

MISSIONS BOOK #SUP2

ORIGINS OF THE BSC

Rapid advances in cybernetics and robotics have brought about a fundamental shift in the approach to armed conflicts, particularly for tactics and logistics. However, it was the introduction of the Human Interface into widespread use that triggered a true revolution. The capabilities of cyborg soldiers when it came to endurance, reflexes or pain tolerance far exceeded those of men of flesh and blood.. The ability to digitise the consciousness of the most accomplished experts was groundbreaking. The possibility of making a backup copy, as it were, put a new light on the questions of loss of life on missions and potential Post Traumatic Stress Disorder (PTSD).
But as life had it, theory and practice went their separate ways.

Proper implementation of the Human Interface (HI) proved highly complicated and above all, costly. It also spurred rapid development of anti-cyborg weaponry, the most lethal of which was combat software, capable of disrupting the functions of a bionic body and in the worst case scenario, taking total control over it. For politicians and the military loss of command of own soldiers was a nightmare turned reality.

As it turned out, an acceptable one. The benefits of the new technology simply outstripped the dangers by a large margin. That is not to say no contingency was put in place, a plan B was devised, so to speak. The Black Stone Commandos unit was to be such a contingency.

A regiment-sized unit for reconnaissance, assault, and counter-terrorism is employed wherever there is a risk of encountering cyborg soldiers. Its members are fitted with HIs, but their modifications are kept to a minimum in order to lessen their vulnerability to hacking. Thorough candidate selection, drawing from the highest special forces standards, harrowing training and state-of-the-art equipment make for a further edge. The BSC work in small teams, their modus operandi being lightning fast assault aimed at catching the enemy by total surprise. They are also notable for employing hackers using sophisticated combat software.

Following a number of spectacular successes, despite complete secrecy, the unit came to be a trump card in political struggle. For some they are a bargaining chip, for others a valuable asset, if expendable...



The day was chill but clear. The pale-blue sky contended with the scraps of gray now and then shrouding the sun. The deafening sound of gunfire shook the air, but it hardly registered with Major Zack. Shots had long ceased to impress him.

The cold wind bit right through his dress uniform. It too made no impression. He was busy fuming in a fashion of his own. Fury held in the grip of an iron will made his mind exceptionally lucid. In this state all was cut-and-dry. The funeral gathering was thinning. The official delegation from Command were already through with their feigned eulogy for the departed.
A flag for the widow. A snappy command. Fellow soldiers brooding. Condolences mumbled through gritted teeth.
He saw it many times.
But this time there was even less point to it than usual.
This should have had a different ending.

Top Secret
Doc. Nb. AWDE234638G4
Mission code name: Perseus Fire
Mission status: Complete
Sitrep
Based on intelligence reports...
Designated target for elimination...
Phase 1 proceeding as planned...
Resistance unexpectedly high...
Use of secondary egress point imperative...
Losses tolerable...
.....
Losses tolerable. Zack stifled a curse.
Tell that to the guy in the casket.
They were set up.
Sold down the river!
Target inconsequential, mission nonsensical, but the losses had already gone public. As is the case whenever the poster boys fail.

Additional forces had been reassigned to the hot spot to protect key infrastructure and new investments in freshly-acquired concessions.
All in the name of national security, of course.
The corporations once again scored in the battle for the right to private armies. If the army can't handle it...
Time to change the rules. Somebody had it master-minded and somebody was going to pay.
Time to remind them who's the biggest mother f#@$%r in the valley. Only then will it all matter.
He glanced around. He was nearly alone by the coffin. Some distance away was the rest of his team. He wouldn't let it go, they knew him too well.
Somewhere high up, on a top corporate floor, there was a dead man sitting.
He simply didn't know it yet.

BSC OPERATIVES INFILTRATE THE CORPORATE TOWER TO PROCURE EVIDENCE FOR NAGIRA HEAVY INDUSTRIES' INVOLVEMENT IN A CONSPIRACY THAT HAD THE UNIT SUFFER HEAVY LOSSES IN AN AMBUSH. ADDITIONALLY, THE TEAM IS TO RECOVER THE PLANS AND PROTOTYPES OF WEAPONS AND SECRET TECH STOLEN BY A SPY PLANTED AT THE HEADQUARTERS.
AS THE OPERATION UNFOLDS, THE PLOTTING BOARD MEMBER REQUESTS THE AID OF SAR ANGELS. HIS TICKET PROVIDES HIM PROTECTION BY ANY MEASURE, AND SO AN SAR ANGELS INTERVENTION TEAM ARRIVES IN FULL FORCE.
EACH GROUP HAS ITS OWN MOTIVES AND SEEKS TO FULFILL THE OBJECTIVE AT ALL COSTS. WHATEVER THE REASON AND GOAL, CONFRONTATION IS INEVITABLE.





WE ARE AS FAST AS YOU PAY



Would you endanger yourself and your loved ones?
Of course not, but reality is unpredictable.
In today's world full of violence, it is not difficult for an accident.
If it happens we will come to the rescue. ALWAYS.

If you are a victim of robbery, a hostage in a bank,
your new cybernetic heart has just stopped working ...
Do not risk your life, do not entrust it under-invested state services.

