

WARFIGHTER

The Tactical Special Forces Card Game

SHADOW WAR

DAYLIGHT COMBAT

PMC

SCENARIO BOOK #2

No Surrender

Mission Briefing:

Listen up, we have a new mission! The enemy bagged a family and is holding them up in a compound, deep in enemy territory. We need your team to enter the area without making too much noise, so you'll be walking in. Now, I chose your team for its track record of never letting anything get in your way of success, so don't let me down. Also, there is a lot of commotion in the area, so as the Scouts say: 'Be Prepared.' For anything.

Player Nation:

Israel

Region/Hostile:

Middle Eastern / Insurgents

Mission/Objective:

On Foot (M-18) / Hostage Rescue (M-24)

Required:

Modern Day Core, Expansion 14, and 15

Special Set-Up Rules:

Only Soldiers with Never Again printed on their card can be selected for this Mission.

Special Mission Rules:

At the Start of Turn #1,
Recon Location: Crowded Street (15-54).
Crowded Street must be placed in Location #2.

Separate the Event card from the Hostile deck. The 1st Hostile card placed for each Location must be an Event card.

Developer Note:

Nation-specific Skills were first created in WWII Wave 2, which gives each Nation its own unique feel. I like the storytelling and mechanics of how the Israeli Never Again Skill works in Warfighter. Having multiple Soldiers with this Skill, in Locations with Collateral damage, will give the player a fun feeling of not needing to worry about limitations.

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LEGEND

SYMBOLS

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BAGHDAD, IRAQ

Danger Close

Mission Briefing:

Good morning, ladies and gents. We've got some good intel, but we have to move fast: shoot in and out, if you'll excuse the expression. This morning, one of our high-value targets took off by helicopter, but it will be making a refueling stop in transit. High command feels that we can't afford to let him slip through our fingers - so it's down to you to seize this opportunity and catch him when he lands. He will be surrounded by a contingent of loyal warriors, so I'd recommend bringing along some heavy-duty firepower. Good luck and happy hunting.

Player Nation:

Germany

Region/Hostile:

Middle Eastern / Military

Mission/Objective:

In and Out (M-17) / VIP Helicopter M-25)

Required:

Modern Day Core and Expansion 16

Special Set-Up Rules:

One Soldier must Equip the Mk 19 Grenade Launcher and the Mk 19 Tripod. Treat the Tripod as having a Loadout of 0.

Special Mission Rules:

Reduce the Time Limit: 2 Turns on the Objective to 1 Turn.

Developer Note:

I wouldn't expect the Mk 19 to be taken on many Missions, so I wanted players to see how much fun it was to bring it and rain explosive death on the Hostiles.

Behind Enemy Lines

Mission Briefing:

Please be seated. Today's mission deep into enemy territory will require some finesse. I'm talking ballet, so bring along your dancing shoes. Our objective is this rail junction intersecting a number of their arterial transport routes: if you can take it out, you will put a major crimp in the enemy's supply and transport infrastructure. The territory will indubitably be crawling with hostiles, so stealth will be of the essence. Avoid direct confrontations as much as you can. You do not want to be spending the next few years in a North Korean labour camp breaking big rocks into little ones.

Player Nation:

United States

Region/Hostile:

North Korea / Military

Mission/Objective:

Railway (17-35) / Rail Station (17-42)

Required:

Modern Day Core and Expansion 17

Special Set-Up Rules:

Limit 2 Soldiers on Mission.

Special Mission Rules:

During the Reinforcement Step, roll a die. On a 8+ do not draw for Reinforcements this Turn. Before rolling, you may pay 2 XP to add 3 to the roll.

Developer Note:

I wanted players to feel like they were sneaking around to complete a covert daytime Mission. Limiting the number of Soldiers to 2 is a big deal, especially in a Mission with this many Resource Points. However, each Soldier should be decked out with great Skills and Gear. To further drive home the covert nature of the Mission, Soldiers have a chance of avoiding North Korean reinforcements, and if they pay some XP, they can increase their chances of not being spotted.

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LEGEND

Scale: 1:112,500

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BAGHDAD, IRAQ

Teamwork

Mission Briefing:

Our latest intel update indicates that a high-level meeting of the drug cartel's *jefes* will take place shortly at the given location. Your Joint Special Operations Squad (JSOPS) will conduct a combat patrol through the indicated grid references, with the objective of interdicting and destroying the leadership team at their pow-wow. Cut off the head, and the rest of the organization withers. They won't be expecting you, so the longer you remain undetected, the better your odds of success. Remember, any other hostiles you eliminate along the way is just gravy. Good luck, everyone!

Player Nation:

United States, United Kingdom, Russian

Region/Hostile:

Jungle / Drug Cartel

Mission/Objective:

Sweep (M-22a) / VIP Sit Down (M-27a)

Required:

Modern Night Core and Expansion 18

Special Set-Up Rules:

You must take at least 1 United States, United Kingdom, and Russian Soldier (PS, NPS, or Squad).

Special Mission Rules:

Once per Soldier turn, a Soldier may use an Action to give another Soldier an Action.

