

DEGENESIS

CLAN WARS



MISSION BOOKLET

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**YOU ARE
THE HOSTILE**

YOU ARE VENGEANCE. You steer the relentless attack against the traitorous Cults, against the people who slaughtered your elders and ravaged your territory.

YOU ARE LEGION. What you lack in progress you make up with animalistic cunning. What you lack in firepower you set straight with overwhelming force. Your means are plentiful and your campaign is a frenzied crusade of reprisal. At your disposal are the Clans, tribes long forgotten and pushed to the four corners of the earth, starved out, humiliated, marginalized, ignored.

YOU ARE THEIR RULER. You guide them. You lead their conquest. Without you, they are disassembled and devoid of purpose. Under your command they are an unstoppable, rampaging force, a tidal wave of retribution set to retake their homelands, once and for all.

YOU ARE HOPE.

GAMEPLAY...

MISSION BOOK BREAKDOWN

Welcome to the war, **HOSTILE**. In this booklet, for your eyes only, lies the path of the things to come, the layout of a campaign stretching across the plains of Borca as the **OPERATIVES** fight their desperate war against your onslaught. Each page contains a **MISSION**, instructing you on the context and events of each, the relevant **INTEL** and **FIELD** setup stages, any special effects or events that take place over the course of the **MISSION**, and the **CONSEQUENCES** of victory or defeat for any forces involved. This section provides a breakdown of the structure of a **MISSION** entry; how to read each subsection, what to tell the **OPERATIVES** and what to keep hidden, and how to correctly set up the **FIELD** when battle begins.

TITLE:

The title of each **MISSION** indicates its type; **MISSIONS** marked **M** are along the main story path, and are required to be completed for the **OPERATIVES** to advance deeper into Cockroach territory. **R MISSIONS** allow the **OPERATIVES** a chance to recruit new allies to their side, while **C MISSIONS** grant them the chance to secure stronger **ITEMS** to use in battle.

LOCATION:

The setting of a **MISSION**, relative to markers on the **SITUATION MAP**.

INTRODUCTION:

Here, an introduction to the **MISSION** is given for the **HOSTILE**, which provides an overview of the true context of the scenario in the broader schemes and movements of the Cockroaches.

M1

FIRST BLOOD

LOCATION: WATCHTOWER AXIS SOUTH

The Protectorate is weak and bleeding out from thousands of cuts already - it's time to add more. The town of Wetzlar has been overtaken by the enigmatic Mechans, and a strike force of Judges is surely going to be sent to retake it eventually. A small warband has been sent to penetrate the defensive line around the Protectorate, and lie in ambush along the single artery that links Siege to the beleaguered settlement. All that stands in their way is the response team sent by the Protectorate...

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BRIEFING:

A briefing for the **OPERATIVES**, provided by a member of the War Council in Siege – the beating heart of the Protectorate’s desperate defense of its borders against the Clanner threat. The War Council acts as a guiding hand to the **OPERATIVE** strike team, providing initial directions, or giving them clues to what choices they can make. Whenever the **OPERATIVES** are given the choice of their next **MISSION**, the **BRIEFINGS** for each are read out to them, allowing them to make a decision.

THE BRIEFING

A flare went up in the dead of night from Watchtower S7, prompting a scrambled defense effort from the War Council in Siege. The first scouts at the scene reported the tower deserted, meaning the enemy must already be within the borderline. Track them down and eliminate them – no mercy.

INTEL

1. Long-distance observations identified a pile of rubble and debris that appears to be a Scrapper’s dumping ground. With a member of that Cult along for the ride, you might be able to retrieve some salvage. Call it a “war-time requisition.”

◆ If a Scrapper is part of the **ROSTER**, the effects of **THE WALL** are activated, and the Scrapper Wall **TERRAIN** is placed during the **FIELD SETUP** phase.

2. We’re familiar with the tactics of these sorts of raiding groups – this rearguard is likely to be mostly made up of weaker chaff, paired with a few decent fighters. Keep an eye out for the Swarmers, and bring them down ASAP, or else they’ll overwhelm you with the weaklings.

◆ **REVEAL** the Swarmer placed during the **FIELD SETUP** phase.

3. Scouts reported a small patrol breaking off from the rearguard to observe the surrounding area. Luckily, they’re weak enough to be picked off by a few auxiliary units.

◆ The **HOSTILE** may only **SPAWN 2** units as part of the effects of **ON PATROL**.

