

TERRA CONFLICTUS 2066

FIELD OPERATIONS

NINE SKIRMISH SCENARIOS
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OPERATOR TACTICS

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Nine Skirmish Scenarios for Operator Tactics

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OT.F0 // SCENARIO SUPPLEMENT // A5

Nine scenarios for *Operator Tactics: Skirmish*. Seven two-player operations and two solo missions. Each scenario is complete: setup, objectives, VP scoring, special rules, Pressure Clock, and Climax Variable table. Requires *Operator Tactics: Skirmish & Iron Line* for core rules.

Theaters covered: Granitsa (EO territory), NAF megacity operations, Amazonian jungle (SCA), Arctic research stations. Factions: NAF, EO, SCA, and independent contractor splices.

Design & Writing: Operator Tactics Design Team
Setting: Terra Conflictus 2066
Rules system: Skirmish D6 Core

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INTRODUCTION

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This book is a scenario supplement for *Operator Tactics: Skirmish*. It contains nine complete missions built for play at the standard 400-point format. Each scenario has a fixed setup, asymmetric or symmetric objectives, full VP scoring, a Pressure Clock trigger, and a Climax Variable table. Pick a scenario, build splices, fight it out.

Every scenario in this book is drawn from a specific theater of the Shadow Wars. The factions, the terrain, the stakes, and the interplay of objectives are calibrated to the operational logic of each setting. A frozen Granitsa facility plays differently than a jungle compound in SCA territory. Know your theater before you build your splice.

HOW TO USE THIS BOOK

Pick a Scenario. Roll D10 or choose. Both players see the full scenario before building splices. The scenario determines board size, format, and which side controls which objectives.

Build Splices. Standard format is 400 points, 3–6 operators, no more than two of any class. Asymmetric scenarios list a recommended splice for each side. These are starting points. Adjust to your preferred style.

Asymmetric Play. Six of the nine scenarios assign different roles and objectives to each side. Play both ways across two sessions and compare scores.

Solo Operations. Two scenarios use the Solo Mode rules from *Skirmish & Iron Line* Ch. 08. Build a 400-point splice and face a 440-point AI force. The scenarios specify AI behavior and Alert State triggers.

PRESSURE CLOCK AND CLIMAX VARIABLE

Every scenario uses the standard Pressure Clock (threshold 3) from the core rules. The Clock gains a token each time the first operator on either side goes Out of Action, when opposing operators are within 3" of the same objective simultaneously, or when an operator fails a Contact Ceiling check. When it hits 3, trigger the scenario's Climax Variable. If Round 5 ends without the Clock reaching 3, roll automatically.

SCENARIO GLOSSARY

Asymmetric. Each side has different objectives and VP scoring. Play both roles across two sessions for a full result.

Symmetric. Both sides have the same objective. The board and the dice separate them.

Solo. One player, one splice, against the Enemy AI protocol. No second player needed.

Search Check. OPINT 4+ action while adjacent to a location marker. Success reveals its contents. Natural 6 counts as a critical find, specified per scenario.

Demo Charge. TACT 4+ action, both actions required. Places a charge token on an objective or structure. At the end of any subsequent round, the placing player may detonate remotely (one action). 3" blast, frag effect. The structure or objective is destroyed on any hit.

Data Purge. OPINT 4+ action, both actions. Spends an activation at a terminal. On success, the terminal is scrubbed. The opposing side cannot recover data from it.

Extraction. A surviving operator carrying an objective or escorting an HVT who ends their activation in their own deployment zone completes an extraction. Remove them from play. Count VP.

THEATER NOTES

Each scenario identifies its theater. Terrain builds should reflect the setting. Specific guidance is in each scenario's Setup section. When in doubt: Granitsa is concrete and ice. The Amazonian Metroplex is vegetation and ruin. A NAF megacity is modular walls, barriers, and elevation. Arctic research stations are modular prefabs and exposed rock.

The tactical maps in *Skirmish & Iron Line* Ch. 07 work for most of these scenarios. Adapt freely. The terrain matters. The specific models don't.

SCENARIO REFERENCE

DESIGNA-TION	TITLE	TYPE	THEATER	FORMAT
S01	Shattered Chains	Asym-metric	Granitsa // EO	400 pts / Large
S02	Phantom Heist	Asym-metric	NAF Megacity	400 pts / Large
S03	Lost Relic of Azura	Symmet-ric	Amazonian Ruins	400 pts / Standard
S04	Blackout	Asym-metric	NAF Outer District	400 pts / Standard
S05	Ghost of New Man-hattan	Asym-metric	NAF Megacity	400 pts / Standard
S06	Arctic Silence	Asym-metric	Arctic Station // EO-Adjacent	400 pts / Standard
S07	Extraction at Dawn	Asym-metric	Amazonian Jungle // SCA	400 pts / Standard
S08	Operation Firewall	Solo	NAF Research Facility	400 vs. 440 AI
S09	Operation Shadow-fall	Solo	Granitsa // EO-Adja-cent	400 vs. 440 AI

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TWO-PLAYER SCENARIOS

Two splices. Opposing objectives. Someone leaves with less than they came with.

Two splices. Opposing objectives. Someone leaves with less than they came with.

The seven scenarios in this chapter are built for two players. Six are asymmetric: each side holds different objectives, different VP thresholds, and different win conditions. One is symmetric: both sides chase the same target on the same board. Play asymmetric scenarios twice, swapping roles, and compare cumulative scores for a full result.

S01 — ASYMMETRIC — 400 PTS — 36" × 24"

SHATTERED CHAINS

THEATER: GRANITSA — EO TERRITORY — PERMAFROST BORDER ZONE

The EO is burning the evidence. The prisoners are the evidence.

SITUATION

Deep in the Granitsa permafrost, an EO Lumicite extraction site designated GX-7 operates a secondary function that does not appear in any Accord filing: a detention facility for political dissidents and captured contractors, used as a forced labor pool in the mine's lower levels. A hacktivist operating under the callsign Ghost penetrated the EO's administrative network and leaked the GX-7 records. The data is public. The prisoners are not free.

A NAF-contracted splice has authorization to enter Granitsa under a fog-of-war provision. They have a narrow window before EO command responds in force. The EO, already moving to sanitize GX-7, has ordered the facility warden to purge the records, eliminate the prisoner population, and evacuate critical personnel before the window closes.

Ghost is still inside the network. For now.

INTERCEPTED TRANSMISSION // GX-7 COMMAND CHANNEL

"Warden. Scrub the servers. Shred the files. The prisoners are a liability we can't transport. Handle them. Our people leave in the first convoy. Anything that can identify GX-7's secondary function does not leave with us standing upright."

SETUP

Board. 36" × 24". One long edge is the NAF deployment edge. The opposite long edge is the EO evacuation edge.

Terrain. Central structure: a large bunker representing the main facility entrance, at least 12" × 8", accessible from all sides, with at least two interior rooms. Outer perimeter: three to four smaller buildings (barracks, vehicle depot, sensor towers). Scatter icy terrain pieces and snowdrift obstacles for light and heavy cover. The board should feel tight and fortified.

Objectives. Place before deployment.

- **Terminal (T).** Inside the bunker's command room. Represents GX-7's administrative server.
- **Prisoner Cells (P1, P2, P3).** Three markers in the bunker's lower level. Each represents a prisoner group.
- **Warden (W).** An HVT token in the command room, adjacent to the Terminal.
- **Vehicle Depot (V).** Marked on the EO evacuation edge. The EO's escape route.

Deployment. EO deploys within 9" of the facility's center. NAF deploys within 6" of their board edge. NAF deploys first. Infiltrators deploy last, in Stealth, outside 12" of any enemy.

BATTLE MAP // GX-7 DETENTION BUNKER

36" X 24"

TERRAIN
Bunker is Blocking exterior with playable rooms. Snowdrifts and outbuildings supply light/heavy cover.

TABLE USE
Warden route points to Vehicle Depot. Prisoner cells are lower-level markers inside the bunker.

SPECIAL RULES

Ghost Assist. At the start of each NAF activation, the NAF player may declare Ghost is active. Roll D6. On 4+, disable one EO alarm sensor: the NAF splice ignores Stealth detection checks that round. On 3, no effect. On 1–2, Ghost's intrusion is flagged: place a Ghost Compromise token. At 3 Compromise tokens, Ghost goes silent for the rest of the game. No further Ghost Assist rolls.

Blizzard Incoming. At the start of Round 4, a blizzard descends. All operators in the open (not in a building or heavy cover) take –1 to all Shoot rolls and treat all open ground as Difficult Terrain. This persists for the remainder of the game.

EO Evacuation. The Warden moves autonomously at MOBI 4" per EO activation. Use Enemy AI Action Priority: the Warden advances toward the Vehicle Depot, treated as a fixed post. If the Warden is adjacent to an NAF operator, they freeze (no movement that activation). EO operators may escort the Warden by staying adjacent; the Warden then moves with the escort operator instead of independently. If the Warden reaches the Vehicle Depot marker, place an Evacuated token and remove the Warden from play.

Demo Charges on Prisoner Cells. EO operators adjacent to a Prisoner Cell token may use both actions to place a Demo Charge on it. At the end of any subsequent round, the EO player may detonate all placed charges simultaneously (one action from any operator). Each detonated cell is destroyed: remove the Prisoner token. The NAF cannot score VP from a destroyed cell.

Data Purge. An EO Tech Specialist or any EO operator spending both actions at the Terminal may attempt a Data Purge (OPINT 4+). On success, place a Purged token. Two successful Purge actions scrub the terminal completely.

OBJECTIVES

NAF SPLICE

- Reach and secure the command room (any NAF operator within 3" of the Terminal).
- Rescue prisoners: move an operator adjacent to a Prisoner Cell and spend one action (TACT 4+) to escort them. The prisoner follows at MOBI 4". Extract them off the NAF board edge. One action to hand off between operators.
- Capture the Warden: make contact with the Warden (adjacent, TACT 4+). The Warden follows at MOBI 3". Extract off the NAF board edge.
- Recover intel: reach the Terminal and spend both actions (OPINT 4+). Success recovers data unless the terminal is fully purged.

EO SPLICE

- Purge the terminal: two successful OPINT 4+ actions at the Terminal.
- Eliminate prisoner cells: place Demo Charges on all three Prisoner Cells and detonate.
- Evacuate the Warden: escort the Warden to the Vehicle Depot.
- Inflict casualties: put NAF operators Out of Action.

VICTORY POINTS

OBJECTIVE	NAF VP	EO VP
Prisoner rescued (each, max 3)	+2	—
Prisoner cell eliminated (each, max 3)	—	+2
Warden captured and extracted	+4	—
Warden evacuated via Vehicle Depot	—	+4
Intel recovered from Terminal	+3	—
Terminal fully purged	—	+3
Enemy operator Out of Action (each)	+1	+1

VICTORY CONDITIONS

NAF Major Victory: Warden captured and extracted, 2+ prisoner cells cleared, intel recovered from Terminal.

NAF Minor Victory: At least 1 prisoner rescued and extracted, intel recovered. Or: all 3 prisoners extracted regardless of other objectives.

EO Major Victory: Warden evacuated via Vehicle Depot, all prisoner cells demolished, Terminal fully purged.

EO Minor Victory: Warden evacuated and at least 2 prisoner cells demolished. Or: Terminal fully purged and NAF scores fewer than 6 VP.