Developer Note:

In an expansion with three Nations, I wanted an atmosphere of cooperation. The ability to “transfer” an Action is powerful, and I hope it will lead to additional Skills and Abilities shared amongst multi-national Soldiers in the future.

There's Something Out There Waiting For Us...

Mission Briefing:

...and if you bag the asset, it will seriously cripple the cartel's operations in this region. One more thing, people. Our good friend, whom some of you have affectionately called *'La Escorpión'*, has been spotted around in the compound - and the number of little crosses on that memorial wall outside tells you how lethal is her long-ranged goose gun. Keep your eyes peeled, stay covered, and look out for each other. If you get sniped by the Scorpion's sting, you won't even know it before you hit the ground - so if she turns up again this time, it'd be quite lovely if you could stomp her out, once and for all.

Player Nation:

Mexico

Region/Hostile:

Jungle / Drug War

Mission/Objective:

Rainy Patrol (19-53) / Drug Lord (19-55)

Required:

Modern Day Core and Expansion 19

Special Set-Up Rules:

Start with 10 extra RP.

Limit of 2 Soldiers on the Mission.

Special Mission Rules:

At the start of the 1st Turn, place the Executioner Hostile in the Objective. Executioner gains Immobile keyword.

Reduce the Objective's Hostile value by 5.

Developer Note:

The Executioner is one of Warfighter's deadliest non-Vehicle Hostiles, and I wanted the Soldiers to slowly move into her Range as she takes devastating shots against them. By the time the Soldiers get into Range, hopefully they will have saved up some Take Cover and Suppress Action cards - or they will be in a world of hurt.

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LEGEND

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| Build-up area | Bridge | Water |
| Highway | Canal | Swamp |
| Street | Canal | Swamp |
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SYMBOLS

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Bring it Down

Mission Briefing:

Gentlemen and ladies, it's time to take care of that pesky nuclear facility at Yongbyon and help them "de-nuclearize". As you might realize, you do not want to be shooting indiscriminately in such a closed-in, high-risk area, and I would strongly recommend that your squad should include a few tech-savvy operators. A good sparky will get you in and out before the reactors go into total meltdown. Move fast, move quietly, and I want everyone to come back, all in one piece, got it?

Player Nation:

United Kingdom

Region/Hostile:

Yongbyon / Military

Mission/Objective:

0300 Hours (20-35) / Melt the Reactor (20-37)

Required:

Modern Night Core, Expansion 20, and 26

Special Set-Up Rules:

Draw the "Alerted" On the Ground.
Remove the "Feedwater Pumps", "Condensers", and "Central Station" Location cards from the Location Deck.

Special Mission Rules:

If a Hack or Pick attempt is successful, reduce the next Location's Hostile value by 2.
Double the Noise = X on Hack/Pick Locations.

Developer Note:

Of the 12 nuclear plant Locations, 5 do not have Hack or Pick in the base expansion. By reducing that to 2, Soldiers are almost guaranteed to draw a Location with Hack or Pick. This means they will be able to continually reduce the future Location's Hostile value and gain extra XP from the On the Ground cards. However, because the Noise = value is doubled, there's a better chance of Hostiles hearing them Hack or Pick, and reacting with Pauses/Going for Alarm.

A Dish Served Cold

Mission Briefing:

Listen up, this is it. A lot of people are counting on you for this one. OPSEC has identified with 93% probability that the high-value target in this area is none other than OBL. When you find him, you know what to do.

Player Nation:

United States

Region/Hostile:

Tora Bora / Insurgent + Pakistan / Insurgent

Mission/Objective:

0330 Hours (21-39) / Bin Laden Asleep (21-55)
0230 Hours (21-91) / Bin Laden Gathering (21-111)

Required:

Modern Night Core and Expansion 21

(Tora Bora)

Special Set-Up Rules:

Use the "Unmapped Caves" On the Ground card.
At the start of the 1st Soldier's Turn,
Recon: Tight Valley Location card.

Special Mission Rules:

You must take a minimum of 4 Soldiers.
At the start of the 1st turn, move the Mobilization counter to the "On Alert" square.

If you failed at Eliminating Bin Laden in Tora Bora, you must attempt to Eliminate him in Pakistan.

(Pakistan)

Special Set-Up Rules:

