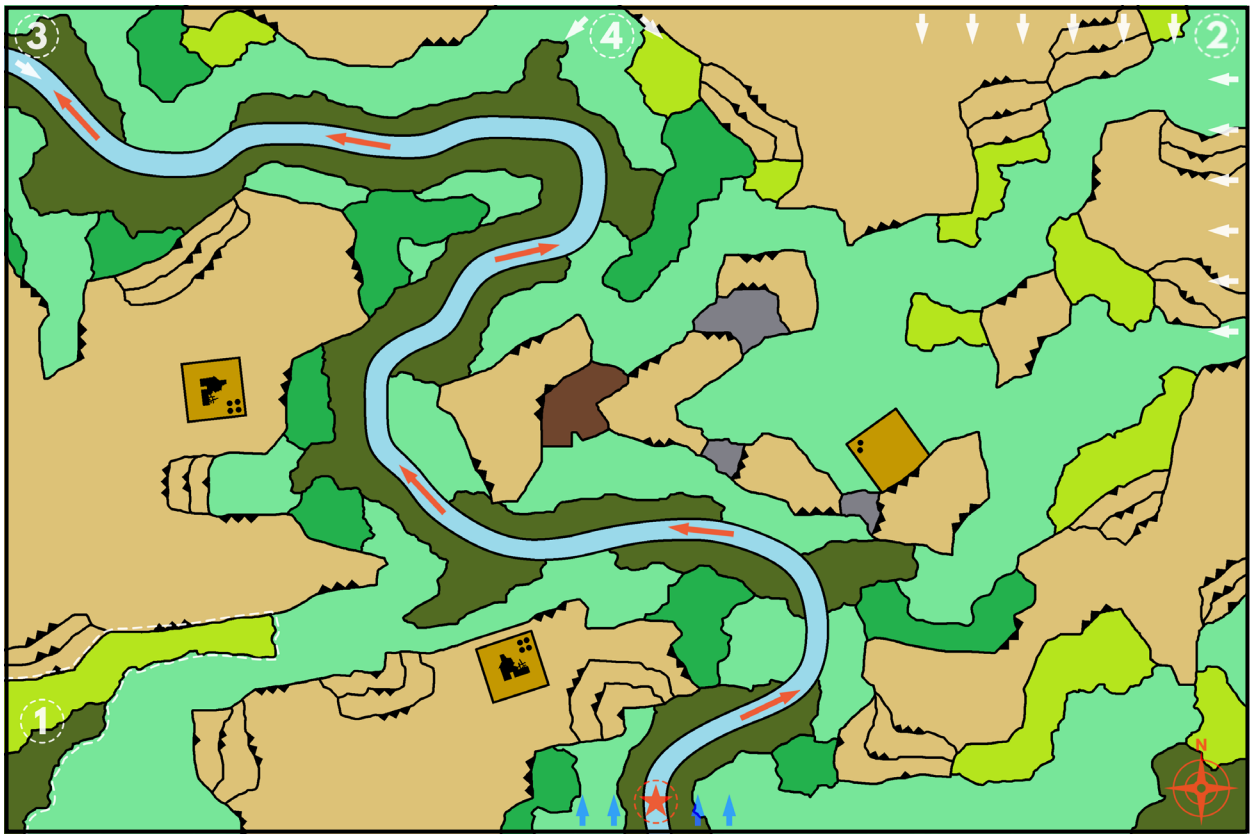
1ST RAPID RECON.
"KEMP'S PICKET"



"Yer spos'd t' be playin' dead!"

TUTORIAL C - ADVANCED: AMBUSH ON THE DOWAGER

BINOCHE INSURGENCY - DARRIGRANDS SEIZE THE CONVOY



AUBANER RIVER

For some tribes of the Gathering, bribes and promises of paved roads are enough to compel renewed oaths of loyalty. For others, those oaths are compelled before the unblinking muzzle of a 4-gauge shotgun. The latter was the case with Clan Binoche, whose dowager-chieftess was taken as a final insurance of submission after two months of violent resistance. An armored prison barge flanked by the Internal Security troops of the 99e Régiment de l'Interieur now carries her down a snaking tributary of the Aubaner River. The commander of these forces intends to make good time to the 99e's cantonment at Plinth Mons, but a coalition headed by Clan Binoche's long-time rivals, the Darrigrands, seeks to head them off.

BLUFOR HANDOUT: T/C-2 - GRAYFOR HANDOUT: T/C-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: 1e Demi-Section, 5e Compagnie, 99e Régiment de l'Interieur, "Voulgiers-à-Pied". Armored shock infantry and heavy carriers. Deploys on the river at the southern edge.

GRAYFOR: Chief Aloysius's House Guard, Clan Darrigrand. Hot-blooded guerillas, cutthroats, and bushmen. Deploys from the southwestern, northwestern, and northeastern corners.

MAP & OBJECTIVE

72" x 48" - A shallow river at low tide meandering through weedy, gravelly backcountry, flanked by anemic woods and silt-swept buttes. Low ruins dot the horizon.

BLUFOR must escort the Prisoner Barge to the western map edge to win. GRAYFOR must capture the Prisoner Barge before it leaves the map. Otherwise, eliminate all enemy TACOMs.

BLUFOR - 99E DE L'INTERIEUR, "VOULGIERS-Á-PIED"
5E COMPAGNIE (CONSOLIDATED)

The Darrigrands are pig-heads. They fight for the right to shoot the dowager.

She means nothing. One day we will put her to the wall and shoot her with the rest of them.

- Rawl Corbin, Caporal, 99e Interieur

PRELUDE

For two months, the 99e Régiment de l'Interieur has struggled to isolate and destroy the Binoche insurgency. Early successes on the rebels' part have been traced to faulty intelligence from local A.E.F. garrisons. It is believed that they are shot through with sympathizers.

By covertly allying with Clan Binoche's rivals, Clan Darrigrand, the 99e has finally found and crushed the rebellion. The Binoche hideaway is a burning husk, as is their chieftain. His wife and successor, the dowager-chieftess, is now chained alone to the floor of a requisitioned cattle barge. She will sue for her life with the names of A.E.F. co-conspirators.

99E L'INTERIEUR, "VOULGIERS-Á-PIED"
5E CO. - 300 PTS, 12 COMMAND

1er Groupe - Escort
VBD-3 "Motte" - ***20 pts***
- [E] I.S. Escort - ***15 pts (TACOM)***
CdA-36 "Broomcloud" - ***25 pts***
CdA-25 "Saucer" - ***20 pts***

2e Groupe - Infantry
VBD-3 "Motte" - ***20 pts***
- [E] I.S. Escort - ***15 pts (TACOM)***
VBD-1 "Tanner" - ***10 pts*** (x3)
- [E] Internal Security - ***20 pts***

3e Groupe - Armor
VBD-3 "Motte" - ***20 pts***
- [E] I.S. Escort - ***15 pts (TACOM)***
Char 30 "Veldjen" - ***20 pts*** (x3)

* [E] - Embarked | [D] - Desanting | [T] - Towed

The regiment's 5e Compagnie, an ad-hoc grouping of survivors from destroyed units, has been tasked with the dowager's security detail. They spirit her through the canyons of the Aubaner to an Internal Security garrison at Plinth Mons.

INTELLIGENCE

The treacherous Darrigrand dogs seek the dowager's head, come what may between their jaws and her lifeblood.

Known elements of the Clan Darrigrand are mostly poor, rifle-equipped militia with a handful of machine guns, man-portable heavy weapons, and "Kennel" technicals; their chieftain Aloysius, a noted spiritualist, is said to keep Waykeepers in his personal retinue.

However, the Darrigrands are also implicated in numerous thefts of A.E.F. property, from pilfering burnt-out tanks to raiding artillery pools. Most claims are hard to verify, but Aloysius is well-connected. Expect anything.

COMPOSITION

2e Demi-Section's security detail has been deployed "dark"—without the collaboration of local A.E.F. elements—thus limiting its infantry equipment to the Internal Security urban-fighting standard. They are very tough, but poorly equipped for fighting on open ground.

A "Broomcloud" anti-air gun provides well-rounded fire support, but is relatively thin-skinned. 3e Groupe's flame-spouting "Veldjen" tanks are fairly outdated, but are your best spearhead nonetheless.

Your veteran commanders in their hardy "Motte" armored personnel carriers provide many surplus command tokens. You can afford to independently move most units.

Keep your convoy in cover under the shadow of the canyons to minimize losses.

CONSULT T/C-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - ALOYSIUS'S HOUSE GUARD

I saw victory in the entrails of our fowl. Is that not enough? Know ye the price of inaction?

- Red Curteis, Haruspex, Clan Darrigrand

PRELUDE

Chief Aloysius said nothing when the army cut his elms for telephone poles, and when the Internal Security built a prison on his mountain, he said nothing still. The Darrigrands were promised nothing, and they gave nothing in return. Aloysius did not think of the Regent. He thought only of Clan Binoche and the horror his grudge would wreak upon them.

While Clan Binoche fought the 99e Interieur, Aloysius planned. He pawned guns and stole tanks. From bandits he called favors, and to mercenaries, he gave them. Then, one smoldering hot night, Chief Aloysius had a dream. He was lapping the dowager's blood from the bank of a swelling river.

The time had come, and Aloysius followed his omen. By morning, every hired gun outside of Plinth Mons was riding to join him at the head of the Aubaner River.

INTELLIGENCE

Chief Aloysius has chosen to engage without reconnaissance. Being an Internal Security detail, the convoy will probably be mostly "Motte" infantry fighting vehicles, Internal Security shock troops, and tanks.

COMPOSITION

The Clan Darrigrand warband is replete with light infantry and Kennel technicals: frail, but many. The only hope the clan has of defeating GRAYFOR's armored fighting vehicles is in a few looted anti-tank guns: the "Lugus" recoilless rifle carrier, the "Saucer" tank destroyer, and the DAG-16 "Cherry" howitzer.

Clan Darrigrand's starting disposition is extremely scattered. You must choose where you will concentrate your force wisely.

Chief Aloysius does not let his mystic advisors fight outside of his own retinue. Some of the Youths must be held back to benefit from the Waykeepers' guidance.

The "Longdrink" pirates and their mortar are a sure way to stop the convoy in its tracks, but they are the furthest out of position.

The hired bush pilots, and the flat-faced sell-rotor Otiis Bacuundijk, are a good way to destroy personnel carriers at range as long as GRAYFOR has no air defense.

CONSULT T/C-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

CLAN DARRIGRAND & MERCENARIES
HOUSE GUARD - 300 PTS, 9 COMMAND

Clan Darrigrand Youths - Guerillas (1)
Company Chief - ***0 pts (TACOM)***
Territorials - ***5 pts*** (x5)
Machine Gun Team - ***10 pts***
Recoilless Rifle Team - ***15 pts***

Chief Aloysius & Trophy Army - A.T. (2)
CdS-1 "Kennel" - ***10 pts***
- [E] Waykeepers - ***15 pts***
CdS-1 "Kennel" - ***10 pts***
- [E] Coy. Chief (Aloysius) - ***0 pts (TACOM)***
- [T] DAG-16 "Cherry" - ***25 pts***
CdS-1 "Kennel" - ***10 pts***
- [E] Ironpelts - ***15 pts***
VBD Special "Lugus" - ***25 pts***
CdA-25 "Saucer" - ***20 pts***

