



DIRE FOES

DIRE FOES MISSION PACK 11: FAILSAFE



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COUNTERMEASURES

“Liberty Cargo is running an operation to support and supply Tsugumi Station, a trans-Jovian base of the Rokkaku keiretsu. This operation is part of POSID, the PanOceanian Service for International Development, a program aimed at supporting partner nations. Although the operation is sanctioned and perfectly legal, since it’s registered as an official program of the current administration, the classified nature of the tech we’re supplying makes it preferable that we ship it secretly and through a third-party with no official connection to our government.

The advantage of using a private company instead of the usual government channels is that they don’t need to be as thorough and detailed in their cargo manifests and the data trail can be more opaque, which facilitates secrecy.”

“If everything is so neatly arranged, what exactly am I doing here, sir?”

“We’ve detected some activity from Yǎnjīng around Tsugumi Station. This orbital is owned by the Rokkaku keiretsu, whose powerful aerospace engineering division has one of its main research centers there. We know that Yǎnjīng is really interested in learning the scope of the research being conducted at this base, and ascertaining exactly what materials or equipment Liberty Cargo is transporting would tell them a great deal about the nature of the work being carried out there.”

“So, you fear that Yǎnjīng may try to infiltrate the Liberty Cargo facilities with the purpose of searching that cargo?”

“That is a certainty rather than a possibility, which is why the security in the company’s hangars and warehouses has been properly reinforced. No, we fear that Yǎnjīng will make a more daring and unexpected move.”

“Are you talking about a boarding action during transport, sir? But that would be an act of piracy, too risky and too conspicuous, not to mention the obvious danger that the tech they intend to get their hands on may end up irreparably damaged. We know well that pirates aren’t the best choice for jobs that require a certain subtlety, or where property damage isn’t an option.”

“That’s why we expect them to deploy an elite team of their own, one that knows how to cover their tracks and blame some pirate crew operating in the trans-Jovian area.”

“That’s no laughing matter, sir. You’re right, it would be a daring and unexpected action.”

“That’s Yǎnjīng raising the stakes for you. When agency director Madame Wong wants to obtain something, she spares no resources or ruthlessness until she gets it. But Yǎnjīng doesn’t know that we’re aware of their moves, so we’ll be able to counteract them. And this is where you come in. We want you to handpick a counter-boarding team to secure the cargo and eliminate the threat. How does this sound to you?”

“Like an easy job, sir. A cherry-picked squad under my command, against an enemy that expects to meet no resistance? What could go wrong?”

Conversation between Vice Admiral Crowne and Captain Uma Sprensen recorded in his office. This footage pertains to the classified files of the Inner Hexahedron, the PanOceanian intelligence service. Hexahedron building. San Pietro di Neoterra.

“Do you think it’s wise to provide another military power, even a smaller one, with the capabilities to make a jump?”

“We’re not giving them the keys to the kingdom. We’re just supplying them with proprietary equipment that’s going to be handled by our own engineers and only in operations under our oversight. This is the way to make the Greater Independent Japan turn from a thorn in the side of the StateEmpire into a real, tangible threat to it.”

Excerpt from the conversation between Vice Admiral Crowne and Congresswoman Saranya Prakash. Congressional offices in the Capitol. San Pietro di Neoterra.

FAILSAFE

Despite having been dragged out of bed at five in the morning by a couple of Yǎnjīng agents and finding himself now in an anonymous office inside an equally anonymous building in the center of town standing face to face with the director of this agency, Qiāng Gāo appeared visibly calm, though quite alert to everything around him. This attitude seemed to come naturally to this veteran soldier, and it might be one of the reasons why he was still alive.

For the first time since he was brought into the office, Madame Wong, the head of the Yujingyu intelligence service, looked up from the reports she was examining and addressed him:

“Aren't you going to ask me what you are doing here at such an ungodly hour, Captain?”

“No, madam. Your reputation precedes you, and I know you're not going to disclose to me anything you don't want me to know, and I'm sure you'll only do so when you see fit. Besides, I presume you want to entrust me with some mission, probably classified and dangerous, like most tasks undertaken by Yǎnjīng.”

“And that doesn't worry you?”

“Well, madam, the truth is that dangerous missions are the backbone of my profession. If I were too worried about it, I'd better look for a new job.”