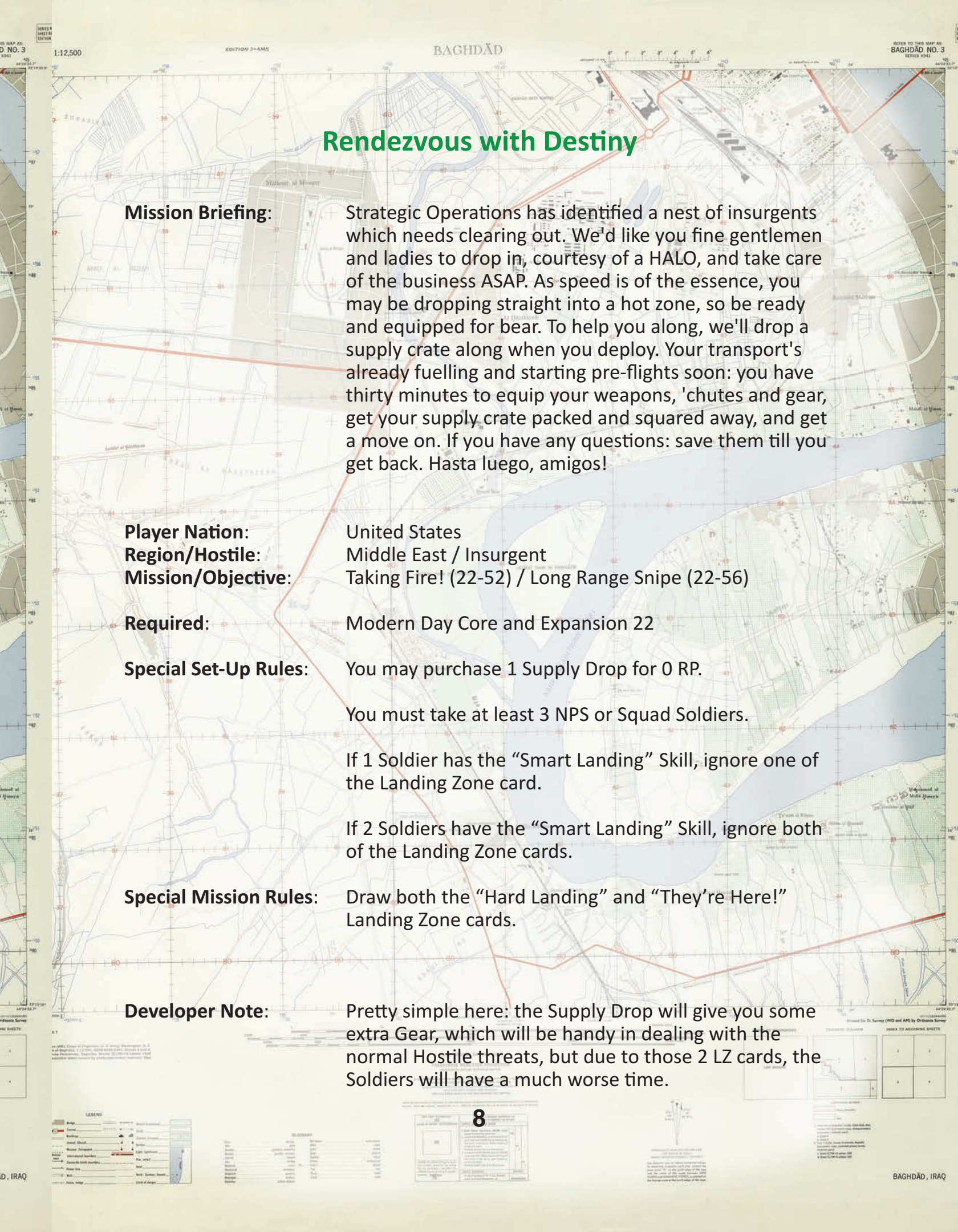
Use the "Squeaky Floors" On the Ground card.
You must take the same Soldiers you took on the Tora Bora Mission.
Each Soldier starts with 2 XP.

Special Mission Rules:

Subtract 2 from the Hostile value of the Locations.

Developer Note:

This is the big one! Soldiers will struggle immensely with the Tora Bora half of this Scenario, as having the Caves go On Alert so early ruins any chances of surprise, and Soldiers will probably never draw an "Unaware" Targeting Counter for Hostiles, making it that much more difficult. However, in the Pakistan half, starting with some XP and reducing the Hostile value, means Soldiers should be able to sneak their way into his compound.



Rendezvous with Destiny

Mission Briefing:

Strategic Operations has identified a nest of insurgents which needs clearing out. We'd like you fine gentlemen and ladies to drop in, courtesy of a HALO, and take care of the business ASAP. As speed is of the essence, you may be dropping straight into a hot zone, so be ready and equipped for bear. To help you along, we'll drop a supply crate along when you deploy. Your transport's already fuelling and starting pre-flights soon: you have thirty minutes to equip your weapons, 'chutes and gear, get your supply crate packed and squared away, and get a move on. If you have any questions: save them till you get back. Hasta luego, amigos!

Player Nation:

United States

Region/Hostile:

Middle East / Insurgent

Mission/Objective:

Taking Fire! (22-52) / Long Range Snipe (22-56)

Required:

Modern Day Core and Expansion 22

Special Set-Up Rules:

You may purchase 1 Supply Drop for 0 RP.

You must take at least 3 NPS or Squad Soldiers.

If 1 Soldier has the "Smart Landing" Skill, ignore one of the Landing Zone card.

If 2 Soldiers have the "Smart Landing" Skill, ignore both of the Landing Zone cards.

Special Mission Rules:

Draw both the "Hard Landing" and "They're Here!" Landing Zone cards.

Developer Note:

Pretty simple here: the Supply Drop will give you some extra Gear, which will be handy in dealing with the normal Hostile threats, but due to those 2 LZ cards, the Soldiers will have a much worse time.