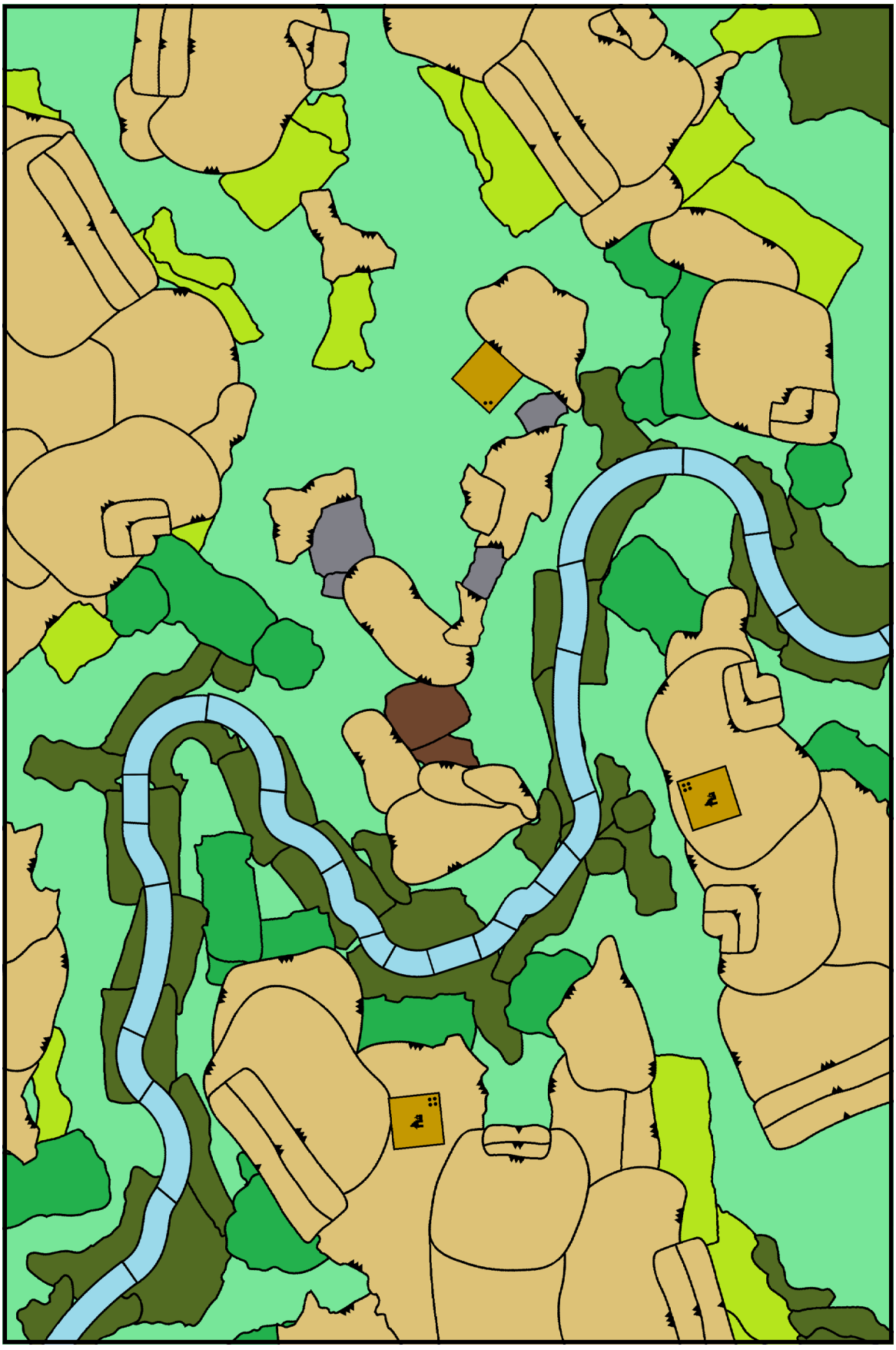
"Longdrink" River Pirates - Support (3)
VdIM-K "Karve" - ***10 pts***
- [E] Company Chief - ***0 pts (TACOM)***
- [E] Machine Gun Team - ***10 pts***
- [E] Hima Team - ***15 pts***
- [E] Recoilless Rifle Team - ***15 pts***
- [D] Territorials - ***5 pts***

Otiis Bacuundijk - Mercenary (4)
HzN-18B "Bison" - ***25 pts*** **(FM 100-1-8X)**
- [E] Bounders - ***20 pts***

Hired Bush Pilots - Planes**
R-2 "Chien de Chasse" - ***10 pts*** (x2)

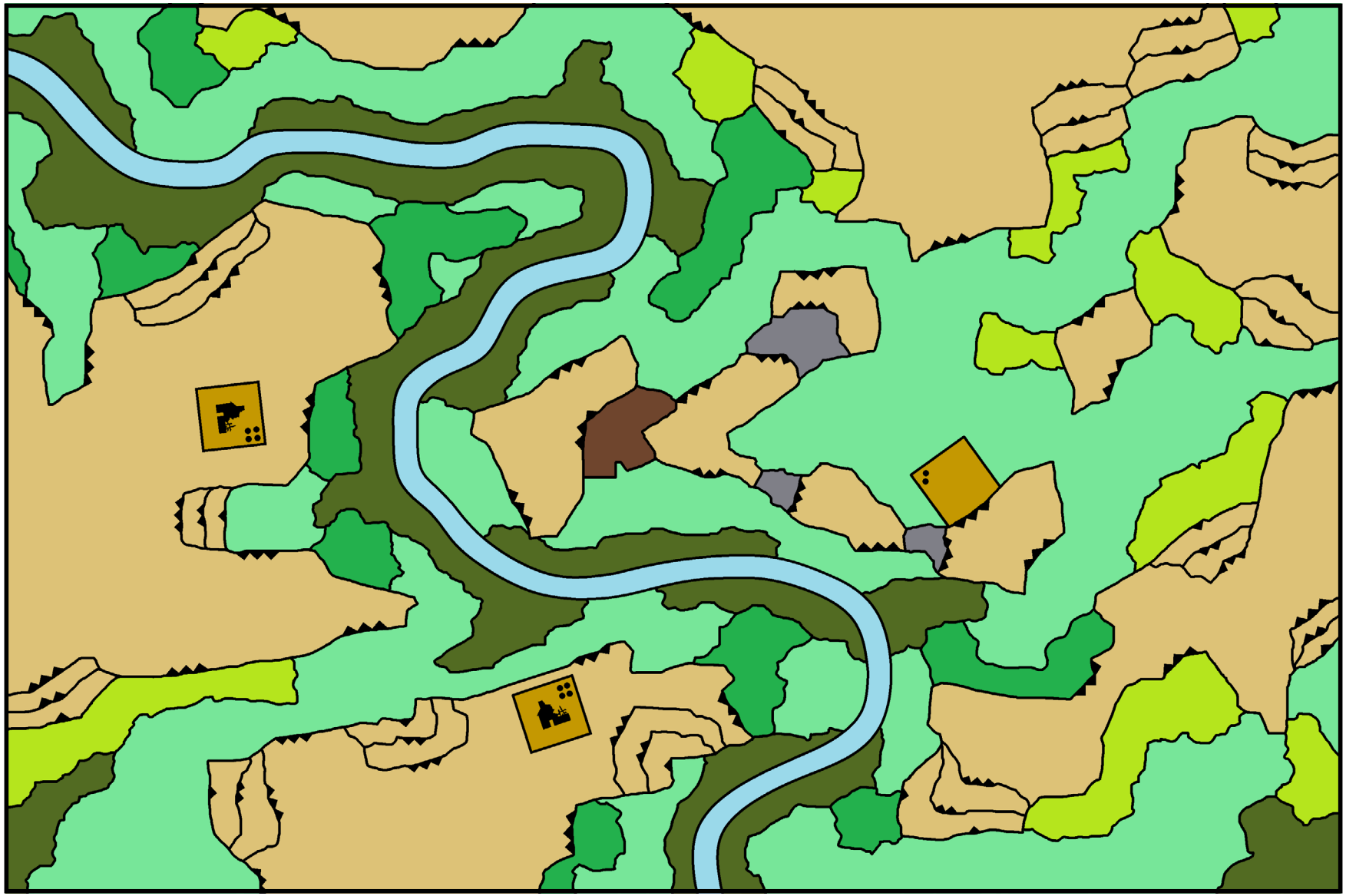
* [E] - Embarked | [D] - Desanting | [T] - Towed
** Strafing lines originate from the northern board edge.

** Made with printable terrain from* **FM 30-1-8X**. *The map below is illustrative.*
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



T/C-4 - ADVANCED: AMBUSH ON THE DOWAGER

FM 1-8X - MAP, CANONICAL



ADVANCED: AMBUSH ON THE DOWAGER - T/C-5

AMBUSH ON THE DOWAGER - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

GRAYFOR goes first. The first GRAYFOR deployment group (labeled 1) may choose to *Infiltrate* the map anywhere within 20" of the southwestern corner. Any units which do not *Infiltrate* now may deploy later.

Second, BLUFOR's entire force deploys within 6" of the river on the southern edge and moves according to standard deployment rules.

Third, the second GRAYFOR deployment group (labeled 2) deploys from any part of the northern or eastern table edge that is within 20" of the northeastern corner. Youths which did not *Infiltrate* before may now deploy either on foot or embarked or desanting on any vehicle they wish. All units in this step may move according to standard deployment rules.

Fourth, the third GRAYFOR deployment group (labeled 3) deploys embarked and desanting on its transport at the table edge without moving.

Fifth, the fourth GRAYFOR deployment group (labeled 4) deploys anywhere on the northern edge and moves according to standard deployment rules.

Lastly, the Prisoner Barge deploys on the river at the southern table edge without moving.

OBJECTIVES

BLUFOR must ensure that the Prisoner Barge exits the map from the western table edge. GRAYFOR must capture the Barge by having an infantry unit in basal contact with it during the Objective Phase while there is no BLUFOR unit to contest the capture within 6". Otherwise, eliminate all enemy TACOMs.

SPECIAL MECHANICS

The Prisoner Barge is a small dry bulk barge which has been converted into a compartmentalized prisoner transport. It is unarmed and, in this instance, uncrewed except for a helmsman and a single compliance officer watching the dowager.

The Barge has been ordered to push through the Darrigrand ambush and will proceed down the river no matter what.

BOA33 "NAIL" - *0 pts*

PRISONER BARGE

Vec, H2, S0", M8", Q1, T*

Watercraft, NBC

**Cannot be targeted or carry desanting units.*

Though it is moved by the BLUFOR player, the Barge unit functions as a neutral vehicle which acts independently of any player's orders. It offers no advantage to BLUFOR, as it is unable to spot targets for them. The Barge is untargetable by GRAYFOR. *Radius* attacks with a chance to kill cannot be declared by either player with the Barge inside the radius.

GRAYFOR can win by capturing the Barge. To capture the Barge, GRAYFOR must have an infantry unit in basal contact with the Barge with no BLUFOR units to contest the capture within 6".

During the Objective Phase, the Barge obligatorily moves 8" along the river toward the western table edge.

If the Objective Phase ends with the Barge in full basal contact with the western table edge, and GRAYFOR is not capturing it, BLUFOR wins.

If the Objective Phase ends with GRAYFOR capturing the Barge anywhere on the map, and BLUFOR is not contesting it, GRAYFOR wins.

The Barge cannot move if it is in basal contact with an enemy unit, but it may move through friendlies to reach its destinaton. If the Barge runs into an enemy unit during its Objective Phase movement, its move action immediately ends. It cannot move again until the enemy unit in front of it has been removed.



99E DE L'INTERIEUR
"VOULGIERS-Á-PIED"

THE STENCH OF TREASON *was thick on the hides of the backwater Chasseurs. Any course but that which we sought would have been failure. I commanded the convoy, and I ordered the raid. The catastrophe, the slaughter! The casualties piled at the doors of the boat and the longhouse. The cost was enormous. I would wager as many again. Again. Every time, I would rise to the order, raise my arm, and let loose my soldiers.*

To charge.

To the death.

Look at this picture and the faces of the criminals. Look with your hunter's eye, as an animal would. Do you feel the pangs of reflection? Of recognition? Can you speak your thoughts as a man, or only growl as a wolf?

Aloysius. You didn't think I would be so stupid. You didn't think, Aloysius, that I could understand you.

We custodians of the future stoop to new lows so that we cannot be intimidated.

Tooth and claw.

- Monte Kondo, Capitaine, 99e Interieur



CLAN DARRIGRAND
ALOYSIUS'S HOUSE GUARD

MISSIVE: *Hark all Staff of the Aubaner.*

For Robbery, Murder, and Lèse-majesté.

A full Purse and worldly Privilege to every faithful Functor of the King cooperative in the delivery to justice of the pictured and yet unaccounted Darrigrand Villains.

Hoch Darrigrand, 16 years of age, niveal pelt. Favorite Heir.

Aloysius Darrigrand, 33 years of age, uneven gait. Author of the Malefactions.

Red Curteis, 45 years of age, double-split-head. Confidante and Mystic Vizier.

Belvedere Garou, 31 years of age, missing one tooth and one eye. Captain of His Guerillas.

Theodoric Michel, 22 years of age, mute imbecile. Infamed Cannibal Berserker.

