



FIELD MANUAL

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AWBARI BURNS



Props spin up.

Kinetic suicide drones peel out of loitering orbits, spearing into ground contacts with decisive effect.

Special operations kill teams

exit cover and concealment, surging past the burning wreckage left by the drone strike to eliminate survivors and assume positive control of the target area.

Site secured, forensic exploitation teams follow the assault force, working the target cordon for vital intelligence **when the bass drops.**

A massed and coordinated counter attack directed by Chinese mercenaries—carried out by jihadist militants.

Rounds complete, the assault force fights their way out of the cordon area

and back across the border.

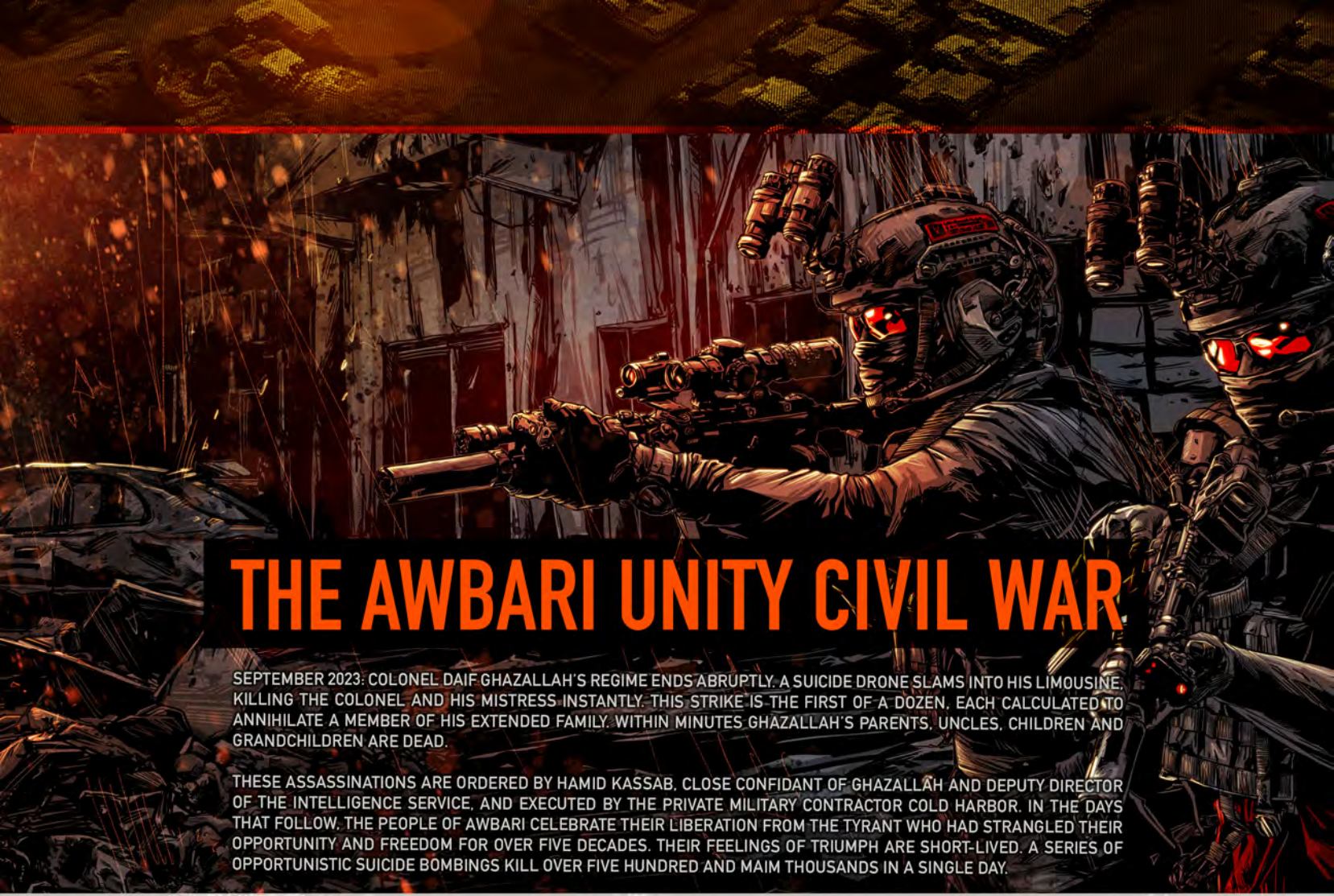
Pushing every kinetic UAS in the airspace onto targets, they clear a path forward, **dropping every structure in their wake.**

STEP INTO THE EVENT HORIZON OF ABSOLUTE CHAOS.





CONFLICT BIBLE



THE AWBARI UNITY CIVIL WAR

SEPTEMBER 2023: COLONEL DAIF GHAZALLAH'S REGIME ENDS ABRUPTLY. A SUICIDE DRONE SLAMS INTO HIS LIMOUSINE, KILLING THE COLONEL AND HIS MISTRESS INSTANTLY. THIS STRIKE IS THE FIRST OF A DOZEN, EACH CALCULATED TO ANNIHILATE A MEMBER OF HIS EXTENDED FAMILY. WITHIN MINUTES GHAZALLAH'S PARENTS, UNCLES, CHILDREN AND GRANDCHILDREN ARE DEAD.

THESE ASSASSINATIONS ARE ORDERED BY HAMID KASSAB, CLOSE CONFIDANT OF GHAZALLAH AND DEPUTY DIRECTOR OF THE INTELLIGENCE SERVICE, AND EXECUTED BY THE PRIVATE MILITARY CONTRACTOR COLD HARBOR. IN THE DAYS THAT FOLLOW, THE PEOPLE OF AWBARI CELEBRATE THEIR LIBERATION FROM THE TYRANT WHO HAD STRANGLERED THEIR OPPORTUNITY AND FREEDOM FOR OVER FIVE DECADES. THEIR FEELINGS OF TRIUMPH ARE SHORT-LIVED. A SERIES OF OPPORTUNISTIC SUICIDE BOMBINGS KILL OVER FIVE HUNDRED AND MAIM THOUSANDS IN A SINGLE DAY.

December 2023: Suicide attacks explode throughout the Awbari capital daily. Host nation police forces are completely overwhelmed as station precincts are mortared and fired on with crew-served weapons every night. The attackers are a Sunni Islamist militant wing of an industrial-scale terrorist group, the Aayari Network.

Under orders from General Saïdi, commander of the Awbari Unity Army's Republican Guard, a security cordon is erected around ministry headquarters in the city center. Its role is to protect government officials, army officers, and their dependents—not the civilian population of the city.

Already providing ISR (Intelligence, Surveillance and Reconnaissance) support to the Ministry of the Interior and National Directorate Intelligence, Cold Harbor is contracted to form and staff a special police advisory unit: the Adjunct Partner Unit (APU). The APU equips, trains, plans and executes counter terrorism raids and crisis response missions, in conjunction with their host nation's Special Police Commando forces. APU kill teams begin responding to terrorist actions, gunning down fighters, dropping buildings, and hitting VBIEDs (Vehicle-Borne Improvised Explosive Devices) before they can reach their targets in the city.

While this approach is successful, it isn't enough. Special Police Commandos cannot be mass produced. They require extensive training to be capable of responding to a high profile attack. Enablers from the Aayari Network are continually providing their surrogates with more capable and harder to detect IEDs. The Network also establishes a kidnapping cell targeting family members of APU commandos and senior police officers, dismembering and beheading them in publicity videos on social media.

After the brutal execution of the Interior Minister's grandson, the creation of an all-surrogate fighting force is authorized by the Ministry. The directive for this unit explicitly states that all members of the Aayari Network and their surrogates are kill, not capture targets. In response, Cold Harbor stands up Crisis Troop Ember.

CT Ember launches an assassination campaign that ruthlessly decapitates key leaders in both the Aayari Network and their franchises throughout the capital. Family compounds are lanced with Hellfire missiles. Any survivors are killed by ground teams or sold to foreign intelligence services eager to add to their own pool of high value captives. Unable to offset the severe casualties inflicted by Ember, the Network's surrogates are rendered ineffective fighting forces by summer 2024.



THE SCRAMBLE FOR POWER AND WEALTH

SPORADIC EXTREMIST ATTACKS CONTINUE IN THE FRINGES OF THE SPRAWL AND SMALLER RURAL AREAS AROUND THE CAPITAL. BUT THE RELATIVE CALM IN THE URBAN CENTERS GIVES BIRTH TO INTRIGUES WITHIN THE NASCENT UNITY GOVERNMENT. LINES FORM ALONG NEPOTISTIC FIEFDOMS.

WITH BOTH GOVERNMENT MINISTERS AND MILITARY OFFICERS PICKING SIDES TO ENSURE THEY ARE COMPENSATED FOR THEIR "LOYALTY" DURING THE UNITY CIVIL WAR, GREENFIELD, AN ENERGY HEDGE FUND THAT OWNS A CONTROLLING STAKE IN COLD HARBOR FLOODS KEY GOVERNMENT MINISTRIES WITH CASH. THE MINISTRY OF THE INTERIOR, THE MINISTRY OF ENERGY, AND THE STATE-OWNED OIL COMPANY CREATE A NEW POLITICAL PARTY POISED TO DOMINATE THE FIRST "POST-CIVIL WAR" ELECTION SCHEDULED FOR JUNE 2025.



A massed attack explodes at the Capital University. Three campus buildings are destroyed simultaneously by suicide bombers, and dozens of students are killed and wounded in drive-by shootings in the surrounding neighborhoods.

Minutes later another bombing—this time at a hospital—kills and maims hundreds more. General Saïdi orders an indefinite postponement of the scheduled elections based on new "security concerns". This leads to rampant speculation and rumors among the general population that there is a link between the Awbari Unity Army and the Aayari Network.

Violence in the rural areas of Awbari grows bolder, culminating in a massed attack overwhelming a Border Protection Service compound at the Ghat Airbase on the southwestern border of Awbari and Qasra. The entire base complement of 252 federal officers is killed or kidnapped, including 50 support staff from Cold Harbor—support staff responsible for maintaining ground monitoring systems and Predator drones.

After briefing the senior Interior Minister in the capital, National Directorate Intelligence Director Hamid Kassab announces the creation of a new special reconnaissance border security force: Crisis Troop Scorch.

THE BORDER CLADES

North Africa's largest energy markets are in secluded hamlets strewn across the Qasran-Awbari high desert borderlands. Anchored by the Ghatami Sprawl, the border clades are small, insular communities of a few hundred to a thousand residents.

In private villas owned by descendants of Barbary pirates, Chinese businessmen exchange US dollars and cryptocurrencies with thawb-clad Arabs for the promise of rare earth materials. Blocks away, teenagers in madrassas memorize the Quran as Aayari Mullahs prime them for martyrdom.



THE GHAT AIRBASE RAID

The assault on Ghat Airbase represented a shift in the Aayari Network's ability to project combat power into Awbari. A large-scale infantry raid, the incursion force was well-organized, quickly completing actions on the objective. This included jamming communications and eliminating reinforced fighting positions with accurate support fire in sync with ground team movement, capturing sensitive technologies housed on the base.

Gorgon Stare aerostat blimps, maintained by Cold Harbor to monitor activity on the Qasra/Awbari border, captured the battle as it was happening. Neither Cold Harbor nor the NDI had forces capable of conducting a relief and rescue mission before the Aayari Network raiders retreated back into their safe haven in the Qasran border clades.





PROJECT FLAYED TOTEM

A SPECIAL AUTHORIZATION FROM THE AWBARI MINISTRY OF THE INTERIOR INITIATES AN CONTINUOUS ISR PROGRAM FOCUSED ON THE QASRA BORDER CLADE SAFE HAVENS. MONITORING MOVEMENT OF EXTREMIST FIGHTERS INTO AWBARI. THE COLLECTION ALSO UNCOVERS THE CLANDESTINE SEIZURE AND MOVEMENT OF SIGNIFICANT AMOUNTS OF RARE EARTH MATERIALS (REMS) FROM AWBARI'S ORE BELTS INTO QASRA. CRISIS TROOP SCORCH FORCE 72-1 RECEIVES AN OPORD (OPERATIONS ORDER) TO BEGIN A WORKUP FOR A "DETERRENCE" OPERATION.

THE PERDITION CHARTER

Signals collection teams confirm five of the major criminal patriarchs—facilitators for the Aayari Network's REM black market—are home to celebrate a tribal holiday. Force 72-1 launches from MSS (Mission Support Site) 72 and puts down inside the target cordon, landing directly on the X of each target after they have been actioned with drone swarms.

Military-aged males (MAMs) are gunned down at the first sign of resistance by Scorch assault troops. Each compound is secured and exploited, stripped of hard drives, correspondence, and any other materials containing potential intel. Scoria suicide drones drop out of loiter, engaging trucks loaded with Aayari Network fighters. The exploding pickup trucks tumult and flip, dumping cargo, bodies, and trim onto the road in a total wreck. Survivors are struck down with precision fire and follow-on drone hits.

Scorch kinetic forces load their captives and intel onto Cold Harbor rotary wing airframes and dust off. Thermobaric weapons placed on-site detonate, dropping every targeted compound in an inferno that can be seen for tens of kilometers around. This sends an unmistakable message: *the border clades are no longer safe*. The Network, and their allies, have nowhere to hide.

With their proxies demoralized and humiliated, Hongbin Alloy emplaces surveillance systems around key areas of the clades to beef up security. These systems are cutting-edge: ground radar, seismic imaging sensors, thermal imaging devices and radio frequency sensors, all ringed by electronic minefields controlled from Aayari Network security stations.

Hongbin Alloy also provides night vision devices, PPE (body armor and helmets), and AK12 assault rifles with night-fighting capability to the Network militants.



Despite the Network's enhanced capabilities, Scorch deterrence raids continue with little challenge. Each strike whittles down leadership and kills the best fighters with a mix of drones, special operations raids, and kinetic reconnaissance ambushes. Strikes come unexpectedly, and are designed to exploit any vulnerability: on roadways threading through the sprawling clades, on aircraft returning from meetings with overseas financiers, during mundane activities in their neighborhoods, or in the compounds where their families hide.

By month six, the relentless targeting ends relationships and chokes all Network operations. The Aayari Network can no longer move their smuggled cargo out of Awbari, as no-one wants to be seen doing business with them. Even foreign fighters from Europe and the Americas seek other Islamist militant groups to join. While once the Network was seen as a strong and capable weapon against the "Crusader mercenaries", it now offers no path to paradise. Many of those who traveled to Awbari to join them vanished without even a martyrdom video to mark their passing—slaughtered like livestock by a seemingly omnipotent and repentless killing machine.

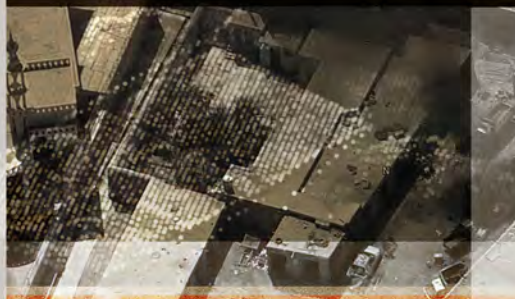
An emergency conference between Hongbin Alloy's Qasra program manager and the Ministry of State Security station chief in Djibouti concludes with the decision to take a more proactive role in the conflict. Frustrated by months of unmet material quotas, the Ministry arranges to allocate a professional security force to the Qasra Hongbin offices. Composed of North Korean and Syrian mercenaries, these "security" agents assume leadership positions over the ideologically committed—but less capable—Muhtasib and Shurta fighters



2027, January: CT Scorch Special Purpose Force 88-2 launches a raid, hitting a foreign fighter emir's compound in a rural sprawl north of the central clades. The operation itself is near flawless, with minimal friendly casualties. But the counterattack, led by North Korean mercenaries, leverages bleeding-edge spread spectrum jammers to inhibit Scorch UAS command-and-control. Effectively fighting blind, 88-2 is assaulted by Network ground forces using competent fire-maneuver actions, suffering serious casualties. The improved competence and capabilities of the "Network" fighters does not go unnoticed.

A MORE PERFECT FAILING STATE

More valuable than the hydrocarbons that propped up both The Colonel and the monarchy before his reign, REMs are mined and exported from the Saharan ore belts of Awbari. Vital to the production of electronics, pollution control systems, and LCD screens, rare earth materials are literal wealth, and wealth is the blood surging through the arteries of every conflict.



MISSION SUPPORT SITES

In an effort to quickly respond to terrorist activity and rampant resource smuggling, the Awbari National Directorate of Intelligence fortifies a number of Mission Support Sites along the nation's western national border with Qasra. Each site hosts a forward deployed special purpose force (Crisis Troop) provided by Cold Harbor to augment the host nation Border Protection Service responsible for that sector.





LETHALIS VICARIA

WAR BY PROXY

2027 — THE AAYARI NETWORK INITIATES A STRING OF ATTACKS TARGETING MINISTRY OF THE INTERIOR AND MINISTRY OF ENERGY OFFICES AROUND THE CAPITAL. IN AN EFFORT TO CHOKe OFF THESE ATTACKS, SCORCH DETERRENCE OPERATIONS IN THE NORTH AND CENTRAL BORDER REGIONS REORIENT TOWARDS CUTTING FOREIGN FIGHTER PIPELINES. IN THE SOUTH, ISR OPERATIONS CATALOG GROWING EVIDENCE OF COLLUSION BETWEEN AAYARI SMUGGLERS AND UNITY ARMY FORCES TASKED WITH PROTECTING AWBARI'S ORE BELTS. BUT THE RANK-AND-FILE FIGHTERS OF THE "AAYARI NETWORK" HAVE BEEN PHASED OUT OF ALL MEANINGFUL SMUGGLING OPERATIONS, REPLACED BY HONGBIN MERCENARIES. THESE MERCENARIES ARE NOW AS UBIQUITOUS AS THE KALASHNIKOV RIFLE IN THE ENDLESS WARS OF AFRICA.

Cold Harbor Scoria suicide drones glide through the pitch black airspace over the clades like carrion birds looking for spoils. Main roads are deserted. The Hongbin-Aayari Network sniper observers and kill teams move through buildings whenever possible, only venturing down alleyways shrouded with tarps if they need to go external. The patchwork of tarps creates a thermal barrier that obscures the sensors on the drones who watch over the sprawling warrens of the clade. The Hongbin mercenaries, and their surviving Islamist jundies are only here for one reason: defending the three MSR (Main Supply Routes) used by REM smugglers moving resources out of Awbari and into Qasra.

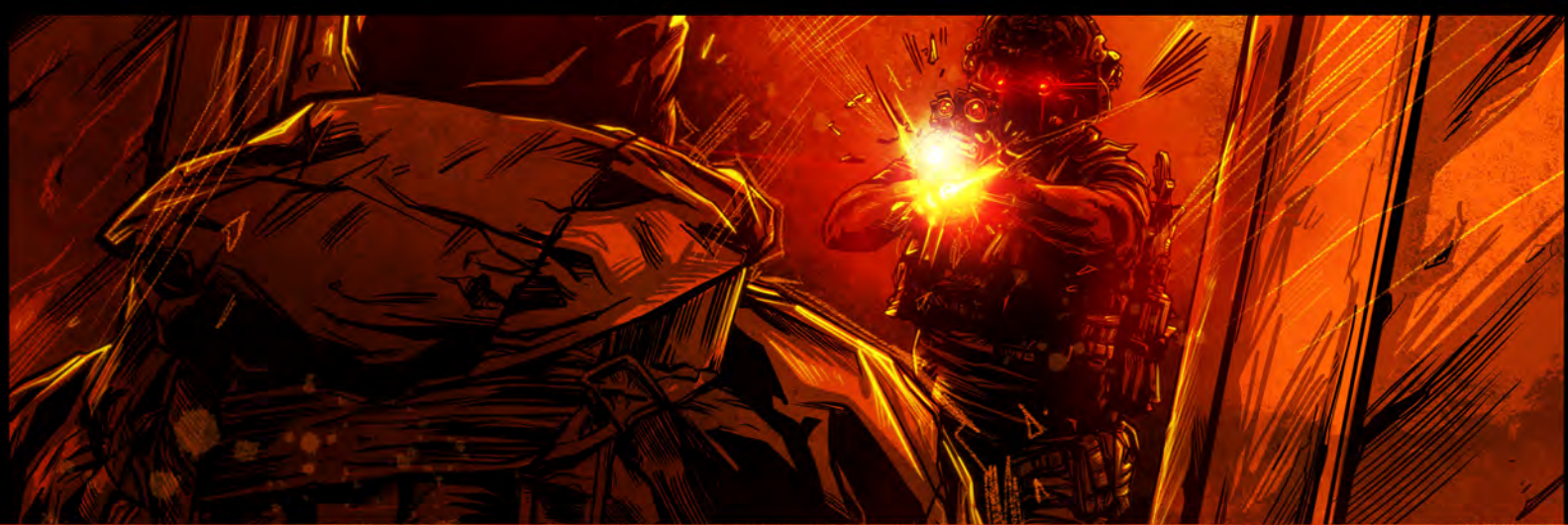
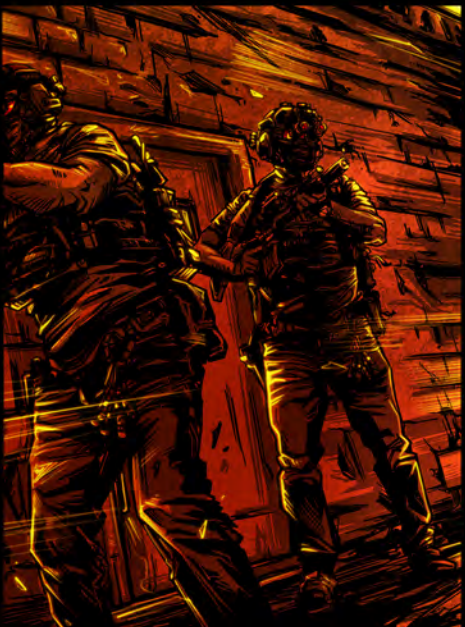
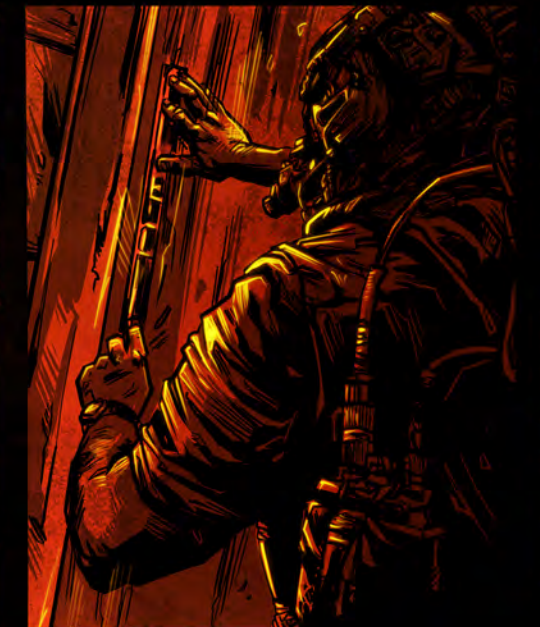
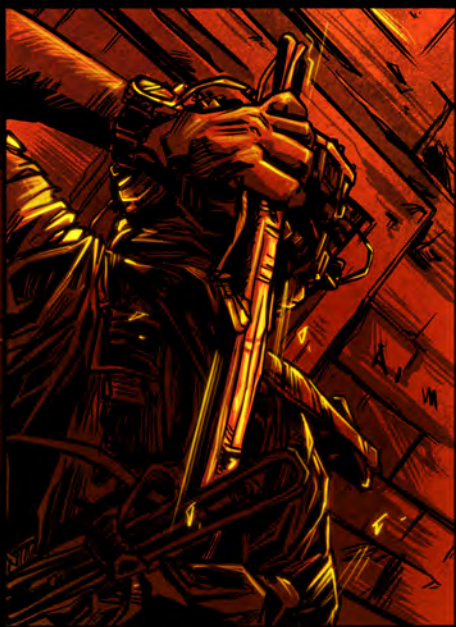
Most buildings, whether compounds or houses, have long been abandoned. Their former residents are now refugees, fleeing to Awbari after the Qasra government mined the entire frontier west of the clades for "security" reasons. In Awbari, the NDI and Cold Harbor have created infrastructure to process and retain these illegals. Upon arrival, refugees are stripped of all electronics and thoroughly documented before being assigned a shared unit in a tent city monitored 24/7 by fixed and mobile video surveillance systems. No-one knows—or really cares—how many refugees have been killed in the conflict. These casualties are a non-issue for either side.

The only value these people have is in incidental intelligence they may have brought with them into the camp.

Scorch deterrence raid forces now patrol into target, carrying man-portable RF jamming systems to inhibit the mesh networked IED belts. This has a purpose: it interferes with drone swarms emplaced by Hongbin-Aayari Network fighters. Up-armored vehicles hold back at a two-kilometer offset. Target cordons and their immediate surroundings are far too lethal for anything with such a significant signature.