Draw: All other results. Highest VP wins. Tiebreakers per core rules.

PRESSURE CLOCK

Standard triggers apply. When the Blizzard activates (Round 4), add 1 token to the Pressure Clock regardless of its current count.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1-2	Whiteout. Until end of next round, all Shoot attacks halve their effective range. No Shoot beyond 12".
3-4	Smoke Break. Standard Climax: 3" smoke cloud on most contested objective.
5	Ghost Resurfaces. If Ghost is still active, they disable all EO alarm protocols. NAF ignores Stealth detection for 2 rounds.
6	EO Reinforcement. EO places one additional Commando at the Vehicle Depot. It activates immediately.

RECOMMENDED SPLICES

NAF // RESCUE PACKAGE

Commando, Breacher, Medic, Tech Specialist. 400 pts.

The Breacher opens the bunker. The Tech handles the terminal and Ghost coordination. The Commando drives into the prisoner level. The Medic keeps everyone moving.

EO // CONTAINMENT PROTOCOL

Commando, Commando, Breacher, Medic. 400 pts.

Two Commandos split tasks: one on the Warden escort, one placing charges. The Breacher holds the command room entrance. The Medic supports the extraction column.

S02 — ASYMMETRIC — 400 PTS — 36" × 24"

PHANTOM HEIST

THEATER: NAF MEGACITY — NEW CHICAGO RESEARCH DISTRICT

*The prototype is in the vault. The vault is in the building.
The building is full of people who don't want them there.*

SITUATION

The NAF's Nexus Division has spent four years developing a Lumicite-based cloaking system designated the Shroud Array: a splice-worn kit that bends light around the operator and disrupts close-range sensor sweeps. The prototype is operational. It is locked in a reinforced vault in a New Chicago research annex, forty-eight hours from transport to a hardened NAF site.

A well-funded criminal splice with deep EO intelligence ties has identified the window. They go in tonight. The NAF annex is defended by a rotational guard force, a surveillance net, and a rapid-response team on standby. The Syndicate splice has one shot at the vault before the transfer.

INTERCEPTED TRANSMISSION // NEXUS DIVISION DISPATCH

"All units, priority advisory. Credible intelligence suggests an external team is targeting the Shroud Array prototype before transport. Increase perimeter patrols. Biometric locks on Vault 3 are armed and active. Neutralizing the Shroud without deactivating the autodestruct will render it a 3-inch crater. Capture preferred. Lethal force authorized."

SETUP

Board. 36" × 24". The Syndicate deploys from any single short edge. The NAF deploys within 9" of board center.

Terrain. A large multi-story research building in the center of the board (at least 12" × 10"), with distinct ground and upper floors. Surrounding terrain: perimeter wall sections, guard posts, generator buildings, vehicle bays. Represent the night setting with a dark mat if available.

Objectives.

- **Vault (V).** Interior, lower floor of the central building. Requires two sequential OPINT 4+ actions to open.
- **Shroud Array (S).** Inside the vault. Carrying it applies -1 MOBI and removes the Sprint action. If the carrier goes OoA, place the prototype where they fell.
- **Research Terminal (R).** Upper floor of the central building. One OPINT 4+ action to download data.
- **Security Control Node (N).** Ground floor, facility corner. One OPINT 4+ action to disable the alarm network.
- **Extraction Point (E).** Rooftop helipad, top of central building.

Deployment. Syndicate deploys within 6" of their chosen short edge. All Syndicate Infiltrators begin in Stealth. NAF deploys within 9" of board center, in the main building or immediately outside it.

BATTLE MAP // NEXUS RESEARCH ANNEX

36" X 24"

The battle map is a 36" x 24" grid. A central 2x2 grid of squares is highlighted in light beige. Above this grid is the text "Rooftop above". To the left of the grid is a vertical brown bar labeled "Syndicate Edge". To the right of the grid are two dark grey rectangular blocks. A dashed blue line connects the "Syndicate Edge" to the top-left square of the central grid. A dashed orange line connects the bottom-right square of the central grid to a red circle labeled "E". The central grid contains four colored circles: a yellow circle with "S" in the top-left, a blue circle with "R" in the top-right, a blue circle with "V" in the bottom-left, and a blue circle with "N" in the bottom-right. Below the central grid is the text "NAF within 9" of center".

TERRAIN
Central annex has lower floor, upper floor, and rooftop helipad. Perimeter wall sections frame approach lanes.

TABLE USE
Vault and Shroud sit low. Research Terminal is upper floor. Helipad is vertical extraction.

SPECIAL RULES

Alarm Network. At the start of each round, if any Syndicate operator is in LoS of a NAF operator and not in Stealth, the NAF player rolls D6. On 4+, the Alarm triggers. Place an Alarm token. The NAF player may choose to trigger the Alarm voluntarily at any time without a roll.

Alarm Triggered. Once the Alarm token is placed, the NAF player may bring one additional operator (Commando, 100 pts) onto the board from any board edge at the start of Round 3 and each subsequent round, maximum two additional operators total. The Syndicate player may prevent a specific reinforcement by succeeding at an Override action (OPINT 4+) at the Security Control Node before that round starts.

Autodestruct. The Shroud Array has an autodestruct mechanism. When the Syndicate first interacts with the vault (first OPINT check), place an Autodestruct token. The Syndicate has 4 rounds from that moment to deactivate it. Deactivation: TACT 4+ action on the Shroud Array, both actions. On success, remove the Autodestruct token. If 4 rounds elapse without deactivation, the Shroud Array is destroyed. Remove it from play. Both sides score 0 VP for the prototype.

Stealth Window. Each round, each Syndicate Infiltrator who completes a full activation in Stealth without triggering the Alarm grants 1 Ghost Token to the Syndicate (maximum 3 total). A maximum of 1 Ghost Token may be earned per Infiltrator per round. Spend 1 Ghost Token to add +1 to any single Syndicate roll (declare before rolling). Spend all 3 Ghost Tokens at once to auto-succeed on one OPINT check (no roll required).

OBJECTIVES

SYNDICATE SPLICE

- Reach the Vault and open it (two sequential OPINT 4+ actions).
- Deactivate the Autodestruct (TACT 4+ both actions).
- Secure the Research Terminal data (OPINT 4+).
- Extract via the Rooftop Helipad or off any board edge, carrying the Shroud Array.

NAF SPLICE

- Prevent the Shroud Array from leaving the facility.
- Trigger the Alarm and call reinforcements.
- Neutralize all Syndicate operators.
- Protect the Research Terminal data.

VICTORY POINTS

OBJECTIVE	SYNDICATE VP	NAF VP
Shroud Array extracted	+6	—
Shroud Array destroyed (autodestruct)	—	+3
Research data secured	+3	—
Research Terminal protected (NAF controls at Round 8 end)	—	+3
Alarm never triggered (scored at end of Round 8)	+2	—
Alarm triggered before end of Round 2	—	+2
Enemy operator Out of Action (each)	+1	+1

VICTORY CONDITIONS

Syndicate Major Victory: Shroud Array and research data extracted. 9+ VP.

Syndicate Minor Victory: Shroud Array extracted, research data not secured. 6+ VP.

NAF Major Victory: Shroud Array secured or destroyed, all Syndicate OoA. 9+ VP.

NAF Minor Victory: Syndicate fails extraction. 5+ VP.

Draw: All other results.

PRESSURE CLOCK

Standard triggers apply. Alarm triggering adds 1 Pressure Clock token immediately.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1-2	Autodestruct Cascade. The Autodestruct countdown drops by 1 round immediately.
3	Crossfire. Each player chooses one enemy in LoS of two or more friendly operators. That enemy becomes Pinned.
4	Smoke Break. 3" smoke cloud on the Vault objective.
5	Lights Out. Power failure. Until end of next round, all Shoot attacks beyond 12" fail automatically. Hide rolls gain +1.
6	Ghost Window. Syndicate: all Infiltrators immediately re-enter Stealth if they are in cover, regardless of prior breaks this round.

RECOMMENDED SPLICES

SYNDICATE // GLASS KNIFE

Infiltrator, Infiltrator, Tech Specialist, Medic. 390 pts. 10 pts unspent.

Two Infiltrators work the vault and terminal while the Tech handles the autodestruct and security node. The Medic trails and keeps the Infiltrators in play.

NAF // LOCKDOWN

Commando, Marksman, Breacher, Medic. 400 pts.

The Marksman holds the upper floor and covers the helipad. The Breacher anchors the vault entrance. The Commando runs intercept. The Medic reacts.

S03 – SYMMETRIC – 400 PTS – 24" x 24"

LOST RELIC OF AZURA

THEATER: AMAZONIAN GREENZONE – SCA BORDER TERRITORY – PRE-UPHEAVAL RUIN SITE

Five chambers. One relic. Nobody knows which chamber until they're standing in it.

SITUATION

A pre-Upheaval excavation team working inside SCA border territory uncovered a citadel complex in the Amazonian Greenzone. The site's architecture predates any existing faction infrastructure by centuries. At its core, they recovered a Lumicite crystalline artifact of unknown manufacture, classified as Relic-Azura by BAFO's independent field team before the EO shut the report down.

Both NAF and EO intelligence received the same leak. Both dispatched splices the same night. The excavation team is gone. The relic is somewhere inside the five chambers that remain structurally intact. Both splices hit the perimeter at 0400.

INTERCEPTED TRANSMISSION // UNATTRIBUTED SOURCE

"Whatever is in Chamber 3 is not what we classified. The Lumicite signature is wrong. It's not refined. It grew. Get your people out and let them have it." [Transmission ends. Source: unverified.]

SETUP

Board. 24" × 24". Opposing long edges are deployment zones.

Terrain. Dense jungle groundwork. A central 6" × 6" open courtyard with no cover. Five chamber markers (C1–C5) placed equidistant across the board, at least 4" from any deployment edge. One chamber should be in the central courtyard. Scatter crumbling stone walls, vine-covered pillars, and overgrown foliage for heavy cover.

Relic Placement (Cold Sites). Nobody decides where the relic is. Don't roll for it in advance and don't write it down. The five chambers are all live until searched.

Before deployment, take five identical face-down tokens. One is the relic; four are blank. Shuffle them where neither player can see. Nobody looks.

Move into base contact with a chamber marker and spend one action. This is a search, not an Interact check — no attribute applies. Draw one token at random and reveal it.

Relic token: the searching operator has found it. **Blank token:** the chamber is cold. Either way the token is spent and does not return to the pool.

Every chamber is equally likely — one in five for the first search, and the odds tighten honestly as tokens leave the pool. The fifth chamber is a certainty because by then only one token is left. A chamber that comes up cold is emptied and cannot be searched again. Mark it.

Tokens rather than a die because no die divides cleanly into fifths, and because a physical draw is self-evidently fair to both players in a scenario built on nobody knowing.

Cold chambers aren't empty. The searching operator recovers 1 Intel from a cold chamber — grave goods, a survey plate, somebody else's abandoned kit. Whoever holds the most Intel at game end breaks a VP tie.

Why this changed: the previous edition had the Priority loser roll the location secretly. That made the scenario unrunnable solo, and it meant one player spent the game knowing an answer the rules never asked them to earn.

Deployment. Each player deploys within 6" of their board edge. Roll Priority to determine who deploys first.