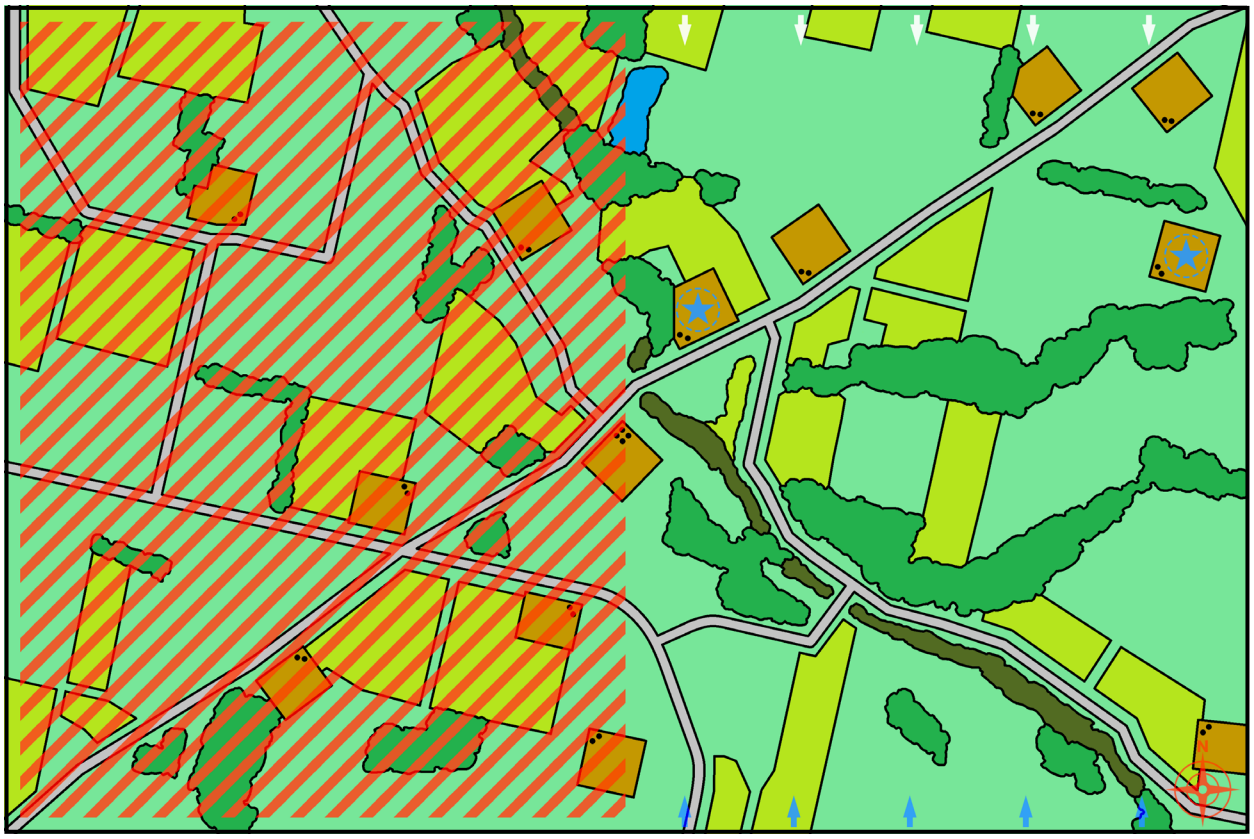
Har Perrine, 21 years of age, Patricide. Bodyguard.

Eitrig Poisson, 20 years of age, Deserter. Bodyguard.

Alaaus, 18 years of age, Orphan. Bodyguard.



TUTORIAL D - RYGOLIC: GHENT'S MEETING ENGAGEMENT
FEDERAL LANDING OF KENED - *AND WE SAW*, CHAPTER 6



AUTOSTRADE EÑIGA

At the beginning of Gheritt Ghent's acclaimed war chronicle *And We Saw*, the N.R.H. has only just began its counterattack at the base of the Tierra Regada salient. Inland, violence is hotly escalating between Baron Senguer Zarój and the Host invaders, but coastal regions have remained relatively cool. Ghent, now a fresh ranker in the 848th Motor Rifles, is among some of the first Federal intervention troops deployed to support Zarój. This engagement, described in Chapter 6, detail's Ghent's first assignment at the now-famous Autostrade Eñiga junction, which would go on to host many battles between Federal, Rygolic, and Santagrine forces of varying allegiance. For now, though, Ghent's unit faces only light resistance: Security Element Jasper-15.

BLUFOR HANDOUT: T/D-2 - GRAYFOR HANDOUT: T/D-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: 1st Platoon, Company E, 2-848 Motor Rifles, "Woolsocks". Clearing patrol with a complement of conscripted pathfinders. Deploys at the southern edge.

GRAYFOR: Security Task Element Jasper-15. Mobile infantry equipped with light but capable carriers and fire support. Deploys at the northern edge.

MAP & OBJECTIVE

36" x 48"* - Rural highway cutting tawny flatland. Abandoned Santagrine households rest between thin strips of deciduous forest.

BLUFOR must garrison at least one unit in one of the two marked buildings for two rounds to win. GRAYFOR must survive five rounds to win. Otherwise, either player may win by eliminating all enemy TACOMs.

** Played on half of a full-sized map. Don't build the other half unless you mean to use it later.*

BLUFOR - 2-848 MOTOR RIFLES, "WOOLSOCKS"
1ST PLATOON, COMPANY E, 2ND BATTALION

"Wilkes told the Lieutenant that we would have no howitzer support because the artillerists had gotten too many requests and started arguing. So it goes."

- Gerrit Ghent, from And We Saw*, p. 49*

PRELUDE

The shore looks empty, the farms look emptier, and the division has touched down without a hitch. HQ, looking to win the war by dinner, turns yet again to a tried trademark of harebrained strategy: the "scramble op".

With the big guns sitting pretty in firebase, Motor Rifle regiments like the 848th are told to reform ad-hoc with attachments from the Rangers. These small, lopsided clearing patrols then sweep the hastily gained ground all at once, shooting anything they can handle, and radioing howitzers for anything they can't.

1st Platoon has the unassuming task of seizing farmhouses. They move casually, expecting only chickens.

2-848 LOWLAND RIFLES, "WOOLSOCKS"
1ST PLATOON - 100 PTS, 3 COMMAND

Uther Section - HQ
Type 68C "Appomattox" - ***0 pts (TACOM)***
Type 40M "Veldjen-M" - ***20 pts***

Aart Section - Infantry
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***

Elmo Section - Infantry
Type 60 "Grumble" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***

Isaac Section - Pathfinders
Type 68 "Bantam" - ***20 pts***
- [E] Pup Carson Scouts - ***10 pts***
- [E] Mortar Team - ***10 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTELLIGENCE

Though it is difficult to guess a Rygolic force composition, outerlying Federal SAMs eliminate the possibility of any air-dropped sentries or disposable countermeasures. Photo reconnaissance suggests that any security elements in the area would be less than platoon strength and possessing few, if any, vehicles. Expect shoulder-fired missiles.

COMPOSITION

1st Platoon's improvised reformation with the Rangers has created an incongruous unit structure, not uncommon among first-line units during force reconnaissance. Two standard motor rifle platoon sections have been delegated the support of a mobile hunter-killer team, composed of knee mortars and Pup Carson spotters posted up in a Bantam. A Veldjen-M from Company D is paying a favor to the Lieutenant, in his temporary Appomattox.

Your Grumbles and States-Grenadiers aren't exceptional, but they're something to distract the constructs. Rygoles have difficulty dealing with numerous opponents, even if they excel at concentrating their fire.

The Mortar Team and Pup Carsons make a lethal combination when concealed in woods. While the States-Grenadiers can control enemy movement along the roads, the Pup Carsons can threaten units defending themselves in buildings or forest.

The Veldjen-M is well-armed enough to counter any expected Rygolic armor, but it's let down by lackluster accuracy and speed. It must be deployed with forethought, or else it may end up being useless during your climactic firefight.

As always, keep your Appomattox safe and (mostly) out of sight. Use the designator if you really need to.

CONSULT T/D-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - SECURITY TASK ELEMENT JASPER-15

"One can only be blasé around the Rygoles, who will do whatever they will do regardless of whether or not you were expecting it. When the first missile hit, I was shelling a pistachio."

- Gerrit Ghent, from And We Saw*, p. 51*

PRELUDE

Jasper-15 was initially detached to perform scouting in advance of a rapid deployment into the Tierra Regada. The unit was delivered by night, in low profile, carrying two weeks of ichor provisions. Without any supply line or a retreat contingency, the unit was ordered to observe and record activity within its area of operation at the junction.

No use was found for the unit after command priorities shifted from force reconnaissance to threat suppression. Jasper-15's standing order was altered: avoid detection, randomize patrols, and shoot on sight any military target facing Baba Kened. No further ichor or ammunition has been delivered. The constructs are on their own.

For two weeks, Jasper-15 has been reduced to a local hazard: militia patrols, or just unlucky hunters, now and again blunder into their neck of the forest and don't come out. Starving and aimless, they stalk the highway as revenants, searching for enemy uniforms until their turbines halt from fuel deprivation.

INTELLIGENCE

Rygonet has not provided threat analytics on the incoming Federal patrol.

From Jasper-15's current position, it can be ascertained that the approaching unit possesses five vehicles, of which one seems to be inferior in speed. Presence of soldiers or vehicles from "elite" amphibious units, such as Federal Expeditionaries, is unlikely, although Rangers or Pathfinders is not out of the question.

COMPOSITION

Task Unit 1's "armored cavalry" combination, the Parallax with the Tactical and Node Teams, makes for a terrific first strike unit against APCs. The privilege of concentrating actions on the Parallax via Rygonet means Task Unit 1 can devastate a poorly positioned foe in a single Fire Phase.

Task Unit 2 is specialized for medium-range engagement against light opponents. Its Smart Gun Team makes it nearly impossible for the unit to be challenged by infantry alone, either in close range or from cover; the Microwave provides the Smart Gun moderate anti-vehicle defense.

In both cases, Tactical Teams and their ATGMs are the best way to initiate a firefight if they can see a mechanized target.

The Node Team should be dismounted and held in reserve as soon as it becomes clear that shooting will begin.

This list is strapped badly for command and requires either consistent, proactive brigading or the use of Rygonet to maintain control over the battlefield. The ability to double-move the Parallax via Rygonet (as well as any embarked troops) is what will make it possible to defend both objectives simultaneously.

CONSULT T/D-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

SECURITY TASK ELEMENT JASPER-15
ACTIVE FORCE - 100 PTS, 2 COMMAND

Task Unit 1 - Headquarters
P1 "Parallax" - ***35 pts***
- [E] Tactical Team - ***15 pts***
- [E] Node Team - ***0 pts (TACOM)***

Task Unit 2 - Reconnaissance
M1 "Microwave" - ***20 pts***
- [D] Tactical Team - ***15 pts***
- [D] Smart Gun Team - ***15 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed

** Made with printable terrain from* **FM 30-1-8X**. *The map below is illustrative.*
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.

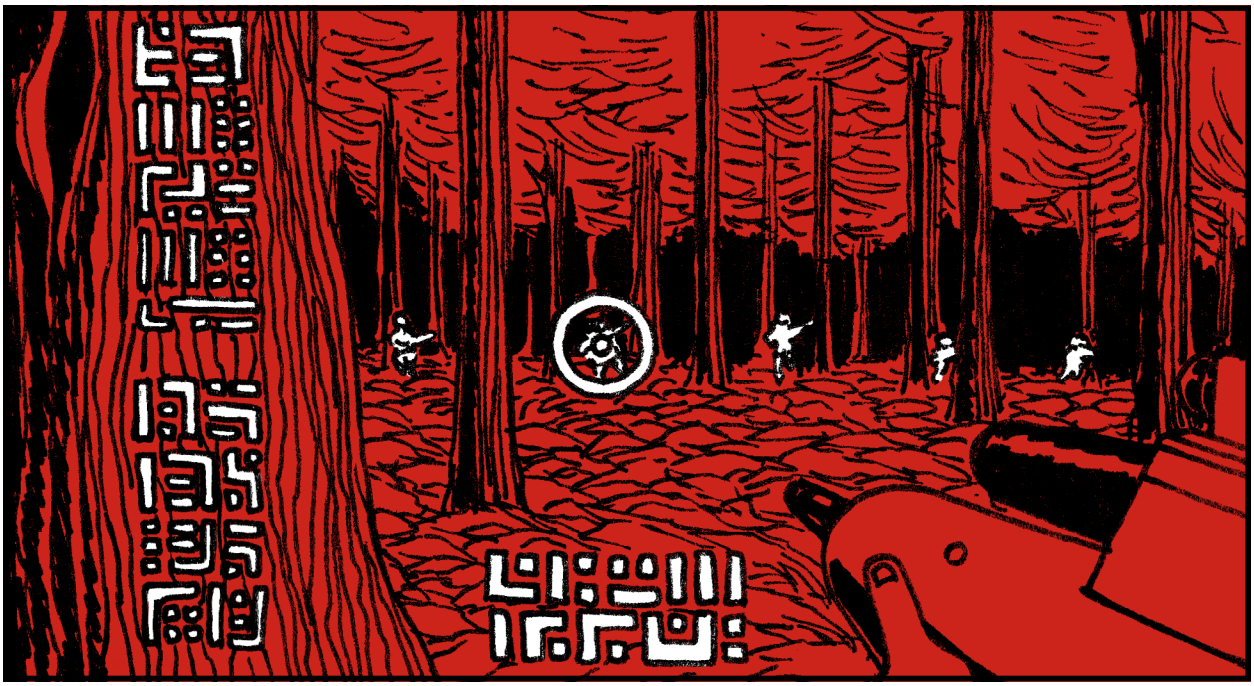


T/D-4 - RYGOLIC: GHENT'S MEETING ENGAGEMENT

FM 1-8X - MAP, CANONICAL

RYGOLIC: GHENT'S MEETING ENGAGEMENT - T/D-5

GHENT'S MEETING ENGAGEMENT - FULL SCENARIO INSTRUCTIONS



DEPLOYMENT INSTRUCTIONS

BLUFOR and GRAYFOR roll for initiative and do alternating deployments, according to standard rules. BLUFOR deploys from the southern edge. GRAYFOR deploys from the northern edge.

