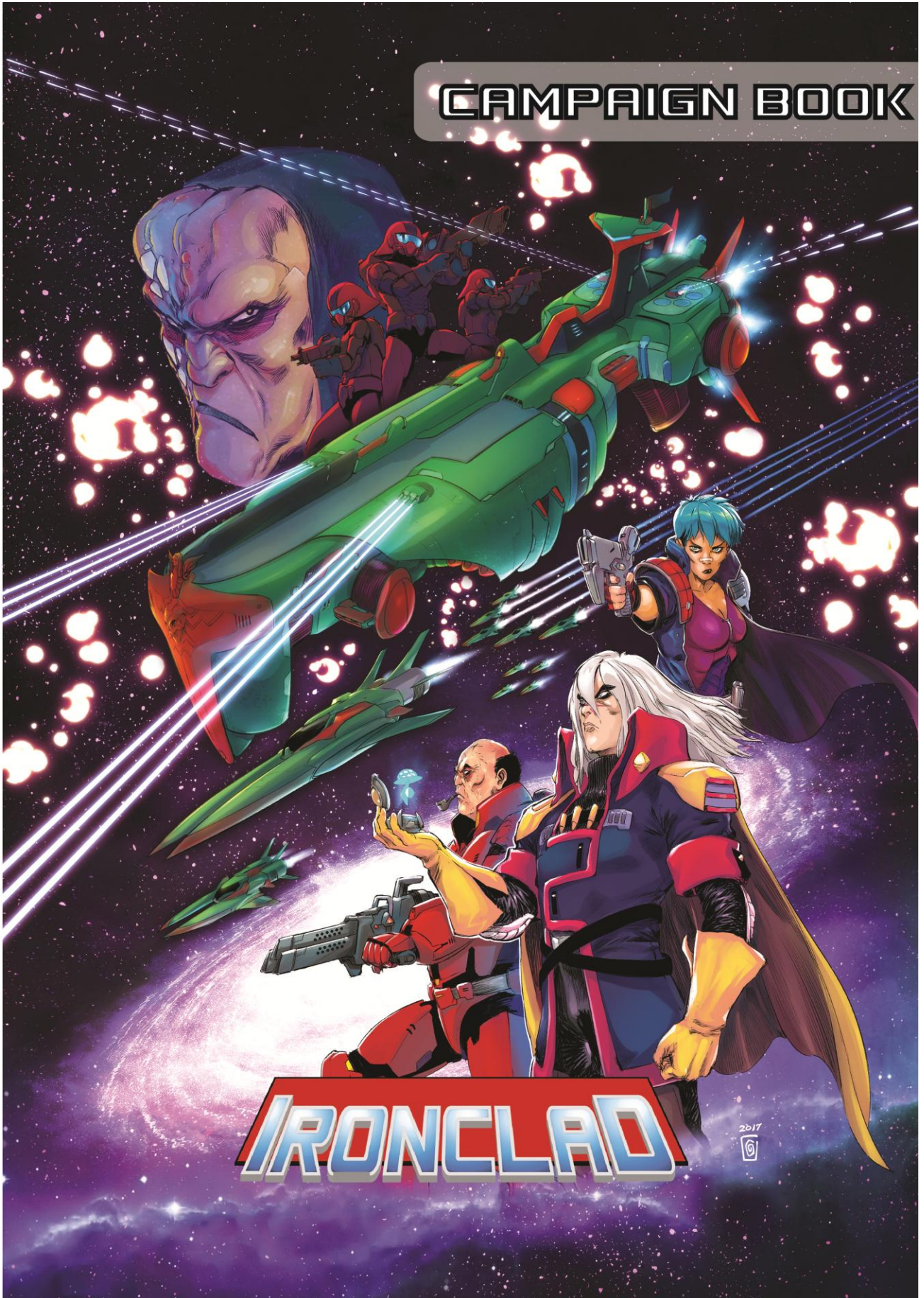


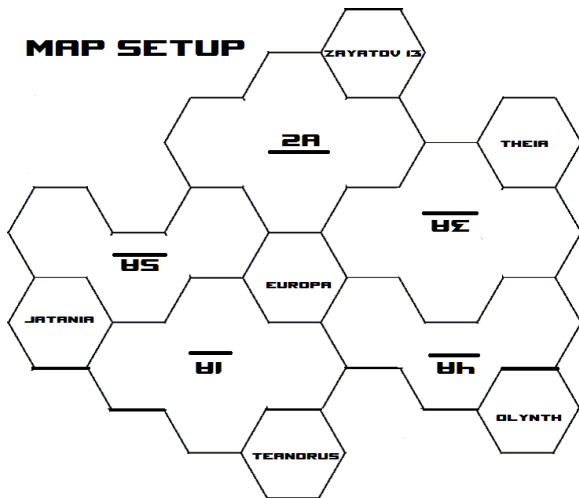
CAMPAIGN BOOK



SCENARIO I - PRECIOUS CARGO

You start the campaign with a total of 40 Credits. Before starting this Scenario, you recruit all the following Heroes which comprise your **starting Hero Roster**: **BLAZE – DAISUKE – GABRIEL – JUNE – OLIVIA – ONI – OSYKA – STITCH – THADDEUS – TOOLS – VULPO – WRATHE**. Their total recruitment cost is 30 Credits, so the remaining Credits are 10. You also start the campaign with 2 Fighters, the **Marauder** and the **Nomad**.

MAP SETUP



Planets / Space Stations required: JATANIA (Neutral) (**STARTING SECTOR**), TEANORUS (Neutral), ZAYATOV 13 (Neutral), EUROPA (Neutral), OLYNTH (Cartel), THEIA (Federation)

Sectors required: 1a, 2a, 3a, 4a & 5a.

Intel tokens NOT required: Enemy Outpost, Friendly Outpost, Probe, Space Dementia

Instructions: Shuffle the Objective A & B Intel tokens along with the rest of the Intel tokens specified and then place them randomly on the Sector tiles. **The Starting Sector is the Planet Jatania.**



MILESTONES:

- ★ **SPEED.** Complete the Mission in 7 turns or less. You gain a bonus of 10 extra Credits.
- ★ **EXPLORATION.** Reveal (either via Recon or Move Actions) 12 Intel tokens. You get two (2) *free Recon Actions* at the start of the next Scenario. These Recon Actions can be used on any Intel token on the Scenario map.
- ★ **SALVATION.** Complete the Side Mission “Distress Signal”.

SIGNATURES DETECTED ENCOUNTER TABLE (ROLL D6)	
D6	Encounter
1-2	NOMAD Fighter Squadron
3-6	NOMAD Fighter Squadron & OTRIDER Corvette

EVENT SUMMARY TABLE		
I.	Arrival at planet Olynth	Read 1a
II.	Arrival at planet Theia	Read 1b
III.	Objective A	2a
IV.	Objective B	3a

MISSION BRIEFING

