ANTARES 2 MINI-CAMPAIGN

THE RAIDERS OF BRONVAR

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V2.11 B

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INTRODUCTION

The Raiders of Bronvar mini-campaign won the first *BtGoA* scenario competition and was made available as a free PDF download. The original was very colourful, with plentiful illustrations, and can still be used by roughly dividing the recommended force sizes by 10. Here, we provide the campaign in *Antares 2* format, with modified stats for Braccus Hajonne and the recommended Force Levels given for each scenario.

Colour representations of the logos for the Vardos Cadix and Blue 519 can be found on the Antares Nexus: https:\\antaresnexus.com\.

OVERVIEW

Captain Braccus Hajonne and his domas have been exiled from their house for excessive violence and disgracing the reputation of their vard. With no trade and no opportunity to sell his domas' services, Braccus has turned to raiding Boromite mining guilds in the Bronvar system. The scenarios within this supplement trace his story and the effect he has on the various elements within the Bronvar system.

Each scenario in this campaign explores a different point in the activities of Domas Hajonne, its raids, and the resulting impact on the Boromite Shakor Guild and the Concord-friendly Devareen. The actions that the authorities of Concord Shard Blue 519 take to counter the domas' activities are key to these events.

The scenarios are intended to be played in sequence for Boromites, Freeborn and Concord to gradually explore the events leading up to a final showdown. Other forces can be used and hints are given on how to use them.

Key to these scenarios is the use of transports carrying the goods and ore that the raiders wish to capture. If you have no

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transports, we suggest you substitute similar vehicles of approximately the same size.

Several of these scenarios are more complex than normal, as each describes situations unique to the affairs in the Bronvar system. Make sure that all players have read the scenario special rules and victory conditions before starting the game.

Braccus Hajonne and House Cadix

As can be seen as we progress through the scenarios, Braccus Hajonne is a… colourful and headstrong character, not used to toeing the line.

We recommend players make themselves familiar with the background on Freeborn in the *Antares 2: Guide to the Universe* and the *Freeborn Army List.*

The Collapse of Domas Hajonne

Domas Hajonne was once pre-eminent amongst the minor domas of Vardos Cadix. Over the years it had acquired three substantial combat/transport ships and specialised in the supply of mercenaries and military expertise. The current head of the domas, Lord Braccus, is a cold, hard man known for his tactical acumen, who favours mobile warfare utilising skyraider and striker skimmers. His critics within the wider vardos regard him as merciless, boastful and untrustworthy.

Braccus was much respected by Vard Killian the Ever-Changing, and was the natural leader for the Cadix war host on the rare occasions it was raised. When Vard Killian died, however, his heir – Sellendra – changed the focus of the house towards mercenary provision and the Oszoni military philosophy, installing her own regiments of feral Mhagris. Having been trained by her guardian, Vard Bero Harran, she strengthened the political ties with Vardos Oszoni.

Minor Cadix domas, such as Teggori and Vexalin, embraced this new approach. However, doing so meant that the more costly, professional forces of Domas Hajonne were unable to

Summary: Freeborn House Cadix

Vard: Sellendra Cadix.

Major Domas: Hajonne (professional mercenary provision, declining influence), headed by Lord Braccus Hajonne.

Minor Domas: Teggori, Vexalin (both Mhagris feral provision, ascending influence); approximately 12-15 single-ship other domas (trade and manufacturing).

Major Allies: House Oszon.

compete. Power shifts between domas are often bloody affairs and so it was here: with increasing marginalisation, Clan Hajonne was forced from its dominant position.

The collapse of influence and lack of work meant that Braccus was forced to raid vulnerable colony settlements in the Determinate and Spill regions for supplies. Whilst this kept his small squadron operational, the tactic alienated the domas still involved in trade to the extent that they were forced to petition Vard Sellendra to sanction him. Claiming his raids were both undermining their clients and ruining the house's reputation, the trade domas demanded clan Hajonne to be disenfranchised: the motion was tabled for the next Great Moot, the gathering of all the Cadix domas.

By chance, two Isorian NuHu were captured in one of Braccus' raids. On interrogation, it turned out that they were Rethe and Kyri Sau, and that they had deliberately allowed themselves to be captured whilst fleeing the Senatex. Rethe admitted to planning genetic experiments on live human subjects that were condemned as ethical abominations and attracted immediate censorship from the Isorian IMTel: Rethe wished to continue the appalling experiments amongst any Freeborn who would accept them.

For Braccus, the opportunity was tempting, though such alliances with NuHu were forbidden in Cadix law. The ban was implemented because, aeons ago, renegade NuHu had been implicated in the destruction of the Cadixian colony of

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Braccus Hajonne and Bodyguard (Infantry Command, 14pts)

This unit substitutes for a Fleet Command unit in a Freeborn force.

Braccus is an experienced commander, used to raiding and fighting. Whilst not a heroic warrior, he has combat implants and inspires extreme loyalty amongst the veterans selected for his bodyguard, who themselves have combat implants and are the biggest, strongest and most aggressive panhumans he can find amongst the members of Domas Hajonne.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Braccus Hajonne with plasma carbine, monosabre, plasma grenades; reflex armour, impact cloak	5	5	6	7	5(6)	9	10	Command, Follow, Hero, Tough 3, Unique
2 x Bodyguard with plasma carbine, plasma grenades; reflex armour, impact cloak	5	5	6	6	5(6)	7	8	Loyal Bodyguard
1 × Spotter Buddy	–	–	–	–	–	–	–	–
1 × Medi Buddy	–	–	–	–	–	–	–	–
1 × HL Booster Buddy	–	–	–	–	–	–	–	–

Monosabre: Whilst Braccus' sabre is primarily for ornamental use, the front of the blade has an offset, monomolecular-filament edge to make it effective against the otherwise impenetrable armours of the Antarean universe. When using his monosabre, Braccus has 1 Attack SV2 in hand-to-hand.

Upgrade Options:
- 0–1 batter buddy @ 2pts (not 1: Braccus' supplies are running low)
- 0–2 gun buddies with Acc 6 @ 1pt each
- 0–2 Bodyguard @ 2pts each
- Replace plasma carbines with compression carbines @ Free

Selection Restrictions –   **Vardosi:**   0–1   **Rogue:**   None   *Unique, Limited Choice*

Graub, and House Cadix had no wish for the event to be repeated. However, Braccus was facing the demise of his domas so, throwing the Cadixian laws aside, he accepted the NuHu's offer: Rethe Sau would be given captives from the Hajonne raids for use in banned experiments. With these misgenics and the technological advice from Kyri, the Hajonne broadened the frequency of their raids.

When the Cadix Great Moot took place, there was no representative of Domas Hajonne. In addition to the original petition, evidence was presented showing that the Hajonne raiders had abducted hundreds of citizens to feed the Sau genetic experimentation. To this was added the Hajonne's refusal to pay the domas levy. The Hajonne were fined and ordered to surrender Braccus to the council. The Moot broke up with none of the attendees fully satisfied. Where was Braccus? How would they gain recompense?