Neither army has units with any special deployment conditions.

OBJECTIVES

BLUFOR must have at least one unit garrisoned in one of the two objective buildings for two consecutive rounds. GRAYFOR must survive at least five rounds to win. GRAYFOR cannot win if BLUFOR has a unit garrisoned on an objective. Otherwise, either player may eliminate all enemy TACOMs.

SPECIAL MECHANICS

None.

848TH MOTOR RIFLES "WOOLSOCKS"

SECURITY ELEMENT JASPER-15

TUTORIAL E - SANTAGRINE: HUNTING THE BEAST
ZARÓJ'S BETRAYAL - END OF FEDERAL INTERVENTION



AUTOSTRADE EÑIGA

Having made significant gains against the Host, and becoming increasingly anxious about the investment of Federal assets behind his front, Baron Zarój quickly decided that continued F.S-A. presence in the Tierra Regada was a conflict of interest. Suddenly, Zarój's crusade was marching in two directions: to Baba Kened in the north, and against the 35th Motor Rifles in the south. The 35th, dogged at all junctures by militiamen, lost 3rd Battalion. They responded by securing their A.O. with an indiscriminate counterinsurgency. Today, the Federation has called for a complete pull-out. The bitter survivors of the 3rd's Company C rush to the coast along the battle-scarred Autostrade Eñiga. The widowers of Dromo Marziál will do anything to stop them.

BLUFOR HANDOUT: T/E-2 - GRAYFOR HANDOUT: T/E-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: Company C remnants, 3-35 Motor Rifles, "Gunther's Chain". Survivors of an ambushed unit. Excess infantry with a couple heavy hitters and no support.

GRAYFOR: Peloton Fendible de Dromo Marzial. Groundling militia with cheap anti-tank and a vengeance, prepared for dicey, close-ranged rushes. Not commanded by noblemen.

MAP & OBJECTIVE

72" x 48" - Rural highway cutting tawny flatland. Abandoned Santagrine households rest between thin strips of deciduous forest.

BLUFOR must deliver as many units as possible (including its TACOM) to one of the two exit points on the roads at the eastern edge of the map within eight rounds. GRAYFOR must prevent BLUFOR from doing so.

BLUFOR - 3-35 MOTOR RIFLES, "GUNTHER'S CHAIN"
2ND & 4TH PLATOONS, COMPANY C, 3RD BATTALION

I regret what I done, yet I am not sorry, sir.

- Max Speer, Ranker, 3-35 Motor Rifles

PRELUDE

Company C was busy picking their noses on routine patrols when Zarój's gunships sent regimental headquarters sky-high. The unit found itself coordinating with the remnants of their battalion over the radio, behind enemy lines, in a harrowing campaign to secure their immediate area for pull-out.

Yesterday's objective was securing a waypoint at the undefended village of Dromo Marziál. Company C had barely walked through the gate when they were bushwhacked by the baron's waiting tanksknecht. As they pushed through the ambush, the bluecoats didn't check to see who they were shooting at; altruism had quickly left them. Both the company and the drome civilians sustained staggering losses.

3-35 MOTOR RIFLES, "GUNTHER'S CHAIN"
2ND & 4TH PLATOONS - 150 PTS, 4 COM.

Uther Section - HQ
Type 55MC "Razorback-MC" - ***30 pts (TAC.)***
- [D] Reservists - ***5 pts***

Aart Section - Infantry
Type 68B "Bantam-MK" - ***25 pts***
- [E] States-Grenadiers - ***10 pts***
- [D] States-Grenadiers - ***10 pts***

Elmo Section - Infantry
LaF-18 "Ox" - ***10 pts***
- [E] States-Grenadiers - ***10 pts***
- [D] Reservists - ***5 pts***

Isaac Section - Fire Support
Type 60 "Grumble" - ***10 pts***
- [E] Recoilless Rifle Team - ***15 pts***
- [E] Mortar Team - ***10 pts***
- [D] States-Grenadiers - ***10 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed

Today, what's left of headquarters has finally gotten them on radio: regroup at all cost at the rally-point past the Autostrade, where the Hugags will bring their happy asses home.

INTELLIGENCE

Militia forces, even when unscouted, are easy to guess. It is unlikely that they should possess any heavily armored fighting vehicles, and impossible that they possess any aircraft. Expected resistance is primarily tercio infantry, with smatterings of towed field guns and close-ranged anti-tank weapons.

This army is not noble-led, so the commander is likely a dismounted "tenant" mayor.

COMPOSITION

The sudden devastation of Company C caused the soldiers of its two surviving platoons to pile onto the nearest vehicles with great urgency and little forethought.

Your platoons are somewhat "mixed up". Typically, fire support would be placed in the Ox, while line infantry would take the Grumble. Additionally, every vehicle carries desants. As a a result, your combat deployments will be capricious. You will need to dump infantry to use any of your big guns.

The Razorback-MC and Bantam-MK are your lifelines. The Bantam-MK is an excellent source of moving suppressive fire. The tank is your ultimate argument. Both are vulnerable to shaped charge side-shots and infantry encirclements. Use your dismounted infantry to protect them against charging tercios.

You will be forced to make hard decisions about who to leave behind when the guns start firing. Assault dismounts allow you to commit forces from the carriers in order to guarantee passage for your tank and IFV.

CONSULT T/E -6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

GRAYFOR - PELOTÓN FENDIBLE DE DROMO MARZÍAL

Afonso, who had lost a sister and mother, had gone himself to cut the heads off a few captured bluecoats, and when it was over he sat down and cried, and said that it was no satisfaction for the loss of his mother and sister after all.

- Saõno Segarra, Capellán, Dromo Marziál

PRELUDE

When Baron Zarój issued a call to arms against the Host, the groundlings of Dromo Marziál did as peasants do. They followed. When the call came again, this time against the States-Army, they followed still.

Dromo Marziál's militia fought the bluecoats, and won, with the cleverness of guerillas. They laid mines, lurked from trees, and hunted only what they knew they could kill. Yet on that day it was not the Fendible, but tanksknecht summoned by the Baron, who were responsible for the ambush on the Federals at the militia's drome.

When word spread of the massacre—blue tanks, a cross-fire, a flight to Eñiga—"revenge" was the mayor's only command. On the very same night they buried their betrothed, the grieving husbands of the drome marched without rest to overtake the last remaining tank that was responsible. They have found their quarries at the Autostrade junction.

INTELLIGENCE

Following the devastation of their unit, the 35th's remaining infantry had to resort to desanting on the precious few fighting vehicles they have remaining. They defend these with ugly pragmatism.

Your serjeants have confirmed two such vehicles are approaching: one Bantam-MK and a commander's Razorback-MC. At least two other unidentified vehicles ride with them. All vehicles are carrying infantry on their roofs. Exact infantry compositions are unknown, but unlikely to sport many crew-served weapons.

COMPOSITION

The militia is specialized for close range combat, towed guns notwithstanding.

Two of your tercios are poorly armed and thus *individually* worthless: they should be withheld defensively to block the roads. The mayor's tercio is better equipped, but has fewer men, so it should be used with its Miséricorde to challenge the enemy's spearhead.

The last Anti-Tank hemipelotón is crucial. At range, your Light Guns make any Federal maneuver on open ground risky. Your irrepressible Serjeants will stop at nothing to take their revenge in close quarters.

CONSULT T/E-6 FOR DEPLOYMENT INSTRUCTIONS & OBJECTIVES!

PELOTÓN FENDIBLE DE DROMO MARZÍAL
REVENGERS - 120 PTS, 3 COMMAND

I. Hemipelotón - Headquarters
CB.76 "Miséricorde" - ***15 pts***
- [D/1] Grenadier Team - ***10 pts***
- [D/2] Machine Gun Team - ***10 pts***
- [D/3] Baronial Tenant - ***0 pts (TACOM)***

II. Hemipelotón - Anti-Tank
Hexamer - ***10 pts***
- [T] Field Gun - ***10 pts***
- [1] Santagrine Militia - ***5 pts***
- [2] Santagrine Militia - ***5 pts***
- [3] Volley Team - ***5 pts***

III. Hemipelotón - Fire Support
Steam Tractor - ***5 pts***
- [T] Sb.15 1-lber "Pom-Pom" - ***10 pts***
- [1] Santagrine Militia - ***5 pts***
- [2] Santagrine Militia - ***5 pts***
- [3] Volley Team - ***5 pts***

IV. Hemipelotón - Anti-Tank
Light Gun Team - ***5 pts*** (x2)
Mounted Serjeants - ***10 pts***

Emplacements
Caballos Bárbaros (x1)

* [E] - Embarked | [D] - Desanting | [T] - Towed
[1/2/3] - Position in Tercio

** Made with printable terrain from* **FM 30-1-8X**. *The map below is illustrative.*
There are a lot of ways to skin a cat. Don't go crazy trying to perfectly copy it with pieces you have on-hand.



T/E-4 - SANTAGRINE: HUNTING THE BEAST

FM 1-8X - MAP, BUILDABLE

FM 1-8X - MAP, CANONICAL

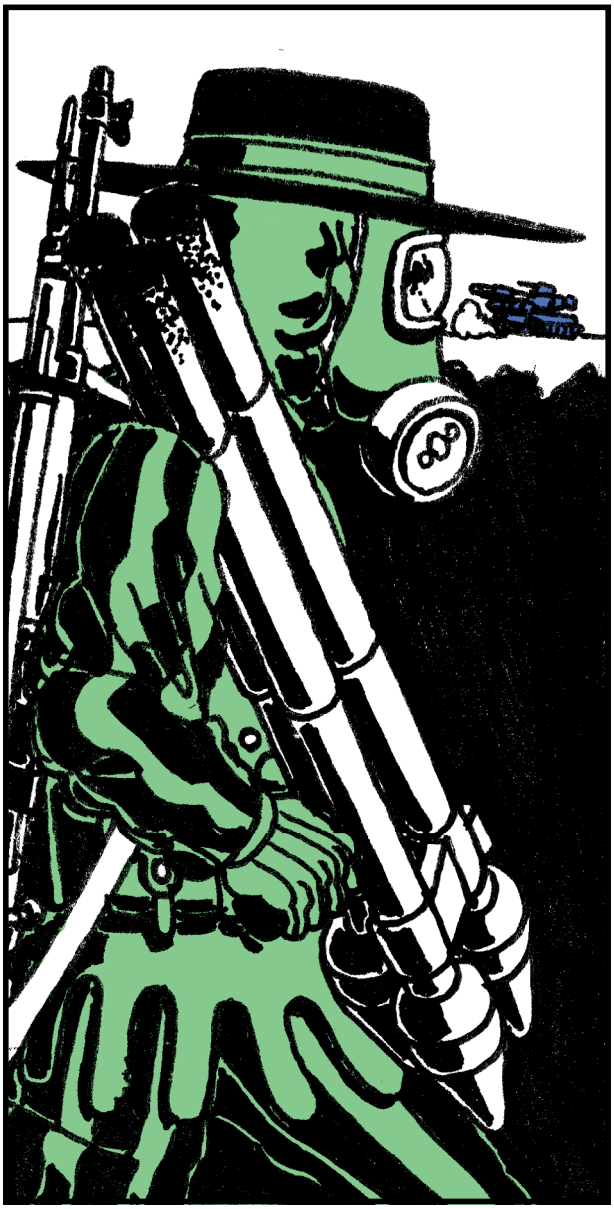


SANTAGRINE:HUNTINGTHEBEAST-T/E-5

HUNTING THE BEAST - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

GRAYFOR deploys its entire force (including emplacements, which are revealed) on or between the roads connecting to the eastern edge (i.e. within the dashed lines) without making a subsequent deployment move. BLUFOR then deploys its entire force from any of the entry points on the roads marked at the western and northern edges according to standard deployment movement rules.



OBJECTIVES

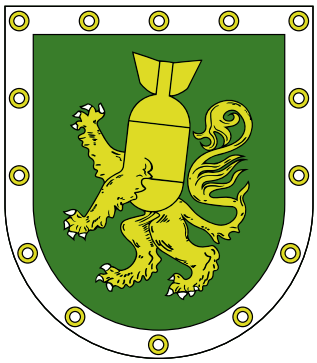
If at the end of the eighth round BLUFOR managed to exit more points worth of units than GRAYFOR still has left alive, they win. If not, GRAYFOR wins. Otherwise, either player may eliminate all enemy TACOMs.

SPECIAL MECHANICS

If a BLUFOR unit ends its movement at one of the exit points on the roads at the eastern edge and it remains there in the Objective Phase in full basal contact with the board edge, that unit exits the board at the end of the Round. If the Razorback-MC exits the board, it still generates command tokens.