The Cutting Edge

Mission Briefing:

Ladies and gentlemen, welcome to zero hour. The situation in enemy territory is worsening, and high command has decided to take pre-emptive action to safeguard our forces, including neutralizing the enemy's air capability. So we're sending you in: your mission is to infiltrate the designated airbase, paint the control tower with the laser designator, and our airborne strike platforms will do the rest with a few tons of JDAM ordnance. The forecast is possible fog on the ground, so you'll have to get close enough to get good paint on the target - but rest assured: our precision munitions are very accurate. Just make sure you don't kick the hornet's nest and wake everybody up until the bombs hit! Good luck!

Player Nation:

United States

Region/Hostile:

Tabqa Airbase / Military

Mission/Objective:

0100 Hours (23-2) / Control Tower (23-14)

Required:

Modern Night Core and Expansion 41

Special Set-Up Rules:

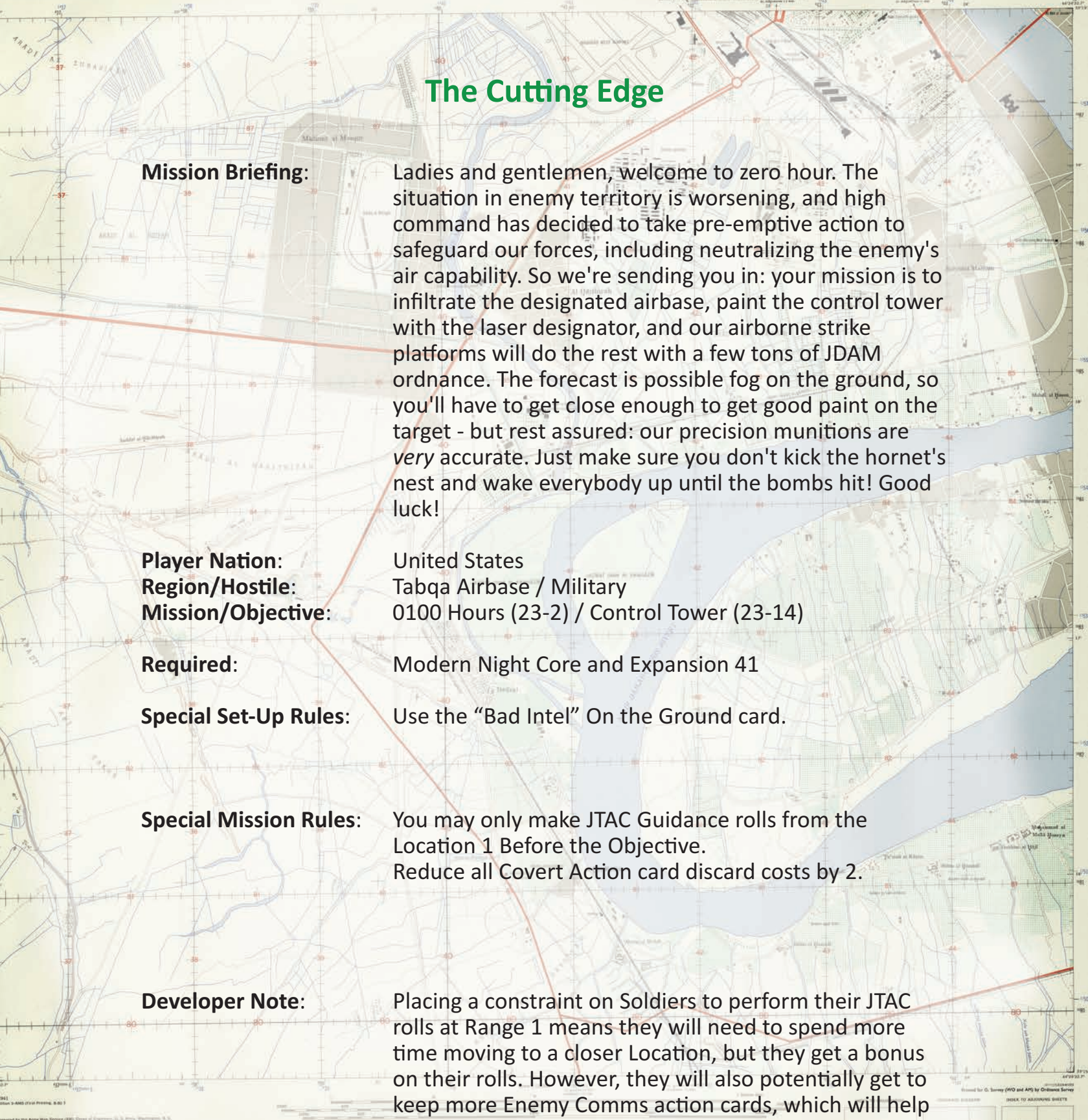
Use the "Bad Intel" On the Ground card.

Special Mission Rules:

You may only make JTAC Guidance rolls from the Location 1 Before the Objective.
Reduce all Covert Action card discard costs by 2.

Developer Note:

Placing a constraint on Soldiers to perform their JTAC rolls at Range 1 means they will need to spend more time moving to a closer Location, but they get a bonus on their rolls. However, they will also potentially get to keep more Enemy Comms action cards, which will help them Reveal more Hostiles than average.