Hongbin mercs backfill losses in the Aayari Guard Force, vastly increasing the lethality of the "Network" kill teams. The few local nationals and aspiring ideologues attached to these forces are always given the highest-risk and lowest survivability taskings. To the west of the clades, Hongbin engineering teams leverage Haratin slave labor to begin construction of three airfields capable of launching larger drone platforms. These are often hastily designed clones of existing technology—such as the Wing Loong III, a long-endurance airframe knocked off from the infamous Predator. Standing up these locations is a priority in support of vital infrastructure preservation. There are only three remaining MSR capable of supporting transport trucks carrying seized Awbari REM. And REM is the lifeblood of this entire operation.

FOR BOTH SIDES, THIS HAS BECOME AN INFANTRY WAR AUGMENTED BY KINETIC FIXED WING AND UNMANNED AERIAL ASSETS.





CRISIS TROOP SCORCH

CT-SCORCH IS AN ELITE ADJUNCT LIGHT INFANTRY COUNTERTERRORISM-CAPABLE KINETIC FORCE. IT SPECIALIZES IN RAIDS AND FORCIBLE ENTRY OPERATIONS TO SEIZE, CAPTURE, OR DESTROY TARGETED FACILITIES AND INDIVIDUALS WITHOUT RESTRICTION OR RESPECT OF NATIONAL BOUNDARIES.



Composed primarily of third-country nationals with special operations experience, Scorch is an NDI program created to support the Awbari Border Protection Force. Specialising in the interdiction of terrorists acting with violent or other criminal intent, Scorch teams are constantly training, and are mission ready at a moment's notice.

WHETHER PREPARING FOR THE NEXT OPERATION OR RECOVERING FROM THE PRIOR, THE FORCE'S GREATEST STRENGTH IS ITS ABILITY TO COORDINATE COMBAT ACTIONS AT SPEED, TACTICALLY, WHILE UNDER FIRE.

Operating in cells ranging from four to 28 shock troops, each element is capable of employing carbines, assault machine guns, 40mm grenades, and UAS to decisively engage opponents, as well as employing jamming systems to cripple the ability of enemy command-and-control. Each assaulter also deploys with state of the art PPE (Personal Protective Equipment) including body armor capable of stopping even the most lethal small arms rounds, along with night fighting systems that deny enemy concealment in low/no light settings.

Known by their unmistakable blood red FFI patches and starlight PRSM eye-pro(tection), Scorch assaulters are both a distinct and terrifying presence to any opponent in the battlespace.

M4 CARBINE



The M4 carbine is a compact and capable weapon system, combat proven for over two decades of conflict. Fully loaded with optics and night fighting systems, Scorch troops employ a solid copper TSX (Triple-Shock X) round that reduces targets to zero mission capability with near immediate effect.

Under 24/7 observation for weeks prior, the target cordon is clear of VBIEDs or IEDs. The only threat will be AKs, RPKs, and potentially drones.

The objective, a logistics planner for the Aayari Network, is meeting with an enabler from Hongbin Alloy to identify new export smuggling targets and capabilities the Network will need to meet. The planner's compound is nestled well inside the functional landmass of the clade, and the approach to the target cordon is just as dangerous as the actions on it.

TOKEN, team lead of Scorch 2-1, is the number two man in his formation. Constantly assessing the environment to effect a "deep fight", TOKEN notes positions to get his men online and set a base of fire with as many guns as possible, as well as flanking routes to exploit a fixed opponent. TOKEN is also assessing the performance of his kill team in action: are they covering their sectors, handling their weapons safely, moving correctly based on the mission plan? TOKEN's strength lies in the speed of his assessments—and his ability to reconfigure tactics and objectives on the fly.

Inside the target cordon, the kill teams set into their last cover and concealment positions before the raid. TOKEN presses his PTT, "Bonfire, 2-0 is at LCC."

Bonfire sends, "Copy direct, 2-0. Pushing you asset control."

Higher releases a Scoria drone already gliding silently in orbit overhead, slaving it directly to TOKEN's S-TAK (Smart Team Awareness Kit) device. From this moment forward, TOKEN can immediately employ the loitering munition entirely at his discretion. If there are Network fighters in the area, they are hidden inside roofed structures, waiting for the assaulters to approach their murder holes before engaging.

Without a shred of doubt or hesitation, he gets on the net. "All elements: 2-0. Initiate, initiate, initiate."



- + FIGHT IN DEPTH
- + DISTANCE FAVORS THE MARKSMAN
- + NEVER GO IN WITH ONLY ONE GUN
- + ESTABLISH BASE OF FIRE AND FLANK



THE AAYARI GUARD

VETERANS OF COUNTLESS BATTLES AGAINST THE MERCENARY DEATH SQUADS OF THE BA'ATHIST DICTATORSHIP, THE AAYARI GUARD HAS FOUGHT PITCHED BATTLES AGAINST SCORCH SHOCK TROOPS THROUGHOUT THE CLADES. THOUGH MANY OF THE DEVOTED IDEOLOGUES FROM ACROSS EUROPE AND AMERICA HAVE BEEN MARTYRED, A CORE OF SURVIVORS NOW FIGHTS UNDER THE COMMAND OF ENABLERS FROM HONGBIN ALLOY TO RETAIN CONTROL OF KEY STRATEGIC AREAS IN THE CLADES.

DEVOTED SERVANTS OF MURDER AND FAITH

Ready to fight to the death with everything they have, the Aayari Guard are a committed opponent. Even at the lower levels, their Shurta fighters are dedicated believers with a willingness to die that bridges their chasm of skill.

OFTEN EMPLOYED AS ADVANCED SCOUTS, SHURTA CONDUCT RECONNAISSANCE BY FIRE TO GOAD SCORCH ASSAULTERS INTO EXPOSING THEIR POSITIONS IN CLOSE COMBAT. ONCE EXPOSED, SHURTA FIGHTERS ALLOW THE MORE CAPABLE VETERAN MUHTASIB FIGHTERS, WORKING SIDE-BY-SIDE WITH HONGBIN ENABLERS, TO OPEN A FLANK OR SIMPLY RUSH AND OVERWHELM THE BA'ATHIST MERCENARY FORCES.

Muhtasib are unquestioning militants that run both body armor and suicide belts. This means potentially surviving a just off-center shot, as well as employing more final measures. Sometimes victory demands a commitment that cannot be doubted, even by the faithless mercenaries all around them.

AK12 ASSAULT RIFLE



The latest in refinement of the Kalashnikov platform, the AK12 weapon system is equipped with switch view optics or a holographic weapon sights & magnifier. This is ideal for 200 meter engagements—common in the Clade sprawl. Employing a 5.45x39mm bullet, the AK12 has the potential to defeat the ceramic SAPI armor fielded by Cold Harbor when employed accurately and repeatedly. Lighter in weight and easier to maintain than the AK74, it is ideally suited for close combat and quick maneuver fighting by professional and guerrilla forces.



Suppressed muzzle reports. Close enough to smell the exhaust of the rounds. The mercenaries are near. The North Korean snaps his fingers to get the fighter's attention, and makes a swirling gesture in the air. The brothers drop their muzzles and step back from the windows into the hallways, working angles to find the best sight lines into and down the street.

The commander swipes through live feeds coming off cameras pre-positioned on the exterior of neighboring buildings looking for activity. More gunfire, this time answered by AK and RPK-16 fire. Two explosions, moments apart. Reverb trails the bellowing detonations. Frag grenades inside a structure.

Rifles come up to low ready. Right hands resting on safeties, sights sit just below the eyeline.

Movement in an alley, two houses over. "Movement!"

Without further comment, the North Korean initiates the IED belt, ringing the structure on his phone. IEDs detonate filling the alley with ball bearing shrapnel, dust and noise. The entire kill team dumps their magazines into the alleyways outside. Bolts lock forward with the last round. "Displace! West exit!"

The brothers collapse down the corridor and outside down a tarp covered alley, changing magazines and charging their weapons on the go. Two houses away, the commander gestures, splitting the group into two kill teams. Moving south, the first group pushes through a door into a house, attempting to open a flank under cover from the drones.

Gunfire. One of the fighters goes down in a heap. Two of the brothers drop into cover, calling out disposition, position and number of enemies while returning fire. The commander signals down a hall towards an exit. One of the Muhtasib nods back and peels off with three of the brothers, displacing to the next position.



HONGBIN ENABLING FORCES

CALCULATED AND RUTHLESS, THE HONGBIN ENABLING FORCE HAS ONLY ONE PRIORITY: SECURE THE KEY MSR BY WHATEVER MEANS THEY DEEM NECESSARY. LOCAL POPULATION EXPENDABLE.

Borne of the Syrian Civil War, this fusion cell of Arab-speaking North Korean warfighting officers and Syrian shock troops was established in 2012. Their aim was to seize and hold key hydrocarbon refinery and extraction sites on behalf of the Damascus regime during the conflict. Retained and funded by the Ministry of State Security as the war collapsed into stalemate, they became an ideal tool for deniable kinetic actions in support of Chinese policy (The Belt and Road Initiative).

THESE PROFESSIONAL SOLDIERS COMBINE AND EMPLOY CAPABILITIES WITH LETHAL EFFECT, EMPLOYING SUICIDE DRONES, SMALL ARMS, AND SENSOR-DRIVEN IED BELTS TO CREATE DEVASTATING AMBUSHES.

These tactics and procedures are easy to learn, and simple to carry out—their surrogates perform these actions well, and with little supervision necessary. What should be a minor threat to Scorch assaulters becomes credible through sheer weight of numbers.

Operating in matched uniforms to blend with Aayari Guard fighters, these mercenaries are unnoticed at first. Scorch assaulters only learn of their presence on a direct action raid, noticing the lack of suicide belts while pulling biometrics from three postmortem “Aayari Guard” fighters.

The devotion of Hongbin enablers lies not in the establishment of a caliphate, but the destruction of the west. Neither the North Korean or Syrian mercenaries have any regard for the lives of the local nationals or their Aayari Guard fighters, who they refer to as “개새” (dog birds). They are simply a force to project, and if necessary sacrifice with extreme prejudice.

RPK 16 LIGHT MACHINE GUN



RPK-16 is the automatic rifleman variant of the AK12 carried by the Muhtasib and Shurta fighters. Allowing the more experienced Hongbin enablers to either set the base of fire or create a maneuver element with a machine gun, the RPK16 is agile, reliable, and effective employing the same 5.45x39mm bullets with a higher likelihood of defeating the ceramic body armor employed by Scorch Shock Troops. The equipped switch view optics give the enablers better situational awareness, as well as more exact command and control of their Aayari Network subordinates.

CHAOS IS OUR PROFESSION



Choe gestures to his Syrians to push the jihadists forward. He smiles as his feint immediately provokes a response, his thermals picking out muzzle reports from murder holes in structures clustered ahead. Choe makes another hand gesture and two of his Syrians break east with two of the zealot fighters to open a flank while the grunts are cut down by the Ba'athist mercenaries.

Choe uses an initiator to launch a FH-918 suicide drone into the airspace three blocks away, guiding the UAS to target using a small controller linked to a COTS (Commercial Off-The-Shelf) smartphone. Scanning the kill box, thermals pick up two Scorch assaulters moving from between two structures, displacing to open a flank on his force of Aayari Guard.


He throttles the props to max and the drone plunges in, pushing 200kph. With no warhead, the Chinese-made “Fenghuang” uses kinetic energy to reduce an enemy to zero mission capability. The impact has an immediate lethal effect.

He pockets the controller and brings up his AK, preparing to follow his line of advance with one of his Syrians in tow. Stepping past the bodies of both Aayari Shurta grunts and Muhtasib fanatics, Choe only pauses to confirm a dead Scorch assaulter with a round to the face. Assessing the casualties, he quickly calculates how many “Guard” fighters he has left to sacrifice to the guns of the Ba'athist proxies. Satisfied he can win, Choe nods to himself and continues towards the sound of gunfire.



TACTICS

- + MOVE DELIBERATELY AT SPEED IN ERRATIC WAYS.
- + WALK THROUGH WALLS, EXPLOIT EVERY ANGLE.
- + FIRE, SHIFT AND FIRE AGAIN.
- + LIVES ARE CHEAP, VICTORY AT ALL COST.



PHANTOM EVEREST

THE SOUTHERN BORDER CLADES

DESPITE HARASSMENT BY AWBARI'S SURROGATE FIGHTING FORCE, THE NETWORK CONTINUES TO PUSH SMUGGLED RESOURCES ACROSS THE SOUTHERN BORDER USING SLAVES AS HUMAN MULES. DETECTING ACTIVITY BENEATH THE TARP-CANOPIED STREETS OF THE SOUTHERN BORDER CLADES. COLD HARBOR FIXED WING AND UAS ASSETS CANNOT DISTINGUISH BETWEEN REFUGEES, NETWORK FIGHTERS, OR TRAFFICKER MULES. TO EFFECT EYES ON, SCORCH KILL TEAMS FROM MSS72 PATROL INTO TARGETED AREAS, SETTING UP OBSERVATION AND AMBUSH SITES AMONG THE HUNDREDS OF ABANDONED STRUCTURES IN THE CLADE. THE OP IS CODE NAMED PHANTOM EVEREST.

THE WAR BETWEEN THE LINES

While MSS93 is responsible for the northern sector, dealing almost exclusively with foreign fighter ratlines into the capital area, with MSS88 holding the central clades—the birthplace of the Aayari Network—MSS72 is the anchor in the southwest sector of Awbari.

Initially tasked with securing MSR Quantum, the main highway between the Awbari ore belts and Qasra, Force 72-0 targeted roaming Network logistic bases to deny smugglers resupply and protection during their 250km move across the border. Despite dozens of successful kill missions conducted by drone swarms out of MSS555 (or “Triple Nickel”) and “fly-by” interdictions by CT Scorch in MH-78 helicopters, the illegal seizure and movement of REM is not significantly affected.

Phantom Everest is a clandestine effort to further degrade smuggling activity by forward deploying CT Scorch kill teams into clades with significant ground activity. Crippling highways and major roads using cratering charges, these kill teams also direct ongoing Scoria strikes against confirmed Network ground traffic. Mapping Network activity with a web of ground sensors and thermal imaging systems, the Scorch actions choke most of the major ratlines through the city.

Led by North Korean “advisors”, combat hunter kill teams composed of Syrian mercenaries, zealous Network fighters with suicide belts, and a few Shurta grunts stalk the clades. Their mission: eliminate the CT Scorch Phantom Everest teams and keep the smuggling ratlines open.



SCORIA LOITERING MUNITION

Scoria RS are man-portable thermobaric loitering munitions organic to CT Scorch kinetic elements, with a single assaulter able to carry up to four Scoria launch tubes in a purpose-built pack.

Engineered with deniability in mind, every mechanical, electronic, and aerodynamic component is designed for maximum flammability. Upon contact with a target, these munitions are annihilated as completely as possible. Scoria offer a low profile approach, avoiding even the Hongbin-supplied early warning radars monitoring the border areas.

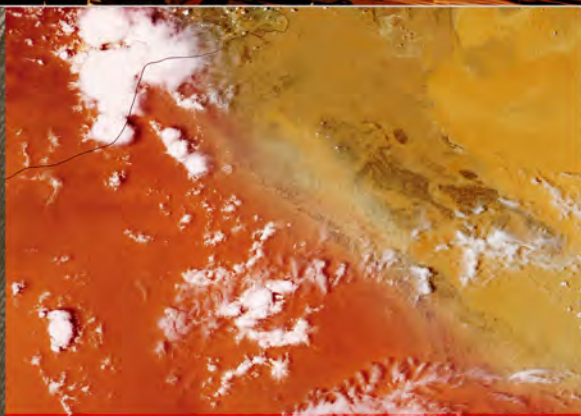
Additionally, there are two MSS with fleets of the big brother Scoria HC (Heavy Charge) and MQ-9 Reaper UAS platforms ready to launch in response to a request, or if a specific target needs a more capable munition.



FLAYED TOTEM

THE CENTRAL BORDER CLADES

IN A RELENTLESS CAMPAIGN OF PERDITION, CT SCORCH ELEMENTS FROM MSS88 CONTINUE CROSS BORDER RAIDS TARGETING THE FEW GROUND FORCE COMMANDERS REMAINING IN THE CLADES, THE HOMETLAND OF THE TRIBES THAT WOULD BIRTH THE AAYARI NETWORK. THE CENTRAL BORDER CLADES WON'T BE CEDED BY THE PATRIARCHS OF THE NETWORK. AFTER MONTHS OF FIGHTING, BOTH SIDES NOW EMPLOY TACTICS, TECHNIQUES AND PROCEDURES (TTPS) THAT CIRCUMVENT THEIR OPPONENT'S DETECTION SYSTEMS MONITORING THE CLADE. PITCHED INFANTRY BATTLES, PUNCTUATED BY DRONE STRIKES, ERUPT AND END DECISIVELY WITHIN MINUTES.



SIROCCO DESERT STORMS

Suffocating torrid dry desert winds that start over parts of sub-Saharan Africa and push north towards the southern Mediterranean basin, the sirocco bring with them choking tempests of dust. Lasting anywhere from a few hours to a week, these storms inhibit the use of fixed and rotary wing air assets, ground sensors, and vehicles. With shifting weather patterns wrought by climate change, these sirocco winds often feed back inland after reaching the Med, bringing with them "blood rains".

Precipitation clogged with red desert particulate, blood rains are far more dangerous than the desert tempests as the "rain" clogs electrical and ventilation systems vital to maintain infrastructure in the harsh desert climate. In the most extreme cases, blood rains have penetrated and disabled sealed structures rendering sensitive materials stored within useless.

MSS88 is the first of the NDI Mission Support Sites established in response to the Ghat Airbase attack. The Scorch assault troops based there are the same elite warfighting force that planned and executed the first Scorch deterrence raid. Many of the senior advisors, now known by name, carry bounties on their heads directly funded by the Hongbin Alloy's Qasra branch.

Hongbin advisors lead both combat hunter kill teams on ambushes and patrols in efforts to interdict these raid forces. But with dozens of combat runs into the sprawling clades, the Scorch assaulters know the terrain as well as the enemy. Infiltrating with Kalahari X5-UTV electric side-by-sides, Flayed Totem kill teams dismount and patrol through ratlines into killboxes where they unleash laser-focused chaos on Aayari Network targets.

Generators still provide power to select compounds in the clades, but the streets are entirely blacked out at night. Even the buildings with power conceal themselves, feeding electricity to interior cavities without windows. Advertising the presence of a generator is a sure way to invite a Scorch deterrence raid—Hongbin ground force commanders attempted to use this as bait early on, but the trap structure was simply obliterated by Scoria HC suicide drones and Hellfire missiles launched from Reaper UAS platforms.

Moderate sirocco desert storms have settled in the area, consistently stripping emplaced tarp canopies from many of the streets, making them more exposed to the drones being employed by both Hongbin and Cold Harbor advisors. The tight streets and alleyways are now congested with sand, trash, and disabled vehicles that prevent technicals or other wheeled fighting vehicles from being anything but a liability here. Gunfights are decided by the force best able to leverage the terrain and their available troops to fix and finish their enemy,





PROFANED APPARITION

THE NORTHERN BORDER CLADES

FOREIGN FIGHTERS PUSH ACROSS THE TRACKLESS DESERT BORDER IN PICKUPS OR ON FOOT, AVOIDING THE MSRS UNLESS INTERMINGLED IN WITH A REFUGEE COLUMN SHRUGGING ACROSS THE BORDER INTO AWBARI ON FOOT. DISPLACED FROM CLADES ALL ALONG THE BORDER, THE REFUGEES WALK NOT TOWARDS FREEDOM, BUT AWAY FROM STARVATION AND CERTAIN DEATH. BLACKED OUT MH-78 ROTARY WING ASSETS, LOADED WITH SCORCH KILL TEAMS, KEEP A WIDE BERTH FROM PROSPECTIVE TARGETS. DRONES TAKE THE LEAD, BY ESTABLISHING POSITIVE IDENTIFICATION (PID) ON GROUND TARGETS, AND THEN HANDLING THE FINISH IF THEY GET A MATCH ON FACIAL RECOGNITION OR SIGNALS.

One hundred kilometers of open desert separate the Qasra border and the range towns of Awbari. Aayari Network proxies in Awbari have both safe houses in these clusters as well as transport businesses, allowing them to push up and down the MSR running the border with regularity.

Scorch deterrence operations run out of MSS93 often favor UAS or helicopters to approach and interdict ground targets. More commonly responding to border surveillance systems tripped by human activity or, in-extremis, landing forces to occupy a range town after RF jammers are dropped in by parachute to prevent the employment of drones by the local population—Scorch raid forces are always on the hunt for caches of rice, water, weapons, and munitions. These materials are vital to providing life support to newly arrived forces, who often make the crossing unarmed or with minimal sustenance.

Movement without detection is difficult, and the less you carry, the more you reduce detection & response by the Awbari Border Guard or Scorch kill teams.

The foreign fighters have one goal: reach their handlers and then move inland to the capital. There, they will participate in martyrdom operations against the government and people who rejected the establishment of a caliphate after the revolution, and then during the Unity Civil War.

However, if they are engaged by the Scorch kill teams, they will fight to the death—as there will be no chance of completing their original mission. Even in case of victory against the infidels, Cold Harbor drones will drop every structure and kill every living thing in a targeted area to prevent squirters from reaching the capital and detonating a suicide bomb.



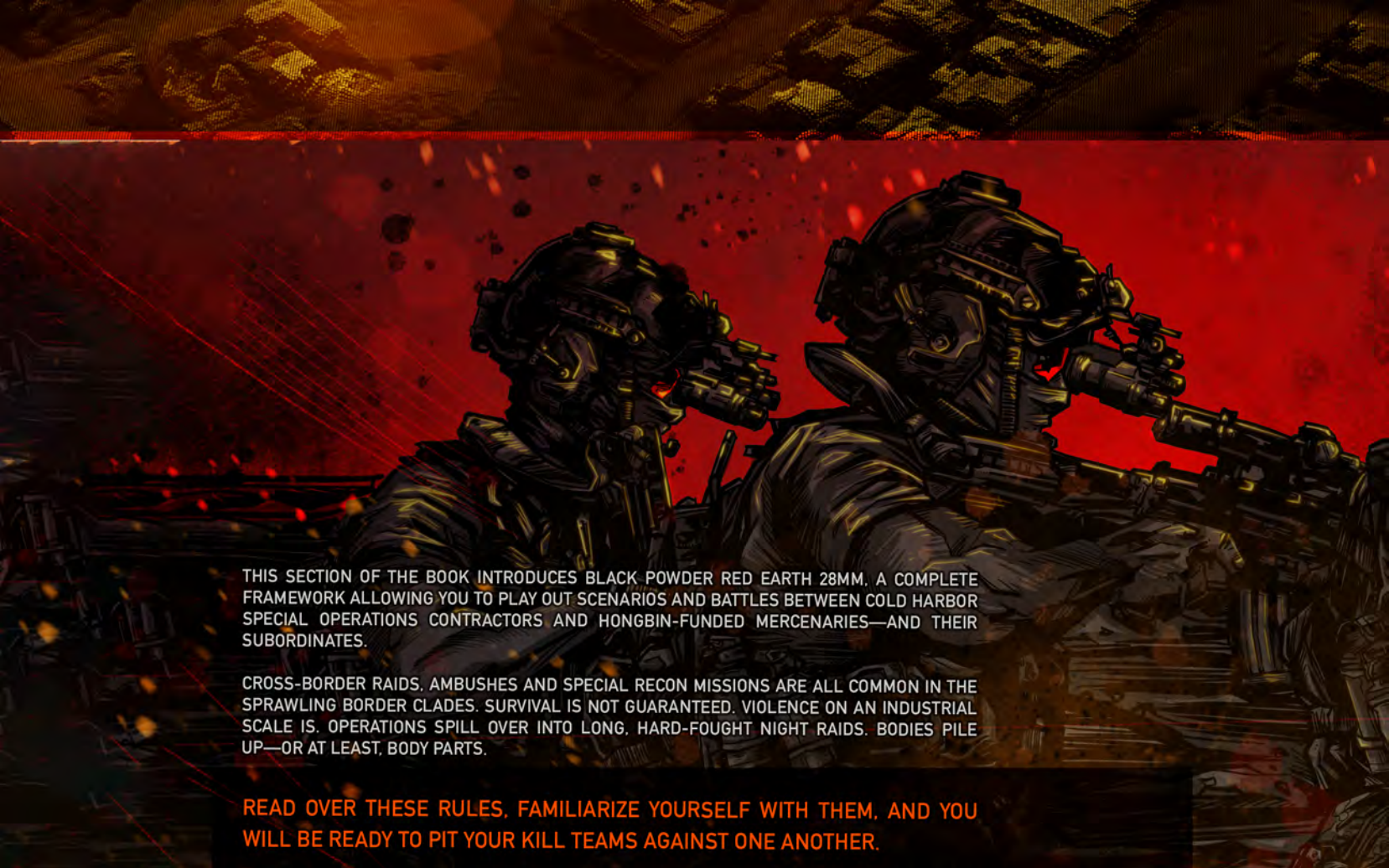
القيادة العامة للقوات المسلحة
القوة الثالثة
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القوة الثالثة

القوة الثالثة

AWBAR
2042



CORE RULES



THIS SECTION OF THE BOOK INTRODUCES *BLACK POWDER RED EARTH 28MM*, A COMPLETE FRAMEWORK ALLOWING YOU TO PLAY OUT SCENARIOS AND BATTLES BETWEEN COLD HARBOR SPECIAL OPERATIONS CONTRACTORS AND HONGBIN-FUNDED MERCENARIES—AND THEIR SUBORDINATES.