35TH MOTOR RIFLES "GUNTHER'S CHAIN"



FENDIBLE DE DROMO MARZÍAL

ADVANCED A - THE TABCHAK INCIDENT
DJOUL SECURITY CRISIS - HOYT-MEROLA CAMPUS DEFENSE



H.M. OFFICE NORTH

Hoyt-Merola, an Eddelaw-based industrial mining combinat, accepted an F.S-A. military contract to operate a gypsum quarry west of the Petty States, in the landlocked nation of Djoul. Owing to expensive complications in the transportation of staff over Djoul's restricted airspace, Hoyt-Merola successfully negotiated a hazard bonus and halved the size of its security team. The money was put into a retainer for an esteemed Las Cortezza mercenary, Baroness Maria D'anthes IV. After establishing their first freight office in the city of Tabchak, Network Node Sextant-47 contacted H.M. Office North. Hoyt-Merola's presence in Tabchak was in violation of the Host's post-'58 diplomatic protocols. Site staff was to disarm, forfeit all records, and vacate the premise.

BLUFOR HANDOUT: A/A-2 - GRAYFOR HANDOUT: A/A-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: Hoyt-Merola Office North Security supported by IX. Grupo de Interdicción. Lightly equipped, disorganized Federal guards backed up by first-rate airmobile Santagrines.

GRAYFOR: Maneuver Task Element Eretria-26. Motorized infantry unusually high in dismount strength, equipped for urban fighting and force reconnaissance.

MAP & OBJECTIVE

72" x 72" - Flowering orchards and soft irrigation ditches around a city of ceramic and stucco. Modern glass offices and warehouses flank the railways in brick-walled compounds.

GRAYFOR must obtain intelligence by searching the objective buildings, then exit the board at the east or south. Otherwise, either player may eliminate all enemy TACOMs.

BLUFOR - HOYT-MEROLA SECURITY & IX. GRUPO
CONTRACTED CAMPUS DEFENSE PERSONNEL

Pax virtute, praeda bello.

- Motto of House D'anthes

PRELUDE

Rendered penniless by a consumptive gambling addiction, Baroness D'anthes tried to take Hoyt-Merola for all they were worth. Hoyt-Merola couldn't resist her; act cowboy now, and they risk losing an army contract later. Neither side betrayed its desperation in negotiations, and everyone left with steam coming out of their ears: H.M.'s chief financial officer, Spivey Pilotto, because the D'anthes retainer had slashed his yearly bonus; the Baroness because cash wouldn't train a new serjeant, whose predecessor was hurled from a helicopter on account of her debt to him.

Truthfully, Lady D'anthes had not expected to work for her pay. Spivey merely hoped for the same. There is no negotiating with Rygonet—The nodes are law without thinking, and their verdicts render without policy. Some judgments are sudden and silent. Sometimes a voice crackles and gets chatty. Some get a message that means nothing at all.

Even as the carriers came, Spivey told D'anthes, "Sit tight. It may just be a checkup."

"Though," thought Spivey, "you know I know better."

INTELLIGENCE

The incoming task element appears homogenous, contrary to Rygolic standards. Staff sees five wheeled transports, one rocket, and four aerial drones. This limits the possibilities to Cabals, Choruses, Candors, Hangmen, Handlers, and a single Redstone or Repeater.

Composition of the dismount element—if any—will not be known until disembarkation, though it can be presumed that their tactical command element is primarily infantry nodes.

The Host has the uncontested ability to position where it wants before engagement.

COMPOSITION

Onsite Security is completely unprepared for a pitched battle. Private Security's tear gas cannot suppress constructs, but it will serve adequately as a Rygonet area denial.

The Baroness has been advised to withhold engagement until absolutely necessary, though her unit is best equipped for combat.

HOTY-MEROLA OFFICE NORTH SECURITY
ACTIVE FORCE - 205 PTS, 7 COMMAND

Onsite Personnel & Emplacements (1)
Private Security - ***10 pts*** (x5)
2K52 "Wheat" - ***25 pts***
APM4 "Torpedoes" (x2)
ATM7 "Crockpots" (x2)

Mechanized Reinforcements (2)
Type 71C "Tusker-KC" - ***40 pts (TACOM)***
Type 68C "Appomattox" - ***0 pts (TACOM)***
Type 68 "Bantam" - ***20 pts*** (x3)
- [E] MANPADS Team - ***10 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed

IX. GRUPO DE INTERDICCIÓN
RESERVE FORCE - 195 PTS, 5 COMMAND

Escuadrón Primo - Assault
UNI.28-03 "Man-at-Arms" (D'anthes) - ***50 pts***
UNI.28-AC "Don" - ***25 pts (TACOM)***
PEG.123-AC "Graf" - ***0 pts (TACOM)***

Escuadrón Segundo - Commandos
PEG.80-01A "Sambuca" - ***25 pts***
- [E] Black Fangs - ***20 pts*** (x2)
CB.61 "Galgo" - ***15 pts***
- [D] Black Fangs - ***20 pts*** (x2)

* [E] - Embarked | [D] - Desanting | [T] - Towed

GRAYFOR - MANEUVER TASK ELEMENT ERETRIA-26

Everyone in the office heard it at the same time on every frequency, from ULF to UHF. It even came from the television.

I heard the order in a woman's voice. Later on, a colleague told me said she thought it sounded like a young man.

I swear, after the transmission, I felt the radiation. A pink tickle in the fingers of my hand around the telephone.

- Bill Costa, Secretary, H.M. Office North

MANEUVER TASK ELEMENT ERETRIA-26
ACTIVE FORCE - 400PTS, 8 COMMAND

Task Unit 1 - Armor
C1 "Cabal" - ***50 pts*** (x2)

Task Unit 2 - Infantry
C3 "Candor" - ***25 pts***
- [E] Smartgun Team - ***15 pts***
- [E] Node Team - ***0 pts (TACOM)***
- [D] Legionnaires - ***25 pts***

C3 "Candor" - ***25 pts***
- [E] Carabiner Horse - ***15 pts***
- [E] Node Team - ***0 pts (TACOM)***
- [D] Legionnaires - ***25 pts***

C3 "Candor" - ***25 pts***
- [E] MANPADS Team - ***20 pts***
- [E] Node Team - ***0 pts (TACOM)***
- [D] Legionnaires - ***25 pts***

Task Unit 3 - Reconnaissance
H1 "Handler" - ***15 pts***
H2 "Hangman" - ***15 pts*** (x3)

Task Unit 4 - Retrieval
R1 "Redstone" - ***20 pts***
- [E] Chemical Team - ***20 pts***
- [E] Node Team - ***0 pts (TACOM)***

* [E] - Embarked | [D] - Desanting | [T] - Towed
** Strafing lines originate from the eastern board edge.

PRELUDE

Intelligence Node Nefastus-04 has been monitoring Tabchak for 732 continuous hours.

Nefastus-04 cataloged suspicious personnel on the Iškri Kitrantum border far ahead of any formal announcement by the Djoul government of their cooperation with Hoyt-Merola. The node became hyperactive. Aberrations in inbound traffic to Nefastus-04's observation area were henceforward reviewed for compliance with Djoul's demilitarization agreements.

A disassembled Tusker-K was confirmed to be delivered by private plane. A D'anthes fin flash was identified on a remote rotocraft. On the day before intervention, communications from Nefastus-04 accounted for half of all Rygonet traffic on local bandwidth. Across the border, Eretria-26 entered standby.

Despite an extensive radio intercept record, it is unknown what specifically triggered the ultimatum from Sextant-47.

INTELLIGENCE

Hoyt-Merola has not surrendered. Civilians have evacuated, while security staff appear to have armed and concealed themselves to "wait out" the intervention. Nefastus-04 notes that movement of remaining personnel indicates the deployment of minefields. Security force composition is unknown; four tracked vehicles approach from other worksites.

Prognosis on the force of Baroness Maria D'anthes is satisfactory for debriefing; transport helicopters, light attack vehicles, heavy gunships, and an affectation for rocketry.

COMPOSITION

Unusually, Eretria-26 has been constructed to resemble a conventional reinforced infantry platoon; they possess the finesse, numbers, and mobility to control Tabchak's interior roadways before initial engagement. The fight does not start without your consent. Manuever into whatever position you please.

THE TABCHAK INCIDENT - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

BLUFOR first deploys all of Group 1 unidentified either garrisoned or in basal contact with any structure on the map not within 28" of GRAYFOR's deployment point. Group 2 then deploys according to standard rules from the northern and western table edges.

GRAYFOR then deploys his entire force from a single road on the southern edge according to standard rules. The Grupo de Interdicción remains in reserve.

OBJECTIVES

There are six objective buildings which must be searched by GRAYFOR to obtain an intelligence briefcase. There is no round limit.

In the Objective Phase, if GRAYFOR has a unit garrisoned in an objective building, that unit rolls a 6+ check to see if they discover the intelligence in that structure. If multiple units may search buildings, GRAYFOR can choose which unit searches first in order to increase the odds of the forthcoming units.

If the check fails, the objective token is removed from the building, and all subsequent rolls to obtain the intelligence gain a stacking +1 for the failure; thusly, the last attempt to find the intelligence will have a +5, meaning the location of the briefcase is certain and the check succeeds automatically.

If the check succeeds, that GRAYFOR unit is considered to be carrying the intelligence. It carries the objective token from that building with itself when it moves, and all other objectives are then removed from the board. If a GRAYFOR unit exits the southern or eastern board while carrying the objective token, GRAYFOR wins.

SPECIAL MECHANICS

i. Carrying the Intelligence

Units cannot drop the intelligence willingly, but may "pass" it to a friendly unit in basal contact during the Objective Phase.

If a unit carrying the intelligence is in full basal contact with the southern or eastern board edge during the Objective Phase, it exits the board.

If a unit dies while holding the intelligence, the token is left on the ground anywhere in contact with the unit's husk or corpse, and another friendly unit can come and "pick up" the intelligence during the Objective Phase.

ii. Guns Down

GRAYFOR is under orders to not engage targets until contacts are hard confirmed; BLUFOR is under orders to remain out of combat until contact is absolutely necessary.

When the game begins, GRAYFOR may only fire *Smoke* or *Designators* at BLUFOR, and BLUFOR may not fire at GRAYFOR whatsoever. GRAYFOR may charge into close combat with BLUFOR, but not vice-versa. This ends when BLUFOR's low-profile is broken (see below).

iii. Low-profile

BLUFOR's Office North Security units start the game in **low-profile** (see **FM 1-8X** - **APPENDIX H**). BLUFOR's entire force loses low-profile in the following ways:

- When an Identification Phase end with a BLUFOR unit or emplacement identified.
- When the first attack with a chance to kill in the Fire Phase by GRAYFOR has resolved.
- When units enter close combat.
- When the intelligence is stolen.

iv. D'anthes' Insertion

When BLUFOR loses its first TACOM, or when the intelligence is taken (whichever comes first), the Escuadron fully deploys and makes a standard non-*Paradrop* move, already identified, from anywhere along the northern and western edges at the end of the same Objective Phase. The reinforcing units can't end their deployment move in close combat.

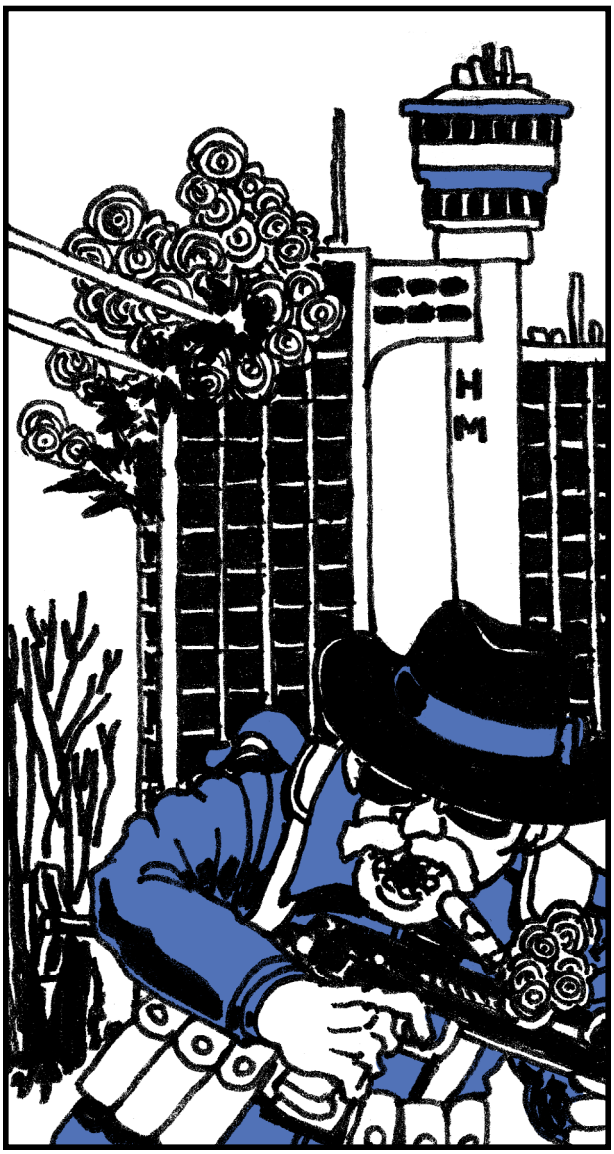
v. BLUFOR's TACOMs

BLUFOR is not considered eliminated unless all TACOMs are dead, *including* any that have not yet deployed onto the board.

