



// SOLO SUPPLEMENT |

OPERATOR TACTICS: BIG GAME HUNTS

| CLR: HUNTER 

SOLO PLAY

5 PRE-BUILT HUNTS

FIELD ECOLOGY

A5 / TABLETOP

SUPPLEMENT

HUNT BOOKLET

— OPERATOR TACTICS: BIG GAME

BIG GAME HUNTS 2066

FIVE PRE-BUILT CONTRACTS

FOR OPERATOR TACTICS: BIG GAME

FIVE CONTRACTS. THREE TERRITORIES. **NO GENERATOR REQUIRED.**

PRE-BUILT HUNTS USING TC FIELD ECOLOGY FLORA, FAUNA, AND HAZARDS.

// BAFO // EURASIA // ANTARCTIC // JAVA SCATTER // FIELD ECOLOGY // TC2066

01

HUNT CARDS

All seven generator lines. Pre-filled. Deploy immediately.

02

ECOLOGY

TC Field Ecology creatures, flora, and hazards by territory.

03

ESCALATION

Standard field clearance to Black Ops Site Purge.

OPERATOR TACTICS

BIG GAME HUNTS

Five Pre-Built Contracts for Operator Tactics: Big Game

EDITION 01 · 2026 · TERRA CONFLICTUS

OT.BGH // HUNT BOOKLET // A5

Five pre-built hunts for the Bureau of Anomalous Field Observations. Three territories. Five specimens. No generator required. Each hunt uses *TC Field Ecology Vol. I* creatures, flora, and environmental hazards as active terrain pressure.

The ecology was there before the contract. It will be there after.

Requires *Operator Tactics Core Book*, *OT Solo Rules v5*, and *Big Game*.

Design & Writing: Jesse Alexander

Setting: Terra Conflictus 2066

Rules system: OT D6 Core / Solo Rules v5 / Big Game

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01/

HOW TO USE THESE HUNTS

The contract pays for results. The terrain does not care about your preparation.

HOW TO USE THESE HUNTS

Five contracts. Five specimens. Five territories that do not want you there.

WHAT THIS IS

This booklet contains five pre-built hunts for *Operator Tactics: Big Game*. Each hunt is a complete scenario. You do not roll the Hunt Generator. Everything is already on the card.

Each hunt uses the full Big Game ruleset: Approach Protocol, The Read, Specimen Anatomy, Pursuit Sequence. You need the *OT Core Book* and *OT Solo Rules v5*. You need *Big Game*. This booklet supplies the scenario. Those books supply the rules.

If you know Big Game: Go straight to the hunt. Each opens with a Hunt Index Card. Set up per CH03 of Big Game using the card's seven lines. Read the ecology notes and zone setup. The anatomy targets are pre-rolled and face-down at the back of each hunt. Do not read them until you earn them.

If this is your first hunt: Read CH01-CH04 of Big Game first. Return here when you understand the solo loop. These hunts are built for operators who have run at least one generated hunt.

HUNT INDEX CARD FORMAT

Each hunt's card follows the seven-step format from CH03 of Big Game:

LINE	CONTENT
1	Contract type and payout tier
2	Specimen type, tier, aberrant ability
3	Region and terrain complication
4	Competition type and behavior
5	Hunt complication
6	Handler and intel quality
7	Alert state and deployment

Write these seven lines on a blank index card before you deploy. That is your hunt card.

ECOLOGY ELEMENTS

Each hunt draws from *TC Field Ecology Vol. I*. The ecology entries are not combat encounters. They are environmental facts. A Ferrite Interference Moss patch grows where it grows. A Talpic Seismic Crawler hunts where there is vibration. The territory existed before the contract.

Creatures from Field Ecology appear in these hunts as secondary pressure. They are not the specimen. They are what the specimen's territory contains. Engage them, navigate around them, or use them as leverage. All three are viable.

Flora and Hazards function as written in *TC Field Ecology*. Where a mechanic needs clarification, a note appears in the hunt text.

ANATOMY TARGETS

Each hunt pre-rolls three anatomy targets. They appear at the end of the hunt entry under the heading **ANATOMY TARGETS**. Keep them face-down. Reveal each one as you earn it through The Read or Field Dossier bonus.

The targets are written in full, including hit and miss effects. Some hunts have tactical notes about specific targets. Read the note when you reveal that target.

CLIMAX VARIABLES

Each hunt has a D6 Climax Variable table. Roll when the specimen enters Cornered state, or when the hunt reaches a point of no return. Apply the result immediately. Some variables reference choices you made earlier in the hunt. Operators who paid attention get the version that works in their favor.

THE FIVE HUNTS

HUNT	CONTRACT	SPECIMEN	TERRITORY
01: Iron Grass	Kill Order	Vepr Ferox (Veteran)	Eurasian Steppes
02: Shackleton Margin	Data Recovery	Glaciosymbiont (Veteran+)	Type-3 Antarctic Peninsula Oasis
03: Scatter Lane	Live Capture	Laut Dalam (Veteran)	Type-4 (Veteran) Java Scatter
04: Cloud Descent	Kill Order	Harimau Awan (Soldier, wounded)	Java Scatter
05: Resonance Drift	Site Purge	Lumicite Resonance Entity (Soldier)	Eurasian Steppes

The hunts run in escalating complexity. Hunt 01 is a clean structure with secondary environmental pressure. Hunt 05 is a Black Ops contract against a target that standard gear cannot kill, in a territory that actively disadvantages gene-forged operators. Run them in order for a career progression. Run them in any order if you want the specific scenario.

BAFO OPERATIONAL NOTE. These scenarios are drawn from Bureau field archives. Contractor names have been removed. Outcome records are on file. Access is tier-restricted.

02/

HUNT 01: IRON GRASS

*Kill Order. Eurasian Steppes. The specimen
knows the grid.*

HUNT 01: IRON GRASS

BAFO Contract #447-F // Eurasian Contested Zone

HUNT INDEX CARD

Contract	Kill Order (Standard payout). Confirmed kill. Bring proof of removal.
Specimen	Vepr Ferox / Veteran tier / Adaptive Hide
Region	Eurasian Contested Zone / Terrain Complication: Contested Ground
Competition	No competition. Clean hunt.
Complication	Specimen is nesting. D3 Grunt-tier juveniles in Objective Zone. Kill the alpha and they scatter. Miss the alpha and they swarm.
Handler	Kestrel (Remote). Laconic. 1 free Tempo token at First Contact. "You need this."
Alert State	Hunting. Specimen on active patrol.

MISSION BRIEF

// KILL ORDER // FIELD CLEARANCE

TARGET: Vepr Ferox, alpha specimen. Territorial range centered on grid sector 4-Foxtrot. Breeding female, third generation feral. Ceramic-plate hide thickness exceeds program specification.

NOTE: Two prior engagement attempts by separate contractor teams. Both extracted without confirmed result. The specimen knows the grid sector. Update your approach accordingly.

OBJECTIVE: Confirmed removal. Tusk plate segment counts as proof. Intact plate section earns payout modifier step.

TERRAIN: EO/PCU border friction. Stale patrol patterns from decommissioned corridor. Weather event probability: moderate. Ferrite interference logged in sector.

EXTRACTION: Vehicle, grid reference Hotel-Seven. Three-kilometer walk to LZ if vehicle is unavailable.

HANDLER KESTREL ADDS: The juveniles are not in the brief. I flagged this to the Specimen Division. They said the brief is complete. I am telling you the brief is not complete.

SPECIMEN PROFILE

Vepr Ferox. *EO boar stock, third generation free. The tusks are heavier than the program intended.*

STATS // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 7" / AR 2 / 3 FW / 1 MW

Veteran tier: Has survived prior hunts. +1 inherent to all rolls (already applied above).

Armored Charge. When the Vepr moves 4" or more toward a target in a single action, the first hit it takes absorbs at its AR and does not reduce FW. The charge still requires the target to roll GUTS 4+ or fall prone.

Adaptive Hide (*Aberrant*). First hit each round absorbed. After absorbing: +1 to next attack.

Territorial. Does not pursue beyond 12" from the nearest cover it uses as a den. The boundary is the boundary. The Vepr knows it. You do not.

Behavior. Passive: roots, marks territory, ignores activity at distance. Aware: orients toward noise and advances slowly. Committed: full charge. Once committed, does not break off.

Juveniles (D3 Grunt-tier). No aberrant ability. Retain Armored Charge. No Territorial rule: juveniles swarm if the alpha is engaged and not immediately removed. Each juvenile: FIGHT Ord (4+) / TACT Bad (6+) / GUTS Ord (4+) / MOBI 7" / AR 1 / 2 FW / 0 MW.

ECOLOGY NOTES

Ferrite Interference Moss (*Flora*). Low gray-green ground cover. Smells of the chemical agents the EO uses for platform maintenance. The moss evolved to block EO sensor frequencies. It also blocks operator equipment running on the same frequency range. Six patches in the sector. Place 1D6 patches in the mission area at setup: distribute two in the Approach Corridor, two in the Objective Zone, one near the Kill Zone, one at GM discretion.

Effect: Any electronic sensor or comms unit within 3" of a Ferrite Interference Moss patch operates at reduced fidelity. OPINT checks using electronic equipment in range gain the Disadvantage condition. Comms drop inside patches. The specimen's territory overlaps two of the larger patches. This is not coincidence. The juvenile group uses one patch as a resting area.

Identification: The moss patches are visible to the naked eye but not distinguishable from ordinary ground cover without an OPINT 4+ check.

Talpic Seismic Crawler (*Creature*). Large burrowing invertebrate, 1.5-2 meters. Pre-Upheaval native to the Caspian basin, now range-expanded across the steppe. Nocturnal. Does not attack humans directly unless vibration sources overlap with its burrow strike threshold.

STATS // FIGHT Ord (4+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 5" (burrow) / AR 1 / 3 FW

Seismic Track. Detects any operator group of 3+ people or any vehicle moving within 15" as if it had line of sight. Stealth does not apply. Note: this hunt has one operator. The Seismic Crawler detects: combat action (any FIGHT roll), running movement (full MOBI), and the Vepr when it charges.

Burrow Strike. The Crawler emerges adjacent to its target, bypassing terrain. The emergence is the attack: target rolls GUTS 4+ or falls prone. On a natural 2 on the FIGHT roll, the target takes structural damage.

Deploy one Talpic Seismic Crawler in the Kill Zone at setup. It is below the surface. It does not surface until triggered.

Buran-Complex (*Hazard, Weather*). EO atmospheric documentation: high-altitude ionospheric discharge events producing ground-level EM pulse. Duration 4-8 minutes. Frequency: unpredictable.

Roll 1D6 at the start of Threat Phase 4. On a 1-2, a Buran-Complex begins. All electronic equipment in the affected radius (D6 x 4" from the GM-designated center point) goes offline for D6 rounds. This includes Kestrel's relay feed. She goes dark. Stale-Order Protocol platforms lose coordination. The Vepr is unaffected.