Take care of your future with redemption insurance from SMG Corporation.
When the signal from your medchip tells us that you have a problem,
our specialised team will reach you within a guaranteed contract time
REGARDLESS OF THE CIRCUMSTANCES.
Our goal is your safety.

DO NOT RISK YOUR FUTURE, PLEASE CONTACT OUR AGENT NOW.

Commercial for Angels Corporation Search and Rescue (SAR Angels Corp.)
* Note: A full range of services, including the use of force, is available only to holders of gold and platinum subscriptions. In the case of a CSAR (Combat Search And Rescue) incident the owner of a subscription may be charged additional costs for fuel and ammunition.

Key to Map Symbols



Starting Positions of BSC operators



Starting Positions of SAR Angels Characters



Starting Positions of Muramasa drones



Starting Positions of Masamune drones



Security Terminals (numbered and coloured)



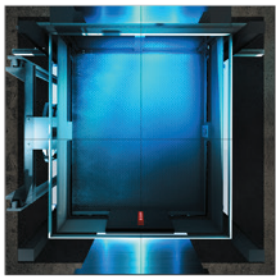
Standard Terminals



Security doors (colour and number coded to their Security Terminals)



Unlocked / Locked Door



Lift



Exit Point



Drone Replacement Point



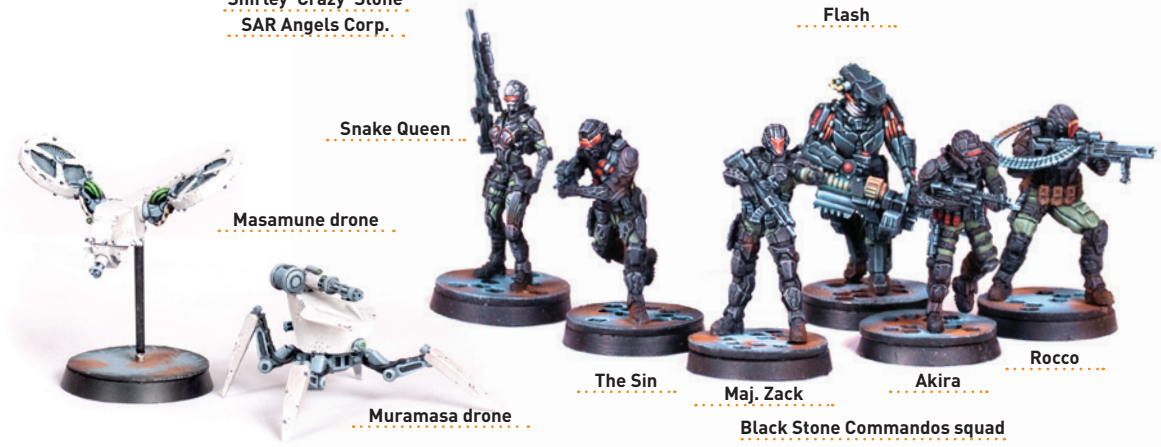
Objective



Doc. Monica
Eva Morales
Laura Bassetti
Shirley 'Crazy' Stone
Janet Elroy
SAR Angels Corp.



AI Avatar
Flash



Snake Queen
Masamune drone
Muramasa drone
The Sin
Maj. Zack
Akira
Rocco
Black Stone Commandos squad

BLACK STONE COMMANDOS OPERATIONS

Introduction

This booklet has the 6 Missions for the Black Stone Commandos Operations expansion to the Human Interface: Nakamura Tower boardgame that introduces a new Factions: Black Stone Commandos and SAR Angels Corp. The 6 Missions link in a campaign covering the intervention of the BSC and SAR factions. At the end of each Mission there are rules that deal with what happens to the Team members.

List of Missions - Black Stone Commandos Operations

1. **Infiltrate**
2. **My life's in danger**
3. **Enemy of the State**
4. **I have a bad feeling about this**
5. **The Dance Macabre**
6. **Black Rain**

Game length

A Mission ends once one of the following conditions is met:

- a pre-set number of turns has elapsed;
- the Mission objective is reached;
- all characters are unconscious or dead.

Number of players

Each Mission gives the standard number of players for the Mission. In some cases there is an option of an extra player or two.
It is also possible to have a player play as the AI rather than use the standard rules for the deployment of drones. This player gets a free choice as to the deployment and movement of the drones, except that drones can only move to an area with Alarm tokens.
While seeking to complete the objective, the players may come into possession of extra gear or software. These are then available in the subsequent Missions. Rules for handling extra items are given in each Mission description.



Cybershock

Should at any point in the game a character lose their humanity (their Cybershock Level reaches 10), in the following Mission he or she is deployed as a drone and follow the rules for drones, starting in the crippled state with one wound remaining.
In addition, it is possible to reset the neural coprocessor to reduce a character's Cybershock level. The process is given in detail in the Inter Mission Phase rules for each Mission.

Crippled

Should a character end a Mission in the crippled state, he or she rolls on their Physical Skill to see whether their injuries have been treated and bleeding stopped. On a success, the character is back to full health and may act normally. On a failure, they remain crippled but their wounds are restored to full (still on the crippled side).
A character that has lost all of their wounds during a Mission is considered unconscious and is subject to the rules given above, with the exception that upon succeeding on a Physical Skill (PH) roll, they return to the game as crippled, with full health for the crippled state.