It was only later that the council discovered how far the Domas Hajonne had broken from Cadix tradition. Whilst the Moot was in session, Braccus Hajonne had led his troops and NuHu on a repeat raid on Graub and left virtually no survivors. For such an abominable act, Vard Sellendra had no choice but to expel Domas Hajonne from House Cadix.

Anticipating such an action, Braccus' squadron had already moved far from the traditional Cadixian routes. He had eyes on the Concord-Determinate interface, a region of relatively new Concord worlds where the colonists would struggle to coordinate an effective defence against his raids. Braccus made his ships formal privateers, granting them 'licenses' from the Domas Hajonne.

For several years now, the three ships of Domas Hajonne have struck many systems including Podresse, Tiak and others of the Concord shard Blue 519. Recently, the Hajonne have concentrated on the isolated mining colonies of the Bronvar system, its relatively low population and high mineral wealth making it an ideal target.

Whatever the legal situation, Braccus' attacks are considered to be no more than raids by pirates and renegades. Their sustained campaign cannot go unanswered.

LOCATION AND MAJOR FACTIONS

The campaign is located in the Bronvar system specifically on **Bronvar II**. Though once a flourishing mining system, all but one of the Boromite clans and guilds have left, leaving the **Shakor**. The system is now nominally (or partially) under the control and administration of the Concord shard **Blue 519**.

BRONVAR

The Bronvar system is a relatively new addition to the worlds of the Panhuman Concord. It was discovered late in the 7th emergence by Boromite prospector ships seeking out new gateways from Antares. For most of the 7th Age, it was an independent system, home to scores of Boromite clans surviving through trade with the Freeborn houses of the Determinate. Panhumans arrived centuries later and formed their own settlements in the temperate and tropical zones of Bronvar II.

On Bronvar II, the transport difficulties posed by the numerous mountainous regions resulted in the planet's population growth being restricted. Even now, most of the settlements are still isolated from one another, remote and small – their size

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Summary: Planets of the Bronvar System

Bronvar I: Hot and inhospitable, host to specialist guilds.

Bronvar II: Habitable by standard panhumans and hosts the majority of the population. Largely mountainous and earthquake-prone with small tectonic plates. Narrow tropical band close to the equator with broad temperate zones either side and relatively populous plains just north of the tropics.

Bronvar III: Gas Giant, numerous moonlets.

Bronvar IV: Gas Giant, few moons, single ring.

Bronvar V: Small, airless, host to specialist guilds.

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constrained by narrow valleys. The main exception is on the plains to the north of the tropics where a number of larger towns and cities have formed, though they are still small by IMTel standards. These cities house the main space ports, the chief of which is alongside the capital, Bronn City. Despite this localised population concentration, Bronvar remains a sparsely occupied world, one in which the inhabitants are dispersed amongst numerous, isolated settlements.

The arrival of the PanHuman Concord less than twenty years ago produced a dramatic change. The Concord implemented a localised IMTel (on the plains, at least) and a transmat network, the improved transportation increasing prosperity across the planet and the system as a whole.

This new prosperity has attracted attention, with the last few months seeing sustained and persistent raids by the Freeborn pirates of Domas Hajonne. Bronvar's small population means its peacetime force is totally inadequate to cope with sustained raids across its mountainous surface and remote settlements. The authorities on Bronvar have called for military assistance and the Concord shard Blue 519 has answered the call.

THE SHAKOR MINING GUILD

The Shakor was originally a nomadic guild plying the independent space of the Determinate. Like other Boromite guilds, it formed temporary encampments to tap a vein before moving on, always searching for the next score and more productive work. It kept to the fringes of society, dealing primarily with Freeborn traders, the essence of Boromite pride in stoicism and independence.

Unfortunately, the Determinate is a dangerous place and a number of projects failed to reach their potential. Mining rights were sold from under the guild's feet and initially positive surveys had proven overly optimistic. Life became hard for the guild, even by Boromite standards.

Around 22 years ago, the Guildess Yavvelyn Bos Jeddar heard tales of an almost empty, mountainous planet that had plenty of potential. Initially, the Shakor had concerns that it was another dead end, but several years of prosperity calmed these fears. Normally, the Shakor would have moved on to new opportunities rather than remain for several decades, but many of its members were mindful of the lean times from which they had escaped and so the guild remained on Bronvar II.

It is only since the arrival of the Concord that the Shakor feels that its independence is threatened. This has created a schism between Yavvelyn's caution and Rockfather Dhannick Vir Furgan's concerns about the all-pervasive IMTel. Dhannick

warns that the Concord and its IMTel stifle and constrain the Shakor with edicts and control. Further, he has openly declared that the prosperity on Bronvar has made the Shakor soft, complacent and – an insult to Boromites – lazy through living off the 'crumbs of the Concord'.

Yavvelyn has, so far, ignored the Rockfather's warnings, no doubt concerned about returning to the troubled times of the guild's recent past. As events unfold on Bronvar, the Shakor is divided, struggling to reconcile a desire for wealth and stability with its natural pride in independence.

CONCORD SHARD BLUE 519

Blue 519 is a breakaway shard of the Panhuman Concord. It traces its roots back to an exodus from the world Orabor during the Fifth (Warring) Age when refugees found their way to the Orbelg system. After the collapse, the Orbelg gate did not reopen until the Seventh Age, thousands of years later.

During the isolation of the Sixth Age, civilisation within the Orbelg system had collapsed, regressed, then rebuilt. Orbelg's political system passed through a devastating feudal nobility before settling down to a peaceful democracy with an aristocracy and many ancient traditions, dominated by a magnanimous ruling family which kept in the political background. With such peace came prosperity, and the inhabitants of the Orbelg system flourished.

After the gate reopened in the 7th Age, the Orbelgi purchased IMTel-derivative technology from the Freeborn. This enabled them to enhance their democratic systems, involving citizens more in the democratic process, and served them well for many years.

Unfortunately, this IMTel-supported society made them sitting ducks when the Concord came. The entire civilisation was quickly subsumed except for the nobility, several officials and hundreds of celebrated citizens.

Unknown to the Concord, the Royal Palace harboured an ancient secret, a transmat believed to be of Gatebuilder origin that led to a vast chamber. As soon as the Concord imposed their benign democracy, the refugee nobility hid in stasis, building vast nanospore reserves from the natural resources in the cavern. To cover their escape, the nobility had left cloned bodies behind, all apparently having been killed when the royal palace collapsed around them during the defeat at the hands of the IMTel.

Two hundred years later, archaeologists researching the catastrophe were digging through the ruins when they uncovered the ancient transmat that led to the hidden caverns. Before the archaeologists could enter the transmat, however, the sleeping Orbelgi were woken by their automatic systems. Though it was premature, the Orbelgi nobility had no choice other than to emerge from their hidden caverns, and they brought their tailored nanospore with them.

A battle between the Orbelgi and Concord nanosphere caused chaos for a few days, then settled down to an ominous grumble until finally a consensus emerged: there was no clear winner, so the opposing nanospore and nanophages merged to produce a nanosphere that was slightly weighted in favour of the Orbelgi, with a majority of 519 per milia.