Off-map TACOMs do not contribute any command tokens until they have deployed.

Units may only be commanded by their respective TACOM's command tokens: Santagrines cannot use Federal tokens for movement or Missions and vice-versa.

Remember! GRAYFOR has the ability to move wherever they want so long as they refuse to spot BLUFOR's units, even while they are within LOS.



HOTY-MEROLA
OFFICE NORTH SECURITY

IX. GRUPO DE
INTERDICCIÓN

MANEUVER ELEMENT
ERETRIA-26

A JOURNAL *on the episode at Tabchak. I wrote myself an answer to three questions in the following statement, the first of which is "why?", the third of which is "who?", and the middle of which will go without saying. There is no prerogative: I am not trying to rationalize what happened.*

Rygonet understands genetics, and I can't prove that. The story of its world up to 1200 IT is a programmed history terminating squarely in the imagination of the Nodes, endowing the heir-computers with rude presumptions about politics and a fateful sense of geography. Nodes see maps in the palmistry of the Brain, extruding information in dreamy patterns beyond the breadth of closed data. There's a dangerous little nib of "thinking" in there. Cartography is not the mathematics of terrain, but the writing of a gene, a kind of altitudinal Heritage tracking points proximal to a center Brain... A throne from which all other things going away must also be going down. Men and lands age, and the Net remains daftly in the present. It makes predictions. Borders are shapeless promises to their Empire. The linear parts of the land, the mountains and rivers, are friction ridges, suffering creases as a function not of distance, but of time, in ripples drawn over the Hand from the Head through the Heart.

Djoul was called the land of lovers. They are known for bouquets and carnations. When you buy a state-label import, there has been always, for the last two hundred years, the same marking in plumwine ink, the scribbles of their little isolate tongue: "From the home of orange and cinnamon."

Brain-death excited the nephews of cousins of in-laws of the original citizen-auxilia, the immature caste of publicans, to seek homes outside the Empire with an insectoid irritation (it being that, seeing as mother is out, now's the time for all sorts of unnecessary intercourse). Iceboxes empty, buses unfueled. Your open front door summons to the roaring Peregrination. Nodal cameras watched cars or bicycles ebbing along the lines that traced away from the center Empire, but presumably still within it. Changes in the world blended into a single smear of traffic. Things went on like so, people doing things that the Nodes presumed. So comfortable under the camera eyes, many came and went as they pleased; few of the mixed generations remembered their blood, sweat, and soil, and what it owed to Master.

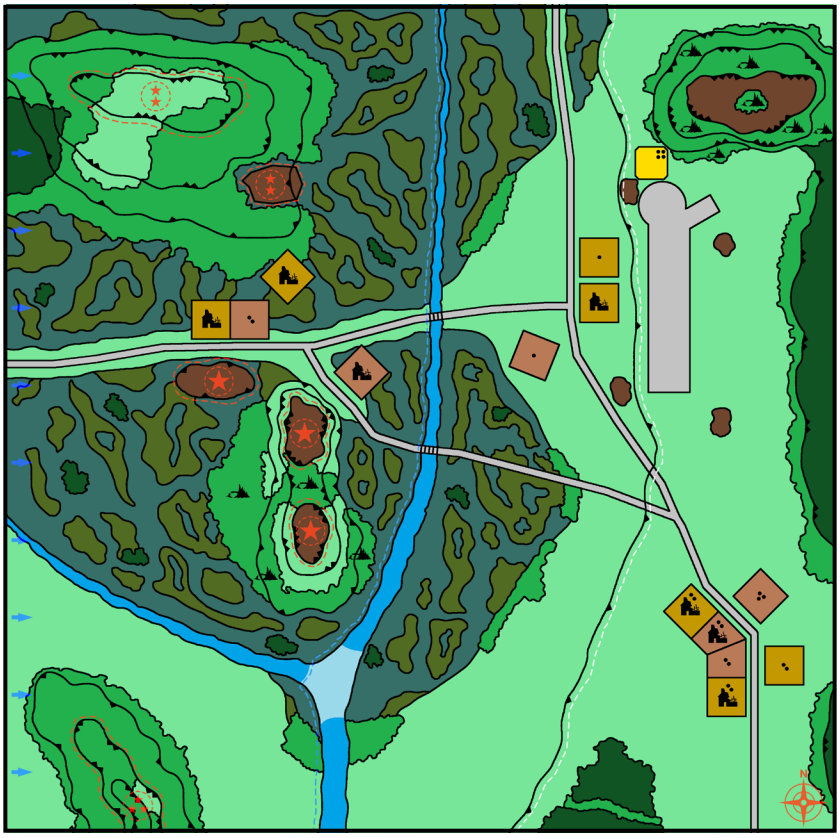
From my maisonette at the border, in the window with a telescope, I observe how calm it still seems in Djoul. They've been shot at for forty-one days, but there's no verve left in it now that the corporates have gone. The tone of the attack is chiding and parental. Casualties are minimized, accidental, I would say. It was only bad on the morning I went out in a blueberry suit.

- Johannes Veeneman, F.S-A. General Staff

"BILLED AT THE 25TH HOUR" *— A favor which is asked on a condition that the requester hopes will not become true. Because of the high regulation of commercial traffic in the Rygolic Empire, it was the tradition of invoices to be issued and paid not just by a specific day, but by a stated hour. The practice of marking payable hour, though usually irrelevant, persists in the interior Heartland. Foreigners doing accounting on Stater business machines became accustomed to standardly marking the hour "24". It is joked that a bill nobody wants to pay is marked "25".*

- Adje's World Slang

ADVANCED B - ZARÓJ'S MAIN THRUST
CONQUEST OF WESTERN KENED - BATTLE OF BEXTIYAR



PALUDES AULGIERI

Having achieved several strategic victories against the N.R.H. garrisons of Western Kened, Baron Zarój now commands a deep and relatively secure salient into the Iškri's reaches due west of Baba Kened. Having no diplomatic objective in the region, Zarój enforces a lazy military jurisdiction while busy pursuing his true calling: the everlong hunt of the Host's exotic and mysterous Blindsight air superiority fighters. Zarój recognizes that a march eastward to Kened, into the Host's static defenses, would not elicit the appearance of a Blindsight according to known Host response patterns. His hunter's cunning guides him to cross the Paludes Aulgieri, a bog flanking the city of Bextiyar, where Task Element Suture-60 will have to make a quick rejoinder.

BLUFOR HANDOUT: A/B-2 - GRAYFOR HANDOUT: A/B-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: Quick Reaction Task Element Suture-60 reinforcing the Pedes Minores Bextium. Poorly prepared Petty Staters with drones aided by Rygolic headhunters.

GRAYFOR: Armada Señorial de Sangre Marrón. Noble helicopter knights and groundling levies with combat engineering vehicles led by the Baron himself.

MAP & OBJECTIVE

72" x 72" - The fetid boglands of interior Kened. Low, green-yellow tufts of weeds and grass and mangrove thickets dotting a sea of warm, piet-rich water.

GRAYFOR must have at least as many victory points worth of terrain as BLUFOR by the end of the ninth round. Otherwise, either player may eliminate all enemy TACOMs.

BLUFOR - ELEMENT SUTURE-60 & PEDES MINORES
PALUDES DEFENSE TASK FORCE AD-HOC

PEDES MINORES BEXTIUM
ACTIVE FORCE - 305 PTS, 12 COMMAND

Task Unit 1 - Host Advisors
G1 "Ganglion" - ***20 pts (TACOM)*** (x2)
Automated Sentry - ***15 pts*** (x3)
Automated ATGM - ***15 pts*** (x2)

Task Unit 2 - Peregrines
Riflemen - ***10 pts*** (x5)
Mortar Team - ***15 pts*** (x2)
TP10 "Gisgo" - ***10 pts*** (x4)
G1/80 "Gamma" - ***40 pts***

Task Unit 3 - Information Warfare
Dummy (Infantry) - ***5 pts*** (x5)
Dummy (Vehicle) - ***5 pts***

Emplacements
Disposable Crowd Controller (x2)
Disposable Jammer
Emissaries (x2)

QUICK REACTION ELEMENT SUTURE-60
RESERVE FORCE - 270 PTS, 6 COMMAND

Task Unit 1 - Fire Support
C2 "Chorus" - ***60 pts***
- [D] Node Team - ***0 pts (TACOM)***

Task Unit 2 - Air Attack
T1 "Tatter" - ***60 pts***
R1 "Redstone" - ***20 pts***
- [E] Node Team - ***0 pts (TACOM)***

Task Unit 3 - Armor
X1 "X-Ray" - ***80 pts***
- [D] Node Team - ***0 pts (TACOM)***

Task Unit 4 - Air Superiority**
B1 "Blindsight" (Allotype Sharp) - ***50 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed
** Strafing lines originate from the western board edge. Being successfully called as a reinforcement makes Allotype Sharp available for mission call in subsequent rounds.

NetOps advises—we're stuck until the Network clears! Guns up, amicis! Hold or die!

- RAGNO, 1Crs Pedes Minores Bextium

PRELUDE

Two hours ago, spyplanes beheld a regiment-strength battlegroup mobilizing on the Autostrade Troika westbound to Bextiyar. Prince-Mayor Eucles was notified three minutes hence. The Prince-Mayor declared low readiness within thirty seconds. The claim was automatically validated. All safeties failed.

Under emergency protocols, command authority over the Paludes defers to Network Node Zairja-29 instantly and without oversight. However, node replies have stalled indefinitely. Zairja-29 is in a decision loop pending the success of Task Element Suture-60.

INTELLIGENCE

Photo reconnaissance indicates the Baron's force across the Bextiyar front is comprehensively equipped and heavily mechanized, but there are few clear unit identifications. The Armada at the Paludes is liable to possess indirect fire weaponry, full-strength tercios and appropriate carriers, conventional baronial fighting vehicles, combat engineering vehicles, and multiple gunships; presence of yeoman is plausible, but unconfirmed.

A Bavieca possessing the Baron's livery has been positively identified; B1 unit Allotype Sharp is approved for dispatch.

COMPOSITION

The standing Petty States defenders are poorly equipped to withstand the Santagrine onslaught on its own. Delaying is necessary, caution is advised, and deception is vital.

Remember: dummies can't capture or hold objectives under any circumstances.

GRAYFOR - ARMADA SEÑORIAL DE SANGRE MARRÓN
II. COMPAÑÍA SITIADORA DE CABALLO DE ORUGA

...But my steed is of metal, heart, and mind!

- Baron Senguer Zarój, Lord of Súpertierra

ARMADA SEÑORIAL DE SANGRE MARRÓN
***II. COMPAÑÍA* - 550 PTS, 13 COMMAND**

Escuadrón Primo - Assault**
DC.4E "Bavieca" (Baron Zarój) - ***40 pts***
UNI.28-AC "Don" - ***25 pts (TACOM)*** (x3)
UNI.28-08 "Lancer" - ***60 pts***

I. Pelotón - Reconnaissance
PEG.123-AC "Graf" - ***0 pts (TACOM)*** (x2)
Groundsmen - ***10 pts*** (x3)
Pages - ***10 pts***

II. Pelotón - Infantry
Steam Tractor - ***5 pts*** (x2)
War Wagon - ***5 pts*** (x2)
[1] Grenadier Team - ***10 pts*** (x2)
[2] Santagrine Militia - ***5 pts*** (x2)
[3] Machine Gun Team - ***10 pts*** (x2)

III. Pelotón - Infantry
Hexamer - ***10 pts*** (x2)
War Wagon - ***5 pts*** (x2)
[1] Santagrine Militia - ***5 pts*** (x2)
[2] Volley Team - ***5 pts*** (x2)
[3] Volley Team - ***5 pts*** (x2)

I. Tropa - Armor
VC.44R "Whirlwind" - ***35 pts*** (x3)
Sb.18 "Retumbo" - ***20 pts*** (x2)
Field Gun - ***10 pts***

II. Tropa - Engineering
VC.44U "Tormenta" - ***10 pts*** (x5)

* [1/2/3] - Position in Tercio
** Strafing lines originate from the eastern board edge.

PRELUDE

The holiday in Kened had done the Baron well. The Federals had fled, the conquered were docile, and Zarój was flashing.

Remobilization was swift after the conquest of Garum: the muster and march, the flights, bribes; the resurrection of Whirlwinds in his craft-made Tormentas. All that was left to do was flush out the quarry.

"It is a masterpiece," thought the Baron. He looked to the sky with august satisfaction.

During the siege of Hyratis, he had gulled a Zenith with a Caracão Feint. Amid the disaster at Ektor, he put a lance through an Apogee with a Paranesian Oblique.

Zarój needed no radar to see the wrinkle of the Blindsight in his clouds. His trap was laid. Victory was within a two-hour drive.