 <p><i>This new job offer came in right on time. Ironclad’s crew grew weary from spending nearly a week for rest and recreation, their pockets thinning of credits with each passing day. A known and “trustworthy” Cartel liaison met with the Captain in a busy alleyway on a shadowy area of planet Jatania’s capital city. “The Cartel would like to employ your services for a simple pick up and drop job” said the shadowy human. A sealed container will be loaded in your cargo hold and you are to deliver it in Cartel hands on planet “OLYNTH”, continued the man. “Should we expect any surprises along the way?” inquired the Captain, to which the man replied with a grin.</i></p> <p>Objective: Arrive on Planet “OLYNTH” Time: 10 Turns Reward: 50 Credits and a BANDIT Fighter upon delivery.</p>	 <p><i>As the container was being loaded, the Captain received a call on his holo-com. A stiff navy officer of the Federation appeared. “Captain Gabriel, it’s been a long time” said bitterly the man. “Xavier...” Gabriel’s voice faded. “Listen Gabriel, we know who you work for and what you’re loading in your cargo hold. You’ll be wise to reconsider your agreement and deliver the cargo to the nearby GNF controlled planet “THEIA” instead. Your reward will be the Federation’s “Letter of Marque” forgiving your past transgressions and allowing you to act on our behalf, as well as some monetary compensation for your efforts”. “Should you choose to ignore our offer, you will sadly cause the GNF great displeasure” said Xavier finishing his job offer.</i></p> <p>Objective: Arrive on Planet “THEIA” Time: 10 Turns Reward: 50 Credits and a SKADI Fighter upon delivery.</p>
<p><i>The Captain had to break the news to his crew. A decision had to be made.</i></p>	

