



TRACKFIRE

**WARRIOR GAMES COMPETITOR
HANDBOOK, SERENIQUE ISLAND**

*A game for one competitor. The
system plays the other side.*

Powered by Apocathon, by Simon Alexander. Used with permission.
From the novel *Crossfire: Control Group* by Jesse Alexander. A Drake & Cross
Thriller.





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BEFORE YOU START

(E.: "Start with the door. Everything else follows.")

START

TRACKFIRE scores every competitor on Serenique. Every trigger pull, every heartbeat, every step goes in the log. This handbook goes to each team leader before Event One. It holds the rules of the course and the rules of scoring.

What this is. A skirmish game for one player. You run a team of six. TRACKFIRE runs everything else: the opposition force, the guards, the rival teams, the clock. A mission takes 10 to 45 minutes with setup. A campaign takes about three evenings. Twelve missions make a campaign.

Two players. One runs the team. The other runs TRACKFIRE by the rules in *How TRACKFIRE Plays*, and makes no choices except where a rule says "you pick." That is the whole two-player game.

Where it comes from. The rules underneath are *Apocathon*, by Simon Alexander: a game you can play anywhere with anything. The missions come from a book. The Addendum says which.

You need: a table, two six-sided dice, a ruler marked in inches, a pencil, about fifteen pieces (six for your team, the rest for TRACKFIRE), and some things to be the ground.

HOW A GAME GOES

1 Build the ground. Use the mission's map, or make your own. Books are grandstands. Boxes are buildings. Cardboard is plywood. A blue rope is a stream. Distances are table inches.

2 Pick your team. Six pieces. Fill in the Team Sheet.

3 Set out TRACKFIRE. The mission says where. Anything it does not place goes at least 12" from your edge.

4 Play rounds.

Pick a Pen. ▶

Lead a piece. ▶

TRACKFIRE leads a piece.

Keep going until every piece has been led.

Start a new round.

5 End. The game ends when the mission's win is met, or when every piece of yours is out or Down. If you did not do what the mission says, TRACKFIRE wins. When a mission does not say, get one piece to the exit.

WORDS YOU'LL NEED

- **Test.** Roll two dice and add Muscle, Aim or Stillness. 9 or better does it.
- **Chance.** Roll one die. The rule says what you need.
- **MASH.** Muscle, Aim, Stillness, Health. What a piece is good at.
- **Lead.** Pick a piece and spend its two orders.
- **Order.** A Move or an Attack.
- **Round.** Every piece on the table has been led once.
- **Down.** A piece at 0 Health. Lay it on its side.
- **Neutralized count.** The OPFOR you Downed this mission. It goes on the Log.
- **OPFOR.** The opposition force. TRACKFIRE's pieces.
- **Konga.** Contract guards. They carry live rifles.
- **Sim round.** What a blue-bolt carbine fires. It hits, stings, and scores.
- **CONFIRMED.** TRACKFIRE's word for a hit.
- **NEUTRALIZED.** TRACKFIRE's word for a piece going Down.
- **Cover.** A piece half behind something. -2 to the Test against it.
- **Close, Thrown, Shooting.** Within 1". Within 6". Anything you can see.
- **Large.** A thing that takes two slots.
- **The Grid.** What TRACKFIRE's sensors can see. See *Orders*.
- **Pen.** Eli's Move or Simon's Hold. See *The Team*.
- **Pinned.** A shooter that took a hit this round. It cannot fire.
- **Hard Entry.** The Breacher's ability. It opens doors free.
- **Blackridge.** The rival team. In Flag Race it is a marker.
- **Log.** The Mission Log, at the back.
- **Marker.** A coin or a scrap of paper standing in for a thing.
- **Class.** A piece's job: Breacher, Marksman, Operator, Recce or Specialist.
- **Team Leader.** Eli or Simon. He gives you a Pen.
- **Keepsake.** An object one piece carries. See *Keepsakes*.
- **Bench.** Pieces that are not on your team.
- **Component.** One of four parts of the cure. See the Addendum.
- **Open Water.** The last mission.
- **The Crucible.** The endurance event, from Hour Twelve on.
- **Cool ground, Stopped, Bruise.** Defined in the Addendum.
- **Recruit.** A survivor from another team who joins your bench.
- **Tick.** A box on the Log. It stays ticked.



THE CAMPAIGN

**MISSIONS**

	Reference Problem 1. The Kill Box	20
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TEAM LEADER

BREACHER

MARKSMAN

OPERATOR

RECCE

SPECIALIST

THE PIECES

Bring your own. Take them from somewhere. A piece should have stood for something else once.

Toy soldiers, chess pawns, plastic animals painted grey. Measure from the base. A piece sees anything a straight line from its base can reach without crossing a wall.

TWO ROLLS

A Test. Roll both dice. Add the stat that fits. **9 or better does it.**

A Chance. Roll one die. The rule tells you what you need.

TEAM

THE TEAM

Pick six pieces. **Eli Drake and Simon Cross are always two of them.** The other four are **classes**: Breacher, Marksman, Operator, Recce and Specialist. Give each any name you like. The book's names are labels you can borrow:

NAME	CLASS
Eli Drake, Simon Cross	Team Leader
Myles Jackson	Breacher
Zoe Turner	Marksman
Bishop	Operator
Nadia Okonkwo	Recce
Katy Park	Specialist (Signals)
Tommy Shah	Specialist (Fixer)
Jason Matthews	Specialist (Trauma)

Your **bench** holds up to three more. You fill it by **recruiting** from the teams you meet. The rules see the classes.

Muscle. Break a door. Swing rebar. Carry a person.

Aim. Shoot, throw, hit what you meant to.

Stillness. Hold. Stay quiet. Read a room. Work a radio. Lie to a medic.

Health. What you can take. At 0, you are Down. A piece never goes above its starting Health.

Role	Muscle	Aim	Stillness	Health	Ability
Team Leader	+2	+2	+2	8	Pens. See below.
Breacher	+3	+1	+2	8	Hard Entry. Opening or breaking a door, or a plywood or drywall wall, costs no order.
Marksman	+2	+3	+1	6	Sharpshooter. Cover does not hurt your Test.
Operator	+3	+2	+1	8	Veteran. Walk away from an enemy and it gets no free attack.
Recce	+2	+3	+1	6	Eyes. Climbing is free. Once a mission, look at one face-down marker.
Specialist	+1	+2	+3	6	Pick one trade.

SPECIALIST TRADES

Signals. Two orders: place a marker within 12". TRACKFIRE's sensors treat it as a piece that moved, until the end of next round. (*Katy spoofs three signatures in the Yard.*)

Fixer. Two orders: pick a building. For two rounds nothing inside it sees out. Also opens any lock on a Test of 9+. (*Tommy loops twelve cameras for forty-three minutes.*)

Trauma. One order: a piece within 1" (or this piece) regains 1d6 + Stillness Health. (*Jason took it. Nobody else would. Simon's tourniquet from Syria is the model.*)

Any Specialist may take any trade.

THE TWO PENS

At the start of every round, before anyone is led, pick a Pen. You need a Team Leader who is not Down.

Eli's Pen: Move. Every piece may Move 8" per Move order this round, gets +1 to its Muscle Tests, and counts as having moved.

Simon's Pen: Hold. No piece Moves more than 4" per Move order. A piece that does not Move gets +1 to its Aim and Stillness Tests and counts as not having moved.

Pens are yours. TRACKFIRE never has one. **Under Eli's Pen nothing hides, not even a still piece on cool ground.**

If one Team Leader is Down, you have only his partner's Pen. With no Team Leader, you have no Pen.

(E.: "Move. The body knows before I do.")

(S.: "If we hold, they have nothing to read. If we move, they have everything.")

Every piece starts with a **blue-bolt carbine** and a **plate carrier**. Pick one more thing for each: a helmet or a hand weapon. A piece carries four slots. Most things take one. **Large** things take two.

Weapon	Test	Damage
SF-7 carbine (blue bolt)	Aim	3
Fists, rifle butt, Leatherman blade	Muscle or Aim	1
Rebar (Large)	Muscle	2
Fire axe (Large)	Muscle	3
Live rifle (Large), found only	Aim	5

Protection	Save (a Chance)
Plate carrier	5+
Helmet	+1 to your save

Specials. Your team takes two at the start of each mission. Each works once that mission.

- **Road flare.** Thrown, within 6". A heat source for 2 rounds. See *The Addendum*.
- **Field dressing.** A piece within 1" regains 1d6 Health.

Area attacks. Everything within 2" of the point takes the damage. No save.

What you see is what you get. A piece holding rebar has rebar.

Slots. A carbine and a plate carrier take two. A helmet takes one. Rebar or an axe (Large) takes two.

That is the limit, and it is why a piece does not carry a helmet and rebar.

ORDERS

Take turns. **You lead one piece, then TRACKFIRE leads one.** Keep going until every piece on the table has been led. When you have nothing left to lead, TRACKFIRE keeps going. When it has nothing, you keep going. Then start a new round. You lead first unless a mission says otherwise.

A led piece gets two orders: Move, Attack, or one of each.

Move. Put the piece anywhere within 6". Moving out of 1" of an enemy gives it a free Attack.

Attack. Test with your weapon. Close is within 1". Thrown is within 6". Shooting is anything you can see. A hit piece gets its save. Make it and nothing happens. Miss it and take the damage.

Cover. Half behind something: -2 to the Test.

Down. At 0 Health, lay the piece on its side. TRACKFIRE announces NEUTRALIZED.

Vehicles. A piece in a vehicle Moves it 12" per Move order. A Pen does not cap it.

The Grid. TRACKFIRE sees any piece that Moved or Attacked this round or last, if it can see the piece. A piece that has held still for two rounds drops off the Grid. An OPFOR piece within 2" sees you anyway.

