

## OPERATION 1: SERVER CONTROL

After years of waiting and planning, House Ikaru has emerged from the shadows of the First Great Trade War. Despite the horrible ruin that the war wrecked on both the Material and digital worlds, House Ikaru has survived, stronger and more wealthy than ever.

By bidding its time and observing its enemies the Central Processor has prepared for the next great Ikaru venture: the expansion into the ruins of Old Europe: Axiom territory.

The Central Processor has calculated the best chance of victory lie in the capture or destruction of the Tower, the Axiom's central military HQ. Knowing full well that such a blatant attack will garner the attention of the Prime Commandant, House Ikaru hopes to eliminate their enemies' most capable leader and cripple their ability to mount a counter attack in one fell swoop.

After months of planning and study, the attack is underway. A full frontal assault has been determined to be a last resort, knowing that the military might of Axiom would have the advantage in such a conflict. Instead the attack begins on the outskirts of the Tower. Ikaru strike teams have been dispatched around the base, in order to tap into the preliminary security systems.

If House Ikaru can take control of these systems, then they will be able to lower the Tower's outer defenses and avoid a costly frontal attack, paving the way to the installation's inner sanctum.

If Axiom can thwart this first attack, then they will force House Ikaru to attempt a more direct approach to conquering the Tower.

### Server Setup

The Server consists of 2 large, 2 medium, and 2 small Schema.

### Deployment

As normal

### Objective

Control as many Nodes and Pylons as you can by endgame.

### Endgame

Both players have completed 5 re-calibrations OR one player has control of every Node and Pylon, whichever comes first.

### Victory Conditions

If a player ever controls every Node and Pylon at the end of one of their opponent's activations or at endgame, they immediately win. Otherwise, the player with the most victory points at endgame wins. If both players have the same number of victory points at endgame, then the game is a draw.

### Victory Points

Each Node is worth 2 VPs

Each Pylon is worth 1 VP

### Campaign Path

If Ikaru wins, they are able to launch their primary attack against the Tower. Mission 2 is Critical Node.

If Axiom wins or draws, they force Ikaru to abandon their primary plan and attempt a direct assault. Mission 2 is Base Assault, with Axiom as defender.

## OPERATION 2: CRITICAL NODE

The initial attack is complete and House Ikaru has successfully infiltrated the Tower. With the outer defenses offline, Ikaru forces have entered the base and are poised to strike at the central security control.

Commandant Spyder knows that if House Ikaru manages to capture the security control room, they will be able to take all of the Tower's remaining defenses offline, both external and internal. Should this happen, Spyder's troops would be the only thing standing in the attackers path, and the Tower would surely fall into enemy hands.

House Ikaru presses forward. The fate of the Tower hangs in the balance. Should Ikaru capture the security control room, they will be able to fully conquer the Tower, gaining access to its sensitive data archives, and establishing a major stronghold deep within Axiom territory. If the Tower falls, then Spyder will be trapped within the installation, and House Ikaru will have a chance to eliminate Axiom's most brilliant military mind and secure total victory.

If Axiom can keep the security control room from falling, then all is not lost. While the Tower is sure to suffer damage in the ensuing battle, it will remain in Axiom hands, and they can attempt to drive back the attackers before they can plunder the data archives.

### Objective

Capture and hold the Dominant Node long enough to establish control of it.

### Endgame

When 1 player completes the objective.

### Victory Conditions

Capture the Dominant Node and hold it for 5 of your own consecutive activations. If 1 player has captured the Dominant Node, then their opponent captures it, and they subsequently recapture it, the number of activations to complete the objective resets. If Endgame is triggered by complete Collective deletion, the player that currently has the Dominant Node captured wins. If no player has captured the Dominant Node after Collective deletion, then the game is a draw.

### Special Rules

*Immovable*

Players cannot move the Schema that the Dominant Node is on.

*Indestructible*

The Dominant Node cannot be destroyed.

### Campaign Path

If Ikaru wins they are able to conquer the Tower instead of destroying it and have a chance to strike directly at Spyder. Mission 3 is Avatar Assassination.

If Axiom wins or draws, they prevent the Tower from falling to Ikaru. Mission 3 is Digital Download.

## Server Setup

The Server consists of 2 large, 1 medium, and 4 small Schema. Instead of following the normal rules for setting up the Server, players should set up the Schemas, Nodes, and Pylons as shown in the image below. Players are free to use any Schema they choose, as long as they are the same size as the ones in the image. A diagnostics roll is still made before setup, and players alternate setting up Schemas, Nodes, and Pylons as normal.

