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ASTEROID BLUES

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ASTEROID BLUES

The so-called Kurage Crisis revealed that the conflict around the Wotan Jump Gate was nothing but a Combined Army smokescreen to conceal the infiltration of an Onyx Contact Force to the planet Dawn. With barely enough time to recover and react to this news, the incident known as Daedalus' Fall revealed a new depth of insidiousness to the EI's plans. The Paradiso Third Offensive was much more than just a new invasion; it was also a maneuver to mask their new plans for Shasvastii infiltration, in this case into Tohaa territory. When this threat was neutralized after the Daedalus Gate collapsed, and with more stringent access controls to Dawn and Svalarheima, the Sphere and its allies believed they could breathe easier until a fortuitous accident unveiled a new plot for an incursion, this time in Human Edge.

Apparently, this time, the operatives under Aïda Swanson's command had breached the Abyss Jump Gate defenses. The independent colony Novvy Bangkok had become the base from which to launch undercover units towards the rest of the Human Sphere. This colony was the perfect location for this kind of operation: a lawless asteroid far from the control of the great powers, lost in a remote corner of the system, but with access to the routes leading to the Jump Gates connecting the Earth and with Concilium. It was ideal for expert infiltrators like the Shasvastii. The combination of these two factors is what is known in crisis management as a perfect storm.

And that is precisely what the Paradiso Coordinated Command unleashed as soon as it learned about this situation: a storm over Novvy Bangkok. O-12 units, reinforced with ALEPH's SSS troops and with Ariadnan Expeditionary Corps forces, took over the colony and enforced martial law. But they were not alone. The other powers also took part in the action. The threat and danger were far too great to forgo a joint action by all the great powers of humanity, as it was stated in the conference rooms of the O-12 Security Council and of the Paradiso Coordinated Command. But the truth was that all the powers had interests and secrets to protect in that colony, which was suitable for such because it was far from the public eye.

This is how Novvy Bangkok ended up being divided into different zones, each of them under the control of a different power whose task is to eliminate every trace of alien presence—and to keep its interests and secrets safe from its adversaries in the Human Sphere.

An article by Stéphanie Shuk, Freelance Journalist for BIBLIOTEK. This publication has been withheld pursuant to the application of the Official Secrets Act of Concilium.

"Something's going down in Novvy Bangkok, but if you wanna get a team of reporters down there, we'll need to hire more firepower."

Mr. Brock, chief of security of the independent news agency BIBLIOTEK. A conversation in an encrypted virtual environment with the agency's Editorial Direction cabinet members.

SEVENTY PERCENT

Although his wounds had been cauterized by the intense heat of the plasma projectiles and he was not bleeding severely, Fusilier Eddington was at death's door. The pain of the burns was so intense that when the Anathematic materialized over him and finished him off with a quick lashing of his tentacles the PanOceanian soldier could only feel gratitude.

Without making a sound, the Anathematic went through that clearing in the middle of the jungle, checking that all members of the Fusiliers patrol were dead. When he was done, he updated his Aspect with the local EI consciousness in Paradiso, which was added to the totality as one more shared memory.

On the bridge of the Axiomatic Command and Control stealth ship, in orbit around Paradiso, the Pneumarch blinked slightly with all his visual receptors, relishing the sensation of blood slipping down the Anathematic's sharp tentacles, which he was able to now remember as if they were his own. But before allowing himself to be taken over by that intoxicating memory, the Pneumarch turned around to welcome the Shasvastii officer who was coming onto the bridge.

"I'm afraid I have bad news, sir," Officer Teshanii uttered these words without her voice trembling, which spoke volumes about her temperance, or perhaps her thoughtlessness. "Our agents in Human Edge inform us that our secret outpost on the asteroidal colony of Novvy Bangkok has been exposed."

"A setback, in truth," the EI's diplomatic delegate declared. "What was the state of our operations at the moment of being exposed?"

"They were at seventy percent, sir," Teshanii confirmed after checking her comlog.

"According to our estimates, they were not expected to be discovered before reaching eighty percent. What happened?" the Pneumarch asked with a grave tone.

"A fortuitous incident involving a PanOceanian Fusilier and a Yuan Yuan mercenary in a tavern we used as cover for one of our stockpiles in the asteroid's port area, sir. It was totally unexpected," the Shasvastii officer apologized.

The mention of the word "Fusilier" made the Pneumarch recall the pleasant feeling of having human blood slipping down his (the!) tentacles, which tempered the anger growing within him.

"Seventy percent..." the diplomat's powerful mind made some calculations at the speed of light. "Does this mean that the main materials have already been loaded and exfiltrated from the colony towards their destination?"

"Indeed, sir. We managed to load the last shipment on an independent freighter called Paid Expenses, associated with the Freetraders Brotherhood," Teshanii confirmed. "Unfortunately, the stabilizers didn't arrive at the colony in time and they were supposed to be sent with the next shipment, which was cancelled after we were exposed. We'll manage to get some new ones, perhaps even directly to the final destination, although this will prove more difficult and all our operations will be delayed."



"Our experience in the Paradiso system has taught us that we can operate even without the stabilizers, even if the cost is extremely high," the diplomat conceded. "How much do the humans know by now?"

"Not much, sir. They think it's just a platform for launching operations in that system, but they haven't been able to determine which Jump Gate has been compromised," the officer answered, shrugging slightly. "Now it's all just a matter of our cell there being able to destroy any relevant data that might point them towards the true purpose of the operation."

"So, we can conclude that even at seventy percent, our operation has not yet been compromised," the Pneumarch stated with satisfaction.

"That's correct, sir," the Shasvastii officer acknowledged. "Aida Swanson, our lead agent in that sector, has been able to cover her tracks, and she has spun a web of rumors that will make all the powers represented on Novvy Bangkok paranoid, and they will surely run to protect their interests and try to gain the upper hand by exposing their competitors' schemes on the asteroid. This will create the confusion we need to erase all trace of the shipments' destination and evacuate our hidden cell. The alternative is the Novvy Bangkok cell escapes the asteroid simply by shooting their way out. Our Morat officers consider this option to be entirely viable."

"Knowing them, they will not only consider this alternative viable, but also desirable. But in this case, stealth is the course of action we need. Make it perfectly clear to the Morat command."

"As you wish, sir," Teshanii answered as she smiled inwardly, anticipating the delight of taking those brutes down a peg.

"C'mon, Hannibal! I didn't join a fancy elite mercenary team to end up going back to a nasty slum like Novvy Bangkok! This ain't nowhere near the glamour you promised us! You'll have to pay me a bonus to compensate for the emotional damages!"

Señor Massacre aboard the FCS Modern Wife, the Foreign Company's famous armed transport vessel, en route to Novvy Bangkok.

BAR FIGHT

I have no idea what it was that Angus said to that Yuan Yuan who was so... bulky, but he didn't take it well and he jumped on poor Angus. Such a fat guy throwing himself at you is quite a big deal in itself, but that Yuan Yuan was already drunk as a skunk and had no better idea than to activate his jump pack. So, due to the force of the jump pack's thrust, he and Angus were propelled over the bar and through the screen behind it, to end up lying tangled on the floor surrounded by a group of Shasvastii, who surely were as surprised as them. The Shasvastii didn't like that their cover was blown, so suddenly, I found myself dodging their bullets and shooting back at them while Angus crawled out of that back room and the Yuan Yuan beat the shit out of every Shasvastii he was able to grab. As we were outnumbered and outgunned, we couldn't stay to take a look at that room and what it contained. In other words, we ran like hell out of there. A colossal mess, sir—as usual with Angus.

Indigo Fusilier Bipandra. Report on the incident at Bubba's Khntiā in Novvy Bangkok, transmitted by the Hexahedron to the Paradiso Coordinated Command and Bureau Aegis' Psi Unit.

"In the hallways of the Sālvora Governmental Complex, the rumor goes that there is a Shasvastii infiltration network in place on Novvy Bangkok. And since the EI is after the same thing that we are—the location of the Penny Arcade in the Human Sphere—it is vitally important to ascertain what they might have found out, in order for us to get to those facilities before our hated enemy does."

Luubna Kaaram, owner of Spiral Corps, during a briefing in this mercenary company's headquarters in Kumeroa. Akuna Bay, Varuna.

NOVY BANGKOK

If there is a system far away from the cradle of humankind, it is the Human Edge. It did not receive that name by chance; among all the systems colonized by humans, it is the furthest one from Earth. And in this system, there is no location further from the center than the Homeric belt, the most external ring among the asteroid groups, the edge of the Human Edge, the exterior border. Or, as it was literally defined by the astrophysicists of O-12: "the bottom of the world in the middle of nowhere."

The Homeric belt has a high concentration of plutoids, or dwarf planets. Of course due to their distance from Astraeus, this system's star, none of them are suitable for life. The immense size of these space objects favors the establishment of research facilities and scientific investigation settlements. However, the frequent micrometeorite rains and the distance to the center of the system severely reduces the profit margin of a permanent base on any of them.

The case of Novvy Bangkok is the most exemplary among them all. At the beginning it was a miner base set up by the Blinov-Ngamsan Conglomerate as a joint initiative of shared risk. After a period of intense research, it was confirmed that the seams within this mega-asteroid were not pure enough to be profitable. The consortium then declared bankruptcy and closed the facilities.

However, the closure was only bureaucratic, since the conglomerate abandoned the station staff to their fate. Forgotten by the corporate organizations and their nations, the Novvy Bangkok workers reorganized themselves by creating their own government and restructured their economy by adapting it to the local needs of the Homeric belt. Chao pho, criminal groups from Thailand associated with the Submondo, took advantage of the power vacuum in order to spread their influence in the settlement.

Due to its remoteness and the massive debt of the Blinov-Ngamsan Conglomerate, Novvy Bangkok is a problem that no corporation wants to be close to nowadays. There is no nation that wants to be responsible for this settlement, let alone Yu Jing, whose Imperial Service has described the old miner station as "a real criminal source, although it is not a destabilizing threat to the area."

The truth is that Novvy Bangkok is a rotten place, a human jungle, seething and dangerous, where life is cheap. It has been identified as one of the most dangerous places in the Human Sphere, where the only applicable regulations are the rules of organized crime. The security forces, as corrupt as they are overwhelmed, can, and want, to do almost nothing to maintain a level of security. It's always better to pay the Chao pho for that anyway.

Home to legendary gangsters, the dueling rules in Novvy Bangkok, created by Lucien Sforza himself it is said, are a standard for the Submondo across the entire Sphere. There is even a rumor that Wild Bill, the legendary Aristeia! champion, started here to build his reputation as a fast and accurate shooter.

The mess of abandoned tunnels and galleries drilling the interior of this planetoid serve as shelter and storehouses for dealers, smugglers, and fugitives. Many of these tunnels are anonymous graves for the corpses whose discovery is undesirable. Many adventurers have gotten lost in this underground labyrinth while trying to find secret consignments. They can contain anything from exotic drugs to illegal technology and weapons. It is also said that there are "things" prowling these tunnels looking for victims. Some say that these creatures are wild Pupniks, others talk about failed bioexperiments or psychotic robot units—but who really knows what could have been abandoned there in that perpetual darkness?

It's true that the despicable smugglers C3rvant3s and Magno hid in those tunnels to evade the Svengali's revenge after the Fulcrum Street Wars in Bakunin. It is also true that for a long time they were the operations base of a Mr. Daixo, who established a Yǎnjīng black site there. Later, this agent used these tunnels to keep all the material that Colonel Ikari stole from the StateEmpire Army to build the Ikari Company.

As a matter of fact, Novvy Bangkok would be the first operative center of this mercenary company, which would establish close bonds with the Chao pho and its puppet government, to the point of becoming the non-official military force of this independent planetoid.

Sometime after the Blinov-Ngamsan Conglomerate abandoned Novvy Bangkok, the Breitschwert group attacked the planetoid in an attempt to take control of it. Weakened by the escape of all the corporate assets, the local Chao pho was a legitimate target for the other Submondo members, according to the Apparent Vulnerability protocol of this international criminal organization.

Colonel Ikari saw this attack as an opportunity to establish a strong position in the region. He could have come to an agreement with the Breitschwert group, staying away from the dispute, but it was better that the one controlling the planetoid depended on his mercenaries and felt indebted to them. So Ikari sided with Chao pho and caught the men of the Breitschwert group, who were not expecting a resistance worth mentioning, off-guard.

From that moment, the Ikari Company became a force to bear in mind in the Homeric belt, and the independence and autonomy of Novvy Bangkok was thus guaranteed.