2A) SIDE MISSION – DISTRESS SIGNAL Ironclad’s comms officer picked up a scrambled distress call: “Bzzk... zzzk assistance! ... barely esc-gzzzk! Pleazzrk help-p-p!” It seemed to originate from a badly damaged spacecraft drifting helplessly nearby.

a) **ASSIST:** Respond to the distress call (Resolve a System Failure Operation).

b) **IGNORE:** You may leave this Sector normally.



a) **SUCCESS:** The Ironclad latched itself on the battered spaceship, allowing a few experts to board, and search for survivors. The crew was surprised to see a lonely droid greet them. “Thank you for your assistance! Unfortunately my ship isn’t space-worthy anymore. Please allow me to repay your kindness by joining your crew... I am confident that my exploration protocols will prove invaluable!”

You gain 1 Salvage and the Hero ULYSSES joins the Hero Roster!

3A) SIDE MISSION – ANALYSIS The comms officer relayed an incoming message: “I am Corporation Engineer class “B” Fili Pau. My sensors indicate that your cargo hold contains an artifact of interest. If you would allow me a few hours to study said artifact, I am willing to reward your patience.

Accept the offer: You have the Corporation’s gratitude. Lose 1 Action and gain +10 Credits and 1 Free Recon action usable immediately.

Refuse the offer: The disgruntled Corporate lackey left a nasty surprise! Resolve an Infiltrated Operation.



1A) The mighty battleship jumped out of hyperspace a few hundred kilometers away from the space station, the ship's sensors immediately picking up a large signature with GNF credentials. As soon as one of its cannon batteries turned to face Ironclad, it fired a warning shot across the bows. "We were expected" growled the Captain. A Federation Captain came up on the screen and said "We are sorry to see our warning go unheeded". "Never mind, we can always take the container from you when you're dead." he said casually, delivering a promise of annihilation. The Captain immediately called his crew to assume battle stations.

You cannot evade this encounter. You have to face 1 "HERMODR" Battleship in Space Combat.



After this encounter is resolved read the following:

The weary battleship commenced docking procedures. The crew shared a feeling of fulfillment as they would soon deliver the cargo container to Cartel hands, one more job successfully accomplished. Moments after delivery, the payment wormed its way to the crew's digital pocket. The Captain gave leave to most of the crew, leaving behind the officers to use the port's services and make sure the ship's space worthy as soon as possible. He had a gut feeling that this job was just the beginning of something bigger, and they had just become part of it.

You gain 50 Credits and the Bandit Fighter ship card. Mission Accomplished in favor of the Cartel. Proceed to debriefing.



1B) The security officer caught a discrepancy on his instruments, as the ship seemed to have more life signs on board as it had a brief moment ago. He wasted no time and informed his Captain of the intrusion. The Captain quickly weighed his options. He knew he had to act quickly, before the intruders found out that they lost the element of surprise.

Resolve the Infiltrated Operation with a difficulty of 12+d6.