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SYMBOLS

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BAGHDĀD, IRAQ

Nemesis

Mission Briefing:

Time to earn your pay, people! It's another big night out for all you heavy hitters: places to be, hostiles to kill, objectives to demolish - you know the playbook. Your target this evening is the new black hostile chopper that we've been hearing so much about - the one which, I should add, officially doesn't exist. You're gonna start with a nice, quiet cruise up the river, make your way through the scenic valley route, and infiltrate the prototype test site... once you locate the target, you know what do to next. You can expect the target to be well protected, so don't forget to pack some MANPADs along. Now, go get some!

Player Nation:

Poland

Region/Hostile:

China / Military

Mission/Objective:

Arrival By Boat (24-37) / Down the Chopper (24-40)

Required:

Modern Day Core, Expansions 27 and 24

Special Set-Up Rules:

1 Soldier may Equip the PZR GROM for 0 RP and 4 Loadout.

Place the Rocket Team Hostile in the Objective. The Rocket Team gains the Immobile Keyword.

Every Player Soldier must have the Darmowa Polska Skill Equipped.

Special Mission Rules:

None.

Developer Note:

Similar to the "There's Something Out There Waiting For Us..." scenario, I like the idea of a long-range Hostile waiting for you that will deal serious damage to your Soldiers, if you don't have a long-range weapon of your own or enough defensive cards.

By Strength and Guile

Mission Briefing:

Good evening. Earlier today, two speedboats overtook and commandeered the tanker *MV Golden Nori*, fully laden with crude light en route to an oil refinery. They have since declared a ten-mile exclusion zone around the ship, and are steering her toward unfriendly waters. The terrorists have not made further demands since. Based on preliminary drone imagery, we estimate between six and eight pirates were on each speedboat. Because of her cargo, attempting to sink her with standoff weapons will almost certainly result in an ecological disaster from the spillage, which leaves us with one option: you! Your mission is to regain control of the tanker from the pirates, and neutralize any demolition devices they may have set. Easy peasy.

Player Nation:

Shadow UK

Region/Hostile:

Golden Nori

Mission/Objective:

0000 Hours (36-4) / Clear Ship (36-9)

Required:

Modern Night Core, Expansion 36, and 26

Special Set-Up Rules:

You must take both Squad Marks and Lasko.

Use the "Gunfire" On the Ground card.

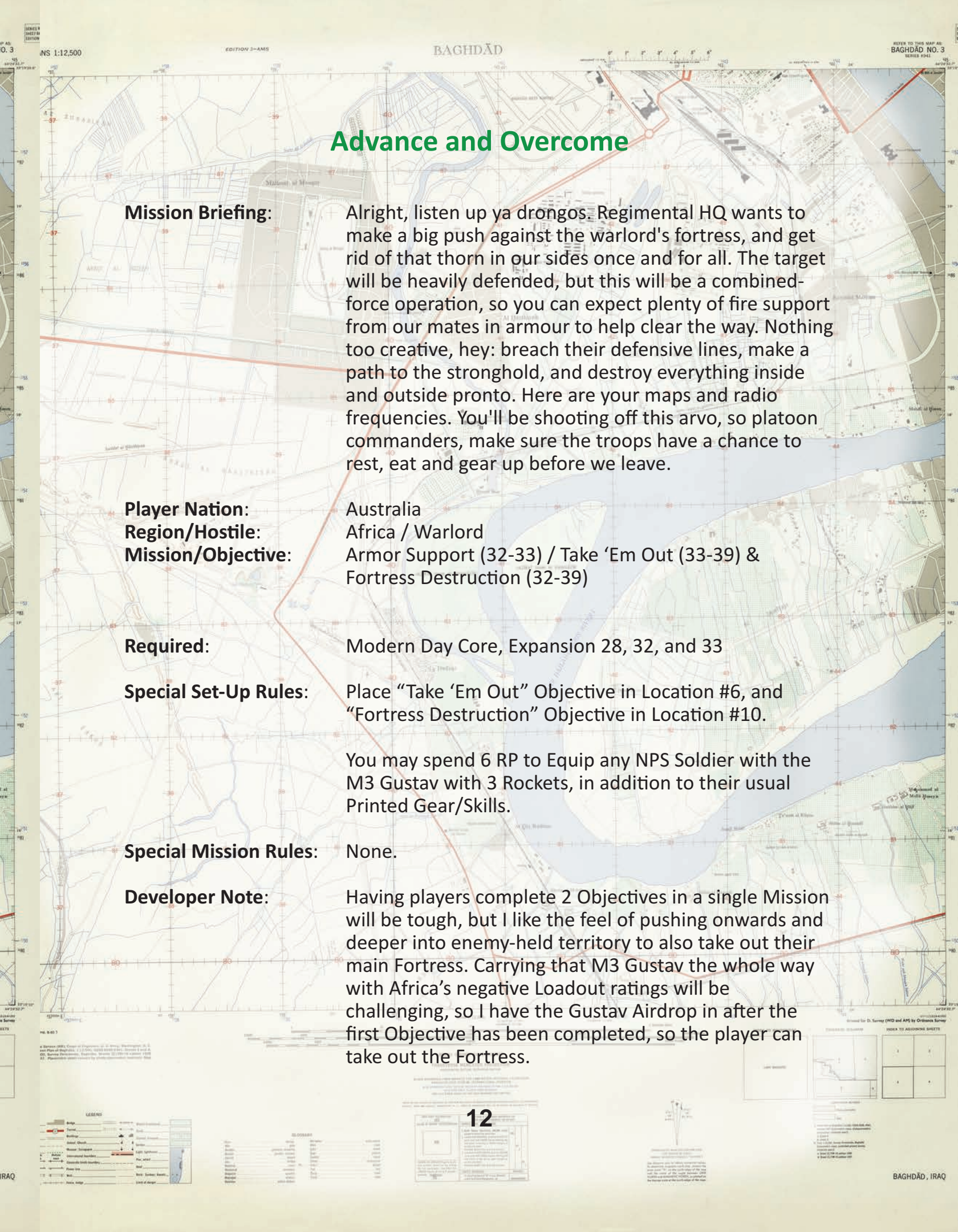
Take all Locations without the Hack or Pick note on them out of the Location deck.