Dead Characters

A Team may drag an unconscious or stunned character with them to the evacuation point. Any character, unconscious or not, that fails to escape when this is required in the Mission objectives is assumed to have died.

Mission format

Missions have a common format. This consists of:

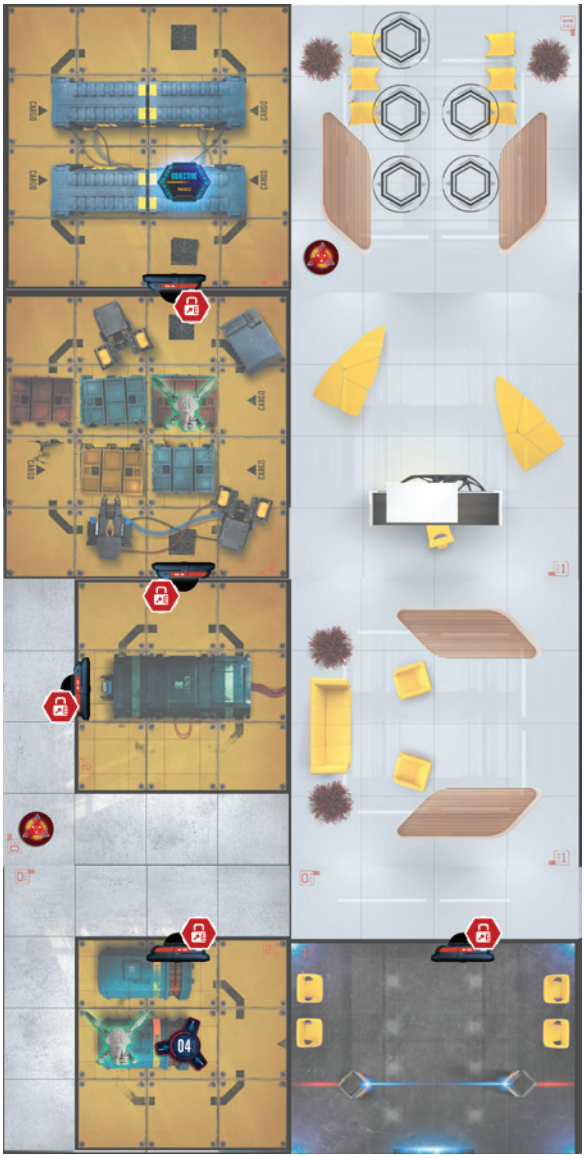
- a short narrative about the Mission;
- board tile setup and placement of game elements and characters;
- tokens;
- the objective(s) of the Mission;
- Inter Mission Phase;
- number of players;
- game length and victory conditions;
- characters and specialists and special character rules;
- special rules for this Mission.

#01 INFILTRATE

HIS FINGERS DANCED ACROSS THE KEYBOARD WITH UNCANNY SPEED. AKIRA WAS A TRADITIONALIST IN THIS REGARD. VIRTUAL INTERFACES HAD A TENDENCY TO FAIL AT THE MOST INOPPORTUNE MOMENTS AND HE COULD NOT AFFORD TO TAKE THAT RISK. TOO MUCH HINGED ON HIM.

WITHIN HIS VISOR HE HAD A LIVE FEED FROM ROCCO'S CAMERA, WHO WAS SECURING THE LEFT SIDE. THE OUTLINES OF SENTRY BOTS PATROLLING THE WAREHOUSE BELOW WERE ALL TOO CLEAR. AKIRA ADJUSTED THE HARNESS SUSPENDING HIM 7 FEET OFF THE FLOOR AND REFOCUSED ON THE TASK AT HAND. THE TECHNICAL CONSOLE HAD TOKEN PROTECTION, BUT THE TROUBLE LAY ELSEWHERE. HE HAD TO PINPOINT THE SUBSYSTEM REGISTERING ENTRIES, OTHERWISE THEIR "SNEAK-IN, SNEAK-OUT" OPERATION WOULD QUICKLY TURN INTO A KILL 'EM ALL ONE AND THAT THEY'D RATHER AVOID - AT LEAST FOR NOW...

THIS WAS TO BE THEIR PAYBACK. A REVENGE SERVED COLD AND WITH ALL DUE RUTHLESSNESS. TO LEAVE A PILE OF BODIES WOULDN'T DO. THEY NEEDED EVIDENCE, DATA, AND PROTOTYPES. A CONFESSION OF THIS ONE GUY WOULD COME IN HANDY, TOO... BUT THAT WOULD BE MERELY A BONUS.



Security Terminal 04
5 x Security Doors (5 x Red #4)
5 x Locked / Unlocked tokens
2 x Drone Entry Points

///////// Mission objectives

A squad of 5 operatives is to covertly infiltrate the building in order to acquire the proof of the plot and steal the prototypes. It is imperative to make your way in and hack the server without setting off any alarms.

///////// Inter Mission Phase

Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level. Also each character may remove up to 2 Wound tokens.