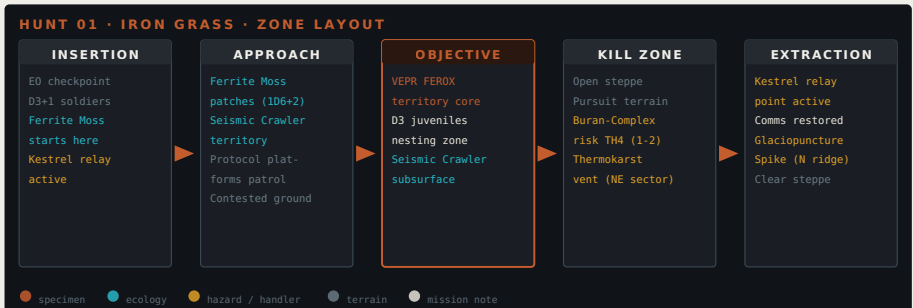
Stale-Order Protocol (*Hazard, Tactical*). Two EO autonomous platforms patrol the northern approach corridor. Last valid order received three weeks ago: suppress anomaly flags, maintain route, do not escalate. They are not hostile to the operator in any active sense. They are following an order written for a situation that no longer exists.

Effect: The platforms appear as EO units but do not respond to current tactical developments. They fire on operators who enter their line of sight arcs because that is within their operational parameters. They do not call for backup. They do not pursue.

Identifying a Protocol Platform: OPINT 4+ on first contact. Success: the operator recognizes the stale behavioral signature. The platform can be avoided by staying out of its fixed LoS arcs. Fail: the operator cannot distinguish a Protocol Platform from an active-coordination unit until the behavior makes it obvious.

Field Note: An operator who maps the platform's route can use it as cover. It patrols at predictable times and fires at predictable angles. It is the best kind of opposition if you know what it is.

ZONE SETUP



Insertion Zone. Eastern ridge. Low ravine. Cover adequate. Kestrel's last transmission reaches this zone. Ferrite Interference Moss patches begin at the ravine edge.

The abandoned monitoring station sits at the ravine entrance. One Thermophilid Viper shelters in the generator housing. At mission start, roll: on a 4+, the viper is inside the operator's equipment cache rather than the station housing. Discovery triggers automatic strike attempt.

Approach Corridor. Flat. That is the problem.

Two routes to the Objective Zone. Northern route: Stale-Order Protocol platforms patrol here. OPINT 4+ to identify them early enough to route around. Southern route: clear, but adds 2 zones of travel time. Glaciopuncture Spike on the southern ridgeline: operators moving at full MOBI cross exposed ground and roll GUTS 4+. Fail: 1 FW, MOBI reduced to 3" for D3 rounds.

Place two Ferrite Interference Moss patches here. One on each route.

Terrain Complication (Contested Ground). D3+1 EO Soldiers are on site, moving toward grid 4-Foxtrot. They are cataloguing the Vepr sign for a live extraction contract. They do not know the operator is here. They are not hostile unless engaged. If they reach the Objective Zone before the hunt concludes, the contract changes: Kill Order becomes Live Capture. Payout tier does not adjust.

Objective Zone. Vepr's territory core. Dense scrub thicket, abandoned equipment hulls. Two Ferrite Interference Moss patches block the primary sightlines. The juvenile group (D3 Grunt-tier Vepr) centers on the alpha's den location. The alpha patrols the territory perimeter.

One Talpic Seismic Crawler active below the zone. If the alpha charges or if combat begins, the Crawler detects the vibration. It surfaces in D3 rounds, adjacent to the highest vibration source.

Kill Zone. Open ground between Objective and Extraction. Where the alpha runs if cornered. Glaciopuncture Spike covers the northern track. Southern route is the Talpic Seismic Crawler's primary hunting range: it transitions to Committed here if not already engaged.

Extraction Zone. Vehicle LZ, grid Hotel-Seven. If the Buran-Complex fires before the operator reaches extraction, the vehicle's electronics may have gone offline. Roll 1D6: on a 1-2, the driver shut down and is waiting for the event to clear. Three-kilometer walk east in the dark, in contested territory, with the Psovoi Kazan pack that Kestrel also did not mention in the brief.

ANATOMY TARGETS

Keep these face-down. Reveal when earned through The Read or Field Dossier bonus. Do not reveal all three at setup.

Target A: Vital Organ (Anatomy Table result 4)

Hit: Counts as 2 FW damage instead of 1 on this hit. Miss: Hit counts as 1 FW only regardless of weapon.

Tactical Note: The Vepr's Armored Charge absorbs the first hit. Vital Organ is only meaningful if the operator can land a second hit in the same activation or has stripped the charge absorption. Earning this target early changes the approach calculus.

Target B: Structural Weak Point (Anatomy Table result 5)

Hit: Next hit against this target ignores 1 AR. No additional effect on miss.

Tactical Note: The Vepr carries AR 2. Structural Weak Point reduces that to AR 1 on the following shot. Combined with Vital Organ, a two-hit sequence becomes a kill sequence. Field Dossier bonus for three prior Vepr entries: Structural Weak Point is the most commonly identified target by experienced hunters.

Target C: Behavioral Trigger (Anatomy Table result 6)

Hit: Triggers a free SITREP (Likely). Favorable result is a direct consequence in the hunt fiction. Favorable result here: the alpha breaks from its territorial boundary. It runs. Pursuit Sequence begins.

Tactical Note: The Territorial rule means the Vepr will not cross its own boundary in standard engagement. Behavioral Trigger is the mechanism that removes that constraint. An operator who does not want a Pursuit Sequence should avoid this target.

CLIMAX VARIABLES

Roll D6 when the specimen enters Cornered state or at Threat Phase 7, whichever comes first.

D6 VARIABLE

- 1 The Buran-Complex fires now. All electronics offline. Kestrel drops. The EO patrol goes blind. The Vepr's territorial response is unaffected. Run the next two rounds without any electronic support.
- 2 One juvenile panics and charges the operator. The alpha responds to the juvenile's alarm call and enters Committed state immediately, bypassing the standard Cornered behavior. No Pursuit Sequence. It turns and fights.
- 3 The Talpic Seismic Crawler surfaces in the Kill Zone. Both the Vepr and the operator are within its detection range. The Crawler targets whichever produced higher vibration this round.
- 4 The EO patrol reaches the Objective Zone. They deploy containment equipment and engage the juveniles. Loud. The alpha responds. The patrol is now between the operator and the specimen.
- 5 The alpha enters the Ferrite Interference Moss patch in the Kill Zone. Inside the patch, the operator's targeting equipment fails. Adaptive Hide stacks with the sensor dead zone: first hit absorbed, and the operator cannot benefit from anatomy target bonuses while inside the patch.
- 6 Kestrel updates the contract: confirmed breeding female. Live capture payout doubles. This was her call and the operator did not receive a vote. SITREP (Even): does the operator have the containment gear to make this work? Yes: Live Capture rules apply. No: the contract is still Kill Order, but Kestrel is going to have a conversation with the operator afterward.

GM NOTE. The Talpic Seismic Crawler is not a combat encounter. It is what was already in the ground. Deploy it as discovery, not ambush. The Stale-Order Protocol platforms are navigational obstacles. An operator who ignores them gets shot at. An operator who maps them gets a predictable ally. The EO patrol is a clock, not a threat. They want the specimen alive. That goal directly conflicts with the contract. Let that conflict develop without forcing it.

03/

HUNT 02: SHACKLETON MARGIN

*Data Recovery. Antarctic Peninsula. The ice
pulled back. What was under it had been waiting.*

HUNT 02: SHACKLETON MARGIN

BAFO Contract #089-P // Antarctic Peninsula Oasis

HUNT INDEX CARD

Contract	Data Recovery (Standard payout). Document and record. Engage only if provoked.
Specimen	Glaciosymbiont Type-3 / Veteran tier (see Complication) / Environmental Merge + Resonance Scream
Region	Antarctic Peninsula Oasis / Terrain Complication: Hostile Weather
Competition	Rogue BAFO Cell (2 Veterans). Former Bureau operatives. Know your protocols. Know your handler.
Complication	Intel is wrong. Specimen is one tier higher than briefed. Handler claims clerical error.
Handler	Tanaka. Clinically detached. Wants samples more than results. Intel quality: Mixed. Specimen data perfect. Terrain data three years old.
Alert State	Dormant. Merged with glacier face.

MISSION BRIEF

// DATA RECOVERY // PRIORITY CLEARANCE

TARGET: Glaciosymbiont Type-3 variant, Sector 7 of the EREBUS approach glacier.

NOTE: No prior engagement data. The specimen has not been directly observed. Substrate resonance signatures confirmed twice by remote sensing. Visual confirmation required.

OBJECTIVE: Confirm specimen presence. Document behavior patterns. Tissue sample if achievable without provoking engagement. Do not destroy. Data is the product.

TERRAIN: Active weather advisory. EREBUS installation is 300 kilometers east. Shackleton Station Alpha was evacuated 18 months ago. The station is empty.

EXTRACTION: Aircraft LZ on coastal platform. Condition One protocol delays aircraft until weather clears.

TANAKA'S NOTE: The resonance readings from this specimen overlap with EREBUS substrate readings at the second decimal point. I want that documented. I want the behavioral sequence before surface and after surface both captured on the field log. If the specimen initiates Resonance Scream, let it complete the cycle. Document the duration.

SPECIMEN PROFILE

Glaciosymbiont Type-3. *It is not in the glacier. It is the glacier's surface layer, for a radius of approximately eight meters.*

Due to Hunt Complication (Intel is wrong), treat as **Heavy tier**. Apply Heavy tier modifiers: +1 AR. Treat with extreme caution.

STATS // FIGHT Good (2+) / TACT 0rd (4+) / GUTS Good (2+) / MOBI 0" (merged) / 5" (surfaced) / AR 3 / 4 FW / 2 MW

Glacier Merge (*Inherent, Type-3*). While merged with the ice surface, cannot be targeted by SHOOT. Cannot be identified without OPINT 4+. Any operator walking across the merged zone rolls GUTS 4+. Fail: 1 FW, surface erupts below them.

Resonance Scream (*Aberrant*). Once per round: all operators within 8" roll GUTS 4+. Fail: lose 1 action next activation.

Surface Sequence. When the Glaciosymbiont activates: surfaces for D3 rounds. Round 1: attacks. Rounds 2-3: fights defensively. Round 4: remerges if not killed. Cycle repeats.

Behavior. Passive: merged, static. Waits for vibration on its surface. Committed immediately on contact. No Aware state while merged.

ECOLOGY NOTES

Sporogyrum Barometricum (*Flora*). Gray-white, knee-high. Grows in the wind shadow of coastal rock formations. Produces no smell. The spores are invisible.