To all intents and purposes, the new society, now known as Blue 519, is just another Concord shard, but one with rather more idiosyncrasies than others. It retains more free thought amongst its citizens, has a stronger respect for the monarchy and has reinstated many of the old Orbelg traditions. The king, for example, is accepted as the ruler of the new shard rather than the virtually nominal position he had previously adopted. The government ministers are termed 'Advocates' and one, in particular, is termed the Advocate of the IMTel and is, of course, a NuHu.

The Concord generally do not consider these idiosyncrasies to be a threat. Should they decide to take action, however, Blue 519 has a suite of defensive measures (Protocol 500) planned to protect their IMTel and built up from the insider knowledge the off-world Concord immigrants have given them. These include military action, nanophage technology and a reserve nanosphere in the secret chamber.

Since the decoupling from the Concord, the nobility of Blue 519 have actively searched out those lost allies and refugee colonies that were linked to their past and attempted to reconnect with them, the intention being to replace whatever nanosphere they have with the Blue 519 balance. This is no mean feat as no connection in Antares ever comes back to exactly the same point and may even reappear in a zone under the control of a completely different faction. During their search, the nobility of Blue 519 have absorbed or accepted homage from a number of systems that have nothing to do with their past, one of them being the resource rich and almost empty system of Bronvar.

EPISODE 1: ROAD BLOCK

Type: Narrative, Objective.

Balanced: ~75pts each (FL1). The defenders should have an unarmed vehicle capable of transporting ore in addition to their own forces.

> Jun gazed into the distance, his ocular enhancements throwing the mountain pass into vivid relief. Broel fidgeted beside him, unable to settle his bulk into the warm rocks. That was Broel for you, thought Jun. In mêlée you'd want his large frame by your side, but staking out a mountain pass prior to an ambush he was an annoyance.
>
> Broel sighed and the rocks around him reverberated with its echo. Jun winced at the noise and the risk it would draw attention to them. He fought back the urge to reprimand his fellow warrior. Instead he stared as far down the pass as he could; past the bend before the rock slide they had caused.
>
> There, in the distance: something changed. The heat haze darkened. Moments later Jun saw a Boromite heavy hauler cresting the rise and head towards the roadblock, wallowing on its thrusters as potholes and rocks altered the thrust. Jun smiled wryly. It must be heavily laden, he thought, for its dampeners to struggle so. He blinked his way back to normal vision and reached round for his mag-gun.
>
> "Okay Comrades, ready yourselves. Here comes the prize. Wait for it to grind to a stop. Wait for it, wait for it… On my mark… attack!"

Background

Boromite miners often camp deep in the hills and mountains of Bronvar, a profitable but risky strategy as it leaves them vulnerable to raiders – Boromite and Freeborn. Their journeys from the camps to the closest transmat node can be down narrow and windy mountain passes, and frequently skirt the mesas that jut out from the arid plains. Along such passes and roads there is a risk of ambush.

The renegade Freeborn of Domas Hajonne have targeted a heavily laden transport as it travels one such road. The raiders have caused a significant rock slide to block the pass. When the hauler is forced to stop and change its path, the ambush will be sprung.

Whilst written with the assumption that the defenders are Boromites and the raiders Freeborn, the scenario will work with most of the factions. Ghar forces, if used, should be raiders.

Set Up

A 6'x4' table should be set up with rocky or mountainous terrain. The scenario comes in two variants: the first (Option 1) assumes that the road skirts a mesa or is a mountain pass, with part of the table being completely impassable and high cliffs preventing easy access; the second (Option 2) assumes that the raiders have caused a roadblock where the road passes between two impassable, but smaller, mesas or rock spires. The tables should be set up as shown in the diagrams.

In both variants the road must be clear. The obstacle consists of heavy rocks offering Res+2 Cover bonus. In addition, the road block has been deliberately constructed, so requires an Ag test at a -2 penalty to cross even for suspensored units and limits movement to a maximum 1M.

In the first variant, the road block should be about 5" to 10" from the centre of the table with a substantial piece of area terrain opposite the cliffs. One side of this area terrain must be difficult, obscuring terrain with an Ag-2 penalty. The raiders are in hiding behind the dotted lines shown in Diagram 1.1, below.

In the second variant, the road runs directly from one corner to that opposite, but passes through a gap between two, impassable mesas or spires. The spires and the roadblock should be within 5" of the centre of the table. In this variant, the raiders set up behind the diagonal lines on opposite sides of the table (see Diagram 1.2, overleaf).

Away from the road, the terrain should generally be Difficult, especially for the transport, but must not be Impassable. The terrain should be plentiful, low and awkward near the road but should only offer really good cover at a distance of 10" or more away from the road.

Deployment

The escorting force must be positioned at least 10" from the centre of the table, heading towards the opposite corner. The transport must be on the road at the start of the game. The escorting troops must not be more than 5" from the road. Once the escorts have deployed, the raiders can deploy behind the diagonal lines, depending on the scenario.

Objective

The defenders want to get the transport off the table at the corner opposite that from which they start. The raiders want to isolate the transport and capture it.

Game Duration

The game lasts six turns or until the escorting units are broken, or until the end of any turn when the raiders are in control of the transport. At that point, roll to determine if an extra turn is played (see *Playing the Game*).

1.1 Road Block, Option 1
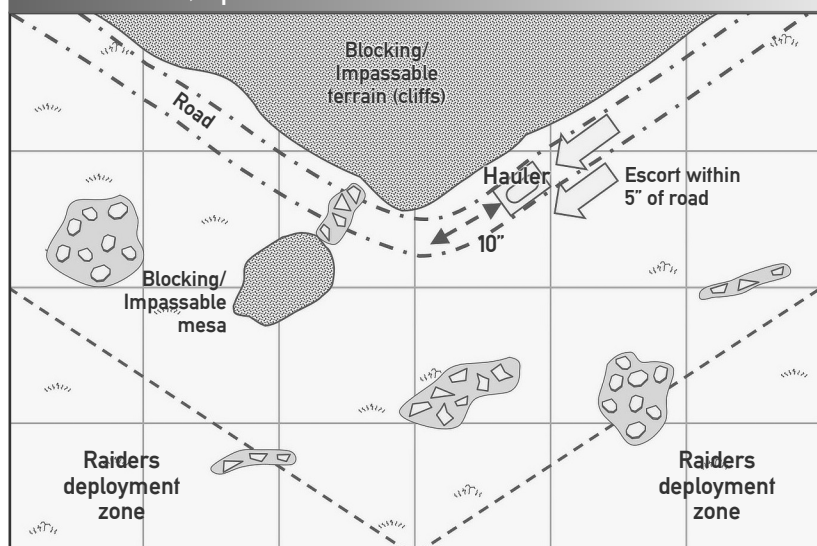
If control switches back during the extra turn, continue until the 'Game Duration' conditions are met, again. In any event, the game will not last more than seven turns.

Victory

The Escorts gain 2 VPs if they still control the transport at the end of the game and +3 if they remove the transport from the other end of the pass. Raiders gain 3 VPs if they capture the transport and +2 VPs if they break the opposing force.

See the special rules below for rules on capturing the transport.

SPECIAL SCENARIO RULES

Control and Capturing the Transport

At the start of the game, the escort is in control of the transport. The controlling faction moves the transport as a normal MOD2 unit.