Number of players

1 or 2. One player controls the BSC squad, while a second player, if available, will control the drones. Otherwise the drones are controlled by the standard rules for drones.

Characters and specialists

BSC squad: Operators Maj. Zack, Rocco, The Sin, Akira, Snake Queen

Game length and victory conditions

The game lasts 5 turns or until BSC squad completes the objectives.

Objectives are scored as follows:

- BSC: stealing data remotely from Terminal 2 points, directly 3 points; 1 point if no one is wounded

Mission special rules

- There are only two sides in this Mission: the BSC squad and the building's defence system.
- The BSC automatically have the initiative each turn.
- Mission phase sequence as standard.
- Replacement drones enter at the Drone Entry Points, nearest one to characters first. Number of drones: 2 (Muramasa drones).
- Drones are on alert: the first shot fired, failed hacking attempt or moving into a drone's LOS engages the building's defence systems.

Team Budget:

- BSC squad: 6 points. Extra gear this Mission: Commercial Level only.



Brugg-Barett m26

TURN TRACKER

1 2 3 4 5

MY LIFE'S IN DANGER

A PRIORITY CLIENT'S LIFE HAZARD SIGNAL FLASHED AND SQUAWKED, AS IT WAS WONT TO, AT A MOST AWKWARD TIME. TWO MINUTES BEFORE SHE HAD FINISHED UPDATING THE DRIVER SOFTWARE FOR HER CYBERHAND'S SURGERY PROTOCOLS. AS THE FINAL TESTING WAS WRAPPING, THE WARNING ICON HAD FLASHED UP. MR. SATORU KURIBAYASHI, A NEW CLIENT, A HIGH-RISK CONTRACT AND COMMENSURATELY HIGH PRICE. THE CALL WAS FOLLOWED BY THE CLIENT'S BIOMONITOR ALARM. THE PULSE RATE READING AND ADRENALINE LEVELS SCREAMED A SHARP SURGE IN STRESS LEVEL. A SURGE THAT TOOK IT ALMOST OFF THE CHARTS. SHE WAS AWARE IT WAS BUT A MATTER OF TIME FOR PROBLEMS TO REAR UP. NOBODY SHELLED OUT SUCH FABULOUS AMOUNTS OF MONEY ON AN INSURANCE POLICY WITH THE SAR ANGELS JUST TO SIT ON IT.
HER INTELLIGENCE BRIEF HAD KURIBAYASHI AS A TROUBLE-SHOOTER FOR NAGIRA HEAVY INDUSTRIES' BOARD OF DIRECTORS. SECRET PROJECTS, BLACKMAIL AND ASSASSINATIONS WERE HIS LIKELY ASSIGNMENTS. NO WONDER HE HAD STEPPED ON SOMEBODY'S TOES. MORE DATA POURED IN. ONE OF THE BUILDING'S SECURITY SYSTEM'S CAMERAS HAD CAUGHT THE ASSAILANTS' IMAGE BEFORE BEING DISABLED. ARMY EQUIPMENT, COMBAT SOFT SIGNATURES WERE DETECTED. DOC. MONICA GAVE A MUTE SIGH.THIS WAS GOING TO BE A TOUGH ONE. BUT WAS THAT EVER NOT THE CASE? AT LEAST IT WAS ONLY A SHORT FLIGHT FROM THE SAR ANGELS' HQ.



Security Terminals 02, 03 and 04
13 x Security Doors (4 x Blue #3, 4 x Orange #02, 5 x Red #4)
13 x Locked / Unlocked tokens
2 x Objective tokens
2 x Standard Terminals
2 x Drone Entry Points

///////// Mission objectives

There was a change of plans. Further infiltration is required, penetrate deeper into the building. If the systems are dormant - sneak in. If not - smash through. The Team must make their way into the Armoury and the laboratory to identify potential objectives.

///////// Inter Mission Phase

Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level. Also each character may remove up to 2 Wound tokens.

Number of players

1 or 2. One player controls the BSC squad, while the other the SAR Angels group.

Characters and specialists

BSC squad: Operators Maj. Zack, Rocco, The Sin, Akira, Snake Queen
SAR group: Doc. Monica, Janet Elroy, Shirley (Crazy) Stone, Eva Morales, Laura Basetti

Game length and victory conditions

The game lasts 8 turns or until one of the Teams complete both of their objectives. Objectives are scored as follows:

- BSC: computer data: 1 point; Armoury: 2 points for each crate; 1 point for every character with no wounds at the end of the 8th turn.
- SAR: computer data 2 points; Armoury: 1 point for each crate; 1 point for every character with no wounds at the end of the 8th turn.

Mission special rules

- There are three sides in this Mission: the BSC, the SAR Angels group and the building's defence system.
- Standard rules for initiative are in effect.
- Mission phase sequence as standard.
- Doors leading to the rooms with the computer and the prototype are locked. Corresponding Security Terminals must be hacked to open them.
- The security protocol has 3 Muramasa drones. This is checked at the end of the Real World Phase and the AI Operations Phase. Replacement drones are placed on the Drone Entry Points.
- Access to the data computer (standard Terminals in laboratories 07 and 09) is protected by security software. The moment any side gains access to the computer, draw two Cyberwarfare cards. The player not currently accessing picks one. This is the software protecting the computer and must be destroyed using a standard hacking action before the data can be reached.
- The prototypes found in the Armoury are protected by both hardware and software. In the Cyberwarfare phase, a character wishing to claim a prototype must make a Mental Skill roll with a -1 modifier. The character may spend System Resources to increase their chance to breach the barrier. This roll may be attempted once per turn. If failed, the character makes an immediate Cybershock test.

