

— THE SEMIPALATINSK LEGACY —
BLOOD ON THE RAILS

INTRODUCTION

This book is part of the **Semipalatinsk Legacy** and contains the **Blood on the Rails** campaign. The **Semipalatinsk Legacy** is the overarching storyline in all three **For What Remains** core sets, though you do not have to play through the other campaigns to play **Blood on the Rails**. The **Semipalatinsk Legacy** storyline follows this sequence:

- Streets of Ruin
- Blood on the Rails
- Out of the Basement

For rules on how to play campaigns, reference the **For What Remains** rulebook.

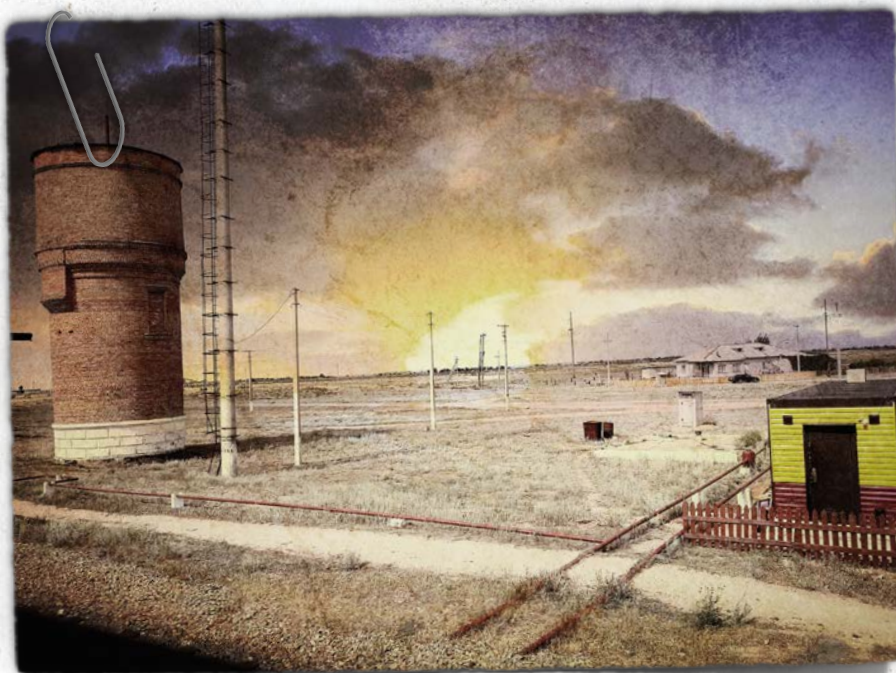
The Story

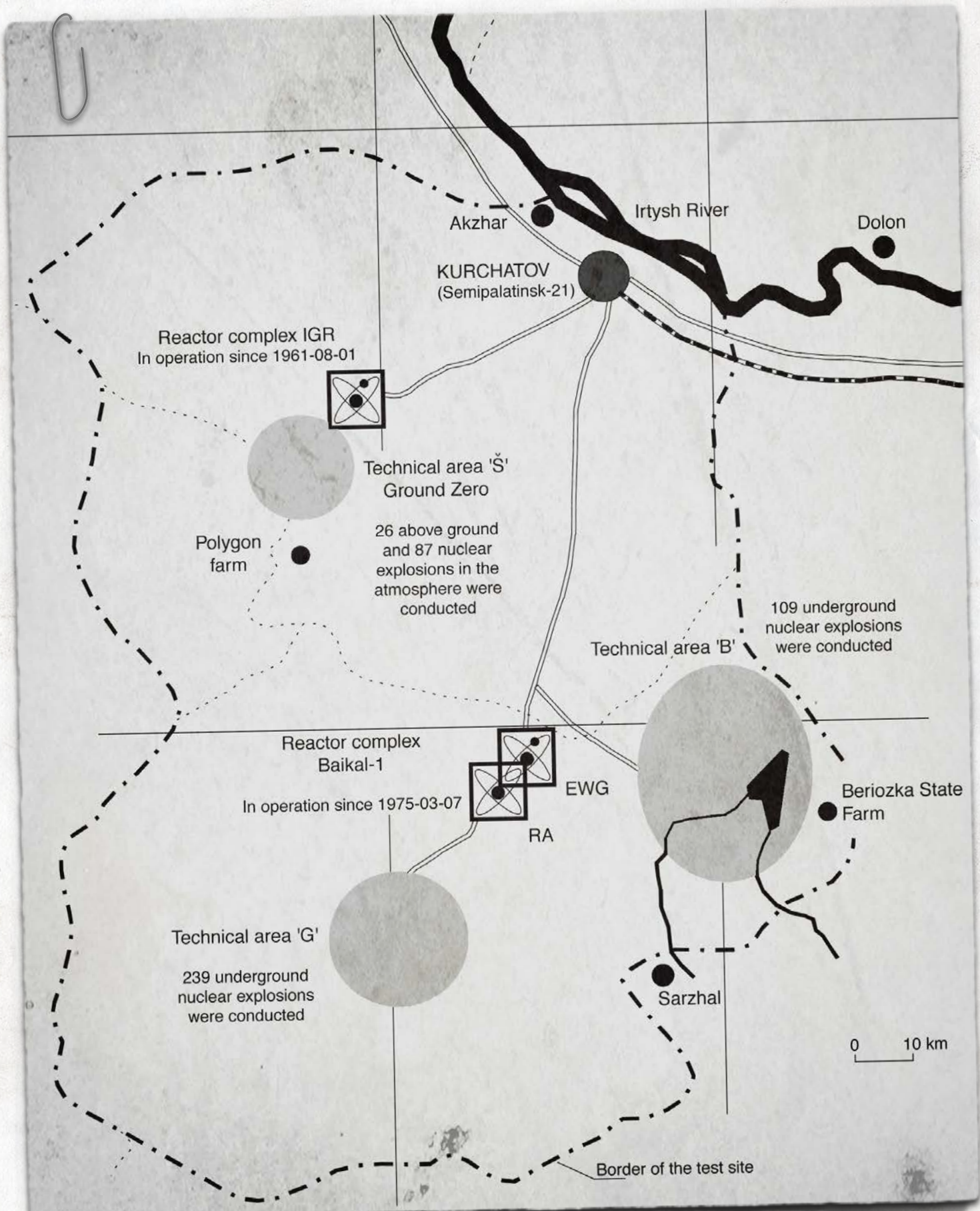
The story in **Blood on the Rails** assumes one player will take the role of the Soldiers of Light, while the other takes the role of Echo. However, if you have other **For What Remains** games, players can use any faction of their choice to play through the scenarios (though some minor modifications may be necessary).