“Yes, it's true that you have a long track record of high-risk operations.” The slight tilt of her head and the movement of her eyeballs revealed to Qiāng Gāo that Madame Wong was checking some data that her comlog was projecting directly onto her retina. “And you've carried out a few missions for us. The most remarkable, though, is your role in the Defiance operation, such a dangerous mission that few could believe you made it back alive. And you were even suspected of being a Combined Army infiltrator.”

“I understand there were reasonable doubts about my safe return. After everything that happened during that operation, I too am surprised that I managed to survive at all.”

“I would imagine that such an extreme experience would make those undergoing it bond with each other very strongly,” the director of Yǎnjīng remarked in an understanding tone.

“Yes, as a matter of fact, we did,” Qiāng Gāo replied sincerely. “Although our paths haven't crossed for a while now.”

“And don't you think that could be an issue in your line of work, since they were all military personnel in the service of foreign powers?”

“I'm a soldier of the State Empire, and I'm sworn to defend it with my life,” the captain replied firmly and with the same absolute sincerity he had displayed in his previous answer.

“Should any of them pose an obstacle to our nation's interests, I would act accordingly: with a heavy heart but without hesitation, as my duty requires. We are all soldiers and we understand what our jobs entail.”

“Brave words, Captain. Would this apply to all of them?” his interlocutor inquired, staring at him. “Even to Uma Sørensen?”

“If anyone truly embraces the value and meaning of a soldier's oath of loyalty, it's Captain Uma Sørensen. That's precisely what makes her such a formidable adversary and one who should never be underestimated,” Qiāng Gāo concluded, emphasizing his words with a sharp wave of his hand.

“I'm glad you feel this way, Captain,” the director replied with a mirthless expression. “Because it's your insight into Sørensen's personality and tactics that makes you the ideal candidate for this operation.”

“Are you sending me back to Svalarheima, then?”

“Actually, we're sending you to an even colder and darker place than that icy planet,” Madame Wong replied with a grimace that could have been taken for a smile, except that Madame Wong never smiled. “Tsugumi Station is one of the trans-Jovian bases that the Greater Independent Japan holds in the Solar System. This orbital is owned by the Rokkaku keiretsu, and it houses one of the main research centers of its powerful aerospace engineering division. Recently, our monitoring system has detected an irregular but steady flow of logistic shipments made through Liberty Cargo. As you may know, Liberty Cargo is a front company of the Hexahedron, so we assume that, instead of supplies for the maintenance team, its freighters are transporting some kind of classified equipment.

It is therefore of crucial importance to ascertain the nature of this cargo, to determine whether it can provide secessionist Japan with some strategic breakthrough that might afford it a competitive military advantage. However, so far, all our attempts to infiltrate Tsugumi Station have been unsuccessful, so we find ourselves unable to obtain HUMINT directly from the inside.”

“Have you considered trying to obtain intelligence at the source?” the Invincible officer asked with earnest curiosity. “Raiding Liberty Cargo's warehouses?”

“Interestingly, the company has reinforced security at its facilities. And we have no time to infiltrate one of our agents into their staff, nor to turn an employee. Therefore, we're adopting a more direct approach: a false-flag boarding.”

“And I guess this is where I come in,” Qiāng Gāo interrupted her, leaning forward in his chair, with obvious interest in his eyes.

“This is where your insights into Officer Sørensen's tactics and MO will prove so valuable, Captain. Our sources inform us that the Hexahedron suspects what our next move will be, so

it's going to send Captain Sørensen at the helm of a counter-boarding team aboard the next freighter to Tsugumi Station. What they cannot suspect is," the director continued, her voice expressing satisfaction, "that we are well aware of their plans."

"Wouldn't it be better, then, to call off the operation and find another way to get that intelligence?" Qiang Gāo asked with perplexity.

"We can't wait any longer, Captain," Madame Wong pointed out curtly. "Our window for action is narrowing and the time for subtlety is over. Now is the moment to be decisive and forceful, as befits the power destined to lead the Human Sphere. At least, that's what the Party believes, and that's what we've been ordered to do. Therefore, you are to take command of an elite group of the best troops available and prep them for any possible response that Captain Sørensen may have thought of, so that they can overwhelm the PanOceanian counter-boarding team, overpowering them in tactics and firepower, and preventing them from becoming an obstacle to the success of our mission. Do you feel up to the task?"

