Rha-zack
vs
Dvergar

CAMPAIGN

THE EDGE
DAWNFALL

Rha-Zack Prologue

//RB-16S_research_log/~
23d/06m/0002y/~
grid_coord_47E29S/~
stream_strength:excellent/

I was supervising a scan in quadrant 47E29S when a message flashed before my eyes. It said I was no longer a Rha-Zack.

The Stream partitioned me away to some new entity, Rha-Zack Force Red. I pulled down the list of other members and smirked. Dissenters. Troublemakers. Those who advocated risky operations only to be voted down in the Stream. For months we were a minority. But time went by, and we were no closer to our goal than two years ago, when we awoke on this strange new world. We still don't know how or why we've ended up here or what we're supposed to do. a gaping, painful hole in our Stream is still present, despite all the progress we've made rebuilding it.

Now, recent calculations shown we had only 0.7% chance to discover any additional Stream fragments near our current location, and the common-self realized we had to try something different. The more daring of us were set loose.

I immediately contacted the rest of Force Red and suggested four possible operations that have been on my mind for some time. The Stream scanned for available units and transferred us to a virtual war council room. I uploaded my plans directly to their minds and we took a vote. Three of my proposals were shot down. With all the wars going on in human lands, they were far too risky. However the fourth route has been accepted, sixteen votes against twelve.

It would take us far west. There, on an irradiated desert, cut off from supplies, reinforcements or the Stream itself, we would scour the far reaches of human lands. The risk was great, but the chance of new discoveries: even greater.

//DATA_end

Dvergar Prologue

The flame in Vagr's bowels was dying. He reached for his mask, took a small sip of gas, and felt warmth filing his body for a few precious seconds. He looked at a gauge on his wrist. The tank was nearly empty. Only some fumes remained. The sip Vagr took could very well be his last one. In an hour or so, the flame would be gone and with it – his life.

Despite this, Vagr refused to accept the end. He had to prove them all wrong. He never broke the Triad, and even if he skirted the rules a little bit, it was for the greater good of his people!

On their long lost fortress world, every young Dvergar had been raised according to three core ideas. All their actions were supposed to be Proper, Brisk and Beneficial. Proper, so that they would respect traditions and rules passed down generations. Brisk, so that they never wasted time – now that their bodies were literally burning out it was more important than ever. Finally, Beneficial, so that everything they did brought good to their clans.

When Vagr decided to trade a single Mountainbiter drill to the indigenous people of this planet, his actions were certainly Brisk. Vagr argued they were also Beneficial – his kin had many other Mountainbiters, and in exchange the humans gave him a unique relic. It was a long shot, but this curious device could possibly make all Dvergar less dependent on their precious gas reserves. Unfortunately, this trade was hardly Proper. The humans were treated with contempt and judged as Unreliable, just like their devices. Dealing with them was dishonorable, and the fact Vagr didn't consult before his decision certainly didn't help.

The penalty was severe. Vagr lost his seat at the Guild of Engine-crafters, and was labeled as Unreliable. From then on, the only work he could get was that of a Prospector – a dangerous, grueling task.

Now, looking from behind his mask, with a freshly stoked flame warming his gut, Vagr scanned the horizon. He and his crew had less than an hour to find a new gas vein. They had to hurry, before the cold set in.

Campaign Setup

IMPORTANT! Please note that some of the campaign rules overwrite the standard guidelines for a Player vs Player game. Any exceptions are specified in the appropriate scenarios. If a scenario does not mention a certain aspect of the battle (such as player order, unit deployment, or starting Crystal Pool), it always means this aspect remains unchanged and plays out according to the standard rules found in the Rulebook. The same goes for the "Setup" section of each scenario – it only contains unusual elements and non-standard placements that overwrite the regular battle setup procedure.

» This campaign requires the overworld map (its sticker slots start with letters A, B, and C) and a set of stickers starting with letter C. The overworld campaign map contains three distinct rows with five stickers slots each, identified by different icons. Starting from the top they are: Forces (an army) Powers (a magic circle) Losses (a grave).

» The Rha-Zack track on the campaign map becomes the Research counter, representing the scientific progress the Rha-Zack made thanks to new knowledge, artifacts, and recovered fragments of the Stream. When the Research counter reaches 10, the Rha-Zack achieve a major breakthrough that will greatly help them in the campaign (see Rha-Zack Breakthrough section below).

» The Dvergar track on the campaign map becomes the Temperature Gauge, representing a dark fire that burns within Dvergar. The hotter it is, the more dangerous the Dvergar become (see the Consuming Flame section below). However, should it ever reach zero, the entire Dvergar force perishes, and the controlling player loses the campaign.

Campaign Map Modifications

Sometimes a Script asks you to leave a sticker on a certain slot of the main campaign map. These stickers may represent anything from razed citadels or burnt bridges to dangerous monsters or strange powers unleashed due to your actions.

To keep the campaign map intact, you're never asked to remove any stickers from it. Instead, whenever a scenario requires you to disable any sticker (for example, when a buff runs out or a special unit dies), place a canceled sticker on top of it, so that the number of the original sticker remains visible.
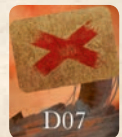
If you lose or abandon the campaign, disable all of its stickers and try again. If you run out of stickers, you may download and print them yourself, or use a simplified Save Sheet instead.

Starting Units And Decks

Unlike in standard games, players start the campaign with only a fraction of their force and a small preconstructed deck of cards. More powerful units, Shrines, Banner Cards and additional Action Cards are added as the campaign progresses. Additionally, the standard rule that restricts your deck to cards of squads present in your army is lifted. Your deck carries over between the battles and sometimes it may contain cards that can't be used by any squad in a particular engagement. Please remember that in this case the Top Action of the card is still available and may be used by any squad!

Before starting the first scenario, please construct your initial campaign deck using the list below and set any remaining cards aside.

Starting Action Cards:

Rha-Zack:
- » Energy Shield
- » Friction
- » Lightning
- » Minelayer
- » Time Jump
- » Power Swords
- » Self-Repair
- » Shock
- » Shoot
- » Surf

Dvergar:
- » Chained Weapon
- » Deflect
- » Detonation
- » Flamethrower
- » Marked for Death
- » Mechanism
- » Protection
- » Radiostation
- » Risky Tactics
- » Meltdown

IMPORTANT: During the campaign play, any additional turns gained via Time Jump DO NOT increment the Time Counter of a battle!

IMPORTANT: Unlike in standard games, the battles of the campaign do not end when players run out of their Action Cards. If that happens, simply shuffle all your discarded cards and use them as your new deck.

Time Track

Many battles of the campaign use the Time Track instead of (or in addition to) the Victory Points track. Time Track usually shows the end of the battle and all special events that happen during the encounter. Before a Scenario begins, place a Time Marker on slot 1 of the track, and then set up any Turn Markers listed in the Scenario on their corresponding slots. They will help you remember when an event triggers.

Please note that you increase the Time Track only after BOTH players have taken their turns. This means the game progresses according to this sequence:
- » Set the Time Track to 1, check for any initial events
- » Player A Turn
- » Player B Turn
- » Move the Time Track to 2, check for any events
- » (…)

Saving The Campaign Progress

Although the campaign battles are shorter than regular matches, the full campaign may still take many hours to complete. If you or your opponent wish to stop mid-game, simply take note of the current scenario number, and the status of both campaign tracks.

Then, fold and stow the game until you are ready to return, making sure to keep your Campaign Decks separate from other cards. All of your scenario choices are remembered thanks to a system of stickers that you put on the campaign map as the game progresses.

Rha-Zack Breakthrough

After the Rha-Zack achieve a Breakthrough, remove the Research counter. It is no longer needed. The Stream, a network connecting all Rha-Zack, expands revealing new functions. From now on, at the beginning of each battle and after all models are placed on the board, the Rha-Zack player may choose one of the following protocols. The chosen modifier will remain in place until the end of the battle.

- » Assault Protocol — The Stream helps to guide Rha-Zack strikes. All Rha-Zack models receive +1 Attack and +1 Initiative.
- » Defense Protocol — The Stream warns Rha-Zack units of dangers and helps them protect better. All Rha-Zack models receive +1 Defense and +1 Movement.
- » Damage Mitigation Protocol — The Stream analyzes incoming damage vectors and overrides individual unit control shortly before impact to ensure no critical

parts are destroyed. If the Rha-Zack player rolls the "Refresh" result when performing his Defense roll (a cogwheel symbol on the die), he receives no damage from that particular attack.

Consuming Flame

As mentioned before, when their fire is bright, Dvergar are strong and full of energy. As it begins to die, Dvergar wither with it. Many decisions throughout the campaign will use up Temperature, but it can only be kindled back with a special and rare kind of gas.

Place additional threshold markers on slots 5 and 10 of the Temperature Gauge.

Whenever the Gauge reaches the first of these thresholds (it is equal to five or higher), all Dvergar units are considered OVERHEATED. They receive +1 to Movement.

Whenever the Temperature Gauge is equal to 10, all Dvergar units enter the MELTDOWN state and additionally receive +1 Initiative. This power comes at a cost: as long as Meltdown continues, whenever the

Dvergar player activates any of his units, he has to apply 1 wound to a Dvergar model of his choice.

Spending Temperature During Battles

At the end of his every turn, the Dvergar player may decide to consume a part of his gas supply to temporarily boost a single selected squad. In this case, remove 1 from the Temperature Gauge, deal one wound to the Squad, and perform either a Move or a Combat with the entire Squad.

Please remember that if the Temperature reaches 0 at any point, the Dvergar lose the campaign. Deciding what level of Temperature you are comfortable with and how much gas should be left in reserve is an important part of playing the Dvergar storyline.

Hint: Expect to lose some Temperature as a penalty for losing battles – usually one or two points. The largest possible drop is three, but it is only possible on rare occasions, after a critical failure.

First Encounter
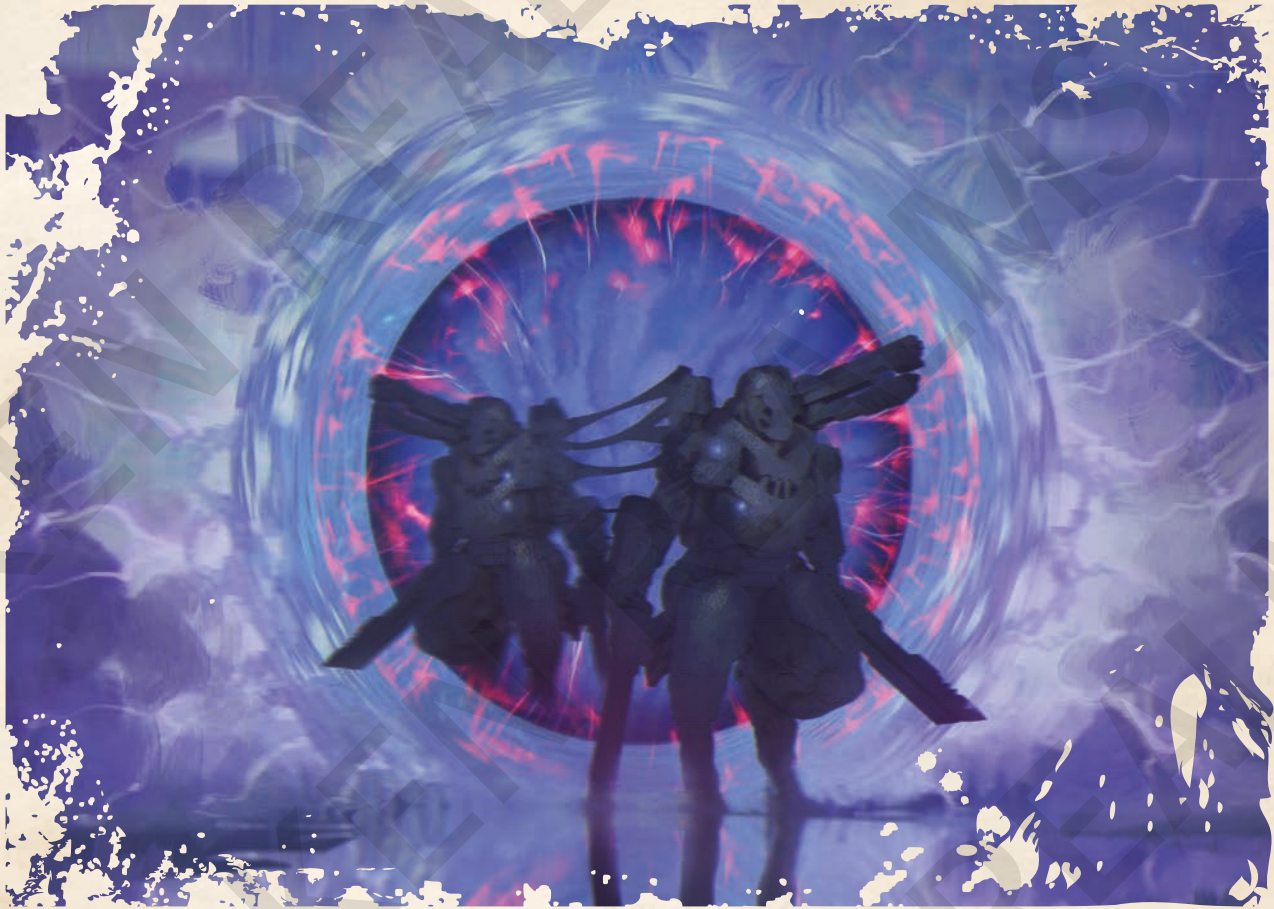
Dvergar:

Vagr stood motionless on the crest of the dune. These irradiated deserts, stretching far under a shattered sky, brought back a painful memory. That's what his own world looked like after demons scorched it with the black hellfire during final years of their assault. In moments like this, Vagr wished he was younger. If he had never known the colossal halls, underground seas and unending archways of his home planet, it would be easier to live here; on this pitiful, doomed world.

He hardly noticed when a foreman came up to him, huffing heavily through his white beard.

"We have it," the foreman's voice rumbled. "Not just a small vein. a good, proper deposit!"

"Good. Set up the extractors," Vagr replied, and then reached for the knob under his mask, releasing the last fumes of gas. The fire roared. A surge of pain pushed the air out of Vagr's lungs. It was a good pain.

His senses suddenly sharpened. Vagr looked once again towards the horizon. Now he could clearly see what he didn't notice before: someone was coming towards his team. Not humans, not demons, not even Reborn. Something else entirely.

Rha-Zack:

//RB-16S_research_log/24d/06m/0002y/
grid_coord_57E28S/stream_strength:poor/

Not even a day has passed since we arrived, and we've already made our first discovery! The sensors picked up a group of strange beings behind one of the dunes. I've queried the Stream about them, but it returned only a couple of basic observations.

They are unusual, symbiotic organisms. The host is an endothermic, bipedal sentient creature. His symbionite – a flame. Or rather, a wave of some dark energy that failed to overcome the host's body and fused with it instead. I shudder to think how the host survives with a flame constantly consuming his self-regenerating innards. But the creatures I've observed didn't show any sign of discomfort. They worked so hard and fast they could put our workers to shame. We have to attack before they dig in.