Solitaire Play

When playing solitaire, you can take the role of the Soldiers of Light or Echo.

Semipalatinsk Legacy storyline developed by David Thompson, Ricardo Tomas, and Paul Low.





THE SEMIPALATINSK LEGACY

Semipalatinsk, also known as the Polygon, was the Soviet Union's primary nuclear test site. Between 1949 and 1989, hundreds of tests were conducted, but the most important took place on 11 October 1961 when the Soviet Union conducted its first underground test. Starting in 1957, Soviet intelligence officers had reported US underground nuclear testing revealed something important. But the details were concealed in Top Secret programs so well protected even the best Soviet spies couldn't crack them. So the Soviets began their own underground nuclear test program called подземный мир or "Underworld."

On 11 October, the Soviets detonated a 1 kiloton nuclear bomb below the surface of the Degelen Mountain complex in the southern portion of the Semipalatinsk Test Site. The detonation opened a brief gate into the Basement, revealing the Netherscape to the Soviets for the first time. Over the next three decades, the Soviets conducted over 300 more underground nuclear tests at Semipalatinsk, and established a facility dedicated to the exploration of the Basement.

Following the breakup of the Soviet Union, the Semipalatinsk Test Site was left largely unguarded. Transnational mercenary groups with knowledge of the Basement's secrets took the opportunity to loot the facility and set out on their own expeditions. This marked the most extensive period of Basement exploration by non-state actors until the Final War.

From 1996 to 2012, a secret joint operation of Kazakh, Russian, and American scientists, engineers, and military groups secured the remaining access points to the Basement at the Semipalatinsk Test Site.

After it was secured, Semipalatinsk was largely forgotten, as most of the countries knowledgeable about the Basement had closed their exploratory programs. When the Final War came, Semipalatinsk — like most of the world — was left in ruins, but its secrets remained.



BLOOD ON THE RAILS

On the outskirts of the abandoned town of Kurchatov is the old rail station called Konechnaya (or the "Last Stop"). For years, the town of Kurchatov was referred to only by the rail station's name. For many, the rail station was the last sign of normalcy before heading to the Semipalatinsk nuclear testing areas.

During the Last War, the rail station — like the rest of Kurchatov — was destroyed. The freight yard, concrete factory, mining and processing plant, warehouses, and POL storage tanks were all abandoned.

After the Final War, the ruins of the rail district were inhabited by remnants of the Order of the New Dawn that had roamed the area around the Semipalatinsk Test Site. Eventually the netherbeasts moved on.

A few weeks ago, a clan of the Soldiers of Light was moving through the region and came upon the railyard. Remarkably, some of the buildings had not yet been looted. The Soldiers of Light built a camp in the abandoned railyard and set about looting the area.



SCENARIO 1: ALL ABOARD

About 60 kilometers south of Kurchatov, deep in the Semipalatinsk Test Site, is the ruins of the Baikal-1 reactor complex. Before the Final War, the complex was home to a Netherscape research facility. Now it is inhabited by a secret Echo cell. One of the cell's chief scientists — Dr. Tomas Low — has been working on a new weapon designed to disrupt Nether physiology. In order to complete the design, he needs a sample from a netherbeast. Rather than venture into the Basement, Low sends scouting parties to find a Waste Dragon to use as his test subject.

One of the Echo scouting party travels to Kurchatov and spots the Soldiers of Light clan that has encamped in the ruins of the railyard. When the scouting party returns with their report, Low sends an Echo strike force to capture the Waste Dragon. But rather than attack the Soldiers of Light directly, the strike force uses a group of trainees as a decoy. The trainees are told their task is simply to scavenge the area around the rail yard, when in fact the strike force wants to lure the Soldiers of Light out of their camp.