Nowadays, this mercenary company has moved most of its operations to the interior of the system, but it still has a small squad in Novvy Bangkok, used as an operative platform and a reinforcement of the planetoid's security. Some reports point out that Mr. Daixo could have adapted the facilities of the Yǎnjīng black site to Ikari's needs, and the mercenaries would still have a network of secret warehouses that could double as alternative shelters in a difficult situations. There is no doubt that for signing a contract with the Ikari Company, Novvy Bangkok is still one of the best places to find the sinister Mr. Daixo, if you dare to do it in person, of course.

"Living on the Edge", a series of reports on the furthest system of the Human Sphere. Find it on Xciting!

"We've learned that Yu Jing is going to take part in a joint police operation in Novvy Bangkok. There is a small but significant Japanese community on this asteroid, and we all know the way the Imperial Service acts during their so-called "police operations". It is our duty to prevent the Emperor's subjects from being left unprotected and at the mercy of the StateEmpire's goons. And, of course, we can't expect those dishonorable scoundrels from the Ikari Company to care about them, which is why I recommend deploying an armed military contingent to ensure the safety of all the citizens of the Great Independent Japan who reside in Novvy Bangkok."

Izumi Inaoka, director of the intelligence services, during an emergency meeting of the Greater Independent Japan's Government Cabinet before the Emperor. Kōkyō, Imperial Palace in Tokyo.



STEADY EYE

"Alright, friends. As you know, Aristeia! is not just about action and entertainment as Final Boss portrays it, or gossip and rumors like the ones Rhod brings us. It's also a big industry, and our expert Lydia Vásquez is going to tell us everything about its secrets. What do you bring us today, Lydia?"

"Hello, Vince! You all know Wild Bill and his unparalleled marksmanship, but the sharp eye of the most popular gunslinger in Aristeia! is not limited to the HexaDome, since this star is also an ace in business. Unlike many other aristos, Wild Bill acts as his own manager and agent, a task in which he's as skillful and precise as he's in combat, and he has been able to manage his IP masterfully. And precisely today, we're going to discuss his latest business venture. Apparently, he's negotiating with Slipstream, a sensaproducts company based in Bakunin, to develop a series of sensagames that will allow you to play Wild Bill's role and participate in a series of gun duels, only not at the HexaDome, but in the different locations where this gunslinger built his legend long before he became famous in Aristeia!"

"Wow, Lydia, this is so fascinating! I'm sure that all of our viewers wished they were Wild Bill at some point."

"It looks like they will be able to very soon, Vince. However, this is not all. In addition to the recordings of these duels for the sensagame, Slipstream wants to offer a real circuit through some iconic locations of Wild Bill's past where the participants will be able to fight him, or rather some shadowshooters programmed with his fighting style. For those viewers who don't know what shadowshooters are, they are humanoid remotes that are used both by aristos and by law enforcement for training purposes. This initiative is designed as a theme module that includes a Wild Bill-version shadowshooter and an augmented reality kit, which will be offered in a franchised model to leisure multi-centers. And before launching it on the market, they wanted to make a live presentation in one of those iconic places from Wild Bill's past. However, Ariadnan authorities won't allow this event to be held at the city of Deadwood due to the technological restrictions in place in Ariadnan territory, and to certain reservations among this planet's inhabitants towards "animatronics dressed as cowboys," inherited from the audiovisual subculture of a couple of centuries ago."

"Oh my! It looks like a real setback for our favorite gunslinger, Lydia."

"Actually, it's not, Vince. Slipstream's producers have already been able to find another iconic location from Wild Bill's past: Novvy Bangkok's Main Strip, notorious for its merciless Duel Rules..."

Don't miss Close to the Stars, the show where you will find the latest about Aristeia! Only in VissioRama!

"Novvy Bangkok is one of those places where you should never bluff when you draw a firearm. It's like a second home to me."

Wild Bill, legendary gunslinger and Aristeia! champion, during an interview with Go-Go Marlene.

SHADOWSHOOTER

I am afraid we have stumbled upon a setback in keeping this operation low profile with regards to the media. It would seem that we have an actual Aristeia! star staying at the Main Strip. You know, one of those people who are always followed by a couple of reporters or paparazzi. And if it were just one of those cartoonish fighters who lock themselves in their panic rooms every time someone sneezes a little too hard, we could still offer him a quick evacuation and keep him under control. But unfortunately, we are talking about Wild Bill, and you know his characteristic willingness to get involved in any ruckus that looks like an opportunity for him to show off. So, it may prove difficult to make him stay out of this, especially if he bumps into the USAriadnan troops of the Ariadna Expeditionary Force's Daylight landing group, for whom he is a total idol.

Another problem we have come across, also related to this gunslinger, is that a number of shadowshooters set up based on Wild Bill's combat style are missing. Although the shadowshooters AI is remarkably basic, only slightly above that of a Server Remote, a single one of them armed and well positioned can become a real headache. And the problem is that there are at least five of them fully armed and set loose in Novvy Bangkok, so anyone who has a fairly decent hacker on their team could reprogram one to fight for them. But we can't issue a "shoot to kill" order either, because we could be dealing with the actual Wild Bill.

Status report by Specialist Sergeant Major Oliver Burke, Alpha Unit, for the SWORDFOR Operational Command.

"C3rvant3s, my contacts in SWORDFOR tell me that there is an ongoing joint operation by the SSS and Bureau Aegis in Novvy Bangkok's Gallery Maze. Our safe store may be compromised."

"Magno, my good friend, the only thing that's going to be compromised are the lives of those poor souls who are unlucky enough to bump into our little cache and, therefore, into all those lethal security devices you installed."

Conversation between outlaws Magno and C3rvant3s heard at the Gannbate Cantina. Avro-Kaizuka orbital. Human Edge.



ISC: Wild Bill, Legendary Gunslinger

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ASTEROID BLUES.

STRATEGIC LOCATIONS



WHEN PEOPLE MENTION THAT NOVYY BANGKOK IS A SMALL COLONY LOCATED ON THE FARTHEST BORDER OF HUMAN EDGE, THEY TEND TO FORGET THE ACTUAL DATA. AND THE FACT IS THAT, EVEN IF BUREAU TIANDI HAS DESCRIBED IT AS A “MEGA-ASTEROID,” SOME ASTRONOMERS CLAIM THAT BECAUSE OF ITS SIZE AND CHARACTERISTICS IT’S ACTUALLY A PLANETOID. WHICH MEANS FOR ALL THOSE WHO DO NOT SPEAK “ASTRONOMY” THAT IT’S A BIG ASS ROCK—BIG ENOUGH FOR ANY “RAPID INTERVENTION” TO GET STUCK IN THE WEB OF TUNNELS, GALLERIES, AND UNDERGROUND HOUSING AREAS, NOT TO MENTION SURFACE FACILITIES, MANY OF WHICH ARE DERELICT. ANY OPERATION CONDUCTED THERE MUST RELY ON EXCELLENT LOGISTICAL PLANNING, OTHERWISE IN A DEADLOCK SCENARIO THERE IS A POTENTIAL RISK OF FALLING SHORT OF SUPPLIES IN A VIRTUALLY UNPOPULATED SECTOR OF SPACE.

Emily Handelman, Intelligence Officer, operations appraisal session at StarCo headquarters in Lazareto, Corregidor.



4. LIBERTY CARGO LOGISTIC CENTER

Liberty Cargo is said to be one of the unofficial financing sources of the Hexahedron, a front company set up to carry out secret operations, generally of a criminal nature, with which to defray unregistered missions.

As a front organization for the PanOceanian intelligence service, Liberty Cargo works as an unofficial financing channel as well as a platform for conducting covert operations in foreign territory. This transport company is suspected of having established a supply network of drugs derived from Silk on Dawn during the Ariadna Commercial Conflicts, as well as of supplying Yuan Yuan pirates operating in Yu Jing territory.

Liberty Cargo's activity in Human Edge is intense, at least their official activity. As a presumably independent company, separate from the big transport giants such as Compass Transportation or Interspace Trust Corporation, Liberty Cargo is more flexible and sympathetic to the needs of its customers. This company boasts a bureaucracy adapted to a frontier setting like Human Edge. This is another way to say that while all the procedures regarding permits and certificates are automated with respect to the Novyy Bangkok authorities, who receive a bonus for facilitating these processes, Liberty Cargo never asks questions about the cargo they are hired to transport.

Nevertheless, discretion is not Liberty Cargo's only competitive advantage, since its alleged connection with the Hexahedron and its staff with a military background are a guarantee of security that make any criminal organization think twice before raiding a vehicle owned by the company.

It's impossible to describe in detail the activities Liberty Cargo carries out for the Hexahedron, since, even if they existed, this would be classified information. However, there are unconfirmed reports of Liberty Cargo freighters transporting weapons and other supplies to the Japanese settlements in Human Edge that took part in the Uprising.

Liberty Cargo's facilities on Novyy Bangkok are located on the surface of this asteroid, where it has a small astroport equipped with a point defense system sanctioned by the government, given the hazardous nature of the area. The astroport has surface anchors as well as semi-subterranean hangars connected to the second level of the facilities: the cross-docking area and the main warehouses. Protruding from the superficial regolith, stands the traffic-control dome. This structure, also semi-subterranean, houses the administration offices and the quantronic server. It's a sensitive area that, if rumors are true, could contain Hexahedron secrets liable to compromise the Hyperpower.

A Maya-story by Raima Srivastava, brought to you by EchoLink. We connect you to your interests!

"If we allow Bureau Aegis agents to snoop around the Liberty Cargo facilities in Novyy Bangkok, all our operations in that sector will be compromised. We'd be able to contain the damage if some piece of sensitive information fell into the hands of Bureau Aegis; that wouldn't really be a problem. But if the Jade Empire were to obtain such data, and we all know that the agents of Yu Jing are perfectly capable of it, then both our covert operations and our assets on the ground would be in real and certain danger."

Captain R. Foster-Johnson, Deputy Officer with the Hexahedron, PanOceanian Intelligence Service.





6. MAIN STRIP, THE VICE HUB

It's quite impressive that, in the collective imagination of the Sphere, a place as infamous as the Main Strip managed to become legendary. So how come you've never heard of this place? Believe it or not, that says a lot about you—mainly good things, because those who know about the Main Strip tend to dwell in the gray areas of morality and the law.

The Main Strip is Novvy Bangkok's primary area dedicated to gambling and vice. (If you haven't heard of Novvy Bangkok either, follow this [link](#), since you are starting to look a little too clueless.) It's a decadent and marginal area, but also vibrant, because it's a magnet for some of the most extraordinary characters on the frontier of Human Edge.

The Main Strip is also known as "the place where dawn never comes," a peculiarity caused by a failure in this underground area's lighting system. The night mode is always on, with fainter lighting than the day mode. Whether it's an unfixed maintenance failure or an underhanded way to save money, the truth is that most lighting in this place comes from the lamps, signs, and billboards of the casinos and brothels, as well as from the large central neon sign reading ThaeB Hlāk (แถบหลัก), the translation that nobody actually uses for the Main Strip in the Thai dialect spoken in Novvy Bangkok.

One of the peculiarities of this urbanized section inside the asteroid is that it's arranged around a long and wide central axis, the aforementioned Strip. Excavated by a subcontractor of the Blinov-Ngamsan Conglomerate with the intention of turning it into the recreation and leisure area of this asteroidal colony, the collapse of Novvy Bangkok's economy would turn it into a gloomy and gray district full of prostitution that earned a reputation as one of the most dangerous places in the system. Next to the brothels that line the sides of this great underground corridor, gambling houses also

flourished, a fact that did not help improve the reputation of the place, but did increase the interest of its regulars.

With a failed government controlled by the Chao Pho crime syndicate and a scant and corrupt police force, security and order in the Main Strip fell on the shoulders of bounty hunters, not much better themselves than the Thai mobsters. However, this section of the asteroid was their usual working place, since many individuals with a price on their heads would end up here. This is how the famous Novvy Bangkok Duel Rules were born as a way to prevent indiscriminate shootings on the Main Strip. The aim of the duels was not protection of the innocent (a non-existent species in this place) so much as it was preventing a stray bullet from killing an important member of the Chao Pho, and the subsequent retaliation and physical harm to the perpetrators of the shooting.