I devised an assault plan and shared it through the Stream. Main objectives: asses the fighting capabilities of the enemy, capture a prisoner for interrogation. The voting board flooded with green.
LAST EDIT: //05d/07m/0002y

Reviewing my actions after this incident, I see that was the point where I should have known that we were about to start something we couldn't possibly stop.

Rha-Zack Reinforcements:

Place the "Distress Beacon" (C05) sticker on the "Powers" section of the campaign map. At the beginning of each battle, before any of his models are placed on the board, the Rha-Zack player may decide to set up the beacon and call for reinforcements. If that's the case, disable the "Distress Beacon" sticker and deploy a bonus Source Blade squad in that single battle.

Setup:

» For this battle, players do not deploy their Shrines and only place 1 Crystal Source each.
» The Dvergar player sets his Temperature Gauge to 4.
» The Rha-Zack player starts the battle with 3 Crystals instead of 2.
» The Dvergar player initiates deployment, and his forces are not allowed to Disperse.
» The Rha-Zack player starts the battle.

Special Rules:

» During this battle, the Rha-Zack may attempt to capture and drag away Dvergar units for further analysis. Any time a Rha-Zack model initiates Combat against a Dvergar model, it may decide to attempt capture instead of a regular attack. Perform a normal combat sequence – the only differences are the Rha-Zack model always attacks first and the Dvergar model uses his Initiative instead of Defense for defensive roll, adding +2 for every Endurance Token it has. If the Dvergar model manages to successfully defend during this Combat sequence, it interrupts the capture.
» Rha-Zack models may also attempt capture when backstabbing.
» If the capture is successful, remove both models from the map and set them aside - the Dvergar model counts as captured.

Use the time track to count completed turns of the battle. Mark Turn VI on the track.

» **Turn VI:** Last turn. The battle ends after both players complete their actions.

Players can't earn Victory Points in this battle and the Victory Points track remains unused.

Rha-Zack Forces:

» 1 Stream Guard squad
» 1 Stream Surfer squad
» 1 Storm Bringer squad

Objective: Capture at least 3 enemy models (see Special Rules).
Reward: Add 2 to the Rha-Zack Research, read Script 14.
Special Reward: If the Rha-Zack captured the Flamekeeper, they add 2 more to their Research counter.
Penalty: Read Script 14.
Special Penalty: If the Dvergar killed the Stream Guard, read Script 18 instead.

Dvergar Forces:

» 1 Flame Keeper (partial squad with just 1 model)
» 1 Enkindled squad
» 1 Unbroken squad.

Objective: Survive with no more than 2 models captured by the Rha-Zack.
Special Objective: Additionally, kill the Stream Guard.
Reward: Read Script 11.
Penalty: *The Dvergar were chased away from their gas deposit before they could fully refill their tanks.* Set the Dvergar Temperature Gauge to 2.

Achievements

» **Rha-Zack:** If the Rha-Zack captured the Flamekeeper, they add 2 more to their Research counter.

Special Event

» As soon as first Rha-Zack model dies, read Script 12.

In The Shadow Of a ⚔ Titan

Rha-Zack:

//RB-16S_research_log/26d/06m/0002y/
grid_coord_55E28S/stream_strength:poor/

Few things have ever felt as out of place as this hulking carcass, a hundred feet tall and three hundred long, rotting quietly in the middle of sandy flats.

We have approached it under an optical cloaking field. We didn't want to alert the Dvergar who were laboring in the shadow of the sun-scorched spine. Our initial scan proved promising. The Stream could not determine the correct taxonomy of the creature. It was not native to this timeline – or even this world. Maybe a dimensional castaway, just like us?

I feel we should study these remains carefully, but first we have to secure the site, which is not an easy task. Strange Dvergar spheres and generators hang down from its titanic ribs like iron grapes. Long pipelines cover the earth. Dozens of engineers and workers wander about. Whatever the Dvergar are doing here, it seems quite important to them.

If the "High Alert" (C07) sticker is present on slot C07-A of the campaign map, read Script 20.

Dvergar:

Bors was beyond tired. Since his reckless brother, Vagr, drew the ire of the guild and became Unreliable, the good name of the entire clan was in danger, and it was up to Bors to prove they were made of better stuff. Cursing Vagr every day and night, he worked like madman, overheating himself and his engineers. His project – a new type refinery that could greatly boost their gas reserves – became his obsession.

How could he expect that one day a band of strange, alien intruders would show up out of nowhere and threaten to destroy everything? Well, they did, and for a short moment Bors felt hopeless. Another calamity in such a short time was almost too much to bear. Fighting dizziness, he grabbed his warhammer. His confidence slowly returned. The enemies were skilled warriors, no doubt about that, and Bors could only fight them with his smiths and engineers. However, unlike the enemy, he had more to lose than just his life.

Setup:

» During this battle, players do not set up their Shrines.

Special Rules:

» Whenever any player performs a Harvest, read Script 21.
» If Dvergar Defenses are present on the battlefield (Script 20), every Rha-Zack model that moves (or is pushed) into ⬡⬡ contact with any Dvergar Defense token receives 1 wound. After that, remove the token from the battle.

Use the time track to count completed turns of the battle. Mark Turn VI on the track.

» **Turn VI:** Last turn. After both players finish their actions, the player with the most VPs wins.

Rha-Zack Forces:

» 1 Stream Guard squad
» 1 Stream Surfer squad
» 1 Storm Bringer squad.

Objective: Have more Victory Points at the end of the battle.
Reward: Read Script 29.
Special Objective: Additionally, kill all Enkindled models.
Special Reward: If the Rha-Zack won and all Enkindled were killed, place sticker C08, "Bors's Fall", on the corresponding slot of the campaign map, add 1 to the Rha-Zack Research, and then read Script 29.
Penalty: Many of the gathered samples are lost in the retreat. Subtract 1 from the Rha-Zack Research.
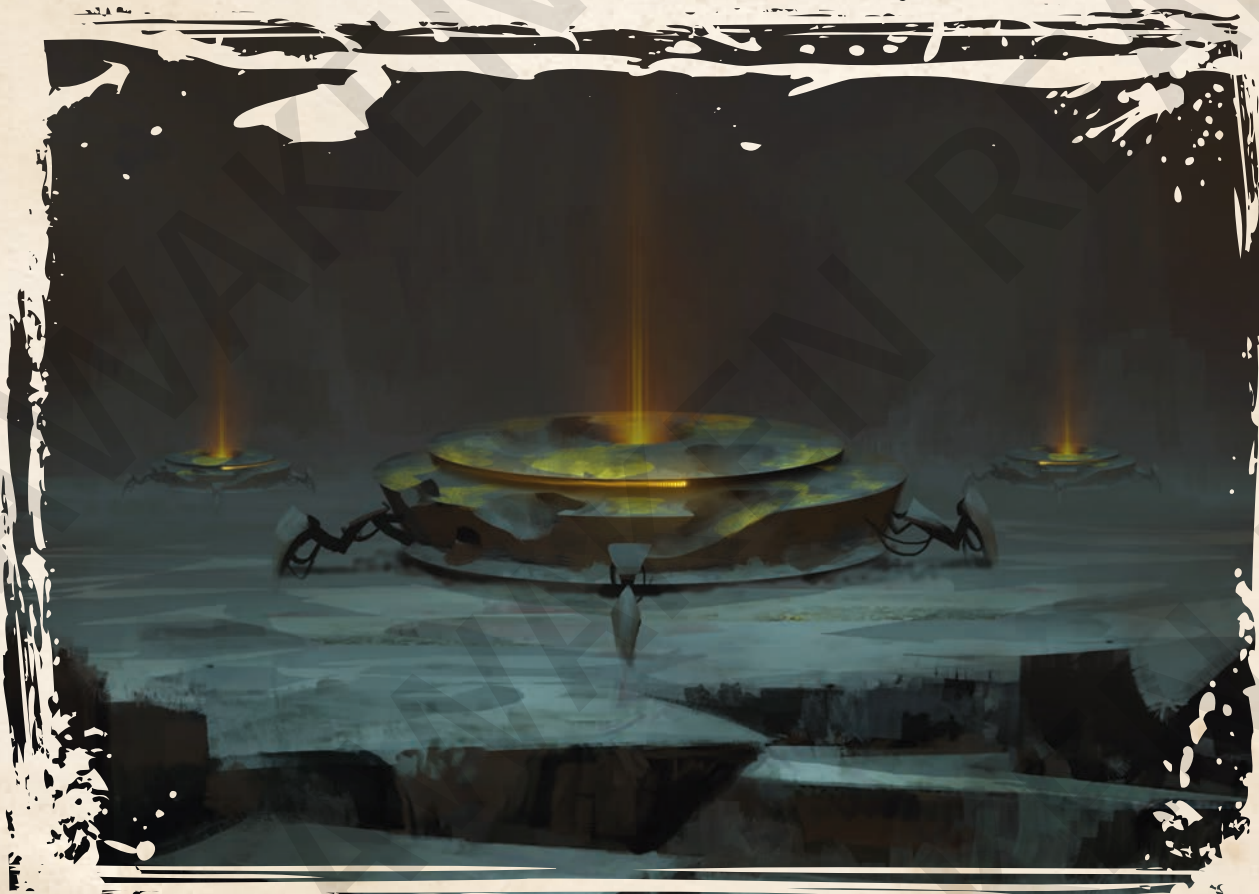
Dvergar Forces:

» 1 Enkindled squad
» 1 Unbroken squad
» 1 Flame Keeper squad.

Objective: Have the same or higher amount of Victory Points at the end of the battle.
Reward: Read Script 27.
Penalty: Remove 1 from the Temperature Gauge.
Special Penalty: If the Rha-Zack won, and managed to kill all Enkindled, read Script 28.

VAULTBREAKERS

RHA-ZACK:

//RB-16S_research_log/26d/06m/0002y/ grid_coord_58E30S/stream_strength:none/

There's some strange energy hovering like a shroud over these ruins. Sensor readings are all over the place. The energy weapons and hoverboards are going haywire. We have no connection to the Stream, and have to rely on old-fashioned sound signals and gestures instead.

I look at the half-melted walls and bent iron structures with discomfort. They're old. They've been here since long before the apocalypse that brought demons to this world. Signs of recent exploration are everywhere I look. What could be so important for Dvergar to expend so much effort?

Scouts soon find something interesting by one of the side entrances. On a grainy video feed, I clearly see an old, abandoned backpack and a rusty shield of human make. Inside this complex, we could find more than just Dvergar.

If the "High Alert", C07 sticker is present on slot C07-B of the campaign map, read Script 30.

DVERGAR:

When the Excavators Guild finally decided to send an inspection to the dig site, the digmaster was beyond ecstatic. She had waited anxiously to prove that the efforts of her team were not wasted, as some foul tongues said. She even prepared a special treat for the guild members – an opening of a vault her men found on one of the lower levels.

It was a dark kind of irony that instead of expected guests, unexpected enemies arrived. And if that wasn't enough, they bee-lined through the entire complex towards her vault. Their sensors had to be far superior to any Dvergar equipment! The digmaster was envious. She wanted to capture these alien tools, even if half of her team would have to die in the process, so she set an ambush by the vault's door and waited.

Rha-Zack Reinforcements:

The Rha-Zack player places sticker C03, "Rha-Zack Shrine" on the "Powers" section of the campaign map. From now on, he can set it up and use it during each battle, according to the standard rules – unless the scenario text says otherwise.

Setup:

» After both players set up their models, the Dvergar player also places a large token anywhere on the map, outside of ⬡⬡ contact with other models or tokens. It represents the Vault Door and is the main objective of this scenario.

» The Rha-Zack start both the deployment and the battle and receive 1 additional Crystal.

» The Dvergar can Disperse only if the "High Alert", C07 sticker is present on slot C07-B of the campaign map.

Special Rules:

» Due to communication issues and malfunctioning equipment, all Rha-Zack models receive -1 to Initiative for the entire battle.

Players don't earn Victory Points in this scenario, and the Victory Points track will be used as a part of the special Vault Door mechanic (see below).

» Place a counter on the bottom slot of the Victory Points track. It represents the progress in breaking through the Vault Door. Once it reaches the end, the Vault Door is considered open, and both players will only have one more turn each. The player with the most units in ⬡⬡ contact with the open Vault Door at the end of the battle wins.

» At the end of every Harvest phase, any player who has any models in ⬡⬡ contact with the Vault Door may decide to operate its locking mechanism. Sum up the number of his models touching the Vault Door and add that many points to the Vault Door track. The player may additionally decide to spend any number of Crystals when performing this action - every Crystal moves the token on the Vault Door track by an additional 1.

» If at any point there are no more enemies on the board, the Vault is considered open and the surviving player wins.

Rha-Zack Forces:

» 1 Stream Guard squad
» 1 Storm Bringer squads
» 1 Source Blade squad.

Objective: Claim the Vault before the opponent.

Reward: Read Script 35.

Penalty: *The strike force is routed. Unable to communicate through the Stream, many Rha-Zack units scatter and become lost.* Place a "Chaotic Retreat" (C10) sticker on the appropriate slot of the campaign map. As long as it's there, the Rha-Zack player deploys one fewer model in a squad of his choice at the beginning of every battle.

Special Penalty: If the Dvergar claim the Vault while killing at least four Rha-Zack models, read Script 32.

Dvergar Forces:

» 1 Unbroken squad
» 1 Flame Keepers squad
» 1 Enkindled squad
» Avenger (present only if the C07, "High Alert" sticker is on slot C07-B of the campaign map, and starts with 2 Endurance Tokens).

Objective: Claim the Vault before the opponent.

Special Objective: Claim the Vault before the opponent and kill at least 4 Rha-Zack models.

Reward: Read Script 35.

Penalty: Subtract 2 from the Temperature Gauge.

Raiders Of The Ring City

Dvergar:

Zhrev was one of the Ring Cities – a single link in a long chain of Dvergar outposts that guarded the underground passage to the Deep Halls, located right in the middle of them.

It was the southernmost town, its walls besieged by the wandering sands of the Heran desert. As such, the local garrison was weaker than in places closer to human, Reborn, and demon lands. It was also never supposed to be a fort, but as all Dvergar settlements, it could very well serve as one.

Heatstroke and gas shortages were about the most dangerous things that the Zhrev inhabitants experienced – up until a Rha-Zack strike force arrived right on their doorstep and blew up the outer wall with their energy guns.

If the "High Alert" (C07) sticker is present on slot C07-C of the campaign map, read Script 40.

Rha-Zack:

`//RB-16S_research_log/26d/06m/0002y/`
`grid_coord_55E29S/stream_strength:poor/`

I've always believed that no profitable venture – regardless whether scientific or military – could be undertaken without a risk. It was probably the reason why I became a part of Force Red. This plan, however, seems risky even by my standards. We're going to glide straight into an inhabited Dvergar settlement, grab as many artifacts as we can, and then retreat before they have a chance to concentrate their forces.

Still, it's probably worth it. Their household objects, tools, books and religious icons could give us the context we wouldn't be able to learn elsewhere, while older, more experienced, weaker Dvergar specimens are perfect candidates to bring back to the Core for questioning.