CROSS-BORDER RAIDS, AMBUSHES AND SPECIAL RECON MISSIONS ARE ALL COMMON IN THE SPRAWLING BORDER CLADES. SURVIVAL IS NOT GUARANTEED. VIOLENCE ON AN INDUSTRIAL SCALE IS. OPERATIONS SPILL OVER INTO LONG, HARD-FOUGHT NIGHT RAIDS. BODIES PILE UP—OR AT LEAST, BODY PARTS.

READ OVER THESE RULES, FAMILIARIZE YOURSELF WITH THEM, AND YOU WILL BE READY TO PIT YOUR KILL TEAMS AGAINST ONE ANOTHER.

BATTLESPACE COMPONENTS

UNITS

Games of *Black Powder Red Earth 28mm* are played using units. A unit is a single warfighter on a 1" diameter base. In this book, a 'friendly' unit means a unit on your side, and an 'opponent' unit means one of your opponent's.

In order to play *Black Powder Red Earth 28mm*, you need enough units to create opposing kill teams for both Scorch and the Aayari Guard. Each unit has a set of statistics:

- + Range of movement
- + Weapon systems and attacks
- + Save rolls
- + Special attributes

These are all brought into play using Capability Points. Each unit has a number of Capability Points assigned to it by its spec sheet—these sheets are found later in this book.

RADIAL EFFECT TEMPLATE

Use this to quickly see the AOE (area of effect) of grenade rolls, explosions, and an unit line of sight (LOS).





TAPE MEASURE

Use this to measure unit movement in inches. Measure from the center of a unit's base.

DICE

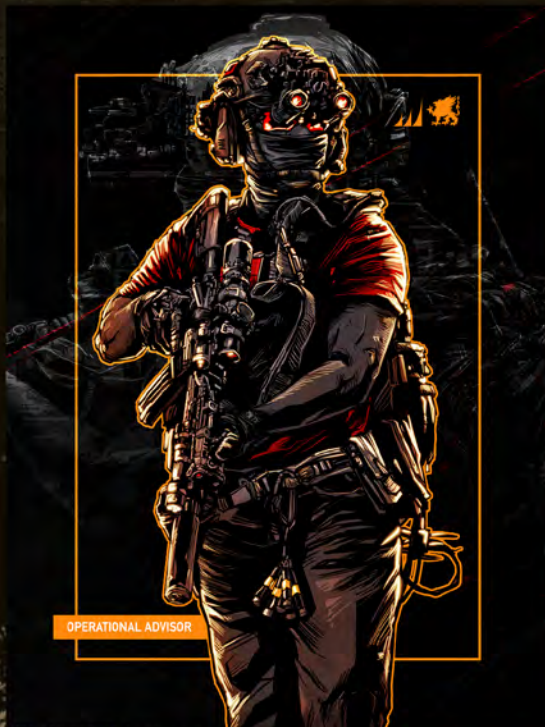
Ten-sided dice (D10) are the most important component of *Black Powder Red Earth 28mm*. A minimum of 2 D10 are required—we recommend keeping a lot more than that around, simply for speed and ease of use.

Actions and their outcomes are bound to the roll of these dice. Shooting, moving, surviving—these are all subject to the whims of your D10, along with certain modifiers to their result.

Modifiers are numbers which are added or subtracted to relevant dice rolls. As a quick example, a Hasty Ambush card adds +1 to an attack roll. This means that whatever the result of your roll, you can add 1—which can be the difference between a miss and a lethal shot.

In most combat actions, multiple dice are rolled simultaneously and added together. We use a shorthand for this: if you're rolling two ten-sided dice, we say '2D10'.





CAPABILITY VALUE 50 CP

OPERATIONAL ADVISOR

2D10 ATTACK ROLL

- ≤ 5 MISS
- ≤ 6 DIRECT LOS HIT
- ≤ 7 OBSTRUCTED LOS HIT
- ≥ 20 HEADSHOT

2D10 SAVE ROLL

- ≤ 14 KILL
- ≤ 15 STAGGER
- ≥ 20 UNAFFECTED

MOVEMENT RANGE 6"

KINETIC ISR WHEN THIS UNIT IS FIRST POSITIONED IN THE BATTLESPACE, ADD 1X SCORIA RS FIRES CARD TO THE PLAYER'S HAND.

GLINT WHEN ACTIVATED IN THE MANEUVER PHASE, ONCE PER TURN, THIS UNIT CAN CALL DOWN A FIRES CARD ON ANY EXTERIOR POINT WITHIN ITS LINE OF SIGHT AT ANY POINT DURING ITS ACTIVATION.

FRAG GRENADE WHEN ACTIVATED IN THE DIRECT FIRE PHASE, THIS UNIT CAN PLACE A FRAG CHIT AT ANY POINT WITHIN ITS LOS UP TO 10" AWAY RATHER THAN ATTACKING.

LIMITATIONS ONE UNIT PER 100 CAPABILITY POINTS OF FORCES



CARDS

As a commander, you have more options available than simply "move" and "shoot". The intricacies of the battlefield, the technologies available, and even the weather are at your disposal. These are all leveraged by deploying your cards at the right time.

Intervention Cards are context-activated cards with single-use combat abilities. These can be powerful, and can turn an engagement in your favor, but the trick is to use them at just the right time.

Special Intervention Cards are earned during a Night Raid by defeating your opponent during an individual Operation. These enhanced single-use close combat capabilities can affect far more than a single engagement. Used correctly, they can shift the outcome of an entire Operation.

Tasking Cards are used to choose Operations for Campaign play. Taskings are subdivided into Infil, Actions On, and Exfil, with each representing a different phase of the Mission. We'll cover these in detail later.

Atmospherics Cards define weather conditions during the course of a Night Raid or individual Operation. These range from boiling desert to thunderous sandstorms—conditions which can radically change a player's force capability.

Battlespace Cards are drawn from a face-down shuffled deck to select a battlespace for play. The game starts with five pre-made maps, but players can add their own maps into this deck.

Unit Cards and **Fires Cards** are kept in front of players for quick unit attribute and special rules reference.

MARKERS + CHITS



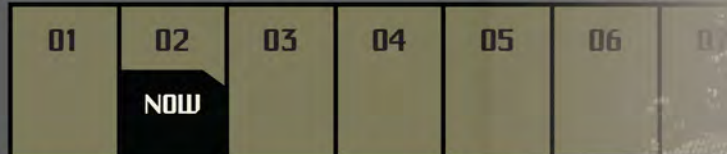
ACT Chits are placed to track unit activation during the current turn. Place them by a unit when that unit has completed its action(s) during any phase of play, and remove them once your Turn is over.



Frag Chits indicate the target of a pitched grenade, with the final area of effect resolved using a dice roll and the Radial Effect Template.



Tactical Exploitation Tokens, representing items of intelligence value such as maps, phones, computers, photos, indoctrination materials, or weapons, may be placed as an objective.



The **Turn Counter** tracks the current turn number with a **Current Turn Chit**. Each Operation has a set limit of turns to complete.



GENERAL PRINCIPLES

RANGING

ALL GIVEN DISTANCES ARE MEASURED IN INCHES

When gauging distance between two units, start from the center of your unit's base, and measure to the closest edge of the unit you're targeting.

When measuring distance from a unit to a point on the map, start at the center of its base and end at the exact destination in the battlespace.

Obstacles and terrain affect movement—we'll explain this later.



CIRCULAR AREAS OF EFFECT ARE ALWAYS STATED IN RADII



A STRAIGHT LINE FROM THE CENTER OF THE EFFECT TEMPLATE TOWARDS THE CIRCUMFERENCE OF THE CIRCLE.



INFANTRY ARE ABLE TO MOVE ALMOST ANYWHERE UNDER ALMOST ANY CONDITION, AND GENERATE A HIGH VOLUME OF LETHAL, WELL AIMED SMALL ARMS FIRE FOR A SHORT TIME IN ANY DIRECTION.



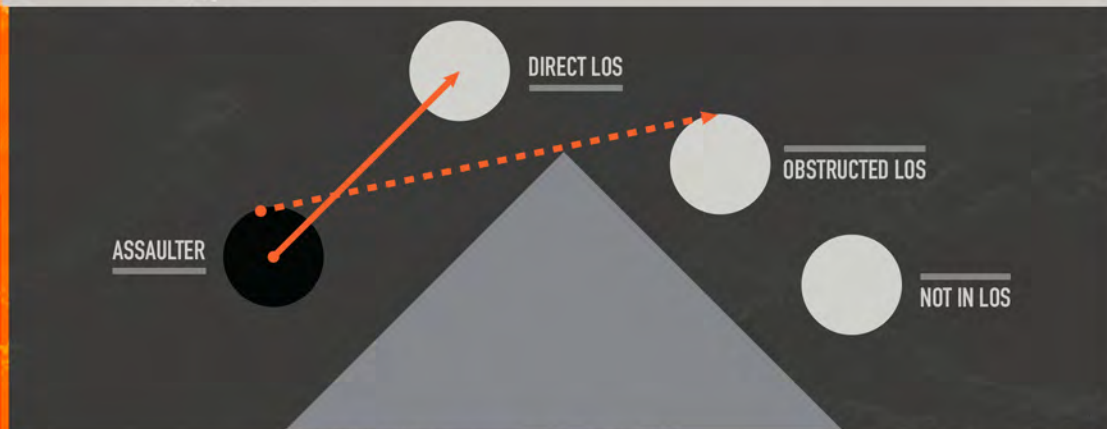
LINE OF SIGHT

There are two different types of line of sight in the game: direct and obstructed.

Direct line of sight is established by drawing a line uninterrupted by any walls or waist-high cover from any part of the attacking unit's base to the center of the defending unit's base.

Obstructed line of sight is established by drawing an uninterrupted line from any part of a unit's base to any part of another unit's base, while crossing terrain features such as waist-high cover or a window.

When referencing "line of sight" without prefix, we're referring to both Direct and Obstructed line of sight (LOS).



UNITS REQUIRE LINE OF SIGHT TO INITIATE OR RESPOND TO ATTACKS 90 DEGREES TO THE LEFT OF WHERE THEIR HIPS ARE FACING, AND 45 DEGREES TO THE RIGHT.

OBSTRUCTED LINE OF SIGHT



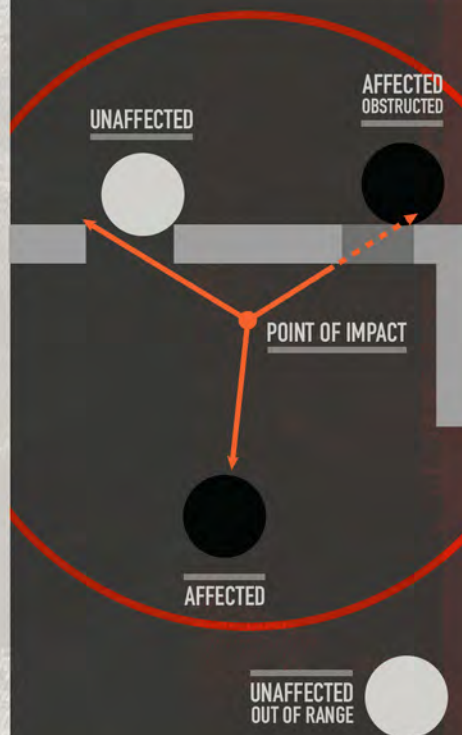
Friendly units do not block line of sight, but opponent units do.



A Direct line of sight check that passes through waist-high cover terrain features becomes an Obstructed line of sight.



When a unit initiates an attack, waist-high cover features touching its base are ignored in line of sight checks.



EXPLOSIONS

When resolving explosions, a unit is only affected if line of sight can be drawn from the center of the explosion to any part of the affected unit's base without exceeding the stated area of effect.

Units with save rolls gain a +1 modifier to saves from explosions in Obstructed LOS.

Any door, open or closed, partially or wholly within an explosion radius is destroyed and removed from play, and the explosion propagates through it.



CLOSE COMBAT

DOORS

The initial open/closed state of every door in the battlespace is set by the Defending Player, unless otherwise specified in the Tasking Card.

To open or close a door, a unit expends 3" from its total range of movement for each interaction. A unit with less than 3" in its range cannot close or open a door. Additionally, a door can be opened or closed by an active unit with its base adjacent to the door during the Maneuver Phase.

A closed door blocks line of sight. Open doors do not, and their door token is not present anywhere on the Battlespace. An inactive unit with any part of its base on an open doorway blocks both movement and line of sight for both friendly and opponent units, and precludes units from closing the door.



ATTACKING

Units can attack an opponent within their line of sight by rolling 2D10, and then applying the marksmanship conditions on their Unit Card to determine the effect on target.

If the rounds have good effect on target, the unit being engaged is either killed outright or, if a save roll is specified on their Unit Card, the targeted player rolls to save.

If the save roll fails, the targeted unit is killed and removed from play.

If the save roll succeeds, the targeted unit is staggered and cannot be activated for the remainder of the turn. Indicate this by turning the unit's model on its side. A staggered unit auto-fails any save rolls for the remainder of the turn, and loses their staggered status at the end of the Turn.

Any result of 20+ on an attack roll is a headshot. A unit hit by a headshot is killed immediately, with no save roll.

Any result of 20+ on a save roll leaves the unit completely unaffected—treat this the same as the attack missing.

Other means of killing units such as drones and suicide bombs have their own rules present on Unit Cards and Fires Cards. Unless otherwise specified, save rolls apply to these events in the same way as they would to unit attacks.



PHASES

EACH TURN IN *BLACK POWDER RED EARTH 28MM* IS DIVIDED INTO THREE PHASES

DIRECT FIRE

MANEUVER

FINISHING

In each phase, every non-staggered unit in the battlespace is eligible for activation. Players alternate activating one unit between the defender and attacker. There are three ways to end a Turn:

- + Neither player wishes to activate a unit
- + Neither player has a unit eligible for activation
- + One player has won the Operation

Generally, units can be activated only once per turn, and are marked as activated with an ACT Chit.

If a player decides not to activate a unit and passes control to the other player, this decision is final—the player cannot change their mind.







THE TURN

SETUP

CHAOS AND SPRAWL. VIOLENCE AND DEATH. GAMES OF *BLACK POWDER RED EARTH 28MM* ARE HARD-FOUGHT BATTLES BETWEEN CAPABLE ENEMIES, MORE CLOSELY MATCHED THAN EITHER WOULD LIKE TO ADMIT. SMALL UNIT KILL TEAMS ENGAGE IN RAIDS, RECON, AND ALL-OUT MASSACRE IN THE BORDER CLADES.

PLAYERS TAKE IT IN TURNS TO DIRECT THEIR FORCES, ALTERNATING BACK AND FORTH BETWEEN EACH INDIVIDUAL UNIT ACTIVATION. THERE'S NO PLACE TO HIDE, AND NO QUARTER GIVEN. WHATEVER ONE PLAYER DOES, THE OTHER PLAYER WILL BE ABLE TO RESPOND IN KIND. VICTORY IS NOT GUARANTEED.

Players select units for their kill team, up to the Capability Point limit specified in the drawn Tasking Card. Each unit has a unique points cost based on their marksmanship, range of movement, and other abilities. Once both players have selected their units, each will choose a hand of three unique Intervention Cards, and place a token on the first Turn Counter marker.

THE PRINCIPLE OF DEPTH ALLOWS UNITS TO ACHIEVE AND MAINTAIN FIRE SUPERIORITY. BY ENGAGING THE ENEMY EARLY, LEADERS DISRUPT ENEMY PLANS, FORCING THEM TO SEEK COVER.

QUICK REACTION FORCE

When assembling their kill team, the defending player can set aside Capability Points for a Quick Reaction Force (QRF). The QRF isn't placed on the battlespace right away, rather it's held out of play. Capability Point costs are reduced by 5 for units in the QRF down to a minimum of 5 Capability Points per unit—but limitations set in the Tasking Card must be followed. QRF composition does not need to be determined until the defending player wins a QRF roll to place these units on the battlespace.

Starting on turn 3, the defending player can attempt to roll for QRF activation at the beginning of the Direct Fire Phase. Before any actions are taken, including selection

units, both players roll 2D10. Either player can discard Intervention or Fires cards to reroll the result if desired, with each discarded card allowing a reroll of 1 D10.

On turns 5 and 6, the assaulting player can only roll 1 D10. From turn 7, QRF can no longer be activated.

If the assaulting player wins this roll, QRF activation fails, and the turn is played as normal. If the defending player wins the roll, then QRF is activated. The defending player places their QRF anywhere within their initial setup zone. Each QRF unit starts with an ACT chit.

DIRECT FIRE PHASE

Starting with the assaulting player, choose a single unit to activate. Units with ACT chits cannot be activated. An activated unit in this phase cannot move or rotate. Instead, it chooses an opponent within line of sight and rolls to attack, with a +1 modifier added to every roll. Any attack that occurs during the Direct Fire phase, such as those only enabled through Intervention Cards, gains the +1 modifier. After a unit is activated in the Direct Fire phase, it gains an ACT chit. Once the actions are taken, the defending player selects a unit and carries out his actions, then back to the assaulting player etc.

Other actions can be taken in the Direct Fire Phase, even by units that do not have line of sight on opponents. Units equipped with grenades can be activated to throw them up to ten inches away at a point in their line of sight. These grenades will explode later in the Finishing Phase. Actions contextual to specific operations, such as setting explosives, also generally take place on the Direct Fire phase.

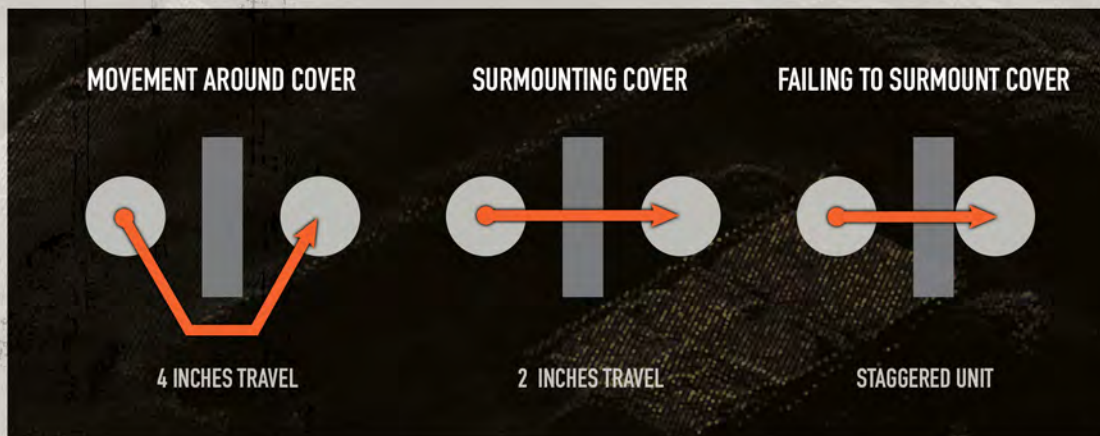
MANEUVER PHASE

Starting with the assaulting player, choose a single unit to activate. Units with ACT chits cannot be activated. An activated unit in this phase can move up to its specified range of movement starting at the center of its base, can rotate freely throughout its movement, and attack an opponent in line of sight at any point during its movement. After a unit is activated in the Maneuver Phase, it gains an ACT chit.

Movement can only take place through unobstructed

areas at least 1" wide. Once per activation, a unit can attempt to cross a single waist-high cover terrain feature up to 2" in length. Roll 2D10 when attempting to surmount cover. On a result of 10 or greater, the unit continues moving.

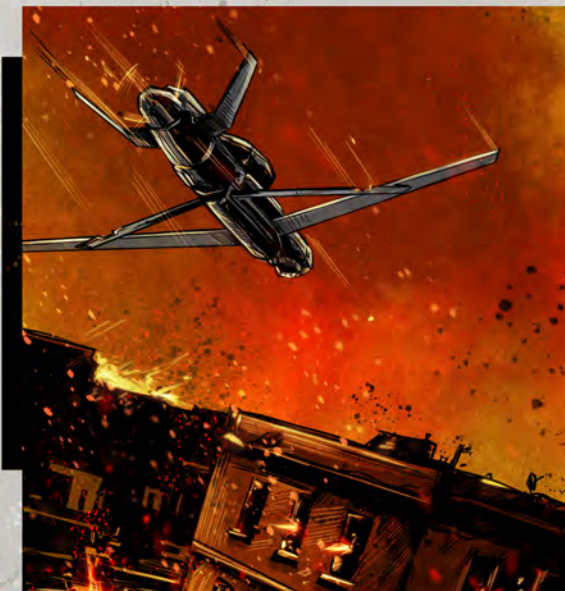
On a result of 9 or less, the unit fails and becomes staggered on the far side of the cover it attempted to cross, immediately ending the activation. A unit cannot initiate an attack at any point while crossing cover.



If a unit enters (or starts its activation in) the line of sight of an opponent unit that does not have an ACT chit, the opponent has the opportunity to take an Immediate Action shot at the active unit. Any time opposing units have LOS on each other, Immediate Actions take place before actions by the active player (such as attacking, detonating s-vest, glinting, etc). A player who has passed can still take Immediate Actions with units that do not have ACT chits.

If the opponent chooses to take an Immediate Action, he rolls to attack and subtracts 3 from the result. Regardless of success or failure, the unit gains an ACT chit immediately after attacking.

Any number of units can take Immediate Actions against the active unit during its maneuver. Immediate Actions are a choice—not every unit with line of sight on a moving unit is obliged to attack.



GLINT AND DESTROY

Advisors and Hongbin Enablers can call for fires during the Maneuver Phase using their Glint ability, bringing down a Fires card at an exterior point inside of their line of sight. This does not impede their ability to move and fire during the same activation.

FINISHING PHASE

First, detonate any Frag chits on the battlespace. Center the Grenade Template over the chit (rotationally oriented to the preference of the player who threw the grenade) and roll 1D10. The grenade bounces to the location rolled on the 2" increment on the Grenade Template and detonates with a 2" area of effect. Roll saves for affected units, and remove those killed by the blast. If there is a wall between the Frag chit and rolled location, resolve the explosion on the side of the wall nearest to the chit.

Next, set every unit in the Battlespace to one ACT chit, even if they did not gain a chit in previous phases or accumulated more than one. Then, starting with the Assaulting player, choose a single unit to activate that has an opponent in LOS within 3". Roll to attack. The activated unit loses an ACT chit — the chit's role is inverted in this phase, and its absence indicates that a unit can no longer activate.

Alternate activating one unit between the Assaulter and Defender until all units eligible for a Finishing Attack have performed one. If a unit's base is touching an opponent's base inside of the activating unit's LOS, it must attack the adjacent opponent unit when activated rather than a ranged opponent unit, but does not lose its ACT chit from this activation. Then, the opponent becomes the active player. This causes Finishing combat to persist until no units are touching an opponent unit's base.

A unit adjacent to an opponent's base but outside of its LOS cannot be attacked by the opponent and can continue attacking even after rolling misses and staggers, almost guaranteeing a kill. These attacks should still be rolled rather than treated as an auto-kill, as another opponent with coverage on the unit could kill it before it rolls a successful hit.



CLEANUP

Remove all remaining ACT chits from the board. Return all staggered units to a fighting posture, directionally oriented as preferred by their player.

Advance the turn counter and begin the next Direct Fire Phase. Once the turn counter exceeds seven turns, the Operation is over.

MASSING INVOLVES FOCUSING FIRES AT CRITICAL POINTS, DISTRIBUTING THE EFFECTS, AND SHIFTING TO NEW CRITICAL POINTS AS THEY APPEAR.