These rules are said to have been imposed by Father Lucien Sforza the day he dragged out an outlaw from one of the casinos to the center of the Strip, in what looked like a scene from the Wild West. From then on, duels became commonplace and few of all the lowlifes and criminals who come through this place have never taken part in at least one of them. It's quite common to hear the locals claiming to have seen Wild Bill, before he became famous everywhere in the Sphere, taking part in duels to the death here. Meanwhile, this Aristeial star neither confirms nor denies these urban legends; he merely smiles mischievously when asked about it.

Nevertheless, the Main Strip is not only about gunfights, casinos, and brothels. Here you can find Harry's Bar, the unofficial office of Mr. Daixo, fixer for the infamous Ikari Company, and meeting place for some people whose reputation reaches

every corner of the Human Sphere. Some people claim that one of the private rooms had to be fully refurbished after an orgy including 8-Ball and no less than four chimeras.

On the side streets of the Main Strip, you will find the local quarters of mercenary companies and other smaller groups, among which those of the Ikari Company are the most prominent. You can also see a large concentration of Nipponese residents in the starboard area at the end of the Strip, the so-called Japanese Bottom, in an uncomfortable but necessary coexistence with Nipponese mercs.

Anyway, no visitors go down those side streets, many of which are badly lit. There is nothing shiny there that might attract them, and they have this legendary halo of danger that is not entirely without reason, especially for somebody like yourself, who had never before heard about this place. Now that you know about it, you better avoid visiting it.

Living at the Edge, a series of stories about the farthest system in the Human Sphere. Find it on Xciting!

"Don't get it wrong, friend. In Novvy Bangkok, the Ikari Company is the law. And anything that needs solving in the Main Strip is our business, thank you very much. So, you can take your papers and go back the way you came. And don't worry if you don't know the way out. My men will escort you to the exit."

Mr. Daixo, Ikari Company fixer, seeing a Bureau Aegis officer off. Private booth at Harry's Bar. The Main Strip in Novvy Bangkok.





3. JĪYUÁN OPEN-PIT SITE

Asteroid mining is a highly risky and uncertain business carried out in faraway places in the most hostile environment known to humanity and for profit margins that are often too low for large corporations. This leaves the industry riddled with smaller companies founded by adventurers and entrepreneurs, always on the verge of bankruptcy, hoping for that dream mineral seam that will allow them to retire.

Obviously, this kind of seams are difficult to find and, in most cases, don't even exist. However, there are times when a large seam is found, which mining companies then scramble for. It's then that the prospector who found it, depending on how well he plays his cards and who the players involved are, might become enormously rich—or may lose his life. Nonetheless, most mineral seams are not profitable for larger companies, so this is where local companies can prosper, in the shadow of the giants.

This was the case with Novvy Bangkok's mining sites. None of their seams were pure and valuable enough for a corporation such as the Blinov-Ngamsan Conglomerate, based on Earth, to earn a profit from working them. Nevertheless, in the Homeric belt, the outermost border of Human Edge, there are good business opportunities for local entrepreneurs. At a regional level, the material extracted from this asteroid can supply the local industry, which is equipped with the refinement machinery that makes it possible to obtain a good-quality final product with a smaller profit margin, but one that is still good business for small-sized companies.

Novvy Bangkok's circumstances are in no way exceptional, but rather a fairly common scenario in the asteroid-prospecting world. And every common situation is a good business opportunity, or so Mei Kumae, the woman whose name inspires fear in Yu Jing's investment trusts, firmly believes. Ruthless. Cunning. Millionaire. Entrepreneur. All of these—in capital letters, as she does not deserve less—describe her. One of the big business figures in Yutang, with good contacts in the highest echelons of the Party, she is also known as “The Queen of Scraps” because she has become rich by taking over all the businesses that larger corporations reject. Her company, Jīyuán Unlimited (机缘无限), offers large-corporation services to smaller companies in exchange for a portion of their revenue. Essentially, her clients become franchisees of Jīyuán Unlimited, which offers them legal protection, consulting services, logistic support, and corporate-level security, services which these smaller companies would not have the resources to access otherwise.

In many cases, security is the most convincing aspect for her clients, because, like many other Yu Jing corporations, Jīyuán Unlimited is funded both with private and public capital. This means that the StateEmpire is one of its largest shareholders, so every franchisee using the Jīyuán Unlimited logo is considered to be partially owned by the State. And since Yu Jing doesn't like anyone threatening its property, a military deployment is one of the services that this corporation can offer its clientele. On the other hand, this service has been quite controversial from the point of view of international law, and, because of it, Yu Jing has been accused of practicing a sort of covert imperialism, as Jīyuán Unlimited has been used as an excuse to carry out military operations in foreign territory.

In fact, in Novvy Bangkok's case, the infrastructure assigned by this corporation at the Jīyuán open-pit site are considered to be far superior to what is usually found in a mining complex in this remote and marginal region of space. The photographs show the immense circular-section quarry going deep into the surface of the asteroid, surrounded by service modules and heavy machinery, swarmed by haul trucks heading to the materials classification and storage area, which lies next to the operations control center headquarters—easy to recognize thanks to its crown of communications antennae. It's a display of infrastructure that is perhaps not very modern but is certainly impressive for any prospector in this border region.

Certain analysts attribute Jīyuán Unlimited's generosity towards its franchisees at this mega-asteroid to Yu Jing's hidden agenda. The site managers have been accused of hiding in their facilities a surveillance station for Yǎnjīng, Yu Jing's intelligence service, as well as a platform for the Imperial Service to launch its operations. However, none of this has been proven, and Novvy Bangkok authorities have no interest in clarifying this issue, as they are highly favorable towards this site thanks to the generous contributions of its owners to the public treasury and, according to some sources, to the elected officials' private accounts. The only certain thing is that if the Jīyuán open-pit site were attacked, be it by a corporate competitor, asteroid pirates, or a foreign power, it is more than likely that the StateEmpire will deploy all the necessary forces to safeguard whatever secrets this mining site may hold.

A report written by Lieutenant Shila Aziz, Psi Unit analyst, O-12 Military Intelligence, at the request of Bureau Aegis' Section Statera command.

“Any intervention in our quarry will result in an inevitable delay in production, and I must remember to you that delays are the enemy of progress and primacy in any field. Surely, you don't want the interests of the StateEmpire to be hindered by any foreign interference? How would our great nation look if something like that happened? I'll tell you: weak. Do you really believe this is the way to attain primacy in the Sphere, or that this is the way for us to reach our great destiny?”

Mei Kumae, Jīyuán Unlimited CEO, in a meeting with several Party delegates. Private room in the Great Hotel Zhuànglǐ. Tian Dì Jing. Yutang.





2. XĀRAKŠ^{*} BATTERY

When the Blinov-Ngamsan Conglomerate established its mining colony on Novvy Bangkok, they arranged to provide it with a perimeter defense system, which was necessary given the remote location of this mega-asteroid. Located in one of the furthest and least populated areas of the system, Novvy Bangkok was so far out that the extremely long reaction time of any law enforcement agency in the event of an attack left the colony virtually defenseless. To circumvent this issue, this corporate consortium established a defense system consisting of three artillery batteries that would act as a deterrent against any hostile element.

The weaponry of the batteries was modest, and designed primarily to prevent attacks by light forces, as the main threat to the colony were corsairs and pirate ships. The Blinov-Ngamsan Conglomerate purchased three MACDS Māmā-xióng batteries (妈妈熊, "Mama Bear") consisting of a multiple system of laser-guided, rapid-fire automatic cannons and smart missile launchers. The Māmā-xióng was an old Yu Jing-made weapons platform that served for a long time but had now been replaced by the StateEmpire Armada with more modern and advanced systems. Nonetheless, it was still used by the fleets of numerous lesser powers and, given its inexpensive price and the low level of aggression that the colony expected to suffer, it was a good choice.

However, the gradual decline of the mining colony due to lack of results, and the Blinov-Ngamsan Conglomerate's subsequent withdrawal from the asteroid's management along with the ensuing chaos and lack of funding, halted maintenance of the batteries, which were then abandoned. By the time of the Breitschwert Group's attack, one of them was already out of order due a malfunction in its guidance system and another was destroyed during the assault by one of this criminal group's spaceships. So Novvy Bangkok now has a single defensive battery, located near the astroport, the main access point to the colony from outside the asteroid.

Moreover, despite the fact that the Ikari Company, the only de facto guarantor of the colony's security, has cannibalized many parts of the disabled battery to fine-tune the remaining automatic cannons, the financial constraints of the colony have made it impossible to invest in updating its defenses. Due to the lack of adequate funding, the intelligent missiles consumed during the battle against the Breitschwert Group have never been replenished; they were simply replaced with conventional laser-guided missiles, which are much less effective but considerably cheaper.

It's quite obvious that the colony's authorities have been resigned to having a close point defense system that serves as a deterrent against pirates or solitary corsair ships, which are still the biggest threat in this sector of space. Notwithstanding the fact that it is no match for the weaponry of any average military ship, this close point defense battery still constitutes a high-value target, since it controls all access points to the spaceport. Given the police nature of the current operation in Novvy Bangkok, destroying or bombarding it prior to its capture was discouraged, in order to limit casualties as well as collateral damage that would have to be repaired afterwards.

Thereby, the Daylight Boarding Team was assigned to capture this defense battery, known as CIPDB-2 or Xārakš^{*} Battery (аракш, "Guard"). This was a mixed group composed of units of the Ariadna Expeditionary Force assigned to the Bureau Aegis fleet as reinforcements for the armed rapid transport O-12S Steropes, which was deployed near the outermost sector of Human Edge.

After a rapid deployment, the Ariadnan units barely met any opposition, since the personnel assigned to Xārakš^{*} Battery, a contingent of the Ikari Company, refused to fight against Bureau Aegis-authorized forces without a bonus payment, which the authorities of the colony could not afford. Nevertheless, there were some clashes with Shasvastii cells that had infiltrated the perimeter of the battery in order to take control of it, or sabotage it if their first objective was not attainable.

The Ariadnan forces ended up holding the Firing Control Module, a dome set apart from the main body of weapons turrets whose core is the Combat Information and Control Center, from which the battery is controlled. This dome was enlarged to serve as barracks for an Ikari Company squad, as decided in the protection agreements this mercenary group signed with the colony authorities. Next to the weapons turrets area, we find the ammunition supply module for the main artillery pieces. This module is used as a storage area and munitions magazine for the battery, in addition to being the main access point from the battery to the colony through a large tunnel that allows the traffic of heavy transport vehicles, which are needed to move ammunition from the spaceport or from the Liberty Cargo headquarters. This Ariadnan force will remain deployed in this location until the operation is over in order to ensure the security of inbound and outbound traffic at the spaceport, as well as to protect the spaceships patrolling the vicinity of the asteroid as part of the blockade of the colony.

Report by Lieutenant Shila Aziz, Psi Unit analyst, O-12 Military Intelligence, at the request of the leadership of Section Statera of Bureau Aegis.

"I don't like being here either, on a rock with no oxygen and far from home. But we're soldiers and we follow orders. And our orders are to reinforce Bureau Aegis in this operation, and at the same time, show the rest of the Sphere once again what we Ariadnans are made of, so they will think it twice before taking any action against us. And if this means that we have to break some skulls, we won't lose any sleep over it—in fact, we'll enjoy it."

Lieutenant Vassily Plushenko, TankHunters Regiment, Daylight Boarding Team officer, assigned to the high-speed transport O-12S Steropes, orbiting Novvy Bangkok.



1. PĀKNGEIN NBIS. NOVYY BANGKOK INTERNATIONAL SPACEPORT.

"It's said that the Novyy Bangkok spaceport, Pākngēin (ปากเงิน, Silver Mouth) owes its name to the port being a source of wealth for this colony. However, its name comes from the external metal ring that's part of the shock-proof coating on the edge of the main launch pad."

Extract from "Living on the Edge," a series of reports about the most remote system of the Human Sphere. Find it in Xciting!

Undoubtedly, one of Novyy Bangkok's main places of interest for this operation is the spaceport and its facilities. Here is where most of the Shasvastii activity in this asteroidal colony has been concentrated. We know that several spaceships have been launched from this spaceport to the Human Sphere. We can only assume that these ships were full of Combined Army assets that worked as a starting point for a mass infiltration. The issue is to find what kind of assets they were, how many, and what their final destination was. To that end, we need access to the records of berthing, freight, and destinations of all the ships that have passed through these facilities in the last six months. However, this data may not prove enough since any record could have been falsified. It's necessary to interview all the spaceport staff to verify the records and contrast different versions, as well as to check the internal memory of any stand-alone or semi-automatic device and compare it with the official records. I won't lie to you: we have to unravel an extremely tangled web. If there's something the Shasvastii are good at it's covering their traces and creating false leads. Thus, it is of vital importance to gain control of all spaceport facilities to be able to access any person, place, or database without asking permission or alerting the enemy to our next step.