Overview: In this scenario, the factions encounter each other for the first time as they are scavenging the railyard's ruins. Their goal is to recover as much gear as possible, even if it means engaging the enemy.

Skirmish Points: 10

Scavenge Tokens: Place four scavenge tokens in the positions indicated on the battleground on the next page.

Starting Areas: Use the default starting area rules.

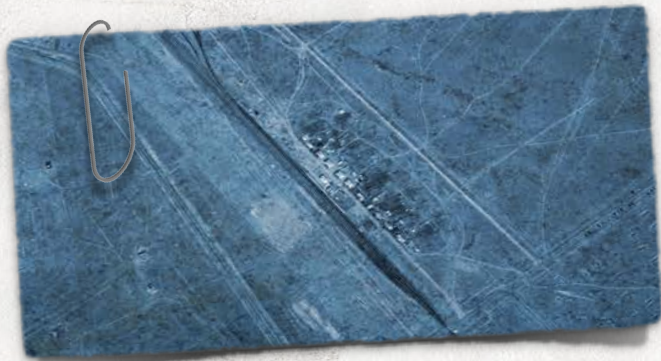
Select and Place Characters: Use the default character selection and placement rules.

Victory

Either player wins by scoring 5 victory points or by defeating all of their opponent's characters.

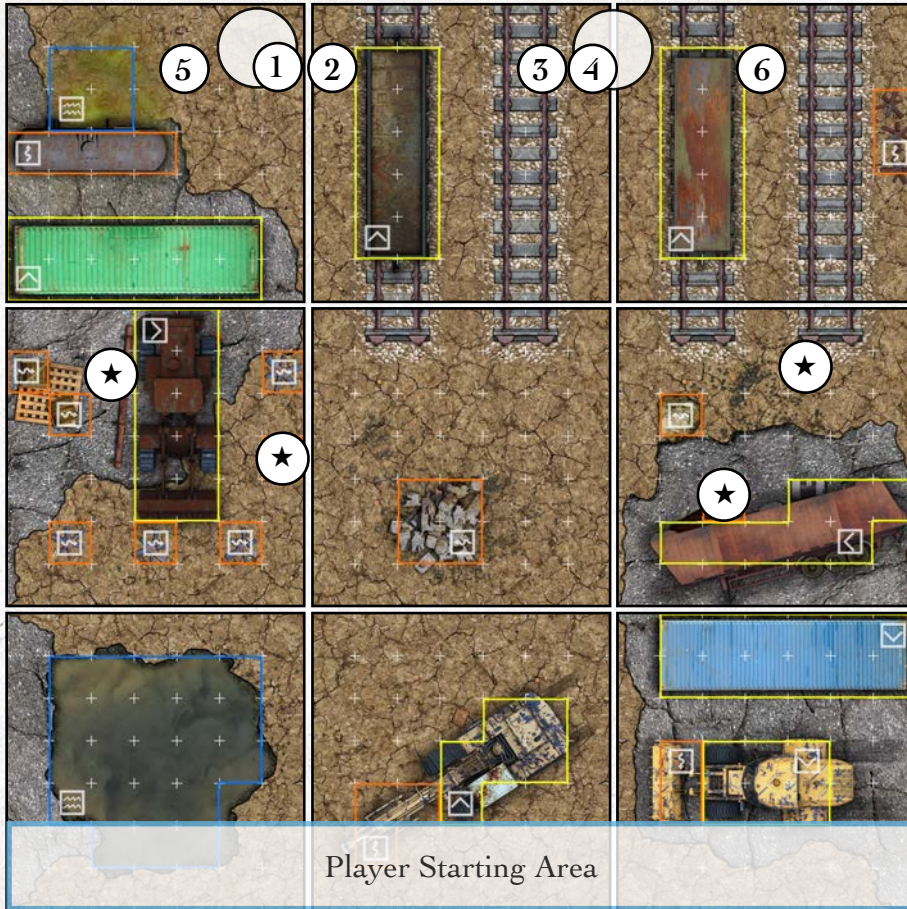
Victory Points

- **Characters:** Award 1 victory point for each defeated character.
- **Scavenge Tokens:** Award 1 victory point for each scavenge token in a character's possession.



Location: 44ULB2420224395
Train Station

“There they are — followers of the Old Ways. Get them!”
— SoL Faith Bringer



Solitaire Play

AI Characters

Echo

1. Recruit Mindbender
2. Recruit Nether-tech
3. Recruit Psion
4. Recruit Pyro

SoL

1. Recruit Waste Dragon
2. Recruit Beastmaster
3. Recruit Tempest
4. Recruit Dragoon
5. Recruit Sentinel
6. Recruit Tempest

Solitaire Play

Starting Area: Place AI characters in numbered spaces. The player’s characters begin on the designated edge of the battleground, within two spaces of the edge.

Objective Order: None. Ignore objective order die results and move to the next higher order.

SCENARIO 2: DRAGON HUNTERS

The Echo strike force's plan worked. The Echo trainees drew some of the Soldiers of Light from their camp. Now the Echo strike force launches the attack against a small group of the Soldiers of Light who have a Waste Dragon with them.