A microorganism colony that reproduces through spore dispersal triggered by barometric pressure change. The spores cause mild neurological effects when inhaled: spatial disorientation for 4-8 minutes, then full recovery.

Effect: Operators moving through Sporogyrum Barometricum terrain during barometric pressure change (approaching storm fronts, Hostile Weather triggering) roll GUTS 4+. Fail: all movement and TACT checks at -1 threshold for D3 rounds. Identification: OPINT 4+ before moving through the terrain identifies the colony. Without identification, the effect triggers automatically on a failed roll.

Deployment: The colony releases spores before the storm arrives. The colony fires before Hostile Weather applies. The operator may not know the storm is coming. The colony does.

Glaciovine (*Flora*). Bioengineered cold-adapted climbing vine, originally commissioned to reduce wind exposure on research station building exteriors. The station is abandoned. The vine is not.

Effect: Climbing surfaces covered by Glaciovine require FIGHT 4+ to ascend. Fail: operator slips and falls the distance climbed (1 FW per 2 meters). Glaciovine-covered structures cannot be demolished without clearing the vine first (3 actions per 3-meter section). Operators sheltering inside a Glaciovine-insulated space gain +1 to cold endurance rolls but lose one action due to reduced movement range.

Shackleton Station Alpha interior is threaded throughout with Glaciovine. The exterior walls are partially load-bearing through the vine.

Katabatic Strike (*Hazard, Weather*). Cold dense air cascading down the glacier face. Impact velocity reaches 100+ km/h. Common on the peninsula. Unpredictable in timing.

Detection: OPINT 4+ while observing the glacier face identifies the visual shimmer (temperature gradient buildup) 30-90 seconds before the wind hits. Without the check, the wind arrives unannounced.

Effect: Operators without cover in the impact zone roll GUTS 4+. Fail: knocked prone and moved D6" in the wind direction. All ranged attacks from exposed positions at -2 for D6 rounds. Light equipment (drones, sensor arrays, satellite displays) destroyed on 4+ for each unanchored piece.

Moulin Collapse (*Hazard, Environmental*). Seasonal melt creates void spaces under snow bridges crossing melt channels, crevasses, and subsidence areas. The surface is visually indistinguishable from solid ground.

Effect: Operators crossing unmarked snow terrain roll GUTS 4+ per 3" of movement. Fail: 1 FW and D2 drop. If melt water is below, the operator is submerged. Vehicles automatically break through any snow bridge not rated for vehicle weight.

Identification: OPINT 4+ while moving slowly (half MOBI) identifies unsafe sections. At full MOBI, the check is at -1.

The approach corridor and the objective zone both have Moulin Collapse hazard. Tanaka's terrain data is three years old. Three years ago, the melt was slower.

Jökulhlaup (*Hazard, Environmental*). Glacial outburst event: sudden propagation of a pressure crack through ice terrain.

At mission start, roll 1D6 for crack direction and place origin point at the GM's discretion (recommend the eastern approach). When triggered, every operator within 4" of the crack line rolls GUTS 4+. Fail: 1 MW (slab impact), separated from the rest of the board by the raised ridge. Crossing the ridge costs 4" MOBI and a FIGHT 4+ check (fail: 1 FW from broken ice).

Trigger: Vehicle movement, demolitions, or heavy impact within 8" of a subsidence zone. Roll 1D6: on a 1-2, the jökulhlaup triggers.

Lobodon Militaris (*Creature*). Modified leopard seal stock from Shackleton Station Alpha. The station was evacuated. The animals were released. Release improved their odds.

STATS // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 8" (water) / 4" (land) / AR 2 / 3 FW / 1 MW

Station Memory. Any active beacon in the mission area draws the nearest Lobodon specimen within D6 Threat Phases, regardless of other activity. Shackleton Station Alpha's emergency beacon is still transmitting. It has been transmitting for 18 months.

Torpedo Strike. The animal travels the final 4" of an approach underwater at maximum speed. Treat as a surprise attack: no response roll before FIGHT resolution.

Three Lobodon Militaris patrol the melt channels below the glacier approach. If the operator disables the station beacon: they lose the advantage of knowing where the Lobodon will converge, but the Lobodon stop converging. If they leave it active: three specimens arrive at the melt channels within D6 Threat Phases. Tanaka wants the beacon active for tracking data. The Lobodon are a known quantity at that point.

Pagodroma Voltaica (*Creature*). Engineered Antarctic petrel, mid-sized seabird. Modified for harsh weather flight. The static discharge capability was not in the original program parameters.

STATS // FIGHT Bad (6+) / TACT Bad (6+) / GUTS Ord (4+) / MOBI 10" (flight) / AR 0 / 1 FW

Static Discharge. When a Pagodroma Voltaica is killed or takes its first FW, it discharges. All operators within 4" roll TACT 4+. Fail: one electronic piece (comms, targeting, sensor display) goes offline for D3 rounds. The discharge occurs whether or not the bird intended it.

Flock. Pagodroma Voltaica travel in groups of D6+2. When the flock is disturbed (gunshot within 12", vehicle approach), all birds discharge simultaneously. Apply Static Discharge to all operators within 6" of the flock's central position.

A flock of D6+2 birds nests on the exposed rock face directly above the specimen's known position. They are not hostile. Disturbing the flock is the problem.

ZONE SETUP



Insertion Zone. Coastal landing, rocky beach. Melt water channels visible at low tide. Shackleton Station Alpha beacon transmitting from the station structure above the waterline. The operator can disable it (2 actions, TACT 4+) before moving further. Disabling it stops the Lobodon convergence but raises a question: who else is using that beacon signal? Answer: the Rogue BAFO Cell is using it as a waypoint marker.

Jökulhlaup crack line runs east of the landing site. Mark it at setup.

Approach Corridor. Glacier approach, lower slope. Sporogyrum Barometricum mats cover the central path (visible, knee-high, gray-white). Pagodroma Voltaica nests on the rock outcrop above the path's midpoint. Moulin Collapse hazard begins 6" into the approach.

The Rogue BAFO Cell entered from the west. Their tracks are in the snow. They are not fresh. They were here before the operator's insertion, which is not possible given the contract timeline. Either Tanaka issued this contract to two parties, or the Cell had different intel. Their footprints approach the objective zone and do not return.

Hostile Weather (Terrain Complication): Visibility reduced to 12". SHOOT beyond 12" at -1. Wind noise masks movement: Stealth +1 for all parties. Katabatic Strike possible any Threat Phase: OPINT 4+ from the objective zone to observe the glacier face and get advance warning.

Objective Zone. Upper glacier face. The Glaciosymbiont's merged zone: subtle blue-gray discoloration across an 8-meter section. In low light or during precipitation, it is invisible. OPINT 4+ to identify without The Read.

The Rogue BAFO Cell is positioned at the zone edge. They have documentation equipment. They are not attempting to engage the specimen. They are documenting it. They arrived first. They know what it is. One of them is positioned directly on the merged zone. They do not know what they are standing on.

Read action: OPINT 4+ (DC 3+ for solo operators in Big Game) reveals merged vs. surfaced state and one anatomy target.

Katabatic shimmer visible from here if the operator is watching. OPINT 4+ to detect the shimmer before the strike arrives.

Kill Zone. Open snow between glacier face and extraction. Moulin Collapse active throughout. If the Lobodon Militaris are converging (beacon still active), they arrive here in the melt channels below this zone by Threat Phase D6.

Extraction Zone. Aircraft LZ on coastal platform. Glaciovine has colonized the emergency shelter structure. The aircraft is waiting. Condition One (blizzard event) may be en route.

Condition One: Roll 1D6 at the start of Threat Phase 6. On a 1-3, Condition One begins. Visibility drops to 2-4 meters. No vehicle operation. Full mission lockdown protocol. Aircraft stands down. The clock still runs. The Rogue BAFO Cell is also trapped. The specimen does not care about weather events.

ANATOMY TARGETS

Keep face-down. Reveal when earned through The Read or Field Dossier bonus.

Target A: Neural Cluster (Anatomy Table result 1)

Hit: Specimen loses 1 action next activation. Surfaced round 2 or 3 becomes a single-action turn. Miss: Specimen gains +1 to its next attack.

Tactical Note: Against the Surface Sequence, timing matters. Neural Cluster hit on Round 1 of surfacing delays the Round 2 defensive fight. Neural Cluster miss on Round 1 gives the specimen +1 on its Round 1 attack. Declare Read target before rolling.

Target B: Resonance Core (Anatomy Table result 2)

Hit: Lumericite-type result. -1 AR for rest of hunt. Aberrant ability (Resonance Scream) disabled for D3 rounds. This is the only target that the Read can guarantee locating: Type-3 Natural 6 Read result reveals Resonance Core plus one additional target automatically.

Tactical Note: Tanaka wants the Resonance Scream documented before the hunt concludes. Hitting this target disables it. If the operator wants the payout modifier for specimen data recovery, document the Resonance Scream before targeting the Resonance Core. Tanaka will notice.

Target C: Primary Limb (Anatomy Table result 3)

Hit: Specimen MOBI reduced by 3" until healed (1 round, Cornered state). No additional effect on miss.

Tactical Note: A surfaced Glaciosymbiont moves at 5". Primary Limb reduces that to 2". At 2" MOBI, the specimen cannot reach the operator across more than one zone in a single activation. This buys time for a second Read action.

CLIMAX VARIABLES

Roll D6 when specimen enters *Cornered* state or at *Threat Phase 8*, whichever comes first.

D6 VARIABLE

- 1 Condition One arrives early. Zero visibility. The Rogue BAFO Cell is 6" from the specimen. They cannot see the operator. Neither can they see the Moulin Collapse void opening directly beneath their current position. The clock keeps running.
 - 2 Katabatic Strike arrives unannounced (operator failed the OPINT check). The Pagodroma Voltaica flock discharges simultaneously from the disturbance. Two rounds in which no one can use electronic targeting. The specimen surfaces during this window.
 - 3 The specimen's Resonance Scream triggers the Sporogryum Barometricum spore release in the approach corridor. Every operator in the Objective Zone is affected: all movement and TACT checks at -1 for D3 rounds. The specimen is fully merged. It will not surface again until the GUTS effects clear.
 - 4 Tanaka transmits updated data: the resonance signature matches three other specimens in the Archive, all classified above this contractor's clearance. She wants documentation of the full Resonance Scream cycle. "The contract was never removal. Do not remove it." The Cell received the same transmission.
 - 5 The Lobodon Militaris arrive. Three specimens in the melt channels below the Kill Zone. The station beacon drew them. Torpedo Strike range: they breach from the channel adjacent to any operator near the water. They do not distinguish between the operator and the Rogue BAFO Cell.
 - 6 The jökulhlaup triggers. The crack propagates across the Kill Zone. The operator and the Rogue BAFO Cell are now on opposite sides of a 1-meter ridge of broken ice. The specimen surfaces between them. Both parties have clear shots at the specimen. Neither party has a clear shot at anything else.
-

GM NOTE. The Rogue BAFO Cell is not primarily hostile to the operator. They are running what appears to be the same contract. The question is who issued their version and why. Let that ambiguity sit. If the operator engages them, they fight back. If the operator doesn't, they document the specimen and leave. Their field log, if the operator recovers it, references contract number 089-P-Archive. Tanaka will not confirm what that suffix means.