The transport can be captured as an objective. Refer to *Playing the Game* for Objective Control, except that a unit controlling the transport must be *touching* it and no enemy controlling unit can be within 5" of the transport.

In addition, if the transport is **armed** (a more difficult variant), it must be defeated in an Assault (has more pins than the attacker), irrespective of whether or not it failed a Break Test. Rather than Break when failing a Break Test, the transport surrenders to its attackers, but other damage still applies.

DESIGNER'S NOTE

Although both sides are equal in points, the deployment means that the attackers have an advantage in positioning, and careful use of special munitions can cause havoc amongst the hauliers. However, it is still difficult to capture and retain the hauler, so we suggest switching sides to see how it feels on the other foot! An interesting variation which really puts the pressure on the defenders is for the attackers to have an extra 25 points.

Most lists allow for a transport at FL1, but if it is a struggle, allow the selection of a suitable transport such as a light hauler or light transport as agreed between the players.

Though unlikely, it is possible the hauler can change hands several times during the game, in which case the same conditions apply: it can be as difficult taking back the hauler as it is taking it in the first place!

1.2 Road Block, Option 2
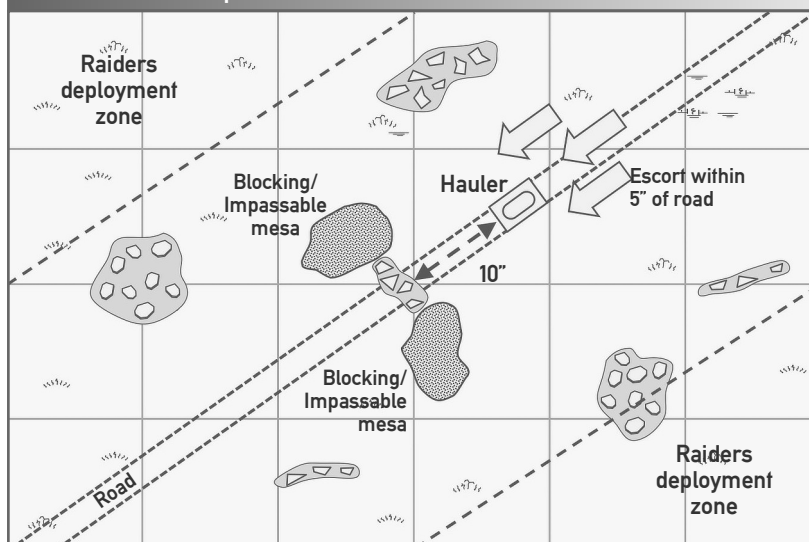
EPISODE 2: TRANSMAT AMBUSH!

Type: Narrative, Objective/Retrieval.

2–3 players, Asymmetric FL1/FL2. Forces designated Raider, Haulier and Relief. Points for each force: Raider=200% Relief pts; Haulier=150% Relief pts. For example, valid point ranges would be: Raiders 120– Hauliers 90–Relief 60pts; or Raiders 100–Hauliers 75– Relief 50pts.

Force Selection

This is an item retrieval game for two or three players: the escorting Hauliers (Boromites), the Raiders (Freeborn) and the Relief force (Concord Blue 519). The Hauliers have the advantage of starting in control of the items to be transported, but this is balanced by the fact that they are initially outnumbered and can only carry cargo to a specified location.

The Relief and Haulier forces are allied in so far as they aim to help each other, but do not operate under any of the Alliance rules (no sharing of order dice, for example). If played by two players, one takes control of the Hauliers and Relief, whilst the other controls the Raiders.

Background

One of the most risky tasks for a Boromite is transporting the goods to be processed. Despite their penchant for large scale ore trans scanners, even Boromites rarely equip their more remote mines with transmats. This gives an opportunity for raiders and thieves to stake out nearby transmat nodes to ambush the unwary.

This is exactly what the renegade Freeborn of Domas Hajonne have done. Their first move was to launch a sabot probe at the Boromites' heavy hauler. The probe latched onto the vehicle and fired an intense localised EM pulse and scrambler shell which immobilised even the comparatively basic electrical systems of the hauler: it collapsed to the ground within sight of the transmat.

However, planetary forces are already on high alert following a previous cargo ambush. Boromite gangers outside the EM arc were able to summon assistance from orbit and reinforcements from the Concord Shard of Blue 519 are already on their way.

Whilst the story is focused around a hauler, the hauler starts the game completely disabled, so the Haulier player does not need to pay for the vehicle. It is effectively terrain and plays no other role in the game.

Set Up

Set up the terrain as normal except that the long centre line of the table is a relatively well-travelled route to a transmat node, so should be clear and good going. As the pirates have selected the location because it is favourable for an ambush, there should be lots of terrain near the edges of the table.

Having set up the terrain, the Haulier player places a transmat 12" in from the centre of one short table edge, then places the transport model d10+10" in from the centre of the opposite short table edge.

The celebrations inside the heavily-laden hauler bothered the cautious Nuhr. He would celebrate when the load was sold and the money in his account – not before. Still, Johl jostled Nuhr's shoulder in what he no doubt thought was a jovial manner and Nuhr had to correct the steering.

"I heard the Freebies have been seen in the system. All the taverns in Bronn city will be full again. Not for long though, if I have my way. Not for long." Nuhr ignored him, but his companion continued. "Where the Freebies go, the Huavan Spirits go. And where the Huavan spirits go..."

"Not all Freeborn are traders, you know," said Nuhr. "Some..." he trailed off.

"Hey, Nuhr, anyone told you, you worry too much?" came the predictable response.

Nuhr glanced through the viewer and checked his speed, easing it back a notch. It was frustrating trying to keep pace with the escort force. At least Atrech and his lavamites on their suspensor platform were making good progress ahead, but Johl's gang fighters and Darass' work gangs were losing enthusiasm – and with it, speed. Nuhr edged the hauler round a curve and the transmat node came into sight.

"See, Nuhr! You worry too much. We're nearly there."

Nuhr wasn't listening. He thought he had heard a sound like something clanking against the hauler's rear. Then the systems went dark and the hauler started losing height.
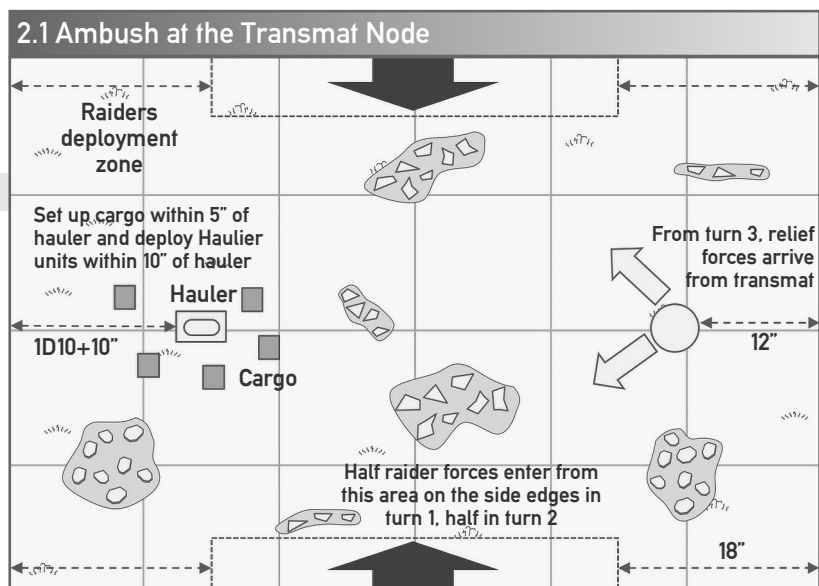
They were not close enough.