INTEL:

After a **MISSION** is chosen, the **INTEL PHASE** begins. Each **MISSION** is associated with between 2 and 5 pieces of key information and gameplay benefits which the **OPERATIVES** may barter for with **ARCANA** – in exchange for having a piece of Intel read out, the **HOSTILE** may **DRAW** one **ARCANA** from the **TAROT DECK**. They might glean some critical insights about what is to come, allowing them to choose their strategy in a more informed manner, but is it worth the risk of granting the **HOSTILE** access to the powerful **ARCANA**?

EVENTS

OPERATIVE OBJECTIVES

1: Slaughter the Cockroaches before they can penetrate into the weakened interior of the Protectorate and do the same to its citizens. 5 Cockroaches must die, through any means, to disintegrate this rearguard.
2: Not a single Operative may be killed, or the squad will be marked as ineffective, and sent back to Justitia, the capital of the Protectorate, in shame.

HOSTILE OBJECTIVES

1: Successfully deal **TRAUMA DAMAGE** to one of the **OPERATIVES**.
2: Send word to the other branches of the warband behind enemy lines, by sending a Swarmer through **EXIT POINT 1**. This can be done before the **EXIT TOKEN** is placed on the **FIELD**.

MISSION END

OPERATIVES: End condition unlocked after completing **OBJECTIVE 1**.

(TO BE READ AFTER COMPLETING OBJECTIVE 1):

OPERATIVES: All **OPERATIVES** escape the **FIELD** through **EXIT POINT 1**.

HOSTILE: No **OPERATIVES** remain on the **FIELD**.

CONSEQUENCES

◆ If the **OPERATIVES** complete **OBJECTIVE 1**, they receive **2 POTENTIALS**. Furthermore, the War Council in Siege recognises their competence, allowing them to take on more dangerous tasks – **MISSIONS UNLOCKED: M2, R1**

◆ The **OPERATIVES** may **DRAW 1 ITEM** from the **SCAVENGING DECK**.

◆ If the **HOSTILE** completes **OBJECTIVE 1**, they **DRAW** an additional **ARCANA** at the beginning of the next **MISSION**.

◆ If the **HOSTILE** completes **OBJECTIVE 2**, they **DRAW** an additional **ARCANA** at the beginning of the next **MISSION**. Additionally, due to the advance warning, extra preparation time is gained for the next strike location – the **HOSTILE** may **SPAWN** additional units at the beginning of **MISSION M2**.

LEADS TO M2/R1

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EVENTS:

Here, the main objectives of the **MISSION** are laid out for all factions involved, along with the conditions under which the **MISSION** reaches its end.

OPERATIVE OBJECTIVES:

What must the **OPERATIVES** do to succeed? This information is read out to the **OPERATIVES** by the **HOSTILE** during the **FIELD SETUP** phase.

HOSTILE OBJECTIVES:

While the **HOSTILE** has a default, inherent **OBJECTIVE** in all **MISSIONS** – “Kill the **OPERATIVES**” – this space gives options for alternative win conditions, ways to set up future **MISSIONS** and gain advantages in future conflicts, such as extra **ARCANA** or additional units in an upcoming **MISSION**.

MISSION END:

What specific events will trigger the end of the **MISSION**? The **OPERATIVES** should be read all **OPERATIVE** and **NEUTRAL END CONDITIONS** unless stated otherwise, while those of the **HOSTILE** may remain hidden until they are activated.

CONSEQUENCES:

What happens after the **MISSION**? In this section, any resulting outcomes and influences on following **MISSIONS**, and any bonuses or upgrades received by the **OPERATIVES** or the **HOSTILE** for completing their various **OBJECTIVES**, are presented. Some **MISSIONS** are locked behind the completion of specific **OBJECTIVES**, while others are unlocked simply by completing a **MISSION**.