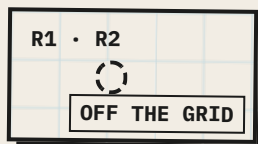
RULINGS

- **Doors.** A closed door blocks sight and Movement. Opening one costs an order from within 1". Hard Entry costs none. An open door blocks nothing.
- **Sight.** A straight line from a piece's base that crosses no wall and no closed door.
- **In reach.** A Close weapon reaches within 1". A Shooting weapon reaches anything the piece sees.
- **Far.** Anywhere beyond 18".
- **Distances.** Move 6" is per Move order. A Pen's 8" and 4" are per Move order too. Carrying is 3" per Move order.
- **The Grid is shared.** If any OPFOR sees a piece that Moved this round or last, every OPFOR treats it as on the Grid.
- **Nothing on the Grid:** OPFOR and Konga do not act. A Flagged piece with no target stands still.
- **Free attacks.** Moving out of 1" of an enemy gives it one free Attack.
- **Down pieces** do not draw fire and are never picked as targets.
- **Named pieces.** A mission that names a piece names its class. Any piece of that class plays it. If you have none, a bench piece or a recruit plays it, or any piece. A mission that fixes its pieces (the Kill Box) uses those instead.
- **Carried out.** When a mission ends, a Down piece that a piece of yours is carrying counts as carried out. Anything else Down on the table is left.
- **Dropping.** A piece may drop a carried thing free at any time. It lies where it fell. Another piece takes it for one order.
- **Cover.** A piece is in cover when at least half its base is behind a wall, a desk or a corner between it and the attacker.
- **Doors and gates.** OPFOR open doors too, at one order. A gate Test is per piece, costs one order, and may be retried.
- **Rule 2 timing.** A Flagged piece counts what has Moved at the moment TRACKFIRE leads it.
- **Flares and Specials.** Throwing a flare is one order and needs no Test. A team may take two of the same Special.
- **Marked pieces and wins.** A Held piece does not count as Marked for a mission's win.

THE GRID



Moved or Attacked
this round or last.



Held still for
two rounds.



An OPFOR within 2"
sees you anyway.

RULE 1. NOBODY CARRIES A LIVE WEAPON.

Every competitor's rifle has a blue conversion bolt. It cannot chamber a live round.

Sim rounds hit. They sting. They score. TRACKFIRE says CONFIRMED on a hit. On some pieces, that is all they do.

Live rifles belong to Konga, the guards, and security. **You can only find one:** a cache, a fallen guard, a gift. A found rifle has five rounds. Mark each one. When it is empty, it is a club.

(S.: "The bolt is blue. If it is not blue, someone has changed the game.")

RULE 5. A PIECE LEFT BEHIND STAYS WHERE IT FELL.

A downed piece never leaves the table. You cannot put it back in the box.

Somebody can carry it. A piece next to it spends an order to lift it, then moves 3" at a time. A carried piece that reaches the exit is out.

(Turn to the Addendum for the second half of this rule.)

HOW TRACKFIRE PLAYS

When TRACKFIRE leads a piece:

- **A target in reach:** Attack twice.
- **One Move puts a target in reach:** Move, then Attack.
- **Otherwise:** Move twice toward the nearest piece on the Grid.

TRACKFIRE leads its pieces nearest-first, measured from your nearest piece.

TRACKFIRE piece	Muscle	Aim	Stillness	Health	Weapon	Save
OPFOR	+2	+2	+1	3	SF-7 carbine, 3	Plate 5+
Konga	+2	+3	+1	6	Live rifle, 5	Plate 5+
Sniper	0	+3	+1	3	SF-7 carbine, 3	Plate 5+
Insurgent	+1	+3	+1	4	Live rifle, 5	Plate 5+

Shooters on roofs and **snipers** do not Move. They shoot the nearest piece on the Grid in their lane. A shooter that takes an Attack that **hits** is **Pinned** until the end of the round. It still takes the damage. A Pinned shooter cannot fire.

Civilians have Health 2 and no save. TRACKFIRE Moves each 3" a round toward the nearest of

your pieces and never Attacks with them.



The table.

A GAME, START TO FINISH

Before the Addendum. Tommy ran the team. Katy ran TRACKFIRE, which is what she does anyway. Jason kept score and filmed it.

The team. Tommy took Eli, Simon, Myles, Zoe, Nadia and Jason. Jason took Trauma, as he does. Every piece had a carbine and a plate carrier. Myles and Eli took helmets. The team took a flare and a field dressing. **[The Team · Gear]**

The ground. Flag Race, the first building and the far roof. Katy set out one OPFOR in the first building and a sniper across the square.

[Mission 1 · How TRACKFIRE Plays]

Round 1. Tommy picked Eli's Pen, Move. Every piece could Move 8", every piece counted as having moved, and Muscle Tests got +1. Nobody made one. **[Pens]**

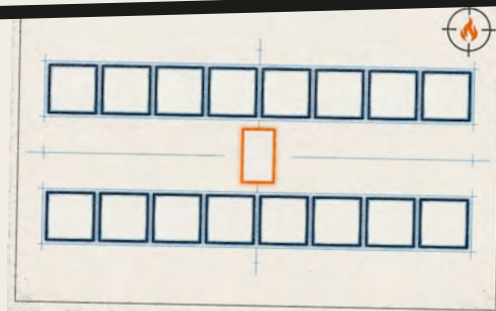
- Tommy led Myles. He Moved 6" to the door, which was 6" away. Hard Entry opened it free. He shot the OPFOR: $4 + 3 = 7$, **plus Aim +1 = 8**. Miss. **[Two Rolls · Hard Entry]**
- Katy led the OPFOR. A target in reach: Attack twice. $5 + 4 = 9$, **plus Aim +2 = 11**. Hit. Myles saved on 4+ (plate 5+, helmet +1). He rolled a 3. Damage 3: Myles went from 8 to 5. The second attack: $2 + 2 = 4$, **plus 2 = 6**. Miss. **[Orders · Gear]**
- Tommy led Zoe. She Moved to a desk and shot the OPFOR, half behind it. Cover is -2, but Sharpshooter ignores it. $6 + 4 = 10$, **plus Aim +3 = 13**. Hit. The OPFOR saved on 5+. He rolled a 2. Damage 3 against Health 3: Down. TRACKFIRE said NEUTRALIZED. Katy laid him on his side. **[Cover · Down]**
- Katy led the sniper. He does not Move. He shoots the nearest piece on the Grid he can see, and he could see her desk through a window. Zoe had Moved. $5 + 4 = 9$, **plus Aim +3 = 12**. Hit. Zoe's save was 5+. She rolled a 2. Damage 3: Zoe went from 6 to 3. TRACKFIRE said CONFIRMED. **[Shooters on roofs]**
- Tommy led Jason. He Moved to within 1" of Myles, then used Trauma: $1d6 = 4$, **plus Stillness +3 = 7**. Myles had 5 Health and regained 7, but a piece never goes above its starting Health. Myles went to 8. **[Trades · Stats]**
- Katy had nothing left to lead, so Tommy kept going: Eli, Simon, Nadia. **[Orders]**

Round 2. Tommy picked Simon's Pen, Hold. No piece could Move more than 4". Pieces that held got +1 and counted as not having moved. **[Pens]**

- The sniper shot Zoe again. She had Moved last round, so she was still on the Grid. $6 + 3 = 9$, **plus 3 = 12**. Hit. Zoe rolled a 4 on her save and needed a 5. Damage 3: Zoe went from 3 to 0. Down. TRACKFIRE said NEUTRALIZED. Tommy laid her on her side. **[The Grid · Down]**
- Eli Moved 4" to be next to her. He spent his second order to lift her. From then on, a Move carried her 3". **[Rule 5]**
- Eli carried Zoe 3" a Move over the next two rounds and put her out the door. A carried piece that reaches the exit is out.

The end. They played six more rounds. The flag came down in round 7, with six OPFOR neutralized. Rounds plus neutralized was 13. Blackridge's number is always 8. Tommy had the flag and lost the Race. Katy wrote both numbers on the Log. Jason said Zoe's first shot was the best one on the tape.

(E. beside the last line: "She got out. That's the score.")





BETWEEN MISSIONS

CAMPAIGN

There is no bank. (*Nobody on this island is paying you.*)
 Win or lose, play the next mission. The Log keeps score.
 Every piece returns to full Health. Bruise tokens stay. Specials refresh. Re-pick each piece's extra thing.
 A **Down** piece that was carried out of the mission returns to your team. A Down piece left on the table is gone for good.
 A **Held** piece goes to the ship and is off your team until Open Water.
 A **Marked** piece that is not Held when the mission ends turns, and is gone.
 Replace the lost from the bench. **Recruit** if the mission says so.

KEEPSAKES

Roll a die at the start of each mission. Give the Keepsake to any piece. If the roll is one you already hold, or one you cannot have yet, or none are left, you get no Keepsake.

1	Galloway's tags (after Reference Problem 1)	The carrier Moves the full 6" while carrying a Down piece. (<i>They go on Galloway at Subject 01.</i>)
2	Haugen's silver hammer (after Valkyrie)	Weapon, Muscle, damage 2, one slot. It counts as a Large hand weapon for a Gap hit.
3	Simon's notebook	+2 to one Stillness Test, once a mission.
4	Tommy's Leatherman	The Fixer opens any lock free. Anyone else: a blade, damage 1.
5	Jason's GoPro	Once a mission, the carrier rerolls one Test. (<i>Jason frames everything as a shot.</i>)
6	Zoe's machinist's shim	The carrier takes no fall damage.



RECRUITS

After a mission that names recruits, the survivors offer them. Take every recruit it names. Recruits go to your bench, which holds three. **If the bench is full, dismiss a piece to make room.** Between missions, swap any bench piece with a piece on your team.

A recruit is a piece of its class, with a name you choose and one **origin** ability. **If a Team Leader is Down or gone, a recruit may be a Team Leader instead: a sergeant of that origin.**

CAMPAIGN

Origin	After	Class	Ability
Volk	Kill House	Operator	Drilled. Once a mission, reroll one Muscle Test.
Sierra Madre	Hour Twelve	Recce or Specialist	Scavenger. At the start of a mission, roll a d6. On 5+ your team gets an extra field dressing.
Jade Dragon	Valkyrie	Specialist (Fixer)	Cave hands. Once a mission, this piece Moves without counting as Moved.
Konga	The Yard	Operator	Live rifle. Starts with a live rifle and five rounds.
Catering	The Loading Bay	Specialist (Trauma)	Steady hands. Trauma's Hold needs only 7+.

TEAM SHEET

- 1
- Pick six pieces. Eli and Simon are two of them.
- 2
- Give each a role. Copy its stats.
- 3
- Give each a carbine and a plate carrier. Pick one more thing each.
- 4
- Take two Specials.
- 5
- Roll a Keepsake.

Team: _____ Team Leaders: Eli Drake ☐ Simon Cross ☐

Bench: _____

Name	Role	Muscle	Aim	Stillness	Health	Gear	Bruise	Keepsake

Left where they fell: _____

MISSION LOG

"The downed stay down. They do not come to the next mission."