"To be honest, it's a real challenge. Because while we have the element of surprise, it's limited to the fact that our enemies don't know that we know they're there. And I know well that Captain Sørensen is a highly skilled and versatile tactical officer, so she'll be a tough nut to crack. However," Qiang Gāo reassured his interlocutor with a faint smile, "I'm confident that we will be victorious. If anyone can do this, it's us."

"I am pleased to see you're so confident, Captain. Your track record makes me think you will live up to your words. The mission is yours. You may go get ready," Madame Wong waved him off as she again focused on the reports scrolling before her retinas. But right before Qiang Gāo walked through the door that one of Yǎnjīng's impassive agents held open for him, she said without looking up at him, "Captain, think of this operation as an opportunity to end all possible doubts about the strength of your loyalty to the StateEmpire. This is the time to go all out, and not make the slightest mistake."

"We'll cover all the angles, madam," Qiang Gāo replied, wearing his best smile as an officer of the StateEmpire. "It will be a fail-safe operation. I can't think of anything that could go wrong."

"The problem is that I can, because that's my job," the look she now gave him was more intense and penetrating than a naval laser. "Do not let us down, Captain."

Qiang Gāo's smile did not waver, but, as he stepped through the door on his way out, his head was already buzzing with a myriad of boarding tactics and contingency plans.

Footage taken from the private records of Madame Wong—real name: Classified—to be added to the file of Operation Gùzhàng Bǎohù ('Failsafe').



LIBERTY CARGO PILOT



The dream of flying. There has never been a greater adventure for humankind. Higher, faster, farther. Every major quest invariably involves defying gravity. And when we went beyond our atmosphere and escaped gravity's pull, we found ourselves in another vast space that could only be explored and navigated via flight, facing greater distances, bigger ambitions, and more adventures to embark upon at the controls of a flying machine. Therefore it comes as no surprise that the pilot community attracts an inordinate number of adventurers, in far greater numbers than any other profession. Even among commercial pilots there's a disproportionate quota of mentally unbalanced people. But when you take a closer look you'll see there's always an underlying pattern: all these lunatics usually have in common a background as sport pilots, test pilots, stunt pilots, or, most commonly, criminals, soldiers, or mercenaries. These careers fill the pool where all those adventurers come from, all those people who are crazy enough to willingly risk their lives in situations that any normal citizen would consider insane. These are scenarios that usually entail getting aboard a machine fitted with a hyper-charged drive and speeding off into an unexplored sector, or into an area full of obstacles or trigger-happy hostiles, and sometimes they involve all these things at the same time.

Such pilots make up Liberty Cargo's workforce, a bunch of adrenaline junkies who've been binging on danger and trouble for so long that nothing else can equal that high. These are guys and gals who served in the military as fighter pilots or worked in show business always attempting a more difficult stunt, and then moved on to a more private sphere, either in search of a bigger paycheck or because they screwed up at their previous jobs and have nowhere else to go to keep flying on the edge. As they often say: "What would be considered reckless behavior anywhere else is company policy here at Liberty Cargo." One might expect that a freight company created by the Hexahedron as a front to carry out off-the-books operations and deniable actions would demand a certain amount of discretion and restraint. And this is the case with most of the contracts Liberty Cargo signs with the agency and with private clients, but the risks involved in many other jobs (infiltrating operatives, rescuing agents in dangerous areas, recovering equipment in war zones, etc.) require such a degree of expertise and insanity that only these mad adventurers possessed by the dream of flying are up to the task.



INDIGO CAPTAIN UMA SØRENSEN



“There’s no bond stronger than that of blood,” Uma Sørensen’s father always said. Family and blood were paramount to Peer Sørensen; he wasn’t the leader of a NKAH cell (*Nordiske Krigere ave Heimdall*, or Nordic Warriors of Heimdall, a radical ultra-nationalist

group from Svalarheima that defends PanOceania’s moral and racial superiority) for nothing. Uma and her little sister Tara were raised hearing those ideas, repeated *ad nauseam* both in their home and in the paramilitary encampments the group has on the frozen plains of Trollhättan, where their members prepare to defend their ideology through force of arms if needs be. They both spent more time in those camps than they would have liked, getting ready for a supposed confrontation against the whole Human Sphere that their father thought inevitable. And, though they always hated it, both the ideas and the Spartan and combative regime they were subjected to ended up making the words “the apple doesn’t fall far from the tree” true. Thus, as soon as they were old enough to leave their father’s home, they both enlisted in the army, for fighting was what their father had taught them, and fighting is what they did best.