Starting with the Haulier, the Haulier and Raider take it in turns to deploy five markers to represent the cargo within 5" of the disabled hauler (see Diagram 2.1).

Deployment

Before the Haulier deploys, the Raider player secretly assigns units to each flank. Raider units can arrive from the middle half of the two long edges (i.e. 18" from the corners on 6'x4' tables). Half of the Raider's **units** arrive in Turn 1 and the remaining units test to arrive, as normal, from Turn 2.

Once the Raider has assigned their units to long table edges, the Haulier deploys all their units within 10" of the broken-down transport. Those deployed next to cargo may pick up ('carry') the cargo (see Special Scenario Rules).

2.1 Ambush at the Transmat Node

Raiders deployment zone

Set up cargo within 5" of hauler and deploy Haulier units within 10" of hauler

Hauler

1D10+10"

Cargo

From turn 3, relief forces arrive from transmat

12"

Half raider forces enter from this area on the side edges in turn 1, half in turn 2

18"

The Relief can bring on up to half of their units in **Turn 3** and the rest on **Turn 4** and do **not** need to test to arrive. All Relief units come on through the transmat with a Run or Advance order, measuring their move from the transmat. If the transmat is occupied, the unit or object on it is transmatted off-table up to the Relief forces staging area and is either lost and unable to return if a unit, or is safe, if cargo.

Objective

The Hauliers want to get the precious cargo through the transmat and off to market. The pirates want to get the cargo off any table edge or, at least, see off the Hauliers and Relief forces so they can pick up the cargo at their leisure. The Relief force want to kill the pirates.

Game Duration

The game is played until six turns have elapsed, then roll to determine if a seventh turn is played as per *Playing the* Game. In addition, if at any point all the cargo is removed from the table, the game is over at the end of that turn.

Victory

The Hauliers get 1VP for every item of cargo they remove from the table through the transmat.

The Raiders receive 1VP for every piece of cargo they remove from the table by any table edge or 0.5VP for every piece of cargo that is left on their ground (that is, are not being carried) at the end of the game. The Raiders also get +1VP if either the Hauliers or the Relief force are broken (not both) as it gives them more time to extract the goods.

The Relief force gets 1 VP for every 10% of the pirate force destroyed or killed, whether by themselves or by the Hauliers. They also lose 1VP if the Hauliers are broken.

SPECIAL SCENARIO RULES

Ore Crates

The crates are heavy, compactor-boosted containers containing a mix of industrial compactors and uncompressed ore (not all of the partially-processed ore can be reliably compressed). They require an accumulated total of 12 Str to carry, and can only be carried by infantry, weapon teams or equivalent command units, which typically means that two Boromites or three other types of infantry have to be assigned to each crate. If a unit has insufficient numbers to carry the crates, then the crates are immediately dropped 1" from the unit.

The crates are Transport Space 2 but are otherwise as carried objectives in *Playing the* Game. If a transport is destroyed whilst carrying ore crates, each crate is thrown in a random direction, 3" from the body of the transport.

Transmat

The transmat counts as a table edge for the purpose of the Relief force entering the table and the Hauliers can carry ore off table through the transmat. An Advance or Run action is required to enter or leave from the transmat and a unit can depart from the transmat if any model contacts the transmat platform during its move.

Raiders cannot use the transmat but may be lost to it (see deployment).

DESIGNER'S NOTES

The Hauliers have quite a lot of work to do to score anything in this game and have to move quickly, especially if the Raiders take any combat skimmers. Similarly, the Raiders have quite a tough job getting hold of the crates in the first place, hence the VPs for crates not extracted from the table.

It may seem that the Relief force has the easiest job, but in practice the Raiders try to cover the transmat early on in the game, perhaps even with Ambush orders, so the rescuers have to emerge from the transmat fighting.

EPISODE 3: EXPLOIT THE BREACH

Type: Narrative, Objective.

Balanced: 75–125pts (FL1–FL2).

Force Selection

Whilst the scenario is written with the assumption that the defenders are Boromites and the attackers Freeborn, the scenario will work with most of the factions. If Ghar are used, they should be the defenders as they are aware that other factions might want the artefact and are using it to attract the feeble humans into reach of their weapons.

The defender can elect to make one or two of the transports in the laager armed transports. These vehicles have been intentionally disabled and made into an immobile obstacle. If an armed transport survives the orbital bombardment (see below), it can be used as a point defence weapon. Refer to the Special Scenario Rules for the points cost and use of armed transports in the laager.

> The pinging of the sensors told the miners that a ship was overhead. As was his way, Old Ghinir craned his neck over the instruments, checking and rechecking the readouts. "Measure twice, cut once," he muttered to himself. Finally he raised his flinty head and made brief eye-contact with the Guildess. "Milady, it is a light cruiser. Probably Freeborn."
>
> "So, does it carry traders come to bargain? Or raiders come to..." The guildess trailed off and turned to the clanfolk around her. "Bolster the defences," she ordered. "Ready ourselves for attack."
>
> Ghinir coughed to attract her attention. "Milady, what if they bombard us from orbit?"
>
> "They won't risk damaging the artefact," she snapped, "it's far too—"
>
> Ghinir never heard her finish the sentence, not over the roar of the explosions and the gouts of plasma that shredded their thick hides to a thin, red mist.

Background

The Shakor Mining guild have uncovered an artefact that appears to be one of the fabled Yu Hamnu artefacts, predicting (or not) the collapse of the Nexus. They have excavated around it but, so far, have not been unable to move it even with heavy haulers and mass compactors. This has been taken as evidence that the item is one of great power and therefore even greater value than they had first thought. The only logical decision therefore was to sell it *in situ*.

For now, the miners can do little but wait for the buyers to arrive, but with publicity comes risk. The Guildess is far from naïve and knows the Freeborn pirates could be attracted to the artefact. Therefore, she has moved haulers, transports and buildings around the artefact into a defensive laager and stationed loyal workers and fighters in each. All are ready to hold off any raiders.

On hearing of the artefact, the raiders' first action is to bombard the defences around the site from orbit, reducing two of the buildings to smouldering ruins and creating a breach. In this game the attackers have to take the battle to the defenders and exploit the breach created by the bombardment to examine the artefact.

Set Up

Place a model to suggest a rare immovable object in the exact centre of the table. The defender then places six buildings or transports around this between 5" and 10" apart: up to three of these can be transports. Following the orbital bombardment (see below), only four of these buildings/transports will remain standing, so the location of two of them could be shown using markers if you don't possess enough terrain or models.