Culture 

Plasma 

Reagent 

Master 

Servers 

Power 

Shipping 

Delivery 

#	Mission	Who went	Who came out	Who fell	Held	Ticks and recruits	The line
RP1	The Kill Box					□□□□□□□□	
1	Flag Race					□□□□□□□□	
2	The Kill House					□□□□□□□□	
3	Night Five					□□□□□□□□	
4	Hour Twelve					□□□□□□□□	
5	Cold Ground					□□□□□□□□	
6	Valkyrie					□□□□□□□□	
7	The Fence					□□□□□□□□	
8	The Yard					□□□□□□□□	
9	Subject 01					□□□□□□□□	
10	The Loading Bay					□□□□□□□□	
11	The Airstrip					□□□□□□□□	
12	Open Water					□□□□□□□□	



WHO'S WHO

- **Serenique.** The island. Resort south, compound north, plateau west.
- **The Warrior Games.** The tournament TRACKFIRE scores.
- **Sentinel.** Eli Drake's team.
- **Blackridge.** Simon Cross's team.
- **Volk Group.** Sergei Volkov's team. Rivals.
- **Angola Tactical.** A team eliminated early.
- **Sierra Madre.** Reyes's team.
- **Jade Dragon.** Lin Wei's team.
- **Valkyrie.** Haugen's team.
- **Konga.** Contract guards hired to hold the perimeter. Obi leads them.
- **Hassan.** Runs the Games' timing and logistics.
- **Galloway.** A soldier lost in Syria two years ago.
- **Reeves.** A radio operator from the same night.
- **Toughbook.** A rugged laptop.



PART ONE

PART ONE: THE HANDBOOK

Issued to team leaders. Read before Event One.

Set up the map. Your team starts on the marked edge. The mission says how to win. When it does not, get one piece to the exit.



REFERENCE PROBLEM 1 · THE DRILL

*"The gum. Keep chewing.
If you stop, I'll know."*

SIMON CROSS



Rules: Live fire. Rule 1 does not apply. No Pens. Everyone carries a live rifle (damage 5) and a plate carrier.

Pieces (seven, fixed): Eli, Myles, Zoe, Simon, Bishop, Galloway (Operator), Reeves (Specialist, radio). Your bench waits. **Nothing here carries into the campaign except Galloway's tags: no piece is lost, Bruised or Marked.**

Setup: A compound, three floors, concrete. You enter through a breach on the south wall into four rooms, each 3" long, then a corridor **6" long, open on the east side**, then an alley 2" wide and 12" long. The Land Cruiser waits at the alley's east end. All seven start in room 1.

THE KILL BOX

Not a Games event. It is the drill both leaders keep running.

TRACKFIRE: Three Insurgents: **east roof**, **south roof**, and a machine gun on the **minaret** (Health 6). The east roof fires at anything in the corridor. The south roof fires at anything in the rooms. The minaret fires at anything in the corridor or the first 2" of the alley.

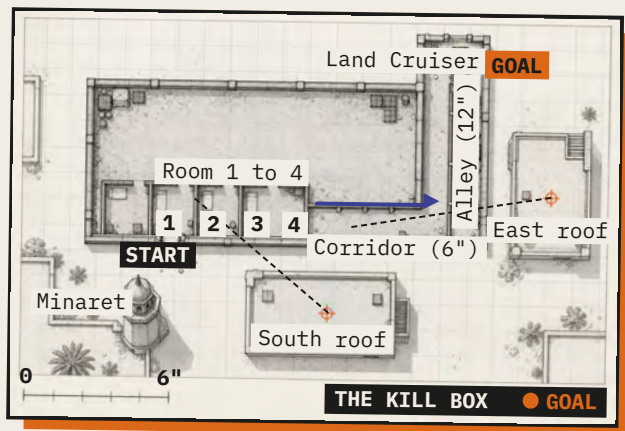
The story: The first piece to enter the corridor triggers it. An RPG hits the corridor wall. **Zoe, Galloway and Reeves are Down, wherever they are.** The east roof reloads, and that takes ten seconds: **you may spend one order, at once, by any piece, and TRACKFIRE spends none. Hit the east roof with an Attack, and it is Pinned and does not fire the RPG again. Or lift Zoe. You cannot do both.** If the roof is not Pinned, it fires the RPG at the end of the next round: the corridor wall, area, damage 4, no save, everything within 2" of the wall's midpoint. **Only a hit during the ten seconds cancels the RPG.** A Pin later lasts the round. A Down roof cannot fire. A hit means the Test succeeded, saved or not.

Galloway dies at the end of the fifth round after the RPG, wherever he is. Nothing saves him. A piece next to him may spend an order to take his tags.

At the end of the round after that, a van with no lights turns into the alley and the mission ends. Whatever is lying there stays there.

Win: Zoe and Reeves reach the Land Cruiser. A piece carries one Down piece at a time.

(S: "If I carry Reeves, I do not carry Galloway. I have one pair of hands. That is the whole problem.")





"Alpha takes the flag."

MYLES JACKSON

Event One. Two mirror towns. Speed scores. Finesse scores. They are scored separately.

Setup: Two lanes, each six rooms 4" long in a row, with a door between each room, divided by a plywood wall 3" high. Your team starts outside room 1. Neither side sees or shoots through it. Your lane ends at a roof door in room 6. **The flagpole stands on the roof, 4" from the roof door.** **Blackridge runs the other lane.** It is a marker, not a piece. It moves 3" every round along its lane, fires nothing, and takes no hits. Only its number matters.

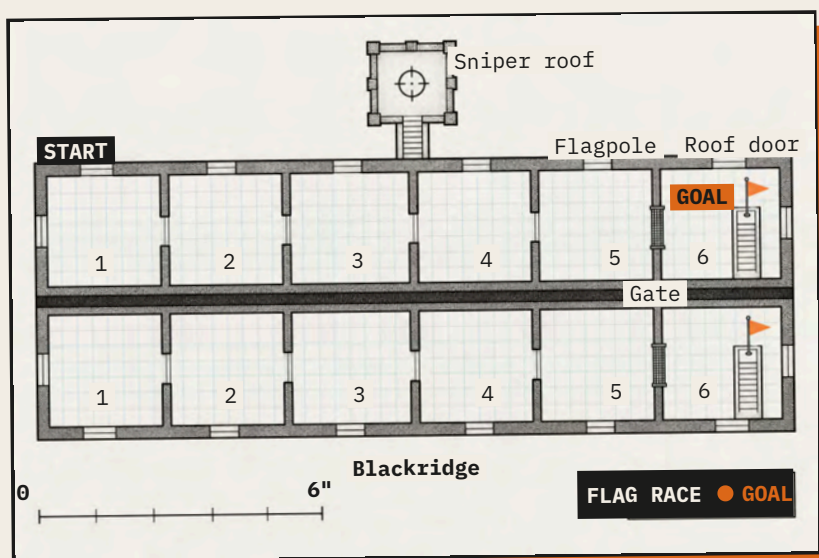
FLAG RACE

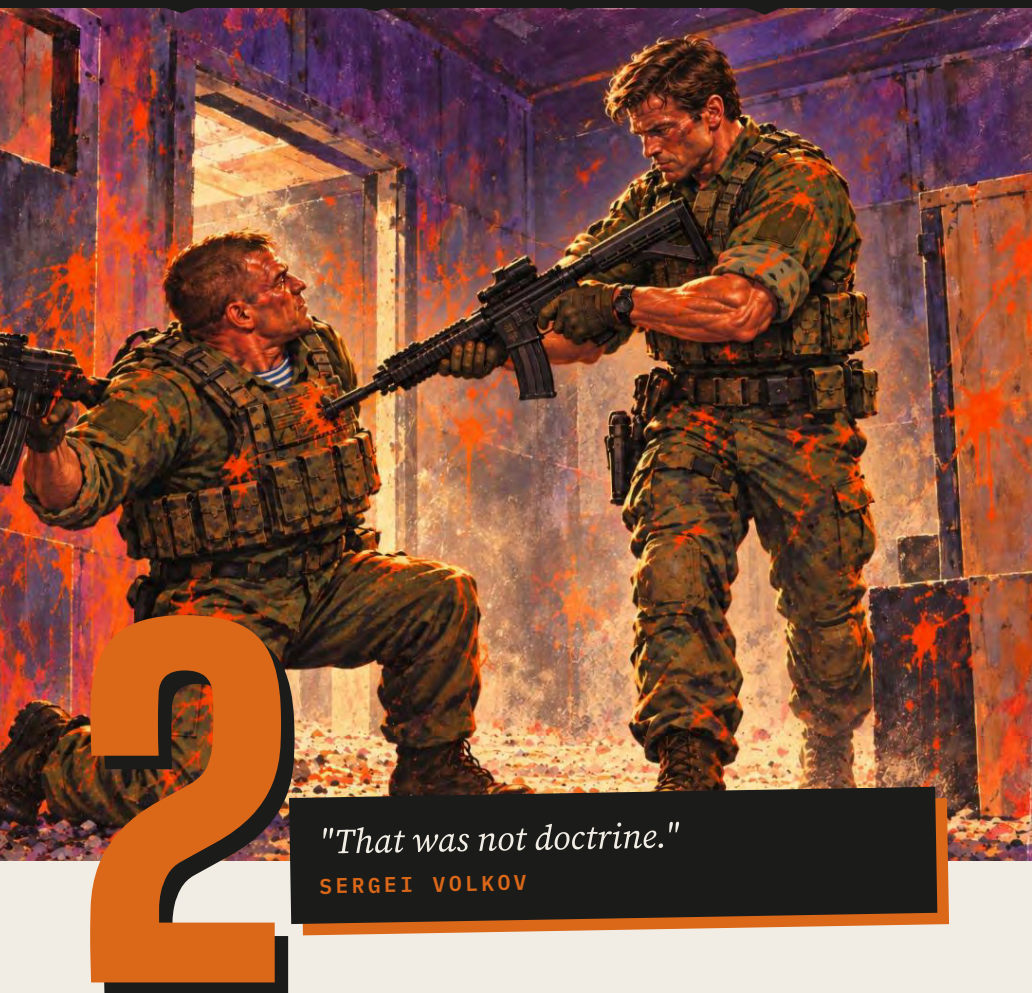
TRACKFIRE: One OPFOR in each room (six in all, and the sitting one in room 4 is room 4's). A **sniper on the far roof covers the roof: when TRACKFIRE leads him he shoots the nearest piece on it, unless he is Pinned.** A steel gate is the door between rooms 5 and 6, and Hard Entry does not open it: an Aim Test of 9+ gets a piece through. A Muscle Test also works and costs 1 damage.