QUICK REFERENCE

ORDER OF BATTLE

NEW TURN

DIRECT FIRE PHASE

ASSAULTING
PLAYER
ACTIVATES UNIT

DEFENDING
PLAYER
ACTIVATES UNIT

ASSAULTING
PLAYER
ACTIVATES UNIT

DEFENDING
PLAYER
ACTIVATES UNIT

CONTINUE UNTIL ALL ELLIGIBLE
UNITS HAVE ACTIVATED, OR BOTH
PLAYERS PASS

MANEUVER PHASE

ASSAULTING
PLAYER
ACTIVATES UNIT

DEFENDING
PLAYER
ACTIVATES UNIT

ASSAULTING
PLAYER
ACTIVATES UNIT

DEFENDING
PLAYER
ACTIVATES UNIT

CONTINUE UNTIL ALL ELLIGIBLE
UNITS HAVE ACTIVATED, OR BOTH
PLAYERS PASS

FINISHING PHASE

ASSAULTING
PLAYER
ACTIVATES UNIT

DEFENDING
PLAYER
ACTIVATES UNIT

ASSAULTING
PLAYER
ACTIVATES UNIT

DEFENDING
PLAYER
ACTIVATES UNIT

CONTINUE UNTIL ALL ELLIGIBLE
UNITS HAVE ACTIVATED, OR BOTH
PLAYERS PASS





CAMPAIGN



BLACK POWDER RED EARTH 28MM CAMPAIGNS ARE VIGNETTES OF CALLOUS VIOLENCE AND UNFORGIVING CLOSE COMBAT.

You can choose to play smaller, standalone Operations, in which small unit kill teams fight bitterly for survival, flanking and rushing in a 40-meter kill box. Operations are quick and dirty—typically, you'll be done in around 30 minutes. Or you can play out a full campaign, stringing together several Operations in a Night Raid.

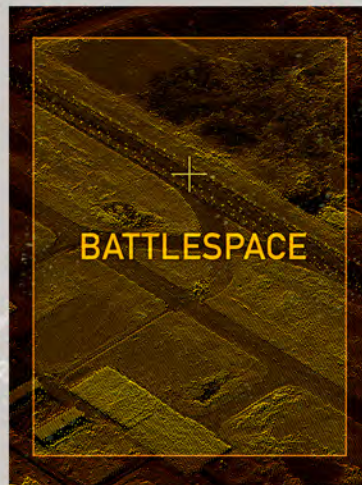
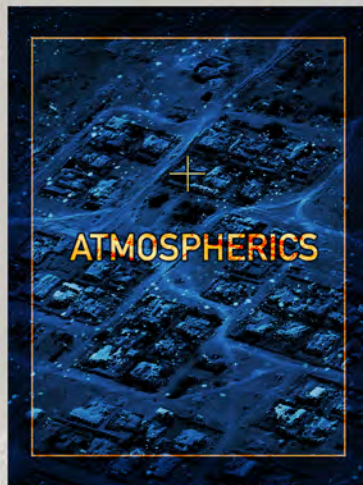
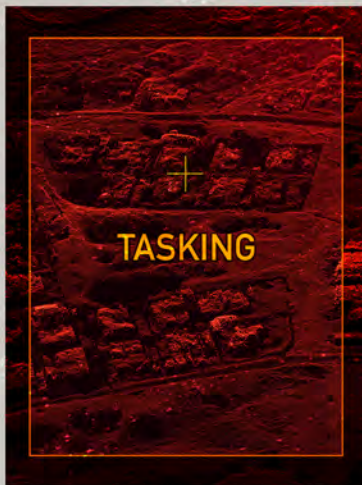
Night Raids are upward of three hours of play—a series of battles where both players get to assume the role of both hunter and hunted.

Where tactics and firepower will give you the advantage, but the roll of the dice can swing combat in your favour.

Once you step through the event horizon of absolute chaos, the pace is relentless. Units who are moving, are assaulting. Units who are not engaging are preparing to engage. Gunfights are won by achieving momentum and dominance.

ESTABLISH POSITIVE CONTROL OVER THE CHAOS. ONE BODY AT A TIME. FIX, FINISH, REPEAT.

BEGIN OPERATIONS



To initiate an Operation, randomly draw and resolve one Battlespace Card, one Tasking Card, and one Atmospherics Card from shuffled face-down decks. Then, proceed as specified in 'the Turn'.

NIGHT RAIDS

To initiate a Night Raid, choose a three Operation or five Operation mission. Three Operations typically require 60-90 minutes on table. Five Operation sequences are closer to three hours of play. Players access Special Intervention Cards and are assigned Mission Points based on accomplishing mission success criteria. The player awarded the most Mission Points after all Operations are played to completion wins the Raid.

Next, draw an Atmospheric Card from the deck. Its effects can be dramatic and will apply to every Operation in the Night Raid. Be advised, extreme conditions require careful reconsideration of your kill team's force composition and Intervention Card selection. It's all too easy to select what you think will be the most lethal combination, only to find yourself caught short in the heat of battle.

Once these preparations are in order, it's time to start the first Operation.

During a three-Operations sequence, play one Infil, one Actions On, and one Exfil Operation.

In a five-Operations template, play two Infil, one Actions On, and two Exfil Operations.

If neither player meets their victory conditions in an Operation before the turn counter elapses, neither player receives rewards. If both players achieve their victory conditions during a single activation (through an event such as two units killing each other through the Save the Last Bullet intervention card), neither player receives rewards.

If both players are tied in Strategic Points after the last Exfil Operation, play one more Exfil Operation as a tiebreaker.



PROXY WAR

Countless local militias, government units, and private military contractors operate across the war-torn chaos of the Awbari-Qasra border. Unit types from all available factions can be combined to create your own private army in Operations. Mixing force compositions, kitbashing or scratchbuilding gear, and painting camouflage patterns can help you build a unique faction identity.

If both players are using custom factions, either player can occupy the role of Crisis Troop Scorch or the Aayari Network from the drawn Tasking Card. Roll off with 1D10; the player with the higher roll can choose to be the assaulting player or defending player.

CHAOS

One of the defining characteristics of war is chaos. Tactics, techniques and procedures are the counterweight to this chaos.



DILEMMA

A dilemma is a situation in which the enemy is presented with two or more equally bad alternatives. A problem is a situation in which the enemy is presented with only one bad alternative. Creative combinations can allow the leader to create a dilemma for the enemy.





TASKINGS

INFIL

OASIS HEMLOCK

THE AAYARI GUARD HAVE CACHED A FLEET OF UAS AND RF JAMMING SYSTEMS AT A NAMED AREA OF INTEREST (NAI) HALF A KLICK FROM A TARGET COMPOUND. THIS TECH, PROVIDED TO THE AAYARI GUARD BY THEIR HONGBIN ENABLERS, IS STRATEGICALLY POSITIONED TO RESPOND TO SCORCH KILL TEAMS AND DEGRADE THEIR UAS CAPABILITY IN AND AROUND HIGH-VALUE TARGET AREAS. THIS IS A PROBLEM.

IN ORDER TO REASSERT THEIR CAPABILITIES, SCORCH UNITS MUST IDENTIFY AND DESTROY THIS NAI. AAYARI GUARD UNITS ARE BRIEFED TO FIERCELY GUARD THE VALUABLE TECH WITHIN, AND LAUNCH A BRUTAL COUNTERATTACK AT THE FIRST SIGN OF INCURSION.

SETUP

The Aayari player chooses one structure on the selected battlespace as his NAI, and then positions his units inside of or within 2" of the structure.

The Scorch player then positions his units within 4" of the farthest border from any wall of the NAI structure. If distances are identical, they place their units within 4" of one valid edge.

A RAID IS A LIMITED-OBJECTIVE SMALL-SCALE ATTACK INVOLVING SWIFT PENETRATION OF HOSTILE TERRITORY TO SECURE INTELLIGENCE, SOW CONFUSION AMONG THE ENEMY, OR DESTROY SENSITIVE INFRASTRUCTURE.

ORGANIZATION

ASSAULTING PLAYER

CT SCORCH [150 CAPABILITY POINTS]

DEFENDING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]

SUCCESS CRITERIA

The Scorch player completes his objective by placing a thermobaric weapon in the NAI structure within the turn limit. To accomplish this, position a single member of the assault force wholly within the NAI structure for one complete turn (at the end of the Direct Fire Phase through the end of the Finishing Phase).

The Aayari player succeeds by preventing this action until the turn counter elapses.

EFFECTS

SCORCH PLAYER

+2 MISSION POINTS

AAYARI PLAYER

+1 MISSION POINT

SPECIAL INTERVENTION CARD [HONGBIN JAMMERS]



INFIL

A VEILED FEVER

SCORCH KINETIC FORCES INITIATE MOVEMENT TO TARGET, PUSHING OUT OF HIDE SITES CONCEALED ALONG THE JAGGED EDGES OF THE SPRAWL. AN AAYARI GUARD PRESENCE PATROL ENGAGES A POINT ELEMENT FROM THE SCORCH RAID FORCE.

THE SCORCH RAID FORCE IS COMPROMISED, BUT THE MISSION CONTINUES. BY ENGAGING THE AAYARI GUARD WITH IMMEDIATE, LETHAL EFFECT, THEY CAN STOP THE GUARD FROM ALERTING THEIR COMMAND. ELIMINATING THIS THREAT IS IMPERATIVE.

SETUP

The Aayari Guard player positions his units within 6" of one edge of the battlespace. The Scorch player reciprocates, positioning his units within 6" of the opposite edge of the battlespace.

SURPRISE, CONCENTRATION, TEMPO, AND AUDACITY CHARACTERIZE ALL OFFENSIVE OPERATIONS.

ORGANIZATION

ASSAULTING PLAYER

CT SCORCH [150 CAPABILITY POINTS]

DEFENDING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]
+ MUST START WITH 100 CP IN THE BATTLESPACE

SUCCESS CRITERIA

Scorch kinetic forces complete their objective by inflicting at least 100 Capability Points of casualties on the opposing force.

The Aayari forces succeed by inflicting 100 Capability Points of casualties on Scorch forces or elapsing the turn counter.

EFFECTS

ANY PLAYER

+1 MISSION POINT
SPECIAL INTERVENTION CARD [TIMELINE]



INFIL

EVERGREEN CITADEL

SCORCH ASSAULT TECHS MAINTAIN A CELLULAR-RADIO CORDON, JAMMING CONTROL SIGNALS FOR AAYARI GUARD UAS ASSETS AND IEDS AS WELL AS CELLULAR, WIFI, AND MESH NETWORKS. DESPERATE FOR REINFORCEMENTS, AAYARI FIGHTERS MANEUVER TO DECISIVELY ENGAGE THE SCORCH GROUND ENHANCEMENT TEAM AND THE SMALL UNIT KILL TEAM PROTECTING THEM.

SETUP

The Scorch player chooses one structure on the selected battlespace as his strongpoint, and then positions his units inside of it.

The Aayari Guard player reciprocates, positioning his units within 4" of farthest edge from any wall of the strongpoint (if the distances are identical, they place their units within 4" of one valid border).

INFILTRATION IS A FORM OF MANEUVER IN WHICH AN ATTACKING ELEMENT CONDUCTS AN UNDETECTED MOVEMENT THROUGH OR INTO AN OCCUPIED AREA TO GAIN A POSITION OF ADVANTAGE BEHIND ENEMY LINES.

ORGANIZATION

ASSAULTING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]

DEFENDING PLAYER

CT SCORCH [150 CAPABILITY POINTS]
+ MUST INCLUDE 1X OPERATIONAL ADVISOR
+ NO ADVISORS IN QRF

SUCCESS CRITERIA

The Scorch player completes his objective by preserving at least one Advisor until the turn counter elapses or Aayari force is degraded to 25 pts or less.

The Aayari player succeeds by killing any Advisors present within the turn limit while preserving 26+ points of his own warfighting units.

EFFECTS

SCORCH PLAYER

+1 MISSION POINT
SPECIAL INTERVENTION CARD [WIDE-BAND JAMMERS]

AAYARI PLAYER

+2 MISSION POINTS



INFIL

AMBER LATHE

WHILE EN-ROUTE TO THE DESIGNATED NAI, A SCORCH KILL TEAM ENCOUNTERS A ROLLING AAYARI GUARD CHECKPOINT. UNABLE TO CIRCUMVENT THE FIGHTING POSITION, A SCORCH KILL TEAM IS TASKED WITH DESTROYING THIS FORCE. AAYARI FIGHTERS BATTLE TO DELAY THE SCORCH ASSAULTERS AND ENABLE GUARD UNITS INSIDE THE TARGET CORDON TO MAN ADDITIONAL FIGHTING POSITIONS.

SETUP

Ignore designated vehicle spawns on the drawn battlespace. The Aayari Guard player sets the checkpoint by positioning two pickup trucks within 3" of each other, no more than 6" from any edge of the battlespace. The Guard player then positions all of his units within 4" of these vehicles, measured from the centerpoint between the two trucks.

The Scorch player places his kill team within 4" of the opposite battlespace border.

PENETRATION IS USED WHEN ENEMY FLANKS ARE NOT ASSAILABLE, WHEN ENEMY DEFENSES ARE OVEREXTENDED, WHEN WEAK SPOTS ARE IDENTIFIED, AND WHEN TIME DOES NOT PERMIT SOME OTHER FORM OF MANEUVER.

ORGANIZATION

ASSAULTING PLAYER

CT SCORCH [150 CAPABILITY POINTS]

DEFENDING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]
+ MUST START WITH 100 CP IN THE BATTLESPACE

SUCCESS CRITERIA

The Scorch player accomplishes his mission criteria by killing 100+ points of Aayari forces. The Aayari player wins by elapsing the turn counter.

EFFECTS

SCORCH PLAYER

+2 MISSION POINTS

AAYARI PLAYER

+1 MISSION POINT
+ 25 CP IN NEXT OPERATION



ACTIONS ON

DISPARATE VERTIGO

A SCORCH SMALL UNIT KILL TEAM SEARCHES THE WRECKAGE OF THE EMIR'S COMPOUND FOR HARD DRIVES, PHONES, DOCUMENTS, AND PROPAGANDA MATERIAL IN THE AFTERMATH OF A DRONE SWARM STRIKE. THIS SEARCH IS THOROUGH, BUT DETRIMENTAL TO THE KILL TEAM'S SITUATIONAL AWARENESS.

AAYARI GUARD FIGHTERS PUSH INTO THE AREA UNDETECTED, USING THE CROWDED SURROUNDING STRUCTURES AS COVER AND CONCEALMENT FROM THE UAS AIRSPACE CORDON. THEY TAKE UP POSITIONS, EYES ON, READY FOR SLAUGHTER. AT THE SIGNAL, THEY ATTACK.

SETUP

The Aayari player chooses a single structure in the selected battlespace as the target. Positioning their entire force inside of or within 2" of the structure's outer walls, the player sets the Site Exploitation token inside any room of the structure. The Site Exploitation token cannot overlap any units' base.

The Scorch player then positions his units within 6" of the edge of the battlespace, farthest from any edge of the target structure (If distances are identical, he places his units within 6" of one valid edge).

ONCE THE SENSITIVE SITE IS SECURE, ENEMY RESISTANCE ELIMINATED AND SAFE ACCESS ESTABLISHED, EXPLOITATION OF THE SITE BEGINS. MAINTAINING SECURITY, UNITS CONSOLIDATE TO DEFEND AGAINST A POSSIBLE COUNTER ATTACK AND PREPARE FOR FOLLOW ON MISSIONS.

ORGANIZATION

ASSAULTING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]

DEFENDING PLAYER

CT SCORCH [150 CAPABILITY POINTS]

SUCCESS CRITERIA

The Scorch player must position one of their warfighting units adjacent to the Site Exploitation token, giving positive control of the token to that unit. The token then moves with that assaulter until killed, leaving the marker in place where the unit was last standing. The token can then be picked up by another Scorch unit but not an Aayari fighter. When the turn counter elapses, a Scorch assaulter must be alive with possession of the token to win.

The Aayari player is only successful if the token remains on the battlespace unattended when the turn counter elapses or the entire Scorch kill team is wiped.

EFFECTS

ANY PLAYER

+3 MISSION POINTS

SPECIAL INTERVENTION CARD [COURTESY BURN]



ACTIONS ON

QUIVERING BRIAR

A SCORCH ASSAULT TROOP REACHES ITS DESIGNATED OBJECTIVE, A CHOKEPOINT, WHERE TWO MAIN SUPPLY ROUTES (MSRS), KEY TO THE AAYARI NETWORK SMUGGLING OPERATION, CONVERGE. SETTING SECURITY, THE SCORCH KILL TEAM PREPS CRATERING CHARGES TO RENDER THE HIGHWAY IMPASSABLE. BUT AAYARI GUARD UNITS ARE PREPARED, AND HAVE SET UP AN AMBUSH IN THIS KEY INTERSECTION.

THE CALL TO PRAYER SOUNDS, AND THE AMBUSH BEGINS.

SETUP

The Aayari Guard player positions his units within 4" of one edge of the battlespace.

The Scorch player then reciprocates, positioning his units within 4" of the opposite edge of the battlespace.

ONCE THE ASSAULT ELEMENT MOVES FORWARD OF THE LAST COVER AND CONCEALMENT POSITION, THE ASSAULT MUST CONTINUE.



ORGANIZATION

ASSAULTING PLAYER

CT SCORCH [150 CAPABILITY POINTS]

DEFENDING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]

SUCCESS CRITERIA

The Scorch player wins by positioning a warfighting unit 14" or more from the border of the battlespace that he started at and emplacing a cratering charge. The charge is set by activating the Scorch unit during the Direct Fire Phase and armed by surviving in place until the end of the Finishing Phase of the same turn.

EFFECTS

SCORCH PLAYER

+3 MISSION POINTS

SPECIAL INTERVENTION CARD [SEIZE THE INITIATIVE]

AAYARI PLAYER

+3 MISSION POINTS

SPECIAL INTERVENTION CARD [TUNNEL RATS]

ACTIONS ON

PERDITION CHARTER

WITH ALL ENEMY PAX ON PREMISES KIA (KILLED IN ACTION), SCORCH KILL TEAMS STRIP THE TARGETED NAI FOR VALUABLE INTELLIGENCE, BAGGING FAKE IDS, CELLPHONES, MAPS AND HANDWRITTEN CORRESPONDENCE. A DEAD SPACE GOES UP, TRIGGERING CONNECTIVITY ALARMS FROM THE LOITERING UAS.

RF JAMMING—A COUNTER ATTACK BEGINS. THE SCORCH KILL TEAM KNOWS AN ASSAULT IS COMING. AAYARI FIGHTERS, FAMILIAR WITH EVERY INCH OF THE AREA, STALK FORWARD. A CIRCLE OF DEATH CLOSING IN ON THE SCORCH ASSAULTERS, AIMING TO ENGAGE WITH LETHAL EFFECT. DENYING THEM THE HARD-FOUGHT INTELLIGENCE THEIR OPERATION HAS YIELDED.

SETUP

The Scorch player chooses a single structure in the battlespace, and positions all of his units inside. The edge of the battlespace farthest from any edge of this structure is designated as his exfil area (If distances are identical, the Aayari player chooses either valid edge).

The Aayari player then positions his kill team anywhere within 3" of the battlespace border.

DURING MOVEMENT TO CONTACT, A HASTY ATTACK CAN BE LAUNCHED TO EXPLOIT A TACTICAL OPPORTUNITY, SEIZING BACK BOTH THE MOMENTUM AND INITIATIVE TO PREVENT AN ENEMY FROM REORGANIZING AND SETTING INTO A POSITION.

ORGANIZATION

ASSAULTING PLAYER

CT SCORCH [150 CAPABILITY POINTS]

DEFENDING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]
+ NO QRF

SUCCESS CRITERIA

The Scorch kinetic force completes their objective by positioning at least 75 Capability Points of units within 3" of the exfil border and preserving those forces to the end of that Finishing Phase.

The Aayari force succeeds by killing 76+ Capability Points of Scorch units or elapsing the turn counter.

EFFECTS

ANY PLAYER

+3 MISSION POINTS

SPECIAL INTERVENTION CARD [VIOLENCE OF ACTION]

FIREPOWER CONSISTS OF THE WEAPONS USED TO INFLICT CASUALTIES ON THE ENEMY. MOBILITY IS THE ABILITY TO MOVE THROUGH THE BATTLESPACE, DICTATING SPEED, TEMPO, AND TACTICAL POSITIONING OF FORCES. INHERENT IN THE NEED OF BOTH IS THE NEED FOR PROTECTION FROM THE ENEMY'S FIREPOWER AND MOBILITY.



EXFIL

ANTLER VINE

OBJECTIVE COMPLETE. THE SCORCH GROUND COMBAT ELEMENT ENCOUNTERS HEAVY RESISTANCE ON EXFIL. WHILE STABILIZING AND PACKAGING THE WOUNDED, THE GROUND FORCE COMMANDER DETACHES A SMALL UNIT KILL TEAM TO COORDINATE SUPPORTING FIRES WITH A COMBAT SENTRY AIRFRAME LOITERING ACROSS THE BORDER IN AWBARI'S AIRSPACE.

WITH THE SCORCH KINETIC FORCE STALLED, THE AAYARI GUARD MOUNT A MASSED ASSAULT, HOPING TO PREVENT SCORCH TARGETING TEAMS FROM EFFECTIVELY DECONFLICTING GROUND TARGETS FOR SUPPORT FIRES.

SETUP

The Scorch player chooses a single structure in the battlespace as his strongpoint, and positions all of his units inside.

The Aayari Guard player then positions his units within 4" of the edge of the battlespace farthest from any edge of the NAI structure (If distances are identical, the Aayari player chooses either valid border).

DURING THE WITHDRAWAL, THE ATTACKING ELEMENT SHOULD USE A ROUTE DIFFERENT FROM THAT USED TO CONDUCT THE RAID ITSELF.

ORGANIZATION

ASSAULTING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]

DEFENDING PLAYER

CT SCORCH [150 CAPABILITY POINTS]
+ MUST INCLUDE 1X OPERATIONAL ADVISOR

SUCCESS CRITERIA

Scorch kinetic forces accomplish their objective by maintaining control of the strongpoint, allowing no more than 25 points of Aayari forces inside the structure for a full turn before the turn counter elapses.

The Aayari player succeeds in overwhelming the Scorch kill team by preserving 26+ points of forces inside the NAI structure for one full turn (from the end of a Direct Fire Phase to the end of a Finishing Phase).

EFFECTS

ANY PLAYER

+1 MISSION POINT
SPECIAL INTERVENTION CARD [SET SUPPORT ELEMENT]



EXFIL

THORNED REEF

SCORCH SMALL UNIT KILL TEAMS STAB AHEAD, LEADING THE MAIN RAID FORCE ELEMENT OUT OF THE TARGET AREA, ESTABLISHING BLOCKING POSITIONS ALONG THE EXFIL ROUTE AND DESTROYING ANY AAYARI GUARD FIGHTERS BEFORE THEY CAN EXECUTE AN AMBUSH OF THE MAIN COLUMN.

SETUP

The Aayari Guard player positions his units within 6" of one edge of the battlespace.

The Scorch player then reciprocates, positioning his small unit kill team within 6" of the battlespace's opposite border.

A SPOILING ATTACK IS A FORM OF ATTACK THAT PREEMPTS OR SERIOUSLY IMPAIRS AN ENEMY ATTACK WHILE THE ENEMY IS IN THE PROCESS OF PREPARING TO OR PLANNING TO ATTACK.

ORGANIZATION

ASSAULTING PLAYER

CT SCORCH [150 CAPABILITY POINTS]

DEFENDING PLAYER

AAYARI GUARDS [150 CAPABILITY POINTS]
+ MUST START WITH 125 CP IN THE BATTLESPACE

SUCCESS CRITERIA

Scorch kinetic forces complete their objective by killing at least 125 Capability Points of Network fighting units.

The Aayari force succeeds by killing at least 125 Capability Points of Scorch units.

If the turn counter elapses with neither goal complete, neither side wins the rewards.

EFFECTS

ANY PLAYER

+1 MISSION POINT
SPECIAL INTERVENTION CARD [GO PILLS]



EXFIL

USURPER'S MANDIBLE

A SCORCH KILL TEAM IS HIT ON EXFIL WITH BOTH VEHICLES GOING DOWN HARD. NOT OPTIMAL—WITHOUT THEIR VEHICLES, THE KILL TEAM IS EXPOSED. AAYARI GUARD FIGHTERS ARE SEIZING THIS OPPORTUNITY, MOVING IN WITHOUT HESITATION, READY TO FIGHT.

WITH AAYARI GUARD BEARING DOWN ON THEIR LOCATION, INTENT ON INFLICTING MAXIMUM CASUALTIES, THEY ADAPT AND RECONFIGURE. IN SECONDS, THEIR PRIORITIES HAVE CHANGED. THE SCORCH KILL TEAM MUST CLEAR A PATH, LINK UP WITH FRIENDLIES, AND EXFIL.

SETUP

The Aayari Guard player positions his fighting units within 6" of one border of the battlespace.

The Scorch player then positions his small unit kill team within 4" of any other border of the battlespace with the opposite border designated as the exfil area.

THE KINETIC FORCE MUST BE AGILE ENOUGH TO COUNTER OR AVOID THE ENEMY ATTACKER'S BLOWS AND THEN STRIKE BACK EFFECTIVELY.