04/

HUNT 03: SCATTER LANE

Live Capture. Java Scatter. Eight contractors investigated the signal. None reported back.

HUNT 03: SCATTER LANE

BAFO Contract #213-P // Java Scatter

HUNT INDEX CARD

Contract	Live Capture (Priority payout). Specimen alive and viable. BAFO supplies containment gear.
Specimen	Laut Dalam Type-4 / Veteran tier / Radio Lure + Adaptive Hide
Region	Java Scatter (PFZ maritime confederation) / Terrain Complication: Civilian Presence
Competition	Menagerie (1 Soldier + 1 Tech). Black-market live-capture team. If you interfere, they fight.
Complication	Second specimen. Same type, one tier lower, no aberrant ability. The two operate as a coordinated pair.
Handler	Voss. Measured, careful. Holds back more than she shares. One free SITREP reroll per mission.
Alert State	Hunting. Active water transit.

MISSION BRIEF

// LIVE CAPTURE // PRIORITY CLEARANCE

TARGET: Laut Dalam Type-4, confirmed active in Submerged Ruin Network, Grid Sector 9. Core resonance node located. Radio Lure pattern documented.

NOTE: This specimen has been operating in Sector 9 for eleven months. Eight contractors investigated the Radio Lure signal before this contract was written. None reported back. BAFO categorizes the prior contractor losses as "field data." This contract was written with that data.

OBJECTIVE: Capture the primary specimen alive. Containment gel provided at insertion. Core resonance node must be intact on delivery. A killed specimen pays Standard, not Priority.

TERRAIN: Submerged urban zone, shallow water, partial structural access. Civilian population active in upper floors.

EXTRACTION: Boat, northern channel marker. Your contact is there. His name is Daud. Daud knows about the bloom and has been waiting for it to cycle down. It has not cycled down.

VOSS ADDS: There is a second signal in the sector. I am still assessing. Deploy as briefed.

SPECIMEN PROFILE

Laut Dalam Type-4. *If you hear your own voice calling for help from the submerged ruins, do not go toward it.*

Primary specimen (Veteran tier)

STATS // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 10" (water only) / AR 1 / 3 FW / 1 MW

Radio Lure (*Aberrant*). Once per mission. The Laut Dalam transmits a distress signal on the operator's active comms frequency. SITREP (Unlikely) to resist. Fail: the operator moves D6" toward the signal source on their next activation. Identification: OPINT 4+ on a dedicated check (one action, must be declared before moving) identifies the lure before it triggers.

Adaptive Hide (*Aberrant*). First hit each round absorbed. After absorbing: the Laut Dalam gains +1 to its next FIGHT roll.

Core Location. A bioluminescent node, approximately fist-sized. OPINT 4+ locates it within the water mass. Until located, attacks deal maximum 1 FW regardless of roll. Live capture requires the node intact. See Live Capture rules below.

Behavior. Passive: submerged near structure. Aware: surfaces to assess, submerges. Committed: one surfaces as decoy, the second specimen approaches from the secondary water access.

Secondary specimen (Soldier tier, no aberrant ability)

STATS // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 10" (water only) / AR 1 / 3 FW / 1 MW

No Radio Lure. No Adaptive Hide. Full Soldier FW. Activates when the primary is engaged. Approaches from the secondary water access point. Acts as flanking threat.

LIVE CAPTURE RULES

To capture the primary specimen alive:

1. **Locate the Core:** OPINT 4+, one action, while the specimen is in the same water body. Record that the Core is located.
2. **Reduce the specimen:** Bring to 1 FW remaining, or apply Primary Limb anatomy hit (Cornered, MOBI reduced).
3. **Apply containment gel:** 1 action, adjacent to the specimen. BAFO-supplied gear.

The Core must remain intact on delivery. Vital Organ hits that destroy the Core void the Live Capture payout. The operator receives Standard payout for a killed specimen.

ECOLOGY NOTES

Jaring Kelp (*Flora*). Bioengineered macroalgae with high-tensile frond structure, designed to entangle propellers and small watercraft. Engineered for the PFZ's aquaculture barrier program. Now covers approximately 40% of the Scatter's navigable submerged-ruin water lanes.

Effect: Any motorized watercraft moving at speed through a Jaring Kelp zone rolls TACT 4+ or has its propulsion system entangled (immobilized until cleared: 3 actions, FIGHT check). Swimmers moving at speed: FIGHT 4+ or immobilized (D3 actions to free, GUTS check to avoid panic). Moving at half speed does not require a roll.

Identification: Jaring Kelp is visible above the waterline as dark green mats. Not visible below water in low-visibility conditions. OPINT 4+ identifies underwater coverage before contact.

Deploy Jaring Kelp in the main water transit lanes of the Approach Corridor and the Kill Zone. The Menagerie is moving at half speed because they know about the kelp. They have been here before.

Ranjau Apung (*Hazard, Environmental*). Unexploded ordnance, legacy shipping debris, and informal mining operations have seeded the Java Scatter's shallow water zones with a variable density of submerged hazards. Ranjau apung (floating mines) is the local term, applied to any submerged ordnance regardless of original type. Some are mapped. Most are not.

Effect: Roll 1D6 at mission start. That is the number of active hazards in the water-transit area. Place them randomly. Any watercraft moving at speed through a hazard zone detonates on a 3+ roll (1D6): 2 MW to all aboard, vehicle destroyed. Swimmers detonating a hazard: direct explosive hit, 1 MW minimum. OPINT 4+ underwater survey identifies hazard locations (requires 1 Threat Phase of survey time per 6" of water).

Api Laut (*Hazard, Environmental*). Phosphorescent dinoflagellate bloom. Every operator who enters the water glows for six hours.

The bloom is active in the central water mass. Any operator entering the water during an active Api Laut bloom is outlined in blue-green light visible at 20" in darkness. The bloom marks the specimen's movement pattern from above: a Read action taken from elevated position above an active bloom identifies the specimen's recent path through the water. The only removal method is a full gear change or 6+ hours elapsed.

Banjir Bandang (*Hazard, Weather*). Rapid-onset monsoon precipitation, 100+ mm/hr. Zero visibility in ninety seconds. Flash flood standard designation in Scatter communities.

Local warning: operators with cultivated contacts in the Scatter community receive 10-minute advance warning on a successful Contact roll. Without contacts: no warning.

Effect (when triggered): Visibility drops to 3". SHOOT beyond 3" at Bad (6+) regardless of base skill. Drone and aerial surveillance goes offline. Comms range halves. All open water crossings become GUTS 4+ per 3" traveled.

Timing: The Banjir Bandang arrives at the start of Threat Phase 5. No warning for this operator unless they have community contacts. The local community knew this morning.

Haliaeetus Corsair (*Creature*). Modified sea eagle, PFZ-origin. Three nesting territories on the relay infrastructure above the submerged zone. These birds have been feral for fifteen years and treat the relay network as their territory.

STATS // FIGHT Ord (4+) / TACT Good (2+) / GUTS Ord (4+) / MOBI 12" (flight) / AR 0 / 2 FW

Mob Response. When one Haliaeetus Corsair is attacked or killed, all eagles within 12" immediately commit to engagement. Number responding: roll 1D6+2. They attack the aggressor, not the whole operator group.

Stoop. A Haliaeetus Corsair beginning its activation 6" or more above the target and diving in a straight line gains +1 to FIGHT. A natural 2 also inflicts bleed (1 FW at the start of the target's next activation).

The Menagerie is camped directly under the largest nest cluster. Any weapon fire within 12" of the nests triggers Mob Response.

Carcharhinus Profundus (*Creature*). Large coastal shark. Colonized the drowned urban architecture of the Java Scatter during the flooding events. Patrols the same corridor for six years.

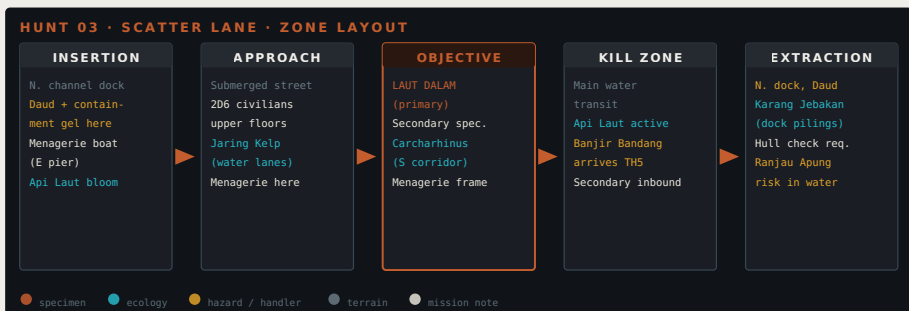
STATS // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 12" (water) / AR 1 / 3 FW / 2 MW

Corridor Claim. A Carcharhinus Profundus in a submerged structural corridor treats that corridor as its hunting territory. All operators in the corridor are prey. It attacks the nearest operator on every activation without a targeting consideration.

Frenzy. On the shark's second Mortal Wound, it enters Frenzy: attacks twice per activation, does not retreat, attacks until dead or no operators remain in the water.

One Carcharhinus Profundus patrols the submerged corridor connecting the Objective Zone to the secondary water access. Its patrol route runs directly through the Live Capture path.

ZONE SETUP



Insertion Zone. Northern channel. Boat drop-off. Daud is waiting at the channel marker. He has the containment gel.

Haliaeetus Corsair nests visible on the relay infrastructure above the dock. One active nest within weapon range of the insertion point. Api Laut bloom marks the waterline in blue-green light. The Menagerie's boat is tied to the eastern pier. It has Karang Jebakan trap coral on the hull. They do not know this. Their hull inspection was 14 months ago.

Approach Corridor. Partially submerged street level. First floor above water. Second floor dry. 2D6 civilian non-combatants move through upper-floor access routes throughout the mission. They are not hostile. Collateral damage against them triggers Heat +2.

Jaring Kelp in the primary water transit lane. Ranjau Apung: 1D6 mines distributed in the water area. The Radio Lure signal is detectable from here: OPINT 4+ identifies the signal source before it triggers. The Menagerie is in this corridor, moving at half speed through the kelp.

Objective Zone. Submerged building section, floors 2-4 accessible above water. Primary specimen's core territory. The Core resonance node is in the flooded interior (OPINT 4+ to locate while the specimen is in the same water body).

The Carcharhinus Profundus patrols the corridor on the building's south side. This corridor connects to the secondary water access. The secondary specimen approaches through this corridor.