Yet while Tara wanted to get as far away as possible from her past, enrolling in the Navy and leaving the planet, her sister preferred to take advantage of the knowledge gained in those encampments. Uma enlisted in Svalarheima’s Winter Force, where the experience acquired on the frozen plains of Trollhättan catapulted her to the Svalarheiman Nisse regiment. There she would serve with distinction for many years until she was recruited by the Indigo units of the PanOceanian Special Operations Command. This assignment took her away from her planet and her past to perform missions all across the Sphere. Nonetheless, when it seemed that Uma had finally found her place, fate would shake her entire world.

During a patrol mission during the Intermediate Blockade of Paradiso, the POS *Obsidian Spear of Taema*, a frigate on which her sister served, was attacked and boarded by the Combined Army. Though the attack was repelled, the crew suffered many casualties and due to the extreme violence of the assault many crewmen were missing in action. Among them was artillery non-commissioned officer Tara Sørensen, whose body was never found.

This terrible news made Uma re-evaluate her career. Vengeance became the new driving force in her life, and— together with discovering her sister’s fate—the destruction of the Combined Army her main goal. To do so, Uma requested to be transferred to the Strategic Security Division, where she would serve together with the infamous Hexas as attached Indigo officer, in hopes of gaining more information on Tara’s whereabouts if she was alive, or at least of getting the chance to hit the Combined Army as hard as possible if she wasn’t.

Focused on this personal mission, Uma has become an officer as efficient as she is obsessive, always volunteering for any operation that can get her closer to her particular goals. The thing is that, although she doesn’t want to admit it, her father was right: blood bonds are the strongest and ones that Captain Uma Sørensen cannot escape. It is blood that binds her to her sister, and it is blood that this officer wants from the Combined Army.



CAPTAIN QIANG GĀO, INVINCIBLES OFFICER



Qiang Gāo always wanted to be a good officer, but what is actually a good officer? The textbook definition would be “one who accomplishes the mission.” Nevertheless, military discipline and the reality of combat don’t allow such simplistic definitions. In the trenches,

the most valuable officer is the one who’s concerned both about the mission and the men and women under their command. In the offices of the High Command, the most valuable ones are those who carry on with the mission and the orders, while respecting the chain of command. Sometimes these visions are incompatible, and a time may come when an officer has to choose between them. That choice will determine the course and success of their military career.

During the Japanese Uprising, Qiang Gāo was the colonel in charge of the 5th Regiment of Zúyǒng Invincibles, the Terracotta Soldiers, of the Orange Banner Army’s VI Corps, deployed at Kuraimori. During the assault on Tabigarasu Junction, an important communications node in the Furuitsue peninsula, his regiment took control of an energy substation important to regional operations. Surrounded by Japanese troops from the Fukku Operative Group and isolated from the rest of his forces, Qiang Gāo devised a defensive strategy that would allow him to protect his position until reinforcements arrived. Nevertheless, the High Command, in need of a victory to show to the media, ordered him to engage one of the Japanese forces’ positions that Intelligence thought held the Fukku Group headquarters. Despite how attractive it was to behead the Japanese forces in the zone, this was an extremely risky move that would have weakened the 5th Regiment’s defenses and endangered them. Besides, the colonel was fully aware those orders were based in unconfirmed intelligence, which could be wrong or even a trap. Not to mention that the numerical superiority of the Japanese forces assaulting the substation meant that any unit tasked with such attack wouldn’t return alive, even if successful.

It was then that Qiang Gāo had to decide what kind of officer he wanted to be. Should he sacrifice troops and risk a position, but carry on with the orders received, or protect the men and women under his command and risk the position he was supposed to defend and defy a direct order? Should he be a trench officer or a career officer?

At that point, Qiang Gāo was resolute. Against the venerable tradition of respect and adherence to the chain of command so characteristic of the StateEmpire Army, the colonel stayed true to his original strategy, keeping his forces within the defensive perimeter. Thus, he repelled several Japanese attacks and managed to defend the position until the reinforcement’s arrival, confirming that the commanding officers of the Fukku Group weren’t where they had been told.