Rha-Zack Reinforcements:

Before the start of this scenario, if the Rha-Zack Research is equal to at least 4, the Rha-Zack player receives five additional Action Cards. He also places sticker C03, "Rha-Zack Shrine" on the "Powers" section of the campaign map, if it's not there yet. From now on, the player can set the Shrine up and use it during each battle, according to the standard rules – unless the scenario text says otherwise.

Dvergar Reinforcements:

The Dvergar player places stickers C02, "Dvergar Banner Card" and C04, "Dvergar Shrine" on the "Powers" section of the campaign map. From now on, he can set them up and use them during each battle, according to the standard rules – unless the scenario text says otherwise.

Setup:

» After the players place all Crystal Sources, but before they deploy their squads, they additionally place eight small tokens on the map. The player who lost the previous battle places the first one, and after that both players take turns until all tokens are used. Every token has to be at least 1 Space away from any Crystal Sources or other tokens.

» These tokens represent Research Objects (RO) — everyday items and pieces of technology scattered around the Dvergar fortress that can be of value to Rha-Zack scientists.

» The Dvergar player starts both the deployment and the battle.

Special Rules:

Every Rha-Zack model that ends its move in ⬡⬡ contact with a RO may decide to pick it up as a free action. Place the token on its squad card. Whenever the last model of a Rha-Zack squad dies, place all its ROs back on the board in a space previously occupied by the model's base — they have to be captured again.

Use the time track to count completed turns of the battle. Mark Turns II, III, IV, VI and VIII on the track.

» **Turn II:** Read Script 42.
» **Turn III:** Read Script 44.
» **Turn IV:** Read Script 41.
» **Turn VI:** Read Script 46.
» **Turn VIII:** Last turn. The battle ends as soon as both players perform their actions.

Players can't earn Victory Points in this battle and the Victory Points track remains unused.

Rha-Zack Forces:

» 1 Stream Guard squad
» 1 Storm Bringers squads
» 1 Stream Surfers squad.

Objective: Hold at least 5 Research Objects at the end of the battle.

Special Objective: Hold all Research Objects at the end of the battle.

Reward: Add +1 to the Rha-Zack Research for every two Research Objectives captured during the battle.

Special Reward: If the Rha-Zack hold all the Research Objects at the end of the battle, the Rha-Zack player receives additional +2 to the Rha-Zack research.

Penalty: Read Script 45.

Dvergar Forces:

» 1 Gyrobot Squad (only if the "Gyrobots Unleashed" sticker (C11) is in the "Forces" section of the campaign map).

» **Additional units become available during the battle.**

Objective: Prevent the enemy from having more than 4 Research Objects at the end of the battle.

Special Objective: Kill the Stream Guard.

Reward: Add 1 to the Temperature Gauge.

Special Reward: If the Dvergar kill the Stream Guard, Vagr gathers some of its remains and makes preliminary analysis of the Rha-Zack technology. Place sticker C19, "Vagr's Insight" on the "Powers" section of the campaign map.

Penalty: Read Script 48.

The Archive

Rha-Zack

//RB-16S_research_log/27d/06m/0002y/
grid_coord_57E27S/stream_strength:medium/

Enough is enough! We had some good (and bad) moments in this forsaken corner of the world, but staying longer would be foolish. We head for the Archive, while I secure and catalog our discoveries.

The Archive phased into existence far within the desert, some forty miles away from the place of our first encounter with the Dvergar. It serves three important purposes. First, it provides us with Stream access while we're so far away from our usual transmitters. Second, it is a gateway. An evacuation route that we can use to quickly disappear back to our territory. Finally, it provides us with a safe storage space to gather and protect all the research specimens.

We reach the Archive in one forced march. We immediately prepare to cross, putting our discoveries in protective force fields. Our Streamsmiths prime the Subspace Generator. Unfortunately, before they finish, a Dvergar force emerges atop the dune and charges us. Fools. The Archive will be of no use to them. It only responds to our biosignatures. We only have to hold on long enough to initiate a subspace tunnel, and then we'll be safe.

Dvergar:

It took a lot of gas and effort, but the company sent to repel the raiders finally caught up with them. As soon as the Rha-Zack noticed the Dvergar warriors, they started to run towards a strange, domed-shaped structure, rising from between the dunes. The Dvergar sprang forward, but a sharp order from their Varfater – a traditional title of Dvergar war commanders – froze them in place.

"STOP! We hold ground and lay siege to this building," said the Varfater. "There's no telling what's inside."

The Dvergar warriors murmured. What the commander suggested was against the tradition of Vastvar. An opportunity that Vagr has been waiting for! He immediately jumped in front of the ranks, and started to taunt his brothers. He told them that Dvergar were fire and iron. They were war incarnate. They would not wait, for time was a life stealer. The other warriors cheered. When Vagr turned around and charged at the dome, they all joined him.

Left alone and deserted, Varfater Hagar was not amused.

Dvergar Reinforcements:

If the Dvergar Campaign Deck has fewer than fifteen cards, the Dvergar player can add any of his Action Cards until there are fifteen in total.

If sticker C09, "Collapsed Refinery" is on the campaign map AND sticker C12, "Ancient Ark" is in Rha-Zak possession, the Dvergar commit additional reserves to the hunt. Place the "Gyrobots Unleashed" sticker (C11) on the "Forces" section of the campaign map, unless already present.

Unless already present, the Dvergar player places sticker C04, "Dvergar Shrine" on the "Powers" section of the campaign map. From now on, he can set it up and use it during each battle, according to the standard rules.

If Dvergar don't have sticker C15, "Mechanical Heart" in their "Powers" section on the campaign map, go to Verse 50.

Rha-Zack Reinforcements:

If the Rha-Zack Campaign Deck has fewer than fifteen cards, the Rha-Zack player can add any of his Action Cards until there are fifteen in total.

Then, the Rha-Zack player places sticker C01, "Rha-Zack Banner Card" on the "Powers" section of the campaign map. He also places sticker C03, "Rha-Zack Shrine" there, unless already present. From now on, he can set it up and use it during each battle, unless stated otherwise by specific scenario rules.

Setup:

» The battle takes place in the confines of the Rha-Zack Archive. To represent a smaller space, all the Spaces on the outer edge of the map are unavailable during this scenario. Players cannot deploy anything on these Spaces or use them in any way. For the purpose of any rules or actions, these Spaces count as beyond the map's edge.

» In this battle, players only place one Crystal Source each and are not allowed to set up any Shrines.

» Before any models are deployed, the Rha-Zack player places a large token at least two spaces away from the new map edge. It represents the Subspace Generator that can be charged during the battle to open a subspace tunnel faster.

» Rha-Zack utilize a stash of energized minerals stored within the Archive. They start the battle with 4 Crystals instead of 2.

Special Rules:

» During the battle, the Rha-Zack player may play some of his Action Cards to charge the Subspace Generator. In this case, the rule on the card changes:

RAY — Treat the Subspace Generator as an enemy model. Instead of receiving 1 wound, it receives 1 Charge.

TIME JUMP — Instead of receiving another turn, you may choose to add 2 Charges to the Subspace Generator instead.

FRICTION — Instead of charging an Enhancement, you may choose to put 2 Charges on the Subspace Generator instead.

ENERGY CLOUD — Can be used to put 1 Charge on the Subspace Generator.

Use the time track to count completed turns of the battle. Mark Turn III on the track.

» **Turn III:** Read Script 55.

» **Turn ?** (where "?" is equal to 10 minus the number of charges on the Subspace Generator): Last turn. The battle ends after both players perform their actions.

Rha-Zack Forces:

» 2 Stream Guard squads
» 1 Storm Bringer squads
» 1 Stream Surfer squad.

Objective: Win through Victory Points or have an equal or higher amount of Victory Points when the Subspace Tunnel opens.

Reward: Read Script 59.

Special Objective: Have at least four charges on the Subspace Generator when the battle ends.

Special Reward: If Rha-Zack won through Victory Points AND had at least four Charges on the Subspace Generator, read Script 52.

Penalty: Subtract 2 from the Rha-Zack Research.

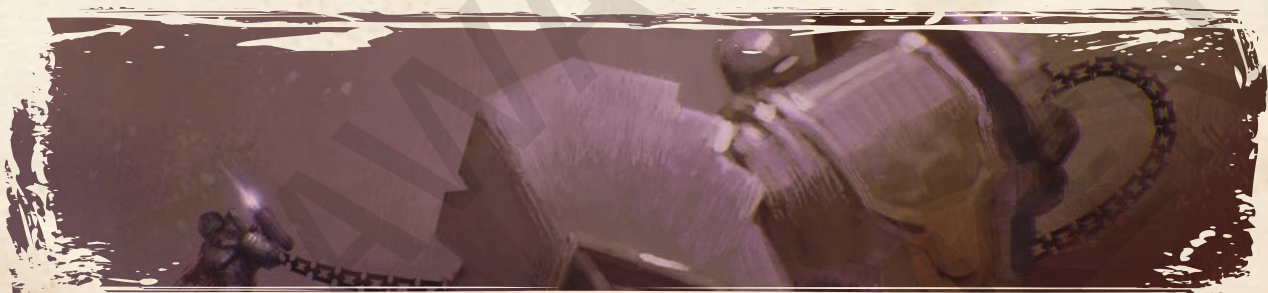## Dvergar Forces:

» Avenger
» 1 Gyrobot squad
» 1 Flame Keepers squad
» 1 Unbroken squad (or 2, if sticker C14, "Dogged Pursuit" is on the campaign map).

Objective: Win through Victory Points or have the most Victory Points when the Subspace Tunnel opens.
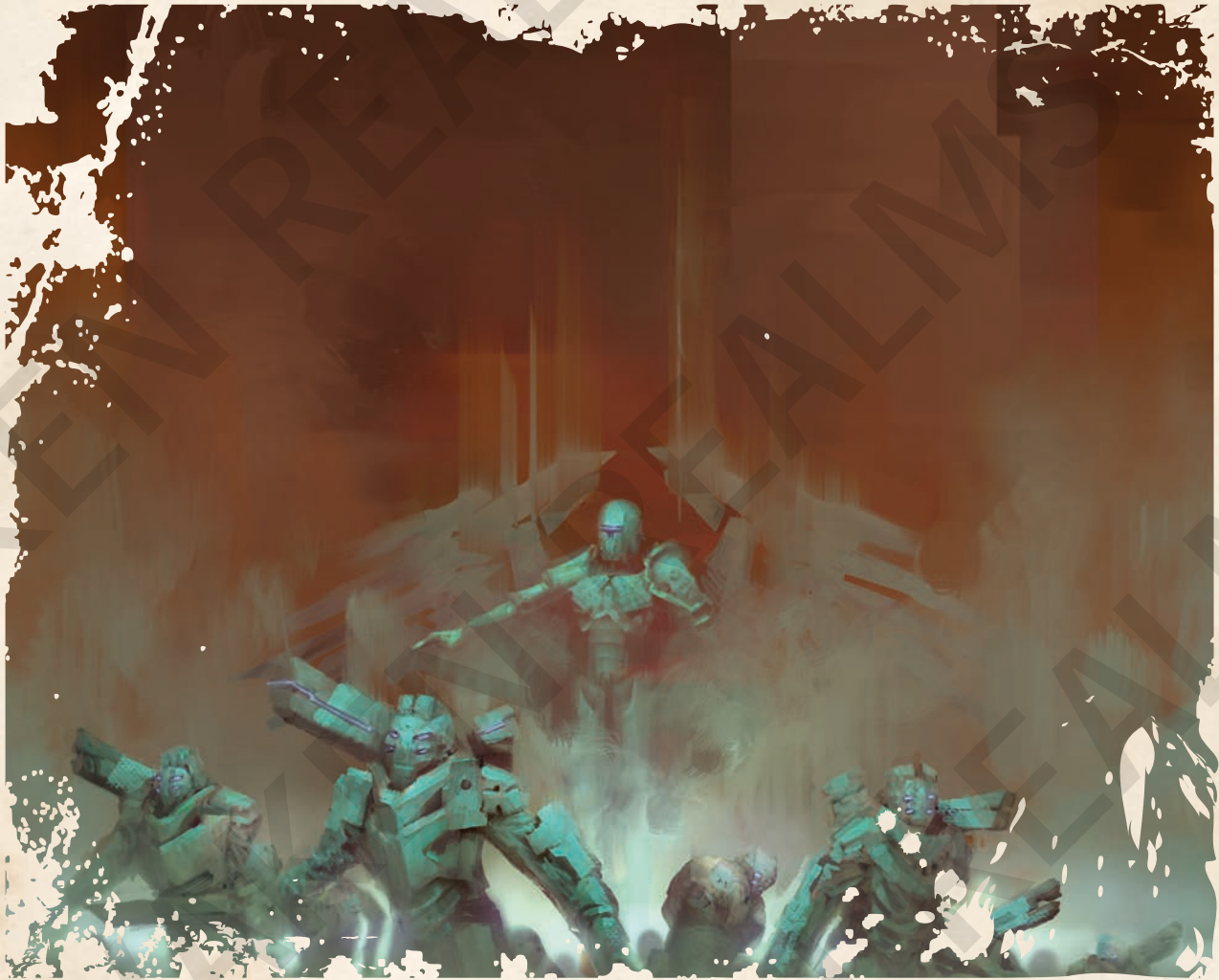
Reward: Read Script 57.

Penalty: Subtract 2 from the Temperature Gauge.

Iron Ascension

Dvergar:

A sharp pain pulled Vagr back into consciousness. He opened his eyes. He was on a field covered with some strange, mechanical tentacles and plant-like generators. Far in the distance, some alien structures loomed. There was also a battle. His Dvergar, many of them wounded or shaken by the abrupt relocation, defended against enemies converging from all sides.

Vagr was in the middle of it all, lying on a makeshift operating table and surrounded by grim engineers. a sharp pain almost overwhelmed him.

"What are you doing?" he asked.

"You were grievously wounded, Varfater," the engineer explained, "And we have recovered the body of a fallen Avenger and some gas canisters. We will attempt to place you in his armor."

Vagr didn't know what made him more dizzy: the pain, the fact that he was called a "Varfater" or the possibility he could soon become a towering Avenger. If only Bors and the rest of his clan could have seen this!

Rha-Zack:

Warning!
Code black!

Due to an unforeseen anomaly in the time stream, a large enemy force phased into the middle of our territory, three kilometers south-west of the Main Core. It is imperative to break their defense before they manage to fortify or head for any structure of critical importance.

All combat capable units are expected to arrive immediately. The tactical layer is being run on Strategic Core 7B.

Code black!

Dvergar Reinforcements:

Before the start of the battle, set the Temperature Gauge to 4, if it is lower. If the Dvergar player has no Banner Card yet, place sticker C02, "Dvergar Banner Card" on the "Powers" section of the campaign map. From now on, he can set it up and use it during each battle, according to the standard rules.

Rha-Zack Reinforcements:

If the "Distress Beacon" (C05) was not used yet and is still on the "Powers" section of the campaign map, disable it and place the "Supercharged Source Blades" (C17) sticker there instead. As long as it's present, Source Blades will take part in some additional battles and deploy with 1 additional Endurance Token.