The main disadvantage is that, unlike any civilized place, the spaceport is not under the full control of Novyy Bangkok authorities. The Chao Pho mafia extends their corruption networks as far as the spaceport, controlling the stevedore syndicate and preserving a fragile truce with the true owner of the spaceport: the Silk Consortium.

Spaceport facilities are not cheap to maintain, so when the Blinov-Ngamsan Conglomerate left the colony, the facilities' progressive deterioration and lack of maintenance threatened its commercial viability, and even its own survival. That is to say, it endangered the survival of the entire colony. Salvation came in the shape of the Silk Consortium, which needed a refreshment post for their ships, and realized that the fall of the spaceport would hinder the viability of their operations in this sector. However, the Consortium needed guarantees of stability before investing, so they signed a contract with Novyy Bangkok that gave them almost complete control over the spaceport, and left little scope for action to local administration.

Despite the very limited power of the colony's authorities, it was enough to allow Chao Pho to gain a foothold in the spaceport, causing a brief and bloody fight for control with the Silk Consortium's agents. The Ikari Company's intervention as an intermediary would put an end to the fight, after which the Silk Consortium would retain de facto control over the spaceport.

The capacity to pressure for such an influential group like the Qapu Khalqi must not be ignored. The Sword of Allah's forces asked for that location as their operations area to protect the Consortium's interests and, perhaps, to whitewash dubious practices that could put them in a difficult position before an international court. Because of this, our agents have had difficult access to useful data, both in the hangars, which are Chao Pho's territory, and in the Traffic Control Centers, which belong to the Silk Consortium. In any case, the danger of a Shasvastii infiltration is real in this part of the colony, and our agents exercise extreme caution as if they were in hostile territory.

Status report by specialist sub-officer Oliver Burke, Alpha Unit, to the operational command of SWORDFOR.

"But then, what are you doing here? Didn't you say you didn't like Novyy Bangkok?"

"No, what I said is that I have plenty of enemies here. Who can like this filthy place though?"

"You didn't answer my question..."

"Let us say that the Silk Consortium has some unfinished business here that should be dealt with... in as discreet a manner as possible."

Conversation between the Husam D. Schukin and Souhayr Halimi, Trade Diwān delegate in Novyy Bangkok. Recorded by a Shasvastii spying device in the Bubba's Khntiā. Pākngēin NBIS, Novyy Bangkok spaceport.



5. THE GORGE, THE NOMAD DISTRICT

In the 20th century, small nations lacking resources, industries, or an advantageous geographical location figured out that the best way to attract foreign capital and thrive was to become a tax haven. Two centuries later, the advent of ALEPH created an even more lucrative alternative: becoming a data haven. And the forerunner, the first to notice this new business opportunity, was Tunguska. Of course, after it, other independent colonies located in remote places did the same. None of them could compare to Tunguska's quality service, but they could offer lower prices and take over local business. Tunguska did not like this one bit, so the Nomad mothership started to hunt down all the competition that seemed too successful and was stealing their slice of the pie. And one of its main targets was Novvy Bangkok.

This asteroidal colony, in desperation after the Blinov-Ngamsan Conglomerate left the place, saw a business opportunity in establishing a tax-free financial center and a data haven free of ALEPH's interference. The instigator of this initiative, which had the approval of Novvy Bangkok authorities, was the Proshchaniye group (Прощание, "The Farewell"), a small criminal organization led by the Boldyrev family, which was in open competition with Chao Pho for control of the criminal underworld on the asteroid. However, the Proshchaniye group's operations did not go unnoticed by Tunguska, and much less for the families of The Entente, always watchful for the dealings of any rivals in Submondo.

Nonetheless, The Entente wanted something more than to simply get rid of the competition: its actual aim was to keep the whole business for itself. This Tunguskan criminal organization saw an interesting business opportunity in Novvy Bangkok, but not so much because of the volume of operations or the amount of data or capital that it could move from the colony. What drove The Entente, as counseled by the advisors of The Bank, was Novvy Bangkok's potential to become a haven with a separate legislative framework from that of Tunguska, which would in fact provide them with additional shielding in the event of an international intervention.

Thus, The Entente contacted the adversaries of the Proshchaniye group, the Chao Pho mafia, to offer them the possibility of forming an alliance against their common enemy. Actually, the terms of the agreement proposed by the Tunguskan organization did not give Chao Pho much choice: if they chose not to partner up with The Entente, the Tunguskans would consider them either a hindrance to their plans or, at worst, another opponent to get rid of in Novvy Bangkok. Either of these two possibilities meant a considerable reduction in the life expectancy of this Thai criminal group.

A gang war ensued and the local authorities, completely corrupt and in both sides' pockets, were unable to stop it. Ultimately, The Entente's support allowed Chao Pho to completely obliterate their opponents, take total control of Novvy Bangkok's criminal underground, and open all doors for The Bank of Tunguska, which established itself in the colony, acquiring and expanding the Proshchaniye group's operations.

Nonetheless, a branch of The Bank of Tunguska cannot be located just anywhere; there is a whole series of security measures and protocols to take into account in order to guarantee the quality of service and the imperviousness of their datacrypt. The Nomads needed a special location, one that would allow for the defense, evacuation, or safe destruction of the branch core, and the existing tunnels of Novvy Bangkok, already fully developed, could not serve this purpose. However, during the prospecting phase the colony miners found an enormous natural cavern of great depth, although it was ruled out for mining or construction because it lacked valuable mineral seams and because it would prove extremely difficult to build on the vertical walls of the cavern, which resembled an underground canyon. But mining and building things in deep space are two of the main specialties of the Nomads. Hence, the technicians and engineers of C smica Ltd, the construction giant based in Corregidor, quickly covered the walls of the underground canyon with buildings connected by bridges, walkways, and aerial tramways, thus creating the Nomad district of Novvy Bangkok, better known as The Gorge.

Unlike the rest of the colony, this area of Novvy Bangkok is structured as a totally vertical district, built on many different levels and enclosed by the natural vault of the cavern. This verticality also determines how connects to the other areas of the colony. The Nomad district has two main access points, one of them located at the top of this underground canyon, and the other at its bottom.

For all those who access The Gorge from the top, the first thing they will bump into is the local headquarters of C smica, which runs all the company's operations in this sector from this colony. Descending through a series of walkways, or taking one of the many aerial tramways that cross (at full speed) the distance separating the two walls as well as the distances between the different levels, you can reach the regional Arachne node, located midway down the gorge. Given the current instability of the colony, and because it's in the local authorities' interest that the node remains operational since it's one of Novvy Bangkok's competitive advantages with respect to other colonies in the region, this node always has a small security team present. But if we are talking about safety and security, we cannot forget The Bank of Tunguska branch.

Located in the deepest area of the gorge, the fa ade of The Bank's building welcomes all who arrive through the lower access points to the Nomad district. Although one must admit that it's a somewhat cold welcome because of the armed Remotes that guard the branch. The location of this head office was not randomly picked. Because it lies at the bottom of the gorge, the detonation of the datacrypt and the main vault's self-destruction system will certainly cause the entire canyon to completely collapse on top the branch. Thus, total destruction of the facilities and the data can be guaranteed, as well as the obliteration of any strike force that might be trying to take the bank. But this is just the most extreme and final solution. C smica is said to have installed a two-step evacuation system for the datacrypt. The first step involves a propulsion device for the crypt, which could come detached from the building and

move autonomously. The second step consists of a tunnel-boring machine that can excavate an exit route for the crypt to move through, a tunnel that would collapse behind the crypt as it passed so it could not be followed and which would lead to an unknown extraction point on the surface of the asteroid. However unrealistic the plan may seem, there is a sufficient amount of data obtained from C smica's budget items that could lead one to believe that it may be real. Indeed, no tax or data haven can be considered as such if it cannot guarantee the inviolability of its vaults. And The Bank of Tunguska always guarantees it, be it with the most advanced technology, with the power of its armed forces, or with the most absolute ruthlessness.

Chapter from the essay The Problem of the New Tax and Data Havens by Dr. Zhou Lin. A web-publication for Ch ng P i State University. Yutang.

"What will happen is that Bureau Aegis detectives will show up here with search warrants wanting to inspect all our facilities, databases, and probably also the local Crypt at the Bank of Tunguska headquarters in Novvy Bangkok. And that's if we're lucky and they don't come along with reinforcement units from PanOceania, Yu Jing, or even the SSS, who will be giddy to take a peek over the Bureau Aegis agents' shoulders. And that's a bad thing both for the Bank of Tunguska's operations and for our reputation as an impenetrable sanctuary, safe from any sort of interference by the other powers of the Sphere. So, we must prevent this from happening no matter what. Oh, and there's also the issue with C smica, and the local Arachne node—but we all know what really matters most here."

Nikolai Steranka, Dragnet Deputy Director and member of Black Hand's High Command. Briefing about the situation in Novvy Bangkok before the Tunguska Board of Directors.



7. THE GALLERY MAZE

The Human Sphere is teeming with dangerous places, places that you'd better not visit if you want to enjoy a long and fruitful life. The list is very long and wide ranging: the Antipode situation in the Ariadna Exclusion Zone, the alien threat on Paradiso, the dreaded Fimbul storms on Svalarheima, the little value life has in Human Edge... There are all sorts of places that entail extreme danger, and then there's the Gallery Maze in Novyy Bangkok.

The network of tunnels that pierce this mega-asteroid's subsurface is chaotic and structurally fragile, a consequence of greed and the desire for quick money. During the colonization period, the engineers of the Blinov-Ngamsan Conglomerate launched dozens of Fast Drilling Autonomous Teams (FDAT). Each one of these teams was made up of only one tunneling remote and one consolidating remote. The tunneling remote would open the tunnels, looking for valuable mineral seams, while the consolidating remote would follow it and use a chemical binder to harden the surfaces of the tunnel to prevent it from collapsing. The remotes were programmed to keep going until they located a high-quality seam. The problem was that this planetoid's parameters did not match the Conglomerate's expectations, and the FDAT excavated without being monitored and traced a clutter of underground galleries that came to cover 40% of Novyy Bangkok's substratum before they were switched off. If ever there was a map of the layout of these tunnels, obtained from the telemetry of the remotes, it was lost during Blinov-Ngamsan's chaotic withdrawal from the asteroid.

Very soon, all kinds of people from the colony's criminal underworld found a use for this maze of tunnels. Hideouts, storage areas, and drug labs were set up in these tunnels, using dead-end passages and hidden places difficult to locate. Many of these dark corners were abandoned after those who used them disappeared as a consequence of the gang wars or the settling of scores that sometimes ravage this asteroid.

Hoard and promises of wealth and resources have incited numerous explorers to venture into the darkness of these tunnels never to leave again, because the shadows in these galleries conceal unknown dangers: homicidal security systems, monstrous creatures escaped from dismantled laboratories, head-hunting psychopaths, leakage of toxic materials from containers forgotten in the deepest pits, or simply the sheer structural weakness of tunnels that were never braced or secured. Everything in this network of tunnels seems to have been created to kill any unwary person who walks into them.

Nonetheless, greed, the thirst for adventure, or plain foolishness keep driving men and women to explore these tunnels, and even to exploit them for commercial purposes. For example, the area known as Thang Phan, or The Passageways, is the normal setting for Aristeia! Underground fights. It's a network of tunnels that lead into a huge pit, with passageways and platforms crossing this pit at several different levels, where the fighters of the illegal and more violent version of this contact sport risk their lives fighting each other, gravity, and the numerous threats lurking in the shadows. This is where Señor Massacre is said to have had such a rough time that he was silent for almost five whole minutes, and where "Pincho" Ramírez successfully defended his undefeated title in a bloodbath against three hitmen hired by the Yakuza.

The Thang Phan chasm is famous for the massive Buddha effigy sculpted into one of its walls by a group of monks who believed they could turn the place into a sanctuary of peace and meditation, far from the hustle of the rest of the colony. Unfortunately, or as expected as many people would say, the monks ended up disappearing in this darkness, falling victim to some of its dwellers, and their settlement was plundered by looters and later destroyed in a particularly vicious Aristeia! Underground battle. Nowadays, only this Buddha remains as a backdrop and an exceptional witness of the combats that take place in this chasm.