Special Mission Rules:

After performing any Action that generates Noise, you may pay 1 XP to reduce Noise generated by 2. This reduction cannot reduce Noise below 0.

Developer Note:

I assume that players would usually only take one of these Hack/Pick Squad members, but by having players take both, there should be a different feel to the Mission. For one, they will have a lot more starting XP than usual, and will be able to Evade/Ungun a lot in the first few Locations. Also, this should seem like they are escorting these loud Soldiers around with poor Shadows rolls, and high Suppressed Noise numbers. Finally, because of the Gunfire OTG card, the *Nori* already starts with some Damage counters, and having Marks and Lasko on hand will help the player mitigate any Trigger Happy keywords on the Pirates.



Advance and Overcome

Mission Briefing:

Alright, listen up ya drongos. Regimental HQ wants to make a big push against the warlord's fortress, and get rid of that thorn in our sides once and for all. The target will be heavily defended, but this will be a combined-force operation, so you can expect plenty of fire support from our mates in armour to help clear the way. Nothing too creative, hey: breach their defensive lines, make a path to the stronghold, and destroy everything inside and outside pronto. Here are your maps and radio frequencies. You'll be shooting off this arvo, so platoon commanders, make sure the troops have a chance to rest, eat and gear up before we leave.

Player Nation:

Australia

Region/Hostile:

Africa / Warlord

Mission/Objective:

Armor Support (32-33) / Take 'Em Out (33-39) & Fortress Destruction (32-39)

Required:

Modern Day Core, Expansion 28, 32, and 33

Special Set-Up Rules:

Place "Take 'Em Out" Objective in Location #6, and "Fortress Destruction" Objective in Location #10.

You may spend 6 RP to Equip any NPS Soldier with the M3 Gustav with 3 Rockets, in addition to their usual Printed Gear/Skills.

Special Mission Rules:

None.

Developer Note:

Having players complete 2 Objectives in a single Mission will be tough, but I like the feel of pushing onwards and deeper into enemy-held territory to also take out their main Fortress. Carrying that M3 Gustav the whole way with Africa's negative Loadout ratings will be challenging, so I have the Gustav Airdrop in after the first Objective has been completed, so the player can take out the Fortress.

Groundhog Day

Mission Briefing:

...and finally, ladies and gents, in case things go pear-shaped, note your egress route to the exfiltration points: primary and secondaries. You'll undoubtedly notice that these routes also take you through heavily-infested hostile areas, so move along with alacrity. If absolutely required, we have a couple of Thunderbolts on Close Air Support (CAS) duty that could remove some of the hostiles in your way, but their presence would indubitably also alert any enemies to your presence. You'll have to make that decision in the field as the situation unfolds, but in any case, the FAC's contact and frequencies are in your briefing sheets. Good luck.

Player Nation:

United States, Israel, and Germany

Region/Hostile:

Jungle / Cartel

Mission/Objective:

Blackhawk Entry (38-38) / Deal Gone Bad (38-43)

Required:

Modern Night Core, Expansion 29, and 38

Special Set-Up Rules:

You may spend 10 RP to remove any 3 Hostile cards from the Hostile deck.

Special Mission Rules:

You may spend 2 XP during the Soldier turn to draw a Location card from the Location deck.

Developer Note:

Allowing the player to decide if spending 10% of their Resources to permanently remove any 3 Hostiles will give the player a lot of options. If they decide not to take the offer, they can bring along a whole extra Squad Soldier. But if they do, they can remove any 3 Hostiles. Should they remove the higher-value Hostiles so they won't need to worry about Vehicles and Snipers? Or should they remove the lower values, so fewer total Hostiles show up? Each time they play this Scenario, they can have a whole new set of Hostiles, giving a huge amount of replayability. I also wanted to make sure the Soldiers could usually get a Location, as Escape Missions can be tougher than normal.