Overview: The Echo strike force's goal is to defeat the Soldier of Light's Waste Dragon. Meanwhile, the Soldiers of Light are undermanned. They are desperate to hold out long enough to get reinforcements, while also protecting their Waste Dragon from the Echo attack.

Skirmish Points: The Soldiers of Light receive 10 skirmish points and a Veteran Waste Dragon. If the Soldiers of Light do not have a Veteran Waste Dragon on their Force Roster, use one temporarily for this scenario. Echo receives 15 skirmish points. Both sides earn 15 Experience Points at the end of the scenario.

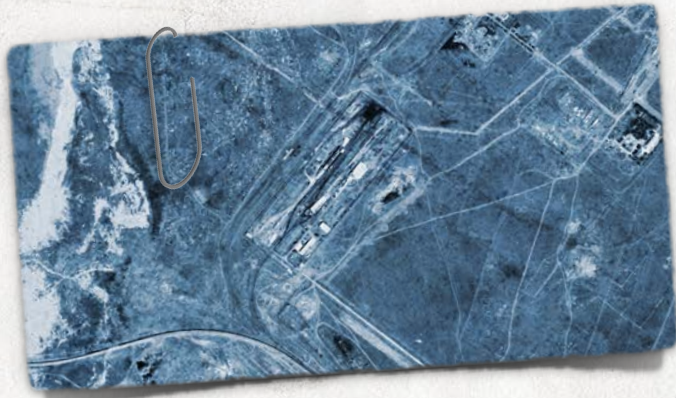
Starting Areas: Use the default starting area rules.

Select and Place Characters: Use the default character selection and placement rules, except the Soldiers of Light must use the Veteran Waste Dragon.



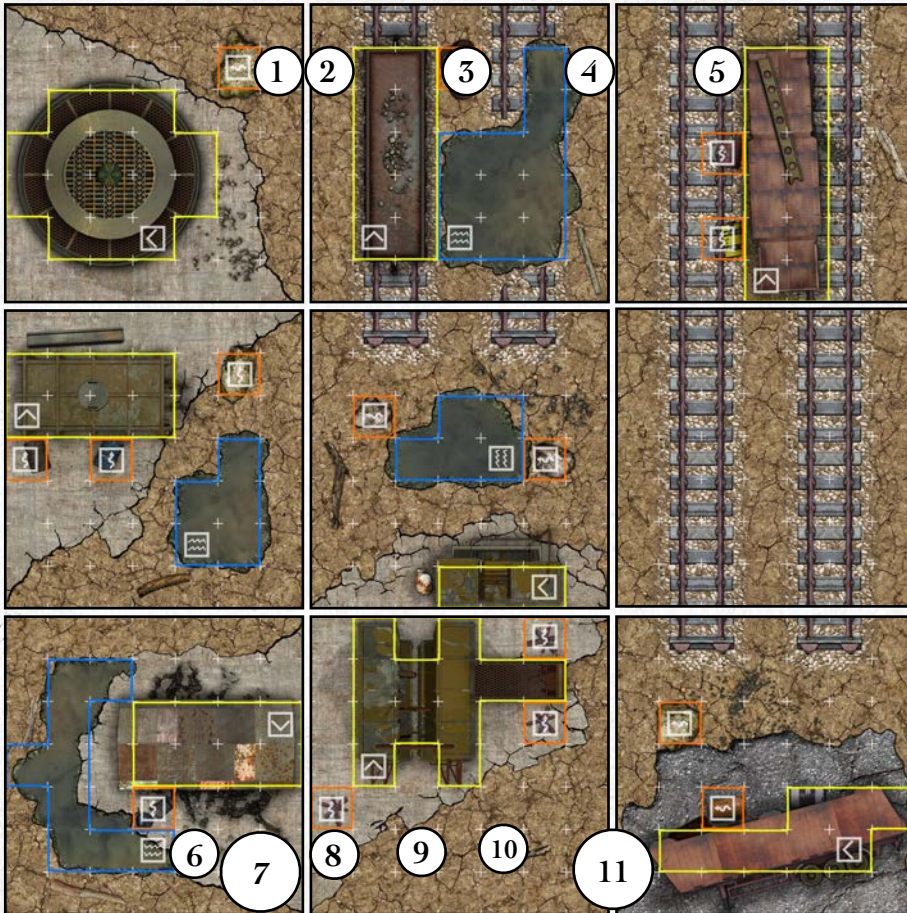
Victory

- **Echo:** Wins if they defeat the Waste Dragon.
- **Soldiers of Light:** Win if the Waste Dragon has not been defeated at the end of six rounds and is adjacent to an edge of the battleground.



Location: 44ULB2388825699
Freight Yard

“The Waste Dragon is the goal. But kill anything that gets in the way”
— Psion



Solitaire Play

AI Characters

Echo

1. Recruit Nether-tech
2. Veteran Mindbender
3. Recruit Psion
4. Recruit Pyro
5. Veteran Psi-blade

SoL

6. Recruit Tempest
7. Veteran Waste Dragon
8. Veteran Beastmaster
9. Recruit Tempest
10. Recruit Sentinel
11. Recruit Dragon

Solitaire Play

Starting Area: Place AI characters in numbered spaces. The player’s characters begin on the opposite edge of the battleground from the AI characters, within two spaces of the edge.