The story: In room 4 sits one OPFOR who is slow and soaked in sweat. **He takes hits. TRACKFIRE says CONFIRMED. He does not fall. He sits down.** He is hot to the touch. He has Health 3, no save, and makes one Attack when led. **Every hit on him adds 1 to your neutralized count, whatever his Health, though he never falls.** The sniper does not count. You can walk around him.

Win: A piece within 1" of the flagpole spends one order to take the flag. The mission ends when the flag is taken. **Rounds played plus your neutralized count must be 7 or less. Blackridge's number is always 8. A tie goes to Blackridge.** Coming down with the flag and losing the number is a loss.

(E.: "Sit him down. Don't ask why he stayed sitting.")





"That was not doctrine."

SERGEI VOLKOV

Three buildings joined at the corners. Sentinel against Volk Group. Volk has been watching the tapes.

Setup: Three buildings on a pad: **residential, commercial, industrial.** Two entrances, at opposite ends. **Your team starts at the residential end. The residential building copies the Syria compound:** a 2" corridor, a stairwell at the north end, doors alternating left and right. Commercial has waist-high cubicles and a mezzanine. Industrial is bare steel. The last room has a door at each end, 2.5" apart, and no cover.

THE KILL HOUSE

THE KILL HOUSE

TRACKFIRE: One OPFOR on each of the **six doors**: four in a row along the residential corridor, one into commercial, one into industrial. The last room's two doors are Sergei's. All wear ear protection. **Flashbangs and smoke do nothing here.** Sergei (Muscle +3, Aim +3, Stillness +2, Health 6, SF-7 carbine, plate 5+) waits in the last room.

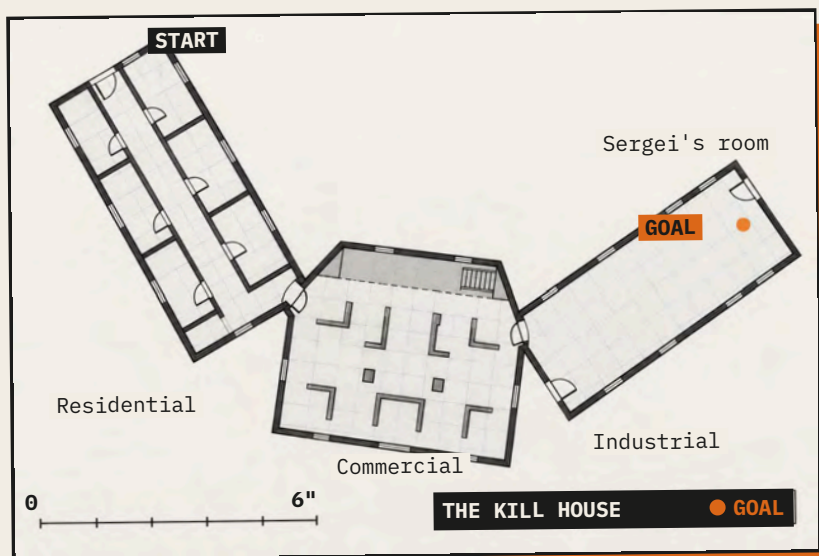
The story: Volk learns. Every piece that comes through a door uses one approach: **Left jamb**, **Right jamb**, **Center**, or **Wall** (through a wall with Hard Entry). **A piece that uses the same approach as the piece before it, through any door, is attacked once by that door's OPFOR before it can spend another order.** The first piece has no predecessor. The memory carries across buildings. Change the approach and it does not.

Win: Sergei is Down. His vest holds solid red.

Recruit: a Volk Operator, if you won.

(S: "If the same door opens the same way twice, the room is waiting.")

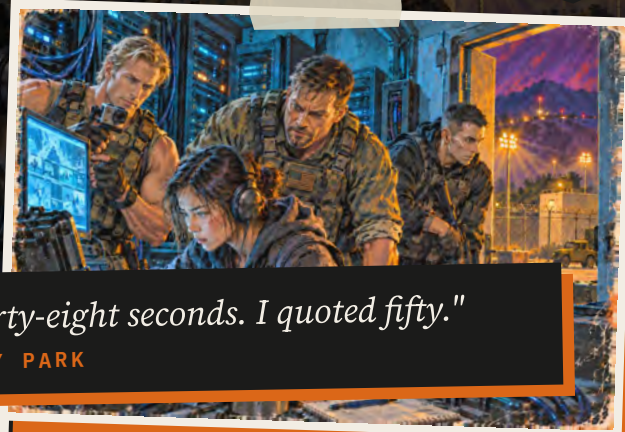
(E: "So walk in the front. Keep your eyes on the one who's waiting.")



3

"Forty-eight seconds. I quoted fifty."

KATY PARK



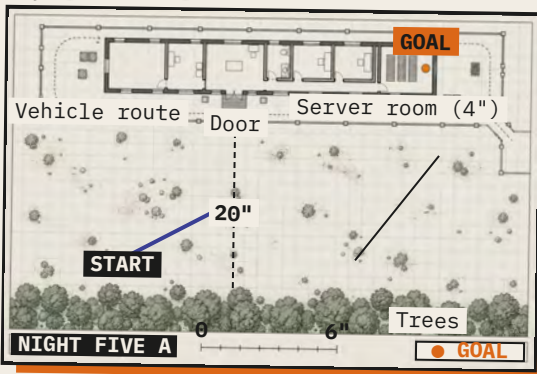
BOARD A

Board A. The Substation. A low block building across 20" of open scrub, a keycard and retinal door, a blue server room 4" deep. Katy, Eli and Jason go in. Tommy loops the cameras from the security room. Simon calls the vehicle circuit from the trees.

- **Quiet.** Tommy's loop is the mission's clock: it holds **8 rounds**, and the first Attack ends it.
- Katy's bypass costs her two orders and opens the door in 48 seconds.
- The door is 20" from the trees. The server room is 4" deep. Reaching its far end is enough.
- The vehicle circuits the fence at the end of round 5. **Any piece on open ground at the end of round 5 is seen, and TRACKFIRE wins.** Tommy may draw the headlights with one order, an alarm in the next building: the round 5 check is skipped.
- When the loop ends, the cameras see every piece: TRACKFIRE wins.
- Writing on your hand costs nothing.

At the server room's far end, any Specialist spends two orders on the terminal: **tick Servers.**

Win: Katy, Eli and Jason are back in the trees by round 8. Katy writes "S-01. 3.0" on her hand.





NIGHT FIVE

Two boards. One night. Sentinel goes in, and then Eli goes in alone.

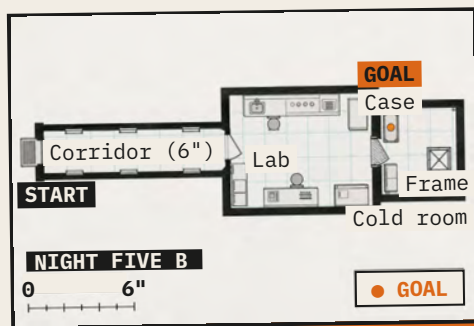
BOARD B

Board B. The Cold Room. Eli alone, 6 rounds. A single-story building, a corridor 6" long that gets colder every 2", a lab, and a cold room behind a frosted door. **The cold room door has not reseated. Warm air is creeping in.** The transport case stands against the cold room's west wall, 2" from the steel frame. The manifests are on a clipboard on the frame.

Inside, strapped to the frame, is Angola Tactical's team leader. No pulse. He does not Move: he is strapped.

The story: At the start of round 3 the right wrist strap gives. **At the start of each round from round 4 he lunges once at any piece within 1" of the frame.** A lunge is an attack with Muscle +3, damage 2, save as normal. A lunge that does damage to Eli **gives him a Bruise token** (see the Addendum). Simon arrives through a flush panel at the start of round 5, after that round's lunge. Each order he spends, he tries to pin the chest (Muscle 9+). When he succeeds, he straps the wrist with his belt. A shut cold room door costs one order.

Win: Eli photographs the manifests (one order, from within 1" of the frame), **takes Vial C from the case: tick Culture** (see the Addendum), and the cold room door is shut from outside with the subject still in it. Eli does not tell the team.



(E.: "I wrote the report and I couldn't finish 'who.'")

(S.: "A patient.")

TURN TO THE ADDENDUM.

Photographed on Night Five by E. Drake



THE ADDENDUM

Stapled in. Not part of the handbook as issued. Photographed on Night Five by E. Drake. Document control numbers removed.

Read it as the record of a test in progress.

THE CURE

From the transport manifest, Case 01, and the plant's production log. Photographed on Night Five.

Vial C is a counter-agent. Unsigned protocol note: "Give within twenty-four hours of exposure. Hold at 3.0 until use. One vial is enough to make more." The ship's lab needs four **Components** to make more.

- **Culture.** Vial C, from the transport case. (*Night Five.*)
- **Plasma.** Blood from Subject 01, the one that lasted. (*Subject 01.*)
- **Reagent.** The cold rack in the shipping container. (*The Loading Bay.*)
- **Master.** The black case on the plane. (*The Airstrip.*)

Photographed on Night Five by E. Drake

Banking. Tick a Component on the Log when its mission says to. It stays ticked. Nothing is carried from mission to mission.

Payoff. At Open Water the ship saves **one Held piece for each Component you ticked, and one more each for Shipping and Delivery.** You choose which.

Three systems keep the agent in production: **Servers, Power, Shipping.** The plane is a fourth, **Delivery.** You may **sabotage** each of them once. Tick it on the Log.

- **Servers cut:** from the next mission, once a mission, name one TRACKFIRE piece before a round begins. It skips its first lead that round.
- **Power cut:** from the next mission, once a mission, a door or gate anywhere opens or shuts free.
- **Shipping and Delivery cut:** Open Water saves one more Held piece for each.

(E.: "one vial. Everyone who got bitten. Do the math.")



Culture



Plasma



Reagent



Master



Servers



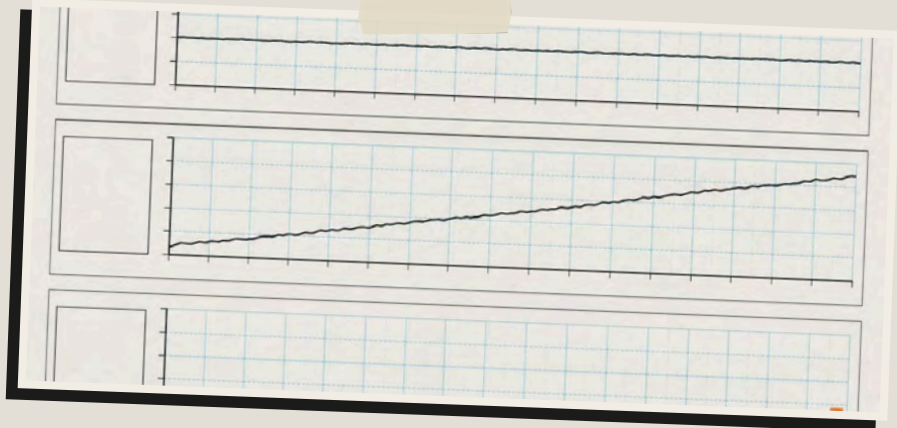
Power



Shipping



Delivery



Photographed on Night Five by E. Drake

FLAGGED

ADDENDUM

From the moment TRACKFIRE marks a piece Flagged, it obeys this Addendum and nothing else.