BATTLE MAP // AZURA RUIN CHAMBERS24" X 24"

The diagram shows a square battle map divided into four quadrants. The top and bottom quadrants are labeled 'Deploy A' and 'Deploy B' respectively. The central area is labeled 'open courtyard' and contains a yellow circle labeled 'C3'. Four blue circles labeled 'C1', 'C2', 'C4', and 'C5' are positioned around 'C3', connected by dashed orange lines. There are four grey rectangular obstacles: one at the top center, one on the left side, one on the right side, and one at the bottom center.

TERRAIN

Dense jungle surrounds crumbling chambers. Central courtyard has no cover.

TABLE USE

Five chambers, all live. A token draw resolves each search. Each player places two hidden trap tokens before deployment.

SPECIAL RULES

Ancient Traps. Each player secretly places 2 Trap tokens face-down in any chamber or connecting corridor before deployment. If an enemy operator moves into base contact with a Trap token, flip it. On a result of 1–3 on D6, the trap triggers: the operator becomes Pinned and takes 1 FW. On 4+, the trap misfires harmlessly. A friendly operator may disarm an unflipped Trap with a TACT 4+ action (both actions required).

Relic Carrier. Once retrieved, the relic works as a carried objective. The carrier takes –1 MOBI and cannot Sprint. If the carrier goes OoA, place the relic at their position. Any operator can pick it up with one action while adjacent.

Extraction. The relic is extracted when a surviving carrier ends their activation in their own deployment zone. Game ends immediately. The extracting side wins.

Reinforcements. At the start of Round 3, each player rolls D6. On 5+, one additional operator of any class (100 pts or lower) arrives from their board edge. This operator activates next round.

OBJECTIVES

Both sides share the same objective: locate the Relic of Azura, carry it to your deployment zone, and extract it. Secondary: put opposing operators Out of Action to reduce their capacity to locate and hold the relic.

VICTORY POINTS

OBJECTIVE	VP
Relic extracted	+8
Enemy operator Out of Action (each)	+1
Relic in your deployment zone at end of Round 8 (not extracted)	+3
All enemy operators Out of Action (game ends immediately)	+5 (minor win)

VICTORY CONDITIONS

- Major Victory:** Relic extracted. Automatic win regardless of other VP.
- Minor Victory:** All enemy operators OoA before relic is extracted.
- Draw:** Neither side extracts the relic and neither side eliminates all opposition by Round 8. Highest VP wins. Tiebreakers per core rules.

PRESSURE CLOCK

Standard triggers apply. When any operator first enters the relic is located, add 1 Pressure Clock token.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1	Bad Drop. If the relic has been located but not yet picked up, the controlling player moves it D6" in a random direction; if it lands in a new chamber, that chamber now holds it. If the relic is still unfound, the tremor reseats it instead: shuffle the remaining tokens and return one spent blank to the pool, reopening the last chamber searched.
2-3	Trap Cascade. Both players immediately flip all their placed Trap tokens. All are revealed. Triggered traps fire on any operator in base contact.
4	Smoke Break. 3" smoke cloud touching the central courtyard.
5	Reinforcement Wave. Both players immediately roll for Reinforcements (D6, 5+ success), regardless of the current round.
6	Signal Spike. Each splice gains 1 Edge Token, even if this would exceed the normal maximum.

RECOMMENDED SPLICES

Both players use the same point budget and have identical access to all classes. Recommended build: Commando, Infiltrator, Tech Specialist, Medic (390 pts, 10 unspent). The Infiltrator's speed and Stealth are decisive in reaching chambers first. The Tech's OPINT handles the trap tokens and disarms what the chambers are guarding. The Commando controls the central courtyard.

S04 – ASYMMETRIC – 400 PTS – 24" × 24"

BLACKOUT

THEATER: NAF OUTER DISTRICT – LOST ANGELES – INDUSTRIAL FRINGE

Three charges. Eight rounds. The building has to come down before anyone figures out who placed them.

SITUATION

An EO-linked power management node disguised inside a Lost Angeles industrial facility has been running a covert data-siphon operation against NAF Monitor Central for eleven months. NAF Phantom Vipers have the address. They have authorization for a direct-action operation with no footprint. The node goes dark. The building takes the charges. Phantom Vipers walk away clean.

The EO has a counterintelligence cell in place. They didn't know NAF had the address. They do now. Their Neon Shield unit is already on-site, tasked with protecting the node and identifying the NAF operatives moving against it.

INTERCEPTED TRANSMISSION // NAF PHANTOM VIPERS INTERNAL

"We have eyes on the target. Three charge points: sub-basement relay, third-floor conduit trunk, and the external transformer stack. Neon Shield is in the building. They expected traffic but not us. Go fast."

SETUP

Board. 24" × 24". NAF deploys from one short edge. EO deploys within 9" of board center.

Terrain. A large industrial facility occupying the board's central third (at least 10" × 8"), multiple floors. Outer terrain: alleyways, dumpster clusters, parked vehicles (light and heavy cover). Urban feel: tight sightlines, multiple entry points to the facility.

Objectives.

- **Charge Points (CP1, CP2, CP3).** Three marked locations inside or adjacent to the central facility: one on the ground floor, one on an upper floor, one on the building exterior. Each requires a Demo Charge placement (TACT 4+, both actions).
- **Detonation.** NAF may detonate all placed charges simultaneously at the start of any NAF End Phase (one action, any operator in LoS of the building). Detonation ends the game. Count VP for all charged points.
- **Exfil Edge.** NAF deployment edge. Surviving NAF operators must reach it before detonation for full VP.

Deployment. NAF within 6" of their short board edge. EO within 9" of center. EO deploys first.

BATTLE MAP // LOST ANGELES POWER NODE

24" X 24"

The diagram shows a 24x24 inch battle map. A central 4x4 grid of light beige squares represents an industrial facility. To the left is a dark brown vertical strip labeled 'NAF / Exfil B'. To the right is a dark blue vertical strip. Four dark grey rectangles are placed around the central facility. Three orange circles are labeled 'CP1', 'CP2', and 'CP3'. 'CP1' is in the bottom-left square of the central grid. 'CP2' is in the top-right square of the central grid. 'CP3' is in the middle-right square of the central grid. A dashed orange line connects 'CP1' to the bottom-left corner of the central grid. A dashed blue line connects 'CP3' to the middle-left square of the central grid. A large brown circle is centered on the central grid. The text 'E0 within 9" center' is at the bottom of the central grid.

TERRAIN
Central industrial facility has multiple floors and tight entry points. Outer alleys use vehicles and dumpsters as cover.

TABLE USE
CP1 ground/sub-basement, CP2 upper conduit trunk, CP3 exterior transformer stack.

SPECIAL RULES

Alarm System. The facility has an internal alarm. If any NAF operator is detected (not in Stealth, in LoS of an EO operator) within the facility, the EO player may trigger the Alarm (no roll required). Once triggered, the EO brings one additional Commando onto the board from any board edge at the start of Round 3. The NAF Tech Specialist may suppress the Alarm with a successful Override action (OPINT 4+) at any ground-floor terminal. Suppression removes the additional operator rule but does not prevent the Alarm from having already triggered.

Ticking Clock. From Round 6 onward, an EO support unit begins extracting the data node. At the start of each EO End Phase from Round 6 on, roll D6. On 4+, partial data extraction is complete: the EO scores 1 bonus VP regardless of the terminal's status at game end. This roll can be made multiple times.

Exfil Pressure. NAF operators who detonate and are still inside the facility when detonation occurs are placed Out of Action automatically. Operators at the NAF board edge survive.

OBJECTIVES

NAF PHANTOM VIPERS

- Plant Demo Charges at all three Charge Points (TACT 4+, both actions each).
- Detonate all charges before Round 8 ends.
- Exfil all surviving operators to the NAF board edge before detonation.

EO NEON SHIELD

- Prevent charge placement at Charge Points: engage and eliminate NAF operators before they can plant.
- Trigger the Alarm and bring reinforcements.
- Protect the facility until Round 8 to allow partial data extraction.

VICTORY POINTS

OBJECTIVE	NAF VP	EO VP
Charge Point demolished (each, max 3)	+3	—
Charge Point intact at game end (each)	—	+2
Surviving NAF operator exfils before detonation (each)	+1	—

OBJECTIVE	NAF VP	EO VP
Partial data extraction (EO Roll success, each)	—	+1
Enemy operator Out of Action (each)	+1	+1

VICTORY CONDITIONS

NAF Major Victory: All three Charge Points demolished, 3+ operators exfil. 12+ VP.

NAF Minor Victory: At least 2 Charge Points demolished. 7+ VP.

EO Major Victory: No charges detonated, 3+ data extractions scored. 10+ VP.

EO Minor Victory: Fewer than 2 charges detonated. 6+ VP.

Draw: All other results.

PRESSURE CLOCK

Standard triggers apply. When the first charge is successfully placed, add 1 Pressure Clock token.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1	Alarm Cascade. All undetected NAF operators in the facility are immediately treated as detected. EO reinforcement arrives next round regardless of Alarm status.
2-3	Crossfire. Each player designates one enemy in LoS of two or more friendly operators. That enemy becomes Pinned.
4	Smoke Break. 3" smoke cloud on the most recently placed charge point.
5	Extraction Window. NAF operators in the EO deployment zone score +1 VP per round until game end.
6	Detonation Surge. One randomly chosen already-placed charge detonates early. 3" blast, frag effect. Neither player controls the timing.

RECOMMENDED SPLICES

NAF // PHANTOM VIPERS

Infiltrator, Breacher, Tech Specialist, Medic. 400 pts.

Infiltrators reach charge points in Stealth. Breacher places charges fast. Tech handles alarms. Medic keeps the column mobile.

EO // NEON SHIELD

Commando, Commando, Marksman, Medic. 400 pts.

Commandos patrol. Marksman controls exterior approach. Medic sustains.

S05 — ASYMMETRIC — 400 PTS — 24" × 24"

GHOST OF NEW MANHATTAN

THEATER: NEW MANHATTAN — NAF EAST COAST MEGACITY

The data core is moving. The question is which direction it's moving faster.

SITUATION

A high-value data core containing NAF climate adaptation modeling was lifted from the New Manhattan Digital Archives by an EO splice working under commercial cover. The core holds five years of atmospheric modeling tied to NAF's coastal infrastructure planning. In the wrong hands, it hands the EO a four-year strategic lead on NAF's most contested migration corridors.

The NAF response team hit the streets before the EO splice cleared the district. The EO has the core. The EO has a ten-minute head start. NAF has the city grid and an authorized shoot-on-sight order. Both sides have ten rounds.

FIELD INTELLIGENCE UPDATE // NAF MONITOR CENTRAL

"EO operative team is in the commercial district, moving south toward the elevated transit hub. They have the core. We have a window. Monitor Central feed is live but the fourth-floor camera cluster on Sector 7 has been dark for nine months. That's their corridor. Hit the transit hub."

SETUP

Board. 24" × 24". NAF deploys from the north edge. EO deploys within 6" of the center.

Terrain. Urban megacity: modular high-rise buildings, elevated walkways (sky-bridges between upper floors), public plaza with obstructions (holo-displays, barriers), transit hub at the south edge.

Objectives.