Nevertheless, the most iconic area in this maze of galleries is the one known as The Chimneys, a big network of narrow passages characterized by the abundance of this type of vertical ascending and descending tunnels. The sudden upward and downward turns at ninety-degree angles in these shafts are the greatest attraction of this area, which has become one of the most famous and difficult tracks of all the Remote Racing Global Cup circuits. This is where the Nomad Hacker-Pilot Olga Stolyarova almost lost the championship against Noor Zoubi, Basha'ir Velocity team's greatest promise. Adrenaline and speed freaks come to this place to take part in illegal races organized by the Chao Pho, without the slightest safety measures and where a brutal overloaded feedback is what those Hacker-Pilots who ride their racing Remotes into the dark should fear the least.

This is how this intricate network of tunnels earned its place as one of the most dangerous locations in the Human Sphere. This is a place you should never wander into, lest you go bumping into the den of smugglers C3rvant3s and Magno, or into one of Yǎnjīng's black sites, or into an Ikari Company depot. These kinds of encounters are far more dangerous than any of the other threats lurking in the shadows of these abandoned passages. This is the Gallery Maze of Novyy Bangkok, a good place to see safely on your comlog screen.

Excerpt from Dark Corners of the Human Sphere by Marisa van der Linden. Read it on Fractyle. The best reference books in Maya directly to your comlog.

"They say there all kinds of urban legends about this network of tunnels and galleries where our enemies are hiding. Well too bad for them, because we're actual legends in the flesh."

Excerpt from Homerid Champion Hector's exhort to the Steel Phalanx troops under his command before starting to sweep the so-called Gallery Maze. Novyy Bangkok.

"What I have learned from my journeys is that there's no law east of Deadwood, no justice east of Novyy Bangkok, and no God east of Runenberg."

Wild Bill, legendary gunslinger, during a conversation at the Congo Club. Vaudeville, Bakunin.

"Captain, there seems to have been numerous sightings of the US Ariadnan operative codenamed 'The Unknown Ranger' during the operations in Novyy Bangkok..."
"And why do you think I should be informed of such sightings, Lieutenant?"
"Because there is no entry of any 'Unknown Ranger' on the member list of the Ariadnan Daylight Boarding Team transported here on this ship. And, in fact, recent reports assure me that said operative died on the Paradiso front. Although it is true that the body was never recovered..."
"So, what are you suggesting, Lieutenant? That we have carried a stowaway or a ghost?"

Lieutenant Will Roarke, Psi Unit, reporting to Captain Priya Kaushal. Control bridge of the high-speed transport O-125 Steropes, in orbit around Novyy Bangkok.



THE ASTEROID BLUES CAMPAIGN

THIS CAMPAIGN CONSISTS OF A SERIES OF VARIOUS SCENARIOS PLAYED ON A MAP WITH THE PURPOSE OF ESTABLISHING CONTROL OVER ALL OF THE DIFFERENT FACILITIES LOCATED ON THE MEGA-ASTEROID NOVYY BANGKOK, ON THE MOST REMOTE AREA OF HUMAN EDGE.

THE SCENARIOS MAY BE PLAYED IN ANY ORDER BECAUSE THE CAMPAIGN DOES NOT HAVE A STRICT CHRONOLOGICAL SEQUENCE. THE FINAL GOAL OF THIS CAMPAIGN IS TO TAKE CONTROL OF THE VARIOUS FACILITIES AND AREAS INTO WHICH THIS ASTEROIDAL COLONY IS DIVIDED AND GET THE SECRETS THEY ARE HIDING.

EACH MARKED TERRITORY CORRESPONDS TO A SCENARIO, AND THE ACHIEVEMENT OF THIS SCENARIO IMPLIES THE ATTAINMENT OF A STRATEGIC OBJECTIVE THAT ALLOWS THE TERRITORY TO BE CONTROLLED. THE SCENARIOS ARE THE USUAL ITS ONES, APPLYING THE INFINITY CAMPAIGN RULES, ALTHOUGH SOME MAY INCLUDE SPECIAL RULES FOR THIS SPECIFIC CAMPAIGN.

ASTEROID BLUES: SECOND PHASE

It looks like—once again—humanity's forces have chosen to take advantage of each other given the slightest of chances, rather than act together. Having neglected the law-enforcing nature of Operation: Asteroid Blues in favor of engaging in hostile actions with the goal of obtaining a competitive edge in the international power struggle, the colony has become the scene of violent clashes. Multiple attacks have preyed upon the positions of the different Sphere powers in Novyy Bangkok, but so far not one has completely fallen into enemy hands. That situation may soon change. A second, maybe even more intense wave of attacks is brewing, targeting each location's core. Meanwhile, it seems that the EI's forces could accomplish their goal of fully evacuating their local cell if the joint forces of O-12, ALEPH, Ariadna and Haqqislam fail to hold their respective positions.

PANOCEANIAN AREA. LIBERTY

CARGO LOGISTICS CENTER

PHASE 2

To maintain control over this logistic center it is paramount to also take the administrative building, where all sensitive information is kept. It is essential to complete all three missions to gain total control of this location by the end of the campaign.

ADMIN. BUILDING

Mission: Capture and Protect

Scenario Special Rules: Amplifier, Close Quarters.



YU JING AREA. JĪYUÁN

OPEN-PIT SITE

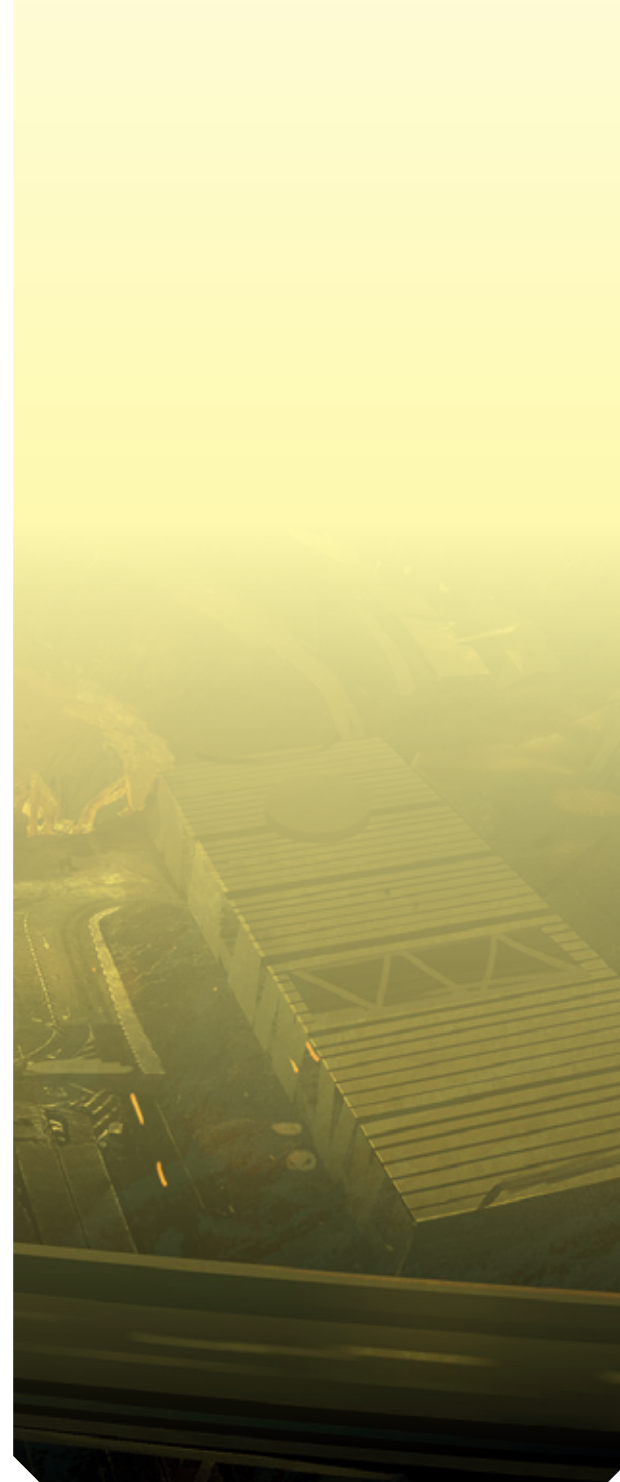
PHASE 2

Once combat at the quarry zone has concluded, the battle will extended towards the adjacent area, the mining operations supervision center, which then becomes of utmost importance for all conflicting forces. It is essential to complete both missions to gain total control of this location by the end of the campaign.

JĪYUÁN OPERATIONS HUB

Mission: Quadrant Control.

Scenario Special Rules: Hull Breach, Artificial Gravity Failure.



NOMAD AREA. THE GORGE

PHASE 2

With Cosmica's office and Arachne's node in dispute, controlling the Bank of Tunguska branch office and its secret-filled Data Crypt is of special strategic interest. It is essential to complete all three missions to gain total control of this location by the end of the campaign.

BOT BRANCH OFFICE

Mission: Engineering Deck.

Scenario Special Rules: Safe Access, Comms Breakdown.





HAQQISLAMITE AREA. PĀKNGEIN NBIS, THE NOVYY BANGKOK INTERNATIONAL SPACEPORT

PHASE 2

It's fundamental to take control of the true heart and brain of this location: the traffic and operation control offices that coordinate the commercial activities of ships operating out of the colony. It is essential to complete both missions to gain total control of this location by the end of the campaign.

TRAFFIC CONTROL OFFICES

Mission: *Highly Classified*

Scenario Special Rules: Assured Support, Bar Fight.



ARIADNA/O-12 AREA. XĀRAKŠ' BATTERY

FASE 2

With the Xārks artillery battery in dispute, taking the Fire Control Module, which controls the attack capacities of this combat location, becomes of special tactical importance. It is essential to complete all three missions to gain total control of this location by the end of the campaign.

FIRE CONTROL MODULE

Mission: *Power Pack.*

Scenario Special Rules: Arsenal, Assured Support, Entrepôt.



NA2 AREA. MAIN STRIP

PHASE 2

The Japanese neighborhood in Novyy Bangkok is located on the starboard side at the bottom of the Main Strip. It is a place where mercenaries from the Ikari Company blend with innocent civilians. It is essential to complete all three missions to gain total control of this location by the end of the campaign.

THE JAPANESE BOTTOM

Mission: *Unmasking*

Scenario Special Rules: Restricted Range, Shadowshooter.



ALEPH/O-12 AREA. THE GALLERY MAZE

PHASE 2

As the stage of Aristeia! Underground combats and a preferred spot in which to hide clandestine cargo their owners don't want to be found, the maze of underground tunnels the locals call The Passageways is plagued with hidden dangers. It is essential to complete both missions to gain total control of this location by the end of the campaign.

THE PASSAGEWAYS

Mission: *Looting and Sabotaging.*

Scenario Special Rules: Treacherous Environment, Combined Army Advantage Entrepôt.



CAPTURE AND PROTECT

Table Configuration: D1.

Special Rules: Amplifier, Close Quarters, Beacons, Pick up Beacons, Captured Enemy Beacon, DataTracker, Specialist Troops, HVT Not Used, INTELCOM Card (Provisions).

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **Captured** the Enemy Beacon at the end of the Game (3 *Objective Points*).
- Have **Captured** the Enemy Beacon with your *DataTracker* at the end of the Game (2 extra *Objective Points*).
- Have **Captured** the Enemy Beacon in your own Deployment Zone at the end of the Game (1 *Objective Point*).
- Prevent the enemy from **Capturing** your Beacon the end of the game (3 *Objective Points*).

CLASSIFIED

Each player has 1 *Classified Objective* (1 *Objective Point*).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

It is not allowed to deploy in base contact with the *Beacons*.

SCENARIO SPECIAL RULES

AMPLIFIER

The facilities in the area of operations enhance and intensify the quantronic signals. In this scenario, any declared **Hacking Attack** or **Comms Attack** will apply a **MOD of +3** to its Attribute.

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, **Template Weapons** apply a **MOD of +1 to Damage**

BEACONS

There are a total of 2 *Beacons*, 1 corresponding to each player, placed in different halves of the table, 12 inches from the center and 24 inches from the edge of the table.

The **Enemy Beacon** is the one closest to the enemy *Deployment Zone*.

The *Beacons* must be represented by a Beacon Marker (BEACON) or by a scenery piece of the same diameter (such as the Tactical Beacons by Micro Art Studio, the Tracking Beacons by Warsenal or the Mark One Beacons by Customeeple).