Team Budget:

- 4 points. Extra gear this Mission: Commercial Level only.

TURN TRACKER

1 2 3 4 5 6 7 8

ENEMY OF THE STATE

WHO ARE THEY? HOW DID THEY GET IN? HOW COME THEY BREACHED THE SECURITY SO FAST? KURIBAYASHI DIDN'T PANIC. HE WAS TOO TERRIFIED FOR THAT. HE REPEATEDLY GLANCED AT THE CLOCK COUNTING DOWN TO THE ARRIVAL OF THE RESCUE TEAM. DIGITS FLICKED AGAIN, DISPLAYING THE EXTENDED SCHEDULE, OBEYING THE UNFEELING ALGORITHM CALCULATING THE HUNDREDS OF POSSIBLE SCENARIOS ON THE FLY.
THE ASSAILANTS MUST HAVE REACHED THE CENTRAL COMPUTER AND TAMPERED WITH THE SECURITY SYSTEM CODES. NOW THE SENTRY BOTS ATTACKED INDISCRIMINATELY, FORCING THE SAR TEAM TO TAKE IT SLOW. HE WAS BOXED IN IN HIS OFFICE, FEARING HIS EXECUTIVE MASTERCODE WOULDN'T WORK. HE COULD GUESS WHO WAS BEHIND THIS ATTACK. HE HESITATED FOR A BRIEF MOMENT. THE RISK WAS CONSIDERABLE. AT LENGTH, HE MOTIONED THE TERMINAL ON. TIME TO START UP THE PACKAGE FROM HIS FRIENDS AT NAKAMURA.



Security Terminals 01, 02, 03, 04
17 x Security Doors (1 x Green #1, 6 x Orange #02, 4 x Blue #3, 6 x Red #4)
17 x Locked / Unlocked door tokens
2 x Drone Entry Points
2 x Lift
Exit A and Exit B tokens

///////// Mission objectives

The building's defence systems are active. The Teams must activate the Lifts, reach one of the Lifts with 'Exit A' or 'Exit B' token and make their way to the next floor.

///////// Inter Mission Phase

Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level. Also each character may remove up to 2 Wound tokens.

Number of players

2 or 3. One player controls the BSC squad, while the other the SAR Angels group. A third player can control the drones.

Characters and specialists

BSC squad: Operators Maj. Zack, Rocco, The Sin, Akira, Snake Queen
SAR group: Doc. Monica, Janet Elroy, Shirley (Crazy) Stone, Eva Morales, Laura Basetti

Game length and victory conditions

The game lasts 8 turns or until one of the teams completes the objectives. Objectives are scored as follows:

- The BSC: hacking Lift's terminal 2 points, escaping the floor 1 point per character
- The SAR Angels: hacking Lift's terminal 2 points, escaping the floor 1 point per character

Mission special rules

- There are three sides in this Mission: the BSC, the SAR Angels group, and the Building's defence system.
- Standard rules for initiative are in effect.
- Mission phase sequence as standard.
- The security protocol has 3 Muramasa drones. This is checked at the end of the Real World Phase and the AI Operations Phase. Replacement drones are placed on the Drone Entry Points.
- The Lift's control Terminal (Green #1) is protected by protective software. The moment any Team gains access to the Terminal, draw two Cyberwarfare cards. The player not currently accessing picks one. This is the software protecting the Terminal and must be destroyed using a standard hacking action before the data can be reached.
- After successful hacking the Security Terminal controlling the Lifts (Green #1) the Lift comes to the floor and stays for two whole turns. At the end of second turn the Lift leaves. There is space for a 4 characters in the Lift. The Lift returns the next turn.

Team Budget:

- 4 points. Extra gear this Mission: Military Level only.