INTELLIGENCE

Despite confirmed N.R.H. airdrops in the Paludes vicinity, Page reconaissance and radio intercepts of Petty States communications strongly corroborate the absence of any proper N.R.H. fighting units amongst the defenders at the time of engagement. The Petty Staters are dramatically outgunned, possessing only mortars, rifles, Gammas, and Gisgos, as well as whatever static defenses may have been parachuted in by the Host.

Reinforcement is—according to the Baron's own scheme—lagging, but inevitable. Plausible N.R.H contacts at such a time include X-Rays, Xenons, Choruses, and Perigees, and, of course, the Blindsight. Until then, the defenders' greatest tool is mere trickery.

COMPOSITION

Any unit of the Armada may tow, embark, or desant any other unit upon deployment, so it is discretionary whether your infantry and towables will be dismounted or transported by tractors, Hexamers, or Whirlwinds.

The Baron is a patient hunter, and has deployed an army capable of going as fast or slow as needed despite the terrain. Your force is superior, but low on intelligence. Be wary.

ZAROJ'S MAIN THRUST - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

BLUFOR first deploys the entire Pedes Minores Bextium as blinds within his deployment zone, anywhere west of the north-south river that is not within the river's shallows. Units can't parachute. Task Element Suture-60 is then held in reserve. BLUFOR must also put at least one unit capable of capturing points in each of the objective zones.

GRAYFOR then deploys his entire force within his deployment zone, anywhere within the Height 1 line on the eastern side of the board. Any GRAYFOR *Paradrop* units may choose to either deploy normally within the deployment zone or parachute, according to standard rules, to other parts of the board.

OBJECTIVES

There are six objective zones totalling ten victory points. Three in the middle (marked with one star) are worth 1 VP each. Two in the north (marked with two stars) are worth 2 VP each. The last in the south (marked with three stars) is worth 3 VP.

GRAYFOR must hold at least as many victory points worth of objective zones by the end of the ninth round as BLUFOR does in order to win. Otherwise, BLUFOR wins. Either player may also eliminate all enemy TACOMs.

Both vehicles and aircraft as well as infantry can capture objectives in this scenario.

SPECIAL MECHANICS

i. BLUFOR's Standing Orders

Units must hold ground no matter what. Any BLUFOR units which deployed in an objective zone cannot ever be moved outside of that zone unless there is another BLUFOR unit capable of capturing zones left inside of the objective zone when the move concludes.

If a unit moves into an undefended objective zone with no other friendly units, it must remain in that zone indefinitely, effectively replacing the zone's original defender.

ii. BLUFOR's Tripwires

Reserve units from Task Element Suture-60 have a chance to deploy onto the board to reinforce the defenders whenever a "tripwire" is triggered. A D6 pool of a size determined by the number of triggered tripwires is created and then rolled to see if any new units deploy during the Objective Phase.

The reinforcement dice pool begins at zero each Objective Phase. The tripwires and the dice they contribute to the pool are:

+1 DIE if any number of GRAYFOR units are inside BLUFOR's deployment zone, i.e. anywhere west of the north-south river's edge.

+1 DIE for every objective zone that does not currently have a BLUFOR unit inside.

+1 DIE if it is the fifth round or later.

+1 DIE if a Bavieca mission was called this round (even if it was withdrawn).

If at least one die in the pool succeeds a 4+, a random Task Unit from Suture-60 deploys onto the board. Multiple successes do not cause multiple units to deploy at the same time.

If a GRAYFOR TACOM died in the Fire Phase, one reinforcement comes *automatically*.

To determine what Task Unit appears, BLUFOR rolls one die on the following chart:

1-2: Task Unit 1

3-4: Task Unit 2

5: Task Unit 3

6: Task Unit 4

If a Task Unit that has already been deployed is re-rolled, then BLUFOR may elect to send any undeployed Task Unit of its choosing.

Units from Suture-60 deploy from the western table edge according to standard movement rules at the end of the Objective Phase. They may not end their deployment move within 8" of an enemy unit.

iii. BLUFOR's TACOMs

BLUFOR is not considered eliminated unless all TACOMs are dead, *including* any that have not yet deployed onto the board.

Off-map TACOMs do not contribute any command tokens until they have deployed.

iv. The Baron's Quarry

If Zarój's Bavieca kills the Blindsight, all GRAYFOR units on the board with LOS to the kill immediately *Rally*.

v. Final Confrontation

At the end of the eighth round, any elements of Suture-60 that did not previously deploy immediately deploy without rolling. In the ensuing Support Phase of the ninth round, both players *must* call their planes on missions unless doing so is impossible.

vi. GRAYFOR's Bombardment

A prepared bombardment of white phosphorus shells by off-map Moguls can be registered anywhere on the board by GRAYFOR after deployment concludes. Up to three radius attacks with the following statline can be placed anywhere on the board, hitting all units within the area of effect at an *automatic blindfire* that applies pin normally:

> → ***250-lb. WP Smoke***
> Gnd, R∞", A6+/xx, S1+/1+, D2,
> *Air-Filling, Ignore Cover (2),*
> *Smoke (4"), Rear Attack*

Spotting occurs *after* these attacks land, not before. This means that these radii can be used to completely preempt spotting from some units at the end of deployment.

vii. GRAYFOR's Engineering Vehicles

GRAYFOR fields a number of special "engineering vehicles" to traverse the Paludes.

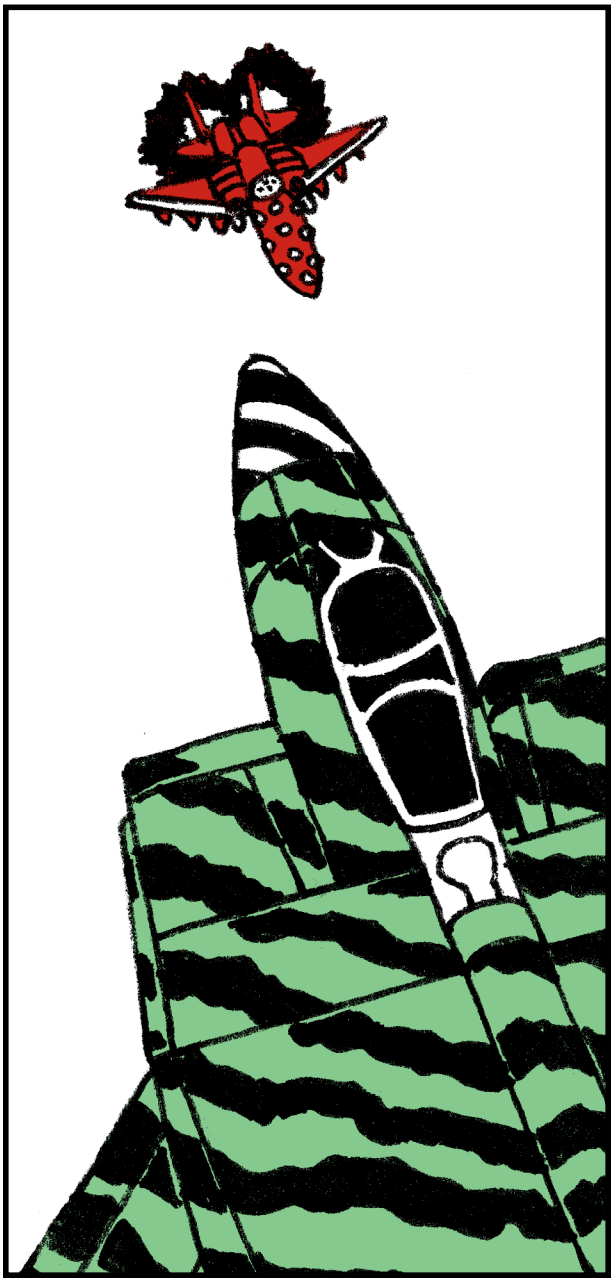
> **VC.44U "TORMENTA" - *10 pts***
> ENGINEERING VEHICLE
>
> **Vec, H2, S32", M10", Q2, T7/5/7**
> *NBC*
>
> *This unit may make a "clearing move" in the Maneuver Phase, which is only M5", but ignores all terrain modifiers and entrance/exit costs and alters terrain in the Tormenta's path. The Tormenta may only rotate at the beginning of a clearing move, but not during. Mark the line which the Tormenta followed as "roadsurface". Cannot traverse structures.*
> *Once per game, the Tormenta may do a clearing move directly over Deep Water that is less than 3" wide (thus establishing a permanent Bridge over the water) as long as the clearing move both begins and ends on land.*
> *Any emplacements in the path of a clearing move are immediately cleared, but also end the Tormenta's move.*
>
> **T.6.4 60mm Incendiary Projectors***
> Gnd, R12", A5+/6+, S1+/1+, D3,
> Ammo 1, *Ignore Cover (2),*
> *No CC, Radius (2"), Rear Attack*
> *Clears emplacements on hit.
> **Engram .32 Machine Pistol**
> All, R2", A5+/5+, S1-/1-, D2,
> *Small Arm*

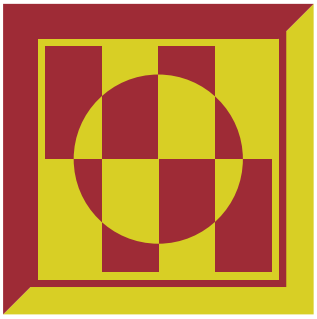
All ground units moving along a **road-surface** line treat their current terrain as Plains regardless of the actual terrain they are in, i.e. traversible to both vehicles and infantry and not applying any movement modifiers.

I SAW MY BARON! *He had the gravity of a mote over the air, fairer than the breeze! Today his Bavieca wore the tribe of tiger! Its nose was twisted with the silver relish of life!*

I tugged the prisoner's queue to make him look, and the two of us watched together. We raised our heads aloft the quiet and gore.

- C. Bivar, Sargento, Armada de Sangre Marrón

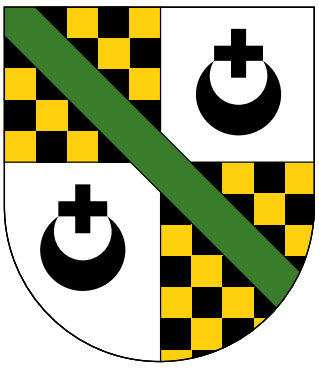




PEDES MINORES
BEXTIUM

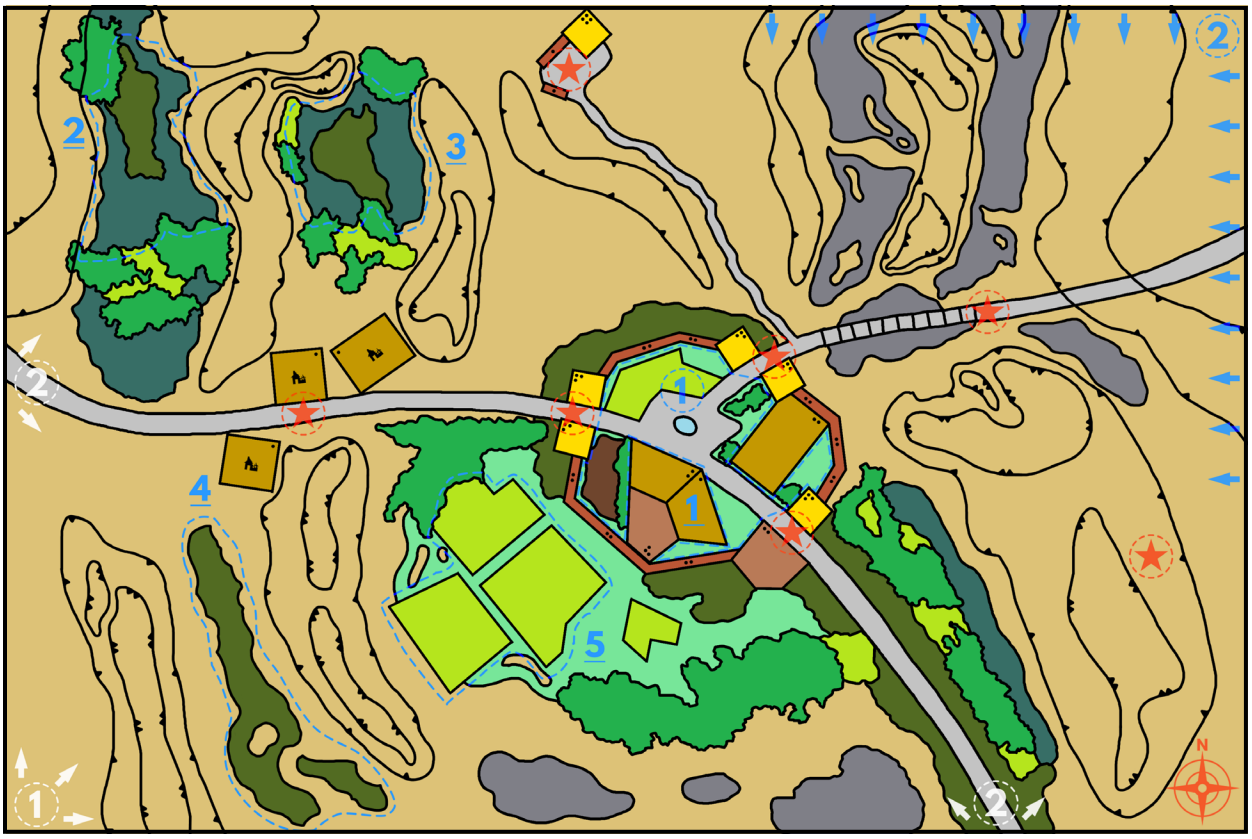


QUICK REACTION TASK
ELEMENT SUTURE-60



I. ARMADA DE
SANGRE MARRÓN

ADVANCED C - BUSTING UP MANOEL'S GANG
"A DUSTUP IN THE BADLANDS" - *BRAVO MAGAZINE*, ISSUE #32



CERDA GORDA

A tall tale of Dunes banditry from the fabulists at Bravo magazine. Many of the publication's myriad "true action" stories are, in fact, adapted from real accounts, though embellished beyond any semblance to the real article. A sizzling narrative of subterfuge and machismo, "Dustup in the Badlands" pictures a daring heist by rough-and-tumble bandit Manoel Fortune culminating in his gang's climactic battle with El Arrancador, a hard-hearted baronial enforcer sent to thwart him. There really was a Manoel Fortune and an El Arrancador, and they really did meet at sundown in Cerda Gorda. Beyond these facts, all substance is fiction. Nobody knows enough to make out what really happened; after the battle, the two men were never seen again.