LEGEND

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| Black | Other Road |
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| Green | Field |
| Yellow | Barren Land |
| Grey | Urban Area |
| Red | Highway |
| Orange | Secondary Road |
| Black | Other Road |
| Blue | Canal |
| Green | Field |
| Yellow | Barren Land |
| Grey | Urban Area |
| Red | Highway |
| Orange | Secondary Road |
| Black | Other Road |
| Blue | Canal |
| Green | Field |
| Yellow | Barren Land |
| Grey | Urban Area |
| Red | Highway |
| Orange | Secondary Road |
| Black | Other Road |
| Blue | Canal |
| Green | Field |
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| Grey | Urban Area |
| Red | Highway |
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| Yellow | Barren Land |
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| Orange | Secondary Road |
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| Yellow | Barren Land |
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| Orange | Secondary Road |
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| Red | Highway |
| Orange | Secondary Road |
| Black | Other Road |
| Blue | Canal |
| Green | Field |
| Yellow | Barren Land |
| Grey | Urban Area |
| Red | Highway |
| Orange | Secondary Road |
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Band of Brothers

Mission Briefing:

Dobryy vecher, damy i gospoda. This evening's assignment is a hunter-killer mission to locate and terminate the leadership of the insurgent terrorist movement. He has been as elusive as a shadow, but we have hard confirmation from OPSEC of his current whereabouts: a concealed base at the following grid coordinates. It looks like a regular village on a hillside, but it hides an complex of tunnels and caves. The main objective is their supreme leader, but any additional casualties you inflict on the other insurgents or the physical base itself would be a bonus. Remember your training, work as a team, focus on the objective - nothing could be simpler, da? I will see you all when you get back. Do vstre'chi!

Player Nation:

Russia

Region/Hostile:

Middle East / Insurgent

Mission/Objective:

Slow and Steady (39-38) / Elusive Leader (39-41)

Required:

Modern Night Core, Expansion 39, and 41

Special Set-Up Rules:

Every Player Soldier must have the "MICH Helmet" Equipped.

Both the "Executioner" and "Callout" Skills must be taken.

These Skills gain the note:

"You can Purchase this Skill for any Soldier."

Special Mission Rules:

Reduce all Location's Melee Action cost by 2.

Developer Note:

I wanted this feeling of cooperation and teamwork for the Mission. Making each Player Soldier use the MICH Helmet means the team's Movement values will be increased drastically, and pairing up Executioner and Callout means that there will be plenty of teamwork and collaboration.

The Dogs of War

Mission Briefing:

Good evenin', handlers and landsharks. We're handing out the briefing folders and mission statements right now, so make sure you take the time to review the data. Today's patrol will take you though each of your respective patrol sectors as designated. We're not expecting too much hostile activity, but that's no reason to be slackin'. Just because we haven't seen the enemy for the last few days doesn't mean they aren't there or haven't seen us, so stay alert at all times - you're not 100% safe until you get back. That said, a good show of presence goes a long way to keepin' the peace with the locals, especially with our canine friends around.

Player Nation:

United States

Region/Hostile:

Middle East / Military

Mission/Objective:

On Foot (WF-18a) / Intimidating Presence (37-79)

Required:

Modern Day Core and Expansion 37

Special Set-Up Rules:

You can only take Handler/K9 pairs.

Special Mission Rules:

Draw 2 K9 Encounter cards per Location.

Developer Note:

Testing how K9 and Handler pairs work together within their Expansion was a lot of fun, and I wanted to emphasize that by having very few actual Hostiles show up, as most of the Location's Hostile value will be taken up by these K9 Events. Plus, by limiting players to only K9 Soldiers and their Handlers, they will take K9-Handler pairs with complementary Abilities and Skills.

15

LEGEND

SYMBOLS

INDEX TO ADDITIONAL SHEETS

BAGHDAD, IRAQ

The Need for Speed

Mission Briefing:

At 0300 hours local time, the Miranda-C Platform was hijacked and taken over by an unknown number of pirates. With the capacity to process up to 1 million barrels of crude oil, it is the largest rig of its type in the region. If anything happens to the platform, we could be looking at hundreds of thousands of gallons of crude oil spilling into the ocean, resulting in both an ecological and economical disaster. About an hour ago, our AWACS aircraft monitoring the platform picked up a transmission, in which a masked voice demanded the release of a number of terrorists prisoners worldwide, along with their safe transportation to a hostile-allied country - or else they will blow up the platform. Your mission objective is simple: regain control of the oil platform, and prevent any catastrophic damage to the site. The interiors of the oil platform will be a labyrinth, so speed is of the essence - keep moving, and moving, and then moving some more. Your mission should be swift, brief and lethal.

Player Nation:

United States, Israel, and Germany

Region/Hostile:

Oil Platform / Military

Mission/Objective:

0300 (43-40) / It's Rigged! (43-43)

Required:

Modern Night Core, Expansion 29 and 43

Special Set-Up Rules:

Use the "Move It!" On the Ground card.

Special Mission Rules:

After Failing a Pick or Hack roll, you may spend 2 XP to increase the roll by 3.

Developer Note:

This Mission is all about speed! Not suffering from Location Night Entrance penalties, being able to spend XP to add to your Hack and Pick rolls means you will be actively balancing between how much XP to spend, and the need to Move forward from Location to Location every turn.