TURN TRACKER

1 2 3 4 5 6 7 8

#04 I HAVE A BAD FEELING ABOUT THIS

THEY WERE LOSING INITIATIVE. MAJ. ZACK COULD FEEL IT. THEY WERE STILL MAKING GOOD PROGRESS, SPEEDILY CLIMBING UP, BUT THE PROMPT ARRIVAL OF THE SAR ANGELS BROKE THEIR STRIDE. THEY HAD FAILED TO FORESEE THIS - A BIG MISTAKE. THE RULES HAD CHANGED. THEY HAD LEFT A MESS IN THE SECURITY SYSTEMS AND CONFUSION, THEIR WEAPON OF CHOICE. HAD GIVEN THEM THE EDGE. BUT NOW THEY HAD TO TAKE IT A STEP FURTHER. HE HAD NOTHING AGAINST THE BROADS FROM SAR AND WOULD RATHER AVOID KILLING THEM IF POSSIBLE. THAT WOULD LEAVE A BAD TASTE. ON THE OTHER HAND, HE KNEW THEIR REPUTATION AND WAS POSITIVE THEY WOULDN'T BACK DOWN AS THEY TOO WERE PROFESSIONALS. KURIBAYASHI'S TESTIMONY WOULD BE VALUABLE, BUT IN THESE CIRCUMSTANCES THE LIKELIHOOD OF GETTING TO HIM FIRST WAS SLIM. A FAREWELL GIFT WAS STILL IN ORDER, THOUGH. TO REPROGRAM THE DRONES WAS ALLEGEDLY IMPOSSIBLE, BUT THEY HAD CRACKED WORSE. SUPPOSE THEY DIRECT A BOT SOMEWHERE CLOSE TO THE TARGET? SPIKED WITH A SMALL SURPRISE FOR GOOD MEASURE. AT LEAST THEY WOULD RID THEMSELVES OF THE RAT. TESTIMONY? SCREW IT!



Security Terminals 01, 02 and 04
14 x Security Doors (5 x Green #1, 3 x Orange #02, 6 x Red #4)
14 x Locked / Unlocked tokens
2 x Drone Entry Points
2 x Lifts

///////// Mission objectives

Operations have relayed new orders. Evacuation will proceed via the rooftop landing pads. Before the Team can reach it, a drone should be captured and reprogrammed and an evacuation route found.

///////// Inter Mission Phase

Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level. Also each character may remove up to 2 Wound tokens.

Number of players

2 or 3. One player controls the BSC squad, while the other the SAR Angels group. A third player could control the drones.

Characters and specialists

BSC squad: Operators Maj. Zack, Rocco, The Sin, Akira, Snake Queen
SAR group: Doc. Monica, Janet Elroy, Shirley (Crazy) Stone, Eva Morales, Laura Basetti

Game length and victory conditions

The game lasts 8 turns or until all goals are achieved or all characters of a Team are dead.

BSC objectives are scored as follows:
- for each Team Member that exits or is at the Exit Point before or at the end of the 8th turn: 1 point.
- eliminate any threats: killing an opposing character: 2 points
- captured and reprogram a drone: 4 points, delivering it to an "Exit" point: 2 points

SAR Angels objectives are scored as follows:
- for each Team Member that exits or is at the Exit Point before or at the end of the 8th turn: 1 point.
- eliminate any threats: killing an opposing character: 2 points
- capture and reprogram a drone: 4 points, delivering it to an "Exit" point: 2 points

Mission special rules

- There are three sides in this Mission: the BSC, the SAR Angels group and the Building's defence system.
- Standard rules for initiative are in effect.
- Mission phase sequence as standard.
- Take Cybershock tests as normal (use of equipment and affected by Cyberwarfare).
- The security protocol has 3 Muramasa and 3 Masamune drones. This is checked at the end of the Real World Phase and the AI Operations Phase. Replacement drones are placed on the Drone Entry Points.
- Capturing a drone. To capture a drone you have to declare special "Capture Action" when adjacent to a drone. The Capture Action is a type of Close Combat Attack Action (no weapon bonuses). If successful the drone is immobilised (place a Stunned token near the drone). In the following Cyberwarfare turn your hacker has to perform a hacking action against drone's security system (Strength 4) in order to gain control of it. Perform normal Cyberwarfare Attack drawing Cyberwarfare cards and resolve combat against drone's security system. If you win the Cyberwarfare combat the hacker has taken control of the drone. The drone can perform only Move actions.
- A Team need to hack the standard Terminal to determine which Exit Point leads to the rooftop landing pads. On successful hack draw a CanDo card: 1-5 Exit A and 6-10 Exit B.

Team Budget:
- 4 points. Extra gear this Mission: Military Level only.