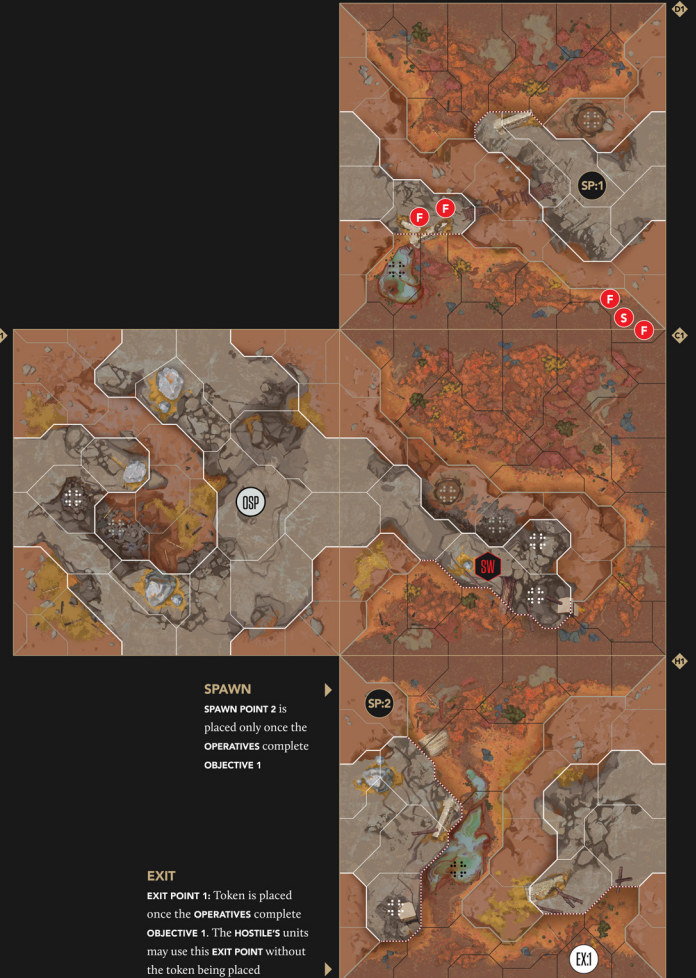
...CONTINUED

FIELD LAYOUT:

First, a graphical depiction of the **FIELD** is displayed, showing the **SECTORS** used and how they are connected. Additionally, marked on the **FIELD** are the **OPERATIVE SPAWN POINT [MARKER OPS]**, the **HOSTILE'S FORCES [MARKERS F for Feeder, S for Swarmer, W for Warrior, and additional red markers for special units]**, and any specific areas such as **EXIT POINTS**, special terrain features, and more.

Finally, **OPERATIVE** starting positions and any other unique setup conditions are defined. Unless stated otherwise, **OPERATIVES** start a **MISSION** at the marked **OPERATIVE SPAWN POINT [MARKER OSP]** in either **FOCUS** or **PRIMAL**. Unless stated otherwise in a **MISSION**, the **OPERATIVE SPAWN POINT** can also be used as an **EXIT POINT**, and can be marked on the **FIELD** using an **EXIT TOKEN**.

M1: FIRST BLOOD FIELD - FIELD LAYOUT



ITEMS:

ITEMS are divided into two **DECKS**; the **MISSION DECK** and the **SCAVENGING DECK**. If a **MISSION** indicates that a specific **ITEM** is to be **DRAWN** as part of the **SPECIAL FEATURES** or **CONSEQUENCES** of a **MISSION**, it is taken from the **MISSION DECK**. If the **MISSION** merely specifies that an **ITEM** is to be **DRAWN**, the **OPERATIVES** may choose any **ITEM** from the **SCAVENGING DECK**. Whenever a **TRAIT** specifies an **ITEM** to be **DRAWN**, it is taken from the **SCAVENGING DECK**.

HOSTILE FORCES:

The **HOSTILE** receives a list of resources they can call upon, in the form of a maximum number of **MODELS**. For example, if the **MISSION** has a limit of **6** Cacklers, the **HOSTILE** may have a **MAXIMUM COMBINED TOTAL** of **6** Cackler **THREAT TOKENS** and **MODELS** on the board at any one time.

While the **FIELD** setup dictates where the **HOSTILE** must place certain types of units (Feeders, Swarmers, Warriors), the individual sub-type placed in each

point may be any specific unit of that **RANK**. For example, a Swarmer placed on an **S** marker may be any of the available types, such as a Mauler or Stinger. The specific conditions which allow the **HOSTILE** to **SPAWN** in additional units are also specified.

Whenever the **OPERATIVES SCOUT** a unit, the **HOSTILE** must declare its type – Feeder, Swarmer, Warrior, or Champion.

HOSTILE FORCES	
FEEDERS:	SWARMERS:
2 Trappers	1 Mauler
2 Snatchers	1 Stinger
2 Cacklers	

SET-UP

The **HOSTILE** begins with **3** Decoy **THREATS** and **2** Trap **THREATS** placed anywhere on the **FIELD** that is at least **3** **TILES** away from the **OPERATIVES**.