ORGANIZATION

ASSAULTING PLAYER
CT SCORCH [150 CAPABILITY POINTS]

DEFENDING PLAYER
AAYARI GUARDS [150 CAPABILITY POINTS]

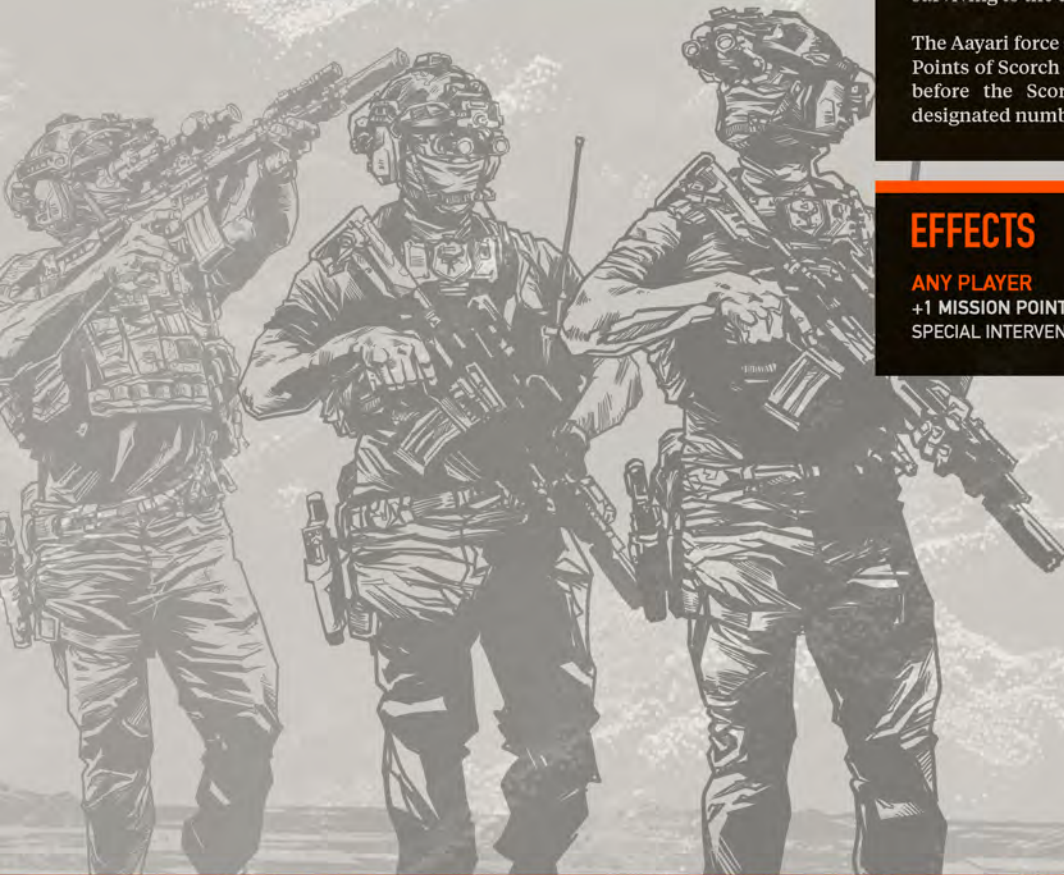
SUCCESS CRITERIA

Scorch kinetic forces complete their objective by positioning at least 50 Capability Points of warfighting units within 3" of the exfil border and surviving to the end of that Finishing Phase.

The Aayari force succeeds by killing 101+ Capability Points of Scorch units or elapsing the turn counter before the Scorch player has maneuvered the designated number of his forces to the exfil area.

EFFECTS

ANY PLAYER
+1 MISSION POINT
SPECIAL INTERVENTION CARD [GIVE PEACE A CHANCE]



EXFIL

CARCASS WRAITH

SCORCH KILL TEAMS HAVE ESTABLISHED FIGHTING POSITIONS AT A CRITICAL JUNCTURE ALONG THE MAIN EXFIL ROUTE. A FLEET OF DRONES, ACTIONABLE ON TARGET AT A MOMENT'S NOTICE, PATROL THE TEMPORARY PERIMETER. WITH COMMAND AND CONTROL SYSTEMS BUILT INSIDE THE STRONGPOINT, THE POSITION CANNOT BE COMPROMISED WITHOUT RISKING THE ENTIRE FORCE.

KNOWING THIS IS THEIR LAST CHANCE TO DESTROY THE SCORCH FORCE, THE AAYARI GUARD PRESS EVERY FIGHTING UNIT REMAINING INTO A FINAL, SWARMING MASSED ATTACK. BY BREACHING THIS PERIMETER AND DETONATING HIS SUICIDE VEST, A SINGLE MUHTASIB COULD REALISE HIS CAUSE—THE INDISCRIMINATE DEATH OF THE APOSTATE.

SETUP

The Scorch player chooses a single structure in the battlespace as his strongpoint, and positions all of his units inside or within 2" of the structure's walls.

The Aayari Guard player then positions his fighting units within 4" of the border farthest from the Scorch strongpoint (If distances are identical, the Aayari player chooses either valid border).

THE COUNTERATTACK DENIES THE ENEMY THEIR GOAL, EMPLOYING PART OR ALL OF A DEFENDING ELEMENT AGAINST AN ATTACKING FORCE. THE PURPOSE IS NOT TO SECURE TERRAIN OR OTHER PHYSICAL OBJECTIVES BUT TO DISRUPT THE ENEMY'S OFFENSIVE CAPABILITIES AND TIMELINES, WHILE KILLING HIS WARFIGHTING UNITS AND DESTROYING THEIR EQUIPMENT.

ORGANIZATION

ASSAULTING PLAYER

AAYARI GUARDS [200 CAPABILITY POINTS]
+ MUST START WITH MINIMUM 1X MUHTASIB
+ 10X SHURTA MAX

DEFENDING PLAYER

CT SCORCH [180 CAPABILITY POINTS]
+ MUST START WITH 75 CP IN THE BATTLESPACE
+ ADVISORS RECEIVE +1 SCORIA UAS STRIKES

SUCCESS CRITERIA

The Aayari player completes his objective by detonating an S-vest inside the strongpoint structure before the turn limit elapses or by killing 125+ Capability Points of Scorch warfighting units.

The Scorch player wins by elapsing the turn counter before the Aayari player can achieve either goal or by killing all Muhtasib in the battlespace.

EFFECTS

ANY PLAYER

+1 MISSION POINT
SPECIAL INTERVENTION CARD [KILLING IS MY BUSINESS]



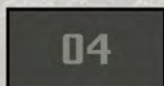




BATTLESPACES

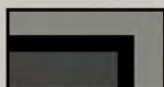
BATTLESPACE

BATTLESPACE SYMBOLS



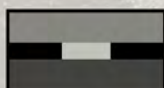
NAI IDENTIFIER

Structure identification number, corresponds with a numbered terrain piece.



INTERIOR/EXTERIOR WALL

A fully bulletproof wall that obstructs line of sight and explosion propagation. Light grey indicates exterior and dark grey is interior space.



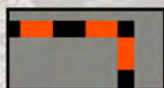
INTERIOR/EXTERIOR DOOR

Can be traversed in either direction when open, requires 3" of movement to open (unless the warfighter has the Doorkicker attribute) or close.



WINDOW

An aperture of waist-high cover that can be shot through but is too narrow to surmount.



HEDGEWALL

Mixed full and waist-high cover, too narrow to surmount.



VEHICLE

Surmountable waist high cover.



LARGE PLANTER

Surmountable waist high cover.



PLANTER

Surmountable waist high cover.



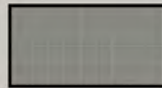
AIR CONDITIONER

Surmountable waist high cover.



LARGE GRID

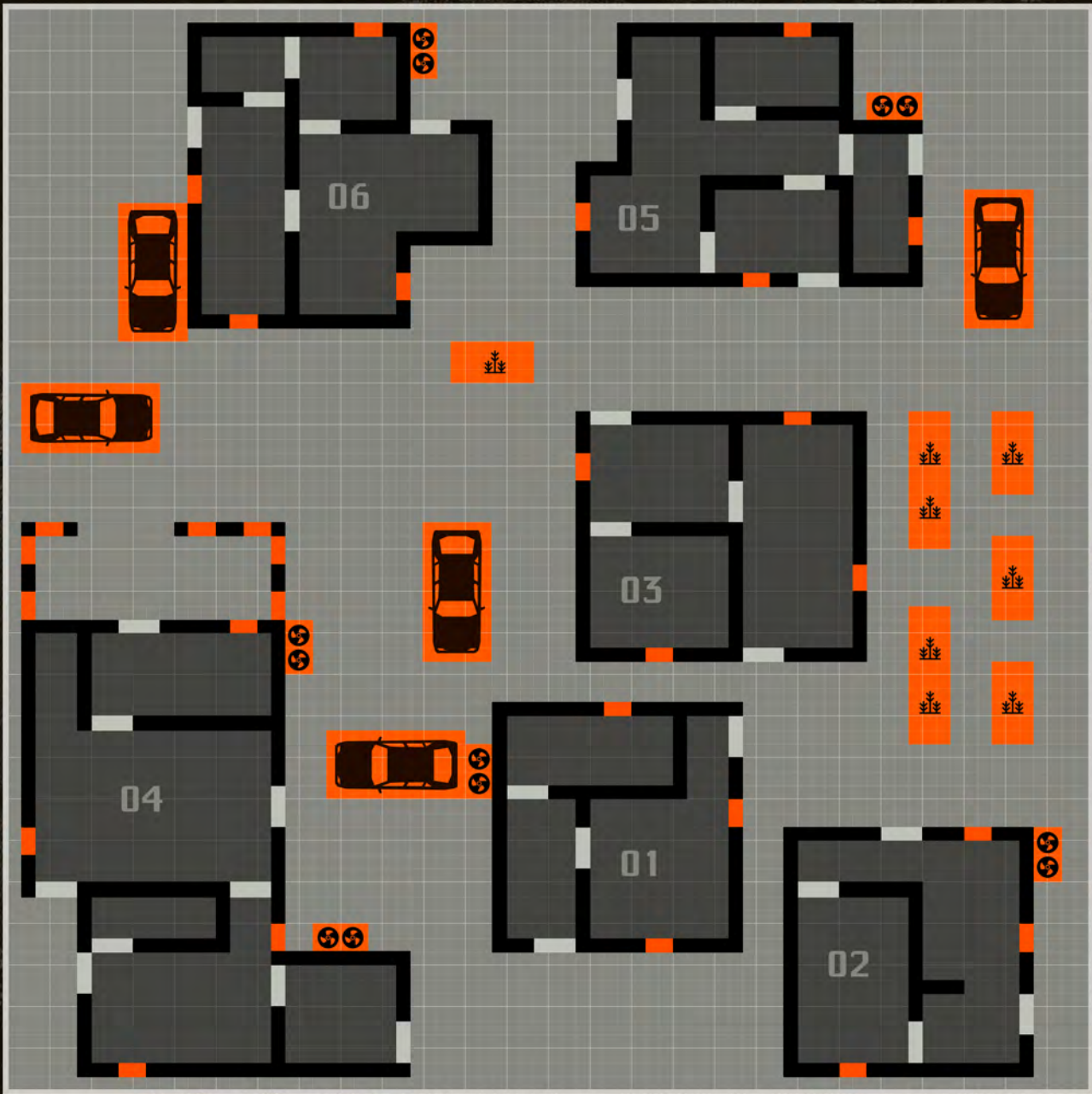
1" grid squares, used only for terrain placement.



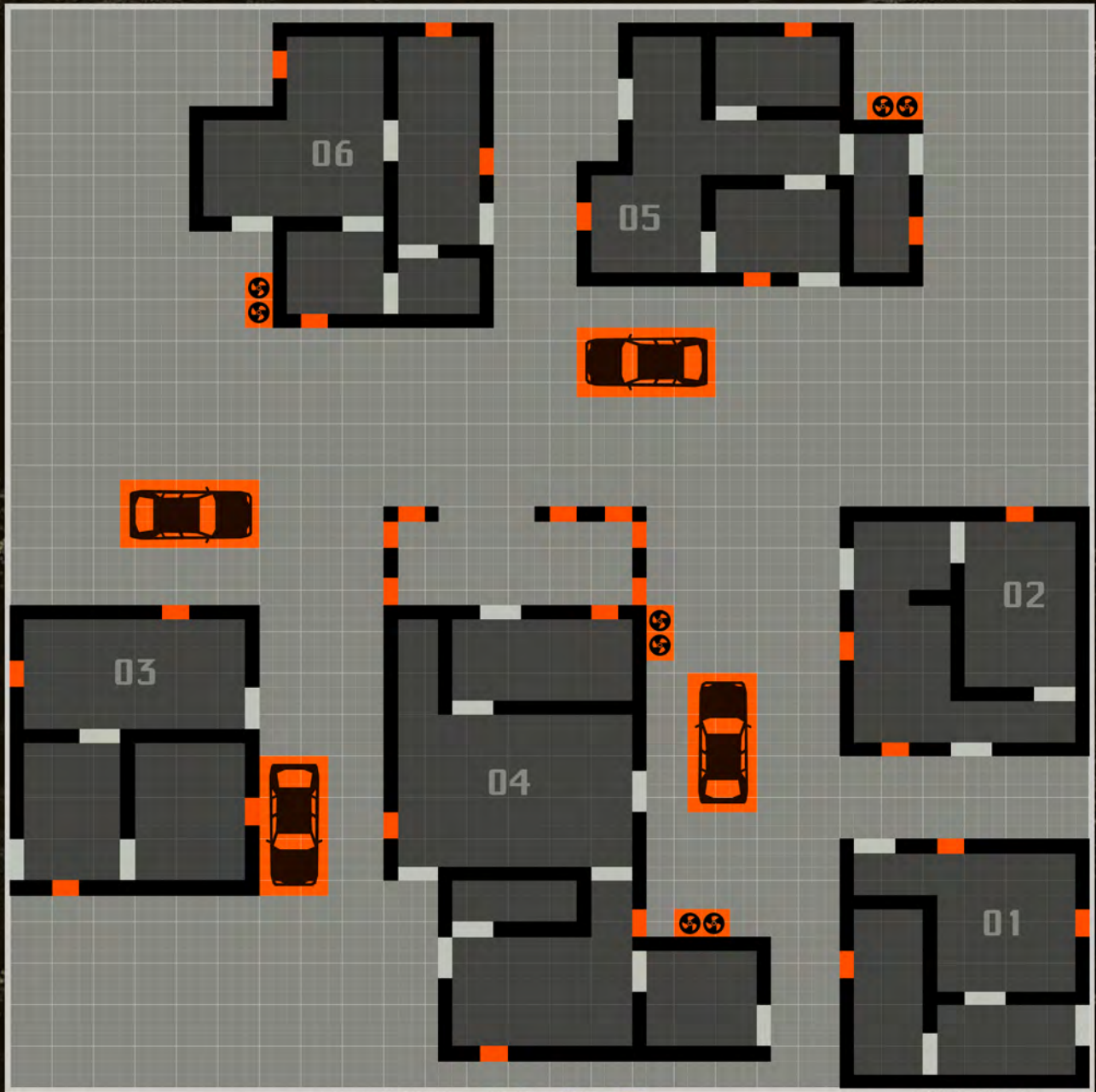
SMALL GRID

1/3" grid squares, used only for terrain placement.

PARIAH COMPOUND



MSR C-211



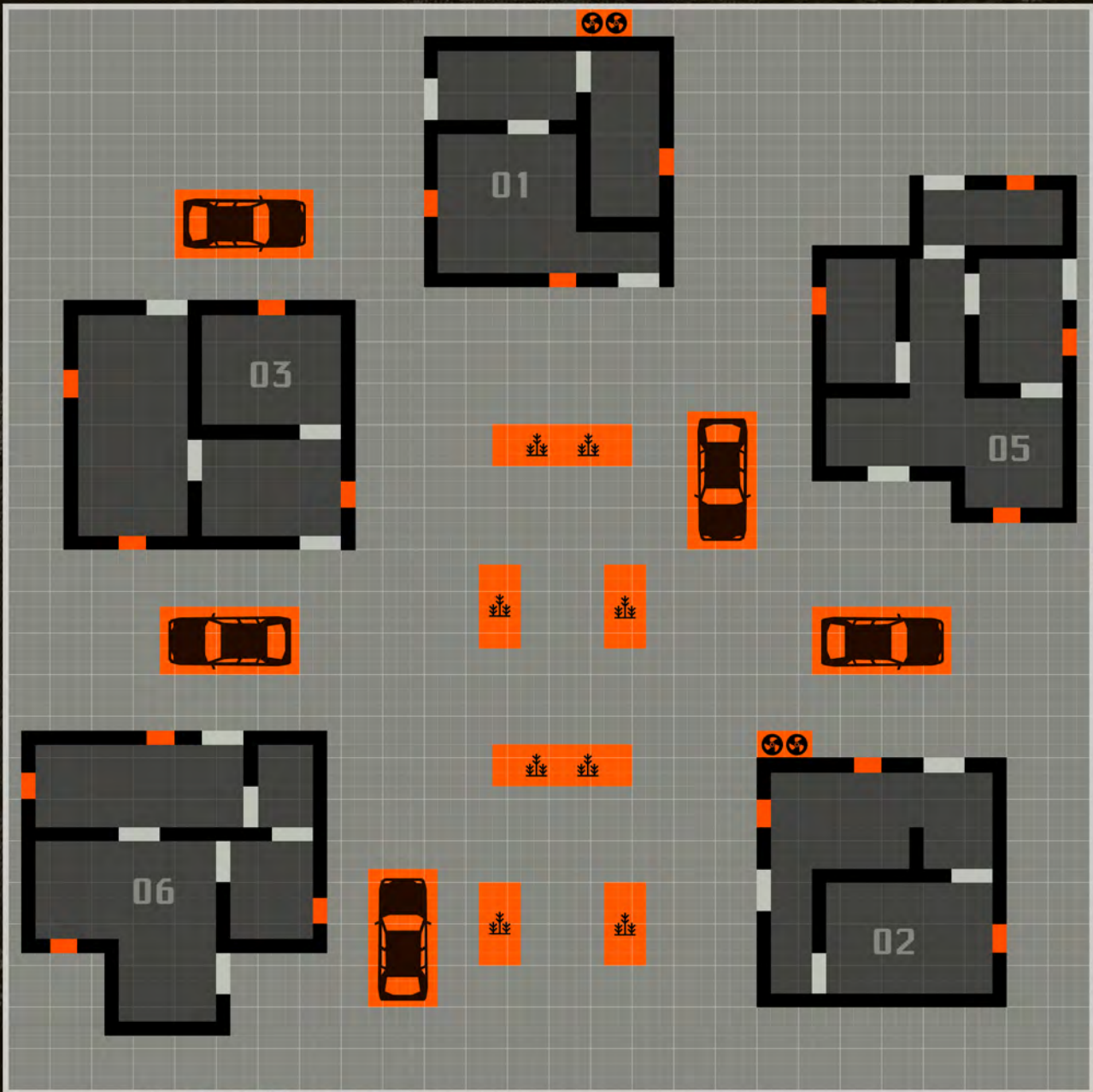
MASSIF CROSSING



DIRJ SPRAWL



BORDER GLINT







WARFIGHTER UNITS



CRISIS TROOP SCORCH

OPERATIONAL ADVISOR

A FIGHTING LEADER, THE SCORCH OPERATIONAL ADVISOR ACTS AS CENTRALIZED AUTHORITY, ENABLING HIS SMALL UNIT KILL TEAM TO BE AN INITIATIVE-DRIVEN INSTRUMENT OF WAR. THE ADVISOR PROVIDES LEADERSHIP, DRIVING THE KILL TEAM'S FIRE AND MANEUVER, AND LEVERAGES UAS STRIKES TO FURTHER ENHANCE THEIR LETHALITY. A PROFESSIONAL AT DELIVERING CHAOS WITH PRECISION, THERE IS NO EQUAL TO HIS EXPERIENCE AND WILLINGNESS TO WIN.

CORE STATS

CAPABILITY VALUE 50 CP
MOVEMENT RANGE 6"

LIMITATIONS ONE OPERATIONAL ADVISOR PER 100 CAPABILITY POINTS OF WARFIGHTING UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 5 MISS	≤ 14 KILL
≥ 6 DIRECT LOS HIT	≥ 15 STAGGER
≥ 7 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

KINETIC ISR

When this unit is first positioned in the battlespace, add 1x Scoria RS Fires Card to the player's hand.

GLINT

When activated in the Maneuver Phase, once per turn, this unit can call down a Fires Card on any exterior point within its line of sight at any point during its activation.

FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.

CRISIS TROOP SCORCH

ASSAULTER

SHOCK TROOPS WITHOUT PEER. ASSAULTERS ARE MASTERS OF SMALL UNIT TACTICS AND INFANTRY FIGHTING. SELECTED FROM PROVEN COMBAT VETERANS, EACH ASSAULTER IS AN EXPERT IN MANEUVER AND FIRE. PHYSICALLY RELENTLESS AND MENTALLY UNMATCHED.

SCORCH ASSAULTERS WORK BEST UNDER COVER OF DARKNESS, MOVING SILENTLY, UNNOTICED BY THE ENEMY. ONCE IN POSITION, THEY ATTACK WITHOUT HESITATION, LEVERAGING BOTH SURPRISE AND SUPERIOR FIREPOWER TO OVERWHELM AND DESTROY ANYTHING THAT STANDS IN THEIR WAY. WILLING AND CAPABLE OF DELIVERING VICTORY AFTER VICTORY, THEY ARE AN UNMATCHED ELITE.

CORE STATS

CAPABILITY VALUE 20 CP
MOVEMENT RANGE 6"

ATTACK + SAVE ROLLS

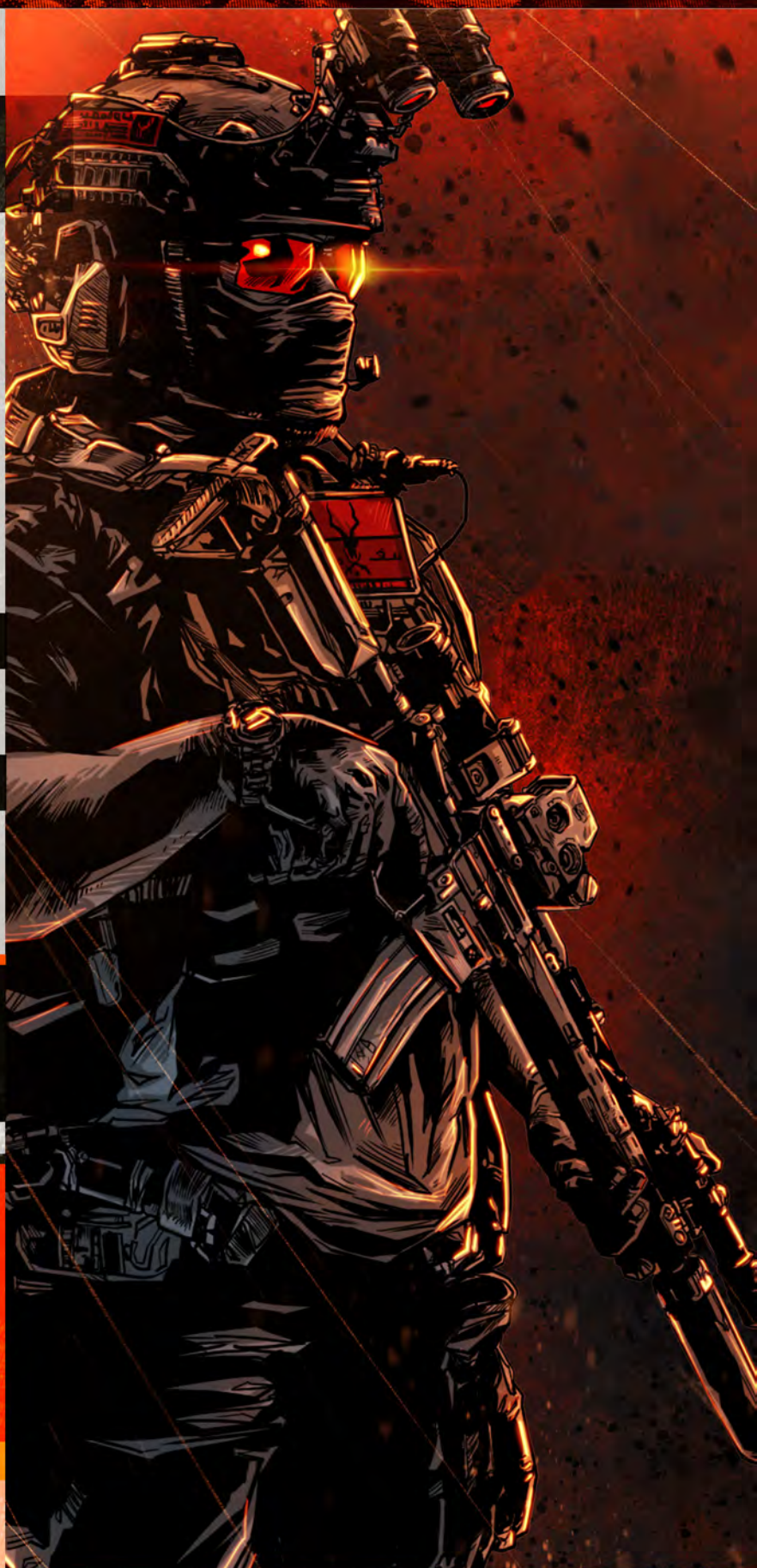
ATTACK ROLL	SAVE ROLL
≤ 6 MISS	≤ 14 KILL
≥ 7 DIRECT LOS HIT	≥ 15 STAGGER
≥ 9 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.