Objective Order:

- **Echo:** Assault the Veteran Waste Dragon. Move until the Veteran Waste Dragon is within Weapon Range (or until engaged by the Psi-blade). Attack until the Waste Dragon is defeated.
- **SoL:** Protect the Waste Dragon. Engage any enemy attacking the Waste Dragon. If no enemy is attacking the Waste Dragon, engage the closest enemy. Sentinel’s primary target for First Aid and Protect Allies abilities should always be the Veteran Waste Dragon.

SCENARIO 3: I NEED MORE POWER

With or without the Waste Dragon test subject, the Echo scientist, Tomas Low, informs the Echo strike force that he will need more fuel to operate the machinery necessary for him to continue his research. During their skirmish with the Soldiers of Light, the strike force identified POL tanks that may still hold fuel. Thus, the strike force returns to the railyard to scavenge any fuel they can find. Leaving nothing to chance, Tomas Low travels with them.

Meanwhile, the Soldiers of Light have had enough of the Echo attacks. Two Tempests had tracked the Echo strike force back to the Baikal-1 reactor. When they realized the strike force was planning to return to the railyard, the Tempests notified the rest of their clan. The Soldiers of Light then set an ambush for the Echo trespassers.

Overview: The Echo strike force needs to scavenge as much fuel as possible. Meanwhile, the Soldiers of Light want to kill the Echo strike force and send a message that they will not tolerate any further incursions into their territory.

Skirmish Points: 20

Scavenge Tokens: Place six scavenge tokens in the positions indicated on the battleground on the next page.

Starting Areas: Echo must place all of their characters in the center tile of the battleground. The Soldiers of Light can be along any edge of the battleground, within two spaces of the edge.

Select and Place Characters: Secretly select the characters that will be used. Echo places their characters first.

Victory

Either player wins by scoring 4 victory points or by defeating all of their opponent's characters.

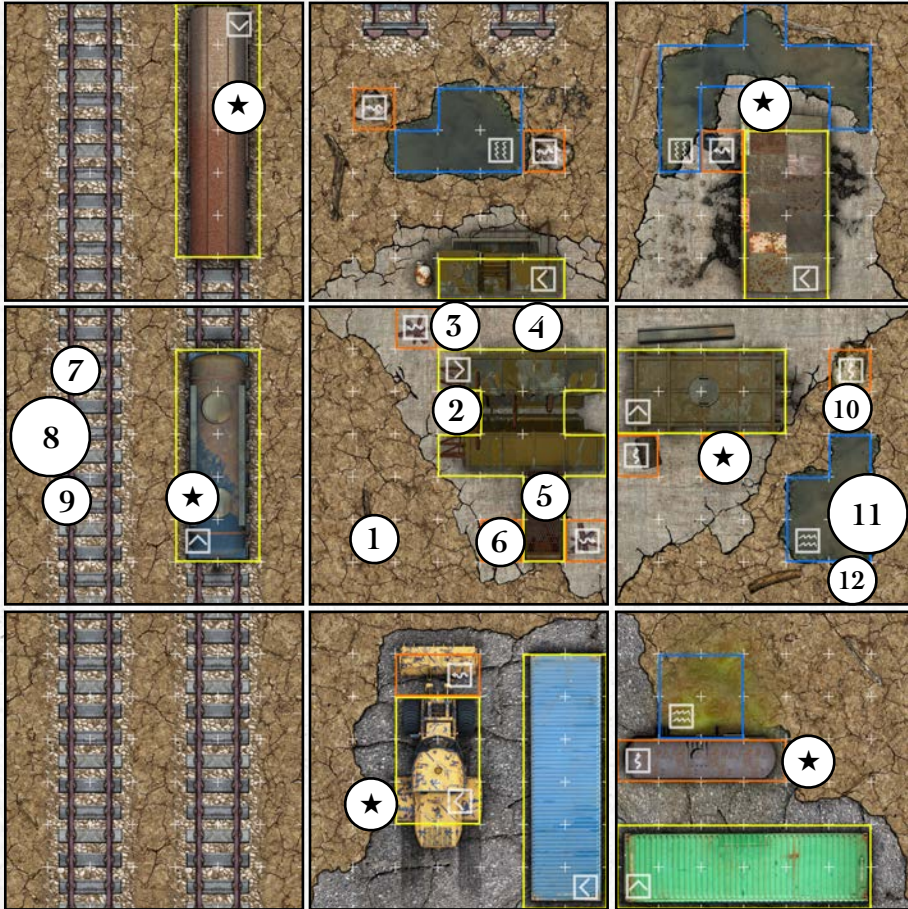
Victory Points

- **Characters:** Award the Soldiers of Light 1 victory point for each defeated character.
- **Scavenge Tokens:** Award Echo 1 victory point for each scavenge token in a character's possession.