Nonetheless, it mattered little that the colonel’s suspicions about the validity of Intelligence’s data were correct or that he managed to hold a position that ensured the logistical stability of the Orange Banner Army’s VI Corps in their advance towards Kofuku. For the High Command, Qiang Gāo had ignored a direct order and, in the eyes of his superiors, he was no longer a trustworthy officer. A court martial would demote this officer to the rank of captain, removing him from the Zúyǒng Invincibles 5th Regiment. From that day on, Qiang Gāo has been assigned to a special purposes unit, going from one operation to the other, each one more dangerous than the last, operations all across the Sphere in which he has had to put his command skills to good use, but also his combat skills as the veteran Invincible he is.

Yet it’s undoubtable that this officer still has a long road ahead of him to clean the stain that his actions at Tabigarasu Junction has left on his record and his family’s honor. But after all that’s happened, after the discredit and shame of being demoted, Qiang Gāo can still look at himself in the mirror. He can do it because, even though his career lies in ruins and his name was vilified, the image that the mirror returns is that of a trench officer, a good officer. And that is what he always wanted to be.



DIRE FOES MISSION: FAILSAFE

Liberty Cargo is a freight company owned by the Hexahedron, the PanOceanian intelligence agency created to carry out covert and deniable operations: a fact that Yǎnjīng, its Yujingyu counterpart, is well aware of, even if they cannot prove it. Therefore, this company's operations always spark the interest of the glorious StateEmpire intelligence service, especially when those activities concern secessionist Japan. No wonder then that a Liberty Cargo freighter loaded to the brim with avionics and astronavigation equipment and bound for Tsugumi Station, one of the trans-Jovian bases that the Greater Independent Japan keeps in the Solar System, would draw Yǎnjīng's attention. Analyzing the contents of that cargo would shed a light on what's being researched at that station. And the best way to accomplish this is to order your best operative to lead a boarding operation on that Liberty Cargo freighter. There is no better candidate for this mission than Invincible Captain Qiang Gāo, a man of proven loyalty who won't let his past history with the leader of the Hexahedron's support team, Captain Uma Sørensen, stand in the way of his duty. All for the greater glory of the StateEmpire and the ruin of all its enemies. It's a fail-safe operation—or is it?

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, have a Registered Secondary Enemy Objective (1 Objective Point for each Registered Secondary Enemy Objective).
- » At the end of the game, have Activated the Primary Enemy Objective (2 Objective Points).
- » At the end of the game, have Registered the Primary Enemy Objective (2 Objective Points).
- » At the end of the game, Control the Liberty Cargo Pilot (1 Objective Point).

CLASSIFIED

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

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAMETABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

It is not permitted to deploy in Silhouette contact with the Objectives.

EXCLUSION ZONE

The Exclusion Zone is the area covering 8 inches (4 inches in 150 point games) either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.



SCENARIO SPECIAL RULES

OBJECTIVES

There are a total of eight Objectives on the game table, four of them belonging to each player.

Each player will place their four numbered Objectives inside the Exclusion Zone, in Silhouette contact with the edge of the Exclusion Zone, in the player's half of the table. Two of them must be placed 12 and 20 inches respectively from one of the edges of the table, while the other two must be placed 12 and 20 inches respectively from the other edge for 400/300 Army points games (see the map below).

For 250/200 Army points games, the numbered Objectives will be in Silhouette contact with the edge of the Exclusion Zone, in the player's half of the table. Two of them must be placed 4 and 12 inches respectively from one of the edges of the table, while the other two must be placed 4 and 12 inches respectively from the other edge (see the map below).

For 150 Army points games, the numbered Objectives will be in Silhouette contact with the limit of the Exclusion Zone, in the player's half of the table. Two of them must be placed 4 and 8 inches respectively from one of the edges of the table, while the other two must be placed 4 and 8 inches respectively from the other edge (see the map below).

The numbered Objectives must be placed in ascending order from left to right (1-2-3-4), as seen from the player's the Deployment Zone.

Players cannot place their numbered Objectives either on top of or inside of any Scenery Item or Building, always deploying them in accessible locations on the table. Scenery placement must facilitate this.

Before the Deployment Phase starts, both players must secretly choose which of the Enemy Objectives is their Primary Objective, and make a note of its number. The other three will be their Secondary Objectives.

At the end of the Deployment Phase, in Initiative order, each player can switch the positions of their Objectives.

Each numbered Objective must be represented by an Objective Token or by a scenery piece of the same diameter.

ACTIVATE ENEMY OBJECTIVE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must have the Enemy Objective in their LoF and Zone of Control.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Activate the Enemy Objective.
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.
- ▶ Player A and Player B Tokens can be used to mark the Activated Enemy Objective. It is recommended each player uses a different kind of Token.