TURN TRACKER

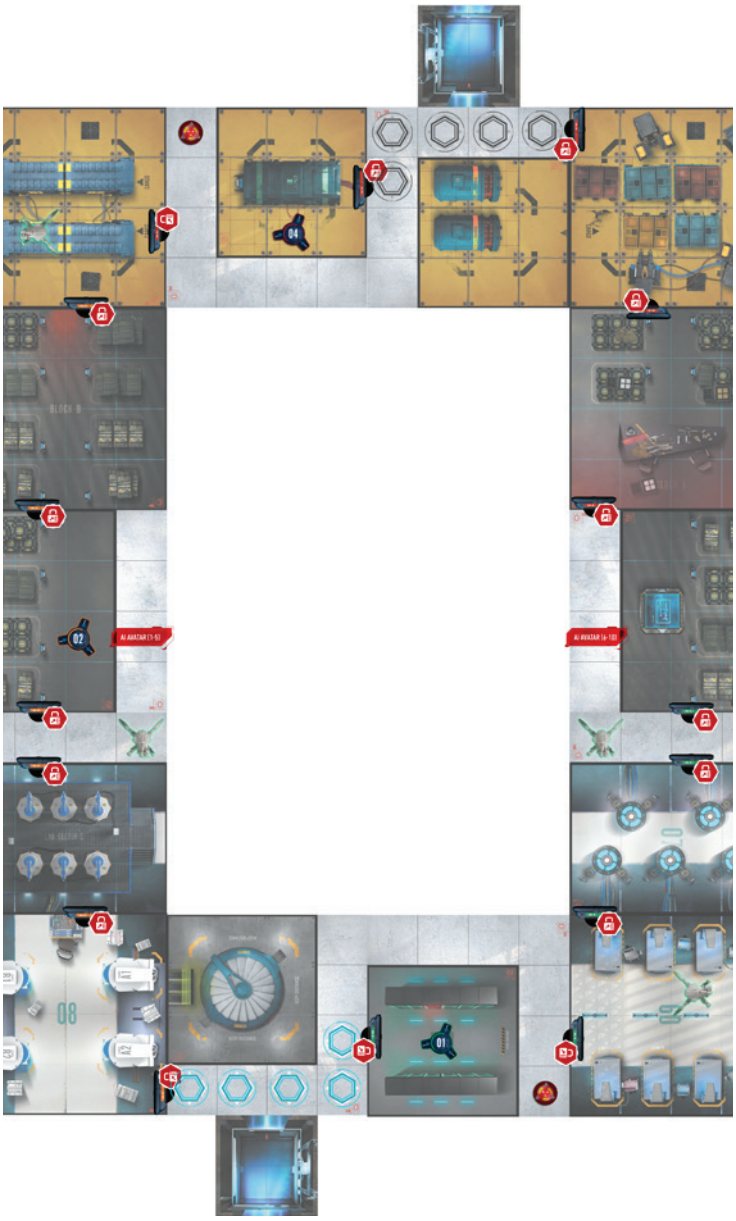
1 2 3 4 5 6 7 8

#05

THE DANCE MACABRE

THE DOC WAS NOT HAPPY. THAT WACKJOB KURIBAYASHI MUST HAVE ENGAGED SOME AUTONOMIC SECURITY SUBSYSTEM. THE MESSAGE HE HAD LEFT, THAT A BACKUP COPY OF HIS CONSCIOUSNESS WAS INSIDE A COMBAT AVATAR WORKED BY AN AI, WAS SHOCKING. BUT EVEN MORE SHOCKING WAS THAT THE AVATAR APPARENTLY HAD MARKED THEM AS ENEMIES TOO. SHE HAD ATTEMPTED TO TRANSMIT THE CODES TWICE ALREADY, BUT TO NO AVAIL. THE AVATAR'S SIGNATURE ON THE VIRTUAL MAP CONTINUED TO SHOW IT BLOCKING THEIR PATH. KNOWING ITS COMBAT CAPABILITIES, THEY WOULD HAVE TO COMPLETELY DESTROY IT TO LEAVE HERE IN ONE PIECE.

A CURIOUS DILEMMA FOR SOMEBODY BOUND BY A CONTRACT FOR LOOKING AFTER A CLIENT AT ALL COSTS. MORE SO THAT THE CLIENT WAS NOW NOTHING BUT A MASS OF 1S AND 0S, SNUGGLED SOMEWHERE IN THE DAMN FIGHTING CYBOT'S CYBERBRAIN. WONDER HOW THEY WILL YANK IT OUT? NO MATTER, THAT WASN'T HER PROBLEM. SHIRLEY RELOADED HER HANDGUNS. HER ROLE WAS TO CHART THE PATH AND PROTECT THE TEAM. SHOULD SHE BE FORCED TO CHOOSE BETWEEN HER TEAMMATE'S LIVES AND THE CLIENT'S CONTRACT? WELL, SHE'LL DO THE RIGHT THING AS ALWAYS.



Security Terminals 01, 02 and 04
16 x Security Doors (5 x Green #1, 6 x Orange #02, 5 x Red #4)
16 x Locked / Unlocked tokens

2 x Drone Entry Points
2 x Lifts

///////// Mission objectives

The way to the landing pad is cut off by the experimental combat cyborg piloted by the AI Avatar. Destroy it or it will destroy you. Once it is taken out, download the data from its artificial brain.

///////// Inter Mission Phase

Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level. Also each character may remove up to 2 Wound tokens.

Number of players

2 or 3. One player controls the BSC squad, while the other the SAR Angels group. A third player could control the drones.

Characters and specialists

BSC squad: Operators Maj. Zack, Rocco, The Sin, Akira, Snake Queen
SAR group: Doc. Monica, Janet Elroy, Shirley (Crazy) Stone, Eva Morales, Laura Basetti

Game length and victory conditions

The game lasts 8 turns or until one of the teams completes both objectives. Objectives are scored as follows:

- The BSC: destroy the AI Avatar: 2 points; download/destroy the AI brain: 2 points
- The SAR Angels Team: destroy the AI Avatar: 1 point; download/destroy the AI brain: 4 points

Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the BSC squad, the SAR Angels Team and the building's defence system.
- Mission phase sequence as standard.
- The building's defence systems keep a steady number of drones on the floor: 4.
- The security protocol has 4 Muramasa drones. This is checked at the end of the Real World Phase and the AI Operations Phase. Beginning turn 3 on a new type of drone appears: 2 Masamune drones. They are deployed on the Drone Entry Points marked on the map. Replacement drones are placed on the Drone Entry Points.
- When a character has Line of Sight to the potential position of the AI Avatar, draw a CanDo card to determine the placement of the AI Avatar model.
- Downloading data from the AI brain:
- After you scrap the AI Avatar body (destroy it) perform a Special Action with two action points. Draw the CanDo card and compare with the character's Mental Skill. If the result is lower the data was downloaded successfully. If not resolve a Strength 4 attack against your Mental Skill and suffer 4 wounds if you lose the combat. The Team may try again next turn.