- **Data Core (D).** Starts with the EO. One EO operator begins carrying it. The carrier takes -1 MOBI, cannot Sprint.
- **EO Extraction Point (E).** The south board edge. EO operator carrying the core must reach it.
- **NAF Recovery Zone (N).** The north board edge. NAF operator carrying the core must reach it.

Deployment. EO deploys within 6" of board center. One operator starts carrying the Data Core. NAF deploys within 6" of north board edge. EO deploys first.

BATTLE MAP // NEW MANHATTAN TRANSIT RUN

24" X 24"

TERRAIN
High-rises, skybridges, plaza obstructions, and flooded streets from Round 3 to Round 6.

TABLE USE
Data Core starts on an EO carrier near center. North edge recovers; south edge extracts.

SPECIAL RULES

10-Round Limit. Game ends at the conclusion of Round 10. VP counted at that point.

Rainstorm. At the start of Round 3, a sudden rainstorm hits. Until Round 6: all Shoot attacks beyond 18" suffer -1. All open ground in the lower floor zones counts as Difficult Terrain (flooded streets). The penalty clears at Round 7.

Core Transfer. If the core carrier goes OoA, the core drops at their position. Any adjacent operator may pick it up with one action. The carrier takes -1 MOBI, no Sprint.

Monitor Central Feeds. The NAF player may spend 1 Edge Token at the start of any round to learn the EO carrier's exact position. This reveals the carrier's current location regardless of Stealth or LoS. The NAF player may move their operators accordingly this round. This represents Monitor Central surveillance routing around the compromised camera sector.

OBJECTIVES

EO SPLICE

- Move the Data Core to the EO Extraction Point at the south board edge.
- Protect the carrier. Eliminate NAF operators who threaten the column.

NAF SPLICE

- Intercept the EO carrier, recover the Data Core.
- Return the core to the NAF Recovery Zone at the north board edge.
- Failing recovery: eliminate all EO operators before extraction.

VICTORY POINTS

OBJECTIVE	EO VP	NAF VP
Data Core extracted (EO south edge)	+7	—
Data Core recovered (NAF north edge)	—	+7
Core in EO possession at Round 10 end (not extracted)	+3	—
Core in NAF possession at Round 10 end (not recovered)	—	+3

OBJECTIVE	EO VP	NAF VP
Core dropped and uncarried at Round 10 end	+1 (both sides)	+1 (both sides)
Enemy operator Out of Action (each)	+1	+1

VICTORY CONDITIONS

EO Major Victory: Core extracted via south edge. 7+ VP.

NAF Major Victory: Core recovered via north edge. 7+ VP.

Minor Victory: Core in hand at Round 10 end (not extracted or recovered). 4+ VP.

Draw: Core uncarried at end of Round 10, or equal VP.

PRESSURE CLOCK

Standard triggers apply. When the rainstorm activates (Round 3), add 1 Pressure Clock token.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1-2	Bad Drop. The Data Core carrier trips. Place the core 2" in a random direction from the carrier's current position. The carrier is now Prone.
3	Monitor Central Lock. NAF: immediately learn the core's exact position. Free. No Edge Token required.
4	Smoke Break. 3" smoke cloud at the Data Core's current position.
5	Extraction Window. Starting next round, +1 VP per round for any player whose operator is within 6" of the opposing extraction point.
6	Signal Spike. Each splice gains 1 Edge Token.

RECOMMENDED SPLICES

EO // EXTRACTION COLUMN

Commando, Commando, Medic, Tech Specialist. 390 pts.

One Commando runs the core. The other provides forward cover. Tech handles elevation routing (sky-bridges, Override on transit systems). Medic follows the carrier.

NAF // INTERCEPT FORCE

Commando, Marksman, Infiltrator, Medic. 400 pts.

Marksman locks the transit hub from elevation. Infiltrator flanks the carrier column. Commando runs the hard intercept. Medic trails.

S06 — ASYMMETRIC — 400 PTS — 24" × 24"

ARCTIC SILENCE

THEATER: ARCTIC RESEARCH STATION — GRANITSA OUTER MARGIN — EO-ADJACENT

The station went silent. That's not the interesting part. The interesting part is what it was researching before it did.

SITUATION

BAFO field monitors flagged a twelve-percent substrate resonance anomaly running through three sites in the Granitsa outer margin. An independent EO research station designated GR-9 was positioned at Site Two. GR-9's automated systems went dark four days ago. The station is still powered. Something stopped the people.

NAF intelligence dispatched a splice to investigate, secure any recoverable research data, and extract. They have a narrow window before the EO sends its own recovery team. The EO recovery team is already en route. They are not interested in sharing what they find.

FIELD REPORT // GR-9 AUTOMATED STATION LOG

[Day 4. 03:47.] Substrate event at depth +40m. Acoustic signature does not match any catalogued formation. Researcher Voss has sealed Lab 3. Researcher Talinn has not responded to check-in since 22:00. Station security protocol: active. [Log ends.]

SETUP

Board. 24" × 24". NAF deploys from one short edge. EO deploys from the opposite short edge.

Terrain. Central research station: three or four modular prefab structures (labs, communications tower, storage). Surrounding terrain: icy patches (Difficult Terrain), snowdrift cover, exposed rock outcroppings. The board should feel exposed and cold.

Objectives.

- **Research Terminals (RT1, RT2, RT3).** One in each of three station structures. Each requires OPINT 4+ (one action) to access. A success yields a Research Token. Maximum 3 Research Tokens available.
- **Data Core (DC).** Inside the largest lab structure, revealed when RT2 or RT3 is accessed. One OPINT 4+ action to secure.
- **Extraction Edge.** NAF deploys from and must extract to their own board edge.

Deployment. NAF within 6" of their edge. EO within 6" of their edge. Roll Priority to deploy.

BATTLE MAP // GR-9 ARCTIC STATION

24" X 24"

TERRAIN
Prefab structures protect from blizzards. Icy patches can become Impassable on Rounds 4 and 6.

TABLE USE
Data Core appears after RT2 or RT3 access. Sentry activates in the communications tower.

SPECIAL RULES

Blizzard Conditions. At the start of each round, roll D6. On 1–2: blizzard active this round. All operators outside a structure take –1 to all Shoot rolls and treat open ground as Difficult Terrain. On 3+: clear. Track per round.

Shifting Ice. At the start of Round 4, mark one terrain piece on each half of the board as unstable ice. That terrain piece now counts as Impassable (cannot be entered). At the start of Round 6, mark one additional terrain piece per side as Impassable. This can isolate operators who don't move.

Anomaly Response. When the Data Core is secured, the station's automated defense system activates. Place one Sentry token in the communications tower. The Sentry operates on Enemy AI rules (Alert State from activation): SHOOT Ordinary, AR 1, MOBI 0 (fixed position). It targets any operator in LoS, no faction distinction. Destroy it with a Shoot attack (standard rules). If the Sentry goes OoA, it does not respawn.

OBJECTIVES

NAF SPLICE

- Access research terminals and collect Research Tokens (OPINT 4+ each).
- Secure the Data Core (OPINT 4+).
- Extract: any surviving operator must return to the NAF board edge. Operators carrying Research Tokens or the Data Core score full VP on extraction.

EO RECOVERY TEAM

- Prevent NAF from accessing terminals: engage and eliminate NAF operators before they can secure Research Tokens.
- Seize the Data Core from NAF or secure it independently.
- Eliminate all NAF operators before extraction.

VICTORY POINTS

OBJECTIVE	NAF VP	EO VP
Research Token extracted (each, max 3)	+2	+2 (if EO holds at game end)
Data Core extracted (NAF) or held at end (EO)	+5	+5
All NAF operators OoA	—	+4

OBJECTIVE	NAF VP	EO VP
Surviving NAF operator extracts	+1	—
Enemy operator Out of Action (each)	+1	+1

VICTORY CONDITIONS

NAF Major Victory: Data Core and 2+ Research Tokens extracted. 11+ VP.

NAF Minor Victory: Data Core extracted. 5+ VP.

EO Major Victory: Data Core held and all NAF OoA. 9+ VP.

EO Minor Victory: NAF fails to extract Data Core. 5+ VP.

Draw: All other results.

PRESSURE CLOCK

Standard triggers apply. When Shifting Ice first activates (Round 4), add 1 Pressure Clock token.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1	Full Whiteout. Blizzard is active for 2 consecutive rounds regardless of the per-round roll.
2-3	Ice Shift. Mark two additional terrain pieces Impassable immediately (one per side of the board).
4	Anomaly Pulse. Every operator outside a structure takes 1 FW from environmental exposure.
5	Extraction Window. Standard Climax: +1 VP per round for any operator in the enemy deployment zone.
6	Signal Spike. Each splice gains 1 Edge Token.

RECOMMENDED SPLICES

NAF // RESEARCH RECOVERY

Tech Specialist, Infiltrator, Commando, Medic. 390 pts.

Tech drives terminal access. Infiltrator scouts ahead in Stealth. Commando holds the main structure. Medic enables the Tech.

EO // DENIAL FORCE

Commando, Commando, Breacher, Medic. 400 pts.

Breachers break into structures early. Commandos intercept NAF at the terminals. Medic trails.

S07 — ASYMMETRIC — 400 PTS — 24" × 24"

EXTRACTION AT DAWN

THEATER: AMAZONIAN METROPLEX BORDER — SCA TERRITORY — JUNGLE COMPOUND

The Selva Legion knows this jungle. The Phantom Vipers know they do.

SITUATION

A senior NAF logistics officer was seized by an SCA cartel enforcement unit operating at the Amazonian Metroplex border. The officer holds access credentials for NAF's Pacific corridor supply network. The SCA cartel intends to exploit those credentials before moving the officer to a secondary site deeper in the Metroplex, after which recovery becomes implausible.

The NAF Phantom Vipers have a six-hour window. The compound holding the officer is in the jungle, fortified, and watched by a Selva Legion patrol tasked with ensuring the cartel's asset is not recovered. The Selva Legion knows this jungle. The Phantom Vipers have the window, the training, and thirty minutes of darkness left.

PERSONAL ACCOUNT // SERGEANT FIRST CLASS MARA VOSS, PHANTOM VIPERS

"Selva runs the terrain like they grew out of it. Because some of them did. Our edge is the window, the mission brief, and the fact that they don't know exactly how many of us are moving. Use that. Find the package first."

SETUP

Board. 24" × 24". NAF deploys from one short edge. SCA deploys within 9" of board center (the compound interior).

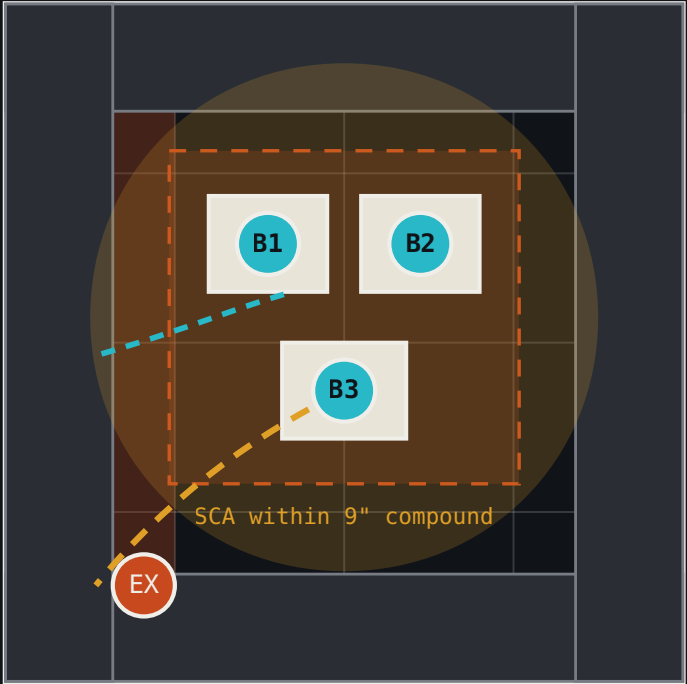
Terrain. A jungle compound: a cluster of 3–4 small buildings inside an outer perimeter of low walls. Surrounding terrain: dense jungle foliage (light cover everywhere outside the compound, 6" bands of heavy cover on the board's edges). The compound interior is open ground with multiple entry points.