Location: 44ULB2515426523
Warehouses

“They’ve fallen into our trap.
Let’s make them pay.”
— SoL Faith Bringer



Solitaire Play

AI Characters

Echo

1. Veteran Pyro
2. Recruit Psion
3. Veteran Nether-tech
4. Recruit Psi-blade
5. Recruit Psi-blade
6. Veteran Mindbender

SoL

7. Veteran Beastmaster
8. Veteran Waste Dragon
9. Recruit Tempest
10. Veteran Faith Bringer
11. Veteran Dragoon
12. Veteran Sentinel

Solitaire Play

Starting Area: Place AI characters in numbered spaces. For the player: Echo must place all of their characters in the center tile of the battleground; the Soldiers of Light can be along any edge of the battleground, within two spaces of the edge.

Objective Order:

- **Echo:** None. Ignore objective order die results and move to the next higher order.
- **SoL:** None. Ignore objective and scavenge order die results and move to the next higher order.

SCENARIO 4: GOING HOME

After the skirmish in Scenario 3, the Echo strike force flees the area and joins up with Tomas Low and other members of the Echo cell who had been hiding in the area. The Soldiers of Light chase the Echo strike force, eventually cornering them in the freight yard.

The Echo cell realizes the danger — if Tomas Low is caught, it would spell disaster for Echo's plans to deal with rumors of a growing Order threat in the Semipalatinsk area. The Echo cell needs to get back to their base at the Baikal-1 reactor complex, but to do that they'll need to go through the Soldiers of Light.

Overview: Echo must move across the freight yard, protecting Tomas Low. Meanwhile, the Soldiers of Light are focused on capturing the Echo scientist.

Skirmish Points: 25

Special: Echo receives the two character counters and three action tokens associated with Tomas Low. Tomas Low is treated as a Mindbender and begins at Veteran level. He does not count against Echo's 25 skirmish points, but does count as one of the six characters Echo can have on the board for the scenario.

SoL's goal is to capture - not kill - Tomas Low. As such, he has two special rules:

- He cannot be defeated. Ignore any damage dealt to Tomas Low when he is an injured Recruit.
- He cannot take any action when he is an injured Recruit (he is considered incapacitated).

Starting Areas: Echo chooses which edge of the battleground to start on. All of their characters must be along one side of the battleground, within two spaces of the edge. The Soldiers of Light can setup anywhere along the other three sides of the battleground, within two spaces of the edges.

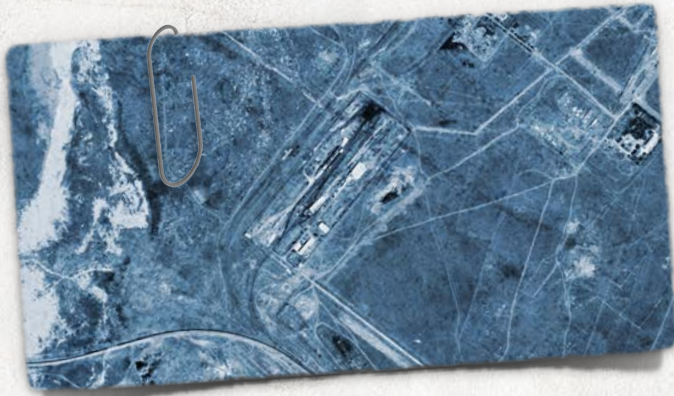
Select and Place Characters: Secretly select the characters that will be used. The Soldiers of Light place their characters first.