IF A WARFIGHTER, FIRES, INTERVENTION, OR SPECIAL INTERVENTION CARD INCLUDES A FACTION'S EMBLEM PRINTED ON THE BOTTOM OF IT, IT CAN ONLY BE USED BY THAT FACTION.

OTHERWISE, IT CAN BE USED BY ANY FACTION.





CRISIS TROOP SCORCH

AUTOMATIC RIFLEMAN

ARMED WITH CUTTING-EDGE LIGHT ASSAULT MACHINE GUNS (LAMGS), AUTOMATIC RIFLEMEN ARE SPECIALLY TRAINED SENIOR ASSAULTERS CAPABLE OF SUSTAINING HIGH VOLUMES OF LETHAL FIRE. THIS FIREPOWER CAN BE USED TO SUPPRESS—PERFECT TO USE AGAINST ENEMIES TRAVERSING EXPOSED TERRAIN, OR IN PARTIAL COVER—OR TO ASSAULT.

WHEN EMPLOYED TO CARRY OUT THE LATTER, AUTOMATIC RIFLEMEN LAY DOWN WITHERING HAILS OF FIRE, INFLECTING CASUALTIES QUICKLY AND INDISCRIMINATELY THROUGH SHEER WEIGHT OF EXPENDED MUNITIONS. BUT WHERE YOU MIGHT EXPECT THEM TO MOVE SLOWLY, THEIR CONSTANT DRILLING AND CONDITIONING MEAN THEY MOVE WITH THE AGILITY OF AN ASSAULTER, REPOSITIONING AND FLANKING WITH SHOCKING SPEED.

CORE STATS

CAPABILITY VALUE 40 CP
MOVEMENT RANGE 6"

LIMITATIONS ONE AUTOMATIC RIFLEMAN PER 100 CAPABILITY POINTS OF WARFIGHTING UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL

≤ 6 MISS
≥ 7 DIRECT LOS HIT
≥ 9 OBSTRUCTED LOS HIT
≥ 20 HEADSHOT

SAVE ROLL

≤ 14 KILL
≥ 15 STAGGER
≥ 20 UNAFFECTED

LAMG

This unit casts five separate attack rolls aimed at a point in line of sight when attacking in the Direct Fire Phase and during Immediate Actions. Hits can be distributed to units up to 2" away from this point in the attacker's line of sight. The opponent rolls for saves or kills the target unit outright after a hit is rolled. Hits can be assigned to units that were already hit in the ongoing attack (such as units that survived a hit via a save roll).

BIPOD

When taking an Immediate Action that passes through waist-high cover that this unit is adjacent to, it does not suffer from the -3 modifier.

CRISIS TROOP SCORCH

RECCE

SHADOWS IN THE DARKNESS. SCORCH RECCE ADVANCE INTO AND CLEAR AREAS WITH SURGICAL PRECISION. EMPLOYING SPECIALIZED RIFLES AND AMMUNITION. RECCE DELIVER EFFECTIVE POINT FIRE AGAINST STATIC, MOVING OR PARTIALLY OBSCURED TARGETS WITH INTEGRALLY SUPPRESSED WEAPON SYSTEMS THAT MASK BOTH THE MUZZLE REPORT AND THE FLASH SIGNATURE. COMBAT HUNTERS STALKING THE SPRAWLING CLADES. THE RECCE ARE THE EMBODIMENT OF DESPAIR AND FEAR TO THEIR PREY.

CORE STATS

CAPABILITY VALUE 30 CP
MOVEMENT RANGE 8"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 6 MISS	≤ 14 KILL
≥ 7 DIRECT LOS HIT	≥ 15 STAGGER
≥ 9 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

DOORKICKER

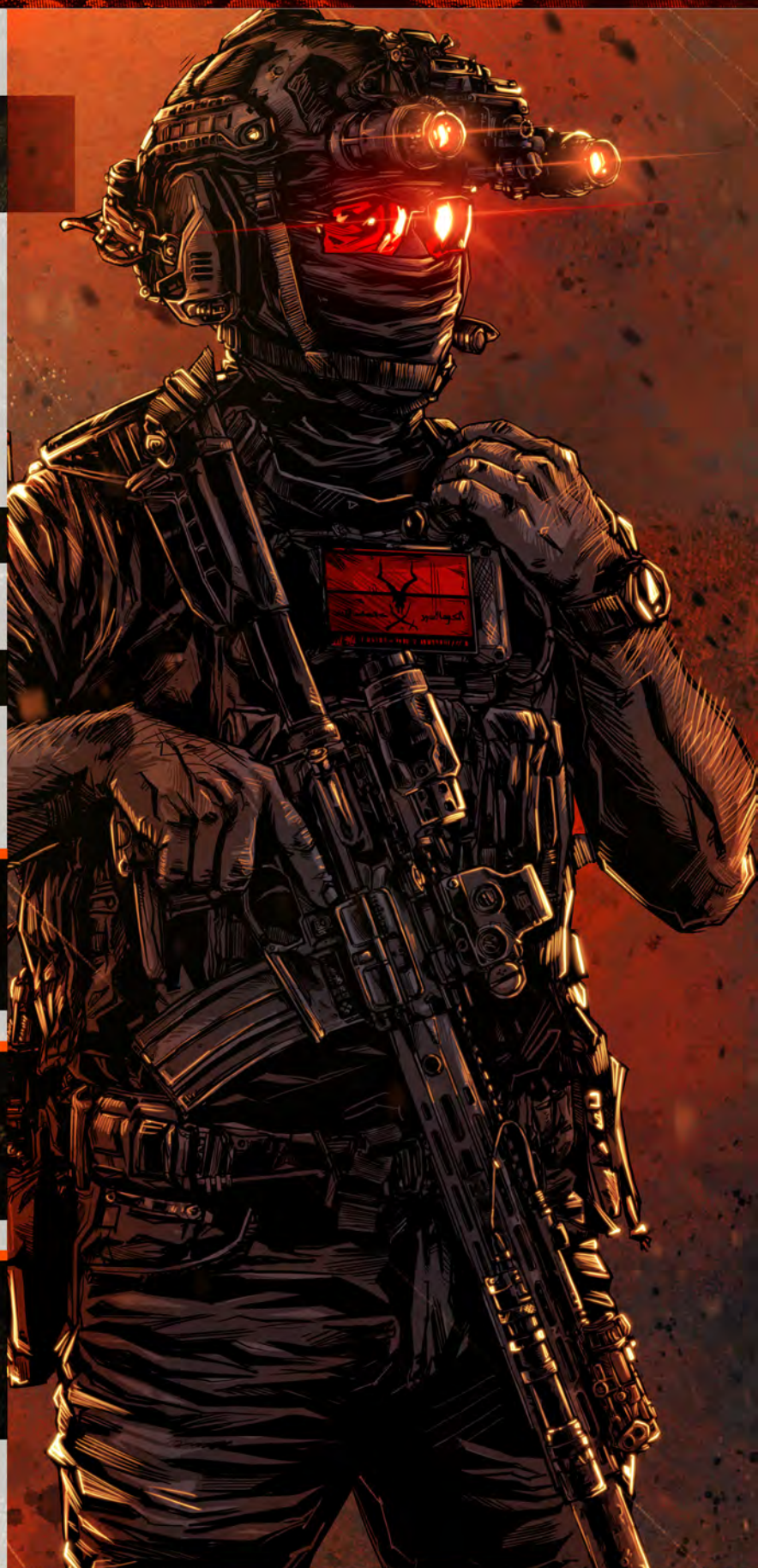
Once per turn while activated during the Maneuver Phase, this unit can open a door with no movement penalty.

INITIATIVE

This warfighting unit can be activated in the Maneuver Phase after it has already gained an ACT chit from an Immediate Action, however it cannot attack on this activation.

POINTMAN

When activated during the Finishing Phase, this unit can engage an opponent in LOS at any range. A Finishing Phase attack in excess of 3" cannot be combined with any Intervention Card that would increase the number of attacks rolled.





AAYARI NETWORK

GUARD MUHTASIB

MURDEROUS ZEALOTS WHOSE LIVES ARE CONSUMED WITH FUNDAMENTALIST RADICALISM AND VIOLENCE. THE MUHTASIB ARE MEMBERS OF A DEATH CULT WHO SEEK TO SLAUGHTER THEIR APOSTATE ENEMIES. THEIR OWN LIVES ARE SECONDARY TO THIS AIM—MUHTASIB ARE NOT AFRAID TO DIE FOR THEIR CAUSE, USING POWERFUL SUICIDE BELTS TO TAKE AS MANY LIVES WITH THEM AS POSSIBLE.

THE MUHTASIB ARE CAPABLE OF POINT FIRE AND MANEUVER, AND CAN BE FORMIDABLE, DISCIPLINED ENEMIES. BUT WHERE THEIR REAL DANGER LIES IS IN THEIR ABSOLUTE, UNFLINCHING DEVOTION TO THEIR DEATH CULT. CRUCIFIXION, BEHEADING, SODOMY AND LASHINGS ARE COMMONPLACE. MUHTASIB WILL DRIVE FORWARD WITHOUT FEAR, KNOWING THAT THEY CAN EDGE CLOSE ENOUGH, THEIR SUICIDE VESTS WILL TAKE THEM TO HEAVEN—KILLING AND MAIMING EVERY PAWN OF THE GREAT SATAN AS THEY DIE SCREAMING.

GOD IS GREAT. DEATH IS THE MUJAHIDEEN'S PATH TO HIS THRONE.

CORE STATS

CAPABILITY VALUE 15 CP
MOVEMENT RANGE 6"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 11 MISS	≤ 2 S-VEST DETONATES
≥ 12 DIRECT LOS HIT	≤ 16 KILL
≥ 13 OBSTRUCTED LOS HIT	≥ 17 STAGGER
≥ 20 HEADSHOT	≥ 20 UNAFFECTED

S-VEST

At any point while activated in the Maneuver Phase, if this unit has not attacked, it can detonate its suicide vest, killing itself. Kill or roll saves for each unit (friend or foe) within 2" of its base.

FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.

AAYARI NETWORK

GUARD SHURTA

CRASHING TOWARD SCORCH KILL TEAMS WITH OVERT BASES OF FIRE. SHURTA SOAK UP DEATH IN FRONTAL CHARGES OR IN DIVERSIONARY FEINTS. CREATING OPENINGS FOR MUHTASIB AND HONGBIN ENABLERS TO PUSH INTO THEIR ENEMIES' FLANKS. THE SHURTA AREN'T TACTICAL GENIUSES, THEY'RE NOT HAND-PICKED FOR THEIR ABILITY TO THINK ON THEIR FEET AND ADAPT TO THE EVOLVING STATES OF THE BATTLESPACE—THEY'RE MASS-PRODUCED AND EXPENDABLE CANNON FODDER.

BUT THEIR SHOTS ONLY NEED TO BE LUCKY ONCE. SHURTA EMPLOY SEARCHING FIRES THAT CAN KILL A BETTER TRAINED SCORCH WARFIGHTER. SHOULD GOD WILL IT.

CORE STATS

CAPABILITY VALUE 5 CP
MOVEMENT RANGE 6"

LIMITATIONS SHURTA CAN ONLY BE FIELDIED IF ACCOMPANIED BY MUHTASIB. EVERY ONE MUHTASIB IN THE PLAYER'S ORGANIZATION PERMITS FOUR SHURTA TO BE FIELDIED.

ATTACK + SAVE ROLLS

ATTACK ROLL

- ≤ 13 MISS
- ≥ 14 DIRECT LOS HIT
- ≥ 15 OBSTRUCTED LOS HIT
- ≥ 20 HEADSHOT

SAVE ROLL

NO SAVE ROLLS

NON-PROFESSIONAL

If one or more friendly units' bases obstruct an attack made by this unit, first roll to see if it hits the friendlies, starting in sequence with the closest unit. Normal attack roll stats with any relevant modifiers are applied. If it hits a friendly, kill or roll save for the affected unit and end the attack. If the attack misses all applicable friendlies, roll again to hit the intended target.





AAYARI NETWORK

HONGBIN ENABLER

HARDENED VETERANS OF BLOODY PROXY WARS THROUGHOUT AFRICA AND THE MIDDLE EAST, HONGBIN ENABLERS ARE EXPERTS AT GUERRILLA WARFARE. NORTH KOREAN OPERATIVES, LEASED TO THE CHINESE FOREIGN INTELLIGENCE SERVICE. THESE ENABLERS ARE CALCULATING PROFESSIONALS WHOSE MISSION IS PURELY TO REAP PROFITS. OF COURSE, THIS SOMETIMES MEANS SACRIFICING ASSETS—SHURTA, MUHTASIB, HOWEVER MANY OF THEIR PROXIES ARE NECESSARY. LIVES ARE NOT A RESOURCE HONGBIN REGARDS AS IMPORTANT, AND THE PROFITS UP FOR GRABS MEAN LIVES IN THE BORDER CLADES ARE CHEAP.

WITH DECADES OF COMBAT EXPERIENCE FIGHTING FOR AUTHORITARIAN REGIMES IN FAILING AND FAILED STATES, THESE ENABLERS ARE COLD-BLOODED TACTICIANS WHOSE HANDS REMAIN UNSEEN IN THE BATTLESPACE. OTHER THAN IN THE MOUNTING CASUALTIES ON ALL SIDES.

CORE STATS

CAPABILITY VALUE 40 CP
MOVEMENT RANGE 6"

LIMITATIONS ONE HONGBIN ENABLER PER 100 CAPABILITY POINTS OF WARFIGHTING UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 6 MISS	≤ 15 KILL
≥ 7 DIRECT LOS HIT	≥ 16 STAGGER
≥ 9 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

KINETIC ISR

When this unit is first positioned in the battlespace, add 2x FengHuang-918 Fires Cards to the player's hand.

GLINT

When activated in the Maneuver Phase, once per turn, this unit can call down a Fires Card on any exterior point within its line of sight at any point during its activation.

FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.

AAYARI NETWORK

HONGBIN MERC

HONGBIN'S MERCENARY FORCES HAVE SLAUGHTERED CIVILIANS, GASSED WOMEN AND CHILDREN, BOMBED HOSPITALS AND SANK OIL TANKERS TO POLLUTE WATERWAYS FOR DICTATORS THROUGHOUT THE MIDDLE EAST AND AFRICA. DRAWN FROM SECRET POLICE, REPUBLICAN GUARDS, AND OTHER MURDEROUS STATE SECURITY ORGANS THAT RULED THE PRE-ARAB SPRING WORLD, HONGBIN MERCENARIES PREFER TO SEND THEIR "HAJJ" INTO CLOSE COMBAT WITH SCORCH KILL TEAMS, WHILE THEY ENGAGE FROM COVER WITH LITTLE REGARD FOR "FRIENDLY" CASUALTIES.

MORE TERRORIST THAN MERCENARY, THESE OPERATIVES OF HONGBIN ALLOY SECURITY SERVICES ARE IN THE BUSINESS OF WINNING. AND BUSINESS IS GOOD, EVEN IF VICTORY COMES AT THE COST OF SOMEONE ELSE'S LIFE.

CORE STATS

CAPABILITY VALUE 20 CP
MOVEMENT RANGE 6"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 11 MISS	≤ 16 KILL
≥ 12 DIRECT LOS HIT	≥ 17 STAGGER
≥ 13 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

RPK

This unit casts two separate attack rolls aimed at a point in line of sight when attacking in the Direct Fire Phase and during Immediate Actions. Hits can be distributed to units up to 2" away from this point in the attacker's line of sight. The opponent rolls for saves or kills the target unit outright after a hit is rolled. Hits can be assigned to units that were already hit in the ongoing attack (such as units that survived a hit via a save roll).

BIPOD

When taking an Immediate Action that passes through waist-high cover that this unit is adjacent to, it does not suffer from the -3 modifier.

FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.







CARDS + TOKENS

FIRES CARDS

FIRES ARE SINGLE-USE WEAPONS THAT ARE EMPLOYED IN BATTLE BY SCORCH ADVISORS AND HONGBIN ENABLERS. INCLUDED IN THEIR CAPABILITY POINTS COST. THEY REMAIN IN THE PLAYER'S HAND UNTIL THEY ARE DIRECTED AT POINT TARGETS BY USING THE GLINT ABILITY AVAILABLE TO SCORCH ADVISOR AND HONGBIN ENABLER UNITS.



FIRES

SCORIA RS

THE SCORIA RS IS A MAN-PORTABLE, LOW-FORENSICS, LOITERING MUNITION FIELD BY CRISIS TROOP SCORCH. TIPPED WITH A THERMOBARIC WARHEAD, ITS OVERPRESSURE WAVES PROPAGATE THROUGH THE CLADES' TIGHT STREETS, DEVOURING THE AIR ITSELF, INCINERATING TISSUE AND TURNING CRUSHED BONES TO ASH.

DETONATES WITH A 3" RADIUS FROM THE TARGET POINT OR UNIT. KILL OR ROLL SAVES FOR EVERY UNIT WITHIN THE AREA OF EFFECT.



FIRES

FENGHUANG-918 UAS

THE FH-918 IS A LOW-COLLATERAL, HIGH-LETHALITY LOITERING MUNITION USED EXTENSIVELY BY CHINESE PROXIES IN AFRICA. CARRYING INERT BALLAST RATHER THAN AN EXPLOSIVE WARHEAD, IT SPEARS INTO ITS TARGETS AT EXTREME SPEEDS, LEAVING NOTHING BEHIND BUT BUTCHERED CARRION AND CARBON FIBER DEBRIS.

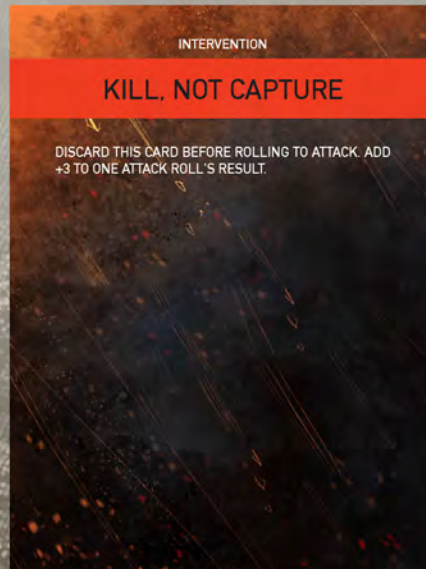
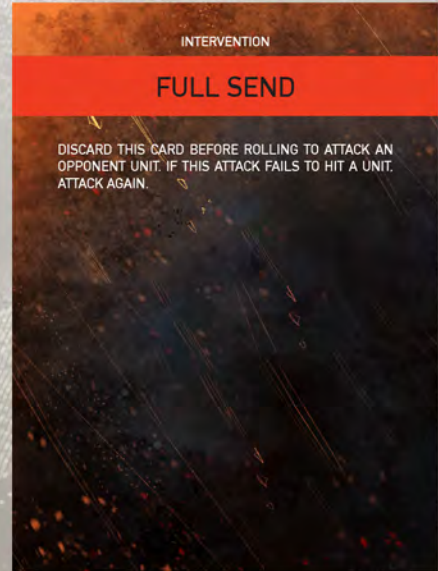
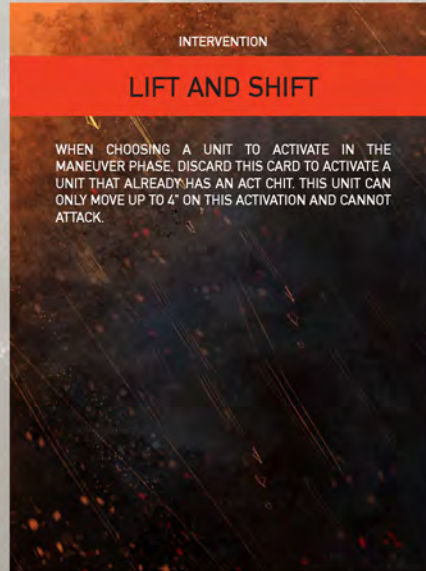
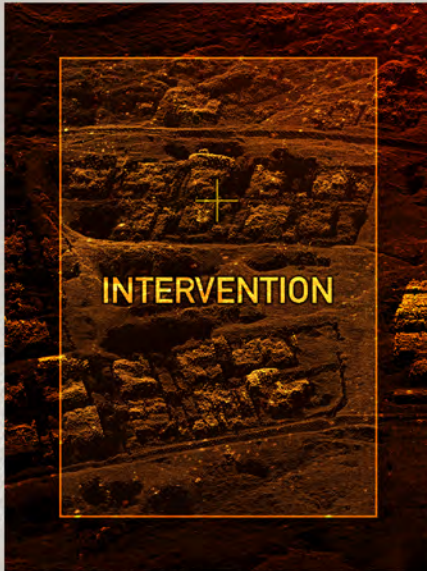
THIS FIRES CARD CAN ONLY TARGET A SINGLE UNIT. AFTER CHOOSING A TARGET, ROLL 2D10. ON A 7 OR LESS, CHOOSE 1 OF YOUR OWN UNITS WITHIN 2" OF THE TARGET AND KILL OR ROLL SAVE ON THAT UNIT INSTEAD (IF NONE OF YOUR UNITS ARE PRESENT IN THE AREA, NOTHING HAPPENS).

ON ANY HIGHER SUM, THE STRIKE HITS THE TARGET. IF THE TARGET UNIT HAS A SAVE ROLL, PERFORM IT (WITH A +1 MODIFIER) TO DETERMINE IF THE TARGET IS KILLED.

IF THE UNIT DOES NOT HAVE A SAVE ROLL, ROLL 2D10 AND KILL THE TARGET UNIT ON ANY RESULT LOWER THAN AN 18.

INTERVENTION CARDS

SOME INTERVENTION AND SPECIAL INTERVENTION CARDS CAN ONLY BE USED BY ONE FACTION. THIS IS INDICATED BY THE FACTION'S EMBLEM PRINTED ON THE BOTTOM OF THE CARD. IF THERE IS NO EMBLEM PRESENT, THE CARD CAN BE USED BY ANY FACTION.



INTERVENTION CARDS

INTERVENTION

BREAK CONTACT

AFTER A UNIT THAT IS IN OBSTRUCTED LOS FROM ITS ATTACKER FAILS A SAVE ROLL, DISCARD THIS CARD TO ADD +2 TO THE RESULT.

INTERVENTION

THIS IS BAT COUNTRY

WHEN CHOOSING A UNIT TO ACTIVATE IN THE FINISHING PHASE, DISCARD THIS CARD TO ACTIVATE A UNIT THAT WOULD OTHERWISE BE INELIGIBLE FOR ACTIVATION.

THIS UNIT CANNOT ATTACK, BUT CAN MOVE UP TO THREE INCHES, THEN IT LOSES AN ACT CHIT.

INTERVENTION

FRAG OUT

WHEN ACTIVATING A UNIT WITH THE FRAG GRENADE ATTRIBUTE IN THE MANEUVER PHASE, DISCARD THIS CARD TO PLACE A FRAG CHIT WITHIN 10" OF THE UNIT AND INSIDE OF ITS LOS. THIS UNIT CANNOT MOVE OR ATTACK, AND GAINS AN ACT CHIT.

INTERVENTION

THE DOOR IS YOURS

DISCARD THIS CARD WHEN A UNIT IS OPENING OR CLOSING A DOOR. THE UNIT SUFFERS NO MOVEMENT PENALTY FROM INTERACTING WITH THE DOOR.

INTERVENTION

PILE OF LITTLE ARMS

DISCARD THIS CARD WHEN A UNIT ROLLS A STAGGERED RESULT ON A SAVE ROLL. THE UNIT REMAINS ALIVE AND UNSTAGGERED.

INTERVENTION

AMBUSH

WHEN CHOOSING A UNIT TO ACTIVATE IN THE DIRECT FIRE PHASE, DISCARD THIS CARD TO ACTIVATE A UNIT WITH THE S-VEST ATTRIBUTE. THIS UNIT CANNOT ATTACK, CAN MANEUVER UP TO 6", AND MUST DETONATE ITS VEST ON THIS ACTIVATION.