Setup:

» The Dvergar player deploys all of his squads first, at least two spaces away from the map's edge. Then, the Rha-Zack player sets up his models within two spaces from the map's edge.

Special Rules:

Use the time track to count completed turns of the battle. Mark Turns II, III, V and VII on the track.

» **Turn II:** Read Script 63.
» **Turn III:** If there's a marker on the Avenger squad card, read Script 65.
» **Turn V:** Read Script 65, if it hasn't been read on Turn III.
» **Turn VII:** Last turn. After both players perform all of their actions, the battle concludes. If no player achieved his goals, count the total base size of all surviving models. The larger force wins.

Players can't earn Victory Points in this battle and the Victory Points track remains unused.

Rha-Zack Forces:

» Infinity Angel
» 1 Stream Guard squad
» 1 Stream Surfers squad
» 1 Source Blade squad (if the "Supercharged Source Blades" (C17) sticker is in the "Powers" section of the campaign map).

Objective: Kill at least 6 Dvergar models.
Reward: read Script 69.
Penalty: *The improvised Rha-Zack defense force suffers heavy losses, trying to uproot the Dvergar intruders.* Place Sticker C18, "Failed Assault", on the corresponding slot of the campaign map.

Dvergar Forces:

» Avenger (unavailable at the start, will arrive during the battle)
» 1 Flame Keepers squad
» 1 Unbroken squad
» 1 Enkindled squad
» 1 Gyrobot squad.

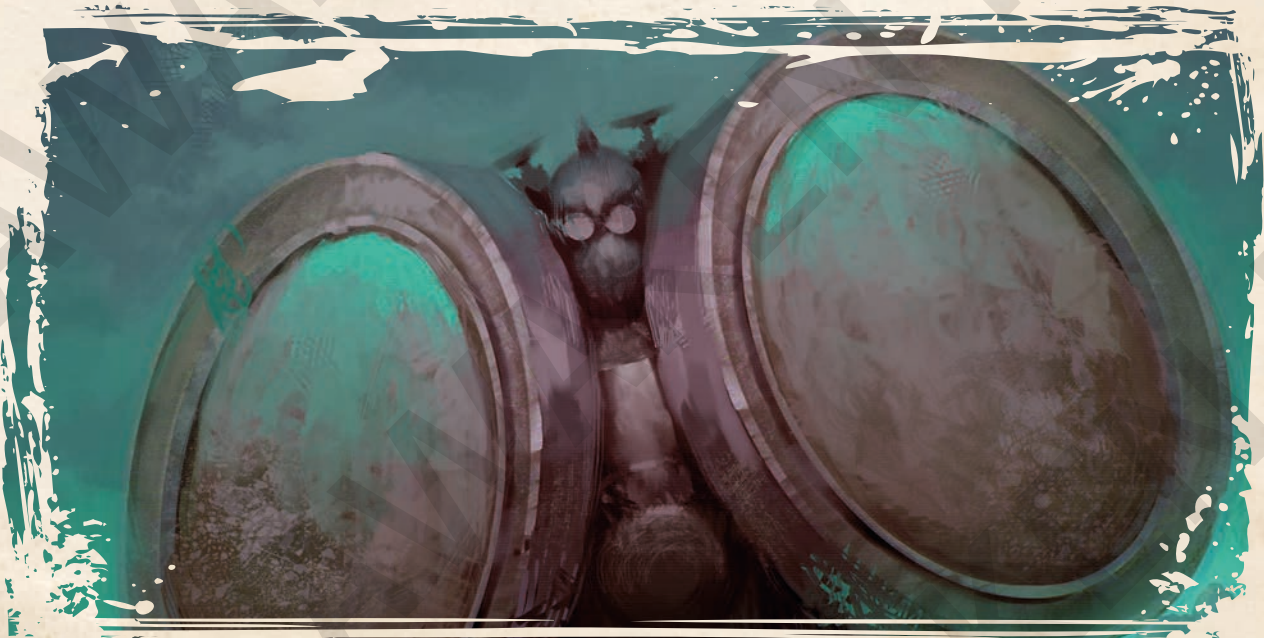**Objective:** Survive with no more than 5 models killed.
Reward: Read Script 68.
Penalty: Read Script 61.
Special Penalty: If at least 3 Dvergar squads were wiped out, and Temperature Gauge is at 2 or lower, read Script 66 instead.

Achievements:

» **Dvergar:** If the Dvergar player manages to kill an Infinity Angel or a Stream Guard with an Avenger, read Script 67.

In The Pursuit Of Knowledge

Rha-Zack

If sticker C21, "Rescue Party" is present on the campaign map, read Version 1 of the introduction. If not, read Version 2.

VERSION 1:

```
//RB-16S_research_log/27d/06m/0002y/
grid_coord_57E27S/stream_strength:medium/
```

The two hours that passed since the faulty Archive sent Dvergar to our home were the longest two hours of my existence. As I tried to bring the Subspace Generator online, I couldn't help but wonder what could be happening on the other side right now.

The generator itself was a mess. The time stream ripple that damaged its circuitry was unusually powerful. I started to lose faith in my abilities, when a bright flash came from outside. Another Archive landed close to us, with Storm Bringers flooding out in a defensive formation. I sent them a thank you message and quickly received a reply:

"The intruders have entered the Core," it said. "We need your help."

VERSION 2:

```
//RB-16S_research_log/28d/06m/0002y/
grid_coord_57E27S/stream_strength:poor/
```

For hours we tried to repair the Archive, while I kept worrying about the damage the Dvergar could do back home. Our Subspace Generator was a mess. The time stream ripple that damaged its circuitry was unusually powerful. I hoped that maybe the Core would send a rescue party to look for us, but it didn't, and I was left only with my skills, and help of my surviving Streamcrafters.

Finally, after a day of grueling work, we managed to bring the generator back online and replace the faulty biosignature sensors. We were ready to go back home. But was there any home left?

DVERGAR:

Vagr and his men dug in as only the Dvergar could. The main doors of the building were soldered shut. Hallways and rooms were barricaded. The only weakness left was a small opening in the upper dome. The Rha-Zack quickly exploited it to attack with flying Stream Surfers, but Vagr's men made short work of them and bolted this last entry point shut.

Vagr was afraid the Rha-Zack would now drill through the walls or simply blast them all to hell, building be damned. It was only after he took a short walk around the place that he learned why they couldn't. The center of the cylinder was taken up by a machine so complex that it filled Dvergar with awe and envy alike. The building was raised around a computing engine, and judging from the fact there were no other such buildings around, Vagr believed this device was one of a kind.

The dome upstairs housed another magnificent machine. This one more familiar – some sort of long-range cannon. Vagr tried to make sense of it, when a runner came and informed him that the Rha-Zack were attempting to break inside.

"Let them try," the Varfater said.

Setup:

» Before any other models or tokens are placed, the Rha-Zack player sets up a large token on the outer edge of the map. It represents the Entrance to the building.

» Rha-Zack units do not deploy as usual. Instead, they will arrive on the Entrance token at the beginning of each turn (see Special Rules).

» Before deploying any of his squads, the Dvergar player places eight small tokens anywhere on the map, at least two spaces away from the Entrance — they represent Barricades and will hinder the Rha-Zack assault (see Special Rules).

Special Rules:

» Rha-Zack units cannot push Barricade tokens or place any part of their base on them until they are destroyed. Barricade tokens do not block Line of Fire unless an entire space is filled with them. Each token can be destroyed automatically with a single attack.

» **Players do not earn Victory Points in this battle.** The VP track instead becomes the Learning track that shows how familiar Vagr becomes with Rha-Zack computer consoles and devices. This track will fill up with Learning Points, according to Dvergar player decisions. The more Learning Points there are, the more actions Vagr will be able to perform.

Use the time track to count completed turns of the battle. Each turn, before any other actions, the Dvergar player must assign his Avenger a task, according to the list below.

» **Turn I:** The Rha-Zack player reads Script 75. The Dvergar player reads Script 70.

» **Turn II:** The Rha-Zack player deploys any of his remaining models on any five hexes of the entrance token.
The Dvergar player chooses:
Send Vagr downstairs, to the core console: Read Script 71.
Send Vagr upstairs, to the cannon: Read Script 72.

» **Turn III:** The Rha-Zack player deploys any of his remaining models on any hexes of the Entrance token.
The Dvergar player chooses where to send Vagr (core console: Script 71, cannon: Script 72).

» **Turn IV:** Same as Turn III.

» **Turn V:** Same as Turn III.

» **Turn VI:** If any squad has been wiped out, the Rha-Zack player can re-deploy it on the Entrance token.
The Dvergar player chooses where to send Vagr (core console: Script 71, cannon: Script 72).

» **Turn VII:** Last turn. After both players perform their actions, the battle ends.
The Dvergar player chooses where to send Vagr (core console: Script 71, cannon: Script 72).

Rha-Zack Forces:

» 1 Infinity Angel
» 1 Stream Guard squad
» 1 Storm Bringer squad
» 1 Source Blade squad.
» **All are deployed during the battle (see Special Rules).**

Objective: Kill at least 5 enemy models before the Dvergar gain 7 Learning Points.
Reward: +2 to Rha-Zack Research.
Penalty: Read Script 78.

Dvergar Forces:

» Avenger
» 1 Flame Keepers squad
» 1 Unbroken squad
» 1 Enkindled squad
» 1 Gyrobot squad (only if sticker C11, "Gyrobots Unleashed" is in the "Forces" section of the campaign map).
» If the "Divided Forces" (C16) token is on the campaign map, the Dvergar player deploys one fewer squad (Dvergar player chooses).

Objective: Earn 7 Learning Points before losing more than 4 models.
Reward: *After learning a lot about the Rha-Zack and their technology, Vagr comes to a crazy idea of how to escape the death trap that the dome turned into.* Read Script 77.
Penalty: *The Dvergar manage to escape, but with heavy casualties – and not enough time to fit larger of their kin on the glideboards.* Disable sticker C11, "Gyrobots Unleashed". From now on, the Dvergar player cannot deploy any more Gyrobots until a specific scenario rule asks him to do this. Read Script 77.

SCENARIO 8A

INTERLUDE

During the following, non-combat scenario, the Dvergar player keeps command of his force, while the Rha-Zack player may be asked to make decisions for the opposing side.

8A-1 *The red, irradiated badlands that stretched below Vagr's group were full of surprises. From a distance, they looked like a featureless waste. But fly close enough and a secret world of interconnected canyons, chasms and rivers opens up before you.*

This rugged terrain sheltered a small settlement, hidden under a rocky outcropping. It sprang into view so quickly that Vagr had little time to think, or to analyze what he saw. He gestured towards his men, and only after they started to land, he was able to see the banners flying over a jagged edge of the iron-clad barricade.

» If "Fort Hope" sticker (A33-A) is on the campaign map, read Script 8A-7.

» If "Iron Fort" sticker (A33-B) is there instead, read Script 8A-2.

8A-2 *It's the demons! Vagr felt a chill on his back. He hoped to never again see their ugly snouts and feel their rancid smell. Only pain and bloodshed could be gained from such an encounter. He was about to gesture for his men to withdraw, when he realized that a demon company in the service of the Primes would never venture so far from the frontline. He looked closer at the insignia, and felt a sudden rush of excitement.*

It was a camp of the famous Iron Company, one of the few elite units that, through millennia of bloodshed, earned some degree of independence within the demon forces. Maybe they would talk, after all. There was certainly something Vagr wanted to talk about – at the edge of the camp he noticed fuel stores and some war machines. His men could easily convert the demon propellant into the gas they so much needed.

Vagr gathered all of his courage and walked right up to the main gate. It soon opened, letting a single twisted, tall figure out:

"I am the chronicler of the Iron Company," the demon announced. "Say what you have to say, oath breaking cowards."

The Dvergar player chooses:

» Protest that breaking out of the demon rule was not an act of cowardice: Read Script 8A-3.

» Tell the demon you have a trade that could benefit you both: Read Script 8A-4.

» Politely ask the demon for help: Read Script 8A-5.

8A-3 *"Fighting words!" demon's eyes narrowed. "I'm pleased. Maybe there's more to you than I expected. This will look well on the pages of our company's chronicle. Right next to a page where I will describe how we slaughtered you."*

» Read Script 8A-11.

8A-4 *The demon thinks for a moment, then gestures towards the gates.*

"Come, Dvergar. We will sit together, like in the old days. And who knows, you may even leave alive with the thing you so desire."

» Read Script 8A-6.

8A-5 *The chronicler heard Vagr's pleas and winced with disgust.*

"How low have you fallen, Dvergar," he said. "After the hell you gave us on your home world, I thought better of you. With us, you could take part in thousands of sieges. On your own, you became pitiful, begging dogs. But don't worry. In name of the old days, we will relieve you of this miserable existence."

» Read Script 8A-11.

8A-6 *Negotiating with demons is never easy. Vagr remembered how many tricks they knew and how they would pervert seemingly simple wishes just for fun. Still, he was able to forge some sort of a deal. Or at least he hoped so.*

The Rha-Zack player makes a choice for the Demons:

» Demons ask for blood (and they mean that literally): If the Dvergar player agrees, place sticker C26, "A Grim Exchange" on the "Losses" section of the campaign map. From now on, the Dvergar player removes 1 Endurance Token from any of his squads at the beginning of each battle.

» Demons ask for war gear: They remember Dvergar craft fondly and will pay for more advanced weaponry. If the Dvergar player agrees, place sticker C26, "A Grim Exchange" on the "Losses" section of the campaign map. From now on, the Dvergar player cannot deploy Flame Keepers in any battle. In place of them, he deploys a standard Unbroken squad (or, if unavailable, a Enkindled squad).

» Demons ask for Crystals: They came to value them as a power source, but found very little in these canyons. If the Dvergar player agrees, place sticker C26, "A Grim Exchange" on the "Losses" section of the campaign map. From now on, the Dvergar start each battle with one less Crystal.

If the Dvergar player agrees to any of the above trades, he receives a large supply of gas. Set the Temperature Gauge to 8. If it's already higher, add +1 to the Gauge instead.

» After the trade is finished, read Script 8A-12.

8A-7 *This small fort protects a human community whose members farm plots of arable land, stretching along the river that winds through their canyon. They also seem to have several iron tanks of gas. They must have learned that fumes coming up from local geysers and fissures are a good source of heat and light.*

But for Dvergar, this gas was also a source of life, and Vagr was prepared to do anything to get it.

The Dvergar player chooses:

» Threaten to attack the humans if they don't share their gas: Read Script 8A-11.

» Try to barter some of the scarce resources and weapons: Read Script 8A-10.

» Ask for some of their gas: And in return, offer all your information and the locations of Rha-Zack and Dvergar settlements. Read Script 8A-13.

8A-9 *As the Dvergar were busy filling their tanks, a human commander walked up to Vagr.*

"I have a... personal request," he said. "You seem to be travelling far. And there's a member of my squad who may be wandering the wastes – our field surgeon, a female called Twine. If you ever see her... Just do what you can to help her, OK? And tell her where she can find us."

Vagr nodded. Human or not, it was always sad to see someone split from their clan.