SPAWNS

The **HOSTILE** may **SPAWN** new units from **SPAWN POINT 1**. After **OPERATIVE OBJECTIVE 1** is completed, **SPAWN POINT 2** is placed on the **FIELD**, and new units may also be **SPAWNED** from this location. **[MARKERS SP-1 AND SP-2]**

ON PATROL

The rearguard knows a response will be inbound, and has deployed a patrol of its own to try and intercept any Protectorate forces – unfortunately, they're just a little too late to the party. After the **OPERATIVES** complete **OBJECTIVE 1**, the **HOSTILE** may **SPAWN 4** units at **SPAWN POINT 2** **[MARKER SP-2]** without spending any **ACTIONS**. This is done in the **REACTION PHASE** of the **TURN** in which the 5th Cockroach **DIES**.

SPECIAL FEATURES

THE WALL

[READ TO OPERATIVES WHEN ANYONE ENTERS THE TILE]:
Here lies a dilapidated metal wall marked with a set of Scrapper Runes, protecting a scattered pile of junk from the elements. A Scrapper might be able to glean something of value from them by being on this **TILE**.
"What's with all this junk?"

[WHEN A SCRAPPER ENTERS THE TILE]:

Marked on the ruined hunk of metal is a set of Scrapper Runes, reading *"THIS IS MINE! KEEP OUT!"*
ROLLING PRIMAL as an **ACTION**, a Scrapper may try to dig through the junk. This can only be done once.

- 1+: Combat Knife **ITEM**
- 3+: Hand Grenade **ITEM**
- 5+: Pistol **ITEM**

"Got something!"

NON-PLAYER OPERATIVES:

On occasion, **MISSIONS** will contain **OPERATIVES** who are not **CONTROLLED** by any **PLAYER**. In such cases, the **SPECIAL FEATURES** section will contain details for how they should behave, if and when they may take **TURNS** or **ACTIONS**, and any particular nuances for their existence in the **MISSION**. In these cases, a simplified profile is used to represent the **OPERATIVE**. This consists of only the most relevant information to the **MISSION**; **DEFENSE** against incoming **ATTACKS**, their **HEALTH POOL**, their own **FIGHTING POOL**, and the **RANGE** at which they may **ATTACK**. Unless stated otherwise, all **NON-PLAYER OPERATIVES** are considered **ALLIES** of the other **OPERATIVES**.

HEALTH POOLS:

The **HEALTH POOL** of a **NON-PLAYER OPERATIVE** functions as if it were an equivalent number of blank **POTENTIALS** which may be **"FLIPPED"** to become **FLESHWOUNDS** – when the **HEALTH POOL** reaches **0**, the **OPERATIVE** is **DEAD**, while all abilities that **FLIP FLESHWOUNDS** may increase the value. An example is shown below.

TIMUR:

DEFENSE: 3

HEALTH POOL: 4/4

ATTACK: 2 BLACK DICE, 1 WHITE DIE, AREA ATTACKS

RANGE: 2

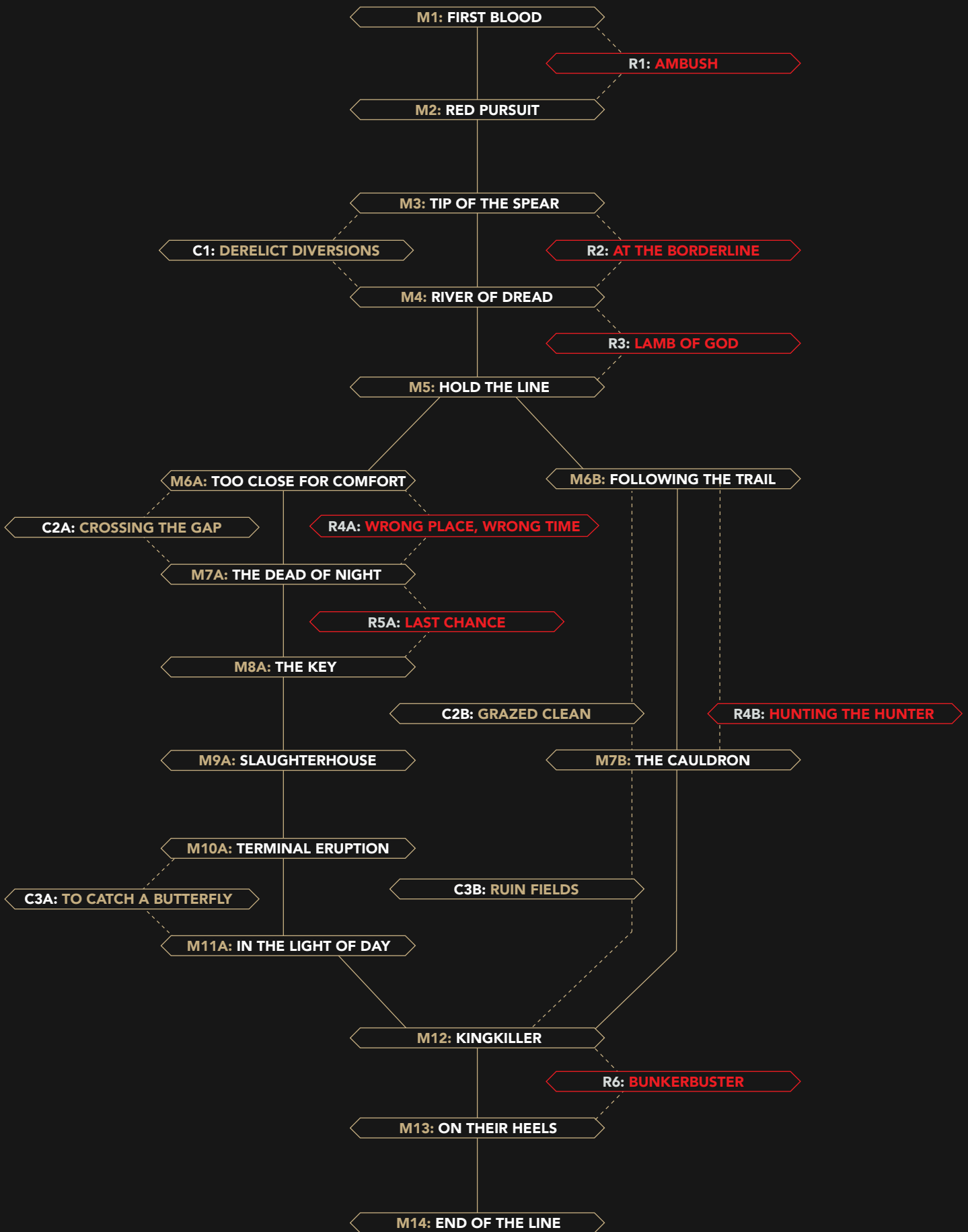
SPECIAL FEATURES:

Here, anything particularly unique about the **MISSION** or its environment is detailed, including specific **TERRAIN** rules, changes to the **MISSION** space after certain events take place, or any other relevant features. Some special features are to be read to the **OPERATIVES**, while others are for the **HOSTILE** to keep track of. By default, a **SPECIAL FEATURE** is not read to the **OPERATIVES** unless it becomes directly relevant, and entries to be read to the **OPERATIVES** have a specific note indicating as such.

DON'T GET LOST!

The **MISSION TREE** lays out the path the **OPERATIVES** can take through the **CAMPAIGN**, from beginning to end, and displays the branches and side **MISSIONS** they may choose to go down. It is read from top-to-bottom, with each **M-MISSION** connected by a solid line. Side **MISSIONS** are marked as **R** or **C**, and are connected by

dotted lines, to represent that these are optional and may require specific actions to be completed before they are unlocked. The **OPERATIVES** may only progress downwards on the **MISSION TREE** – if they select a side-branch or make a choice along the main path, they must continue along it until they reach its conclusion.



ARC 1: ON THE FRONTLINES

INTRODUCTION

The Protectorate is burning, and the Clans are hungry to stomp on the ashes. They just need one slip-up, one opening from the Protectorate's defenders, and they'll rampage through the interior of the vulnerable state, slaughtering every weak, unarmed civilian in their path until the dried-up riverbeds fill up with blood. The lynchpin of the defense effort is the fortress-city of Siege, a solid rock upon which the entire war hinges. As long as Siege stands, the Protectorate remains able to respond to any of the Cockroach assaults. If it should ever fall, then there would be nothing left to stop the Clans from running rampant and wreaking havoc.

Siege, however, is just a single city, and the War Council – a group of generals tasked with leading the defense effort – are more than aware of that. The Cockroaches are relentless in their efforts to slip small raiding parties through their network of watchtowers and guard posts, and the only way to stop them is to send out response parties of their own. The War Council puts out the word for Operatives, those skilled, experienced, or just desperate enough to put their lives on the line for the Protectorate, assigning them to squadrons and giving them desperate, last-minute missions to keep the defensive line safe.