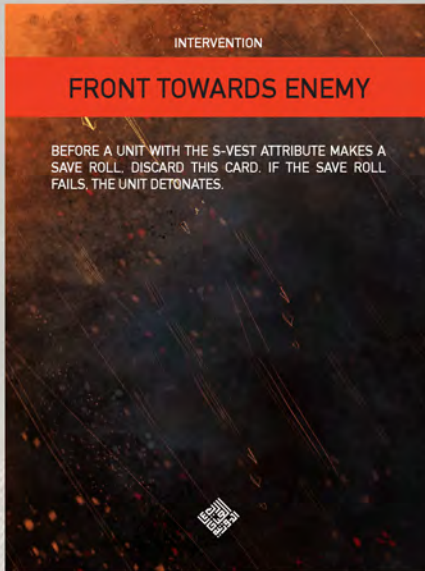
OPPONENT UNITS CAN TAKE IMMEDIATE ACTIONS AGAINST THE ACTIVE UNIT IF THEY DO NOT HAVE ACT CHITS, BUT THEY GAIN AN ACT CHIT IF THEY DO SO.

INTERVENTION CARDS

INTERVENTION

FRONT TOWARDS ENEMY

BEFORE A UNIT WITH THE S-VEST ATTRIBUTE MAKES A SAVE ROLL, DISCARD THIS CARD. IF THE SAVE ROLL FAILS, THE UNIT DETONATES.

The card features a dark, textured background with a grid pattern and a small white icon of a unit in the bottom right corner.

INTERVENTION

FIRE FOR EFFECT

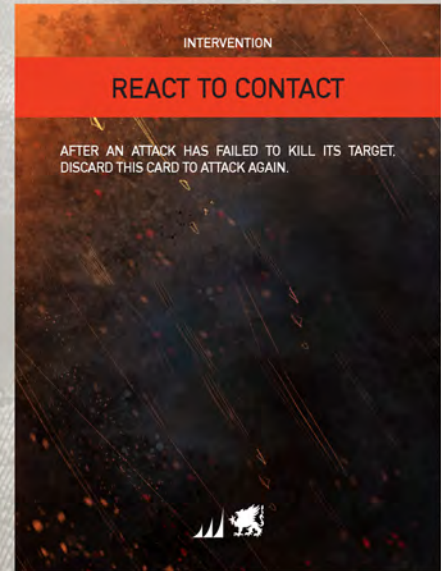
DISCARD THIS CARD WHEN ACTIVATING A UNIT IN THE FINISHING PHASE TO ROLL ATTACKS AGAINST 3 ELIGIBLE TARGETS RATHER THAN 1.

The card features a dark, textured background with a grid pattern and a small white icon of a unit in the bottom right corner.

INTERVENTION

REACT TO CONTACT

AFTER AN ATTACK HAS FAILED TO KILL ITS TARGET, DISCARD THIS CARD TO ATTACK AGAIN.

The card features a dark, textured background with a grid pattern and a small white icon of a unit in the bottom right corner.

SPECIAL INTERVENTION CARDS

SPECIAL INTERVENTION

WIDE-BAND JAMMERS

PLAY WHEN THE OPPONENT DECLARES A SUICIDE VEST DETONATION. BOTH PLAYERS ROLL 1D10. IF THE AAVARI PLAYER ROLLS HIGHER OR TIES, THE VEST DETONATES.

IF THE SCORCH PLAYER WINS, THE UNIT DOES NOT DETONATE, AND CANNOT RE-ATTEMPT TO DETONATE FOR THE REMAINDER OF THE CURRENT TURN.



AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

SEIZE THE INITIATIVE

PLAY AFTER ROLLING TO PREVENT QRF DEPLOYMENT. THE SCORCH PLAYER ADDS AN ADDITIONAL 2D10 TO THE COUNTER-ROLL.




AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

HONGBIN JAMMERS

PLAY WHEN THE OPPONENT USES A FIRES CARD. BOTH PLAYERS ROLL 1D10. IF THE SCORCH PLAYER ROLLS HIGHER OR TIES, THE STRIKE GOES THROUGH.

IF THE NETWORK PLAYER WINS, THE FIRES CARD IS DISCARDED WITH NO EFFECT ON THE BATTLESPACE.



AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

TUNNEL RATS

PLAY AT THE BEGINNING OF A DIRECT FIRE PHASE, BEFORE ANY UNITS ARE ACTIVATED. PLACE 4X SHURTA IN ANY STRUCTURE THAT IS NOT OCCUPIED BY SCORCH UNITS.



AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

TIMELINE

PLAY AT THE BEGINNING OF ANY DIRECT FIRE PHASE FROM TURN 2 ONWARDS, BEFORE ANY UNITS HAVE ACTIVATED.

MOVE THE TURN COUNTER FORWARD OR BACK BY ONE TURN (MOVING TO TURN 8 WILL IMMEDIATELY END THE OPERATION).

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

COURTESY BURN

PLAY IN THE DIRECT FIRE PHASE, BEFORE ANY UNITS ARE ACTIVATED. TAKE A RANDOM INTERVENTION CARD FROM THE OPPONENT'S HAND.

IF THE CARD IS FACTION-AGNOSTIC, IT GOES INTO YOUR HAND.

IF IT IS FACTION-SPECIFIC TO YOUR OPPONENT, THE CARD IS DISCARDED FOR THIS OPERATION (OR FOR THE REMAINDER OF THE NIGHT RAID IF IT IS A SPECIAL INTERVENTION CARD).

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION CARDS

SPECIAL INTERVENTION

VIOLENCE OF ACTION

PLAY AT THE START OF A MANEUVER PHASE BEFORE ANY UNITS ARE ACTIVATED.

FOR THE REMAINDER OF THIS TURN, DOORWAYS CAN BE OPENED BY YOUR FACTION WITH NO MOVEMENT COST.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

SET SUPPORT ELEMENT

PLAY AT THE BEGINNING OF TURN 1'S DIRECT FIRE PHASE, BEFORE ANY UNITS ARE ACTIVATED.

YOU CAN ADD UP TO 25 CAPABILITY POINTS OF UNITS INTO YOUR INITIAL SETUP ZONE.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

GO PILLS

PLAY AT ANY POINT IN THE MANEUVER PHASE. EVERY UNIT IN YOUR FORCE CAN MOVE UP TO 2 INCHES MORE THAN THEIR SPECIFIED MOVEMENT RANGE FOR THE REMAINDER OF THIS MANEUVER PHASE.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

GIVE PEACE A CHANCE

PLAY AT THE START OF A DIRECT FIRE OR FINISHING PHASE BEFORE ANY UNITS ARE ACTIVATED TO PREVENT ANY ENEMY ATTACKS DURING THIS PHASE.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

SPECIAL INTERVENTION

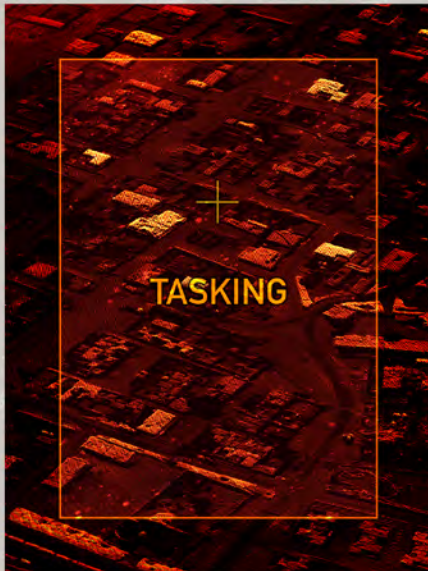
KILLING IS MY BUSINESS

PLAY AFTER A UNIT HAS FAILED TO HIT ON AN IMMEDIATE ACTION ROLL.

PERFORM THE ROLL AGAIN WITHOUT APPLYING THE -3 DEBUFF AS ONE NORMALLY WOULD IN AN IMMEDIATE ACTION.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

TASKING CARDS



TASKINGS | INFIL |

OASIS HEMLOCK

THE AAYARI GUARD HAVE CACHED A FLEET OF UAS AND RF JAMMING SYSTEMS AT A NAMED AREA OF INTEREST (NAI) HALF A KLICK FROM A TARGET COMPOUND. THIS TECH, PROVIDED TO THE AAYARI GUARD BY THEIR HONGBIN ENABLERS, IS STRATEGICALLY POSITIONED TO RESPOND TO SCORCH KILL TEAMS AND DEGRADE THEIR UAS CAPABILITY IN AND AROUND HIGH-VALUE TARGET AREAS. THIS IS A PROBLEM.

IN ORDER TO REASSERT THEIR CAPABILITIES, SCORCH UNITS MUST IDENTIFY AND DESTROY THIS NAI. AAYARI GUARD UNITS ARE BRIEFED TO FIERCELY GUARD THE VALUABLE TECH WITHIN, AND LAUNCH A BRUTAL COUNTERATTACK AT THE FIRST SIGN OF INCURSION.

FOR COMPLETE PARAMETERS SEE PAGE 46
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | INFIL |

A VEILED FEVER

SCORCH KINETIC FORCES INITIATE MOVEMENT TO TARGET, PUSHING OUT OF HIDE SITES CONCEALED ALONG THE JAGGED EDGES OF THE SPRAWL. AN AAYARI GUARD PRESENCE PATROL ENGAGES A POINT ELEMENT FROM THE SCORCH RAID FORCE.

THE SCORCH RAID FORCE IS COMPROMISED, BUT THE MISSION CONTINUES. BY ENGAGING THE AAYARI GUARD WITH IMMEDIATE, LETHAL EFFECT, THEY CAN STOP THE GUARD FROM ALERTING THEIR COMMAND. ELIMINATING THIS THREAT IS IMPERATIVE.

FOR COMPLETE PARAMETERS SEE PAGE 47
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | INFIL |

EVERGREEN CITADEL

SCORCH ASSAULT TECHS MAINTAIN A CELLULAR-RADIO CORDON, JAMMING CONTROL SIGNALS FOR AAYARI GUARD UAS ASSETS AND IEDS AS WELL AS CELLULAR, WIFI, AND MESH NETWORKS. DESPERATE FOR REINFORCEMENTS, AAYARI FIGHTERS MANEUVER TO DECISIVELY ENGAGE THE SCORCH GROUND ENHANCEMENT TEAM AND THE SMALL UNIT KILL TEAM PROTECTING THEM.

FOR COMPLETE PARAMETERS SEE PAGE 48
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | INFIL |

AMBER LATHE

WHILE EN-ROUTE TO THE DESIGNATED NAI, A SCORCH KILL TEAM ENCOUNTERS A ROLLING AAYARI GUARD CHECKPOINT. UNABLE TO CIRCUMVENT THE FIGHTING POSITION, A SCORCH KILL TEAM IS TASKED WITH DESTROYING THIS FORCE. AAYARI FIGHTERS BATTLE TO DELAY THE SCORCH ASSAULTERS AND ENABLE GUARD UNITS INSIDE THE TARGET CORDON TO MAN ADDITIONAL FIGHTING POSITIONS.

FOR COMPLETE PARAMETERS SEE PAGE 49
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | ACTIONS ON |

DISPARATE VERTIGO

A SCORCH SMALL UNIT KILL TEAM SEARCHES THE WRECKAGE OF THE EMIR'S COMPOUND FOR HARD DRIVES, PHONES, DOCUMENTS, AND PROPAGANDA MATERIAL IN THE AFTERMATH OF A DRONE SWARM STRIKE. THIS SEARCH IS THOROUGH, BUT DETRIMENTAL TO THE KILL TEAM'S SITUATIONAL AWARENESS.

AAYARI GUARD FIGHTERS PUSH INTO THE AREA UNDETECTED, USING THE CROWDED SURROUNDING STRUCTURES AS COVER AND CONCEALMENT FROM THE UAS AIRSPACE CORDON. THEY TAKE UP POSITIONS, EYES ON, READY FOR SLAUGHTER. AT THE SIGNAL, THEY ATTACK.

FOR COMPLETE PARAMETERS SEE PAGE 50
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKING CARDS

TASKINGS | ACTIONS ON |

QUIVERING BRIAR

A SCORCH ASSAULT TROOP REACHES ITS DESIGNATED OBJECTIVE, A CHOKEPOINT, WHERE TWO MAIN SUPPLY ROUTES (MSRS), KEY TO THE AAYARI NETWORK SMUGGLING OPERATION, CONVERGE. SETTING SECURITY, THE SCORCH KILL TEAM PREPS CRATERING CHARGES TO RENDER THE HIGHWAY IMPASSABLE. BUT AAYARI GUARD UNITS ARE PREPARED, AND HAVE SET UP AN AMBUSH IN THIS KEY INTERSECTION.

THE CALL TO PRAYER SOUNDS, AND THE AMBUSH BEGINS.

FOR COMPLETE PARAMETERS SEE PAGE 51
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | ACTIONS ON |

PERDITION CHARTER

WITH ALL ENEMY PAX ON PREMISES KIA (KILLED IN ACTION), SCORCH KILL TEAMS STRIP THE TARGETED NAI FOR VALUABLE INTELLIGENCE, BAGGING FAKE IDS, CELLPHONES, MAPS AND HANDWRITTEN CORRESPONDENCE. A DEAD SPACE GOES UP, TRIGGERING CONNECTIVITY ALARMS FROM THE LOITERING UAS.

RF JAMMING—A COUNTER ATTACK BEGINS. THE SCORCH KILL TEAM KNOWS AN ASSAULT IS COMING. AAYARI FIGHTERS, FAMILIAR WITH EVERY INCH OF THE AREA, STALK FORWARD, A CIRCLE OF DEATH CLOSING IN ON THE SCORCH ASSAULTERS, AIMING TO ENGAGE WITH LETHAL EFFECT, DENYING THEM THE HARD-FOUGHT INTELLIGENCE THEIR OPERATION HAS YIELDED.

FOR COMPLETE PARAMETERS SEE PAGE 52
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | EXFIL |

ANTLER VINE

OBJECTIVE COMPLETE, THE SCORCH GROUND COMBAT ELEMENT ENCOUNTERS HEAVY RESISTANCE ON EXFIL, WHILE STABILIZING AND PACKAGING THE WOUNDED, THE GROUND FORCE COMMANDER DETACHES A SMALL UNIT KILL TEAM TO COORDINATE SUPPORTING FIRES WITH A COMBAT SENTRY AIRFRAME LOITERING ACROSS THE BORDER IN AWBARI'S AIRSPACE.

WITH THE SCORCH KINETIC FORCE STALLED, THE AAYARI GUARD MOUNT A MASSES ASSAULT, HOPING TO PREVENT SCORCH TARGETING TEAMS FROM EFFECTIVELY DECONFLICTING GROUND TARGETS FOR SUPPORT FIRES.

FOR COMPLETE PARAMETERS SEE PAGE 54
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | EXFIL |

THORNED REEF

SCORCH SMALL UNIT KILL TEAMS STAB AHEAD, LEADING THE MAIN RAID FORCE ELEMENT OUT OF THE TARGET AREA, ESTABLISHING BLOCKING POSITIONS ALONG THE EXFIL ROUTE AND DESTROYING ANY AAYARI GUARD FIGHTERS BEFORE THEY CAN EXECUTE AN AMBUSH OF THE MAIN COLUMN.

FOR COMPLETE PARAMETERS SEE PAGE 55
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | EXFIL |

USURPER'S MANDIBLE

A SCORCH KILL TEAM IS HIT ON EXFIL WITH BOTH VEHICLES GOING DOWN HARD, NOT OPTIMAL—WITHOUT THEIR VEHICLES, THE KILL TEAM IS EXPOSED. AAYARI GUARD FIGHTERS ARE SEIZING THIS OPPORTUNITY, MOVING IN WITHOUT HESITATION, READY TO FIGHT.

WITH AAYARI GUARD BEARING DOWN ON THEIR LOCATION, INTENT ON INFLECTING MAXIMUM CASUALTIES, THEY ADAPT AND RECONFIGURE. IN SECONDS, THEIR PRIORITIES HAVE CHANGED, THE SCORCH KILL TEAM MUST CLEAR A PATH, LINK UP WITH FRIENDLIES, AND EXFIL.

FOR COMPLETE PARAMETERS SEE PAGE 56
BLACK POWDER RED EARTH 28MM™ CORE BOOK

TASKINGS | EXFIL |

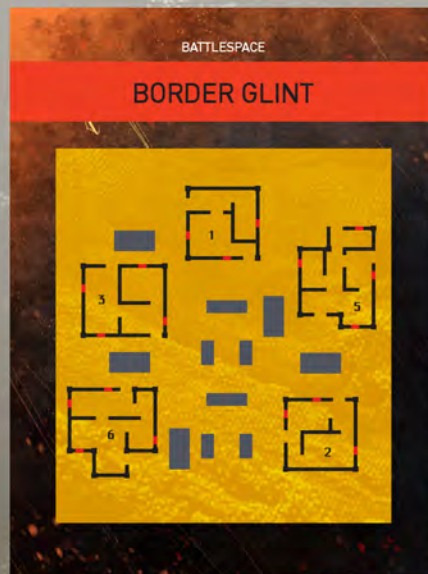
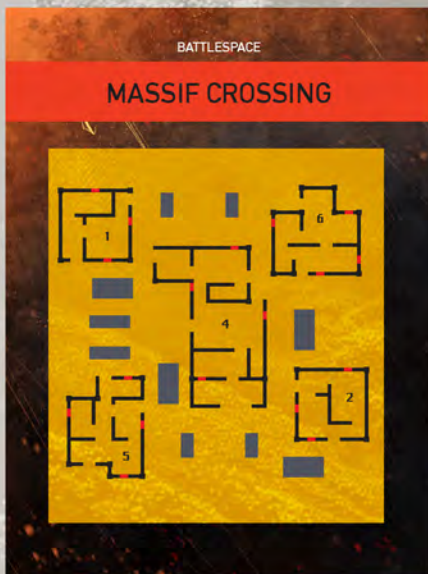
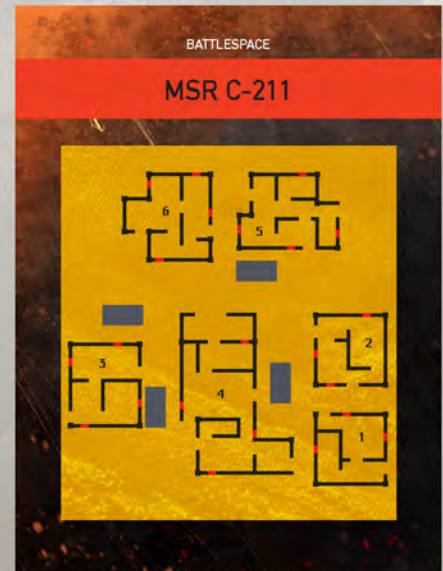
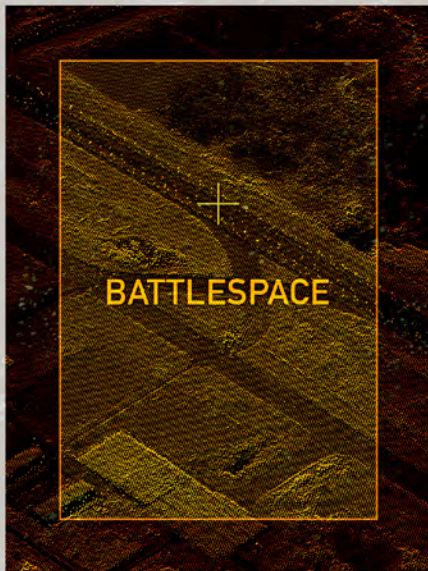
CARCASS WRAITH

SCORCH KILL TEAMS HAVE ESTABLISHED FIGHTING POSITIONS AT A CRITICAL JUNCTURE ALONG THE MAIN EXFIL ROUTE. A FLEET OF DRONES, ACTIONABLE ON TARGET AT A MOMENT'S NOTICE, PATROL THE TEMPORARY PERIMETER, WITH COMMAND AND CONTROL SYSTEMS BUILT INSIDE THE STRONGPOINT, THE POSITION CANNOT BE COMPROMISED WITHOUT RISKING THE ENTIRE FORCE.

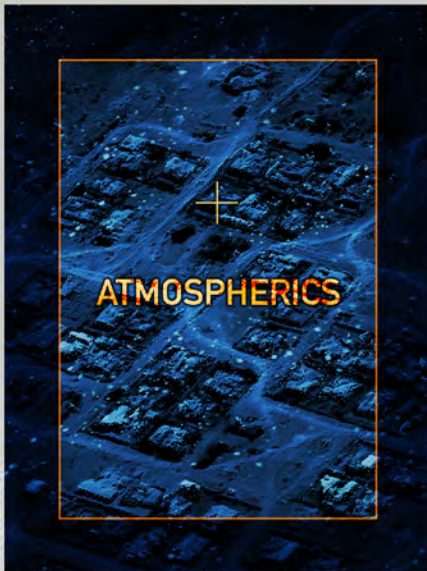
KNOWING THIS IS THEIR LAST CHANCE TO DESTROY THE SCORCH FORCE, THE AAYARI GUARD PRESS EVERY FIGHTING UNIT REMAINING INTO A FINAL, SWARMING MASSES ATTACK, BY BREACHING THIS PERIMETER AND DETONATING HIS SUICIDE VEST, A SINGLE MUHTASIB COULD REALISE HIS CAUSE—THE INDISCRIMINATE DEATH OF THE APOSTATE.

FOR COMPLETE PARAMETERS SEE PAGE 57
BLACK POWDER RED EARTH 28MM™ CORE BOOK

BATTLESPACE CARDS



ATMOSPHERICS CARDS



ATMOSPHERICS

CLEAR SKIES

JUST ANOTHER NIGHT IN THE CLADES.
NO SPECIAL RULES ARE IN EFFECT.

ATMOSPHERICS

CLEAR SKIES

MOONLIGHT WASHES OVER THE CLADE, DRAPING THE CORRIDORS WITH DULL LUMINANCE. UAS MOUNTED CAMERAS IN THE AIRSPACE AND THOSE POSITIONED IN THE LANES OF THE SPRAWL PICK OUT GROUND TEAMS AS SOON AS THEY DISPLACE.

UNITS AT THE TARGET POINT OF ANY FIRES CARD ARE AUTOMATICALLY KILLED WITH NO SAVE ROLL (OTHER UNITS STILL IN AREAS OF EFFECT ARE KILLED OR ROLL SAVES).

ATMOSPHERICS

SIROCCO

HURRICANE-FORCE WINDS THROTTLE THE BATTLESPACE, PUSHING CHOKING GUSTS AT 70 KNOTS INTO THE SPRAWL, AND WREAKING HAVOC IN THE AIRSPACE ABOVE.

EXPLOSIVE FIRES CARDS ARE RESOLVED WITH 2" GRENADE TEMPLATE ROLLS CENTERED ON THEIR INTENDED POINT OF IMPACT (FIRES EXPLOSION RADII ARE UNCHANGED, BUT PROPAGATE FROM THE ROLLED POINT OF IMPACT).

THE TARGETS OF SINGLE-TARGET FIRES CARDS GAIN +5 MODIFIERS TO SAVE ROLLS.

ATMOSPHERICS

SANDSTORM

A HAZE OF DUST CLOTS THE ALLEYWAYS AND STREETS, GIBLI WINDS STIR UP TRASH AND POLLUTION FROM BANKS OF SETTLED DUST, CREATING A STAGNANT GAUZE OF ADULTERANTS THAT MAKES IT DIFFICULT TO SEE OR BREATHE.

UNITS WITHOUT SAVE ROLLS CANNOT ATTACK AT RANGES EXCEEDING 12" (INCLUDING IMMEDIATE ACTIONS), AND THEIR MOVEMENT RANGE IS LIMITED TO 4".

ANY UNITS ATTEMPTING TO CROSS WAIST-HIGH COVER MUST PASS A CHECK OF 15 OR GREATER RATHER THAN 10 OR GREATER.

ATMOSPHERICS

BLOOD RAIN

BLOOD RAINS DROWN THE CHANNELS OF THE CLADE IN A HELLISH RED MIST. SAHARAN SAND, GOUGED OUT OF THE DESERT BY TURBID SQUALLS, PELTS THE TARGET AREA IN A TORRENTIAL DOWNPOUR INSEMINATED BY FLECKS OF RED MUD.

EXPLOSIVE FIRES CARDS ARE RESOLVED WITH 2" GRENADE TEMPLATE ROLLS CENTERED ON THEIR INTENDED POINT OF IMPACT (FIRES EXPLOSION RADII ARE UNCHANGED, BUT PROPAGATE FROM THE ROLLED POINT OF IMPACT).