## Deployment

Players take turns placing Schema as normal, except that they are placed in the locations on the quantum noise mat as shown below. The Nodes, Pylons, and Dominant Node are then placed as shown below. The winner of the diagnostics roll can choose 1 of the 2 Nodes to act as their starting Node, and then deploys their entire Collective within 3 squares of that Node. The opposing player does the same at the other Node. All Pylons and the Dominant Node start uncontrolled.



## OPERATION 2: BASE ASSAULT

The initial attack has resulted in failure. Spyder has rallied the Axiom forces with astounding efficiency. The outer systems remain under Axiom control, and House Ikaru has been unable to find a foothold in which to gain any momentum.

The Central Processor has deemed to abandon Phase 2 of the attack. Instead it is time for a more direct approach. Ikaru forces are ordered to assault the Tower directly in full force. If subterfuge and stealth will not win the day, the perhaps a show of brute strength will break the defenders.

Damage to the Tower is expected, but has been deemed acceptable. If the installation is barely standing at the end of the attack, it will still be in Ikaru hands, and Axiom will be on the defensive. The ruins of the data archives can still be plundered and Ikaru can still attempt to establish a stronghold within Axiom territory.

If House Ikaru's assault is successful, they will capture the Tower. Damage to the base cannot be avoided at this point, but a damaged prize is better than no prize at all. Despite the fact that the data archives may suffer damage as well, and some data may be lost, there is still much to be gained.

If Axiom can keep the assault from breaking through, the Tower will remain under their control. Spyder senses the momentum of this battle shifting, and knows that if the attack is stopped here, he will be able to launch a full counter attack and have a chance to turn this fight around.

### Server Setup

The Server consists of 1 large, 2 medium, and 4 small Schemas. See Base Assault below.

### Deployment

As normal. See Base Assault below.

### Objective

The attacker must capture all 4 Pylons in the designated order by endgame.

The defender must destroy the attacker's entire Collective, or prevent them from capturing all 4 Pylons by endgame.

### Endgame

Both players have completed 5 re-calibrations

### Victory Conditions

If the attacker captures all 4 of the Pylons in their designated order by endgame, then they win.

If the defender deletes the attacker's entire Collective OR prevents them from capturing all 4 Pylons in the designated order by endgame, then they win.

### Campaign Path

If Ikaru wins they conquer the Tower, but it is heavily damaged in the assault. Spyder orders a self-destruct of the installation and a complete withdrawal. Mission 3 is Server Collapse.

If Axiom wins or draws, they prevent the Tower from falling, and launch a counter attack aimed at destroying Ikaru's attacking force completely. Mission 3 is System Purge.

## Special Rules

### Base Assault

Players should setup the Server as normal. However, no Nodes are placed. Once the Server is setup, players should make a diagnostics roll. The winner chooses to be the attacker or defender.

The defender then deploys their entire Collective anywhere on any Schemas. Models do NOT have to be placed within 3 squares of a Pylon. Models from the same Subroutine must be adjacent to at least 1 other model from the same program. Finally the defender sets the order of their PAD.

Next, the attacker takes the 4 deployment tokens, and secretly places one next to each Pylon. The attacker must capture the Pylons in the following order: Switch, Chip, Short, and Crash. Each time the attacker captures a Pylon, they reveal the token assigned to it. If the revealed token is not the next token in the above sequence, then endgame is immediately triggered. The attacker does not need to control the previous Pylon to capture the next, they only need to have captured it and revealed the assigned token.

Next the attacker chooses a new (5th) small Schema, and places it anywhere on the Server. They must then place a Node anywhere on this Schema. It begins under the attacker's control. Then the attacker deploys their entire Collective on the small Schema. Finally, the attacker orders their PAD and gets the first activation. Play then continues as normal until endgame is triggered.

Note: If the defender's entire Collective is deleted, endgame is NOT triggered as normal. Instead the attacker continues to play out the rest of their activations until they can either capture the remaining Pylons in their designated order OR until they complete 5 re-calibrations. If the attacker can capture the remaining Pylons in their designated order then the attacker wins. If the attacker reaches 5 re-calibrations and has not cap-

tured the remaining Pylons in the designated order, then the defender wins.

## OPERATION 3: AVATAR ASSASSINATION

Phase 2 of the attack is a success. House Ikaru has captured the security control room and shut down the remaining defenses of the Tower. The Tower has fallen to the hands of the enemy and the Central Processor moves forward with Phase 3 of the assault. The Prime Commandant is the target.

Spyder and his remaining troops have fallen back to the inner sanctum of the Tower. The entire base has fallen under enemy control and Axiom's defenses have been taken offline. Most of the Axiom defense force has been deleted and only Spyder's personal guard remain.

Spyder knows that the noose is closing around him quickly. House Ikaru has him in their sights, and he has no delusions what should happen to the Axiom as a whole if he falls. He desperately looks for an escape, and plans for one last battle to determine the fate of the Tower, and perhaps all of Axiom.