After placing the **transports**, the defender declares which of them are the armed versions paid for in their army points and makes it clear to the attacker which they are. Often attackers will choose to destroy the transports in their pre-game, orbital bombardment (see Special Rules), so the defenders should consider their placement carefully – but their placement could also be used to tempt the attackers into a sub-optimal bombardment!

After placing the **buildings**, the defender should nominate one face on each building from which inhabitants can fire as the other faces have been blocked up and reinforced. Each building should have its normal strength of 20 damage points and Threshold 5.

The defenders then place six, full-sized pieces of terrain, at least three of which should be area terrain of 6" or more across. These should be more than 10" from the buildings and at least 5" apart. This may appear to give a sparse battlefield, but the defenders have had time to build the defences and clear the perimeter to best meet their needs. See Diagram 3.1.

Deployment

The defenders place all models within the perimeter defined by the outside of the laager. They can choose to set up eligible units inside the buildings or transports. After the defenders have placed their units, the orbital bombardment takes place.

After the bombardment (see Special Rules), the attackers nominate one table edge. All their units will come on from the nominated edge, half in the first turn and half in the second turn. As normal, those coming on in the first turn do not need

3.1 Exploit the Breach

Artefact

Hauler

Building

Half attacker's forces arrive from nominated edge in turn 1, half in turn 2
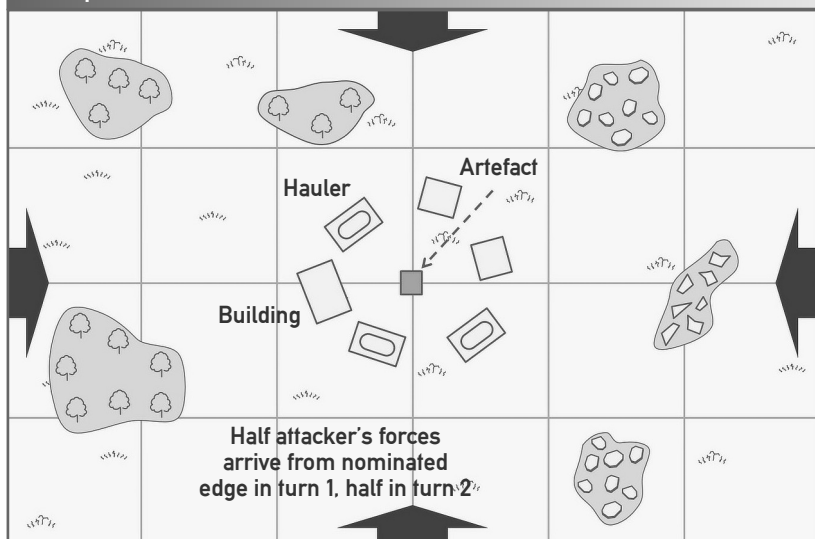
to test to do so, whilst those arriving in the second turn must test.

Objective

Attackers have to scan the artefact or mark it with a homer signal. To do so, an infantry, weapon team or weapon drone model must spend one entire activation in contact with the artefact with a Down, Rally or Ambush order. The defenders wish to prevent this.

Game Duration

The game is played until six turns have elapsed, then roll to determine if a seventh turn is played as per *Playing the Game*. In addition, if the scan is completed before time is up, the game is over immediately.

Victory

Attackers achieve victory and 5VPs by successfully scanning the artefact as above. Any other result is a win for the Defenders (and 5VPs for them – if you're counting).

Special Scenario Rules

Orbital Bombardment

For the bombardment, the attacker nominates any two of the buildings or transports in the laager. These can be adjacent and can be the defender's armed transports. The defenders now react to the bombardment and can move any unit apart from the laager transports up to 2M distance. No order dice are drawn or used. Running whilst under orbital bombardment is stressful, even for hardy Boromite miners, and any unit which moves more than 1M starts the game with a pin.

The attacker now replaces the two nominated buildings or transports with craters. Any model which does not clear the crater takes a SV5 hit, which may mean a squad taking several hits.

The transports in the laager have already been disabled before the bombardment begins so cannot escape like other units: they are immobile.

Armed Transports in the Laager

The defender has the option of declaring one or two of the transports in the laager as being armed, but immobilised, as part of their unit selection. These armed transports cost 5pts for a basic Res 11 transport, and 8pts for a full-blown Res 13 transport: in both cases, the transport has a **single** weapon from those available to it at FL1, even if it could normally carry two weapons.

If the transports are not targeted by the bombardment, they can be used as an immobile, **single order dice**, point defence weapon system. They are still transports, with all the stats of a standard transport of their type, and have an order dice, suffer damage and are otherwise treated as normal transports, but are immobile and cannot have their mobility repaired within the confines of the game.

This is an inverted game from the centre outwards with one side trying to kill its opponents and capture the transport with its cargo, and opponents who have a choice of fleeing, standing to fight back or a mixture of the two.

EPISODE 4: BAIT

Type: Narrative, Objective.

Balanced: ~50–85pts each (FL1); defenders are a single force; attackers can be allies (and possibly 2 players) using any alliance rules.

Force Selection

In addition to the normal selection, both forces also have a transport vehicle or transport drone roughly comparable in points. For the Concord, the transport should be a T7, whilst the raiders should have a T7 derivative or another hauler. In the case of the Ghar, this transport could be a unit of transport scutters (similar to loader scutters). The transport can be armed – both the attackers and defenders know that an unarmed transport is unlikely with all the raids going on!

The basis of the scenario sees the raiders – a mix of Boromites and Freeborn – as attackers and the Concord as defenders, but could work with most factions. The forces selected should be able to nominally ally with each other. For instance, Isorians and Concord would not allow each other close enough for the ambush!

Background

The raids across the Bronvar system have cost some guilds dearly. The Shakor Guild Boromites have lost high value merchandise and have little to show for months of mining and significant investment. Other guilds are also struggling, some even throwing in their lot with the raiders.

Other combines and guilds are thriving: the Devareen are yet untouched and are gaining a substantial trade advantage. It helps that they have influence with Blue 519 and can use Concord-style transports and even C3 troops to escort their hard-earned goods.

Hajonne's raiders have been forced to become more bold. He has formulated a plan to attack the Devareen where they are isolated, causing gaps in the orbital coverage through the destruction of surveillance satellites. Against Concord supported shipments, however, such a plan can only work if there are no witnesses left alive to report back to the IMTel. All the escorting Concord troops must die.

What they had not accounted for was that the Blue 519 Concord were becoming smarter. Their initial escort and transport were, indeed, mostly loaded, but they also have supporting elements trailing behind, ready to quickly defend the bait and punish the raiders.

Unfortunately, there are a few more raiders than initially expected...

Set Up

The table should be arranged as relatively open ground threading its way through a mountainous wilderness. Players should take turns placing the terrain pieces as per standard terrain rules, but must allow a clear path at least 5" wide from the centre to each short table edge. A 10" diameter circle at the centre of the table should be clear for the vehicles to be placed. See Diagram 4.1.

On the C3T7's monitors, a pair of 'unknowns' resolved themselves into recognisable vehicle signatures and images appeared on the screen above. Two haulers lumbered into view from the adjoining mountain track.

Hari breathed a sigh of relief. "Excellent!"