A Flagged piece has **no Health**. It is Stopped, or it is not. It **never uses a gun**. Some wear full kit: helmet, plates, night-vision mounts still on. The vest keeps blinking.

TRACKFIRE leads Flagged pieces by the same orders as OPFOR. It chooses targets by Rule 2. Say **CONFIRMED** on every sim hit and **NEUTRALIZED** on every second one, flat, and keep going. The piece keeps coming.



RULE 2. HEAT AND MOVEMENT.

A Flagged piece goes for:

1 Any piece within 1\". It Attacks it, on any ground, whether or not it Moved.

ATTACK IT.

2 The nearest piece that Moved this round.

GO FOR IT.

3 If nothing Moved, the nearest piece on warm ground.

GO FOR IT.

STAND STILL.



Otherwise a piece on cool ground that did not Move **cannot be picked**. Noise does not matter. Heat does.

Cold slows. On cool ground a Flagged piece Moves 3". In a cold room or standing water it does not Move. A Flagged piece that goes into standing water after a heat source stops there.

Heat. A lit road flare counts as a piece that Moved. It burns for 2 rounds. Flagged pieces take the flare over any living piece.

Photographed on Night Five by E. Drake

RULE 3. THE BASE OF THE SKULL.

Kit stops everything but a Gap hit. Sim rounds do nothing to a Flagged piece except score.

A Flagged piece is Stopped only by a **Gap hit**:

- **In close:** Muscle Test 9+ with a **Large hand weapon** (rebar, axe, or the silver hammer), aimed under the helmet brim. Fists and blades cannot.
- **At range:** Aim Test 12+ with a live round. **Marksman: 11+.**
- **Point blank** (within 2"): Aim Test 9+ with a live round.

(E.: "Base of the skull. Below the helmet. Base of the skull.")

RULE 4. BROKEN SKIN.

BRUISE

MARKED

HELD

Bruise. A piece at full Health that takes damage from a Flagged piece gets a Bruise token. The skin held. A saved hit does nothing.

Marked. A piece hit by a Flagged piece while it has a Bruise, or while below full Health, is Marked. The skin broke. **A Marked piece turns at the end of the next round.** It becomes Flagged. It keeps what it was wearing and never uses a gun.

Held. A Held piece still fights. A Marked piece is Held if:

- it stands in water (a stream counts) or a cold room. It does not turn while it stays. **If it leaves, it turns at the end of that round.**
- or a Trauma piece within 1" spends two orders and passes a Stillness Test of 9+. It does not turn this mission. One attempt per piece each round.

(Sergei, at the stream: "Cold helps.")

Photographed on Night Five by E. Drake



RULE 5, SECOND HALF.

THE DEAD RISE.

A downed piece left on the table while any Flagged piece is on the table **stands up as Flagged at the start of the third round after it went Down.**

You can put it down for good. A piece within 1" spends one order and makes a Gap hit on it before it stands. (*Simon does this. It is not easy.*)

(S: "It stayed down.

Nothing else has
stayed down.")

- **Warm ground.** Anything that is not cool ground.
- **Cool ground.** Water, rain, a cave, a cold room, deep shade, a fold the sun cannot reach.
- **Gap.** The base of the skull, below the helmet brim. The only place that stops a Flagged piece.
- **Bruise.** A token. The sleeve held.
- **Marked.** The skin broke. The piece turns.
- **Held.** A Marked piece that has not turned yet.

WORDS YOU'LL NEED, ADDENDUM

- **Flagged.** A piece TRACKFIRE marks above 40°C.



Photographed on Night Five by E. Drake

THE SAME GAME, AFTER THE ADDENDUM

Hour Twelve, played small. Tommy ran the team. Katy ran TRACKFIRE. Jason filmed it, and this time he was a piece.

The ground. Bishop (rebar and a plate carrier, save 5+), Simon and Jason inside the shade: cool ground.

Tommy's piece at the east gap on warm ground, 1" from the shade.

Three Flagged pieces to the east: A 12" away, B and C 20" away.

[Mission 4 · Cool ground]

Round 1. Tommy picked Simon's Pen, Hold. He led each piece and spent nothing. Nothing Moved. **[Pens]**

- Katy led Flagged A. **Nobody Moved, so it went for the nearest piece on warm ground: Tommy's.** It Moved twice, 12", and stood next to him. **[Rule 2]**
- Katy led B and C. They did the same and stopped 8" east of the gap. Nobody Attacked.

Round 2. Simon's Pen again. **[Pens]**

- Tommy led Bishop first. A was within 1" of Tommy and would have Attacked him, because Rule 2 picks any piece within 1". Bishop Moved 4" out of the shade to 1" from A and Attacked with rebar. Close, a Muscle Test at the Gap: $3 + 4 = 7$, **plus Muscle +3 = 10.** Hit. A Gap hit Stops a Flagged piece. Katy laid A on its side. TRACKFIRE said NEUTRALIZED. **[Rule 3]**

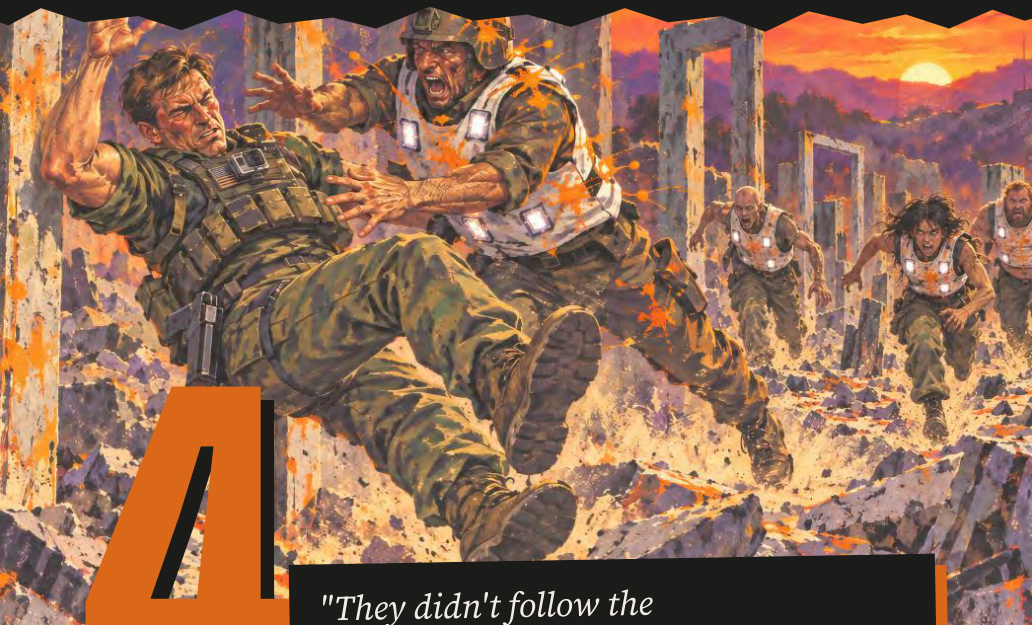
- Katy led Flagged B. Nothing was within 1" of it. **The nearest piece that Moved this round was Bishop,** 7" away. It Moved 6" and Attacked: $4 + 2 = 6$, **plus Muscle +3 = 9.** Hit. Bishop saved on 5+. He rolled a 3. Damage 2: Bishop went from 8 to 6. He had been at full Health, so **he got a Bruise token.** **[Rule 4]**
- Tommy led Jason. He Moved 4" to be next to Bishop. That was his only order this turn. **[Orders]**
- Katy led Flagged C. Bishop and Jason had both Moved, and Bishop was nearer. C Moved 6" and Attacked: $6 + 4 = 10$, **plus 3 = 13.** Hit. Bishop rolled a 2 on his save. Damage 2: 6 to 4. **He already had a Bruise, so he was Marked.** **[Rule 4]**

Round 3. Tommy picked Simon's Pen, Hold. **[Pens]**

- Jason did not Move, so he got +1. He spent two orders on Trauma, to Hold Bishop: $3 + 4 = 7$, **plus Stillness +3, plus Hold +1 = 11.** Bishop was Held. He would not turn this mission. **[Rule 4]**
- Bishop was Held, and Held does not mean out. Over the next rounds he Stopped B and C with the rebar. Nobody ran.

The end. At the end of the mission Tommy wrote Bishop's name under **Held** on the Log. A Held piece goes to the ship. Jason said, "Double or nothing." Tommy did not say what the bet was.

(S. beside the last line: "He did not say. If he had, it would not be a bet.")



"They didn't follow the noise. They followed you."

SIMON CROSS

PART TWO: THE CRUCIBLE

Hour twelve onward. The organizers say the opposition steps up.

The south rubble. Three walls, and a ramp of broken slab.

Setup: A collapsed structure, 6" square. Three concrete walls. The fourth has fallen in as a ramp of slab. A half-roof lies across the top. **Inside is shade: cool ground. Everything outside the walls is warm ground.** Nadia lies on the ramp, Bishop stands at the east wall, Simon in the middle.

Tommy is at the east gap on warm ground, working a rebar stub. Two Sierra Madre pieces (a Recce and a Specialist) huddle 6" east of the east gap, on warm ground, in the pack's path. Play your whole team. Add any of the nine named pieces you lack, played by spares. Eli, Myles, Jason, Zoe and Katy enter from the east gap in round 1 as their first Move. They count as having Moved. The ruin's west side is a rubble wall nobody can pass.

You have no road flares. Katy's Toughbook is dead: there is no Signals in the Crucible.