If House Ikaru acts quickly enough they have a chance to slay the Prime Commandant. Should they succeed, Axiom's morale would be shattered. The attack on the Tower would be a complete success and Ikaru would have a presence firmly entrenched deep in Axiom territory.

If Spyder can survive and escape, Axiom's top general would live to fight another day.

**Server Setup:** The server consists of 1 large, 3 medium, and 2 small schemas.

**Deployment:** As normal

**Objective:** Delete the enemy avatar by endgame.

**Endgame:** Both players have completed 4 re-calibrations.

**Victory Conditions:** When endgame is reached, consult the following conditions to see who has won the game:

If one player has deleted the enemy avatar AND their avatar is still in play then they win.

If both avatars have been deleted then the game is a draw.

If both avatars are still in play then the player that has done more damage to his opponent's avatar wins. If both players have done the same amount of damage to each other's avatars then the game is a draw.

### Campaign Path

If Ikaru wins they succeed at killing off Commandant Spyder.

If Axiom wins then Spyder escapes and lives to fight another day.

If the game is a draw, Spyder is captured by Ikaru.

## OPERATION 3: DIGITAL DOWNLOAD

Once again, Axiom's defenses have proved too much for the attackers to handle. The assault is in disarray and can hardly be considered a success. However, the Central Processor makes one final calculation and directs the remaining Ikaru forces to the data archives.

Even though the Tower remains under Axiom control, there is still one prize up for grabs. The files within the data archives of the base contain some of the most classified information on the Axiom military anywhere within the Aetherium. Spyder knows that even though he has kept the Tower standing, that allowing any of that information to fall into enemy hands is unacceptable.

If House Ikaru can plunder the data archives then some sort of success can be salvaged from the attack. The information held there could give Ikaru great insight into the Axiom warmachine and its cogs. New weapons or strategies could be developed from what lies inside.

If Axiom can secure the data archives, they can prevent Ikaru from getting its hands on this sensitive information.

**Server Setup:** The server consists of 1 large, 2 medium, and 4 small schemas.

**Deployment:** As normal.

### Objectives:

#### Primary

Full completion: Download the data cache and escape off the server with it.

Partial Completion: Control the data cache, but do not escape off the server with it.

#### Secondary

1. Have at least 1 function in play at the end of the game.

2. Delete all enemy functions.

**Endgame:** Both players have completed 5 re-calibrations.

**Victory Conditions:** The player with the most victory points at endgame wins.

### Victory Points:

Primary - full completion: 7 VPs  
 Primary - partial completion: 5 VPs  
 Secondary - 3 VPs each  
 Control the Node: 2 VPs,  
 Control pylons: 1 VP each

### Campaign Path

If Ikaru wins they withdraw with top secret information about the Axiom military and its defenses.

If Axiom wins or draws, they prevent this information from falling into Ikaru's hands.

**Special Rules:**

**Data Cache:** The data cache starts within the node. To download the data, a player must have a model adjacent to the node at the start of its' activation. The model must then spend its' entire activation doing nothing while it downloads the data. It may not spend CS in anyway, cannot make any attacks, cannot change facing and cannot use RAM for overclocking.

If for any reason, the downloading model is moved and no longer adjacent to the node, then the download stops immediately and must be attempted again in a following activation. Once downloaded, the downloading model gains immediate control of the data cache. Place the data cache token on the controlling model's data card. As long as this model is in play, it is carrying the data.

If it is deleted, then the data cache is placed in the square that the carrying model was occupying. Once placed back on the server, any model is allowed to pick up the data cache by moving into an adjacent square and spending 2 CS. The square the data cache is in is considered to be occupied. It does not block LoS.

To escape the server the model carrying the data cache must be adjacent to a friendly controlled pylon (not the node) and spend 3 CS to leave the server.

**Subroutines Inferior:** Subroutines cannot attempt to download or carry the data cache at any time.

**Server Setup:** The server consists of 1 large, 2 medium, and 4 small schemas.

**Deployment:** As normal.

**Objectives:***Primary*

Full completion: Download the data cache and escape off the server with it.

Partial Completion: Control the data cache, but do not escape off the server with it.

*Secondary*

1. Have at least 1 function in play at the end of the game.

2. Delete all enemy functions.

**Endgame:** Both players have completed 5 re-calibrations.

**Victory Conditions:** The player with the most victory points at endgame wins.

**Victory Points:**

Primary - full completion: 7 VPs  
 Primary - partial completion: 5 VPs  
 Secondary - 3 VPs each  
 Control the Node: 2 VPs,  
 Control pylons: 1 VP each



## OPERATION 3: DECAYING REALITY

Despite Axiom's best efforts, House Ikaru has broken through their defenses. The Tower has been heavily damaged in the assault, but still stands. Ikaru forces have overrun the base and it is only a matter of time before the remaining Axiom defenders are destroyed.