Beside him, Darn had been surveying the right hand side of the transport drone, but swung his head round to see what had caused the exclamation. "Looks like we have ourselves a convoy." This far out in the wilderness with pirate raiders on the prowl, company meant security.

Perhaps Hari should have suspected something was amiss when the two haulers separated. One slowed and the other one accelerated, the pair allowing the C3 transport to slide between them. Hari was certainly concerned when his sensors warned of the use of a one-shot anti-satellite device and a beam of light lanced upwards.

But it was all too late. The first hauler heaved round, swinging sharply on its suspensors until it was at right angles to the track. Perhaps at that point the T7 should have rammed through and continued onward, but its safety protocols brought it to a beautifully controlled stop a microyan from the hauler's side.
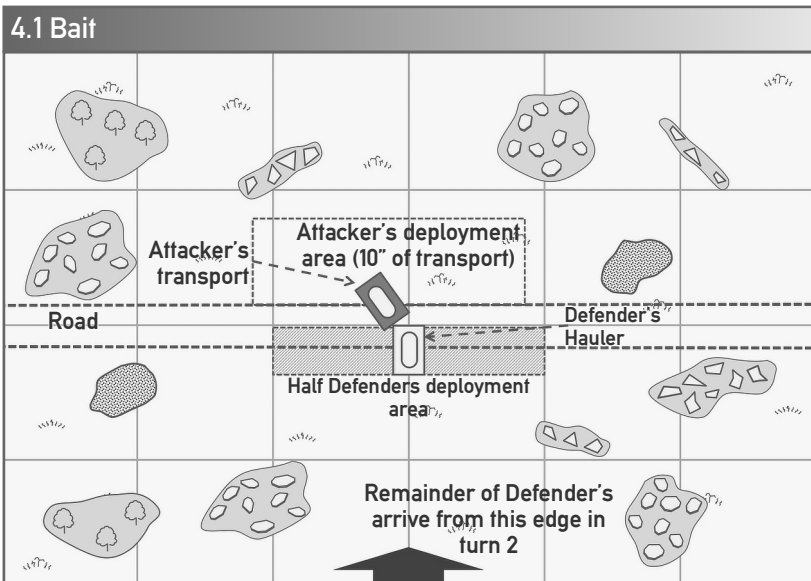
Then the drone jerked suddenly, as the second hauler rammed into it trapping it between them. Raiders were already pouring out of the haulers' holds and from amongst the rocks around them, weapons at the ready.

Deployment

Deployment in this scenario is inverted from other scenarios as both sides deploy in the centre of the table. The vehicles should be set up in the clear area at the centre of the table and in contact, as if they had been involved in a ram.

The defenders deploy first. Up to half their force, excluding the transport, can be escorts. The escort should be set up inside a rectangular box extending to 10" either side of their crashed transport and bounded by an imaginary line extending sideways from the front and the rear of the vehicle. If it is not possible for all defenders to fit in this area, place them as close as possible to the vehicles within these lines and rearwards (see Diagram 4.1).

Any attackers not in their vehicle should then be deployed within 10" of their own vehicle, but nowhere more than 2"

4.1 Bait

Attacker's transport

Attacker's deployment area (10" of transport)

Road

Defender's Hauler

Half Defenders deployment area

Remainder of Defender's arrive from this edge in turn 2

from any defending unit and not 'behind' the defenders. Again, if it is not possible for all attackers to be placed in this area, place them as close as possible to the vehicles, but more than 2" from the defenders and, again, no further forward than 2" away from the defenders. If using Ghar, the attacker's transport scutters should all be in contact with the defender's transport/scutters.

The remainder of the defenders arrive in turn 2 from their own base table edge. They do not have to test to arrive as they are prepared for such an ambush and are making haste to support their stranded friends!

Objectives

The attackers wish to kill all the defenders.

The defenders wish to escape with the transport off a short table edge.

Game Duration

The game is played until six turns have elapsed, then roll to determine if a seventh turn is played as per the *Playing the Game*. In addition, if the defender transport exits the table or all the attackers are killed before time is up then the game is over at the end of that turn. Being broken has no effect on the duration of the game.

Victory

Both sides gain 2 VPs for breaking their opponent.

The attackers gain +3VPs if they destroy all the defenders, otherwise +0.5VP for each item of cargo they have in their control at the end of the game.

Defenders gain +3VPs for removing the target transport from the table by a short edge, or +0.5VP for removing each item of cargo from a short table edge.

Scenario Special Rules

Rammed Vehicles

To simulate the effects of the ram, both vehicles involved in the ram start the game with 4 pins and a Down order dice.

The attacker's vehicle can be carrying troops; these can disembark as normal. The defender's vehicle is heavily laden and cannot contain any unit.

Any vehicle can be captured if it:

- becomes immobilised and weaponless using the objective control rules in *Playing the Game;* or
- if it loses an assault.

A captured vehicle's dice are replaced by its new owner's dice.

If the cargo-carrying transport is destroyed, five items of cargo are distributed in a random direction 3" away from the vehicle. They can be picked up and carried, or loaded into another vehicle as in scenario 2.

Seize the Initiative

Through animal cunning and the sudden switch from ally to hostile, the attackers have the drop on the defenders. To represent this, at the beginning of the game the first dice from the order bag should not be randomly selected – it will be an attacker dice.

Episode 5: Last Stand of Braccus Hajonne

Type: Narrative, Objective.

Three-play, Asymmetric: ~75–85pts defender (FL1); 100–125pts (FL2) attacking alliance, split roughly equal between the allies operating either under Friends & Foes or Tense Alliance rules (see *Playing the Game*).

Force Selection

The defenders are the raiders consisting of the Freeborn pirates loyal to Hajonne; the attackers are the Concord Blue 519 troops backed up by fighters from the Boromite clans. The game works well if there are two players attacking with one taking the Blue 519 forces and the other the Boromites.

The defenders must take a commander figure which is the attackers' target. If more than one commander is present, then the target is the more expensive figure, otherwise the defender may nominate the target. The target gets a free hand weapon if it does not possess one.

With one exception, neither the attackers nor the defenders can take large vehicles, heavy weapons, large beasts or humongous beast models, but may take any infantry or mounted units – the route through the winding passages is just too tortuous for such vehicles to navigate.

The defenders may pay for and include a single transport – the vehicle in which Braccus fled deep into the tunnels.

> The raider's craft had been badly damaged in a running battle just inside the orbit of Bronvar III, but Braccus Hajonne escaped, covering its movements with a complex and dirty series of matter/anti-matter explosions and graviton generators. It was thought that the ship was hiding somewhere in the system, but the scouting ships of Blue 519 had found nothing.
>
> Everything came down to a single, sensible move by the Blue 519's intelligence shard: there had not been one satellite observing the transport used as bait, but two. The second was powered down in stealth mode and only came alive when the combat had finished – a double-bait, indeed.
>
> The satellite tracked the damaged ship back to their hideout in the wilderness of Bronvar. However, much to the surprise of the authorities, there was no hideout, no ship and no rendezvous. Probes were dispatched and found a vast overhang concealing a cavern carved deep in the mountains. It was from this cavern that Hajonne and his raiders were operating.
>
> In wartime, the solution would be to destroy the mountain. However, this was a barely mapped, mine-ridden area where numerous, innocent miners and civilians were working and living. What's more, the raiders recovered enough material to repair whatever damage the ship had suffered – surely it would not be long before the replacement parts were fabricated and they escaped into the wilds of the Bronvar system and back through the gate.
>
> The council of Bronvar and Blue 519 had no option: they had to send in the troops and do it the hard way, underground. Needless to say, the Devareen and Shakor were eager to help and their Boromite workers eagerly volunteered.
>
> * * *
>
> The ground shook, throwing Pirate Captain Braccus Hajonne against the straps in his transport.