Lone Wolf

Mission Briefing:

Attention, trooper. Here's the deal. The enemy has deployed a mobile pop-up SAM site close to one of our key flight corridors, and it needs to be taken care of. As we have very little SITREP information on the number and location of hostiles, it would be risky for a squad to attempt an infiltration - so we're sending you in solo, pathfinder-style. Your objective is to locate the SAM site, and, destroy it. As you will be transiting close to one of their major staging areas, you may be able to forage for additional gear and supplies that may help you along. It is important that you don't get bogged down with enemy engagements which could endanger getting to your objective. Good luck, and stay frosty.

Player Nation:

United States

Region/Hostile:

Eastern Europe / Military

Mission/Objective:

Solo Operation (40-38) / Blow the SAM (40-40)

Required:

Modern Day Core and Expansion 40

Special Set-Up Rules:

None.

Special Mission Rules:

Once per Mission, during the Soldier turn, you may move the Timer counter 1 space forward to place the "Hidden Cache" Location in your hand.

Developer Note:

Another simple shift: by only allowing 1 Soldier on the Mission, you'll have relatively few Weapons/Equipment. Allowing you to "spend some time" to find a Hidden Cache of Gear as your next Location gives you a choice between how long you want to wait, and what Gear you want to have.

Know Your Enemy

Mission Briefing:

Come in, Cobrick - please be seated. You've been working closely with local forces these past few months, and establishing great rapport with them. This has gone a long way into organizing and training these people into an resistance effort, who want to fight the enemy from within local territory. We'd like you to continue to reach out to one of the outlying villages - we think that there may be a growing resistance movement in the area which we can support, but watch out for any hostile factions in that group who might try to stop you. Here's the briefing packet with cultural, environmental and logistics details. Be on your guard. Good luck.

Player Nation:

Canada

Region/Hostile:

Africa / Warlords

Mission/Objective:

Working with Locals (33-34) / Hold the Huts (32-36)

Required:

Modern Day Core, Expansion 30, 31, 32, and 33

Special Set-Up Rules:

Player Soldier Cobick is the only Soldier that can be on this Mission.
He may equip the Hunter, Hunter 2, Close Combat 2, and Machine Gunner Skills for 0 RP.

Increase Cobick's Loadout to 15.

Special Mission Rules:

If Cobick performs an Attack and does not place a Suppress or EKIA, one Hostile reticle removes a Suppress.

Developer Note:

On a 49 RP Mission, limiting players to 1 Player Soldier will make life very difficult. By also giving each Attack the potential to remove a Hostile's Suppress if it misses, this imbues the Mission with a tension not normally felt during the Soldier's turn. To compensate this, the Soldier gets to start with up to 17 RP of Skills for free.

Battle Buddies

Start Up:

Re: What are we waiting for???
To: smithsonian@rocketmail.com

We've been back in the states for 4 months man, and i'm getting bored! My uncle left me 100 grand in his will, so why not do what we're good at? Let's head back to that dusbowl, and make 20x we used to, even though we're doing the same thing! I hear the Insurgents are making bigger and bigger pushes meaning we'll see a lot more action, and more \$\$\$!
P.S. We need a cool company name, nothing lame, or what's the point?

Player Nation: Region/Hostile: Company Type:

PMC
Middle East / Militant
Sole Prop.

Required:

PMC Core

Special Set-Up Rules:

- Reduce your starting Money to \$100,000.
- Start with Lvl 6 Smith, reduce their Overhead to \$0.
- Start with Lvl 6 Owen, reduce their Overhead to \$0.
- Equip Smith with the Lucky Break Skill.
- Equip Owen with the Lucky Break Skill.

Special Campaign Rules:

- You must Allocate Smith and Owen to the same Contract each Month.
- If either Smith or Owen is Killed, the Campaign immediately ends with a Dismal result.
- When drawing Escalation counters, draw 1 additional counter.

Ol' Warhorses

Start Up:

With the retirement money coming up short, two old friends who served together in WWII and Korea, saddle-up for one last ride for glory, and to pay for that retirement in Florida they always dreamed about.

Player Nation:

PMC

Region/Hostile:

Middle East / Militant

Company Type:

LLC

Required:

PMC Core, Expansion 44 and 45

Special Set-Up Rules:

You must choose both Greason and Samcroff. They do not gain Hero Points.

Start with the Automatic Weapons License for \$0.

Special Campaign Rules:

If you have the WWII Pacific Core Game, you may replace Samcroff's MP5 SMG with a WWII M1 SMG, and Greason's MP5 SMG with a WWII M1 Rifle.



Samcroff 8
MARINES ↑ 4

Health 5
Loadout 8
HtH +0

1 Hardy (Hot)
Green
Panic

1 WP-6



Greason 21
MARINES ↑ 2

Health 6
Loadout 11
HtH +0

3 WP-1

1 CX
2 XP
1 Hardy (Hot)
Guts
Gung Ho
Leadership



GREASON 5

HEALTH 2
LOADOUT 6
HTH +0

3 P-6

8 XP
1 HARDY (HOT)
RALLY
MP5 SMG,
UNARMORED
FRAGILE



SAMCROFF 10

HEALTH 3
LOADOUT 5
HTH +0

4 P-2

6 XP
2 HARDY (HOT)
RALLY
MARKSMAN
MP5 SMG, CANTEN
UNARMORED
FRAGILE