Spyder has begrudgingly come to the realization that the situation is critical. There is no way his forces can possibly mount any sort of counter attack. Between the Tower being breached and the data archives woefully vulnerable he makes one final order: overload the Tower's mainframe and initiate the self-destruct sequence.

With so much at stake, the Central Processor orders the attacking force to halt the self-destruct sequence and access the data archives. If the mainframe overload goes through, then the Tower will be completely annihilated. The data archives will be lost, and Ikaru's attacking force will suffer tremendous losses. If the overload is stopped, then what remains of the base will be under Ikaru control. Its secrets will be plundered and Axiom will lose significant control of the region.

### Server Setup

The Server consists of 2 large, 3 medium, and 4 small Schemas.

### Deployment

As normal

### Objective

Assassinate the enemy Avatar by endgame.

### Endgame

Both players have completed 5 re-calibrations.

### Victory Conditions

Primary: If one player has deleted the enemy Avatar and that player's Avatar is still on the Server, then they win the game.

Secondary (First Tiebreaker): Have the fewest extra RAM from destroyed programs. (For the purpose of scoring, this is not altered any army/program specific rules or console damage cards.)

Tertiary (Second Tiebreaker): Control the most amount of RAM from objectives. (For the purpose of scoring, this is not altered by any army/program specific rules or console damage cards.)

### Campaign Path

If Ikaru wins they prevent the Tower from being destroyed and gain a forward operating post in Old Europe.

If Axiom wins or draws, then the Tower is completely annihilated, preventing Ikaru from gaining a new base, but at the cost of the Tower's destruction.

## Special Rules

### *Decaying Reality*

The first time a player moves their re-calibration track up, all squares on the outer most edge of the board permanently become *Decayed Squares*. This continues each time a player moves their re-calibration track up, causing the next outer most edge of squares to become *Decayed Squares* as well. (If a player has reached 5 re-calibrations, the *Decayed Squares* do not move any further when they re-calibrate.)

Any squares from a Schema that are in any of these squares also count as *Decayed Squares*, in addition to their normal rules. All squares that become *Decayed Squares* due to *Decaying Reality* also have the additional rules below:

- Squares that are already *resistors* now cost 1 more CS than normal to enter.
- Models ignore the CS penalty for *evasive movement* while moving out of a square that has become a *Decayed Square*.
- Models suffer a Quantum Noise damage roll when one of the following occurs:
  1. A model enters a *Decayed Square* during its own activation or a model ends its own activation in a *Decayed Square*.
  2. A square a model is occupying becomes a *Decayed Square* during any player's re-calibration.

## OPERATION 3: SYSTEM PURGE

Axiom's defenses have held. Spyder's control over the situation is absolute. Despite the Central Processor's indepth analysis and calculations, every move is countered by the defenders. The attack is considered a failure and the Ikaru forces are ordered to withdraw.

With the enemy in full retreat Sypder sees his opportunity and orders a full counter attack. The Axiom forces drive House Ikaru from the halls of the Tower and pursue them into the outskirts of the base. Sypder has one goal in mind: destroy them all and leave no survivors.

With nothing to show for its assault, House Ikaru must prevent its remaining forces from being completely wiped out. The tide has turned and the attackers now find themselves firmly on the defensive.

If Ikaru can hold off the Axiom counter attack they may yet escape with some shred of dignity, and more importantly troops intact.

If Axiom's counter attack proves successful they will deal a staggering blow to the Ikaru warcmachine. Not only do they have a chance to crush the attacking force completely, but a decisive victory here could open up an attack into the Pacific Rim itself.

**Server Setup:** The server consists of 3 medium, and 3 small schemas.

**Deployment:** As normal

**Objective:** Delete as much of the enemy collective as possible by endgame.

**Endgame:** Both players have completed 5 re-calibrations OR one player has deleted every program in their enemies' collective.

### Victory Conditions:

If a player ever deletes every program in his opponent's collective, then they immediately win. Otherwise, the player with the most victory points at endgame wins. If both players have the same amount of victory points at endgame, the game is a draw.

### Victory Points:

Enemy avatar deleted – 3 VPs  
 Each enemy function deleted – 2VPs  
 Each enemy subroutine deleted – 1 VP

### Campaign Path

If Ikaru wins they can prevent Axiom from counter attacking all the way back to the Pacific Rim.

If Axiom wins the counter attack is successful.

If the game is a draw, Ikaru withdraws to relative safety. Axiom is able to scavenge the remnants of Ikaru code and gain insight into their programming potential.