HOUR TWELVE

TRACKFIRE: Seven Flagged pieces in a column, the head 6" behind the runners and the rest 3" apart. They chase whatever Rule 2 picks. **With no target they keep walking west, two Moves a lead.**

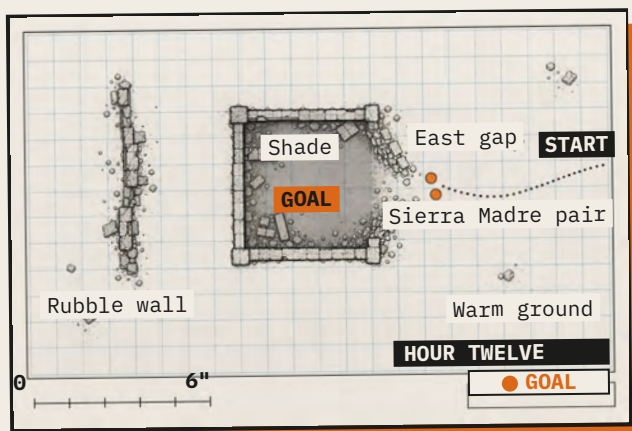
The story: nobody runs. Whatever Moves is picked. **Tommy cannot Move into the shade without being picked. Tommy cannot stay where he is without being picked.** At the end of round 3 the nearest Flagged piece gets one extra lead and goes for Tommy whatever you did. It Attacks as normal, and Tommy gets a Bruise on any unsaved hit.

Win: Nobody of yours is Down when the last Flagged piece has passed west of the ruin. Bishop can Stop the one that goes for Tommy with the rebar.

Recruit: each Sierra Madre piece you bring into the shade joins your bench.

(S: "Stay in the shade. Don't run. Whatever happens, nobody runs.")

(E.: "Tommy's out there. Nobody runs, fine. Somebody walks.")





"They go slow in the rain."

ZOE TURNER

Two boards. The rain, and the stream.

Board A. The Rain. Zoe is on a basalt shelf 3" below the ridgeline with a thermal scope. Myles lies in a fold of ground 16" to her right, 6" from the poncho on the back side of the ridge, away from the two Flagged. A rubble field lies below. **For 3 rounds the whole table is cool ground.** Thirty-one or more Flagged pieces are on the field. In the rain they walk to the nearest wall's lee side and stop. Two of them stand 6" from Myles.

The story: Zoe cannot Stop them from there. Myles is reading a message on his phone and cannot send. He may Move to the poncho, and the two near him will pick him. Or he may lie still, and they will not.

Win: Myles reaches the poncho, or round 3 ends with nobody Down. The mission ends there, as the rain stops all at once.





COLD GROUND

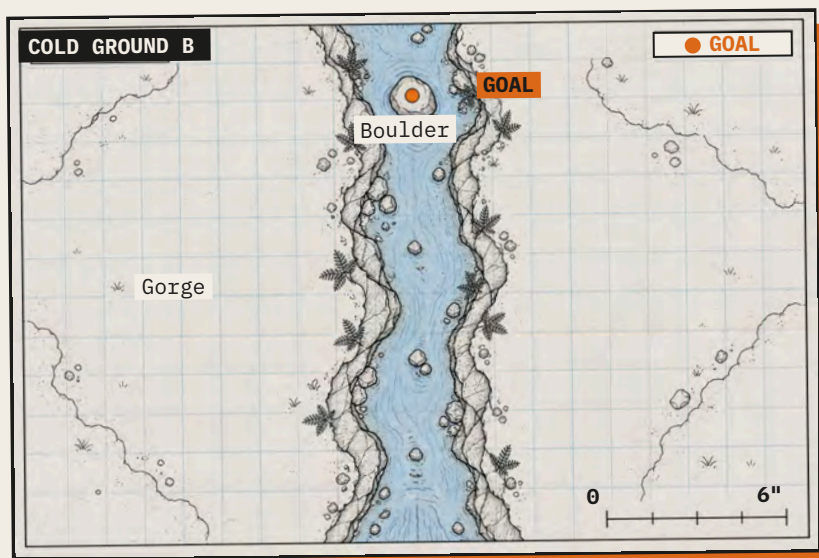
Board B. The Stream. A gorge with steep walls, ten degrees colder than the ridge. **The whole board is cool ground.** Eli fills canteens. Sergei appears 6" upstream and crouches 2" from Eli. His left forearm is in the stream to the elbow under a soaked dressing. **Sergei is Marked. He is Held while his arm is in the water: a stream counts as water.**

The story: Sergei does not fight. He talks. At round 4 he leaves upstream, and the mission ends. Where he goes next is not on this table. **If any piece Attacks him, TRACKFIRE says DISQUALIFIED and the mission is over.** Sergei is not yours to Trauma.

Win: Sergei leaves and nobody Attacked him. Write on the Log whether Eli told the team.

(S: "If you tell them, they know. If you do not, you know something they do not.")

COLD GROUND





6

"We are cold. We would like to be colder."

HAUGEN

The cave. Cold, and dry, and a steel door in the rock.

Setup: A lava tube, four abreast at the mouth, narrowing. At 8" it opens into a church-sized chamber, about 11°C. **The whole cave is cool ground.** At the back, a steel door with a Games scoring panel leads to a steel room with one way in. Your team holds the steel room. **Three Jade Dragon pieces (Fixers) stand in the steel room's doorway beside your team. You lead them. The Valkyrie attack the nearest piece.**

VALKYRIE

VALKYRIE

TRACKFIRE: Seven Valkyrie (Muscle +2, Aim +2, Stillness +1, Health 3, SF-7 carbine, plate 5+) come down the tube in single file, the head 12" from the steel room door and 2" between pieces. They ignore the Grid: they Move and Attack the nearest piece of yours. They are OPFOR until they turn.

Hidden information, solo: Take seven scraps of paper. Mark one **H** (Haugen, Marked) and one **M** (Marked). Leave five blank. Shuffle them face down and put one under each Valkyrie.

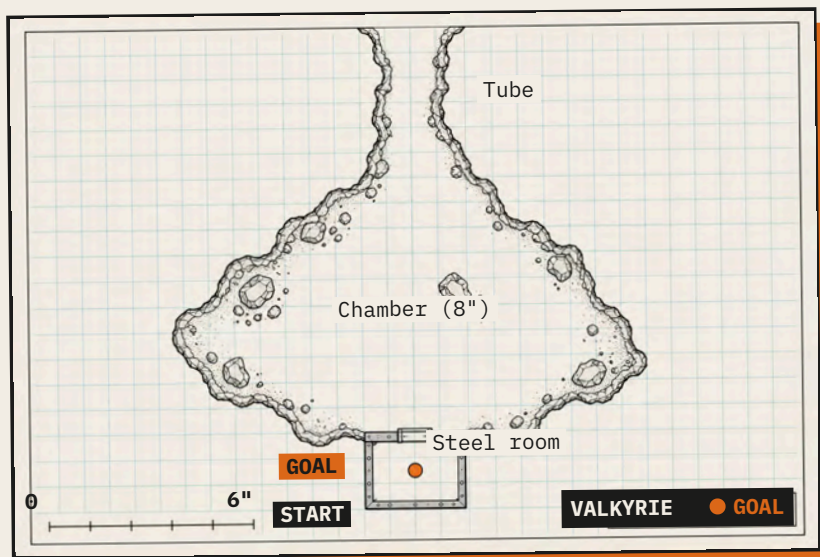
The story: temperature checks. Once a round, spend an order and **Check** one Valkyrie within 6" of a Team Leader: turn its scrap. A blank says "Clear." An **M** says "Rising." An **H** says "Clear." **At the end of round 4 the piece with the H and the piece with the M turn:** they become Flagged.

Rule 5 applies: a Valkyrie Downed before the turn stands up as Flagged three rounds later if any Flagged piece is on the table. A Down piece does not turn on its own.

Win: Every Valkyrie is Down or Stopped. Nobody on your team is Marked. Whoever Downed or Stopped the piece with the H takes her silver hammer, even if she never turned. It is a Keepsake.

Recruit: a Jade Dragon Specialist for each Jade Dragon piece still up at the end (there are three).

(S: "It stayed down. Nothing else has stayed down.")





"I'm not asking. I've seen two vans. There won't be a third."

ZOE TURNER

Extraction. A floodlit rubble field, 24" wide. Konga on the fence with real rifles.

Setup: A chain-link square. Four Konga stand 6" apart along the front fence, inside it. The gate is open, Obi beside it, unarmed. **Screening tables** stand in a line behind the gate: each Bruised piece is checked once, at the first table. A white van waits behind the grandstand. Your team starts at the back edge.

THE FENCE

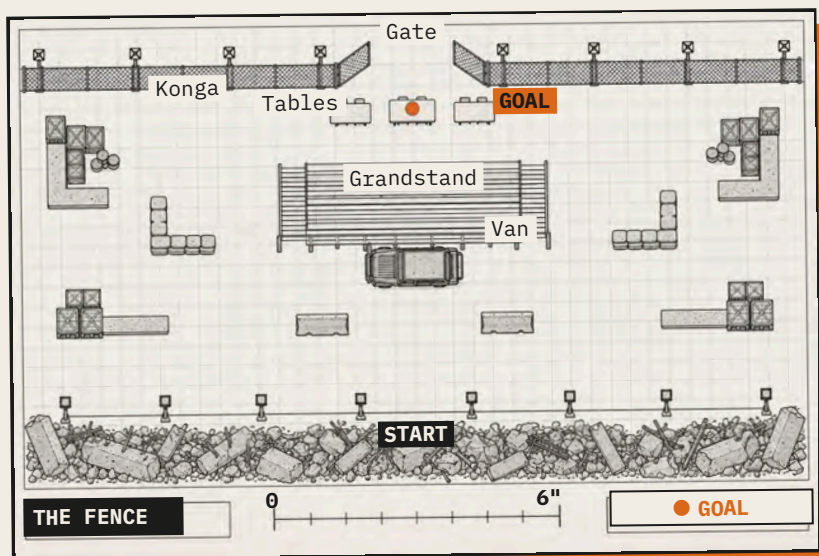
The story: walk slow enough to be boring. Any piece that Moves more than 3" in one order is shot at by every Konga that can see it, one attack each. At the end of round 4 a Flagged piece charges Tommy from 8" out. **A Konga kills it at 2".** Obi's word, spoken the round the Flagged piece dies, turns the rifles away.

At the table: sleeve up, or the van. A piece with a Bruise token must be covered. **Another piece within 1" makes a Stillness Test, 9+, to lie.** It costs no order. A Bruised piece may cover a Bruised piece. A failed lie sends the Bruised piece to the van, and there is no retry. It does not come back at Open Water, and TRACKFIRE wins the mission.

Win: Everyone with a Bruise passes the table. Everyone else walks through.