REGISTER ACTIVATED ENEMY OBJECTIVE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with an Activated Enemy Objective.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Register an Activated Enemy Objective.
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 additional Player A or Player B Token can be used to mark the Registered Enemy Objective.

LIBERTY CARGO PILOT

There is 1 Liberty Cargo Pilot placed in the center of the table.

In this scenario, the Liberty Cargo Pilot is a Neutral Civilian Model that cannot be activated by any player.

Players can use the Liberty Cargo Pilot model from the Dire Foes Mission Pack: Failsafe.

CONTROL THE LIBERTY CARGO PILOT

The Liberty Cargo Pilot is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with them. So there cannot be any enemy Troopers (as a Model, not a Marker) in Silhouette contact with the Liberty Cargo Pilot. Models in a Null State cannot do either.

SPECIALIST TROOPS

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

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

FORWARD OBSERVER AND ENGINEER BONUS

Troopers possessing the Forward Observer or Engineer Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Communication Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

COMMAND TOKEN BONUS

In this scenario each player can use up to one Command Token to allow one of their Troopers to ignore the effects of the Exclusion Zone.

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 their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

NARRATIVE MODE

This scenario can be played in Narrative Mode, reflecting some of the events of the recent history within the Infinity universe.

Narrative Mode. Scenario Special Rules

Side A. In Narrative Mode, Side A will always be a PanOceanian army.

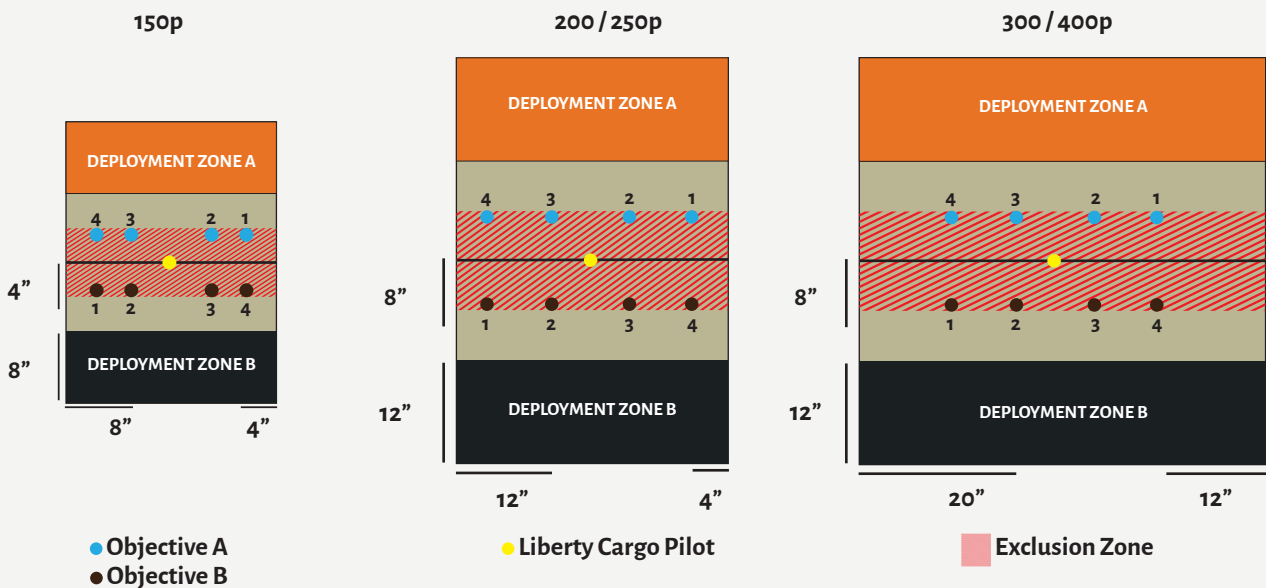
The PanOceanian player can add Uma Sørensen without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers.

In this scenario Uma Sørensen is a **Specialist Troop**.

Side B. In Narrative Mode, Side B will always be a Yu Jing army.

The Yu Jing player can add Qiang Gāo without applying Cost or SWC. This Trooper does not count towards the Combat Group's limit of ten Troopers.

In this scenario Qiang Gāo is a **Specialist Troop**.



DIRE FOES



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