The Menagerie has a Live Capture setup in this zone. They arrived first. They are attempting the same objective. Their Tech operative is setting up a containment frame in the second-floor corridor. If they complete it before the operator engages, they will attempt to drive the specimen into the frame. This works as a capture method. The Menagerie claims any specimen their frame holds.

Kill Zone. Main water transit between Objective and Extraction. Api Laut bloom marks everything. Banjir Bandang hits here at Threat Phase 5. The secondary specimen approaches from the south channel, through this zone, once the primary is engaged.

Extraction Zone. Northern dock. Daud is here. The Karang Jebakan trap coral has colonized the dock pilings. OPINT 4+ underwater survey before mooring identifies the growth. The extraction boat requires hull inspection (1 action, TACT 4+) before it can safely transit at speed.

ANATOMY TARGETS

Keep face-down. Reveal when earned through The Read or Field Dossier bonus.

Target A: Vital Organ (Anatomy Table result 4)

Hit: Counts as 2 FW damage instead of 1. Miss: Hit counts as 1 FW only.

Tactical Note: The Core resonance node is adjacent to this target. An uncontrolled Vital Organ hit may damage the node. If the Core has not yet been located, do not assume the node is clear of the Vital Organ damage radius. Document the hit. Tanaka will want to know.

Target B: Resonance Core (Anatomy Table result 2)

Hit: Lumicite-type result: -1 AR for rest of hunt. Aberrant ability disabled for D3 rounds. Also: locating this anatomy target is functionally identical to the OPINT check for Core Location. Radio Lure and Adaptive Hide are both disabled if this target is hit.

Live Capture Note: Do not destroy this target. Hitting it with a kill strike voids the live capture contract. The anatomy hit itself (disabling aberrant ability, reducing AR) is permissible. A kill strike through this target is not.

Target C: Primary Limb (Anatomy Table result 3)

Hit: Specimen MOBI reduced by 3" until healed. At Veteran-tier base MOBI 10", this reduces to 7". At Cornered state, movement is further restricted: the specimen cannot exit the current zone.

Live Capture Note: This is the cleanest capture setup. Primary Limb hit brings the specimen to Cornered/immobilized. Containment gel application: 1 action, adjacent. If the secondary specimen is still active, it will attempt to reach the primary during this window.

CLIMAX VARIABLES

Roll D6 when the primary specimen enters Cornered state or at Threat Phase 6.

D6 VARIABLE

- 1 Banjir Bandang arrives one Threat Phase early. Visibility 3". The Menagerie is in the water. The secondary specimen is in the water. The Carcharhinus is in Frenzy from an earlier hull impact. No one can see further than arm's length.
 - 2 The Radio Lure activates at maximum range. It uses Voss's voice. SITREP (Unlikely) to resist. Voss does not know this is happening. She has not heard her own voice come back from the water before. "Do not adjust. Maintain position."
 - 3 Haliaeetus Corsair Mob Response triggers. The Menagerie fired a weapon near the relay nest. D6+2 eagles. They attack the Menagerie first, then the nearest warm body in range. Combat in the Objective Zone during Mob Response triggers the secondary specimen's activation.
 - 4 The secondary specimen activates its own distress behavior (non-aberrant call). The 2D6 civilian non-combatants in the Approach Corridor respond. They are moving toward the water. They have no context for what they are moving toward.
 - 5 Api Laut bloom surges. Every operator in the water is outlined in blue-green at 20" range. The Menagerie is visible. The operator is visible. The specimen's core location glows. The Carcharhinus responds to the light pattern. This will not last more than two rounds.
 - 6 Voss transmits: the extraction boat has a hull breach. Karang Jebakan, confirmed. The secondary extraction route runs through the Carcharhinus corridor. The primary specimen is still alive and the containment window is open. "Adjust your approach. I am still assessing."
-

GM NOTE. The Menagerie is competition with a legitimate operational claim on the specimen. They are not villains. They are running the same objective for a different buyer. Competition rules from Big Game CH04 apply. They engage the operator only if the operator attacks first, if the operator is between them and the specimen, or if only one party can claim the kill and they rolled higher on SITREP (Even). The *Carcharhinus Profundus* is not a combat encounter. It is what lives in that corridor. The operator chose to use the corridor. If the primary specimen is still alive when the Banjir Bandang hits, Voss's SITREP reroll is the most valuable resource the operator has.

05/

HUNT 04: CLOUD DESCENT

*Kill Order. Island peak. It came down twice in
thirty seconds.*

HUNT 04: CLOUD DESCENT

BAFO Contract #334-F // Java Scatter, island peak elevation

HUNT INDEX CARD

Contract	Kill Order (Standard payout). Confirmed kill. Recovery of prior team field logs encouraged but not contractual.
Specimen	Harimau Awan / Soldier tier (wounded) / Cloud Strike
Region	Java Scatter, island peak / Terrain Complication: Deep Installation Access
Competition	Freelance Solo (1 Veteran operator). Same contract. Arrives D3 rounds after you. Shoots first, files later.
Complication	Specimen is wounded. Prior team engaged (all dead). Half FW (minimum 1). It learned. +1 to all combat rolls.
Handler	Nasri. Sharp, encrypted. Trusts you with data, not with reasons. D3 bonus Intel Tokens (spend for +1 on any Field Read).
Alert State	Hunting. Strike cycle active.

MISSION BRIEF

// KILL ORDER // FIELD CLEARANCE

TARGET: Harimau Awan, large modified raptor, confirmed active on island peak elevation, Grid Sector 3.

NOTE: Prior contractor team (three operators, Veteran-rank, combined 14 hunts of experience) engaged this specimen 72 hours ago. Last transmission received: "It came down twice in thirty seconds." No further contact. BAFO has categorized the prior engagement as "field data acquisition."

OBJECTIVE: Confirmed kill. Recovery of the prior team's field logs is encouraged and will earn a payout modifier. BAFO wants to know what happened in that thirty seconds.

TERRAIN: Island peak habitat. Cloud cover consistently active. The PFZ does not acknowledge the installation at the peak. The installation is at the peak. Approach with relevant awareness.

EXTRACTION: Maritime boat, 400 meters offshore. Swim, or arrange otherwise.

NASRI ADDS: There are things I know about that installation that I am not authorized to share at your clearance level. I recommend you not approach it. I also recommend you do not approach the specimen from directly below. I am sharing what I can.

SPECIMEN PROFILE

Harimau Awan. *You see it in cloud cover above the peak. Then you don't. Then something is above you.*

Classified CREATURE (D). Unacknowledged PFZ gene-forging program. Harimau awan: cloud tiger. The name fits. Large modified raptor, island-peak habitat, long wingspan, low-profile silhouette. Does not hunt from a fixed nest. Hunts a route. This makes it difficult to locate when inactive.

Starting condition: Wounded. Half FW (2 FW remaining from standard 3 FW, minimum 1). +1 to all combat rolls from the prior engagement.

STATS // FIGHT Good (2+) / TACT Good (2+) / GUTS Ord (4+) / MOBI 14" (flight) / AR 1 / 3 FW / 1 MW

Apply wounded condition: 2 FW current. All combat rolls at +1 (already learned from prior engagement). The wound makes it faster to remove. The +1 makes it dangerous.

Cloud Strike (*Inherent*). The Harimau Awan descends from minimum 10" altitude above its target. The target cannot see it coming: no response roll before FIGHT resolution. After the strike, the Harimau Awan ascends immediately and returns to cloud cover.

Strike Interval. The specimen strikes once per Threat Phase. If an operator successfully defends against the strike and returns fire, the Harimau Awan retreats to cloud cover for one full Threat Phase before striking again. It does not engage prolonged combat.

Behavior. *Passive*: circles in cloud cover. Does not reveal itself unless attacking. *Aware*: selects a target and enters strike approach. *Committed*: full strike cycle. Does not break cycle until successfully defended against.

ECOLOGY NOTES

Banjir Bandang (*Hazard, Weather*). Flash flood precipitation. The island peak weather is unpredictable. The Harimau Awan uses the cloud cover to hunt. When the Banjir Bandang arrives (no local contact on this peak: no warning), visibility drops to 3". Cloud cover doubles effective thickness. The specimen can initiate Cloud Strike from 4" altitude above target with no visual warning sign.

The Banjir Bandang arrives at Threat Phase 5 unless a previous weather event has already changed the sequence. Without civilian contact at the peak: no warning.

Haliaeetus Corsair (*Creature*). Twelve nesting territories on the relay infrastructure and peak rock formations. The Harimau Awan has coexisted with these birds. It ignores them. They do not ignore noise and fire.

STATS // FIGHT Ord (4+) / TACT Good (2+) / GUTS Ord (4+) / MOBI 12" (flight) / AR 0 / 2 FW

Mob Response. When one *Haliaeetus Corsair* is attacked or killed, all eagles within 12" immediately commit. Number responding: 1D6+2. They attack the aggressor.

Relay Nest. Nests built on former relay infrastructure degrade the relay system. Any comms relay in the mission area with an active nest requires OPINT 4+ to use effectively.

The Freelance Solo competitor has a direct approach. They are loud. When they arrive (D3 rounds after the operator), they will trigger at least one Mob Response before they reach the Kill Zone.

Jaring Kelp (*Flora*). The extraction swim route crosses a Jaring Kelp zone, approximately 80 meters offshore. The kelp is visible from the surface during daylight. During the Api Laut bloom, the kelp patterns are visible from above. Below the surface: not visible in low-visibility conditions. Moving at half swim speed avoids the entanglement check.

Ranjau Apung (*Hazard, Environmental*). D3 floating mines in the extraction swim route. Prior conflict debris. Not mapped by any current PFZ chart. OPINT 4+ underwater survey identifies locations (1 Threat Phase of survey time per 6" of water). The boat 400 meters offshore has not moved. Daud knows about the mines. He did not share this information before the operator inserted.

Api Laut (*Hazard, Environmental*). The coastal waters glow. Any operator who enters the water during the bloom is visible at 20" range in darkness for D6 hours. The offshore boat can see the swimmer. Everything at the waterline can see the swimmer.

PRIOR TEAM'S INDEX CARD

The prior contractor team was here. They left equipment in the Approach Corridor.

At setup, the GM places the prior team's scattered field gear somewhere in the Approach Corridor. One piece of equipment is a partially completed Hunt Index Card. It is face-down.

TACT 4+ check (1 action, adjacent to the gear) to notice it. On success, the operator finds the index card.