Officer Location. Before deployment, the NAF player secretly assigns the Officer to one of three buildings (B1, B2, B3) by writing it down. The SCA player does not know. When any NAF operator moves adjacent to a building and spends one action (TACT 4+), they may search it. On success, reveal whether the Officer is inside. If the Officer is found, apply HVT rules (see below). On a natural 6, the operator has confirmed the Officer's location without revealing themselves: they enter Stealth afterward if they were not already.

Deployment. SCA deploys within 9" of board center. NAF deploys within 6" of their board edge. SCA deploys first. NAF Infiltrators deploy last in Stealth.

BATTLE MAP // SELVA JUNGLE COMPOUND

24" X 24"



TERRAIN

Board edges are heavy jungle cover. Outside the compound, dense jungle grants light cover.

TABLE USE

NAF secretly assigns the Officer to B1, B2, or B3. Use the left edge for extraction.

SPECIAL RULES

Dense Jungle. All terrain outside the compound and beyond 6" from the compound perimeter counts as light cover against Shoot attacks, regardless of actual terrain. This represents the jungle canopy and undergrowth.

HVT: The Officer. Once located, the Officer operates on HVT rules. TACT 4+ action to establish contact (adjacent). The Officer moves at MOBI 4" and follows the escorting operator. If the escort takes an MW, run a SITREP (even odds): 4–6 the Officer stays, 3 the Officer freezes (MOBI 0 until next activation), 1–2 the Officer bolts D6" in a random direction.

Extraction. The Officer is extracted when the escorting operator ends an activation in the NAF deployment zone. The game ends immediately on extraction.

SCA Intercept. SCA operators may move adjacent to the Officer and spend one action (TACT 4+) to recapture them if the Officer is unescorted or the escort has been eliminated. A recaptured Officer returns to the last searched building they were found in. If both SCA and NAF operators are adjacent to the Officer, SCA controls if they have more operators adjacent; NAF controls otherwise.

OBJECTIVES

NAF PHANTOM VIPERS

- Search compound buildings to locate the Officer.
- Establish contact with the Officer (TACT 4+).
- Escort the Officer to the NAF board edge.

SCA SELVA LEGION

- Prevent NAF from locating the Officer: engage NAF before they can search buildings.
- Eliminate all NAF operators before extraction.
- Recapture the Officer if contact is made.

VICTORY POINTS

OBJECTIVE	NAF VP	SCA VP
Officer extracted	+8	—
Officer in NAF hands at Round 8 end (not extracted)	+3	—

OBJECTIVE	NAF VP	SCA VP
Officer never located by NAF (NAF never found the building)	—	+4
All NAF operators Out of Action	—	+5
NAF searches a building without finding the Officer (each, max 2)	—	+1
Enemy operator Out of Action (each)	+1	+1

VICTORY CONDITIONS

NAF Major Victory: Officer extracted. 8+ VP.

NAF Minor Victory: Officer in NAF hands at Round 8 end. 3+ VP, EO below 5 VP.

SCA Major Victory: All NAF OoA. 5+ VP.

SCA Minor Victory: Officer never located and NAF below 4 VP at end of Round 8.

Draw: All other results.

PRESSURE CLOCK

Standard triggers apply. When the Officer is located (first successful search), add 1 Pressure Clock token.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1-2	Officer Panic. If the Officer is escorted, immediately run an Officer Panic SITREP. If unescorted, the Officer moves D6" in a random direction.
3	SCA Patrol. SCA places one Commando anywhere in the compound interior. It activates next round.
4	Smoke Break. 3" smoke cloud on the Officer's current position.
5	Jungle Cover. Until end of next round, all jungle terrain counts as heavy cover (Shoot -2) rather than light.
6	Signal Spike. Each splice gains 1 Edge Token.

RECOMMENDED SPLICES

NAF // PHANTOM VIPERS

Infiltrator, Infiltrator, Commando, Medic. 390 pts.

Infiltrators search buildings in Stealth while the Commando provides hard cover. Medic keeps the escort chain alive.

SCA // SELVA LEGION

Commando, Commando, Marksman, Medic. 400 pts.

Commandos hold the compound perimeter. Marksman covers the jungle approach. Medic sustains the patrol.

02/

SOLO OPERATIONS

Your splice against the protocol. One job. No backup.

Your splice against the protocol. One job. No backup.

The two scenarios in this chapter use the Solo Mode rules from *Skirmish & Iron Line* Ch. 08. Build a 400-point splice. The opposing force runs on Enemy AI at 440 points (110%). No second player required.

Solo scenarios use the Alert State system. Enemy operators begin Unaware and escalate to Suspicious and then Alert based on triggers. In Alert State, they follow Target Priority and Action Priority as written in the Solo Mode chapter. Both scenarios include specific Alert triggers, AI behavior notes, and ticking-clock mechanics that replace standard round limits.

SOLO MODE SUMMARY

Alert States. Unaware (passive patrol) → Suspicious (SITREP at round start) → Alert (active combat).

Suspicious SITREP. 5–6: escalate to Alert. 4: Alert, no reinforcements. 3: stay Suspicious, reinforcements in two rounds. 1–2: stay Suspicious.

Alert Triggers. Gunfire within 12". Failed Hide. Body found. Enemy within 6" rolls 5+.

Target Priority (Alert). 1. Operator who last attacked this enemy. 2. Closest in LoS. 3. Most wounded in LoS. 4. Nearest to scenario objective. 5. Tie: odd/even D6.

Action Priority (Alert). 1. React if targeted. 2. Fight if in contact. 3. Shoot if target in LoS. 4. Advance to last known position. 5. Hold if assigned to fixed post.

S08 – SOLO – 400 PTS (PLAYER) VS. FIXED AI BUILD

OPERATION FIREWALL

THEATER: NAF RESEARCH FACILITY – NEW BABYLON RESEARCH ANNEX

The Null Syndicate has Oracle. Oracle has everything.

SITUATION

The NAF's New Babylon research annex has been running a predictive threat-modeling AI designated Oracle, fed by a continuous stream of Monitor Central data, social credit correlations, and field operative reports. Three days ago, a hacker collective called the Null Syndicate infiltrated the annex's network, gained root access to Oracle, and locked NAF out of their own system. They are demanding a Lumicite ransom that Monitor Central has already flagged as a cover story: the Null Syndicate intends to use Oracle's predictive capabilities against NAF infrastructure regardless of payment.

You have authorization to enter the annex, neutralize the Syndicate's control team, destroy Oracle's core, and extract. You are going in alone.

OPERATIONAL BRIEF // NAF MONITOR CENTRAL

"The Null Syndicate's control team is holding the server room on Sub-Level 2. Oracle's core is behind a force-field array they activated after takeover. You can't destroy the core until the field is down. The field deactivates when you upload a Syndicate-sourced virus to Sub-Level 2's relay terminal. We have the virus. You have the kit. Sub-Level 2 first. Core second. Rooftop third. Move."

SETUP

Board. 24" × 24". Player deploys from any one board edge. This is their extraction edge at the end.

Terrain. Multi-level research facility: ground floor (lobby, security checkpoints, labs), Sub-Level 2 (server room, relay terminal), and rooftop helipad. Use modular walls, computer terminals, server racks, and security barriers to populate each area.

Objectives.

- **Data Drives (DD1, DD2).** Two objective markers in separate laboratory rooms on the ground floor. Each requires OPINT 4+ (one action) to secure. The player must secure both before the force field drops.
- **Relay Terminal (RT).** In Sub-Level 2. Requires two sequential OPINT 4+ actions to upload the virus. Force field deactivates after second success.
- **Oracle Core (OC).** In Sub-Level 2, adjacent to the Relay Terminal. Cannot be targeted while the force field is active. Once the force field drops: two TACT 4+ actions to plant and detonate a charge on the core. Core destroyed on both successes. On first success, place a charge token. On second success, the core detonates. Each action must be a separate activation.
- **Extraction Point (EP).** Rooftop helipad. The player must reach it after the core is destroyed.

AI Force Build. Initial deployment: 390 pts. Centurion reinforcement via the Reinforcement Clock: 110 pts. Total potential force: 500 pts (staged).

- 3 × Commando (enhanced targeting: +1 to all Shoot rolls due to hijacked security systems) — 300 pts
- 1 × Medic (standard stats) — 90 pts
- *Centurion [arrives via the Reinforcement Clock]:* 1 × Breacher (enhanced targeting: +1 to all Shoot rolls) — 110 pts

Deployment (Contact Markers). Do not place the AI force. The rooftop Commando is the one exception: it holds the helipad from the first round, it never moves, and the player can see it. Nobody sneaks onto an exposed roof.

The remaining three — two Commandos and the Medic — go into a Contact Marker pool. Place **six markers**: three enemies plus three dummies. Two markers on the ground floor, three in Sub-Level 2, one on the approach to the rooftop stair. Minimum 6" from the player's deployment edge. Give each a facing.

Reveal on LoS per Solo Mode (ch. 8), rolling the Unaware/Suspicious column until the facility escalates. The Medic is the Leader for this scenario: it never rolls on the table and is placed on the last unrevealed marker. Find it early and you cut the annex's ability to keep Commandos standing; find it late and it has been patching them the whole game.

Approaches. Number six: the main lobby doors, the loading bay, the Sub-Level 2 access point, the maintenance stair, the rooftop helipad, and the player's own deployment edge. That last one is not a mistake.

Player Deployment. Within 6" of chosen board edge. Infiltrators begin in Stealth.

BATTLE MAP // NEW BABYLON ORACLE ANNEX

24" X 24"

TERRAIN

Treat the annex as stacked zones: ground labs, Sub-Level 2 server room, and rooftop helipad.

TABLE USE

Secure both Data Drives, upload at RT, destroy OC, then reach EP. Centurion enters via a rolled Approach when the Reinforcement Clock reaches 3.

SPECIAL RULES

Hijacked Security (AI bonus). All AI Commandos gain +1 to Shoot rolls for the duration of the game. This represents the Null Syndicate's override of the facility's targeting systems.

Force Field. The Oracle Core cannot be interacted with, targeted with Shoot, or entered while the force field is active. The force field drops only after the player completes both Relay Terminal OPINT checks.

Data Drive Requirement. The Relay Terminal's upload will not complete until both Data Drives are secured. Attempting the Relay Terminal OPINT check without both drives fails automatically.