Tomas Low character counter and action token



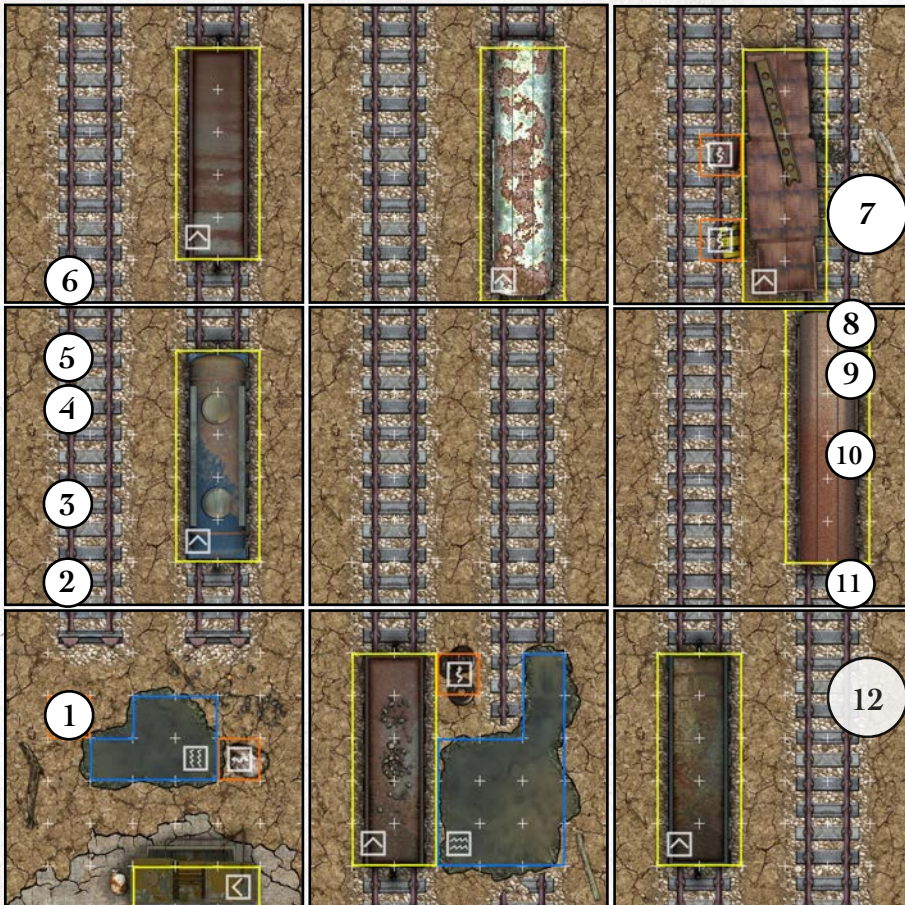
Victory

- **Echo:** Wins if Tomas Low moves to the edge of the battleground opposite of where the Echo faction began or by defeating all the Soldiers of Light characters.
- **Soldiers of Light:** Win if one of their characters is adjacent to Tomas Low and no Echo character is adjacent to Tomas Low at the end of a round or by defeating all the Echo characters except Tomas Low.



Location: 44ULB2388825699
Freight Yard

“We have to get Dr. Low back to the base, no matter the cost.”
— Echo Psion



Solitaire Play

AI Characters

Echo

1. Elite Psi-blade
2. Veteran Nether-tech
3. Veteran Mindbender
4. Veteran Psion
5. Veteran Tomas Low
6. Elite Pyro

SoL

7. Veteran Waste Dragon
8. Veteran Beastmaster
9. Elite Tempest
10. Elite Faith Bringer
11. Veteran Sentinel
12. Veteran Dragon

Solitaire Play

Starting Area: Place AI characters in numbered spaces. The player's characters begin on the opposite edge of the battleground from the AI characters, within two spaces of the edge.

Objective Order:

- **Tomas Low:** Move to the opposite edge of the board while moving away from the closest enemy.
- **Echo:** Move to Tomas Low if no character is adjacent to Tomas Low.
- **SoL:** If an enemy character is adjacent to Tomas Low, engage the enemy character and attack until defeated. If an enemy character is not adjacent to Tomas Low, Move adjacent to Tomas Low and attack until he becomes an injured Recruit.

SCENARIO 5: LAST STOP

During the battle when the Soldiers of Light were trying to capture Tomas Low, the scientist hid critical equipment needed to extract the NetherA protein from the Waste Dragon. Without the NetherA extractor, the Echo plan will fail. The Echo cell must recover the equipment, while the Soldiers of Light want to destroy it.

...if the Waste Dragon was defeated in scenario 2: The Echo cell has the captured Waste Dragon with them. When the Waste Dragon spots the Soldiers of Light, it goes wild and breaks free from the chains that had been binding it.

...if Tomas Low was captured in scenario 4: Tomas Low is with the Soldiers of Light. They did not have time to take him back to their camp before the skirmish with the Echo cell begins.

Overview: Echo and the Soldiers of Light battle over the NetherA extractor. Meanwhile, depending on the result of prior scenarios, it's possible that one or both of the factions can be reunited with their captured companion.

Skirmish Points: 30. If the Waste Dragon was defeated in scenario 2, the Soldiers of Light must choose to use an Elite Waste Dragon, even if they do not have one on their Force Roster.

Starting Areas: Use the default starting area rules.

Select and Place Characters: Echo places their characters first. If the Waste Dragon was defeated in scenario 2, the Echo player places the Elite Waste Dragon in their starting area, adjacent to one of their characters. If Tomas Low was not captured in scenario 4, Echo must select to use Tomas Low at Elite level. He is treated as an Elite Mindbender, and counts against Echo's skirmish points and six character limit.

Special: Place the NetherA extractor marker in the center space of the battleground. Characters can never occupy the space with the NetherA extractor marker.

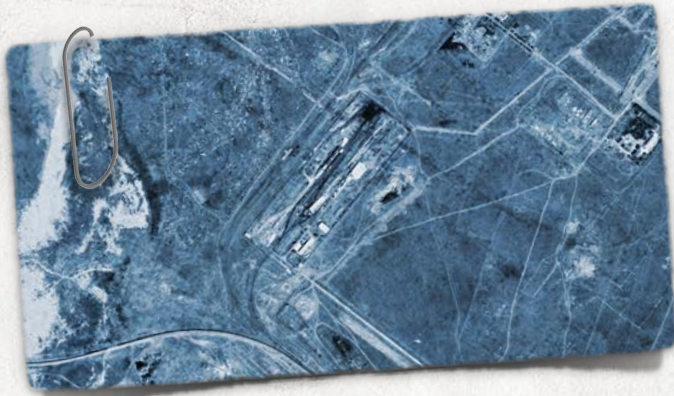
If Tomas Low was captured in scenario 4, the Soldiers of Light receive the injured Recruit Tomas Low character counter. The Tomas Low counter must start adjacent to a Soldiers of Light character and is considered incapacitated. Tomas Low can never take an action, cannot be injured, and cannot be healed. He does not count against Echo's 30 skirmish points, and does not count as one of Echo's six characters.