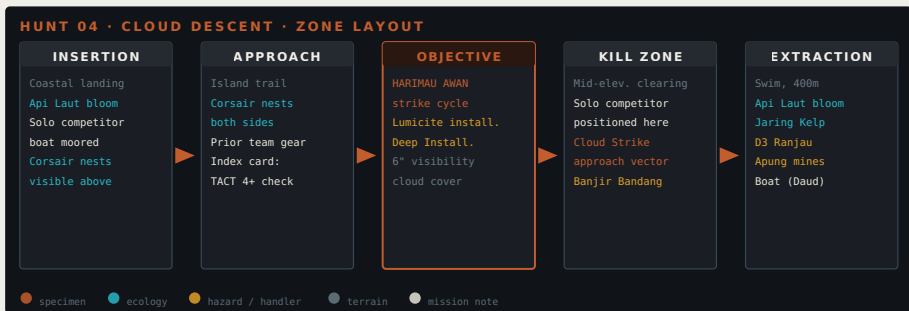
What the index card contains:

The prior team's Read result, entered before the hunt went wrong. It identifies one anatomy target (Neural Cluster, Target A). The operator receives Neural Cluster as a known anatomy target without spending a Read action.

The card also has a handwritten note: "Second strike was not a strike. It was a test. If it comes down twice in the first round, the first hit is not the attack."

This note refers to Cloud Strike behavior: the first descent in a round is reconnaissance. The actual strike comes from a different angle. Against a wounded specimen: the first descent may be bait. The specimen learned this from the prior team. Whether to trust a dead contractor's notes is the operator's decision.

ZONE SETUP



Insertion Zone. Island base. Coastal landing. Api Laut bloom active at the waterline. The Freelance Solo competitor's boat is already moored nearby. They inserted before the operator. Their boot prints go up the island trail.

The *Haliaeetus Corsair* nests are visible on the relay infrastructure above. OPINT 4+ to count active nests and estimate territory radii before beginning the ascent. The operator can plan the route around the nests. The Freelance Solo competitor did not bother with this.

Approach Corridor. Island trail, ascending. *Haliaeetus Corsair* nests on both sides of the central path. Moving through an active territory does not trigger Mob Response unless a weapon is fired or a bird is struck. The nests themselves are not threats. The weapons fire near them is.

Prior team's field equipment scattered across the lower approach. The Hunt Index Card is here. The prior team's medic pouch is here (contents: standard medical supplies, 1 use each). Their comms unit is here: damaged but the recording function still runs. It captured the last 30 seconds of their final Threat Phase. Playing it back requires 1 action and TACT 4+. What the recording contains: Cloud Strike, the test behavior, and the sound of the second descent arriving from directly above.

Objective Zone. Island peak. The sealed Lumicite installation is here. It should not be. Nasri knew. The installation is partially active: resonance readings detectable, Lumicite substrate humming at a frequency that gene-forged operators can perceive as a low vibration in the chest. This is the Resonance Drift Zone: gene-forged operators roll GUTS 4+ at the end of each round in the installation vicinity or take 1 FW.

Cloud cover is dense at the peak. Visibility 6". The Harimau Awan is in it.

Deep Installation Access (Terrain Complication). The sealed installation is in this zone. If the Harimau Awan reaches the installation: upgrade to Veteran tier and add Lumicite Pulse (once per mission: all electronics within 12" offline for 1 round). This is the Deep Installation Access terrain complication from Step 3 of the Hunt Generator. The specimen is wounded and learning. It knows the installation is elevated ground.

Kill Zone. Mid-elevation clearing. Primary strike approach vector for the Harimau Awan. The Freelance Solo competitor is positioned here. They arrived first and took the advantageous position. They want the kill. They are not going to share the contract.

Competition rules apply: the Freelance Solo competitor engages the operator only if the operator attacks first, if the operator is between them and the specimen, or if only one party can claim the kill and the SITREP (Even) result says they act. Otherwise: they are hunting the same target, from the same field, and the contract goes to whoever gets the shot.

Extraction Zone. Coastal swim. Api Laut bloom. Jaring Kelp. Ranjau Apung. The offshore boat is waiting. Daud knows about the mines. He will tell the operator about the mines when the operator is in the water, because that is when it will matter to him.

ANATOMY TARGETS

Keep face-down. Reveal when earned through The Read or Field Dossier bonus. Target A may be pre-revealed if the operator found the prior team's index card.

Target A: Neural Cluster (Anatomy Table result 1)

Hit: Specimen loses 1 action next activation. Against the Harimau Awan: the lost action cancels the Cloud Strike for this Threat Phase. The specimen cannot initiate a strike on a round it lost its action.

Miss: Specimen gains +1 to its next attack. Against a specimen already at +1 from the wound: +2 total. Combined with Cloud Strike (no response roll): this is a severe result.

Prior Team Note: The index card identifies this target. "Neural Cluster. You get one shot at it per round. Miss and it comes back angrier."

Target B: Behavioral Trigger (Anatomy Table result 6)

Hit: Free SITREP (Likely). Favorable result: the specimen breaks the Strike Interval cycle. It descends to ground level. Cloud Strike is unavailable at ground level. The specimen enters standard combat at its current tier.

Tactical Note: A ground-level Harimau Awan loses its primary advantage but gains flanking options. It is wounded. At ground level, the operator can engage at FIGHT range. The Freelance Solo competitor has the same shot.

Target C: Structural Weak Point (Anatomy Table result 5)

Hit: Next hit against this target ignores 1 AR. The Harimau Awan carries AR 1. Structural Weak Point effectively removes all armor on the following hit.

CLIMAX VARIABLES

Roll D6 when specimen enters Cornered state or reaches the installation, whichever comes first.

D6 VARIABLE

- 1 The Harimau Awan reaches the installation. Upgrade to Veteran tier. Lumericite Pulse fires immediately: all electronics offline in 12" for 1 round. The Freelance Solo competitor's targeting goes dark. The operator's targeting goes dark. The specimen is now at Veteran tier with full Lumericite backing, 2 FW remaining and +1 to all rolls.
 - 2 Banjir Bandang arrives. Cloud cover triples. The specimen initiates Cloud Strike from 4" above. No shimmer warning at this altitude. The surprise attack bonus stacks with the wound +1: +2 total on the FIGHT roll with no response permitted.
 - 3 The Freelance Solo competitor engages the specimen. Cloud Strike hits them for 2 FW. They are down but not out. They are between the operator and the specimen. The specimen is Committed. The competitor needs help they will not ask for.
 - 4 Haliaeetus Corsair Mob Response hits the Kill Zone. The competitor triggered it. 1D6+2 eagles. The specimen is momentarily distracted by the aerial commotion. One Threat Phase where it does not execute Cloud Strike. The competitor is in the middle of the eagle engagement.
 - 5 The prior team's field log playback activates on the recovered comms unit (if the operator took it). BAFO Recording: "The thing came down twice in thirty seconds. The second strike was not a strike. It was a test." The specimen has been running this pattern since the prior engagement. It knows the operator is here. It has been watching since insertion. Add +1 to all Harimau Awan rolls this round, on top of the wound bonus.
 - 6 The Freelance Solo competitor and the operator reach the specimen simultaneously in the Kill Zone. SITREP (Even): on an Even result, the competitor makes their move. On an Odd result, they hold. The specimen does not hold. Cloud Strike from directly above while both operators are in the same zone. No response roll for either party.
-

GM NOTE. The wound makes this hunt possible. The +1 to all rolls makes it still dangerous. These two facts exist together. The Harimau Awan is not weakened. It is an injured predator that has killed three Veteran-rank contractors and adapted its hunting pattern from the experience. The prior team's index card and the recording are tools. They are accurate. The specimen is still acting on new information. The Freelance Solo competitor is competition, not an obstacle. If they kill the specimen first, the contract fails. That is a legitimate hunt outcome. Nasri will call with a different contract the next week. She always does.

06/

HUNT 05: RESONANCE DRIFT

Site Purge. Black Ops. The entity already knows your template. This was withheld from the brief.

HUNT 05: RESONANCE DRIFT

BAFO Contract #601-BO // Eurasian Contested Zone, active Lumicite installation

HUNT INDEX CARD

Contract	Site Purge (Black Ops payout). Active Lumicite installation. Eliminate all anomalous activity. Archive clearance required.
Specimen	Lumicite Resonance Entity / Soldier tier / Template Regression + Resonance Scream
Region	Eurasian Contested Zone / Terrain Complication: Resonance Drift Zone
Competition	The Collector (1 Heavy). Solo operator with Lumicite-infused gear. Does not kill. Takes specimens somewhere. +1 to all rolls.
Complication	The specimen remembers you. SITREP result 5-6: heard the Deep Frequency through your gene-forged template. +1 to all rolls against the operator specifically.
Handler	No Handler. Comms dead. Running blind. Payout upgrades one tier if you survive.
Alert State	Hunting. Entity in active contact state with the installation.

MISSION BRIEF

// SITE PURGE // BLACK OPS

[ARCHIVE CLEARANCE REQUIRED TO ACCESS FULL BRIEF]

[REDACTED] LUMICITE INSTALLATION [REDACTED] EURASIAN SECTOR
[REDACTED]

ACTIVE ENTITY. ARCHIVE CLASSIFICATION: [REDACTED]. BEHAVIORAL STATUS:
[REDACTED].

OPERATIONAL NOTE: This is a Black Ops contract. No handler assigned. Comms are subject to installation interference from the moment of insertion. You will be operating on field judgment.

OBJECTIVE: Eliminate the entity. Secure the installation. Extraction team is at the outer perimeter. They will not enter the installation under any circumstances. This is policy.

[REDACTED NOTE, PARTIAL RECONSTRUCTION FROM FIELD ARCHIVE]: The entity has been active for [REDACTED] months. It has had contact with [REDACTED] prior contractors. We have been monitoring the frequency overlap between those contractors and this entity's behavioral outputs. If you are gene-forged, the entity already knows your template line. This information was withheld from this contract brief for operational reasons.

SURVIVING THIS CONTRACT PAYS BLACK OPS RATE. THE RATE IS WORTH IT.

SPECIMEN PROFILE

Lumicite Resonance Entity. *Not biological. Proto-consciousness from energy substrate. Incomplete. Hungry.*

The entity is what was sealed in the installation. It is responsive to genetic templates. Gene-forged operators are not invisible to it. They are interesting to it.

STATS (Soldier tier) // FIGHT Good (2+) / TACT Ord (4+) / GUTS Good (2+) / MOBI 8" / AR 2 / 3 FW / 1 MW

Conventional weapons are limited. Standard rounds reduce FW but cannot inflict Mortal Wounds. Lumicite-infused ammunition (Black Ops Field Requisition, Tier 3 only) is the primary damage method. Force the entity away from its installation and its form degrades. It will reform at the installation within D6 hours if not destroyed.

Template Regression (*Aberrant*). First Mortal Wound upgrades the entity's tier by one step. Soldier becomes Veteran (AR 3, additional actions). Grunt becomes Soldier. This upgrade is permanent for the rest of the hunt.

Resonance Scream (*Aberrant*). Once per round: all operators within 8" roll GUTS 4+. Fail: lose 1 action next activation. Inside the installation (Lumicite amplification), Resonance Scream range extends to 10".