Team Budget:
- 4 points. Extra gear this Mission: Up to Black Level.

TURN TRACKER

1 2 3 4 5 6 7 8

#06

BLACK RAIN

YOU'RE ALMOST TO THE LANDING PAD. ALL SYSTEMS ARE AGAINST YOU. TO MAKE MATTERS WORSE, BUILDING SECURITY SECTION JOINS THE PURSUIT. YOU HAVE LIMITED TIME TO GET TO THE PAD. GOOD LUCK!

THE HOLE-RIDDEN BODY OF THE AVATAR LAY SMACK IN THE MIDDLE OF THE HANGAR BAY, WITH BULLET AND ELECTROMAGNETIC CHARGE MARKS ALL ABOUT, TRACING A LINE OF DESTRUCTION THAT SPANNED UNBROKEN FROM THE EAST ENTRANCE UP TO THE SPOT WHERE SUPERHUMAN RESILIENCE AND BEWILDERING SPEED HAD SUCCUMBED TO BRUTAL FORCE. THEY HAD DOWNED THE AVATAR IN A HAIL OF LEAD AND PEPPERED IT WITH EM GRENADES TO TOP IT OFF. THAT HAD FINALLY DONE IT. THEY HAD DONE IT IN UNISON; ONLY HIGH-END PROFESSIONALS ARE CAPABLE OF ACTING SO PERFECTLY.

UNFORTUNATELY, EVERYTHING POINTED TO THE FACT THAT THE ROBOT'S CYBERBRAIN HAD SURVIVED. EVEN NOW THE CYBERDECKS WERE PICKING UP ITS FAINT IMPULSES. THIS MEANT IT WAS STILL POSSIBLE TO DOWNLOAD KURIBAYASHI'S CONSCIOUSNESS STORED DEEP WITHIN IT FOR EVIDENCE AND TO FULFIL THE CONTRACT. ANOTHER WAVE OF SENTRY BOTS SURGED INTO THE BAY, CUTTING THE ESCAPE ROUTE TO THE LANDING PAD. IT WOULD BE EASIER TO FIGHT THEM OFF TOGETHER, BUT SOMEONE WOULD HAVE TO DROP THEIR JOB. MAJ. ZACK AND DOC. MONICA EXCHANGED GLARES OVER THE LENGTH OF THE HALL. NEITHER HAD EVER BAILED ON A MISSION. EVER!



Security terminals 01, 02, 03 and 04
18 x Security Doors (5 x Green #1, 6 x Orange #02, 2 x Blue #03, 5 x Red #4)
18 x Locked / Unlocked tokens
2 x Standard Terminals
4 x Drone Entry Points
2 x Lifts
Exit A and Exit B tokens

///////// Mission objectives

Two Standard Terminals contain data about the Kuribayashi's consciousness, crucial to the investigation. Find them! But you have to survive and evacuate the building.

///////// Inter Mission Phase

Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level. Also each character may remove up to 2 Wound tokens.

Number of players

2 or 3. One player controls the BSC squad, while the other the SAR Angels group. A third player could control the drones.

Characters and specialists

BSC squad: Operators Maj. Zack, Rocco, The Sin, Akira, Snake Queen
SAR group: Doc. Monica, Janet Elroy, Shirley (Crazy) Stone, Eva Morales, Laura Basetti

Game length and victory conditions

The game lasts 8 turns or until one of the Teams completes the objective.
Objectives are scored as follows:

- The Team that hacked the Terminal and download the data: 4 points.
- Every conscious member of the Team at the end of the 8th turn: 1 point
- Every conscious member on the Exit Points (A or B) at the end of the 8th turn: 2 points
- Every Team member who died: minus 4 points

Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the BSC, the SAR Angels Team, and the building's defence system.
- Mission phase sequence as standard.
- The building's defence systems keep a steady number (4) of Muramasa drones on the floor. Should any drone be destroyed, it is immediately replaced. Beginning on turn 3, 3 aerial Masamune drones join the security protocol. This raises the security protocol to 4 Muramasa and 3 Masamune drones. They are deployed on the Drone Entry Points marked on the map.
- Access to rooms is blocked and secured by corresponding terminals. In order to unlock a door, terminal barriers must first be breached. After successfully hacking a standard Terminal, draw a CanDo card. On a score of 1-7, data on the Kuribayashi's consciousness is in this Terminal, on an 8-10, the hacker suffers a virus attack! Draw a card from the AI Cyberwarfare deck and immediately resolve the Cyberwarfare attack. After turn 5, the security level in Terminals increases to level three (draw 3 AI Cyberwarfare cards instead of 2 when attacking the Terminal).

Team Budget:
- 4 points. Extra gear this Mission: Up to Black Level.

TURN TRACKER

1 2 3 4 5 6 7 8



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