PICK UP BEACON

(SHORT SKILL)

Attack.

REQUIREMENTS

- » The trooper must be in one of the following situations:
 - » The trooper is in base contact with a figure in a *Null* state that has an *Enemy Beacon*.
 - » The trooper is in base contact with a friendly trooper in a *Normal* state that has an *Enemy Beacon*.
 - » The trooper is in base contact with an *Enemy Beacon* with no enemy troops also in contact with it.
 - » The trooper is in base contact with an *Enemy Beacon* alone.

EFFECTS

- » A trooper can pick up an *Enemy Beacon* in any of the situations previously mentioned by spending one Short Skill, without needing to perform a Roll.
- » The troopers must satisfy the **Common Rules of Beacons**.
 - COMMON RULES OF BEACONS**
 - » Each miniature can carry a maximum of 1 *Beacon*. As an exception, troopers possessing the *Baggage* Special Skill can carry up to 2 *Beacons*.
 - » Only **figures**, and not Markers, (Camouflage, Impersonation, Holoechoes...) can carry the *Beacons*.
 - » If the miniature carrying a *Beacon* enters a *Null* state, then the player must leave the Beacon Marker on the table with a *Disconnected* Marker beside it.

CAPTURED ENEMY BEACON

An *Enemy Beacon* is considered to be **Captured** by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. Therefore, there cannot be an enemy in base contact with the *Beacon*. Troopers in a *Null* state (Unconscious, Dead, Sepsitorized...) cannot do either.

DATATRACKER

At the end of the *Deployment Phase*, in *Initiative* order, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors*, and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.


Remember: *Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.*

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

HVT NOT USED

In this scenario, the *HVT model* and *Secure HVT* rules are not applied. Players will not deploy the *HVT* model on the game table and they must remove all the *HVT Classified Objective* cards from the Classified Deck.

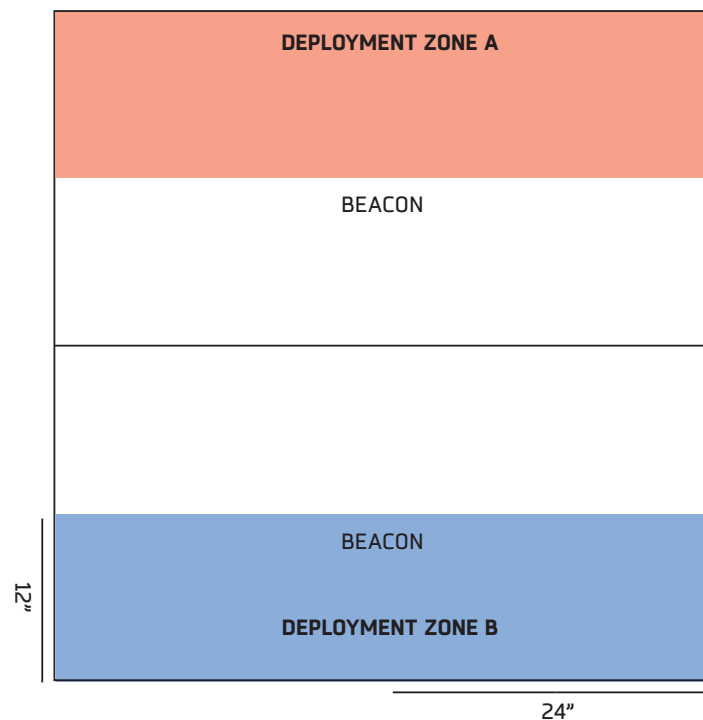
INTELCOM CARD (PROVISIONS)

The Classified Objectives with the symbol  give 1 extra Objective Point, but only if the player has less than 10 Objective Points.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.





QUADRANT CONTROL

Table Configuration: A.

Special Rules: Hull Breach, Artificial Gravity Failure, Quadrants (ZO), Dominate ZO, INTELCOM Card (Support and Control), DataTracker, Datatracker Special Order, Dominant DataTracker.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate the same number of **Quadrants** as the adversary at the end of each *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- Dominate **more Quadrants** than the adversary at the end of each *Game Round* (2 *Objective Points*).
- Have your *Dominant DataTracker* in a *Dominated Quadrant* at the end of each *Game Round* (1 *Objective Point*).

CLASSIFIED

Each player has 1 *Classified Objective* (1 *Objective Point*).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

SCENARIO SPECIAL RULES

HULL BREACH

A hull breach has created a dangerous area that jeopardizes the operation. Due to the breach, the Quadrants are considered a **Hostile Environment** Zone with *Dangerous Level* (ARM Roll if the die roll is 18 or higher, against Damage: 13). However, all troopers possessing **Zero-G Terrain** or **Multiterrain** are not affected by the *Hostile Environment*.

ARTIFICIAL GRAVITY FAILURE

The *Quadrants* is considered a **Zero-G Terrain** Zone. In this area Movement restrictions are not applied, however, all troopers possessing **Zero-G Terrain** or **Multiterrain** get a +1 inch Bonus to their first MOV value.

This Bonus will be applied only during a *Move Common Skill* declared or performed in the *Quadrants*.

QUADRANTS (ZO)

At the end of each *Game Round*, but not before, the table is divided into four areas as seen on the map. Each player then checks how many *Quadrants* he is dominating and counts their *Objective Points*.

In this scenario each *Quadrant* is considered a *Zone of Operations* (ZO).

DOMINATE ZO

A *Zone of Operations* (ZO) is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that ZO.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-Null state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

INTELCOM CARD

(SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first who announces his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered *Private Information*, no matter which use the player has chosen for it.

At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode*.

Support and Control Mode: the player can add the value of the *Support and Control Card* to the total *Army Points* he has in the *Zone of Operations* (ZO) of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO.

DATATRACKER

At the end of the *Deployment Phase*, in Initiative order, players must declare which troop from their *Army List* is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

DATATRACKER SPECIAL ORDER

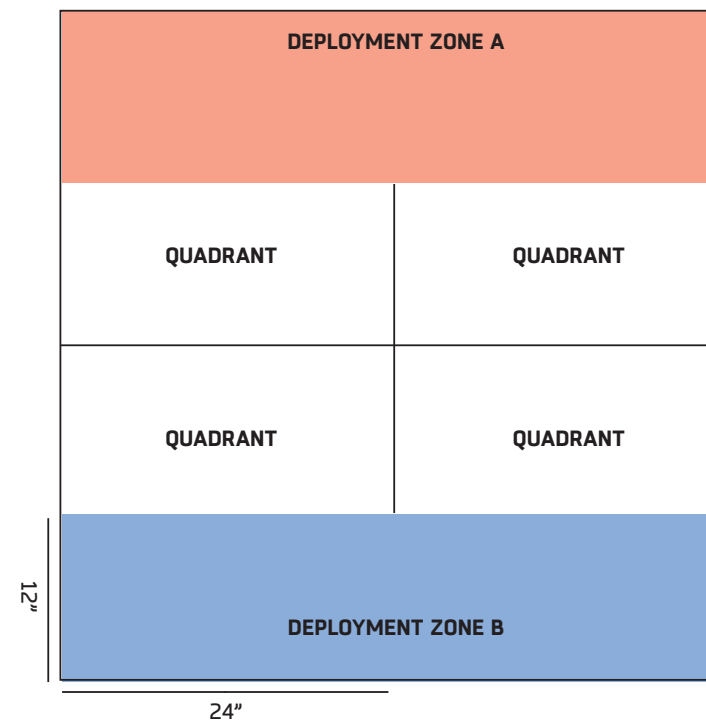
The *DataTracker* has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the *DataTracker*.

DOMINANT DATATRACKER

Players who have their *DataTracker* in any non-Null state in a *Dominated Quadrant* gain a maximum of 1 extra *Objective Point* when checking the *Dominate Quadrants* main objective at the end of each *Game Round*.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third *Game Round*.



ENGINEERING DECK

Table Configutarion: G.

Special Rules: Safe Access, Comms Breakdown, Inner Area, Objective Room (ZO), Secure ZO, Consoles, Specialist Troop, Liaison Officer.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have **the same amount** of *Connected Consoles* as the adversary at the end of the game (2 *Objective Points*, only if the player has *Connected* at least 1 *Console*).
- Have **more** *Connected Consoles* than the adversary at the end of the game (4 *Objective Points*).
- Secure** the *Objective Room* at the end of the game (3 *Objective Points*).
- Have your **Liaison Officer** inside the *Secured Objective Room* at the end of the game (1 extra *Objective Point* for Securing the *Objective Room*).

CLASSIFIED

Each player has 2 **Classified Objective** (1 *Objective Point* each).

DEPLOYMENT

SAFE ACCESS

The approaching routes to the zone of operations are clear of danger. In this scenario, the *Deployment Zones* are 16 inches deep.

Deploying inside or in base contact with the *Objective Room* or in base contact with a *Console* is not permitted.

Inner Area. This scenario happens inside a vessel, so the use of Levels 3, 4 and 5 of the *Airborne Deployment* Special Skill is not permitted. However, the other Levels of this Special Skill are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Deployment Zones*, with no *PH* Roll required. *Inner Area* doesn't affect other Deployment Special Skills.

SCENARIO SPECIAL RULES

COMMS BREAKDOWN

The radiation emitted by the machinery of the zone of operations jams communications. Any trooper whose base or Silhouette Template is inside or in contact with the [*], or who is placed totally or partially inside it, will enter **Isolated** state at the end of the Order in which this contact happened.

As a side effect, any *Fireteam* the trooper is a member of is cancelled, even if the trooper was not the Team Leader, so the player must remove the corresponding Team Leader Marker from the game table at the end of that Order.

OBJECTIVE ROOM (ZO)

In this scenario the *Objective Room* is considered a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*.

To represent the *Objective Room*, we recommend using the *Objective Room* by Micro Art Studio, the *Operations Room* by Plastcraft or the *Command Bunker* by Warsenal or the *Panic Room* by Customeeple.

The interior of the *Objective Room* is a **Saturation Zone**.

The *Objective Room* has four *Gates*, one in the middle of each wall (See map below). The *Objective Room Gates* must be represented by a *Narrow Gate Marker* or a scenery piece with the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

The *Gates* of the *Objective Room* are open at the start of the game.

SECURE ZO

A *Zone of Operations (ZO)* is considered to be **Secured by a player when that player is the only one to have any troopers inside the Room who are not in a Null state**.

THE CONSOLES

There are 4 *Consoles*, placed on different halves of the game table, each of them 8 inches from the central line of the table and 12 inches from the edge of the table (See map below). There is a fifth *Console* placed in the center of the *Objective Room*.

Each *Console* must be represented by a *Console A Marker* (CONSOLE A) or by a scenery piece of the same diameter (such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* and the *Communications Array* by Warsenal or the *Comlink Console* by Customeeple).

CONNECT CONSOLES

(Short Skill)

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with a *Console*.

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Connect the Console*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » A connected *Console* can be *Connected* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Connected* by the adversary.
- » Player A and Player B Markers can be used to mark the *Connected Consoles*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

Remember: *Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.*

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

LIAISON OFFICER

Liaison Officers have the special task of collecting all the information and intel data collected during the operation and transmitting it to the Global Defense Coordinated Command, managed by O-12.

At the end of the Deployment Phase, in Initiative order, players must declare which troop possessing the *Forward Observer* Special Skill from their Army List is their Liaison Officer. The trooper chosen must be always one of the models or Markers deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment*. Also, troops whose Troop Type is REM are not eligible to be Liaison Officers.

Each players' Liaison Officer is identified with a Liaison Officer Marker (LIAISON OF).