A new squadron has just been formed, consisting of a war-weary Spitalian refugee of the first great Cockroach assault, an amnesiac Scrapper desperate to find his way back into his own mind, and a Chronicler out of his depth and out of options, all held together by a zealous Judge veteran who wants nothing more than to crush some Cockroach skulls. An unlikely alliance, but it'll have to do; their first mission awaits.



M1

FIRST BLOOD

LOCATION: WATCHTOWER AXIS SOUTH

The Protectorate is weak and bleeding out from thousands of cuts already – it's time to add more. The town of Wetzlar has been overtaken by the enigmatic Mechans, and a strike force of Judges is surely going to be sent to retake it eventually. A small warband has been sent to penetrate the defensive line around the Protectorate, and lie in ambush along the single artery that links Siege to the beleaguered settlement. All that stands in their way is the response team sent by the Protectorate...

THE BRIEFING

A flare went up in the dead of night from Watchtower S7, prompting a scrambled defense effort from the War Council in Siege. The first scouts at the scene reported the tower deserted, meaning the enemy must already be within the borderline. Track them down and eliminate them – no mercy.

INTEL

1. Long-distance observations identified a pile of rubble and debris that appears to be a Scrapper's dumping ground. With a member of that Cult along for the ride, you might be able to retrieve some salvage. Call it a "war-time requisition."

◆ If a Scrapper is part of the **ROSTER**, the effects of **THE WALL** are activated, and the Scrapper Wall **TERRAIN** is placed during the **FIELD SETUP** phase.

2. We're familiar with the tactics of these sorts of raiding groups – this rearguard is likely to be mostly made up of weaker chaff, paired with a few decent fighters. Keep an eye out for the Swarmers, and bring them down ASAP, or else they'll overwhelm you with the weaklings.

◆ **REVEAL** the Swarmer placed during the **FIELD SETUP** phase.

3. Scouts reported a small patrol breaking off from the rearguard to observe the surrounding area. Luckily, they're weak enough to be picked off by a few auxiliary units.

◆ The **HOSTILE** may only **SPAWN 2** units as part of the effects of **ON PATROL**.

EVENTS

OPERATIVE OBJECTIVES

1: Slaughter the Cockroaches before they can penetrate into the weakened interior of the Protectorate and do the same to its citizens. **5** Cockroaches must die, through any means, to disintegrate this rearguard. **2:** Not a single Operative may be killed, or the squad will be marked as ineffective, and sent back to Justitian, the capital of the Protectorate, in shame.

HOSTILE OBJECTIVES

1: Successfully deal **TRAUMA DAMAGE** to one of the **OPERATIVES**.

2: Send word to the other branches of the warband behind enemy lines, by sending a Swarmer through **EXIT POINT 1**. This can be done before the **EXIT TOKEN** is placed on the **FIELD**.

MISSION END

OPERATIVES: End condition unlocked after completing **OBJECTIVE 1**.

[TO BE READ AFTER COMPLETING OBJECTIVE 1]:

OPERATIVES: All **OPERATIVES** escape the **FIELD** through **EXIT POINT 1**.

HOSTILE: No **OPERATIVES** remain on the **FIELD**.

CONSEQUENCES

◆ If the **OPERATIVES** complete **OBJECTIVE 1**, they receive **2 POTENTIALS**. Furthermore, the War Council in Siege recognises their competence, allowing them to take on more dangerous tasks – **MISSIONS UNLOCKED: M2, R1**

◆ The **OPERATIVES** may **DRAW 1 ITEM** from the **SCAVENGING DECK**.

◆ If the **HOSTILE** completes **OBJECTIVE 1**, they **DRAW** an additional **ARCANA** at the beginning of the next **MISSION**.

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LEADS TO M2/R1



SPAWN

SPAWN POINT 2 is placed only once the OPERATIVES complete OBJECTIVE 1

EXIT

EXIT POINT 1: Token is placed once the OPERATIVES complete OBJECTIVE 1. The HOSTILE'S units may use this EXIT POINT without the token being placed

HOSTILE FORCES

FEEDERS:

2 Trappers
2 Snatchers
2 Cacklers

SWARMERS:

1 Mauler
1 Stinger

SET-UP

The **HOSTILE** begins with 3 Decoy **THREATS** and 2 Trap **THREATS** placed anywhere on the **FIELD** that is at least 3 **TILES** away from the **OPERATIVES**.

SPAWNS

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SPECIAL FEATURES

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1+: Combat Knife **ITEM**

3+: Hand Grenade **ITEM**

5+: Pistol **ITEM**

“Got something!”



JUDGEMENT COMES TO US ALL