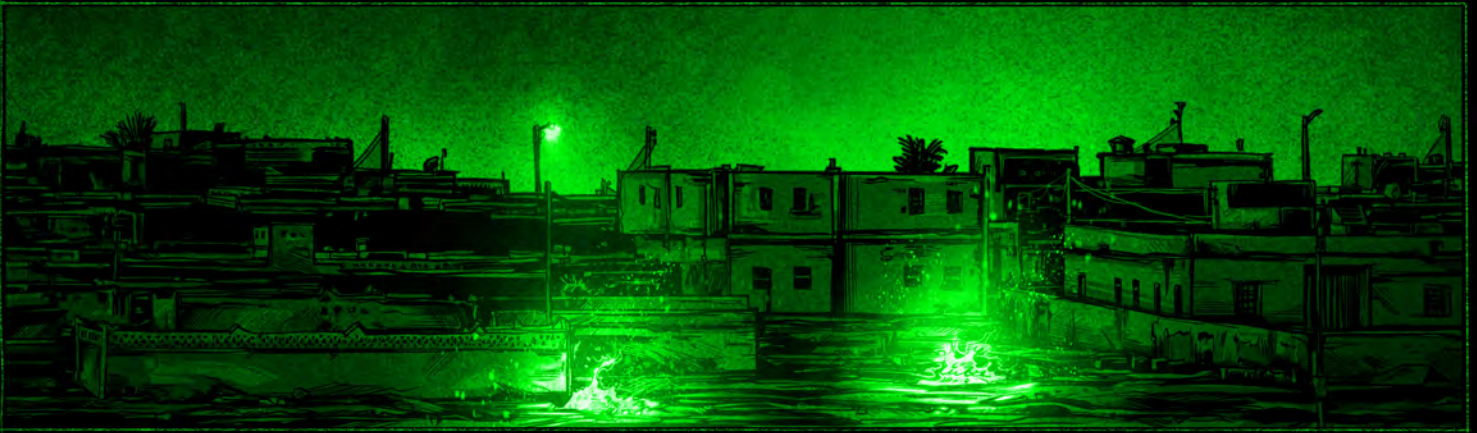
THE TARGETS OF SINGLE-TARGET FIRES CARDS GAIN +5 MODIFIERS TO SAVE ROLLS.

UNITS WITHOUT SAVE ROLLS CANNOT ATTACK AT RANGES EXCEEDING 12" (INCLUDING IMMEDIATE ACTIONS), AND THEIR MOVEMENT RANGE IS LIMITED TO 4".

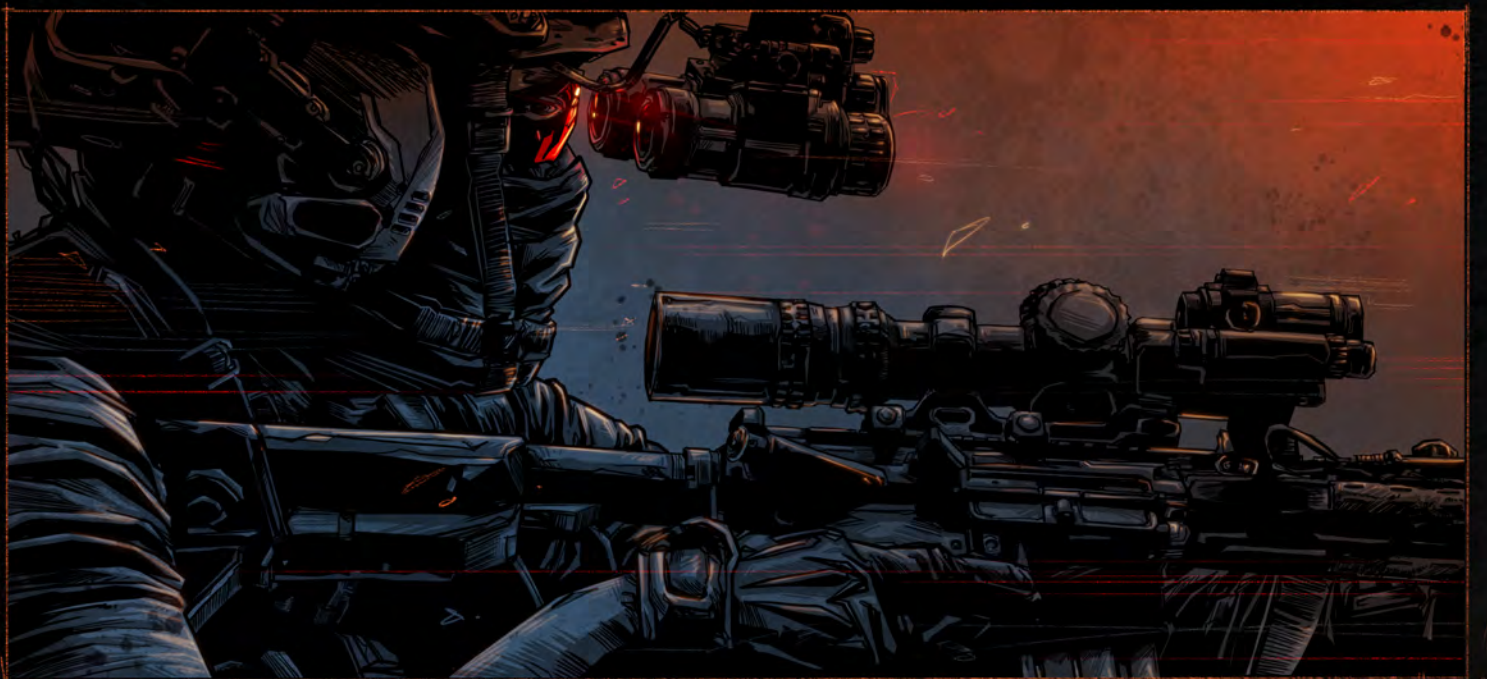
ANY UNITS ATTEMPTING TO CROSS WAIST-HIGH COVER MUST PASS A CHECK OF 15 OR GREATER RATHER THAN 10 OR GREATER.

TAMUJA BORDER CLADE - QASRA











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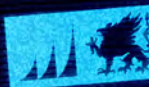
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- GOLF 2-2
- GOLF 2-3

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LST
IDLE
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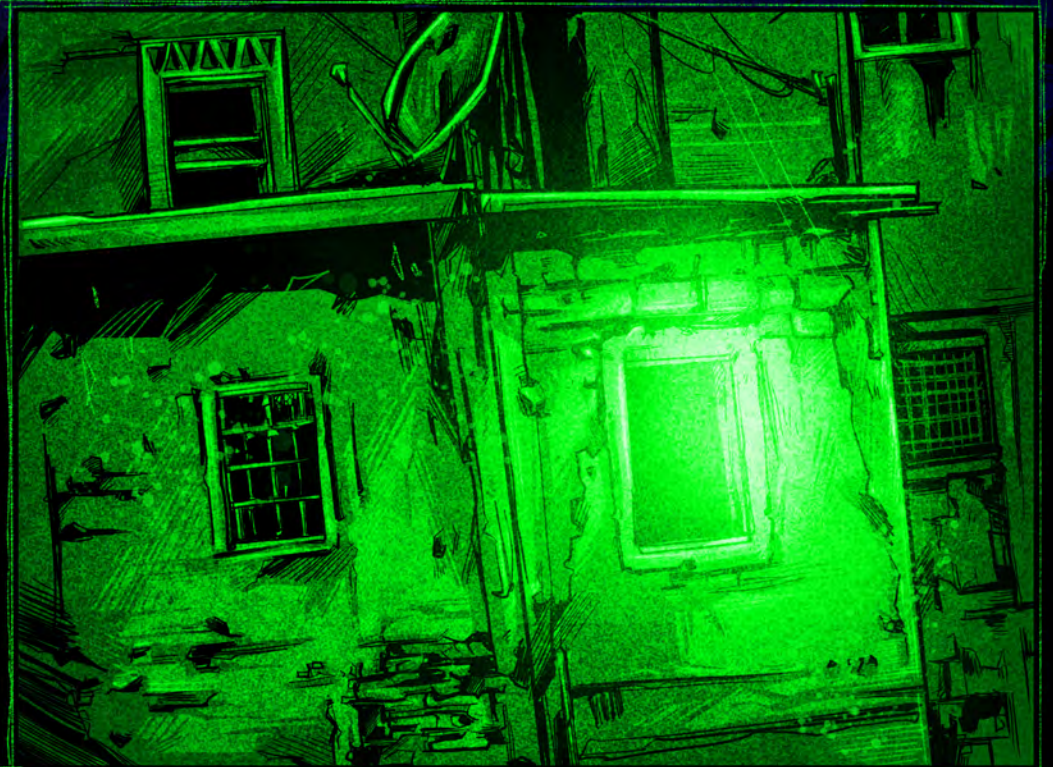
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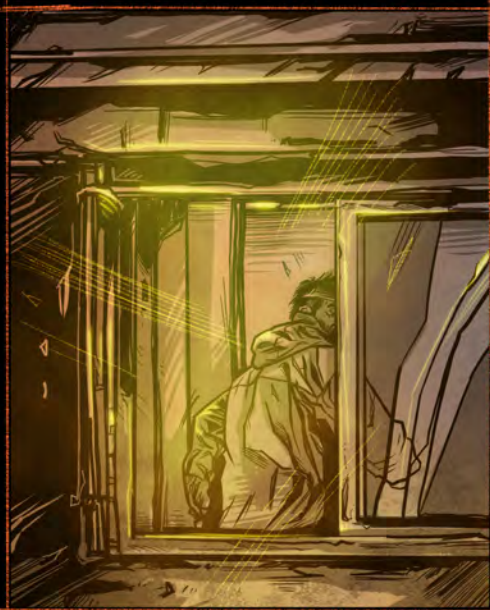
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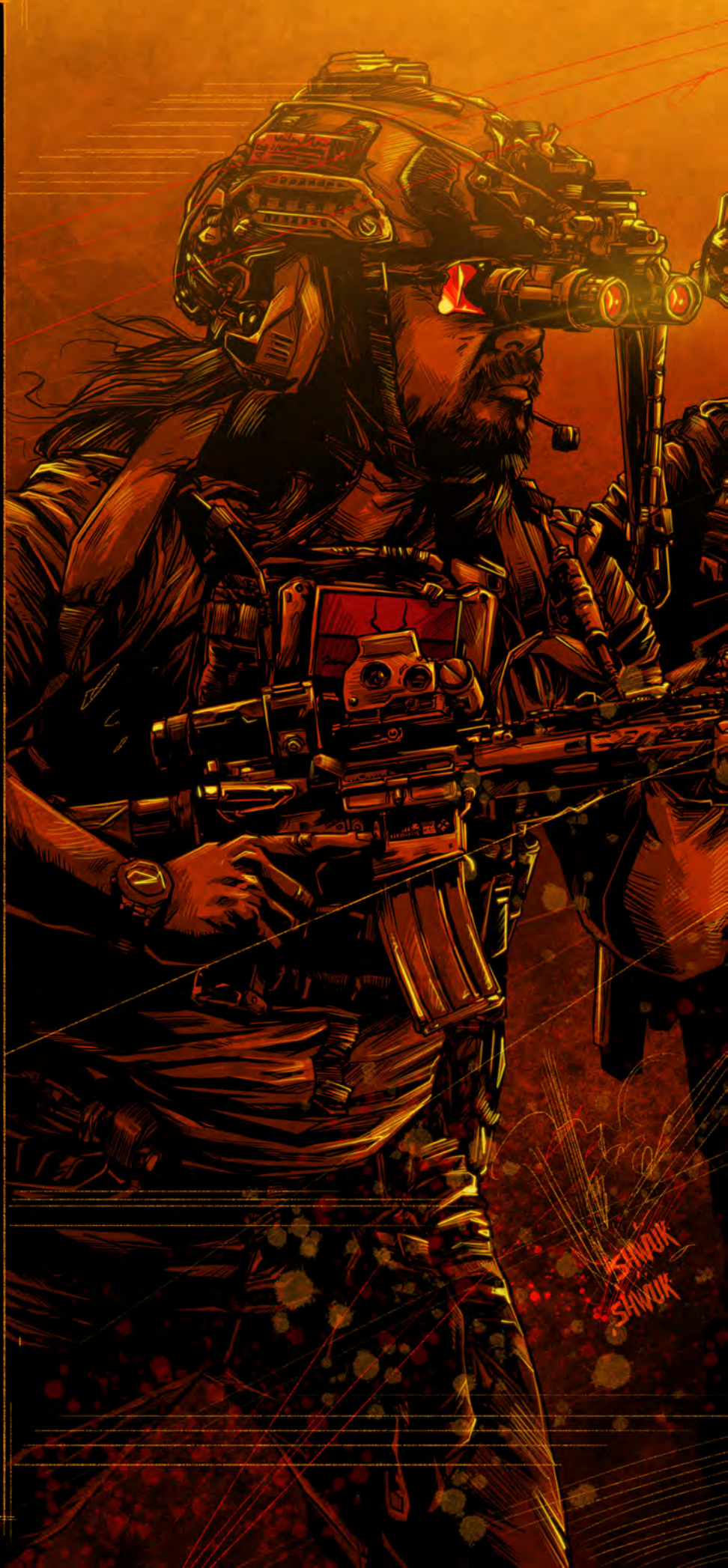


THIS IS
TWO-ZERO.
INITIATE.



COMPROMISED.

I REPEAT,
COMPROMISED.
SHORT COUNT.
3, 2, 1 - OXIDE.





NAR
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AREA
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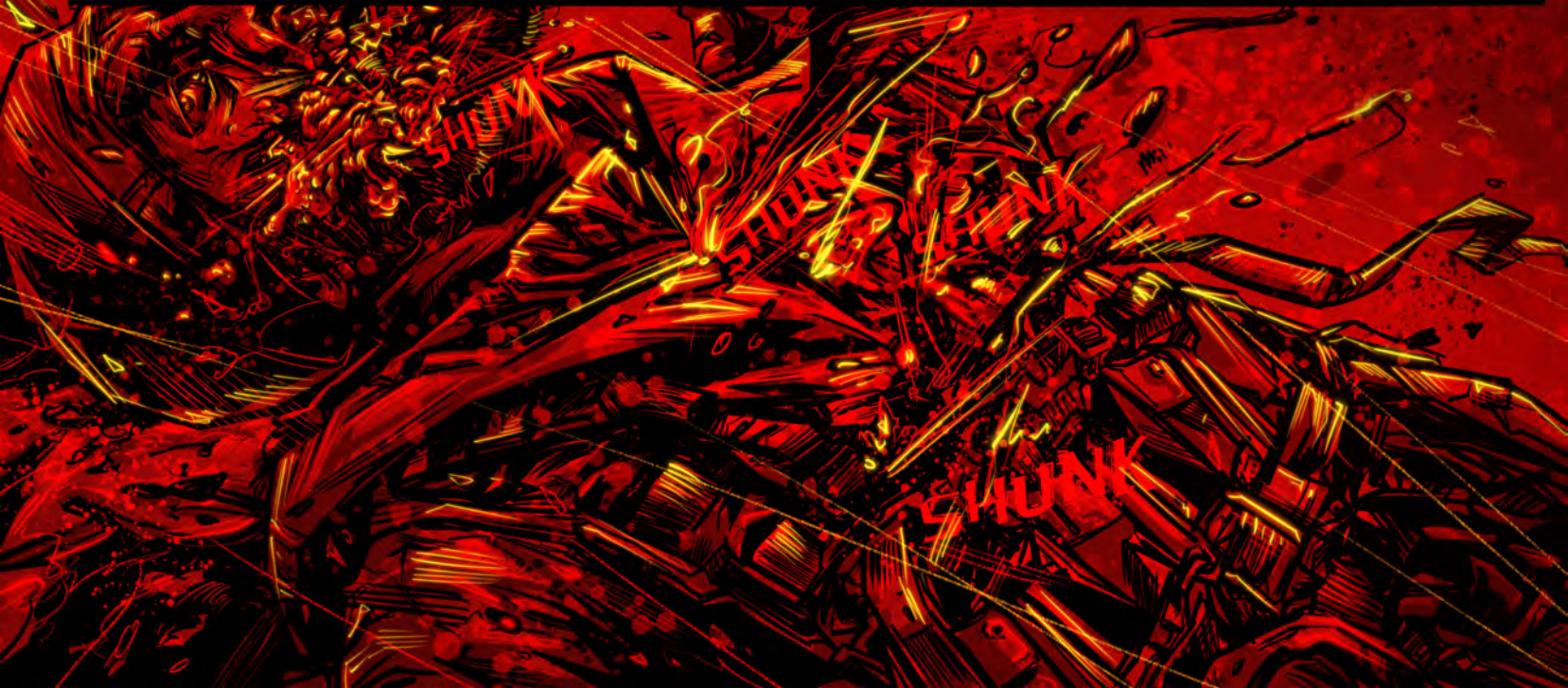
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GOLF 2-2 // GOLF 2-3
GOLF 2-1

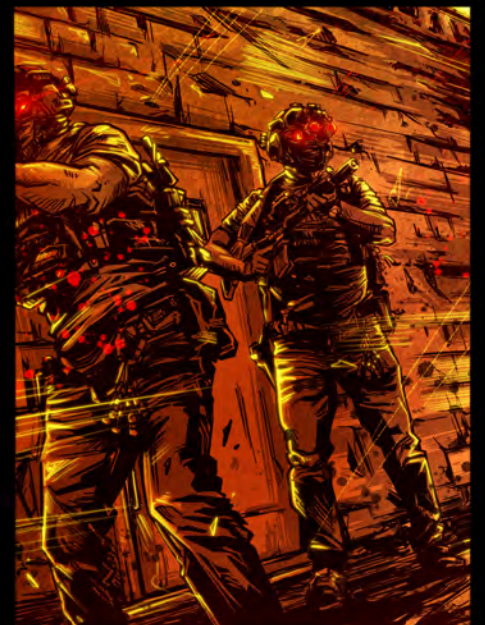
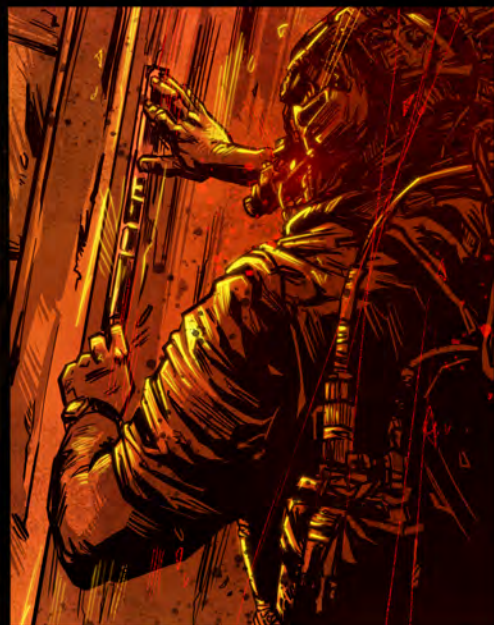
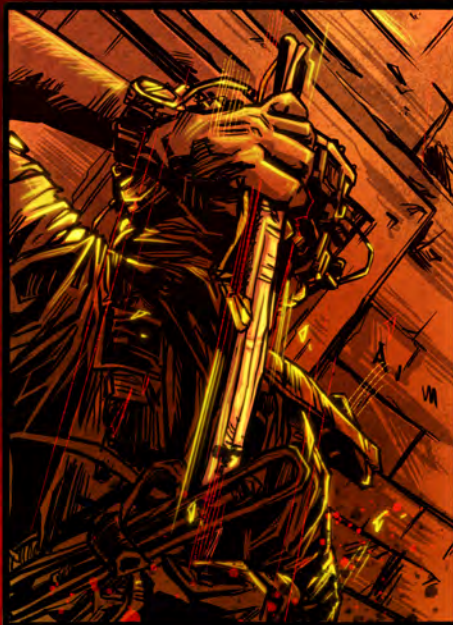
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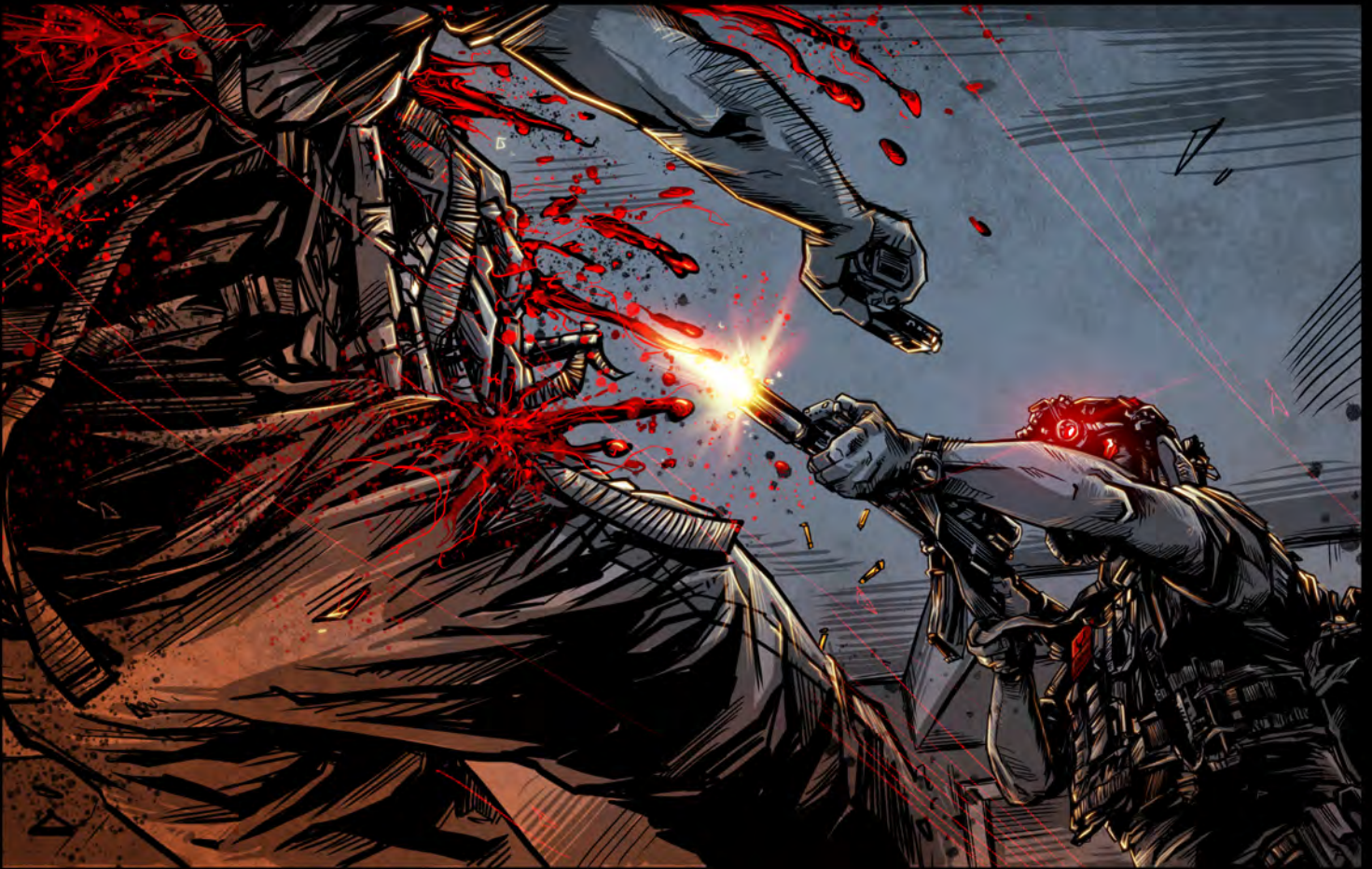
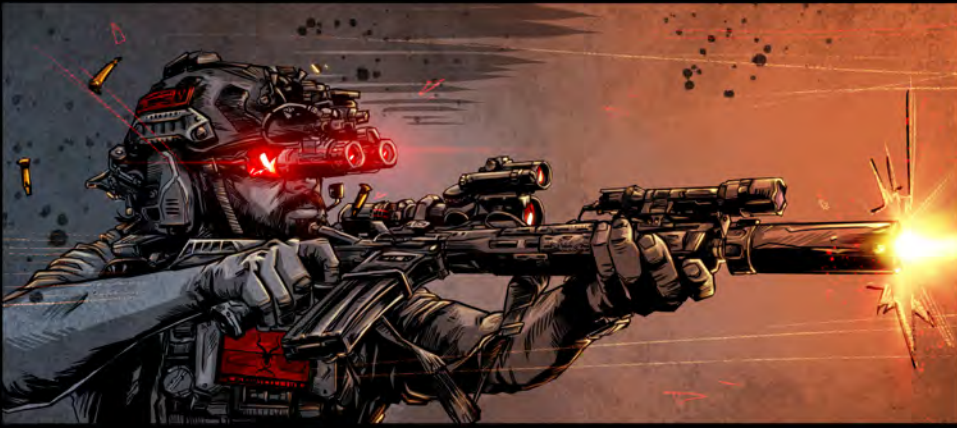












An aerial photograph of a dark, textured landscape, possibly a forest or a field of low-lying vegetation. The terrain is characterized by a grid-like pattern of rectangular sections, which could be fields or plots. The overall color palette is very dark, with shades of black, dark brown, and deep green. The lighting is somewhat uneven, creating subtle variations in tone across the different sections.

[AWBARI.BLACKPOWDERREDEARTH.COM]