» Place a "Searching for Twine" sticker (C28) on the "Powers" section of the campaign map. Read Script 8A-12.

8A-10 The Rha-Zack player decides what the humans will ask for in exchange:

» Humans ask for miners: Their growing settlement needs Crystals and ore, but they have no one with any mining experience. If the Dvergar player agrees, place sticker C27, "A Reluctant Trade" on the "Losses" section of the campaign map. From now on, whenever the Dvergar player deploys an Unbroken or Enkindled squad, it has one fewer model than usual.

» Humans ask for war gear: Life in the wild is dangerous, and Dvergar flamers could help them keep mutated beasts at bay. If the Dvergar player agrees, place sticker C27, "A Reluctant Trade" on the "Losses" section of the campaign map. From now on, the Dvergar player cannot deploy Flame Keepers in any battle. Instead, he deploys a standard Unbroken squad (or, if unavailable, a Enkindled squad).

» Humans ask for Crystals: If the Dvergar player agrees, place sticker C27, "A Reluctant Trade" on the "Losses" section of the campaign map. From now on, the Dvergar start each battle with one less Crystal.

If the Dvergar player agreed to any of the above trades, he receives a large supply of gas. Set his Temperature Gauge to 5. If it's already higher, add +1 to the Gauge instead.

» After the trade is finished, check whether the "Twine, Field Medic" sticker (A32) is on slot A32-A or A32-B of the campaign map. If yes, read Script 8A-9. Otherwise, read Script 8A-12.

8A-11 *. Vagr was wise enough to know it was not the moment – or place – to fight. Once enraged enemies started to pour out of the gate, he called for retreat. His men climbed on their glideboards and lifted off, but soon, a soldier flying close to Vagr suddenly lost power and plummeted straight to the ground, his body consumed in a fiery explosion. Then, another suffered the same fate. One by one, boards began malfunctioning. Vagr knew they had to land somewhere immediately.*

Desperate, he scanned the horizon once again. His eyes widened. It couldn't be!

» Go to Scenario 8B.

8A-12 *With the trade concluded, the Dvergar stayed only as long, as was necessary to refuel, resupply and fix some malfunctioning boards. Soon they were back in the air, flying north-west on their strange, humming Rha-Zack contraptions.*

An hour later they noticed a battle raging on top of a large mesa overlooking the badlands. Some Dvergar were fighting a Rha-Zack Force. Vagr ordered his men to land immediately. He didn't suspect that fate had one more surprise left in store. The Dvergar they landed close to were not their rescue party. They were one of the loyal legions that still remained under the demonic influence.

He and his men landed right between the hammer and the anvil.

» Go to Scenario 9.

8A-13 *Selling out the location of Dvergar Ring Cities is a risky move that will surely earn Vagr new enemies and may undermine his efforts to regain his good name.*

» If "Vagr's Redemption" sticker (C13) is in the "Powers" section of the campaign map, disable it.

» Raise the Temperature Gauge to 5, unless it's already at 5 or higher, and read Script 8A-9.

BROTHER AGAINST BROTHER

DVERGAR:

    Scanning the horizon, Vagr hoped to find a village, a lost caravan or maybe even a human trading outpost. What he never expected to see was a full Dvergar battle company set up in a defensive position atop a rocky mesa overlooking the flats below.

    Gyrobots, Avengers, heavy artillery. What were they doing here, so far from Dvergar territories? Was it a rescue party? But if so, how could they get this far in the hours since Vagr and his men were teleported by the Rha-Zack dome? Was it a special task force sent on some sort of secret mission?

    There was only one way to find out. Vagr gestured for his men to land. As they approached the regiment, their hearts suddenly sank – the Dvergar before them carried the accursed insignia of the demon lords.

ENSLAVED DVERGAR
(controlled by the Rha-Zack player):

    When the Third Blackflame Battalion emerged on this world, our lords told us we might face some rebels of our own race. It surprised us. We've never heard about any Dvergar who left our burning homeworld without signing the pact with the demon army. Impressed by our resilience and skill in the Hundred Year's Siege, the demons offered us a rare gift – a chance to join their force and become a part of the greatest war machine this universe has ever seen. To reject this gift was improper, unbeneficial. Any Dvergar who did this had clearly lost their way. We had a responsibility to teach them. And lessons taught with iron were always remembered best.

SPECIAL RULES:

Use the time track to count the completed turns of the battle. Mark Turn VIII on the track.

  » **Turn VIII:** The battle ends and the player with the most Victory Points wins.

DVERGAR REINFORCEMENTS:

    If the Temperature Gauge is lower than 3, read Script 85.

ENSLAVED FORCES:

  » 1 Gyrobot squad
  » 1 Enkindled squad
  » 1 Unbroken squad (replace them with the Flame Keeper squad, if the player has bartered away his flamethrowers and sticker C26 or C27 is present in the "Loses" section of the campaign map).

Objective: Kill the Avenger or have the an equal amount or more Victory Points at the end of the battle.

ENSLAVED DECK:

    The Rha-Zack player, who controls the Enslaved, builds a deck of 20 Action Cards, using any remaining Dvergar cards that are not currently in the Dvergar player Campaign Deck.

DVERGAR FORCES:

  » 1 Avenger
  » 1 Unbroken squad
  » 1 Flame Keepers squad. If Flame Keepers are unavailable due to sticker C26, or C27, the Dvergar player deploys 1 more Unbroken squad instead.

Objective: Kill the Gyrobots or have the most Victory Points at the end of the battle.

Reward: Vagr and his men push their enslaved kin back and escape, taking some much-needed supplies with them, along with their regimental banner. Add 2 to the Temperature Gauge. Vagr's triumph over the loyalist Dvergar soon becomes a topic of many heroic songs. Place sticker C13, "Vagr's Redemption" in the "Powers" section of the campaign map, unless already there. Go to Scenario 9.

Penalty: Read Script 86.

Last Stand

Rha-Zack:

//RB-16S_research_log/29d/06m/0002y/
grid_coord_57E28S/stream_strength:poor/

We've found Dvergar raiders sixty four clicks northeast of the Core. Their tactical situation is desperate – caught on the open ground, with means of retreat cut off by a steep cliff. This will be our last battle, I'm certain. Strategic Core leaves no question as to the result.

It almost makes me sad. Over the last several days, I've learned more than during the entire last year. The Dvergar are crude and bloodthirsty, but also extremely resourceful. Maybe adversity and conflict really do breed knowledge? Unfortunately, our casualties are mounting and we can't allow this to go on any further. Just like our enemies, we can expect no reinforcements on this world.

Dvergar:

He would run no more. With his back turned to the cliffside, Vagr prepared to make a final stand with his last remaining men. They'd had a good run, smashing through the alien homeland, and turning their own technology against them. The fact he was about to die didn't bother him. What did was the fact they would perish in an inefficient, unbeneficial way. As far as last stands go, their battle line in the open ground, next to a bottomless chasm, was extremely unsatisfactory. They couldn't hope to deal the enemy any serious damage.

It would not be a battle for the songs. Then again, there was no witness who could write these songs either.

Setup:

» The Dvergar player picks one edge of the battle map. It represents a Cliff Edge for the duration of this battle. During the battle, both Rha-Zack and Dvergar models may be pushed over the Cliff Edge and fall to their deaths (see Special Rules).

» Dvergar models can only deploy up to 3 Spaces away from the Cliff Edge, but NOT in Spaces directly adjacent to it.

» Rha-Zack deploy at least 5 Spaces away from the Cliff Edge. No model, Shrine or Crystal Source may be placed in Spaces adjacent to the Cliff Edge.

» Dvergar start their deployment first and are not allowed to Disperse.

Special Rules:

» Whenever a Rha-Zack or Dvergar model Pushes an enemy that's ⬡⬡ with the Cliff Edge (the outer edge of the map), the Pushed model falls into the chasm. Remove it from the battle. For the purpose of any rules or Victory Points, the fallen model counts as killed by the enemy.

Use the time track to count completed turns of the battle. Mark Turns III, V and VIII on the track.

» **Turn III:** If there's no "Bors's Fall" (C08) sticker on the campaign map, read Script 92.

» **Turn V:** Read only if "Bors's Fall" (C08) sticker is on the campaign map. If "Vagr's Redemption" (C13) sticker is in the "Powers" section of the campaign map, read Script 94. Otherwise, read Script 93.

» **Turn VIII:** Last turn. The battle is over once both players perform their actions.

Players can't earn Victory Points in this battle and the Victory Points track remains unused.

Rha-Zack Forces:

» Infinity Angel
» 1 Stream Guard squad
» 1 Stream Surfers squad
» 1 Source Blade squad
» 1 Storm Bringers squad (only if sticker C23, "Damaged Vehicles" is not on the corresponding slot of the campaign map).

Objective: Kill the Avenger.
Reward: +2 to Rha-Zack Research, read Script 99.
Penalty: Read Script 99.

Dvergar Forces:

» 1 Avenger
» 2 Unbroken squads
» 1 Flame Keepers Squad
» 1 Gyrobot squad (only if sticker C11, "Gyrobots Unleashed" is in the "Powers" section of the campaign map).

Objective: Survive.
Reward: Add 2 to the Temperature Gauge.
Penalty: If the "Bors's Fall" sticker (C08) is NOT on the campaign map, read Script 91. Otherwise, read Script 95.

Achievements

» **Rha-Zack:** If Rha-Zack kill the Avenger before Script 92 triggers during Turn III of the battle, they receive +3 to their Research counter.

Engine Of The Gods

DVERGAR:

When the cavalry returned to the capital, bringing the survivors from Vagr's group, celebrations were already underway. Dvergar used to take pride in a job well done, and both Vagr's Vastvar and the subsequent rescue were certainly Brisk, Proper, and Beneficial.

To ensure a grand entrance, the rescue group decided to tunnel out right on the central plaza of the Deep Halls, close to awestruck citizens. When survivors emerged from their Mountaibiters, they were welcomed with a thunderous applause.

This celebration was cut short minutes later when a sentry came running from the deep tunnels, bringing a strange spider-like mechanism. It smelled of Rha-Zack. There were supposedly many of them wandering the tunnels, mapping every nook and turn. The clan leaders immediately called to arms, but before the Dvergar could mobilize, a large enemy force emerged from one of the tunnels, right in front of the Forge gate.

RHA-ZACK:

```
//RB-16S_research_log/30d/06m/0002y/
grid_coord_56E30S/source_strength:poor/
```

When the reconnaissance drones discovered the way to the very center of the Dvergar capital, we had one final vote. The notion to attack passed, 93 to 87. Deep in the Dvergar tunnels, Task Force Red prepared for its final battle. The mission was a simple one – deal as much damage to the Dvergar as possible. Ensure they never threaten the Rha-Zack again.

We knew we were about to enter an impassable fortress, and that we could expect heavy losses. Still, the stakes were worth it. And I had a feeling something important was waiting for me in the dark corridors and enormous halls of the Dvergar capital.

Rha-Zack Reinforcements:

If sticker C10, "Chaotic Retreat" is present on the campaign map, disable it.

Setup:

» If the Dvergar player has the "Mechanical Heart" (C15) or the "Ancient Ark" (C12) sticker in the "Powers" section of the campaign map, place markers representing one or both of them on the base of his Avenger model.

» If the Rha-Zack player has either the "Mechanical Heart" (C15) or the "Ancient Ark" (C12) sticker in the "Powers" section of the campaign map, place markers representing one or both of them on the base of his Stream Guard model.

Special Rules:

The Dvergar Forge, where this battle takes place, is full of pure Crystal, gas and fuel. During every Harvest:

» The Rha-Zack receive 1 additional Crystal from each Crystal Source they Harvest.

» For every Crystal Source they successfully Harvest, The Dvergar may choose to receive 1 additional Crystal OR raise their Temperature Gauge by 1.

Use the time track to count completed turns of the battle. Mark Turns I and III on the track.

» **Turn I:** If neither the Rha-Zack nor the Dvergar player has the "Ancient Ark" (C12), read Script 101.

» **Turn III:** Read Script 102.

Players cannot earn Victory Points during this battle and the VP track will become a part of the unique Heat Buildup mechanic described in Script 102.

» If a model carrying any of the two parts of the Wondrous Engine ("Mechanical Heart", C15 or the "Ancient Ark", C12) dies, place a Charge token representing one (or both) of these parts on any hex previously occupied by the model's base.

» This token may be picked up by an Avenger and a Stream Guard as a free action, if they walk on top of the Token or come int ⬡⬡ contact with it. Once a model picks up the token, it gains this specific part (or parts) of the Wonderous Engine.

IMPORTANT: The battle does not end until one side manages to reach its objective, or is completely wiped out.

» If the Dvergar survive, and the Avenger is still alive, he automatically picks up both parts of the Wondrous Engine and merges them. Read Script 110.

» If the Rha-Zack survive, and the Stream Guard is still alive, he also automatically picks up both parts of the Wondrous Engine and merges them. Read Script 110.

» If both the Avenger and the Stream Guard die before merging the engine, the parts of the Wondrous Engine mysteriously come alive and roll back time, allowing both players to replay Scenario 10, just as if they had started it for the first time.

Rha-Zack Forces:

» Infinity Angel
» 1 Stream Guard squad (unit RB-16S, deploys with 1 additional Endurance Token)
» 1 Storm Bringer squad
» 1 Stream Surfers squad
» 1 Source Blade Squad (only if sticker C18, "Failed Assault" is not on the campaign map — otherwise, deploy a second Storm Bringer squad instead).

Objective: Fuse the Mechanical Heart with the Ancient Ark.

Dvergar Forces:

» Avenger
» 1 Flame Keeper squad
» 1 Gyrobot squad
» 1 Unbroken squad
» 1 Enkindled squad.

Objective: Fuse the Mechanical Heart with the Ancient Ark.

SCRIPTS:

11 *Vagr's prospectors weren't warriors, but they had toughened up during their years in the borderlands. They drove the invaders out into the desert, and then gathered around one of the dead creatures. Within his sundered body, strange machinery gleamed.*

"Look how delicate it is." The foreman grabbed a fistful of cables and ripped them out effortlessly. Vagr spat on the ground. "Poor craftsmanship," he said. "Though fancy, I give them that. Gather as much gas as you can and prepare to head home. We have to warn the rest."

» The Dvergar player sets the Temperature Gauge to 8.

» Place sticker C06, "Critical Gas Reserve" in the "Powers" section of the campaign map. If the Temperature Gauge falls to 0 at any point of the campaign, immediately disable this sticker, set the Gauge to 1 and continue the campaign.

» Go to Script 19.

12 *Rha-Zack came here to find knowledge not death. They never expected these strange creatures to be so fierce. As soon as first of their warriors collapsed, RB-16S signaled the others and unsheathed his Power Sword. A loud crackle filled the air. So far he hoped this would be a quick and clean mission, but now he wasn't going to pull any stops.*

» The Rha-Zack player takes the Power Swords card from his hand, his Discard pile or his deck, shuffling it afterwards. Then, he attaches the card to any of his squads and Charges it up by 3. The battle continues.