After resolving this Operation (regardless of Success or Failure) read the following:

After dealing with the Cartel infiltrators, the Ironclad started its slow descent to the planet's surface. This was one of the Frontier worlds, which the Federation chose not to terraform. The red planet's scorching surface and searing winds contained all activity in underground cities. A brief moment after docking, a unit of federation soldiers armed to the teeth stormed into the dock to secure the sealed container. "What a warm welcome" mumbled the XO to the Captain. A few moments later the Captain received the promised payment and the Letter of Marque.

You gain 50 Credits and the Skadi Fighter ship card. Mission Accomplished in favor of the Federation. Proceed to debriefing.

DEBRIEFING

REPUTATION GAINS – LOSSES		
Action	Reputation Gain	Reputation Loss
Mission accomplished "Cartel"	+3 Cartel	-3 Federation
Mission accomplished "Federation"	+3 Federation	-3 Cartel
Complete "Analysis" Side Mission	+1 Corporation	
PROMOTIONS EARNED	3	

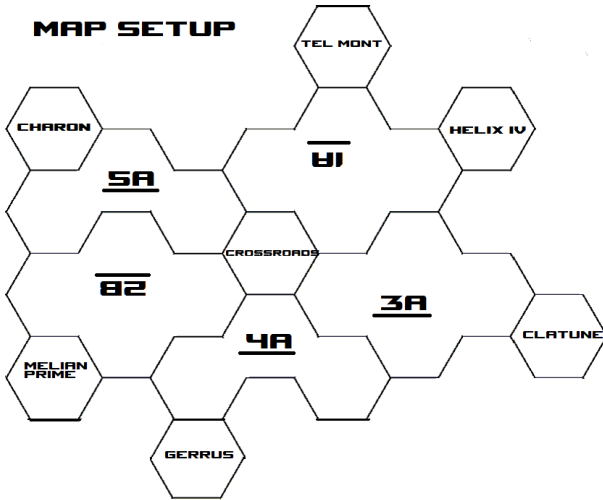
IMPORTANT

Before updating your Campaign Log, you may use 4 Services available on the planet where the Scenario ended (either Theia or Olynth). Afterwards you are advised to update the campaign log with your performance and reputation gains/losses as well as keep track of the Ironclad's status. Additionally, if you completed the DISTRESS SIGNAL side Mission, make sure you note that ULYSSES is a part of the Hero Roster.

Reminder: You cannot promote Heroes that joined the Hero Roster during this Scenario.

SCENARIO 2 – THE DEFECTOR

MAP SETUP



Planets / Space Stations required: TEANORUS (Neutral) (Starting Sector), CROSSROADS (Neutral), TEL MONT (Neutral), GERRUS (Neutral), HELIX IV (Corporation), MELIAN PRIME (Council), CHARON (Firstborn)

Sectors required: Sector tiles 1A, 2B, 3A, 4A & 5A.

Intel tokens NOT required: Ancient Relic, Enemy Outpost, Objective A & B

Instructions: Shuffle the Intel tokens and place them randomly face down on each Sector.

MILESTONES:

★ **SPEED.** Complete the main objective in 7 turns or less. If you complete the mission for either the Corporation or the Firstborn, you gain +10 Credits. If you complete the mission saving Kori Vedil, you gain an extra free Recon Action.

★ **REDEEMER.** Grant Nysa a place among Ironclad's crew, giving her a chance to redeem herself.

★ **VIGILANTE.** Complete the side mission "Lawbringer".

SIGNATURES DETECTED ENCOUNTER TABLE (ROLL D6)	
D6	Encounter
1	HARPIE MARAUDER
2	HARPIE RENEGADE
3-6	HARPIE MARAUDER & HARPIE RENEGADE

EVENT SUMMARY TABLE		
I.	Arrival at Crossroads	Read 1a)
II.	Arrival at Charon	Read 1b)
III.	Arrival at Helix IV	Read 1c)
IV.	Arrival at Melian Prime	Read 1d)
V.	Resolve 2 Signatures Detected	Read 2a)

MISSION BRIEFING



The meeting ended with a shake of hands. Prof. Echsares of the Corporation came with a lucrative business proposal, which immediately intrigued the Captain, since it was common knowledge that the Corporation meant serious business. The job sounded simple enough, with the Ironclad tasked to hunt down a very important Corporate rogue asset for a satisfactory requisition fee. Intel placed the asset, a scientist named Kori Vedil at the Crossroads space station. The Professor was blunt... "We would prefer if he was returned to us alive, but if it comes to that, dead will have to do".