Victory

Either player wins by scoring 6 victory points or by defeating all of their opponent's characters.

Victory Points

- **Characters:** Award 1 victory point for each defeated character.
- **Kill the Leader:** Award the Soldiers of Light 1 additional victory point if Tomas Low begins with Echo and is defeated.
- **Reunited:** Award 1 victory point to the Soldiers of Light if a Waste Dragon begins in the Echo starting area and moves adjacent to a Soldier of Light character. Award 3 victory points to Echo if the captured Tomas Low counter is adjacent to an Echo character and not adjacent to a Soldier of Light character at the end of a round (then immediately remove the Tomas Low counter from the battleground).
- **The NetherA Extractor:** At the end of each round, award a player 1 victory point if at least one of their characters is adjacent to the NetherA extractor marker and their opponent does not have a character adjacent to the marker.



Location: 44ULB2388825699
Freight Yard

“This is it. We have to win this fight.”

Solitaire Play AI Characters

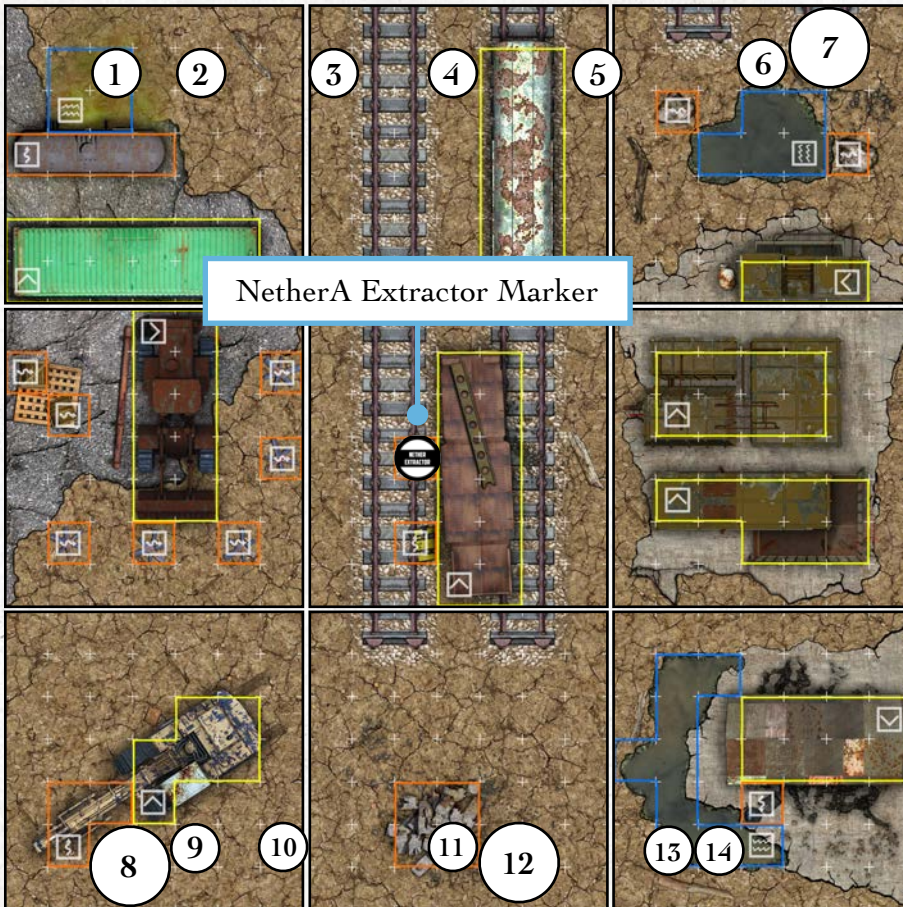
Echo

1. Elite Tomas Low* / Mindbender
2. Veteran Psi-blade
3. Elite Pyro
4. Veteran Psion
5. Elite Nether-tech
6. Veteran Psi-blade

SoL

7. Elite Waste Dragon**
8. Elite Waste Dragon***
9. Elite Beastmaster
10. Veteran Sentinel
11. Elite Faith Bringer
12. Elite Dragoon
13. Veteran Tempest
14. Recruit Tomas Low****

- * If not captured in Scenario 4
 ** If captured in Scenario 2
 *** If not captured in Scenario 2
 **** If captured in Scenario 4



Solitaire Play

Starting Area: Place AI characters in numbered spaces. The player's characters begin on the opposite edge of the battleground from the AI characters, within two spaces of the edge.

Objective Order: Primary: Move adjacent to the NetherA extractor marker.

- **Echo (Secondary, if applicable):** Move to Tomas Low. If an enemy character is adjacent to Tomas Low, assault the enemy character. Move until the enemy character is within Weapon Range (or until engaged by the Psi-blade). Attack until the enemy character is defeated.
- **SoL (Secondary, if applicable):** Move a SoL character adjacent to the Waste Dragon that began in the Echo starting area.