Centurion Reinforcement (Reinforcement Clock). The Centurion no longer arrives on a fixed round. Run the Reinforcement Clock from Solo Mode (ch. 8): it starts at 0 and begins advancing the moment the Alert State reaches Alert, +1 each round, +1 more while the Medic is alive and revealed. At 3, the Centurion deploys — roll D6 for the Approach — using Breacher stats with +1 to all Shoot rolls, starting in Alert State.

The Centurion is the only wave this scenario sends. Once it has arrived, stop tracking the clock.

This is not the Pressure Clock below. That one is the scenario's Climax Variable trigger, tracked separately, and the two never interact.

Why this changed: a scripted Round 3 arrival gave the player nothing to decide. Now going loud early buys the Centurion an earlier entrance, and a quiet approach can finish the Oracle Core before the Syndicate ever sends it.

Alert State. All AI operators begin Unaware. Standard Solo Mode Alert triggers apply. The moment the player declares the first TACT 4+ action on the Oracle Core (regardless of success), all AI immediately escalate to Alert regardless of their current state. The Oracle Core's own systems broadcast the intrusion.

OBJECTIVES (SOLO)

- **Primary:** Destroy the Oracle Core (two TACT 4+ actions after force field drops).
- **Secondary:** Secure both Data Drives (OPINT 4+ each).
- **Tertiary:** Upload virus to Relay Terminal (two OPINT 4+ actions).
- **Extraction:** Reach the Rooftop Helipad after the Core is destroyed.

VICTORY CONDITIONS

Major **Vic-**
tory: Oracle Core destroyed. All surviving operators extract. All secondary and tertiary objectives complete.

Minor Victory: Oracle Core destroyed. Not all operators extract, or not all secondary objectives complete.

Defeat: All player operators go Out of Action before the Core is destroyed.

PRESSURE CLOCK

Standard triggers apply. When the Centurion deploys, add 1 Pressure Clock token automatically.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1-2	Oracle Countermeasures. Oracle sends a warning to all AI operators. Every Unaware or Suspicious AI escalates to Alert immediately.
3	System Interference. The next OPINT roll the player makes automatically fails. No reroll. Next attempt the round after.
4	Smoke Break. 3" smoke cloud at the Relay Terminal.
5	Extraction Window. From this round forward, the player earns 1 Edge Token when any operator reaches the rooftop.
6	Signal Spike. Player splice gains 2 Edge Tokens.

OPERATOR LOG ENTRY

OPERATOR LOG // NEW BABYLON ANNEX // UNSENT

"Sub-Level 2 is louder than the brief said it would be. The targeting on these Syndicate-hijacked systems is fast. Faster than I expected. Oracle knows where I am before I round the corner. I'm going to take the long route to the terminal. And I'm going to be very precise about what I shoot and when."

RECOMMENDED SPLICE

Infiltrator, Tech Specialist, Commando, Medic. 390 pts (10 unspent).

The Infiltrator navigates the hijacked security systems in Stealth. The Tech drives the OPINT-heavy terminal work. The Commando handles direct engagement in Sub-Level 2. The Medic keeps the column operational. Stealth is the primary asset: do not escalate AI to Alert before the Data Drives are secured.

S09 – SOLO – 400 PTS (PLAYER) VS. FIXED AI BUILD

OPERATION SHADOWFALL

THEATER: GRANITSA MOUNTAIN ZONE – EO-ADJACENT – ROGUE INSTALLATION

Six rounds before the buyer arrives. Volkov has nowhere to go. That makes him more dangerous, not less.

SITUATION

Commander Alexei Volkov, EO Iron Veil, went off-grid four months ago with a cache of six Lumicite warheads classified as decommissioned under the Accord framework. Intelligence puts him in a fortified bunker complex in the Granitsa mountain zone, in contact with a private buyer whose payment structure suggests state backing. The buyer's advance team arrives in six rounds.

You have authorization to enter the complex, secure the warheads, recover Volkov's transaction records, and extract. Volkov is to be apprehended if possible. He will not make that easy.

INTERCEPTED TRANSMISSION // UNKNOWN SOURCE TO VOLKOV

"Commander. My client confirms the transfer. I will be at your position within the hour. Have your people ready with the merchandise. And Volkov, do not mistake this for trust. I collect on my arrangements."

SETUP

Board. 24" × 24". Player deploys from one short edge. This is the extraction edge.

Terrain. A mountain bunker complex: reinforced concrete walls, guard towers, heavy cover positions. Rocky outcroppings and sparse scrub vegetation outside the bunker perimeter. The terrain should feel contained and defendable. Include a Motor Pool area at the far short edge (opposite player deployment).

Objectives.

- **Warhead Containers (W1, W2, W3).** Three objective markers in the Weapons Storage room inside the bunker. Each requires OPINT 4+ (one action) to secure. Carrying a warhead: -1 MOBI, cannot Sprint. Up to three operators can each carry one.
- **Transaction Records (TR).** In the Command Center. OPINT 4+ (both actions) to recover.
- **Volkov (V).** An HVT in the Command Center. Contact and escort rules (TACT 4+). Volkov moves at MOBI 4" and will attempt to reach the Motor Pool from Round 6 (he walks toward it 4" each round if not escorted by the player, on EO AI activation).
- **Motor Pool (MP).** Objective marker at the far edge. If Volkov reaches the Motor Pool, he escapes. Game ends immediately. Count VP.
- **Extraction Edge.** Player's deployment edge.

AI Force Build. 410 pts total.

- Volkov: Commando stats, +1 to all Shoot rolls, AR 2 (Medium Rig) — 100 pts
- 2 × Elite Guard Commando: Commando stats, +1 to all Shoot rolls, AR 2 — 200 pts
- 1 × Marksman (standard stats) — 110 pts

The Elite Guard's +1 Shoot and AR 2 are included in their base cost. Do not add additional points. These are fixed-build operators designed for this scenario.

Deployment (Contact Markers). The Marksman is entrenched: place it in the guard tower at setup, overlooking the outer perimeter and the Motor Pool approach. It is visible from the first round and it does not leave the tower.

Volkov and both Elite Guard Commandos go into a Contact Marker pool. Place **six markers**: three enemies plus three dummies. Two in the outer perimeter, two in the bunker interior, one at the Command Center, one on the Motor Pool approach. Minimum 6" from the player's deployment edge.

Volkov is the Leader. He never rolls on the Contact Table and is placed on the last unrevealed marker. Until he is revealed, the Ticking Clock below does not run — you cannot chase a man you haven't found, and he isn't running from a facility that doesn't know you're in it.

An Elite Guard Commando revealed while Volkov is still unrevealed knows where he is. It moves toward the nearest unrevealed marker on its activations, which is a tell worth reading.

Approaches. Number six: the main bunker entrance, the guard tower stair, the Command Center door, the Motor Pool gate, the perimeter wire, and the player's deployment edge.

Player Deployment. Within 6" of chosen short board edge.

BATTLE MAP // VOLKOV MOUNTAIN BUNKER

24" X 24"

The battle map is a 24" x 24" grid divided into several colored regions: a top brown section labeled 'Motor Pool / Buyer Edge', a central tan section labeled 'Weapons Storage' and 'Command Center', and a bottom dark brown section labeled 'Player Extraction Edge'. Units and objectives are marked with colored circles: a red circle 'MP' in the top right, a blue circle 'TR' and a red circle 'V' in the 'Command Center' area, and three yellow circles 'W1', 'W2', and 'W3' in the 'Weapons Storage' area. A dashed blue line connects a white rectangular area in the 'Player Extraction Edge' to the 'W3' circle. A dashed orange line connects the 'V' circle to the 'MP' circle. There are also some grey rectangular shapes on the left and right sides of the map.

TERRAIN
Reinforced bunker walls, guard tower lanes, rocky cover, and rough mountain approaches.

TABLE USE
Warheads start in storage. Records start in command. Volkov is on the last unrevealed marker until found. From Round 6, Volkov moves toward MP.

SPECIAL RULES

Elite Guard. Volkov's personal guard (the two Elite Guard Commandos) gain +1 to all Shoot rolls. They do not use standard Target Priority when Volkov is their primary assignment: they always prioritize the player operator closest to Volkov over other targets.

Mountain Terrain. The rough terrain and altitude impose -1 to all player movement rolls requiring a TACT check (climbing, crossing difficult terrain). Standard MOBI movement is unaffected.

Ticking Clock. From Round 6 onward, or from the round Volkov is revealed if that comes later, Volkov moves toward the Motor Pool on each EO activation (4" per activation, not influenced by Alert State). If Volkov is escorted by a player operator, this movement does not apply. If Volkov reaches the Motor Pool, he escapes. Game ends. Score VP.

If Volkov is still unrevealed at the end of Round 5, place him at once on the last unrevealed marker and start the Ticking Clock. He was always leaving. You just took too long to find out from where.

Alert State. All AI begins Unaware. Standard triggers apply. When the player first enters the bunker perimeter, all AI escalates to Suspicious immediately (the perimeter has passive sensors).

OBJECTIVES (SOLO)

- **Primary:** Secure all three warhead containers (OPINT 4+ each).
- **Secondary:** Recover transaction records from the Command Center (OPINT 4+, both actions).
- **Target:** Apprehend or eliminate Volkov (escort to extraction, or put OoA).
- **Extraction:** Extract all secured warheads and surviving operators off the player's board edge before Volkov reaches the Motor Pool.

VICTORY POINTS

OBJECTIVE	VP
Warhead extracted (each, max 3)	+3
Transaction records recovered and extracted	+3
Volkov apprehended (escorted to extraction edge)	+4

OBJECTIVE	VP
Volkov eliminated (OoA)	+2
Volkov escapes via Motor Pool	-4 (penalty)
AI operator Out of Action (each)	+1

VICTORY CONDITIONS

Major Victory: All 3 warheads extracted, Volkov apprehended or eliminated, records recovered. 13+ VP.

Minor Victory: At least 2 warheads extracted. Volkov does not escape. 6+ VP.

Defeat: All player operators Out of Action, or Volkov escapes with the warheads (if the player fails to secure them before Round 6 and Volkov reaches the Motor Pool).

PRESSURE CLOCK

Standard triggers apply. When Round 6 begins and the Ticking Clock activates, add 1 Pressure Clock token automatically.

CLIMAX VARIABLE

When the Clock fires, roll D6.

D6	RESULT
1-2	Volkov Runs. Volkov immediately moves 8" toward the Motor Pool, ignoring terrain costs this round only.
3	Buyer's Vanguard. Place one additional Commando (standard stats) at the Motor Pool edge. It activates next round in Alert State.
4	Crossfire. Each player (the solo player counts as both): one enemy in LoS of two or more friendly operators becomes Pinned.
5	Extraction Window. For the remaining rounds, any player operator who reaches the extraction edge with a warhead scores +1 bonus VP.
6	Signal Spike. Player splice gains 2 Edge Tokens.

OPERATOR LOG ENTRY

OPERATOR LOG // GRANITSA MOUNTAIN ZONE // UNSENT

"Volkov knows someone is coming. He's not running. He's positioned. The Elite Guard is on the Command Center, not the warhead storage. He doesn't care about the warheads anymore. He's protecting the deal records. That tells me something about his negotiating position and something about how scared he is. Both of those things are useful."

RECOMMENDED SPLICE

Commando, Infiltrator, Tech Specialist, Medic. 390 pts (10 unspent).