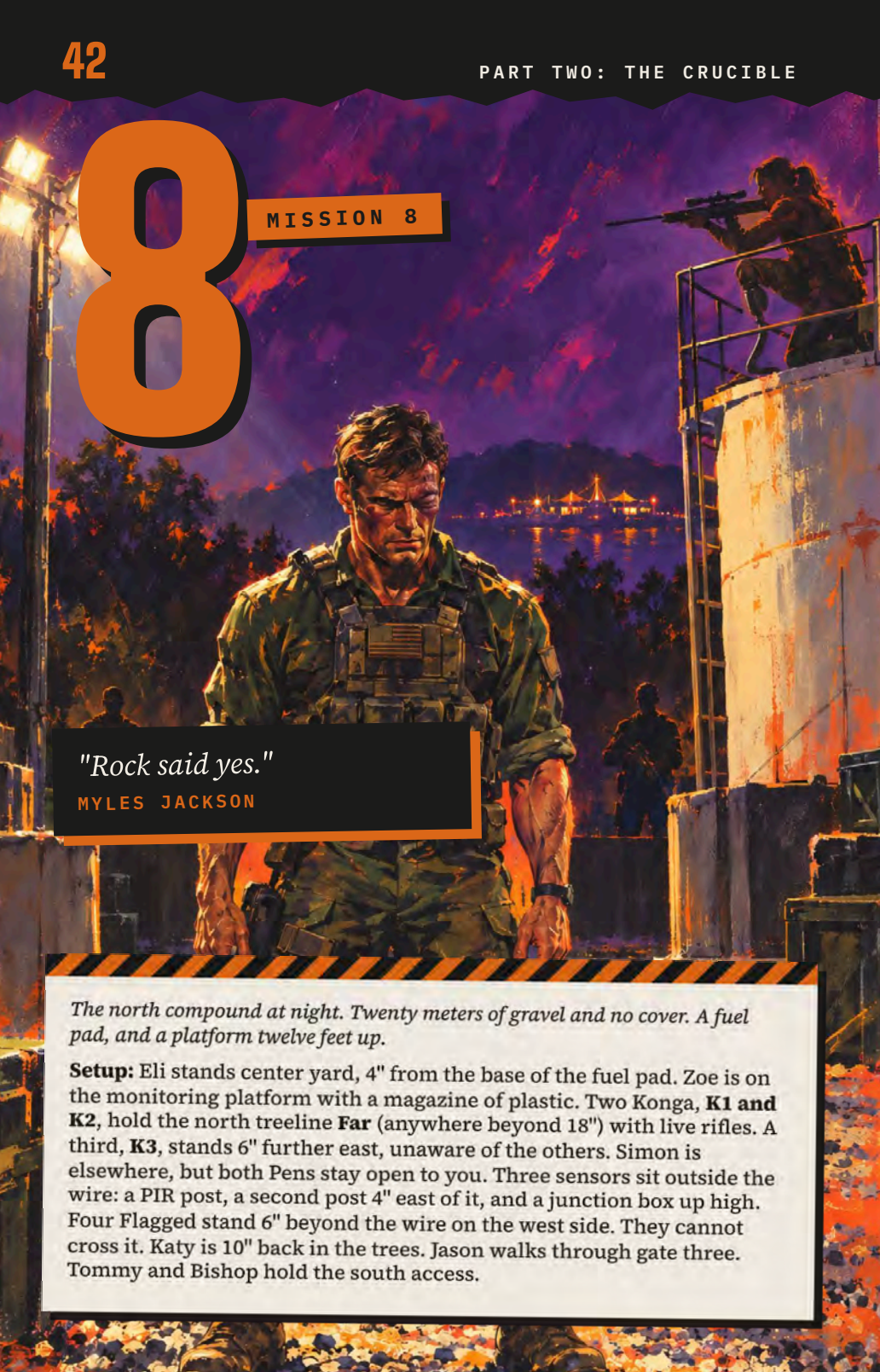
(S: "Cracked, not broken.")

(E: "Flare burn. It's a flare burn.")



8

MISSION 8



"Rock said yes."

MYLES JACKSON

The north compound at night. Twenty meters of gravel and no cover. A fuel pad, and a platform twelve feet up.

Setup: Eli stands center yard, 4" from the base of the fuel pad. Zoe is on the monitoring platform with a magazine of plastic. Two Konga, **K1 and K2**, hold the north treeline **Far** (anywhere beyond 18") with live rifles. A third, **K3**, stands 6" further east, unaware of the others. Simon is elsewhere, but both Pens stay open to you. Three sensors sit outside the wire: a PIR post, a second post 4" east of it, and a junction box up high. Four Flagged stand 6" beyond the wire on the west side. They cannot cross it. Katy is 10" back in the trees. Jason walks through gate three. Tommy and Bishop hold the south access.

THE YARD

The story: freeze. Eli cannot Move for 4 rounds. **While Zoe Holds (no Move, no Attack), K1 and K2 keep their rifles down.** If she Moves or Attacks, they fire. K3 does not know about the bluff.

At the start of round 3 K3 fires anyway. He fires once. Zoe falls from the platform (3 damage, no save). **Eli cannot spend an order on her until round 5.**

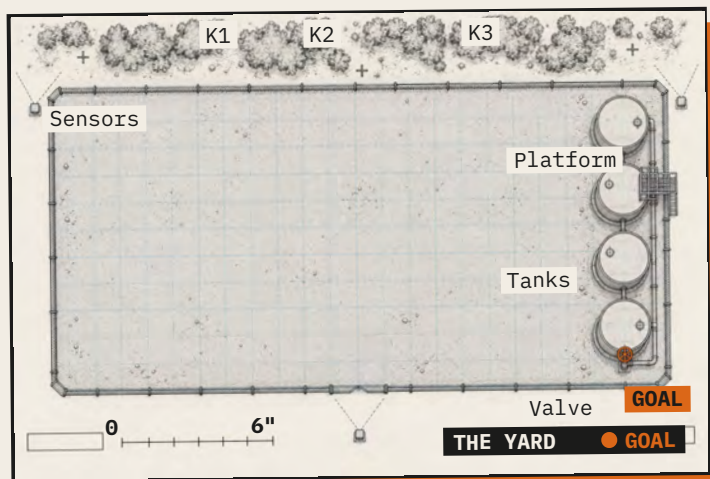
Myles walks the fence and trips the three sensors (a Stillness Test each, 9+): on the high one he throws a rock. **On a success the nearest Konga shoots at the sensor for a round. On a failure he shoots at Myles.** Eli may not Attack. Katy places one Signals marker a round along the west fence.

The valve. A valve stands at the fuel pad's base, 4" from Eli. A piece within 1" of it spends two orders and passes a Stillness Test, 9+, to open it: **tick Power. Any piece that Moves in the yard draws K3's shot on the round it Moves** (one attack, nearest mover). A Signals marker draws it instead if it is nearer.

Win: Eli is standing at the end of round 4. Obi calls his shooter off. Zoe goes prone with the bipod: "North sector's mine."

Recruit: K3, an Operator with a live rifle (five rounds), if Zoe held until round 4.

(E.: "I stood there. That's the thing I did.")





"You held a yard for four minutes. Hold this for one."

SIMON CROSS

The containment room. One holds the door. One goes in.

Setup: A blue-lit corridor 8" long ends at a white room 4" square, 8°C: cool ground. Hassan is inside with a manual grip trigger wired into the wall. A heavy steel door stenciled 01 opens **outward** on a lever latch. Behind it, in a small wet room that counts as a cold room, a steel frame with four bolts. Strapped to it is a Flagged piece in a plate carrier, sun-bleached, helmet with an empty NVG mount, chinstrap fastened. **This is Galloway.** A flush side panel opens to a hidden passage. A fire cabinet with an axe stands in the corridor, 4" from the white room.

SUBJECT 01

SUBJECT 01

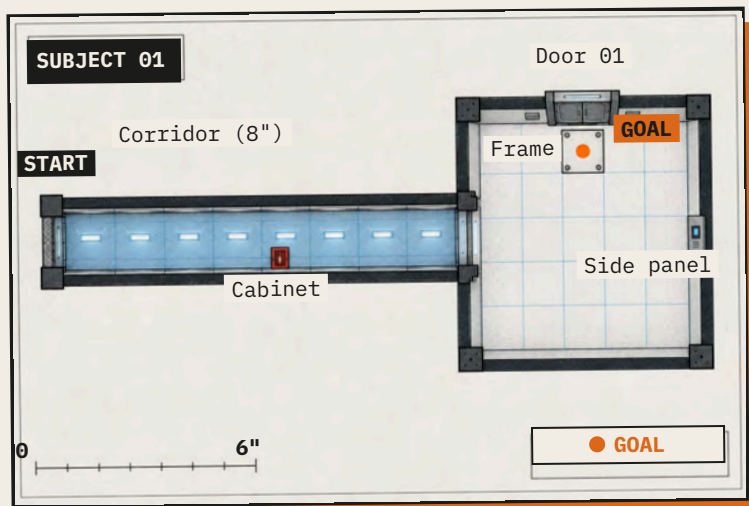
The story: the doctrine trade. Pick a holder and an entrant: your two Team Leaders if you have both, any two pieces if not. Your team starts at the corridor's entrance, 8" from the white room. Only the holder and the entrant go past it.

- **The holder** stands at door 01, holding it open a hand's width: the entrant can pass and Galloway cannot. He cannot Move or Attack. **Galloway's blows land on the door: the holder takes 2 damage at the end of every round from round 2, no save. The blows are not bites: they give no Bruise. They stop when Galloway is Stopped.** If the holder is Down, or leaves, the door opens.
- **The entrant** Moves to within 1" of the cabinet and spends an order to take the axe. He goes through the door and makes a Gap hit: Muscle Test 9+ with the axe.
- **The straps fail:** the thigh at the start of round 2 (Galloway may Close-attack an adjacent piece, and cannot Move), the chest at the start of round 3 (if the door is open, he Moves 3").
- **Hassan** leaves through the side panel at the end of round 4. He is text. He is not a piece and he cannot be stopped.

Win: Galloway is Stopped by the end of round 5. If not, TRACKFIRE wins. The tags go on him. **Then the entrant spends one order within 1" of the frame and passes a Stillness Test, 9+: tick Plasma.**

(E.: "I hold the door. Easy, Simon.")

(S.: "If I go in, I go in once.")





10

"Shut it before. Not after. Promise."

TOMMY SHAH

The north end of the secondary structure. One corridor. Two abreast.