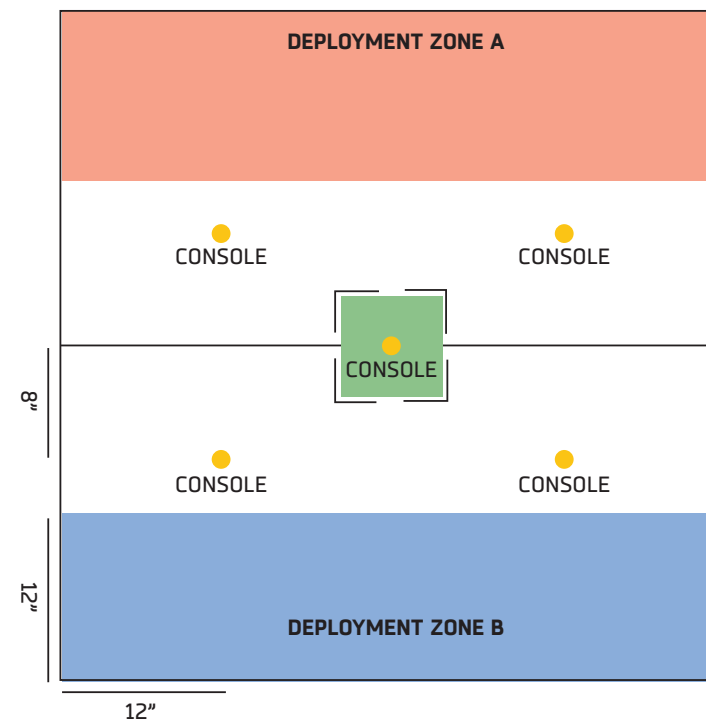
At the end of the game, if a player's Liaison Officer is in a non-Null state and completely outside their Deployment Zone, the player will make a WIP+3 Roll using the Liaison Officer's WIP. If the roll is successful, the player will get 1 extra *Objective Point* (up to a maximum of 10 *Objective Points*).

If the roll is failed, it can be repeated as many times as necessary, each time spending a Command Token and making the roll.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.



HIGHLY CLASSIFIED

Table Configuration: A.

Special Rules: Assured Support, Bar Fight, Main Classified Objectives, Secondary Classified Objective, Secure HVT, High Difficulty Mode, Extreme Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To have accomplished **more** *Classified Objectives* (Main and Secondary) than the adversary at the end of the game (4 Objective Points).
- To have accomplished **the same number** of *Classified Objectives* (Main and Secondary) as the adversary at the end of the game (2 Objective Points, but only if **at least 1** *Classified Objective* has been accomplished).
- Accomplish *Main Classified Objectives* (1 Objective Point each).

SECONDARY OBJECTIVES

Each player has **1 Secondary Classified Objective** (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

SCENARIO SPECIAL RULES

ASSURED SUPPORT

Reinforced and secure supply lines allow an enhanced access to more resources. In this scenario, both players get a **+1 Bonus to the SWC** they have available.

BAR FIGHT

In this scenario, two special characters are available, one for each player. These characters may be added to the players' Army Lists, without *Cost* or *SWC*. Players can decide by mutual accord—or rolling a die—who gets which character.

MAIN CLASSIFIED OBJECTIVES

Players have 4 *Main Classified Objectives* which are the same for both players. The *Main Classified Objectives* are considered *Open Information*.

To choose them, each player will shuffle his own Classified Deck in front of his opponent and pick two cards he will show to the adversary. These four cards will be the *Main Classified Objective* of both players.

The four *Main Classified Objectives* must be different and cannot be repeated. If one of the cards picked is the same as a previously selected one, it must be discarded and the player must pick a new one, until there are four different *Main Classified Objectives*.

SECONDARY CLASSIFIED OBJECTIVE

Players will choose their *Secondary Classified Objective* after they have selected the *Main Classified Objectives*. Each player will pick two cards from his Classified Deck and must choose and discard one of them.

The *Secondary Classified Objective* must be different to the *Main Classified Objectives*. So, the player will discard any card repeating a *Main Classified Objective*, picking a new card until he has two different options to choose his *Secondary Classified Objective* from.

The *Secondary Classified Objective* is considered *Private Information*.

SECURE THE HVT

In this scenario, the option *Secure the HVT* is only allowed to replace the *Secondary Classified Objective*.

HIGH DIFFICULTY MODE

This scenario can be played at a higher level of difficulty. In this Mode, players cannot choose their *Secondary Classified Objective*.

In High Difficulty Mode, each player can only pick one card to determine his *Secondary Classified Objective*. As before, this *Secondary Classified Objective* must be different from the *Main Classified Objectives*.

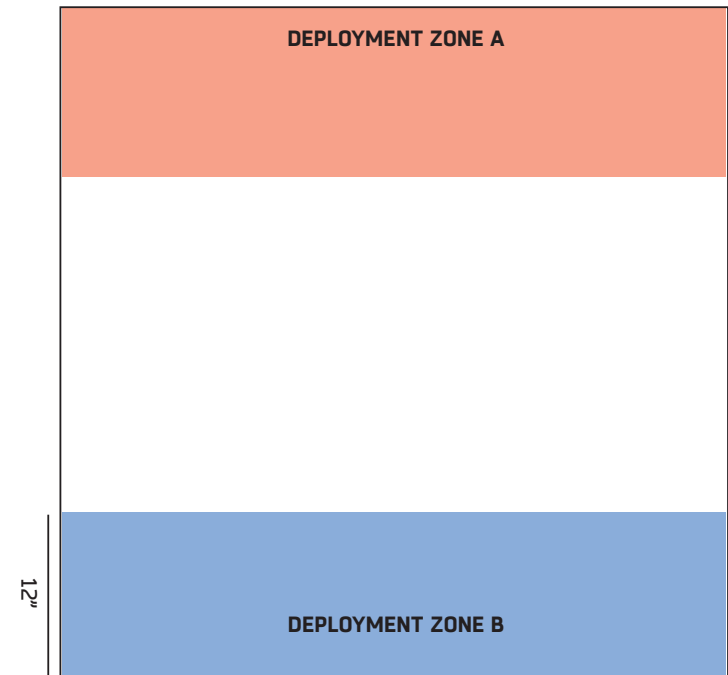
EXTREME MODE

This scenario can be played at an extreme level of difficulty. In this Mode, players must use the Extreme Classified Objective Deck (The red one).

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.



ISC: Fusilier Angus

FUSILIER ANGUS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	12	10	12	1	0	1	2	1	
Special Skills: Forward Observer										
Nombre	Armas CD	Armas CC	CAP	P						
FUSILIER ANGUS	Combi Breaker Rifle	Pistol, Knife								
FUSILIER ANGUS	Boarding Shotgun	Pistol, Knife								

ISC: Fat Yuan Yuan

FAT YUAN YUAN										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	Ava	
4-2	18	9	15	11	1	0	1	2	1	
Special Skills: Berserk, Booty L1, Inferior Combat Jump, Heavy-duty										
Name	Armas CD	Armas CC	CAP	P						
FAT YUAN YUAN	Chain Rifle, D-Charges	Heavy Pistol, Shock CCW								
FAT YUAN YUAN	Boarding Shotgun, Cargas-D	Heavy Pistol, Shock CCW								



POWER PACK

Table Configuration: D.

Special Rules: Arsenal, Assured Support, Entrepôt, Saturation Zone, Antennas, Activate Antenna, Overload Prevention System, Connect a Console, Control a Console, Specialist Troops, Chain of Command Bonus, Concilium Watch.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To have the same amount of **Activated** Antennas as the adversary at the end of the game (2 *Objective Points*, but only if the player has **Activated** at least 1 *Antenna*).
- To have **more** Activated Antennas than the adversary at the end of the game (4 *Objective Points*).
- To Control the enemy *Console* at the end of the game (2 *Objective Points*).
- The enemy has not *Controlled* your Console at the end of the game (2 *Objective Point*).

CLASSIFIED

- Each player has 2 **Classified Objective** (1 *Objective Point* each).

DEPLOYMENT

Players deploy on opposite sides of the game table. Both players have two 12 x 16 inches *Deployment Zones* placed at the edges of the table (see map).

Troops possessing the *Forward Deployment* L1 Special Skill have a 16 x 20 inches *Deployment Zone*. Troops possessing the *Forward Deployment* L2 Special Skill can deploy at any point of their half of the table.

It is not allowed to deploy in base contact with the *Consoles* nor with the *Antennas*.

SCENARIO SPECIAL RULES

ARSENAL

There is a warehouse of weapons and ammunition in the zone of operations. In this scenario, players ignore the *Expendable* Trait of any weapon or piece of Equipment of their troops.

ASSURED SUPPORT

Reinforcered and secure supply lines allow an enhanced access to more resources. In this scenario, both players get a **+1 Bonus to the SWC** they have available.

ENTREPÔT

There is a warehouse of technical supplies in the zone of operations. In this scenario, any trooper possessing the *Engineer* Special Skill (or any of its variants) apply a **+3 WIP MOD** Attribute value when declaring this Special Skill.

SATURATION ZONE

The 8 inches area on either side of the central line of the game table is considered a **Saturation Zone**.

ANTENNAS

There are 3 *Antennas* placed in the central line of the table. One is in the center of the table, and the other two are 8 inches from the edge of the table. The *Antennas* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE ANTENNA

(SHORT SKILL)

Attack.

REQUIREMENTS

- » Only *Specialist Troops* can declare this Skill.
- » The *Specialist Troop* must be in base contact with the *Antenna*.

EFFECTS

- » Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate the Antenna*.
 - » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
 - » An *Activated Antenna* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Activated* by the adversary.
 - » Player A and Player B Markers can be used to mark the *Activated Antennas*. It is recommended each player uses a different kind of Marker.
- OVERLOAD PREVENTION SYSTEM**
- » A player cannot have more than two *Activated Antennas* at the same time. Even succeeding the *WIP* Roll with a third *Antenna*, the player cannot mark it as *Activated*.

CONSOLES

There are 2 *Consoles* placed in different halves of the table, 12 inches from the center of the game table and 24 inches from the edge of the table. The enemy *Console* is always the one placed in the enemy's half of the table.

The *Consoles* must be represented by a Console A or B Marker (CONSOLE A or B) or with a scenery piece of the same diameter (Such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Consoles by Customeeple).

CONTROL THE CONSOLES

The *Console* is considered *Controlled* by a player when he is the only one who possesses a trooper (as a figure, but not as a Marker) in base contact with it. So there cannot be enemy troopers in base contact with the *Console*. Models in a *Null* state cannot be counted for this.

CHAIN OF COMMAND BONUS

Troops possessing the *Chain of Command* Special Skill have a **MOD of +3** to the *WIP* Rolls necessary to Activate the Antenna

In addition, they will be able to make two *WIP* Rolls each time they spend a Short Skill to Activate the Antenna.

CONCILIUM WATCH

A player will get 1 extra Objective Point (up to a maximum of 10 Objective Points) if, at the end of the game, the following three conditions are fulfilled:

- The player has a trooper possessing the **Journalist** Special Skill who is on the game table and in a non-*Null* state.
- That trooper has an enemy model who is inside his *Zone of Control* and in a non-*Null* state.
- The enemy model possesses in its Troop Profile a weapon that appears in the chart of Weapons Banned by the Concilium Convention Watch.

Concilium Watch gives a maximum of 1 Objective Point per player, no matter how many troopers the player has that fulfil the previous conditions.

This rule is not applied if the enemy model possesses the **Peacekeeper** Special Skill.

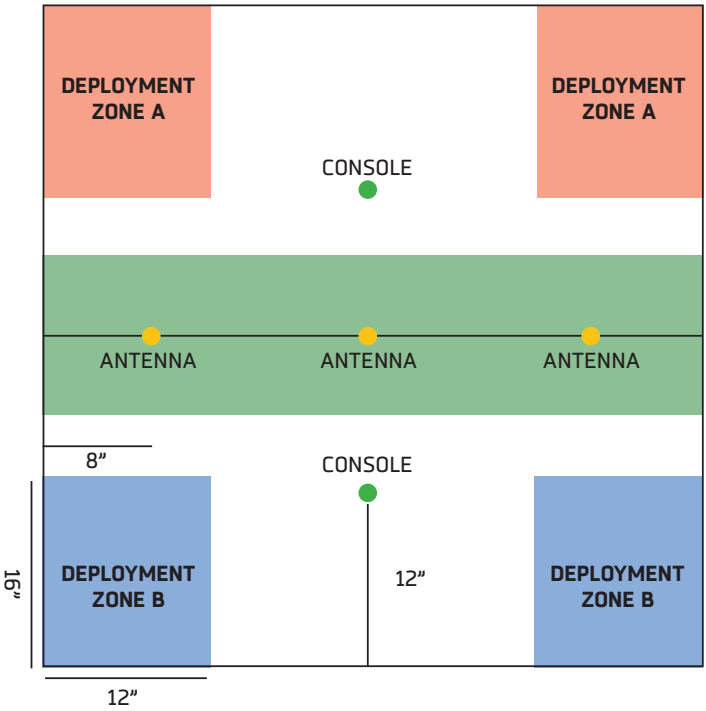
WEAPONS BANNED BY THE CONCILIUM CONVENTION WATCH

Antipersonnel Mine	Drop Bears	Heavy Flamethrower	T2 Boarding Shotgun
Boarding Shotgun	E/M Grenades	Heavy Shotgun	Viral Mine
Blitzen	E/Marat	Light Flamethrower	Vulkan Shotgun
Chain-colt	E/Mauler	Light Shotgun	WildParrot
Chain Rifle	E/Mitter	Monofilament Mine	Zapper
Chest Mine	Flammen-speer	Nanopulser	

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his active turn in a *Retreat!* state, the game will finish at the end of that *Turn*.