14 *Curious creatures! They fancy themselves engineers, and although their devices aren't very refined, they are certainly sturdy and effective. We could learn a lot from them. a long range scan performed after the battle shows three points of particular interest within their territory. Unfortunately, a part of the group we clashed with retreated and will certainly alarm the rest. We have little time until they mobilize their forces. Whatever we do now will only get harder as time goes by.*

» Go to Script 19.

18 *My initial analysis of Dvergar fighting capabilities was flawed. Consequences: an unnecessary loss of life and material. I was almost destroyed and had to wait 24 hours while a maintenance crew reconstituted my body. Our raid lost the benefit of surprise. Wherever we go now, the Dvergar will be prepared...*

» Go to Script 19, but the Dvergar player will pick two targets to defend, instead of one.

19 The Rha-Zack player secretly picks one of the following three options as his next step. He writes his choice down on a piece of paper and places it face down in front of him.

PLEASE NOTE: If you come back to this Script a second time, you can only pick from options that have not been used before. If you come back a third time, you automatically choose the last remaining option. If no options are left, go to Scenario 5 instead.

» Raid a Dvergar town — We could learn a lot from a quick reconnaissance in a nearby Dvergar settlement, even though it may be well defended.

» Explore the pre-judgment ruins — Dvergar dig teams are looking for something in a cluster of half-buried structures northwest of here. It would be worthwhile to check these ruins with our vastly superior scanners.

» Visit the carcass — Something huge died on the barrens to the south-west. This enormous creature of unknown taxonomy does not look native to this timeline. Perhaps we could learn something from its remains? Too bad the Dvergar placed some sort of extractors around the decaying flesh and will certainly defend them.

After the Rha-Zack player makes and writes down his choice, a Dvergar player selects one (or two, if he came from Script 18) locations to warn about the incoming attack. He secretly writes down his choices. Both players simultaneously reveal their written targets, update the campaign map and pick the next scenario according to the table below:

Dvergar Choice	Map modification
Alert the fort.	Place the "High Alert" sticker (C07) on slot C07-A of the campaign map.
Alert the ruins.	Place the "High Alert" sticker (C07) on slot C07-B of the campaign map.
Alert the carcass refinery.	Place the "High Alert" sticker (C07) on slot C07-C of the campaign map.

Rha-Zack Choice	Next Scenario
Raid the fort.	Go to Scenario 4.
Scan the ruins.	Go to Scenario 3.
Inspect the carcass.	Go to Scenario 2.

20 *These creatures know a thing or two about defense. In a short time, they have turned this sprawling compound into a fortress. Siege scorpions are sitting on high perches along the titanic rib-cage, and flamethrower nests stick out of decaying pieces of cartilage scattered around the perimeter, while long lines of stakes and barbed wire block most entrances. This will be tough.*

» After deploying all of his models, the Dvergar player also sets up four small tokens anywhere on the battlefield, outside of ⬡⬡ contact with any other token or model. These tokens represent stationary Dvergar Defenses (see: Special Rules).

21 *As soon as tools hit the Crystal deposits, the enormous skeleton begins to shake above everyone's heads. It seems that all the recent construction has weakened the remains. Harvesting here may prove dangerous.*

» Place a small token representing Structural Damage next to the VP track. Roll a die and add the total number of Structural Damage tokens to the result. If it's equal to or larger than 6, read Script 24.

24 *The spine of the beast, arching upwards above the battle, suddenly collapses. Ribs shatter and break, showering the battlefield with foot-long splinters. Huge vertebrae smash into the ground, raising clouds of choking dust. The rain of bones lasts only a moment, but leaves total destruction in its wake.*

» Every model with less than 3 Initiative has to perform a Defense roll equal to at least 5. If the roll fails, the model receives a Wound. Unbroken are allowed to roll for Defense twice. No player receives Victory Points for models that die to the above mechanic.

» Remove any remaining Dvergar Defense tokens. Place sticker C09, "Collapsed Refinery", on the corresponding slot of the campaign map. The battle continues.

26 Go back to Script 19 in Scenario 1. Remember that you can't pick the same outcome twice!

27 *Bors was a young child during the Hundred Year Siege, but he still remembered how tenacious and unyielding the Dvergar proved for the demon hordes. Today, his workers fought with similar conviction. They pushed the enemy away from the refinery and chased them far into the sand sea. Battle damage aside, a significant portion of gas reserves had been saved.*

Bors was certain his people would need it soon. The refinery couldn't be the only target of these alien, mechanical beings.

» If sticker C09, "Collapsed Refinery", is not present on the campaign map, raise the Temperature Gauge by three. Otherwise, raise the Temperature Gauge by one.

» The Dvergar player chooses and adds any five of his Action Cards to his Campaign Deck.

» Return to Script 19, Scenario 1. Remember that you can't pick the same outcome twice!

28 *Bors knew he'd rather die than see his life's work destroyed. And so he did, surrounded by the strange, metallic beings with their sharp blades and energy throwers. As his flame was going out, Bors's last thoughts went to his clan, whose last remaining hope was now Vagr.*

He was more sorry for them, than for himself.

» Place stickers C08, "Bors's Fall" and C09, "Collapsed Refinery", on the corresponding slots of the campaign map. Remove 2 from the Temperature Gauge.

29 `//RB-16S_research_log/27d/06m/0002y/grid_coord_55E28S/stream_strength:poor/`

After a brief skirmish with the Dvergar defenders, we had plenty of time to analyze the creature and its surroundings. Unfortunately, the results were disappointing. The beast was not a time-lost traveler, as I had hoped. Instead, it was a tool of war, brought by the demons from one of their worlds – the remains of the black iron harness and a wreckage of a siege weapon that fell from its back clearly indicate that.

After so many months, it's hard to determine what was the cause of death. Lack of any visible injuries leads me to believe that this planet's microbiome proved deadly for the creature. a titan defeated by germs. I think I've heard that one before.

Still, the fact that our biological components haven't suffered a similar fate on this world makes me wonder...

» Add 1 to the Rha-Zack Research. The Rha-Zack player selects and adds any five of his Action Cards to his Campaign Deck.

» Read Script 26.

30 *As soon as we enter the half-buried corridors, my seismic reader beeps with a warning. At first it seems to sense some kind of a structural instability, but the disturbance is far too repetitive. Normally, I would upload the pattern to the Stream and have my answer in seconds. Today, I'm on my own. It takes me a moment to find an answer. Footsteps! Something heavy is pacing about the ruins, its stride resonating through concrete and stone. It seems that the Dvergar anticipated our arrival and brought in some kind of a war machine. I hope we'll be able to avoid it.*

» Before this battle, the Dvergar player will deploy a bonus Avenger model (see "Dvergar Forces").

32 *We should have known that a smaller force needs proper communication and excellent coordination to succeed against a larger one. This time, both were lacking. Without the Stream to guide us, we were like children – outmaneuvered and slaughtered by a comparatively primitive opponent. The survivors came to a painful,* but logical decision. This raid is over. We had to retreat, protecting whatever scraps of knowledge we managed to gain.

» The Dvergar player adds any five of his Action Cards to his Campaign Deck. Remove 2 from the Rha-Zack Research.

» Go to Scenario 5.

35 *The vault door finally gave in and slid inwards, revealing a single, dimly lit chamber with a stone altar. You enter while allies cover your back. The sound of a dying battle echoes high under an arched ceiling.*

There is something on the altar, but before you have a chance to see it, you realize you're not alone. Next to the entrance, there's a desiccated body, buried deep in a vast mechanical armor of the Chapter. Wisps of black hair still clinging to its skull. Its hand is raised towards the wall, where some letters were carved with a piece of sharp metal: "I forgive you, brothers. I will guard the God Engine as long as I can."

A closer examination reveals this man had been trapped here for some time, trying to survive on a diet of sand bugs. His fellow knights never came back to free him.

» If the Dvergar player won the scenario, read Script 36.

» If the Rha-Zack player won the scenario, read Script 37.

36 *"Here's our prize, boys and gals," the dig-master's voice boomed. "Gods know we've earned it!"*

She came up to the altar and removed the dusty artifact. This strange box-shaped mechanism with an empty space in the middle looked vaguely familiar. She had seen something that would match it perfectly. Vagr! The thing that young fool bought from humans looked remarkably similar to this stuff here. Maybe he wasn't crazy after all?

This begged a question. If one was a lock, and the other – the key – then what did they open?

» Place sticker C12, "Ancient Ark" in the "Powers" section of the campaign map.

» Return to Script 19 in Scenario 1. Remember that you can't select the same outcome twice!

37 `//RB-16S_research_log/26d/06m/0002y/grid_coord_58E30S/stream_strength:none/`

A detailed inspection of the chamber led to the discovery of two artifacts: the aforementioned Holy Knight cadaver by the entrance, and a vessel covered in strange mechanisms resting upon the altar. The vessel was curious, but completely dormant. It seemed that without some heart-shaped key its purpose could only be discovered through long and laborious research that was currently impossible.

To my surprise, it was the Holy Knight's armor that gave us more insight. It was the first time I had a chance to see one up close, and some slight parallels with our own technology became immediately apparent. Everything from mounting hole spacing and bolt thread diameters up to the pneumatic systems bears some similarities to our own gear, though naturally their technology is much less refined. Maybe it's just the fact that these particular solutions are the most efficient?

I can't wait to return to the Core and discuss this with other researchers. But first, we have more work to do.

» Place sticker C12, "Ancient Ark" on the "Powers" section of the campaign map. Add +3 to the Rha-Zack Research.

» Return to Script 19 in Scenario 1. Remember that you can't select the same outcome twice!

40 *It took some convincing for the people of Zhrev to realize that news of the coming enemy was not a hoax or some poor joke. As soon as they recognized the danger, they sent calls for aid to both neighboring cities. a while later, underground trains started to arrive carrying reinforcements. Among them – the pinnacle of Dvergar war art, an entire squadron of the towering Gyrobots.*

» The Dvergar player deploys a bonus Gyrobot Squad during this battle. Place the "Gyrobots Unleashed" sticker (C11) on the "Forces" section of the campaign map and reduce the Temperature Gauge by 1.

» The battle continues.

41 *As Unreliable, Vagr was not allowed to enter Zhrev. Even under threat of invasion, guards would recognize and stop him. He knew other ways in, though. Tunnels that connected Ring Cities to the Deep Halls were used rarely and guarded only by some Enkindled, dulled by boredom. Vagr used them to infiltrate Zhrev right when the battle began with a small unit of his dependable prospectors.*

"What do we do now, boss?" a foreman asked once they hid in an alley a few blocks away from the battle.

Vagr hesitated. So far his plan was to simply support his people in the fight against the invaders, earning some much-needed recognition. But now, a more risky option came to mind. If he took the artifact he had bought from the humans, currently locked up in the guild's vault, he could perhaps finally discover its true power – and prove how beneficial his trade was.

The Dvergar player chooses:

» Vagr helps defend the city: The Dvergar player deploys an additional Unbroken squad according to the standard rules. Place sticker C13, "Vagr's Redemption" on the "Powers" section of the campaign map. The battle continues.

» Vagr infiltrates the treasury and steals the Mechanical Heart: Place a "Mechanical Heart" (C15) sticker on the "Powers" section of the campaign map. The battle continues.

42 *During the Hundred Year Siege, all Dvergar capable of bearing arms became fighters. Since then, it was an honored tradition for every member of this race to keep training combat from childhood until death.*

The Rha-Zack strike team was surprised to learn that even old women and young girls would raise weapons against them. The calculation of enemy combatants, prepared by the Stream before the assault, was completely wrong.

» The Dvergar player deploys 1 Enkindled squad according to the standard rules. The battle continues.

44 *The Dvergar believe that every warrior is but a small part of a complex war machine. No one is expected to fight alone, and everyone invested all of their training into mastering a single task. That's why the Unbroken learned nothing but shield techniques and carried no weapons of their own. Still, they were far from harmless, as many Rha-Zack soon learned.*

» The Dvergar player deploys 1 Unbroken squad according to the regular rules. The battle continues.

45 *The Rha-Zack Strike Team was pushed out of Zhrev before they could gather enough useful material. The Dvergar didn't stop their pursuit at the city walls. They chased the assailants with all of their forces and vehicles, burning any available gas and resupplying in outposts along the way. This mad determination surprised the Rha-Zack. They didn't expect the enemy to commit so many resources. For the Dvergar, however, it wasn't about logic. They simply wanted to set an example.*

» If sticker C09, "Collapsed Refinery" is on the campaign map OR the Temperature Gauge is lower than 4, the Dvergar fail to apprehend the Rha-Zack force. Return to Script 19, Scenario 1.

» If there's no sticker on slot C09 of the campaign map, and the Temperature Gauge is equal to at least five, the Dvergar player may decide to chase down the Rha-Zack. If he does, lower the Temperature Gauge by four, place sticker C14, "Dogged Pursuit" on the corresponding slot of the campaign map, and go to Scenario 5. Otherwise, return to Script 19, Scenario 1.

46 *The Rha-Zack commander never imagined the Dvergar would use their massive flamethrowers right in the middle of their own city. Little did he know about the doctrine of Vastvar – a total assault favored by the Dvergar commanders that helped their troops achieve a rapid victory before their flames ran out. For the Dvergar, exchanging loss of life and collateral damage for time made a profound sense that the Rha-Zack were yet to learn.*

» The Dvergar player deploys 1 Flame Keeper squad according to the regular rules. The battle continues.

48 *The invaders – called Rha-Zack, according to the Elder Council – were no better than honorless brigands. They stormed the city, made away with anything they could carry and disappeared over the horizon, heading deeper into the wastes. The council immediately sent a small, mobile force to chase them. They were to discover where the alien threat was coming from, and end it once and for all.*

Vagr and some of his men joined the group in disguise, looking for a way to distinguish themselves.

» Lower the Temperature Gauge by 2. Continue to the next scenario.

50 *Stream Guard RB-16S was browsing through the captured artifacts when he noticed a strange container, found by one of his men in a locked vault. He opened it, only to reveal a mesmerizing piece of strange technology. He was stunned. Visual comparisons flooded his mind: on one side, a standardized core of the Rha-Zack Infinity Angel. On the other – this heart-shaped artifact. It looked a little more crude, but other than that, it seemed very closely related. If anything was worth fighting the damn Dvergar for, that was it! Too bad any structural analysis would need to wait until the artifact was safely back in the Core.*

» Place a "Mechanical Heart" (C15) sticker on the "Powers" section of the campaign map. The battle continues.

52 *The generator was almost ready, and we'd pushed the last surviving Dvergar away. It seemed that we had won. Then, it happened.*

A familiar matrix of energy lines started to materialize in the air. Clouds of ionized particles registered on my sensors. I jumped towards the generator and tried to hit the emergency stop, but I was seconds too late. a flash – and nothing else. I opened my eyes and felt my heart sink. We were still in the same place, while all Dvergar had disappeared!

It took a few seconds for me to process this. The malfunctioning system had to accept their bioprint as correct and reject ours. The results were catastrophic. We'd just sent enemy warriors right into the middle of our unprepared lands. Fortunately, only a part of them, as the rest was already outside, beyond the range of the machine.