BLUFOR HANDOUT: A/C-2 - GRAYFOR HANDOUT: A/C-3 - ONLY READ YOUR HANDOUT!

FORCES

BLUFOR: Manoel Fortune's Gang. Mechanized cowboys with a motley assortment of second-hand weapons and light vehicles capable of fast ambushes.

GRAYFOR: El Arrancador's Force. An improvised section of heavy armored vehicles with a complement of crack infantry capable of making stern assaults.

MAP & OBJECTIVE

72" x 48" - Sandy dunes and rocky trenches striped by highways and flanked with reedy wadis. At the crossroads, an aging casbah-township with a few irrigated fields.

GRAYFOR must consume 4/7 Pennants by the end of the fifth round or eliminate specific enemy elements. BLUFOR must hold 4/7 Pennants or eliminate all enemy TACOMs.

** Originally distributed in the Drekfort Newsletter Bravo:"Dustup in the Badlands" - October '26*

BLUFOR - MANOEL FORTUNE'S GANG

"Manoel brought the helicopter up and scanned the battlefield. A pillow of dirt and smoke covered the town.

'For every guy that croaks, that's another share to you,' he thought. 'Boys, you're brave. Don't go falling down.' He tilted and dove in."

- "Busting up Manoel's Gang"*, p. 29*

PRELUDE

The bandit Manoel Fortunato (monikered "Fortune" by the writer at Bravo) appears scantly in Alqitatian sheriffs' records before the battle at Cerda Gorda. His earliest mention is in an arrest warrant dated less than three years prior. Physical description: stocky, swarthy, mustachioed, middle-aged, and unattractive.

MANUEL FORTUNE'S GANG
BANDITOS - 300 PTS, 9 COMMAND

Phoney Lawmen - Infantry (1)
Santagrine Militia - ***5 pts*** (x3)
Light Gun Team - ***5 pts***
Volley Team - ***5 pts***
Machine Gun Team - ***10 pts***
Bombard Team - ***15 pts***

Vaqueros - Armored Cavalry (2)
Mounted Serjeants - ***10 pts*** (x4)
CB.76 "Miséricorde" - ***15 pts***
- [T] Sb.18 22-lber "Retumbo" - ***20 pts***
CB.76 "Miséricorde" - ***15 pts***
- [T] Sb.15 1-lber "Pom-Pom" - ***10 pts***
CB.61 "Galgo" - ***15 pts*** (x3)
VC.44R "Whirlwind" - ***35 pts***
UNI.28-03 "Man-at-Arms" - ***50 pts***

Masterless Knight - Plane**
MC.17-86 "Spada-Fresco" - ***20 pts***

Emplacements
Shot-callers - ***0 pts (TACOM)*** (x3)

* [E] - Embarked | [D] - Desanting | [T] - Towed
** Originates from northeastern board corner.

It is impossible to determine if his absence in the public office owes to poor recordkeeping or *nom de guerre*, owing to the gap in Santagrine birth records after the 36 Years' War. There is little but an idea behind the name Manoel Fortune: truth is dwarfed by legend.

In Alqitatian folklore, Fortune was a prolific robber of the late '60s, though many of the feats attributed to him remain unsubstantiated. Many attest Manoel's skill and affectation for mounted ambush, a strong suggestion of experience in baronial yeomanry. Some tales, such as Bravo's, suggest a rivalry with Alqitatia's preeminent baron, Lord Donny Bala-Piedra.

It is unknown how Manoel discovered Bala-Piedra's weapon caches in Cerda Gorda, nor whether Manoel knew he would face El Arrancador. This was not a battle of nobility. These men were attending on business alone.

INTELLIGENCE

Bravo's story and scant forensics attest that Manoel's heist was exceptionally researched. Manoel's men were aware in advance of all ground forces capable of stopping the heist in the time it would take to unearth the caches: a Castellan, a Vauban, two Veldjens, a Cataphract, and a War Wagon with an appreciable dismount force.

Only the airmobile element would have been uncertain. But Manoel appeared to have accounted for that, too, by bringing the Pom-Pom and Retumbo.

COMPOSITION

The bandits' weak anti-tank capabilities and split disposition are ameliorated only by their leaders' cunning foresight; by constructing decoys in the hills, they have the ability to frustrate El Arrancador's intelligence on their position and conduct lightning-fast raids.

The downside, however, is that the bandits must make hard decisions about their troops until the cavalry are in position.

GRAYFOR - EL ARRANCADOR'S FORCE

"Arrancador calmly turned his gun on the wounded Manoel. The hammer clicked an empty chamber. 'So long as you're paying attention, Tito, you'll always know what happens next. That is my final lesson.'

Manoel slowly drew his own gun, but the older man didn't flinch. Tito's eyes shot wide. The bandit leveled and squeezed the trigger..."

- "Busting up Manoel's Gang"*, p. 31*

PRELUDE

His biography comes from a former wife, a retired burlesque dancer. The pseudonymous El Arrancador began his professional life as bouncer in the desmesne of Baron Donny Bala-Piedra, standing at post before the front door of the Cabaré Domingo. Arrancador was gradually recognized for his loyalty, wits, and stamina, and consequently promoted to the Baron's personal guard.

EL ARRANCADOR'S FORCE
ENFORCERS - 300 PTS, 9 COMMAND

Arrancador's Commandos - Airmobile (1)
UNI.28-AC "Don" - ***25 pts (TACOM)***
PEG.123-AC "Graf" - ***0 pts (TACOM)***
PEG.60-11 "Squire" - ***20 pts***
- [E] Black Fangs - ***20 pts***
- [E] Volley Team - ***5 pts***

Highway Patrol - Armor (2)
Steam Tractor - ***5 pts***
- [T] War Wagon - ***5 pts***
  - [E/1] Grenadier Team - ***10 pts***
  - [E/2] Santagrine Militia - ***5 pts***
  - [D/3] Santagrine Militia - ***5 pts***

VBD.127-DB "Castellan" - ***40 pts***
VE.378 "Cataphract" - ***40 pts (TACOM)***
VC.2 "Veldjen" - ***20 pts*** (x2)
- [T] Field Gun - ***10 pts***

"Vauban" - ***60 pts***

* [E] - Embarked | [D] - Desanting | [T] - Towed

Arrancador's abilities surpassed the purview of personal security. He showed himself to be a leader. He deserved gifts. He was given maps and a gunship, a personal loan by the Baron itself. In exchange, Arrancador would lose his true name. He would execute the Baron's will until he died. Then, he would name a successor. Arrancador began the tutelage of his orphaned nephew, Tito Maza.

Arrancador's fealty to Bala-Piedra brought him to the doom of the battle of Cerda Gorda, where a certain enterprising bandit had thought he could make a fool of the Baron. It appears that Bala-Piedra became alerted to the attempt on hidden weapons caches after losing contact with the mayor and sheriff. The Baron thus ordered all available forces to intercept the bandits before they could escape the town. Arrancador was given officership and told to intervene post-haste.

Arrancador and his enforcers lost contact with the external baronial forces before the climax of the battle. When contact was re-established, El Arrancador could not be found. Tito Maza suggested that Arrancador knew that early engagement in Cerda Gorda was inadvisable. Orders are orders, thoughbeit.

INTELLIGENCE

It is evident that the sheriff and deputies of Cerda Gorda have either defected or been killed. The mayor's Man-at-Arms is missing, but men equipped with the local constabulary's armory have been scouted in the town square. They possess a few machine guns, a bombard, a light gun, and various small arms.

At the time of engagement, Tito Maza had spotted a Galgo.

COMPOSITION

Arrancador's enforcers are tough, high-quality, and well-gunned, but they do not yet know who they are fighting yet. The bandits could have anything. Be vigilant.

BUSTING UP MANOEL'S GANG - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

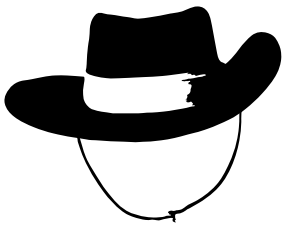
First, seven Pennants are placed on the board according to the markings below.

Second, BLUFOR deploys the village defenders (Group 1) anywhere within the walls of Cerda Gorda that is not a garrison (Area 1).

Third, three "shot-callers" are placed identified in any Tower on the map.

Fourth, BLUFOR and GRAYFOR roll initiative and alternate deployments according to standard rules. Neither side may parachute. BLUFOR's bandits (Group 2) deploy from any point on the northern or eastern board edges that is within 28" of the northeastern corner of the board. GRAYFOR's airborne units (Group 1) must deploy from the southwestern corner of the board. Its ground units (Group 2) deploy from either of the two marked roads at the western and southern board edges.

After all units have been deployed, but before spotting, BLUFOR may declare a **misdirection**! Exactly three ground units from Group 2 must then be repositioned within Fields, Swamp, or Dead Ground in exactly one of the four zones (Areas 2, 3, 4, and 5) west of Cerda Gorda. Repositioned units may not be within 6" of an enemy unit.



MANOEL FORTUNE'S GANG



EL ARRANCADOR'S FORCE

OBJECTIVES

BLUFOR must survive until the end of the fifth round with at least four out of seven Pennants still on the map, or otherwise eliminate all enemy TACOMs.

GRAYFOR must either consume four out of seven Pennants in the Support Phase before the end of the fifth round or have cleared all three of BLUFOR's shot-callers as well as destroyed their Man-at-Arms.

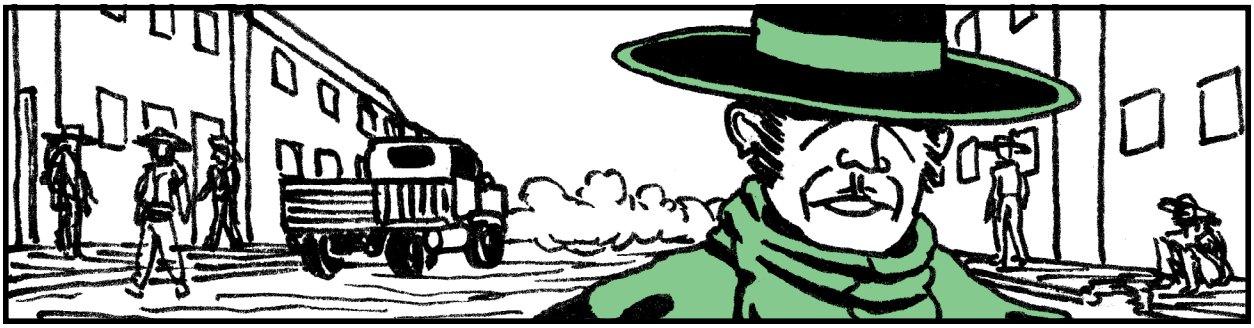
SPECIAL MECHANICS

BLUFOR does not possess traditional TACOMs, but three "shot-callers" who are issuing orders to the bandits from the top of towers around Cerda Gorda. These are not traditional units, but a sort of special emplacement that can be placed only in Tower structures which generate command for BLUFOR and allow the calling of missions. Shot-callers are represented as minor objectives and generate three command tokens each.

To call a mission with a shot-caller, use the structure as a unit base for the purpose of drawing LOS and other lines.

GRAYFOR can "clear" a shot-caller from a building as if it was an emplacement by having an infantry unit garrisoned inside of the tower, thus eliminating BLUFOR's operative and removing three of BLUFOR's command tokens.

If all three shot-callers have been eliminated, but BLUFOR still has its Man-at-Arms (Manoel Fortune), BLUFOR will still receive one command token during the Support Phase.



FM 1-8X-2

10/21/85

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