> "Earthquake, sir. No fire," said one of his bodyguard.
>
> "But..." The transport's sensor displays registered a seismic event and, moments later, the bodyguard sighed. "It's not good, sir." The cab display shifted and showed the tunnel through which they had escaped: it was collapsing, rock and debris crashing to the ground, dust thrown up into the darkness. "We're not going to go back that way, sir."
>
> "Don't matter," said Braccus. "It's the only tunnel darn 'ere that can take a vehicle, anyways. We can fight our way art on foot." He thought for a moment. "Send the engineers to clear it if they can."
>
> "Yes, sir," acknowledged the bodyguard. He began transmitting the orders and reassigning the zone responsibilities of their meagre force.
>
> The transport lurched to a stop – no doubt damaged in the fighting or earthquake – and Braccus jumped out, his bodyguard close beside him. The caverns echoed with the sound of fighting, the harsh hiss of plasma burns and the groans of the dying. He allowed himself a sly smile and jumped up onto an outcrop where he struck a heroic pose, one intended to attract attention, and addressed the troops around him.
>
> There were few remaining, pitifully few.
>
> "They've hyperlight armour, boys, so remember t'get up close and person'l. Concord ain't suited to fightin' in caves. We just 'ave to 'old farst and charge 'em, soon as they poke their 'elmets round the corner. We do that and we can still win, boys."
>
> There was a ragged cheer from his fellow pirates. Most of his crew were too used to the captain's confident bluster to be truly swayed, but there was enough truth in his words to convince some.
>
> Braccus' fist tightened around his monosabre as the sounds grew closer, and shadows formed in the nearby tunnel. There was an explosion to his right and he cursed as he realised his secret escape route had been discovered and closed. "At 'em boys", he snarled and his men rushed forward alongside him. For a moment they believed they could do it, believed they could win.
>
> Then from shadows came lumbering figures with mottled skin and a heavy gait. It wasn't the Concord, after all, but Boromites leading the way. Captain Braccus knew then that this would be his last stand.
>
> He vowed to die in glory.

Background

The raiders and pirates led by Braccus Hajonne have been cornered in their underground base on Bronvar and troops from Blue 519 have been sent into the tunnel system to find and eliminate Hajonne. Some of the teams are backed up by vengeful Boromites who are family and Guild-fellows of the raid victims. IMTel has calculated that if they execute the captain, there is a probability of eight five three quantum his forces should surrender.

The IMTel is never wrong.

This is a hunt and kill scenario at close quarters between the raiders on one hand and the authorities on the other. The attackers have pushed the defenders deep into the cavern system, captured their ship, and Braccus Hajonne and his raiders have been cornered. They will fight till the death or until the attackers are forced to retreat.

Set Up

The defenders' deployment area is 10" from their base long table edge and 10" in from either side. The attacker's long table edge should have three 8" to 10" buttresses projecting onto the table at roughly equal distances apart. These reflect the tunnels and passageways by which the attackers have entered the final cavern. No buttresses or tunnels can be set up within 12" of the attacker's table edge or within the defender's deployment area (see Diagram 5.1).

There are two ways to set up the table. The first is to replicate a tunnel system by mutual agreement, with narrow passage ways and occasional wider chambers, with no isolated chambers and everywhere able to be reached by bulky infantry (e.g. gaps of 3" wide or larger).

The second is to use the cave set-up system summarised below. Obstacles can be placed anywhere, even in the defender's deployment area, perhaps as hastily-prepared defences or abandoned ore crates and mining equipment.

Deployment

All defenders set up within 10" of their table edge and beyond 10" from both short edges. Defenders may be deployed within the transport if they paid the requisite points for it as part of their force. Otherwise, the transport is considered destroyed (or perhaps one of the obstacles!).

Attackers come on from the opposite long edge. Up to half the units (rounded up) can arrive without testing on the first turn. The remaining forces test to arrive from the second turn, as normal.

Objectives

The attackers have to kill the target commander (Braccus Hajonne) and, clearly, the defenders seek to avoid this fate.

Game Duration

The game is played until six turns have elapsed, then roll to determine if a seventh turn is played (see *Playing the Game*).

The game also ends as soon as the target commander is killed.

If the attackers are broken at the end of a turn, an extra turn is played and only then the game finished.

Victory

The attackers win if the nominated target commander is killed or removed from the table as casualty.

The defenders win if this is not the case as the attackers will retreat to bring in reinforcements. Unfortunately for them, Hajonne's workers off-table will have cleared the previously collapsed tunnel and he will escape.

SPECIAL SCENARIO RULES

Tunnels

No overhead fire is possible.

The defenders cannot leave the table as there is nothing but dense rock walls behind them. They have no choice other than to fight.

To create the cave system, you can reuse the 'buttress' pieces made for *BtGoAv1's* 'The Chryseis Shard', scenario 6: 'The Labyrinth of the Locus'.

The pieces, either constructed or made out of foam core or card, should be as follows:

- 4 of 5" × 10"
- 8 of 5" × 5"
- 4 of 5" × 2.5"

Each buttress piece represents solid rock that is impassable and blocking to LoS. The sizes can vary slightly and shapes can be irregular if you wish, so long as they are roughly equivalent to the sizes given. A piece of buttress placed on the gaming table indicates a solid rock wall that combatants can neither see through nor move through. The spaces left around the rock buttresses become the actual caverns and tunnels that define the battleground.

After placing the buttresses projecting from the attacker's edge, the remaining buttress pieces can be set up 12" away from the attacker's table edge and outside the defender's deployment area. Starting with the defender, each side (attacker and defender) chooses and places a buttress in turn.

Buttresses cannot be placed within 3" of any buttress already placed on the table. Buttresses can be placed in any orientation you wish and it may be necessary to place them at oblique angles to conform to the positioning rules.

Once all the buttress pieces have been placed, or once it is impossible to place any more, each side continues and can place up to four single lengths of obstacle from 2" to 4" in length. Obstacles can be rocky outcrops, tangles of ruined machinery or abandoned crates. These are placed one at a time anywhere the positioning player wishes, providing there is room for models to take up defensive positions behind them.

DESIGNER'S NOTES

As Braccus himself noted, Concord may struggle in this scenario as their armour functions better at range, so a Concord-Boromite alliance is particularly effective. Other combinations incorporating tough hand-to-hand forces with effective ranged factions would also be useful.

5.1 The Last Stand of Braccus Hajonne

Defender's Hauler

Defenders deployment area (clear)

10"   10"

12" clear

Half Attackers arrive along this edge in turn 1, half in turn 2.