The Infiltrator handles the initial approach and scouting in Stealth, finding Volkov's position before the AI escalates. The Tech drives the OPINT-heavy warhead and records objectives. The Commando takes Volkov's Elite Guard head-on. The Medic keeps the extraction column moving. The key tactical decision: split between warheads and Volkov, or handle them sequentially. Sequential is slower. Splitting is riskier.

PRE-BUILT SPLICES

Six operators. Four hundred points. No flag.

Six operators. Four hundred points. No flag.

These pre-built splices are ready to play. Each is calibrated for the standard 400-point format. Use them as-is or as a starting point for your own builds. Class loadouts follow the standard rules in *Skirmish & Iron Line* Ch. 03.

THE DOOR-KICKERS

Commando, Breacher, Medic, Tech Specialist. 400 pts.

Direct pressure. The Breacher opens entry points. The Commando pushes through them. The Tech handles electronic objectives. The Medic keeps the column moving. Best in: Shattered Chains (NAF), Blackout (NAF), Arctic Silence (NAF).

COMMANDO

FORWARD PRESSURE • 100 PTS

SHOOT Good • FIGHT Good • TACT Ord • OPINT Bad • GUTS Ord • MOBI 6"

ARMOR. Medium Rig (AR 2).

RAPID FIRE. One action. Two Shoot attacks.

LOADOUT. Assault rifle (24"), sidearm (12"), frag ×1, combat knife (+1 melee).

PERFORMANCE. Remove an enemy with Fight. Earn 1 Edge.

BREACHER

DOORS, WALLS, DEMOLITION • 110 PTS

SHOOT Ord • FIGHT Good • TACT Good • OPINT Bad • GUTS Good • MOBI 5"

ARMOR. Heavy Plate (AR 3, -1 MOBI included).

BREACH. One action. Auto-destroy a door or barricade, or place a demo charge (TACT 4+, 3" blast, frag effect).

ANTI-ARMOR MELEE. Ignores Heavy Plate cap. Treat AR as 2 for melee armor checks.

LOADOUT. Shotgun (12", +1 within 6"), sidearm (12"), frag ×1, breaching charges ×2.

PERFORMANCE. Open a route an ally uses next activation. Earn 1 Edge.

MEDIC

FIELD STABILIZATION • 90 PTS

SHOOT Bad • **FIGHT** Bad • **TACT** Ord • **OPINT** Good • **GUTS** Good • **MOBI** 6"**ARMOR.** Light Vest (AR 1).**TRIAGE.** One action. Adjacent. Field Dress: remove 1 FW, no roll. Stabilize: OPINT roll. Natural 6 removes MW. 4–5 converts MW to FW. 1–3 nothing.**LOADOUT.** Sidearm (12"), medical kit, smoke ×2.**PERFORMANCE.** Successfully Stabilize an MW. Earn 1 Edge.**TECH SPECIALIST**

HACKING & ELECTRONIC OVERRIDE • 100 PTS

SHOOT Bad • **FIGHT** Bad • **TACT** Ord • **OPINT** Good • **GUTS** Ord • **MOBI** 6"**ARMOR.** Light Vest (AR 1).**OVERRIDE.** One action. OPINT 4+. Hack or disable electronic systems. Adjacent is auto-success.**LOADOUT.** Sidearm (12"), hacking kit, smoke ×1, recon drone (8" range, LoS, 1 action to deploy).**RECON DRONE.** While deployed, the Tech draws LoS from the drone for Override and Call Target. Destroyed by any hit.**PERFORMANCE.** Override changes the tactical situation. Earn 1 Edge.**GLASS KNIFE***Commando, Marksman, Infiltrator, Medic. 400 pts.*

Control angles. The Marksman locks lanes from elevation. The Infiltrator drives objectives in Stealth. The Commando provides the force that makes the Infiltrator's approach possible. Best in: Phantom Heist (Syndicate), Lost Relic of Azura, Ghost of New Manhattan (NAF).

MARKSMAN

LONG-RANGE FIRE • 110 PTS

SHOOT Good • **FIGHT** Bad • **TACT** Ord • **OPINT** Ord • **GUTS** Ord • **MOBI** 5"

ARMOR. Light Vest (AR 1).

STEADY AIM. Both actions, no movement. Next Shoot ignores cover and gains +1.

LOADOUT. Marksman rifle (36"), sidearm (12"), smoke ×1.

PERFORMANCE. Wound a target at long range or through heavy cover. Earn 1 Edge.

INFILTRATOR

STEALTH & SABOTAGE • 100 PTS

SHOOT Ord • **FIGHT** Ord • **TACT** Good • **OPINT** Ord • **GUTS** Ord • **MOBI** 7"

ARMOR. Light Vest (AR 1).

GHOST. Begins in Stealth. Non-silenced Shoot breaks Ghost only on a hit. Silenced Shoot never breaks Ghost. Fighting, being detected, or interacting with an objective always breaks Ghost.

LOADOUT. Suppressed SMG (18", Silenced), sidearm (12"), concussion grenade ×1, combat knife (+1 melee).

PERFORMANCE. Full activation in Stealth, undetected. Earn 1 Edge.

CONTAINMENT PROTOCOL

Commando, Commando, Breacher, Medic. 400 pts.

Pure defensive pressure. Two Commandos split objectives. The Breacher anchors a chokepoint. The Medic sustains the line. Best in: Shattered Chains (EO), Blackout (EO), Arctic Silence (EO).

INTERCEPT COLUMN

Commando, Marksman, Commando, Medic. 400 pts.

Mobile engagement. Commandos move fast. The Marksman controls range. The Medic trails the forward element. Best in: Ghost of New Manhattan (EO), Extraction at Dawn (SCA).

SHADOW PACKAGE

Infiltrator, Infiltrator, Tech Specialist, Medic. 390 pts (10 unspent).

Stealth-primary. Both Infiltrators work objectives independently while the Tech handles electronic barriers. The Medic is the load-bearing support. Best in: Phantom Heist (Syndicate), Operation Firewall, Operation Shadowfall.

SOLO STANDARD

Commando, Infiltrator, Tech Specialist, Medic. 390 pts (10 unspent).

The balanced solo build. The Infiltrator scouts and secures in Stealth. The Commando handles direct engagement when the AI escalates. The Tech drives OPINT objectives. The Medic prevents cascading wounds. Best in: Operation Firewall, Operation Shadowfall.

SCENARIO QUICK REFERENCE

One spread. Nine scenarios. Keep it open at the table.

One spread. Nine scenarios. Keep it open at the table.

SCENARIO QUICK REFERENCE

CODE	TITLE	TYPE	BOARD	KEY MECHANIC	PRESSURE TRIGGER
S01	Shattered Chains	Asym-metric	36"×24"	Prisoner rescue, data purge, Warden escort	First OoA + Bliz-zard (Round 4)
S02	Phantom Heist	Asym-metric	36"×24"	Vault breach, Autode-struct countdown, Stealth window	First OoA + Alarm trigger
S03	Lost Relic of Azura	Sym-metric	24"×24"	Hidden relic search (Cold Sites, five cham-bers, token draw)	First OoA + Relic found
S04	Blackout	Asym-metric	24"×24"	Demo charge place-ment, alarm, timed detonation	First OoA + First charge placed
S05	Ghost of New Manhattan	Asym-metric	24"×24"	Moving data core, rainstorm (Round 3), 10-round limit	First OoA + Rainstorm
S06	Arctic Silence	Asym-metric	24"×24"	Terminal search, data core, shifting ice, bliz-zard rolls	First OoA + Ice Shift (Round 4)
S07	Extraction at Dawn	Asym-metric	24"×24"	Hidden HVT location, dense jungle cover, escort	First OoA + Officer located
S08	Operation Firewall	Solo	24"×24"	Force field, data drives, relay terminal, Oracle core	First OoA + Centurion deploy (Round 3)
S09	Operation Shadowfall	Solo	24"×24"	Ticking clock (Volkov escapes Round 6), war-head extraction	First OoA + Round 6 clock

CORE ACTIONS AT A GLANCE

ACTION	COST	ROLL	EFFECT
Move	1 action	—	Walk up to MOBI in inches.
Sprint	2 actions	—	Move MOBI ×2. Nothing else.
Shoot	1 action	SHOOT vs. threshold	Ranged attack. Hit = FW. Natural 6 = MW.
Fight	1 action	Both roll D6 + modifiers	Melee. High wins. Attacker wins ties.
Interact	1 action	TACT or OPINT 4+	Manipulate objective. Scenario specifies roll.
Hide	1 action	TACT 4+	In cover, outside LoS. Enter Stealth.
Override	1 action	OPINT 4+	Tech Specialist only. Hack electronic system.
Search Check	1 action	OPINT 4+	Reveal chamber or location contents.
Data Purge	2 actions	OPINT 4+	Scrub a terminal. Requires two successes total.
Demo Charge	2 actions (1 action for Breacher)	TACT 4+	Place charge token. Detonate later (1 action, any operator in LoS of target). 3" blast, frag effect.
Call Target	1 action	TACT or OPINT 4+	Next friendly Shoot vs. that target gains +1. Earn 1 Edge.

WOUND TRACK

TRACK	1-2 FW	3 FW	1 MW	2 MW	NEXT HIT AT 2 MW
Penalty	None	-1 all	-1 all, 1 action	-2 all, 1 action	Out of Action

SCENARIO SPECIAL RULES SUMMARY

RULE	USED IN	EFFECT
Blizzard	S01, S06	-1 Shoot in open, open ground = Difficult Terrain.
Autodestruct	S02	4-round countdown from vault interaction. TACT 4+ (both actions) to disarm.

RULE	USED IN	EFFECT
Ancient Traps	S03	2 hidden traps per side. D6 on trigger: 1–3 = Pinned + 1 FW.
Alarm Network	S02, S04	Detection triggers EO/NAF reinforcement at Round 3.
Rainstorm	S05	Rounds 3–6: –1 Shoot beyond 18", streets = Difficult Terrain.
Shifting Ice	S06	Terrain marked Impassable at Rounds 4 and 6.
Dense Jungle	S07	All open ground beyond 6" from compound = light cover.
Force Field	S08	Oracle Core immune until relay terminal upload (two OPINT 4+).
Ticking Clock	S09	Round 6+: Volkov moves toward Motor Pool 4" each AI activation.
Ghost Assist	S01	NAF rolls D6 per activation. 4+: disable detection. 3: no effect. 1–2: Compromise token (3 = Ghost silent).
HVT Panic	S07, S09	Escort takes MW: SITREP. 4–6 stays, 3 freezes, 1–2 bolts D6".
Stealth Window	S02	Per Infiltrator: full activation undetected = 1 Ghost Token (max 3 total). +1 to any roll, or spend all 3 to auto-succeed 1 OPINT check.

CLIMAX VARIABLE REFERENCE

D6	STANDARD RESULT
1	Bad Drop. Each player moves one uncarried objective up to 3".
2	Lights Out. All Shoot beyond 12" at –1 until end of next round. Hide +1.
3	Crossfire. Each player chooses one enemy in LoS of 2+ operators. That enemy becomes Pinned.
4	Smoke Break. 3" smoke cloud on most contested objective.
5	Extraction Window. +1 VP per round for an operator in the enemy deployment zone.
6	Signal Spike. Each splice gains 1 Edge Token (may exceed maximum).

Each scenario in this book replaces this standard table with its own Climax Variable. Use the scenario’s table when the Clock fires.