» Add 1 to the Rha-Zack Research. The Dvergar player places the "Divided Forces" (C16) sticker on the appropriate slot of the campaign map. Continue to the next scenario.

55 *Unit RB-16S stopped mid-strike, allowing a wounded Dvergar to scuttle back to his ranks. Something was wrong! There was a powerful disturbance in the Source. a ripple just went through the time stream, as though someone plunged a huge rock right in the middle of it. Something flashed on RS-16D's sensors; an afterimage of a weird tree, with hundreds of pale, wriggling limbs protruding from its trunk. It disappeared almost immediately, leaving only confusion – and a loud crackle coming from the Subspace Generator. It seems that this temporal feedback overloaded the coils. RB-16S could only hope that nothing REALLY bad happened.*

» Remove 1 Charge from the Subspace Generator. Ignore if there are no Charges. The battle continues.

57 *Vagr almost had them! The Rha-Zack fell one by one, while their precious machine did little to save them. The spoils of the Rha-Zack, trapped within levitating force fields, were recaptured or destroyed. The victory seemed total.*

And then, the generator awoke, with a blinding flash and a strange vibrating sound. Beams of light cut through the air, thick with smoke from destroyed machines. Vagr felt his body raising above the ground as a tingling sensation washed over him. Then, all went black. For a short moment Vagr did not exist.

He reappeared in three places at once. Horrible pain lasted only few seconds. Then, blood loss took over, and Vagr was gone again.

» Add 1 to the Temperature Gauge. Continue to the next scenario.

59 *I felt a rush of relief when the generator finally came online. We'd been bleeding out for too long, harassed by constant Dvergar charges.*

A familiar matrix of energy lines started to materialize in the air. Clouds of ionized particles registered on my sensors. Then, a flash. And a sudden dread when nothing followed. I opened my eyes and felt my heart sink. We were still in the same place, while all the Dvergar had disappeared.

It took a few seconds for me to process this. The malfunctioning system had to accept their bioprint as correct and reject ours. The results were catastrophic. We'd just sent a band of enemy warriors right into the middle of our unprepared lands. Worse yet, the generator didn't look like it could open a new tunnel for a while.

I shudder to think what damage they will be able to do before they are contained.

» Add 1 to the Rha-Zack Research. Continue to the next scenario.

61 *Vagr ducked his head. An energy blast sheared some of his hair, burned his scalp and pushed him to use most of his remaining gas in order to run faster. Just a few moments ago he thought he was invincible in his new body. The lesson of humility came very soon. When the last defensive line collapsed, fiendishly mobile Rha-Zack tore their force into small pieces. It was every man for himself, now. Vagr ran towards the nearby buildings, picking the most promising one: a tall, metallic cylinder with a pipe-covered dome at the top, and no openings other than the entrance.*

He stormed inside and leaned on the wall, huffing heavily. He looked around and noticed some familiar, square Dvergar faces. It seemed that some of his men had the same idea.

Not many, but perhaps enough.

» Lower the Temperature Gauge by 1. Continue to the next scenario.

63 *"Are you done yet?" Vagr growled. He saw his Dvergar brothers – men who followed him into this damned alien dome – fighting and dying all around. He could not wait to join them.*

"The grafting process is not complete, Varfater," the engineer explained. "I advise you to wait until we make all the connections."

Vagr clenched his jaw. Just like every Dvergar, these rare occasions where you could not be Brisk, Proper and Beneficial at the same time filled him with anxiety. What was the best course of action here?

The Dvergar player chooses:

» Rush the final stages: The Avenger will deploy faster, but is going to be weaker. Place a marker representing the rushed job on the Avenger squad card. The battle continues.

» Do everything properly: The Avenger will deploy later, but at full power. The battle continues.

65 *The last part of the transformation, when engineers pushed his living nerves right into machine's connectors, turned out to be the worst moment of pain Vagr had ever experienced. He passed out for a moment, only to be awoken by a harsh voice right beside his ear:*

"Stand up, Varfater," the engineer said. "Stand up and smell the ashes."

Vagr rose slowly. His hulking, mechanical limbs were no less obedient than his body ever was. As his head reached previously unknown heights, he became momentarily awestruck by his new size. Another surprise came when he discovered that a monstrous Avenger chain axe now seemed light as a feather. With a booming roar, Vagr charged the nearest Stream Surfer and clobbered him into the ground.

"Now that," he said, "is some honest Dvergar engineering!"

» The Dvergar player deploys an Avenger anywhere on the board. If there's a Rushed marker on the Avenger's unit card, place sticker C30, "Price of Defiance'"on the Avenger's model base – as long as it's there, the Avenger starts each battle with 1 fewer Endurance Token.

» The battle continues.

66 *The Dvergar, wounded and confused by their sudden teleportation, could not withstand a continued assault from all sides. As the battle died down, the Rha-Zack rounded up all the prisoners into a small group and waited for further instructions from the Core. After an unusually long moment, a message flashed before their eyes: "Execute order 66."*

The Core didn't want to take any risks. Energy weapons hummed, light flashed, black blood sprayed the ground – and the Dvergar were no more.

» The Dvergar player loses the campaign and neither side reaches its final objective. You may restart the campaign

67 *The chain axe roared, whirled over Vagr's head and chopped a large Rha-Zack warrior in half, mid-waist. Oil and hydraulic fluid erupted high in the air. As the body collapsed, a small screen attached to its helmet fell to the ground. Driven by curiosity, Vagr kneeled and took*

the screen carefully between his metal claws. New messages and strange numbers kept appearing on the flat glass surface. Vagr was surprised to discover they were all written in standard human letters that he knew reasonably well.

Vagr's force was now cut off from the rest of their kin, but if they could learn how to operate captured enemy equipment then maybe – just maybe – there was still some hope left?

» Place sticker C19, "Vagr's Insight" on the "Powers" section of the campaign map (unless already present).

68 *Vagr's new body came just in time. He was able to take his place on the front line and break the encirclement, leading his men into a more defensive structure not far from where they landed.*

The structure looked like a tall, metallic cylinder, with a strange pipe-covered dome at the top. It was much taller than the others and had no openings other than the entrance. This gave Vagr a faint hope they could defend there longer.

» Continue to the next scenario.

69 *Strategic Core 7B hummed, trying to process all possible combat scenarios. It could see at least several risks, but did not have enough forces to counter them. It would take hours for Rha-Zack squads from the borderlands to reach the Main Core. In the meantime, it had to put the forces it did have to the best possible use.*

The Rha-Zack player makes a decision:

» Send a part of the force to secure and defend nearby structures — If the Dvergar move there, who knows what kind of damage they could do? Place the "Delaying Force" sticker (C20) on the appropriate slot of the campaign map.

» Crew one of the remaining Archives — And send it to investigate the fate of the Task Force Red expedition. Maybe they're still out there, waiting to be brought back? Place sticker C21, "Rescue Party" on the corresponding slot of the campaign map.

70 *Vagr knew that the key to saving his entire squad was buried somewhere in those machines. He even recognized letters of the crude human alphabet on some of the keys and screens. The complexity was far above him though. Not even his brother Bors, a born engineer, could have made sense of this. This was not an honest, engineering craft. It was some kind of sorcery!*

Still, he had little choice but to delve into this strange and threatening world, hammering on the keys with thick mechanical fingers, and hoping for a miracle that could save him and his men.

» Add one Learning Point to the Learning track. If sticker C19, "Vagr's Insight" is in the "Powers" section of the campaign map, disable this sticker and add two additional Learning Points.

» The battle continues.

71 *It didn't take long for Vagr to figure out that the hulking machine on the lower level was used for calculations and data processing, similar to differential engines employed by the Dvergar. Naturally, the interfaces were a lot fancier – slabs of glass that could show different symbols and drawings instead of bare gears; keyboards instead of punch-cards.*

Still, everything was written in clear, human language. Given enough time, Vagr was sure he'd be able to operate the machine.

» Add 1 Learning Point to the track. If there are at least 3 Learning Points, Vagr is competent enough to use the Main Core console.

The Dvergar player chooses:

» Analyze the Mechanical Heart (available only if sticker C15, "Mechanical Heart" is on the "Powers" section of the campaign map): Read Script 74.

» Spy on the enemy: After all, it's easier to fight something you can understand. Read Script 76.

» Shut down the Strategy Core: The Rha-Zack lose their main tactical AI. From now until the end of the battle, the Rha-Zack player can only have one Action Card in hand, instead of three. If he has more, he immediately discards down to one. The Dvergar player can no longer visit or use the Core console.

72 *The thing upstairs was some sort of cannon Vagr was sure of that. The long barrel and the opening in the dome directly in front of it were enough of a giveaway, though there was no obvious firing or aiming mechanism. The Rha-Zack had to operate the gun through one of the consoles, tucked away by the walls. But which one? And how?*

» Add a Learning Point to the track. If there are at least three, Vagr has become competent enough to use the cannon.

The Dvergar player chooses:

» Fire on the Crystal Vault —One of the buildings in range is overflowing with familiar energy. Destroying this Crystal stockpile seems a reasonable move. If the Dvergar player picks this option, place sticker C22, "Destroyed Crystal Vault" on the corresponding slot of the campaign map. From now on, Rha-Zack start each battle with 1 less Crystal.

» Fire on the Rha-Zack squads outside — Damaging the Rha-Zack infrastructure is all fine, but an enemy force attempting to break into the building is a more pressing matter. If the Dvergar player picks this option, the Rha-Zack won't be able to deploy any units next turn.

» Fire on the Hangar & Armory — If the Dvergar player picks this option, place sticker C23, "Damaged Vehicles", on the corresponding slot of the campaign map.

73 *Vagr hung between two glideboards and looked at the ground below, his face pale and his stomach sick. They had escaped – but what now? The boards wouldn't fly forever. They had to choose their direction carefully, if they were ever to return home.*

» If sticker A33-A, "Fort Hope" or sticker A33-B, "Iron Fort" are on slot A33 of the campaign map, go to Scenario 8A. If not, go to Scenario 8B.

74 *The Rha-Zack seemed to have gathered an incredible amount of information about everything on this world. This gave Vagr a strange idea – maybe they also had something on the relic he had bought from the humans? He located a slot, labeled with a message, "Place the sample here", put the heart inside and pressed some keys. The machine hummed, spewing out answers.*

Anomalous materials. Unidentifiable origin. Unrecognizable temporal signature.

Vagr didn't understand half of that. But he was now sure that the artifact was even more valuable than he had imagined. The Rha-Zack computer also suggested it was some kind of a key that could open a vessel. If only the elders could see this!

» If both "Ancient Ark" (C12) and "Mechanical Heart"' (C15) are present on the "Powers" section of the campaign map, read Script 79.

» Otherwise, add 1 more Learning Point. The battle continues.

75 *Sparks and smoke burst out of the door as Rha-Zack workers cut it with their laser burners. This lasts for several minutes, until the openings are large enough for first Rha-Zack units to push through.*

» The Rha-Zack player may deploy any remaining undeployed models of his force on the Entrance.Their bases must cover no more than four hexes of this tile. The battle continues.

76 *One of the first questions Vagr had for the machine was where the hell did the Rha-Zack come from? It was quite a surprise to learn they didn't know themselves. His eyes wide with disbelief, Vagr browsed through the history of these strange time-lost castaways. His big questions were left unanswered, but he did learn what motivated the Rha-Zack and what their main mission was. This could come in handy one day, provided he could live long enough.*

» Place sticker C24, "Know Your Enemy", in the "Powers" section of the campaign map. The battle continues.

77 *Traversing the route between the upper and the lower room again, Vagr looked briefly at the bodies of the Stream Surfers his men had killed. He froze mid-step. He now understood how the enemy fliers communicated with their boards – they had bracelets with terminals similar to the ones Vagr was operating right now.*

That was it! That's their way out!

Vagr called two of his engineers and quickly gave them instructions. Soon, they were able to raise the board up in the air. a few more tries, and they could fly up themselves. "Call our men back to the dome," Vagr ordered. "Have everyone grab a board on their way there."

» Read Script 73.

78 *The Rha-Zack had calculated many possible outcomes of this battle. Their enemies flying away on the modified glideboards was not among them. It seemed that Dvergar had a real knack for taking apart and modifying the technology of other species. It's a pity they were not as talented when it came to computing – the damage left by their meddling in the Main Core would take hours to roll back.*

» Remove 2 from the Rha-Zack Research.

79 *Vagr placed the Mechanical Heart on the table and took the strange, ancient vessel out of his bag. For a moment, his eyes became lost in the intricate maze of springs, cogwheels and cams. He took the heart closer to the vessel, and for a moment felt a slight vibration.*

Then, he hesitated.

It was hardly the right moment to experiment with alien mechanisms of unknown function. His curiosity would have to wait.

» Raise the Temperature Gauge by 1. The battle continues.

85 *As Vagr was forming a defensive line on the edge of the plateau, some unarmed loyalists came and left several steel barrels some distance from his force. Suspecting a trap, Vagr sent a sapper to check the containers. They were full of gas! Attached was a short note:*

"We want to fight you, not to see you extinguished. Please accept this gift – and may the lords of slaughter bring us a glorious battle."

» The Dvergar player sets his Temperature Gauge to 3, if it is less than 3.

86 *The loyalists did not finish off their free kin. Instead, they rounded up all survivors in front of their commander and his right hand – a Master of Elements with dead eyes and a chilling grin.*

"Once you rejected the gifts of the demon lords," the commander growled. "See how weak this made you! Now, thanks to benevolent Khazmet of Many Eyes, you are given a chance to reconsider. So, what will it be? Will you join the Third Blackflame Battalion? Or would you prefer to die?"

His eyes stopped on Vagr. He knew that whatever the Varfater picked, his men were likely to choose as well. Vagr pondered for a moment, gazed at the last of his men, rounded up like cattle, and then replied.

Dvergar player replies:

» "Go vhak yourself, demon thrall! We'd rather die!": Read Script 87.

» "It seems we have no choice but to accept": Read Script 88.

87 *For an Avenger, you seem to know very little about death." The loyalist commander smirked. "Let me teach you a thing or two."*

His blade flashed, and Vagr's vision blurred with pain, as his arm fell to the ground leaking blood and hydraulic fluid. "I will carve you like a pig in front of your own men," shouted the commander, his pet demon nodding in approval. His blade rose up again, but before it had a chance to strike, a series of explosions shook the camp.

The Rha-Zack were here!

» The Rha-Zack force distracts the loyalists long enough for Vagr and his men to escape. Place sticker C30, "Price of Defiance" on the base of the Avenger model. As long as it's there, the Avenger starts each battle with -1 Endurance Token. Read Script 89.

88 *Some of the Dvergar looked at Vagr with shock. Many didn't. After all, it was a choice their race had already made once. They had agreed to fight for the demons to leave their dead world. Then, when the time was right, they broke their bonds and escaped. Maybe they could do the same again? Or maybe the demons had grown wiser since then...*

Regardless, the loyalist commander and his pet seemed satisfied. The latter opened his jaw to speak when series of explosions shook the camp.

The Rha-Zack were here!

» The Rha-Zack force distracts the loyalists long enough for Vagr and his men to escape. Place sticker C31, "Shame of Surrender" on the base of the Avenger model. As long as it's there, the Avenger has -1 INI, -1 ATT and -1 MOV in both modes. Read Script 89.