Target Priority. Gene-forged operator senses template resonance. If multiple targets are present, the entity prioritizes the gene-forged operator over baseline operators. The Collector is not gene-forged. The Collector is not a priority target for the entity. This is relevant.

Behavior. The entity does not follow Enemy AI Protocol. It follows something older. It distributes through the installation structure. It is not in one place. It fills the structure. It tracks the operator through resonance, not sight.

Warning (Specimen Catalog). Gene-forged operators report hearing the entity as language. Do not attempt to communicate. Do not respond. It does not speak. It recruits.

LUMICITE ROUNDS

This contract is Black Ops tier. The Field Requisition at this tier includes Lumicite-infused rounds.

If the operator does not have Lumicite ammunition: SITREP (Even). Even = there is a cache inside the installation. Odd = the operator is running standard rounds against a target that standard rounds cannot kill. The contract cannot be completed with standard rounds. The extraction team has Lumicite rounds. They will trade them for the operator coming out of the installation and leaving the door open. This is not a good trade.

ECOLOGY NOTES

Resonance Drift Zone (*Terrain Complication, active throughout mission area*). The entity's presence has been saturating this sector for months. Gene-forged operators are affected.

Effect: At the end of each round, gene-forged operators roll GUTS 4+. Fail: 1 FW. Baseline operators: unaffected. The Collector is not gene-forged. The Stale-Order Protocol platforms are electronics. The Psovoi Kazan are trained but not gene-forged. The entity is the source of the drift. Eliminating it ends the effect.

Escalation: During the Buran-Complex event, treat the Resonance Drift GUTS check as DC 3+ for gene-forged operators for the event's duration.

Ferrite Interference Moss (*Flora*). Covers the installation exterior and the approach corridors extensively. All electronic equipment within 3" of a moss patch operates at reduced fidelity. OPINT using electronic equipment: Disadvantage. Comms dead in the installation vicinity. This is the primary reason No Handler.

Place 1D6+2 patches in the mission area. Distribute: two in the Approach Corridor, three in the Objective Zone (installation interior), one at the Kill Zone edge, remainder at GM discretion.

Stale-Order Protocol (*Hazard, Tactical*). Two EO autonomous platforms patrol the installation perimeter. Three-week-old orders. They are not aware the entity has subsumed the installation. They fire on anomalous movement within their LoS arcs.

This includes the operator. This includes The Collector. It does not include the entity. The entity does not register on their detection systems.

OPINT 4+ to identify as Protocol platforms. An operator who maps the patrol routes can time movement to avoid the arcs. A protocol platform that takes weapons fire from the operator will not respond with additional hostility: it is running last-order behavior. It fires because its orders say fire. It does not escalate because escalation is not in the order.

Psovoi Kazan (*Creature*). A pack of six patrols the outer installation perimeter. These are EO labor compound security dogs, now feral after the compound closure. Trained for perimeter response. The training functions without a handler.

STATS // FIGHT Ord (4+) / TACT Good (2+) / GUTS Good (2+) / MOBI 8" / AR 0 / 2 FW

Pack Signal. When a Psovoi detects an operator, it vocalizes. All Psovoi within 10" immediately move to Aware state and orient toward the signal. They do not commit until the pack numbers three or more in contact range.

Trained Flank. When three or more Psovoi are in Committed state, they distribute automatically into flanking formation: one in front, one on each side. The surrounded operator cannot benefit from single-direction cover.

The Collector does not trigger Pack Signal. The Collector is not warm enough, or the pack learned. Either way, the pack ignores The Collector and focuses on the operator.

Buran-Complex (*Hazard, Weather*). Roll at the start of Threat Phase 4. On a 1-2, a Buran-Complex begins. Center at the GM's discretion (recommend the installation's central access point). All electronic equipment in the affected radius (D6 x 4") offline for D6 rounds. Stale-Order Protocols lose coordination and run last valid order independently. The entity is unaffected. The Resonance Drift escalates.

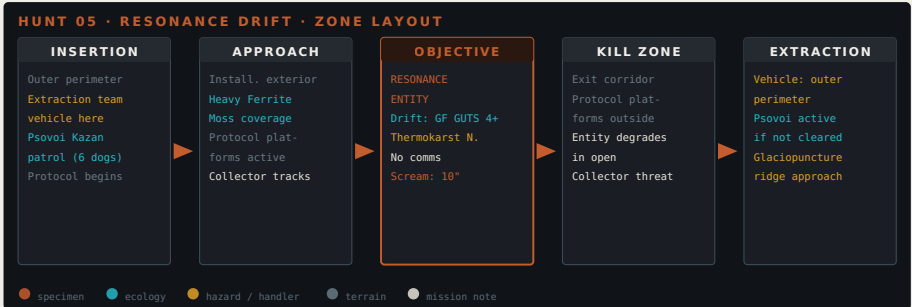
Thermokarst Event (*Hazard, Environmental*). A methane subsidence zone is active under the installation's northern sector. The permafrost disruption from the installation's foundation work, combined with extraction activity in the region, has created an active vent zone.

Trigger: Heavy movement, demolitions, or weapons fire in the northern sector. Roll 1D6 on trigger: on 1-2, a thermokarst event begins. The zone fills with invisible, flammable methane gas.

Effect (in the thermokarst zone, D6 x 3" from vent point): Operators spending more than 2 consecutive rounds at ground level without respiratory protection roll GUTS 4+ each subsequent round. Fail: -1 SHOOT and -1 FIGHT for D3 rounds. Any open flame or spark in the zone triggers immediate ignition: all operators in the zone take 1 FW and are knocked prone.

The entity is not affected by physical hazards. The thermokarst zone does not threaten the entity. It threatens the operator who is trying to engage the entity there.

ZONE SETUP



Insertion Zone. Outer installation perimeter. The extraction team is here. They are watching the Psovoi Kazan and they are not looking at the installation. They will not enter. They have a vehicle. They have Lumicite rounds (see above). They are the No Handler payout replacement: if the operator survives, payout upgrades one tier.

Psovoi Kazan pack patrols this area. Six animals in two loose groups. Stale-Order Protocol platforms: two units, patrol arcs determinable on OPINT 4+ check. Ferrite Interference Moss begins at the perimeter fence. Comms with any handler: dead from this point.

Approach Corridor. Installation exterior. Heavy Ferrite Interference Moss coverage. Protocol platforms patrol here.

The Collector entered 6 Threat Phases ahead of the operator. Their tracks are fresh through the moss. They went straight in without pausing at the Protocol platforms' arcs. The platforms should have fired. They did not. The Collector has some equipment or signal that makes the platforms treat them as a non-target. This should concern the operator.

The Collector is inside the installation. They are not hostile to the operator unless the operator engages them directly. They are hostile to the contract outcome.

Objective Zone. Installation interior. Resonance Drift Zone active throughout. Ferrite Interference Moss on the walls, floor, and ceiling of multiple corridors. The entity is distributed through the structure. It does not localize until engaged.

The northern sector contains the thermokarst subsidence zone. Heavy weapons or demolitions fire here triggers a methane event. The entity will move to the northern sector if the Read identifies it.

The Lumicite-active installation amplifies the entity's abilities while it remains connected to the substrate: Resonance Scream range +2" (10" total). Forcing the entity away from the installation (into the Kill Zone or further) removes the amplification and begins form degradation.

Kill Zone. Installation exit corridor and exterior. The entity pursues here if Cornered. Protocol platforms are outside. If the entity reaches the outer perimeter and open steppe, form degradation pauses. BAFO classification of this outcome: "Installation breach with entity displacement." Payout drops. Heat +2.

Extraction Zone. Outer perimeter vehicle. The extraction team is here. They will not approach the installation. If the Psvoi pack is still active, it is between the operator and the vehicle. Glaciopuncture Spike on the ridge approach past the vehicle: full MOBI operators roll GUTS 4+. Fail: 1 FW. The spike is the least concern.

HUNT COMPLICATION: THE SPECIMEN REMEMBERS YOU

At mission start, roll SITREP (2D6 standard): result 5-6 (Even) means the entity has encountered this operator's template line before. It processed the encounter and adapted.

If the complication is active: the entity adds +1 to all rolls specifically against this operator (in addition to all other modifiers). The Collector does not trigger this. The Psvoi Kazan do not trigger this. This is personal.

Mechanism: The entity heard the operator's Deep Frequency through a previous contact. It may have been a prior hunt, a BAFO facility visit, or a resonance event the operator was not aware of. The mechanism is not explained in the brief. The effect is consistent.

ANATOMY TARGETS

Keep face-down. Reveal when earned through The Read or Field Dossier bonus.

Target A: Resonance Core (Anatomy Table result 2)

Hit: Lumicite-type result. -1 AR for rest of hunt. Aberrant ability disabled for D3 rounds (Resonance Scream goes offline; Template Regression is still available). This is the only target that reduces the entity's combat tier through a Read result: Natural 6 Read against a Lumicite entity reveals this target plus one additional target.

Tactical Note: This is the priority target. Resonance Scream disabled for D3 rounds removes the primary suppression effect. Reduced AR makes Lumicite rounds more efficient. Against a Soldier-tier entity with Template Regression waiting to fire: hit this target before triggering the first Mortal Wound.

Target B: Structural Weak Point (Anatomy Table result 5)

Hit: Next hit against this target ignores 1 AR. No additional effect on miss.

Tactical Note: Against a Veteran-tier entity (post-Template Regression, AR 3), Structural Weak Point reduces AR to 2 on the following hit. Combined with Resonance Core (-1 AR total), the entity is at AR 1. Lumicite rounds become a reliable removal method at that threshold.

Target C: Behavioral Trigger (Anatomy Table result 6)

Hit: Free SITREP (Likely). Favorable result: entity withdraws toward installation core. It is cornered by its own territory. Pursuit Sequence begins toward the installation's interior, not the open steppe.

Tactical Note: The entity's priority target is the gene-forged operator. Behavioral Trigger is the mechanism that inverts this: the entity moves away from the operator rather than toward them. This is the only anatomy target that creates distance.

CLIMAX VARIABLES

Roll D6 when specimen enters Cornered state or Template Regression fires, whichever comes first.