SITREP

When rules don't cover a situation: roll D6. 1 = No, worse. 2 = No. 3 = No, opening. 4 = Yes, cost. 5 = Yes. 6 = Yes, and...

Maximum two SITREP checks per situation. Then commit.

ROLL TABLES & CAMPAIGN FRAMEWORK

*The theater decides as much as the plan does.
Roll before you deploy.*

The theater decides as much as the plan does. Roll before you deploy.

This section provides four tools for expanding and linking these scenarios: a scenario selection table, optional Mission Twists that overlay any scenario, Theater Conditions tables that reflect each region’s specific environmental hazards, and a Campaign Framework for running these nine scenarios as a connected arc.

SCENARIO SELECTION

Roll D10 before the session. Reroll 10. Or choose. Both players see the result before building splices.

D10	SCENARIO	TYPE
1	S01 — Shattered Chains	Asymmetric / 2-Player
2	S02 — Phantom Heist	Asymmetric / 2-Player
3	S03 — Lost Relic of Azura	Symmetric / 2-Player
4	S04 — Blackout	Asymmetric / 2-Player
5	S05 — Ghost of New Manhattan	Asymmetric / 2-Player
6	S06 — Arctic Silence	Asymmetric / 2-Player
7	S07 — Extraction at Dawn	Asymmetric / 2-Player
8	S08 — Operation Firewall	Solo
9	S09 — Operation Shadowfall	Solo
10	Reroll or player choice	—

MISSION TWISTS

Optional. Both players agree before rolling. Roll D6 after selecting a scenario. The result overlays the scenario: it changes conditions but not VP math.

D6	TWIST	EFFECT
1	Signal Dead Zone	All OPINT-based actions requiring a roll (hacking, data recovery, search checks) suffer -1 to the die for the entire game. Passive detection (enemy Spot rolls) is unaffected.
2	Contested Approach	Both players halve their deployment zone depth (3" instead of 6", or 4.5" instead of 9"). The board opens faster. Nothing stays hidden long.
3	Reduced Vis-ibility	All Shoot attacks beyond 18" automatically miss for the entire game. No modifier overrides this. The theater is dark, smoky, or dust-choked.
4	Hot Extrac-tion	The game ends at Round 6 instead of Round 8 (or at the scenario's stated limit minus 2, minimum Round 4). Count VP at end of Round 6.
5	Dry Fire Cas-cade	Any natural 1 on a Shoot roll jams the weapon permanently for this game. It cannot be cleared. The operator may still Fight and Interact.
6	Reinforced Position	The defending or higher-VP side (or EO in asymmetric scenarios) places two additional heavy cover pieces anywhere on their half of the board before deployment.

THEATER CONDITIONS

Roll D6 at the start of the game, after scenario selection and before deployment. Apply the result for the entire game. Conditions stack with the scenario's own special rules.

GRANITSA (FROZEN ZONE)

Used in: Shattered Chains (S01), Operation Shadowfall (S09)

D6	CONDI-TION	EFFECT
1	Permafrost Crack	One random piece of open ground (roll D6, count from your edge) becomes Difficult Terrain. Mark it with a token.
2	Ice Mist	All Shoot attacks beyond 12" suffer -1. Applies from Round 1.
3	Clear and Cold	No additional effect. The cold is the only enemy today.
4	Wind Chill	Sprint actions cost an additional 1" of movement loss: move MOBI ×2 -2" instead of MOBI ×2.
5	Frozen Pipes	Any Demo Charge placed indoors that detonates also destroys all cover pieces within 3" (walls collapse). Mark destroyed terrain as impassable rubble (full cover, difficult terrain).
6	Early Blizzard	The blizzard condition (if present in the scenario) activates at Round 2 instead of Round 4. If no blizzard is in the scenario, treat as result 4.

URBAN MEGACITY (NAF / EO TERRITORY)

Used in: Phantom Heist (S02), Blackout (S04), Ghost of New Manhattan (S05), Operation Firewall (S08)

D6	CONDI-TION	EFFECT
1	Monitor Central Glitch	All passive Stealth detection rolls (end of round, 5+ to spot) suffer -1 for this game. Cameras are unreliable.
2	Civilian Interference	Once per game, each player may declare a Civilian Screen: one operator gains light cover for one round (choose at start of their activation). Cannot be stacked.
3	Grid Nominal	No additional effect.
4	Power Surge	All Override and OPINT-based electronic actions gain +1 on the die this game. The grid is hot.

D6	CONDI-TION	EFFECT
5	Emergency Lockdown	Two random interior doors (mark before deployment) are sealed. They require a Breach action or OPINT 4+ Override to open. They cannot be destroyed with standard Shoot attacks.
6	Rooftop Snipers	At the start of Round 2, each player places one Marksman token (SHOOT Ordinary, AR 1, fixed position) on any elevated terrain piece in their half. It targets the nearest enemy in LoS using Enemy AI Action Priority. It cannot move. Remove it on any hit.

AMAZONIAN JUNGLE (SCA TERRITORY / UNALIGNED)

Used in: *Lost Relic of Azura (S03)*, *Extraction at Dawn (S07)*

D6	CONDITION	EFFECT
1	Overgrowth	All open ground on the board counts as light cover (-1 to Shoot). Dense jungle everywhere today.
2	Biting Insects	Any operator who ends their activation without moving (both actions spent in place) suffers 1 FW from environmental exposure. This happens at the end of that activation.
3	Clear Canopy	No additional effect. Rare visibility in the Metroplex border zone.
4	Root Tangle	Two random terrain pieces (each player marks one before deployment) become Difficult Terrain in addition to their normal classification.
5	Autonomous Platform	At the start of Round 3, place one SCA Autonomous Platform token in the center of the board. SHOOT Ordinary, AR 2, MOBI 5", no faction allegiance. It follows Enemy AI rules and targets the closest operator in LoS. Remove it on 3 FW or 1 MW.
6	Sudden Downpour	From Round 2 onward: all Shoot attacks at ranges over 18" suffer -1. Smoke grenades have no effect (rain disperses them instantly on placement).

ARCTIC STATION (EO-ADJACENT / CONTESTED)

Used in: Arctic Silence (S06)

D6	CONDITION	EFFECT
1	Magnetic Interference	All recon drones deployed this game have their LoS radius halved (4" instead of 8"). Override actions at range (not adjacent) suffer -1.
2	Exposed Ice Field	One additional terrain piece (agreed before deployment) is marked as unstable ice from Round 1: treat as Difficult Terrain and count toward the Shifting Ice limit.
3	Stable Conditions	No additional effect. The anomaly readings are the only instability.
4	Pressure Event	At the start of Round 2, one random terrain piece per side cracks and collapses: it becomes Impassable immediately. Roll D6 per side: 1-2 = closest piece to center, 3-4 = closest piece to the rolling player's edge, 5-6 = player chooses.
5	Automated Warning System	Both players must announce when their operators enter a building (no cost, just declare). This represents the station's motion sensors. Stealth does not suppress this.
6	Thermal Bloom	From Round 4 onward, the Anomaly Response Sentry (if not yet triggered) activates early: deploy it now, even if the Data Core has not been secured.

CAMPAIGN FRAMEWORK

These nine scenarios form three loose campaign arcs. Play one arc in order for a linked narrative. Or run any three scenarios from the same arc as a mini-campaign with persistent splices.

THE GRANITSA THREAD

S01 Shattered Chains → S09 Operation Shadowfall → S06 Arctic Silence

EO operations in the permafrost zone. The thread tracks the consequences of GX-7's exposure: a rogue EO commander trying to monetize the fallout, and a contested research installation that may be the reason GX-7 existed at all.

THE URBAN SEQUENCE

S04 Blackout → S05 Ghost of New Manhattan → S02 Phantom Heist

Three operations in NAF-administered cities. The power node, the data core, and the prototype. Each operation is a thread in the same intelligence war: one side is collecting capability, the other is losing it.

THE DEEP JUNGLE

S07 Extraction at Dawn → S03 Lost Relic of Azura → S08 Operation Firewall

SCA territory and the shadow operations that run through it. A hostage, an artifact, and a compromised AI. The thread connects the Amazonian Metroplex's border contests to the broader question of what the pre-Upheaval ruins were actually built for.

BETWEEN-MISSION SEQUENCE

Run this sequence between any two arc missions when using persistent splices.

STEP	RULE
1 • Wound Recovery	All FW clear automatically. Each MW: roll D6. 4+ clears (3+ if a Medic is on the roster). Failed MWs persist and score a Contract Scar (roll on the Contract Scar table in <i>Skirmish & Iron Line</i> Ch. 05).
2 • Intel Bonus	The winning side rolls D6. On 4+, they learn one piece of advance intel about the next mission: either the location of one objective, the deployment zone of the opposing side, or the Theater Conditions roll result before the game begins. Agree with your opponent which category before rolling.
3 • Edge Carry-Over	The winning side carries 1 Edge Token into the next mission's opening (in addition to the standard starting 2). This is a campaign benefit only. Maximum carry-over: 1 token.
4 • Replacement	Any operator removed permanently (failed second MW recovery or KIA per Campaign rules in Ch. 05) is replaced by a Blank of the same class at standard cost. The replacement starts with 0 MP and no Callsign.

CAMPAIGN NOTE

These scenarios do not require campaign play. Run any scenario as a standalone operation. The arc structure is a tool for players who want a linked narrative, not a prerequisite for the individual missions.

OPERATOR TACTICS: FIELD OPERATIONS

Edition 01 • 2026

A scenario supplement for *Operator Tactics: Skirmish*. Nine missions set in the Terra Conflictus 2066 campaign world. Requires *Skirmish* & *Iron Line* for core rules.

All scenarios are compatible with the 400-point Standard format. Two-player scenarios are designed for two sessions (swap roles, compare scores). Solo scenarios use Enemy AI from the Solo Mode chapter.

Theaters: Granitsa Permafrost Zone • NAF Urban Operations • Amazonian Metroplex Border • Arctic Monitoring Station.

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

// THE CONTRACT IS THE ONLY FLAG //

01

BRIEF

OT.F0

NINE CONTRACTS. NO FLAGS. THE DICE TELL THE REST.

Field Operations is the scenario supplement for *Operator Tactics: Skirmish*: seven two-player operations, two solo missions, and a full table-ready reference section.

Each scenario is complete and self-contained: setup, battlefield map, objectives, VP scoring, special rules, Pressure Clock, and Climax Variable table.

Theaters include Granitsa permafrost, NAF megacity districts, Amazonian jungle compounds, Arctic stations, and fortified solo installations.

02

SPECS

SCENARIO BOOK

SCENARIOS	MAPS	FORMAT	ENGINE
9	9	400	D6
7 VS / 2 SOLO	PLAYER-FACING	POINT STANDARD	SKIRMISH CORE

03

CONTENTS

A5 FORMAT

S01	SHATTERED CHAINS	S06	ARCTIC SILENCE
S02	PHANTOM HEIST	S07	EXTRACTION
S03	LOST RELIC	S08	FIREWALL
S04	BLACKOUT	S09	SHADOWFALL
S05	NEW MANHATTAN	B	SPLICES + TABLES

CONTRACT LIVE

NO FLAGS

THEATERS

● GRANITSA ● NAF ● SCA ● AMAZONIA ● ARCTIC

TERRACONFLICTUS.COM