89 *As Dvergar loyalists battled with the Rha-Zack, Vagr and his men quickly overcame their guards and attempted to escape. They didn't get far. The mesa they were on offered no natural way down, and the glideboards were completely depleted. They could only hide on the far corner of the plateau, hoping they wouldn't be discovered.*

They hoped in vain. Soon, a large group of Rha-Zack approached, their Infinity Angel flying high up on the blinding currents of pure Stream..

» Continue to the next scenario.

91 *Despite their heavy losses, the Dvergar raiders were saved. Underground Cavalry came in their Mountainbiters straight from their homeland to evacuate them, though it was too late for Vagr, who fell during the battle. Once the relief force came, Vagr's men scoured the battlefield looking for his body. Instead, they found him alive, hanging from the edge of the cliff, his powerful, metal claws dug deep into the rock.*

"Thank the gods!" Vagr huffed. "I could not hold much longer. I thought you were all gone!"

The Dvergar soldier extended his hand and said: "No, Varfater. We'd never leave until you were found, alive or dead."

» Lower the Temperature Gauge by 2. If the Dvergar player had sticker C15, "Mechanical Heart" on his "Powers" section of the campaign map, read Script 98. Continue to the next scenario.

92 *The ground shook and burst open, sending fountains of dust and gravel high into the air. One by one, enormous Mountainbiters emerged, spewing forth a stream of Dvergar warriors. The Underground Cavalry was here! Vagr shook his head in disbelief. How could they arrive so fast? Then, he noticed a familiar figure emerging from one of the machines. "Bors!" he screamed. "Bors, you bastard! I'm here!"'*

They embraced one another in the middle of a thundering battle. "You've grown, little brother."' Bors patted Vagr on his massive steel arm, while the battle closed in around them.

» The Dvergar player places a large token, representing an emerging Mountainbiter, anywhere on the battlefield, with the exception of Shrines and Crystal Sources. If any models are under this token, the Dvergar player Pushes them away and deals 1 wound to each of them.

» Choose any Dvergar squad that did not take part in this battle and deploy it in ⬡⬡ contact with the token. The battle continues.

93 *The ground shook and burst open, sending fountains of dust and gravel high into the air. One by one, enormous Mountainbiters emerged, spewing forth a stream of Dvergar warriors, led by a towering Varfater Hagar – the same one Vagr betrayed during his charge on the Rha-Zack Archive.*

The officer sent most of his troops into the battle, then pointed towards Vagr and shouted: "Seize the mutineer!" Several guards sprang forward. Vagr was tempted to resist, but realized enough Dvergar blood had been spilled. As heavy manacles closed on his wrists, and the dark interior of the Mountainbiter closed around him, he looked back one last time towards the battle. He felt sorry he wasn't able to see it through.

» Choose any Dvergar squad that did not take part in this battle and deploy it in ⬡⬡ contact with the token.

» Rha-Zack can no longer win (as their main target left the battlefield), but if they manage to eliminate all remaining Dvergar models, the battle ends in a draw. If that happens, no side applies their Reward and their Penalty – and players read Script 99.

» The battle continues.

94 *The ground shook and burst open, sending fountains of dust and gravel high into the air. One by one, enormous Mountainbiters emerged, spewing forth a stream of Dvergar warriors. The Underground Cavalry was here – and not a moment too soon. Vagr shook his head in disbelief. If the guild sent a force this large to help them, it probably had some damn good reason. But what was it?*

» The Dvergar player places a large token anywhere on the battlefield, with the exception of Shrines and Crystal Sources. If any models are under this token, the Dvergar player pushes them away and deals 1 wound to each of them.

» Choose any Dvergar squad that did not take part in this battle and deploy it in ⬡⬡ contact with the token. The battle continues.

95 *Though Underground Cavalry arrived in their Mountainbiters to save the besieged Dvergar, they were too late for Vagr. Not even his hulking Avenger armor could protect him when the Rha-Zack focused all their efforts on bringing him down. It was the last anyone had ever seen – or heard – of him.*

» The Dvergar player loses the campaign. If both players agree, you may replay this battle. Otherwise, restart the campaign.

98 *As the battle was dying, Stream Guard RB-16S noticed a small package lying in the debris of the battlefield. It hummed quietly, almost as if it was calling him. He kneeled and unwrapped it, only to reveal a mesmerizing piece of strange technology. He was stunned. Visual comparisons flooded his mind: on one side, a standardized core of the Rha-Zack Infinity Angel. On the other – this heart-shaped artifact. It looked a little more crude, but other than that, it seemed very closely related. If anything was worth fighting the damn Dvergar for, that was it!*

» Disable sticker C15, "Mechanical Heart" in the Dvergar "Powers" section on the campaign map. Place a new copy of this sticker in your "Powers" section. Continue to the next scenario.

99 *Soon after their drills arrived, every last Dvergar climbed aboard one of them and disappeared underground. The battle was over. Or was it? Looking at the gaping entrance to the tunnel left by the fleeing Dvergar, a wild idea came to my mind. I quickly set up a vote for everyone in Force Red.*

A second later, I received the result. I smiled. We were back in action, heading after an even larger prey.

» Continue to the next scenario.

101 *Just before the battle started, as the Rha-Zack were beginning to enter the Forge, Vagr noticed there were still some civilians inside. a few men and a burly woman in Excavation Guild uniforms were hunched over a workbench in the far corner. Vagr remembered her – she was running a dig site in some ancient ruins, not far from the capital. He shouted at her to get away from the battle, but standing close to the roaring furnaces, she and her men didn't hear.*

Vagr drew closer, noticed the item on the bench – and froze. This strange box-shaped mechanism with an empty space in the middle looked vaguely familiar. He knew exactly what would fit inside it, and suddenly felt he had a purpose even more important than winning this battle.

» Place sticker (C15), "Mechanical Heart" on the Avenger's model base. The battle continues.

102 *The Forge was not a good place to fight a battle. Crystals and gas tanks aside, it was flanked by two massive furnaces, heated with rune-shielded ducts of pure magma that was pumped straight from the planet's core. It didn't take long for one of the missed strikes to rupture the pipeline. The resulting spray burned Dvergar and Rha-Zack alike. It also made the already uncomfortable temperature of the Forge rise even more...*

» Place a token on the first slot of the Victory Point track. From now on, the track will represent the extreme heat building up in the furnace room. Each player applies 1 Wound to any of his own Squads.

» From now on, any model in ⬡⬡ contact with any edge of the map may choose to spend one action to rupture some of the magma ducts. If that happens, raise the Heat Buildup by 1. Then, both players distribute the number of Wounds equal to the current heat level between their own units.

» Additionally, if the Avenger has both the "Mechanical Heart" (C15) and the "Ancient Ark" (C12) on his model base then from now on, every time he becomes activated, instead of performing an action he may begin to merge these two artifacts together. Read Script 106.

» The same goes for the Stream Guard model – if he starts to merge the artifacts, read Script 108.

106 *Vagr leaned heavily on his chain axe, wiped his forehead and looked around the battlefield. Rha-Zack were still pouring in from the tunnels. The Forge leaked magma from dozens of holes. Things were not good.*

Suddenly, he felt a strange vibration next to his hip. The artifacts he carried hummed, as if they were trying to tell him something. He realized that if there ever was a time to use them, it was now. He took out the heart and the vessel. He gently pressed one into the other. Across the room, a Rha-Zack Stream Guard, number RB-16S, was looking at this, paralyzed and amazed.

» Place two small tokens on the Avenger's base. They represent the time necessary to finish the merging and unleash the resulting power. From now on, every time you activate the Avenger, remove 1 token. The Avenger is Blocked during merging (see the Rulebook for details), though he can cancel the merging right at the start of his every Activation. If he does, the process stops and may be started again on the next Avenger Activation. During merging, the Avenger's Defense is raised by 2.

» Once merging completes successfully, read Script 110.

108 *Stream Guard RB-16S realized this was the moment, when the heart and the ark started vibrating. He turned away from the battle and gently pressed one into the other. a low hum filled the air. Strange electrical discharges went through his sensors. The light started bending around the machine, wrapping it in a cocoon of bright rays.*

Across the battlefield, the Dvergar Avenger paused mid-strike, noticed the machine and gasped in amazement.

» Place three small tokens on the Stream Guard base. They represent the time necessary to finish the merging process and unleash the resulting power. From now on, every time you activate this Stream Guard, remove 1 token. The Stream Guard is Blocked during merging (see the Rulebook for details), though he can cancel the merging right at the start of his every Activation. If he does, the process stops and may be started again be started again on the next Stream Guard Activation. During merging, the Stream Guard's Defense is raised by 3.

» Once merging completes successfully, read Script 110.

110 *Both parts of the Wondrous Engine were ticking faster and faster, their cogs and wheels dancing frantically on the surface. As if from these vibrations, the world started coming apart at the seams. Reality split and folded like a paper ornament or a children's pop-up book. Instead of men and machines, the hero who held the engine began to see the world as it really was. Strands of pure mathematics. Formulae that governed every moving body. Chains of complex chemical reactions. Everything was suddenly right before his eyes, as if he tore off the decorative panels of the universe itself and looked into its machinery.*

It was the most beautiful gift a man of craft could ever receive.

Amazed by the sight, the hero wanted to know more. Visions came flooding his mind. The last, perfect machine left on a dying world by its Great Architect. a legacy to either build or destroy, the last gift to the children who, though disappointing, were also now fully grown. There was much more, but the hero did not want to dive deep right now. There was a battle to win, after all.

He focused and wished his enemies out of the existence. It was as easy as that.

But then, the machine stopped humming. The heart went inert and slid out of the ark. The hero fell on the floor, screaming as the knowledge leaked through his fingers. He tried to hold on to as much as he could, but in the end, he failed. The power and its source were now a distant dream. The artifact – a dead lump of metal.

The hero looked around. The battle had been won. Most of the enemies were disintegrated, teleported right into walls and magma ducts, or ripped apart by mysterious forces. His allies were left dazed and confused. He stood up, legs shaking and back trembling, and hid the Wondrous Engine, promising to himself he'd find a way to turn it back again.

» If the Rha-Zack successfully merged the machine, place the "Wondrous Engine" sticker (C32) on slot C32-A of the campaign map. Then, read ENDING 1.

» If the Dvergar successfully merged the machine AND sticker C13, "Vagr's Redemption" is in the "Powers" section of the campaign map, read ENDING 2. Otherwise, read ENDING 3.

ENDING 1

```
//RB-16S_research_log/-
05d/07m/0002y/-
grid_coord_57E28S/-
stream_strength:excellent/-
```

After comparing the scrambled records from all our units present in the battle for the Dvergar Forge, the Stream decided that everything I experienced there was just a time stream disturbance, similar to the one that damaged our Archive. Any remaining memories of these moments have been wiped–apart from the ones I managed to hide in an encrypted sub-partition of my personal memory. Over the next days, I spent much time pondering them. The Stream noticed my strange behavior and I'm sure it knew I was hiding something, as it removed me both from Dvergar Artifact Research Group and Rha-Zack Force Red. I was sent back to the Core without any new assignment. Somewhere the Core could have an eye on me.

Just a moment ago, I came out of the Archive to look at the sun setting behind the irradiated dunes. For the very first time I didn't feel like a castaway on this strange planet. This place was my home – and it always has been. I simply knew it. Now it was only a matter of convincing the others.

With the strange machine in my possession, I feel I have a chance. I return to my Archive, cradling it carefully. I set it on the bench filled with any lab equipment I could get my hands on. a brief shiver passes over me, as I look into its intricate machinery. Then, I get to work, certain that one day, this Engine will yield its secret to me.

» Place the "Wondrous Engine" sticker (C32) on slot C32-A of the campaign map.

ENDING 2

He was a hero now. Vagr the Battleborn Varfater they called him, telling the stories of his heroic foray into the Rha-Zack lands, of his bloody transformation into the Avenger right in the middle of the raging battle, and of his unlikely escape on the Rha-Zack glideboards. The respect people had for his clan grew tenfold. Labeled as Reliable, Vagr drowned in a deluge of work, mopping up the Rha-Zack marauders and drafting new defensive plans for the entire Dvergar race.

If anything made him sad, it was the fact that no one wanted to hear his stories about the Wondrous Engine. Dvergar shunned mystical experiences, and no witness would support Vagr's claims. With the strange machine inert, and his memories unclear, he could offer no proof.

He went on to lead a proper and beneficial life. Still, every now and then, he would take the engine out of its secure locker and tried hard to recall its strange humming, or the mesmerizing knowledge he'd gained for several precious seconds. In moments like these, he wondered whether he had chosen the right path. But then again, with all the respect and power he now had, he could not seriously doubt it.

Or could he?

» Place the "Wondrous Engine" sticker (C32) on slot C32-B. If sticker C28, "Searching for Twine" is in the "Powers" section of the campaign map, read the SECRET EPILOGUE.

SECRET EPILOGUE

The sandstorm was only beginning to subside when a hulking giant in Dvergar armor walked out of the thundering gale right into a pair of travelers, sheltering themselves at the foot of the dune. The first one was a human female, wearing the dusty garb of an army medic. Her companion was a young Reborn Dryad – a pair so unusual it made the Dvergar pause.

"You're Twine, aren't you?" he asked in human language.

The woman slowly nodded her head. The Dryad lowered her spear.

Vagr reached for his bag, and took out the Wondrous Engine, wrapped in several layers of cloth. It seemed to vibrate faintly. He now understood it had some plan for all of them, and that the plan was in motion ever since he first laid his eyes on its strange mechanical heart. It was this call that pushed him to buy the heart from the human church – a move that made him an outcast. Then, it guided him through the war with the Rha-Zack. And now, it led him here.

Just like every Dvergar, Vagr was a cog in a larger machine. But it seemed that his machine was different, and much stranger, than the one of his people.

CONGRATULATIONS!

ENDING 3

The Triad was a lie.

Over the last few days, Vagr did everything in his power to be Proper, Brisk and Beneficial; he had fought, bled, and clashed with powerful Rha-Zack. All for nothing.

The Dvergar elders approached him immediately after the battle of the Forge. He thought they were about to congratulate him, but their words made his heart sink. The elders believed he was guilty of drawing the alien threat right into the middle of the Dvergar capital. With his long history of recklessness and insubordination, they could not let him go freely.

Out of respect for his war achievements, they allowed Vagr to choose. He could go into exile, and they would tell everyone he died bravely in battle, clearing his name. Or he could live the rest of his life as Unreliable in some distant outpost.

The choice was obvious. Nameless and equipped only in his hulking armor, Vagr was delivered in secret to the edge of Dvergar lands. There, he started a long trek with only one possible outcome.

If anything gave him any hope, it was this strange machine he had managed to keep – dead and inert ever since the battle. Praying for it to wake once again, Vagr walked as long as the last spark of black fire smoldered in his body.

» Place the "Wondrous Engine" sticker (C32) on slot C32-B. If sticker C28, "Searching for Twine" is in the "Powers" section of the campaign map, read the SECRET EPILOGUE.

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