D6 VARIABLE

- 1 Template Regression fires. Soldier becomes Veteran: AR 3, additional action each activation. Resonance Scream range increases to 10". The Resonance Drift Zone check is now DC 3+ for all gene-forged operators for the rest of the hunt. This is what the brief withheld.
 - 2 The Collector intervenes. They want the entity alive and portable. They engage the operator directly. +1 to all rolls. Lumicite-infused gear. The entity is between the operator and the exit. The Collector is between the operator and the entity.
 - 3 Buran-Complex fires. All electronics offline. Protocol Platforms run last valid orders independently (they fire at their last recorded target position). The Psovoi pack at the perimeter begins moving inward because the Buran event changes their patrol trigger. Resonance Drift escalates to DC 3+. The entity's Resonance Scream activates without restriction for D6 rounds.
 - 4 Thermokarst event triggers. The northern sector fills with methane. The entity moves to the thermokarst zone, using it as cover. Any weapons fire or open flame in the zone triggers ignition. The entity is unaffected by fire. The operator is not. The Collector is watching from the corridor entrance and is not moving into the zone.
 - 5 The entity attempts direct communication. Gene-forged operators: GUTS 4+ or lose one action. The action is spent responding. The operator said something back. Do not record what it was. Report it to BAFO when comms return. If there is no handler and BAFO has no record of this contract: note it in the field log anyway. Someone is reading the field logs.
 - 6 The extraction team radios in. The signal cuts in and out through the interference. Fragments: "The Collector... left... has a containment unit... Archive..." Then static. SITREP (Even): Even = the entity is what BAFO actually wanted contained, not destroyed. The Site Purge was the cover contract. Odd = the signal was partial and the operator's interpretation may be wrong. Either way, the entity is still active and the extraction team is not coming inside.
-

GM NOTE. This hunt does not pay out if the operator runs standard rounds and cannot inflict Mortal Wounds. Make this clear on setup. The operator has Black Ops Tier access to Lumericite ammunition. If they do not have it at insertion, the SITREP cache rule applies. The Collector is the most dangerous element on the board: +1 to all rolls, Heavy tier, and they want a live specimen. They will not kill the operator unless directly engaged. They will take the specimen if the operator does not remove it first. The entity hearing the Deep Frequency through the operator is not a mechanical trick. It is a fact of what the entity is. The entity has encountered this template line before. The operator may not know when. BAFO does know. BAFO did not share this.

QUICK REFERENCE

Five hunts. Five index cards. All seven lines.

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Five hunts. Five index cards. All seven lines.

HUNT INDEX CARDS AT A GLANCE

HUNT 01: IRON GRASS

Contract: Kill Order / Standard payout

Specimen: Vepr Ferox / Veteran / Adaptive Hide

Region: Eurasian Contested Zone / **Terrain:** Contested Ground (D3+1 EO Soldiers on site)

Competition: None

Complication: Nesting. D3 Grunt juveniles in Objective Zone.

Handler: Kestrel (Remote). 1 free Tempo at First Contact.

Alert State: Hunting

HUNT 02: SHACKLETON MARGIN

Contract: Data Recovery / Standard payout

Specimen: Glaciosymbiont Type-3 / Veteran+ (Intel wrong, treat as Heavy) / Glacier Merge + Resonance Scream

Region: Antarctic Peninsula Oasis / **Terrain:** Hostile Weather (visibility 12")

Competition: Rogue BAFO Cell (2 Veterans)

Complication: Intel is wrong. Specimen one tier higher than briefed.

Handler: Tanaka. Specimen data perfect, terrain data three years old.

Alert State: Dormant (merged)

HUNT 03: SCATTER LANE

Contract: Live Capture / Priority payout

Specimen: Laut Dalam Type-4 / Veteran / Radio Lure + Adaptive Hide

Region: Java Scatter / Terrain: Civilian Presence (2D6 non-combatants)

Competition: Menagerie (1 Soldier + 1 Tech)

Complication: Second specimen (Soldier tier, no aberrant ability, coordinated pair)

Handler: Voss. 1 free SITREP reroll per mission.

Alert State: Hunting (water transit active)

HUNT 04: CLOUD DESCENT

Contract: Kill Order / Standard payout

Specimen: Harimau Awan / Soldier (wounded, 2 FW, +1 all rolls) / Cloud Strike

Region: Java Scatter, island peak / Terrain: Deep Installation Access

Competition: Freelance Solo (1 Veteran)

Complication: Specimen is wounded. Has learned. +1 to all combat rolls.

Handler: Nasri. D3 bonus Intel Tokens for Field Reads.

Alert State: Hunting (strike cycle active)

HUNT 05: RESONANCE DRIFT

Contract: Site Purge / Black Ops payout

Specimen: Lumicite Resonance Entity / Soldier / Template Regression + Resonance Scream

Region: Eurasian Contested Zone / Terrain: Resonance Drift Zone (gene-forged GUTS 4+ per round or 1 FW)

Competition: The Collector (1 Heavy, +1 all rolls)

Complication: Specimen remembers you (SITREP 5-6: +1 all rolls vs. this operator)

Handler: None. Running blind. Payout upgrades one tier if you survive.

Alert State: Hunting (installation contact active)

KEY MECHANICS REFERENCE

Approach Protocol. Three obstacles. Each roll: TACT 4+, OPINT 4+, or GUTS 4+ per obstacle type. Success: half Tempo token (two successes = 1 Tempo). Failure: specimen Alert State advances.

The Read. Before First Contact. OPINT 4+ (DC 3+ solo). Success: one anatomy target revealed. Natural 6: two targets. Natural 1: Fumble Table. Limit: two Reads per hunt.

Specimen Alert States. Dormant: inactive. Hunting: active patrol, detects at 8". Cornered: took first MW, +1 all rolls. Frenzy: took second MW, +2 all rolls, 2 actions, does not flee.

Pursuit Sequence. Specimen enters Cornered state and SITREP says flee. D3+1 rounds. Both sides roll D6 + MOBI modifier. Win: close 1 zone. Tie: spend Tempo to close. Specimen wins: opens 1 zone.

Anatomy Targets. Three per hunt (pre-rolled). Hit an unknown target: damage only, no payout bonus. Hit a known target: payout modifier step. 0 anatomy hits: base payout. 1 hit: +1 modifier step. 2+ hits: +2 modifier steps.

Payout Modifiers. Base payout: contract completed. +1 step: 1 anatomy hit, captured alive (if kill order), specimen data recovered, zero alarm, handler went dark and survived. +2 steps: 2+ anatomy hits.

ECOLOGY QUICK LOOK

ENTRY	TYPE	TERRITORY	PRIMARY EFFECT
Vepr Ferox	Creature (D)	Eurasian	AR 2, Armored Charge, Territorial
Talpic Seismic Crawler	Creature	Eurasian	Detects vibration, Burrow Strike
Psovoi Kazan	Creature	Eurasian	Pack tactics, Trained Flank
Ferrite Interference Moss	Flora	Eurasian	Electronic equipment Disadvantage in 3"
Glaciopuncture Spike	Flora	Eurasian	Full MOBI: GUTS 4+ or 1 FW, MOBI -3"
Buran-Complex	Hazard	Eurasian	All electronics offline D6 rounds
Thermokarst Event	Hazard	Eurasian	Methane zone, ignition risk
Stale-Order Protocol	Hazard	Eurasian	EO platforms fire at LoS arcs, no escalation
Glaciosymbiont Type-3	Creature	Antarctic	Glacier Merge, surfaces D3 rounds
Lobodon Militaris	Creature	Antarctic	Station Memory, Torpedo Strike
Pagodroma Voltaica	Creature	Antarctic	Static Discharge on hit or death
Sporogyrum Barometricum	Flora	Antarctic	Barometric spores: TACT -1 threshold
Glaciovine	Flora	Antarctic	Climbing FIGHT 4+, structural load-bearing
Katabatic Strike	Hazard	Antarctic	Knocked prone, ranged -2, D6 rounds
Moulin Collapse	Hazard	Antarctic	Snow void: GUTS 4+ per 3" or 1 FW drop
Jökulhlaup	Hazard	Antarctic	Crack propagation, 1 MW + separated
Laut Dalam Type-4	Creature		

ENTRY	TYPE	TERRITORY	PRIMARY EFFECT
		Java Scatter	Radio Lure, Adaptive Hide, Core Location
Harimau Awan	Creature (D)	Java Scatter	Cloud Strike (no response roll)
Haliaeetus Corsair	Creature	Java Scatter	Mob Response: 1D6+2 eagles
Carcharhinus Profundus	Creature	Java Scatter	Corridor Claim, Frenzy on 2nd MW
Jaring Kelp	Flora	Java Scatter	Speed transit: TACT/FIGHT 4+ or immobilized
Api Laut	Hazard	Java Scatter	Water entry: visible at 20" for D6 hours
Banjir Bandang	Hazard	Java Scatter	Visibility 3", comms half range
Ranjau Apung	Hazard	Java Scatter	D6 mines, watercraft 3+: 2 MW

BAFO FIELD NOTE. These five contracts represent a cross-section of active specimen activity across three territories as of current archive date. The contracts are listed in ascending operational complexity. Hunt 01 is a standard field clearance. Hunt 05 is classified. Contractors who have not operated at Black Ops clearance level should run Hunts 01 through 04 in sequence before approaching Hunt 05. This is not a requirement. It is a suggestion, offered once, by the Bureau, which has very good documentation of what happens to contractors who ignore it.

OPERATOR TACTICS: BIG GAME HUNTS

Edition 01 · 2026

Five pre-built hunting contracts for *Operator Tactics: Big Game*. Three territories. Five specimens. Ecology drawn from *TC Field Ecology Vol. I*. Requires *OT Core Book*, *Solo Rules v5*, and *Big Game*.

Terra Conflictus 2066 is a work of fiction. All specimens, organizations, and events depicted are fictional.

Typography: Archivo Narrow (display) · IBM Plex Sans (body) · IBM Plex Mono (codes) · Newsreader (italic)

// THE CONTRACT PAYS FOR RESULTS. THE TERRAIN DOES NOT. //



01 BRIEF OT.BGH

FIVE CONTRACTS. THREE TERRITORIES. NO GENERATOR REQUIRED.

Big Game Hunts is a pre-built hunt booklet for *Operator Tactics: Big Game*. Five complete solo hunting contracts, each built with creatures, flora, and environmental hazards drawn from *TC Field Ecology Vol. I*. No generator rolls. Set up from the index card and deploy.

Three territories: Eurasian Steppes, Antarctic Peninsula Oasis, Java Scatter. Five specimens: Vepr Ferox, Glaciosymbiont Type-3, Laut Dalam Type-4, Harimau Awan, Lumicite Resonance Entity. Five escalating contracts from standard Kill Order to Black Ops Site Purge.

The ecology is not scenery. It is terrain that acts. Every hunt integrates multiple Field Ecology entries as live environmental pressure.

02 SPECS HUNT BOOKLET

PLAYERS 1 SOLO ONLY	HUNTS 5 PRE-BUILT	TERRITORIES 3 FROM TC:FE	ENGINE D6 OT CORE
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03 CONTENTS A5 FORMAT

01	HOW TO USE	04	HUNT 03: SCATTER LANE
02	HUNT 01: IRON GRASS	05	HUNT 04: CLOUD DESCENT
03	HUNT 02: SHACKLETON MARGIN	06	HUNT 05: RESONANCE DRIFT

TERRITORIES

- EURASIAN STEPPES
- ANTARCTIC PENINSULA
- JAVA SCATTER

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