Objective: retrieve rogue scientist Kori Vedil from Crossroads Space Station and bring him to planet Helix IV of the Corporation.

Time: 10 Turns

Reward: 70 Credits and choose either the CAPRICORN or VULCAN support platform upon delivery.

As the Ironclad travelled towards Crossroads Space Station, the dilemma posed troubled the Captain and his officers. They had to decide.



Before the Captain could inform his crew of the mission, he received a message in his holo-com from an intimidating yet hauntingly beautiful Firstborn female. "Greetings Captain, I am Vorcia of the Firstborn and I am aware that you are seeking a highly intelligent life-form by the name Kori Vedil. He is known to hold forbidden secrets of the Firstborn and we cannot abide to that. We would like you to secure him and deliver him to us, for which you will be greatly rewarded. We urge you to accept our request, as the Firstborn tend to take denial badly."

Objective: retrieve rogue scientist Kori Vedil from Crossroads Space Station and bring him to planet Charon of the Firstborn.

Time: 10 Turns

Reward: 80 Credits and 1 Gear upon delivery.



SIDE MISSION – LAWBRINGER "The Council hates employing mercenaries to clean up its mess, but I don't share their reservations" said Mun'Da, a Council agent to the Captain. This Sector is plagued by the Harpies, a merciless pirate organization, disrupting all commerce and terrorizing our civilians. Our peacekeeping forces are spread thin in this Sector and I'd like to employ your services in helping us cleaning up this neighborhood.

Objective: Clear 2 "Signatures Detected" Encounters.

Reward: Upon resolving the 2nd Encounter, receive 20 Credits.

1A) Finding the scientist wasn't half as difficult as the Captain thought. What he had to offer though, made things considerably more complicated for the crew of the Ironclad. "They both want me dead" said Kori Vedil in a bleak tone, "but dead is not something I'm inclined to become". "My counterproposal is that you help me reach Melian Prime and file for Council protection under Galactic law 512/paragraph 62, which will grant me immunity against both parties seeking my head. Subsequently, I am willing to offer my services to your crew."

New Objective: Bring Kori Vedil to Melian Prime.

Reward: Kori Vedil joins the Hero Roster and you gain 60 Credits.



1B) Right after leaving hyperspace, Prof. Echsares appeared on the main screen. "Clearly, you chose poorly" he said with a grim tone on his voice. "Thankfully I have contingencies for everything". As soon his image faded from view, a Corvette bearing Corporation insignia jumped out of hyperspace a few clicks away from the Ironclad. This was going to get ugly.

You cannot evade this encounter. You face the Corporation Enforcer AMATERASU and 1 OCCULUS Drone in Space Combat.

After this encounter is resolved, read the following:

Defeated in combat, the Corvette initiated Jump to Hyperspace procedures to evade annihilation. "It seems our fight is over" said the Captain to his crew and planned docking course for Charon. The welcoming committee of the Firstborn was an ice cold detachment of heavy war mechs which quickly surrounded Ironclad until the prisoner was handed over to Firstborn authorities. Soon after, the agreed upon reward was paid in full.

You gain 80 Credits and 1 Gear. Mission Accomplished in favor of the Firstborn. Proceed to debriefing.



1C) *"We are sorry to see our warning go unheeded. The Firstborn will not be denied" were the last words from Vorgia of the Firstborn and the Captain was surprised she gave them the courtesy of a farewell message. "Battle stations!" He yelled, just as a handful of signatures appeared on Ironclad's sensors. A small unit of Firstborn Mechs appeared from Hyperspace, already in attack formation.*

You cannot evade this encounter. You have to face the Firstborn Enforcer TAR'CEE and a MYRMIDON Mech in Space Combat.