UNMASKING

Scenario by the Warcor HurVo

Table Configuration: B.

Special Rules: Restricted Range, Shadowshooters, Exclusion Zone, Subterfuge, Consoles, Specialist Troops, Hacker Bonus, DataTracker, Designated Target, Killing, Classified Deck Not Used.

MISSION OBJECTIVES

- MAIN OBJECTIVES
- To **Kill** the enemy *Designated Target*, but only if it has been previously Revealed (3 Objective Points).
- To **Kill more enemy Target Decoys**, but only if they have been previously Revealed (1 Objective Point).
- To **Kill** the enemy *Designated Target* with your *DataTracker* (2 extra Objective Points).
- To have the **same amount** of *Activated Consoles* as the adversary at the end of the game (1 Objective Point but only if the player has at least 1 *Activated Console*).
- To have **more** *Activated Consoles* than the adversary at the end of the game (2 Objective Points).
- Have your *Designated Target* not *Killed* at the end of the game (1 Objective Point).
- Have your *DataTracker* not *Killed* at the end of the game (1 Objective Point).

CLASSIFIED

There are no Classified Objectives.

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Exclusion Zone. Troopers may not use the *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment*, or *Infiltration* Special Skills or the deployment rule of the *Impersonation* Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

It is not allowed to deploy in base contact with any *HVT*.

SCENARIO SPECIAL RULES

RESTRICTED RANGE

The structure of the zone of operations restricts the range of firearms. In this scenario, any *BS Attack* where the range to the target is 32 inches or more is considered an automatic failure with no need to roll the die.

SHADOWSHOOTER

There is a pair of Wild Bill's Shadowshooters in the zone of operations, which have been hacked by both sides.

In this scenario, both players may add Wild Bill to their Army List, without applying *Cost* or *SWC*. Players can adjust Combat Groups to adapt to the new addition to their Army List.

SUBTERFUGE

Each of the players will deploy **three** *HVTs*, applying the conventional rules, but only one of them will be the *Designated Target*. This choice will be made by each player during the *Deployment Phase*, it will be considered *Private Information* and must be written down to show to your opponent if necessary. The other two *HVTs* are considered *Target Decoys*.

All the *HVTs* have an *HVT Profile (Neutral Civilian)* until they are Revealed as a *Designated Target* or *Target Decoy*.

An *HVT* applies the *HVT Profile (Designated Target)* at the end of the *Order* in which it has been Revealed as a *Designated Target*, or as a *Target Decoy*.

CONSOLES

There are **three** *Consoles*, placed on the central line of the game table. One of them is in the center of the table and the other two 12 inches from the edges (see map below).

Each *Console* must be represented by a *Console A Marker* or by a scenery piece of the same diameter (such as the *Human Consoles* by Micro Art Studio, the *Tech Consoles* by Warsenal or the *Comlink Console* by Customeeple).

ACTIVATE CONSOLE

(SHORT SKILL)

Attack.

REQUIREMENTS

» Only *Specialist Troops* can declare this Skill.

» The *Specialist Troop* must be in base contact with an *Console*.

EFFECTS

» Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate the Console*.
If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

» When activating the *Console*, the player may choose one of the enemy *HVTs* and the adversary must *Reveal* if it is the *Designated Target*, or if it is one of the *Target Decoys*.

» An *Activated Console* cannot be *Activated* again by the same player to *Reveal* another *HVT*.

» An *Activated Console* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Console* is no longer considered to be *Activated* by the adversary.

» Player A and Player B Markers can be used to mark the *Activated Consoles*. It is recommended each player uses a different kind of Marker.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers*, *Doctors*, *Engineers*, *Forward Observers*, *Paramedics*, and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the *Specialist Operative Special Skill* can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

HACKER BONUS

Troops possessing the *Hacker Special Skill* have a **MOD of +3** to the *WIP* Rolls necessary to *Activate* the *Consoles*. In addition, they will be able to make two *WIP* Rolls each time they spend a Short Skill to *Activate* the *Consoles*.

DATATRACKER

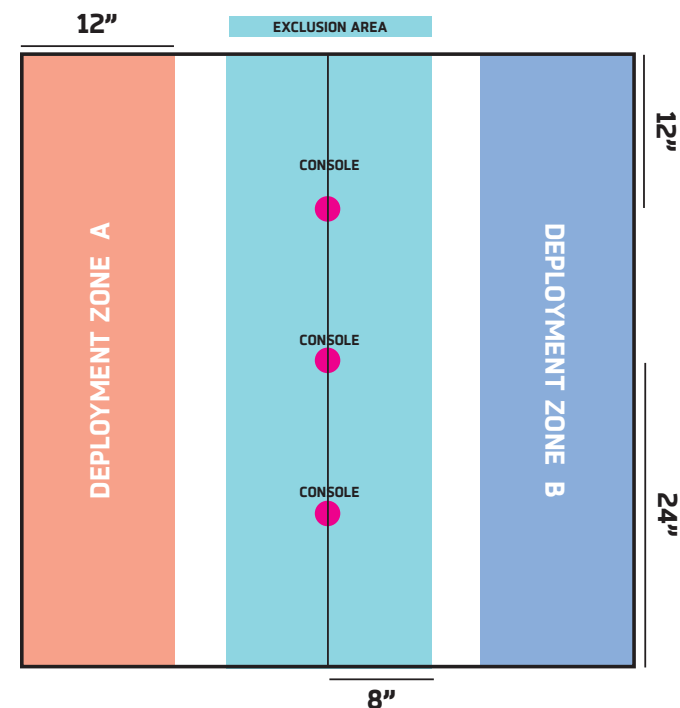
At the end of the *Deployment Phase*, in *Initiative* order, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in *Marker* state. This trooper must always be on the game table as a model and not as a Marker (*Camouflaged*, *TD*, *Holoecho*...). Also, *Irregular* troops and those whose *Troop Type* is *REM* are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a *DataPack Marker (DATA PACK)*.

DESIGNATED TARGET

In this scenario, once an enemy's *HVT* figure is *revealed* as the true *Designated Target* or as a *Target Decoy*, that enemy *HVT* is considered an enemy trooper instead of a *Neutral Civilian* so, it can be targeted by *Attacks*. *Killing* that enemy *HVT* does not cause loss of the game nor gives compensatory Objective Points to the adversary.

HVTs revealed as *Designated Target* or *Target Decoy* will be reactive and hostile, reacting to any *Order* performed by an enemy active trooper in *LoF* or *ZoC*.



KILLING

A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

IMPORTANT: Players are not allowed to *Kill* an enemy *HVT* until it has been revealed as the *Designated Target*, or one of the *Target Decoys*.

CLASSIFIED DECK NOT USED

Players will not use the *Classified Deck* in this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

LOOTING AND SABOTAGING

Table Configuration: D-1.

Special Rules: Treacherous Enviroment, Combined Army's Advantage, Entrepôt, AC2, Damage and Destroy an AC2, Armored Fury, Panoplies, Use the Panoplies, Specialist Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Protect your own AC2 (1 Objective Point per STR point the AC2 still has at the end of the game).
- Damage the enemy AC2 (1 Objective Point per STR point the AC2 has lost at the end of the game).
- Put the enemy AC2 in the Destroyed state (2 Objective Point, in addition to the previous Objective).
- Acquire **more** weapons or items from the Panoplies than the adversary at the end of the game (1 Objective Point).

CLASSIFIED

Each player has 1 **Classified Objective** (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

It is not allowed to deploy in base contact with an AC2 nor with a *Panoply*.

SCENARIO SPECIAL RULES

TREACHEROUS ENVIRONMENT

The underground tunnels of Novvy Bangkok can be as dangerous as fearsome. The [*] is considered a **Hostile Environment Zone** with *Dangerous Level* (ARM Roll if the die roll is 18 or higher, against Damage: 13). However, any troopers possessing **Mountain Terrain** or **Multiterrain** are not affected by the *Hostile Environment*.

COMBINED ARMY'S ADVANTAGE

This location is a hidden nest of the Combined Army. In this scenario, army lists from the Combined Army (whether generic or from any of its Sectorials) have 1 **extra SWC point**.

ENTREPÔT

There is a warehouse of technical supplies in the zone of operations. In this scenario, any trooper possessing the *Engineer* Special Skill (or any of its variants) apply a **+3 WIP MOD** Attribute value when declaring this Special Skill.

THE AC2S

There is a total of 2 AC2s (Advanced Communications Consoles), one corresponding to each player, each of them 12 inches from the center and 24 inches from the edge of the table (See map below).

The AC2s must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

The enemy AC2 is the one closest to the enemy *Deployment Zone*.

DAMAGE AND DESTROY THE AC2S

In this scenario the AC2s have a *Scenery Item Profile*. They can be targeted, applying a variant of the *Scenery Structures* rules.

An AC2 can only be damaged by CC Attacks with CC Weapons possessing the *Antimaterial* Trait.

If the *Structure* Attribute reaches a value **below 0**, the Scenery Item enters the *Destroyed* state.

ARMORED FURY

In this scenario, TAGs can apply the *Antimaterial* Trait to any CC Attack they perform using Bare Hands against an AC2.

PANOPLIES

There are 2 *Panoplies*, placed in the central line of the table 12 inches from the edges of the table (see map below).

Each *Panoply* must be represented by an Objective Marker or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

USE THE PANOPLIES (L&S VERSION)
(SHORT SKILL)

Attack.

REQUIREMENTS

» The trooper must be in base contact with a Panoply.

EFFECTS

» Allows the trooper to use the Logistics Trait of a Panoply:
» By succeeding at a WIP Roll, a trooper can make a Roll on any of the Booty Charts to obtain one weapon or piece of equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.
» Troopers possessing the Booty or the Scavenger Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll and may automatically make a Roll on any of the Booty Charts.
» A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.
» In the case of obtaining the result of a Motorcycle on the Booty Table, troopers with S1, S2, S3 and S5 will have S4 while Mounted. Troopers with S6, S7 and S8 will only modify their MOV Attribute.
» By succeeding at a WIP Roll, the Specialist Troops can replace the result of the Booty Chart roll with D-Charges.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered *Specialist Troops*.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved for *Specialist Troops*.

Remember: Troops with the Specialist Troop Special Skill can accomplish the different functions Specialist Troops have in this scenario.

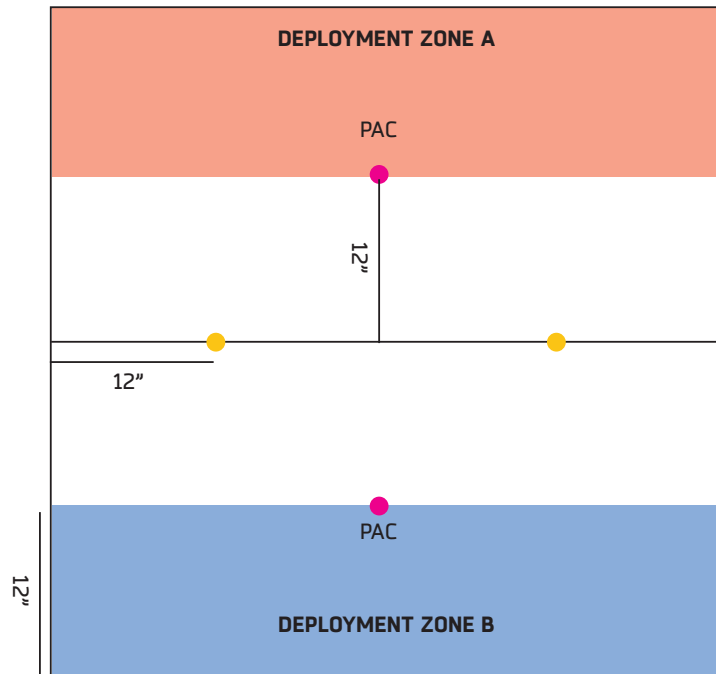
A *Specialist Troop* with a Disabled Marker can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts his *Active Turn* in a *Retreat!* situation, the game will end at the end of that *Turn*.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
PROPS	AC2 (Advanced Communications Console)	8	9	3	--	--



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