After this encounter is resolved, read the following:

The fight was over and the remaining mechs left the sector Jumping To Hyperspace. A welcoming message from HELIX IV's main Starport came in, informing the Captain that they have green-light to dock. "I hope he was worth the trouble" the Captain thought while Corporation security officers removed Kori Vedil from Ironclad and placed him into Corporation custody.

You gain 70 Credits and either CAPRICORN or VULCAN. Mission Accomplished in favor of the Corporation. Proceed to debriefing.

1D) *"Remember, I have to set foot on Melian Prime if I am to request the Council's protection" said Kori Vedil as everyone saw the skirmish ahead. A unit of Firstborn Mechs was tangled in mortal combat with a Corporation Corvette. Immediately after the Ironclad appeared on their sensors, they instantly stopped fighting each other and turned their attention to the battleship. In light of a common goal, they forged a makeshift truce and trained their guns towards the Ironclad.*

You cannot evade this encounter. You have to face both the Corporation and the Firstborn Enforcers in space combat (TAR'CEE – Firstborn & AMATERASU – Corporation).

After this encounter is resolved, read the following:

With both the Corporation and the Firstborn failing to capture their target and fleeing after being defeated by the Ironclad, Kori Vedil managed to give in his immunity application to Council authorities and thanks to Galactic legislation, he was safe from Corporation and Firstborn persecution.

KORI VEDIL joins the hero roster. Gain 60 Credits. Start of next mission: reveal 2 Intel tokens anywhere on the map. Mission accomplished. Proceed to debriefing.

2A) *After defeating the last of the Harpies, the young pilot slowly approached the debris scanning for stragglers and suddenly a spacesuit wearing woman leaped on top of his glass canopy, holding a piece of white cloth – the symbol of truce - on one hand. The startled pilot brought her back to the battleship. In the Ironclad's hangar bay the female human bearing the markings of a Harpy faced the captain and his retinue with their hands on their guns, ready to take her down if necessary. She claimed she had renounced her sisters a long ago and asked to join the battleship's mercenary crew.*

Players must choose:

- a) Accept her request. _____
- b) Deny her request. _____

A. *Nysa was initially met with distrust and most of the Ironclad's crew avoided her at first. But these feelings died out pretty quickly, as most crewmembers of the mercenary battleship had their own dark past and everyone else accepted them despite that. Soon she would have the chance to prove her worth to her new family.*
Nysa joins the Hero Roster.

B. *The former Harpy knew that gaining anyone's trust was a long-shot and had low expectations of her request being granted. She offered some credits as compensation to the mercenaries for not outright killing her and to grant her freedom.*
Gain 15 Credits.

DEBRIEFING

REPUTATION GAINS – LOSSES		
Action	Reputation Gain	Reputation Loss
Mission accomplished "Corporation"	+3 Corporation	-3 Firstborn
Mission accomplished "Firstborn"	+3 Firstborn	-3 Corporation
Mission accomplished "Save the scientist"		-3 Corporation -3 Firstborn
"Lawbringer" accomplished	+1 Council	
PROMOTIONS EARNED	3	

IMPORTANT

Before updating your Campaign Log, you may use 4 Services available on the planet where the Scenario ended (either Helix V, Charon or Melian Prime). Afterwards you are advised to update the campaign log with your performance and reputation gains/losses as well as keep track of the Ironclad's status. Additionally:

- If you completed the main Objective by helping KORI VEDIL, make sure you note that KORI VEDIL is a part of the Hero Roster.
- If you completed the "Lawbringer" Side Mission and accepted NYSA's request, make sure you note that NYSA is a part of the Hero Roster.

Reminder: You cannot promote Heroes that joined the Hero Roster during this Scenario.