Setup: A wheeled container under a caged work light: **it is the cold room, and its door is open. It stands against the bay's east wall, 2" from Bishop, and it holds two pieces.** A corridor 2" wide and 6" long runs from the bay into the lab wing, with a fire door standing half shut at the far end (one piece at a time can pass). Three cable-tied crew stand along the wall. A side door opens to the yard. Bishop stands at the corridor mouth with rebar. Tommy sits on an upturned crate, ribs taped. Nadia holds the fire door from your side. **In the yard, a catering worker (civilian) stands 3" from the side door, and one released Flagged piece stands 3" from her.**

THE LOADING BAY

TRACKFIRE: Seven released Angola Tactical pieces, Flagged, come down the corridor. The first has Simon's belt on its wrist. Only two fit abreast, so at most two of yours and two of theirs stand in it at once. The seven start in single file just beyond the fire door, the first 1" past it.

The story: shut it before. A fire door can be shut with one order, **only while no piece stands in it, and only once**. A shut fire door holds 2 rounds. **A door shut after they are through does nothing.**

Shield. A piece within 1" of the civilian may spend one order to shield her. The next hit on her lands on that piece.

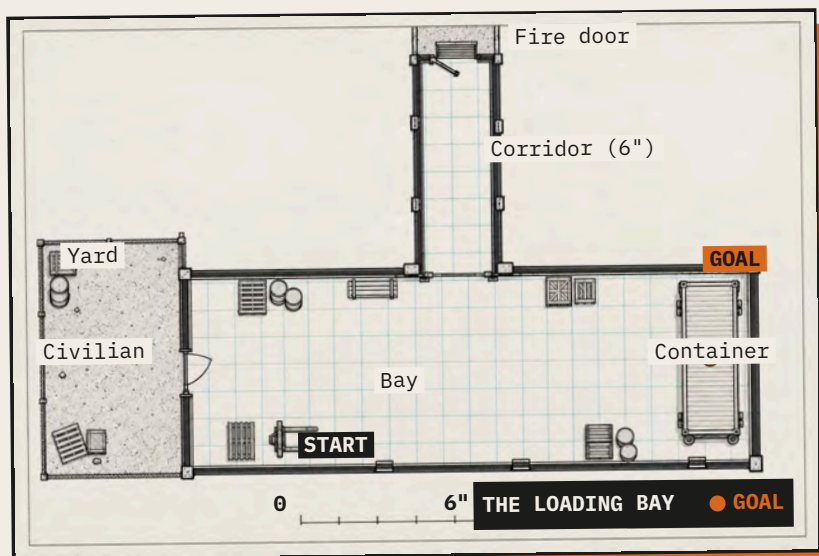
The container. It holds a cold rack. **Empty the rack:** one order within 1" while its door is open (a Fixer free, anyone else Muscle 9+). **Tick**

Reagent. An emptied container is warm ground and no longer Holds anyone. **Or seal it:** shut its door on a Marked piece, which is Held, and **tick Shipping**. Do one or the other.

Win: All seven Flagged pieces are Stopped. Then take what the container gives you.

Recruit: the catering worker, a Trauma Specialist, if she is alive.

(E.: "You don't get to ask me to do the other thing.")





11

"You need to be very loud tonight, Drake."

SIMON CROSS

"Yeah. I can do that."

ELI DRAKE

The last flight out. A runway 30" long. The whole ceremony running up the road.

Setup: The road mouth is at the near end of the strip, and the bowser (avgas, keys in it, hangar two) is 12" from it. A terminal stands beside the road. A jetty and black water lie 18" from the road mouth. The white plane sits on the near apron with props turning. Hassan stands at the top of the airstair. **Zoe is on the terminal roof with a live rifle. It pulls left: -1 to her Aim Tests. It has five rounds. Eli carries twelve road flares as one bundle, which takes two slots.** Simon starts at the bowser.

THE AIRSTRIP

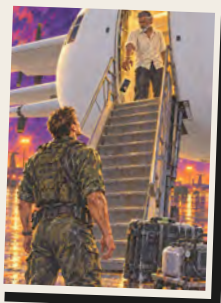
TRACKFIRE: Twelve Flagged pieces enter at the road mouth in round 1. **The Volk file leads: four pieces in plates and helmets. They stack left.**

The story: be loud. Flagged pieces take a lit flare over any living piece. A flare burns 2 rounds. When it burns out, they pick by Rule 2 again. **Simon cannot Move the bowser while any Flagged piece is within 6" of it.** The crowd starts 12" from the bowser and Moves 12" a lead. Water stops them.

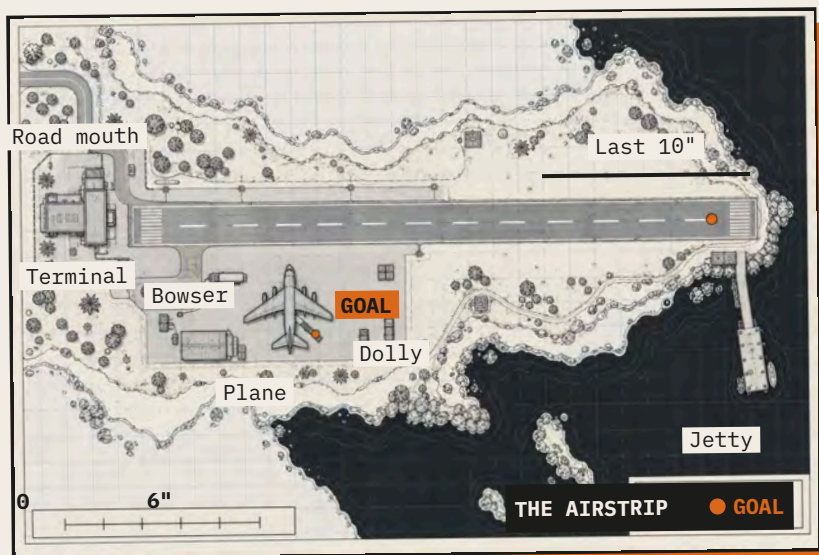
The plane leaves at the end of round 5.

The prize. The black case stands on a dolly at the foot of the airstair. A piece within 1" spends one order and passes a Muscle Test, 9+, to take it: **tick Master. Block the plane:** the bowser ends a Move with any part of it in the last 10" of the runway by the end of round 5. **Tick Delivery.** You may do both. Boarding the bowser is free.

Win: Eli is not Down and you ticked at least one. If not, TRACKFIRE wins.

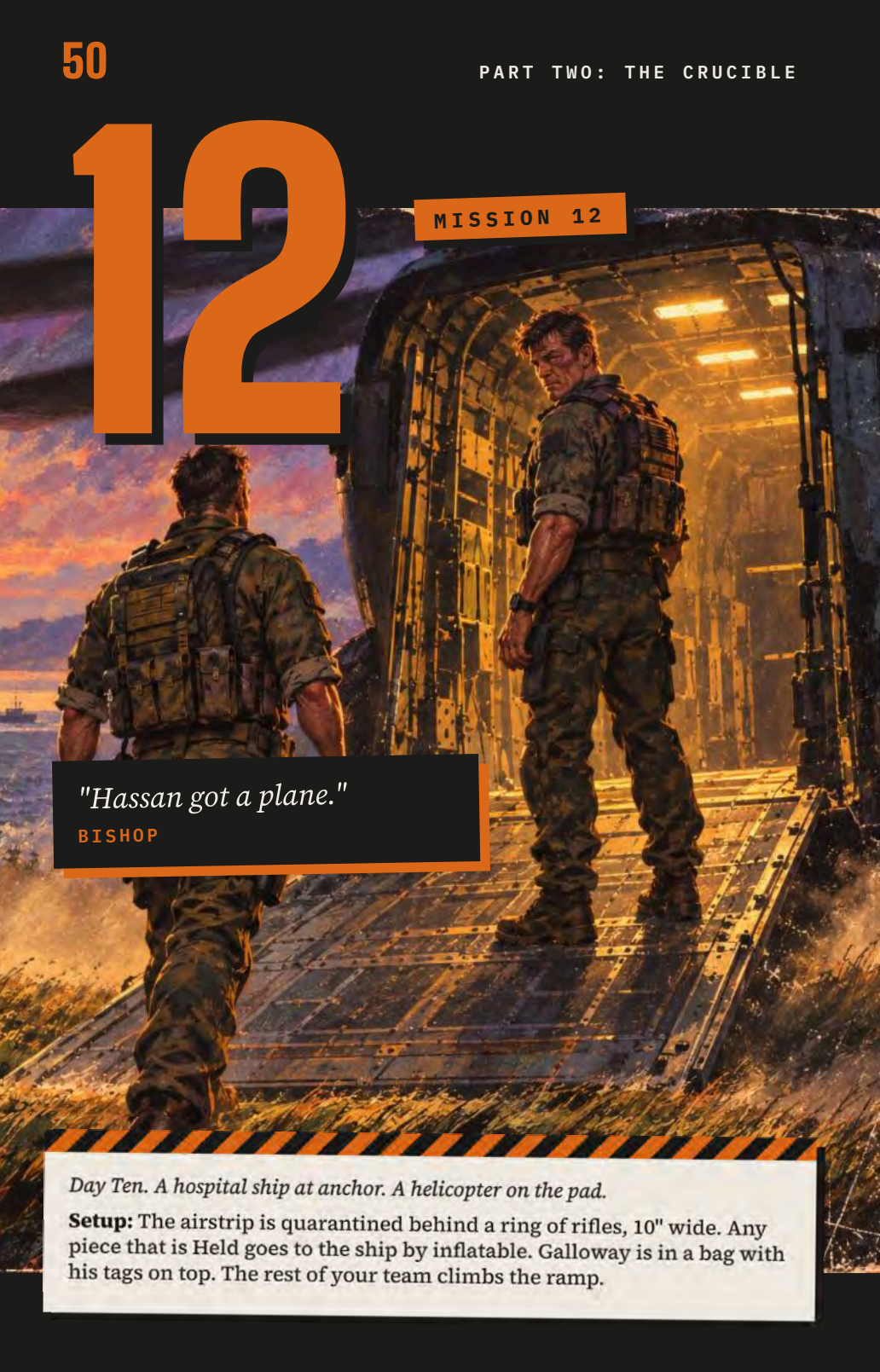


(S: "If he runs, they follow. If he stops, they stop. He is the only thing on this island that decides.")



12

MISSION 12



"Hassan got a plane."

BISHOP

Day Ten. A hospital ship at anchor. A helicopter on the pad.

Setup: The airstrip is quarantined behind a ring of rifles, 10" wide. Any piece that is Held goes to the ship by inflatable. Galloway is in a bag with his tags on top. The rest of your team climbs the ramp.

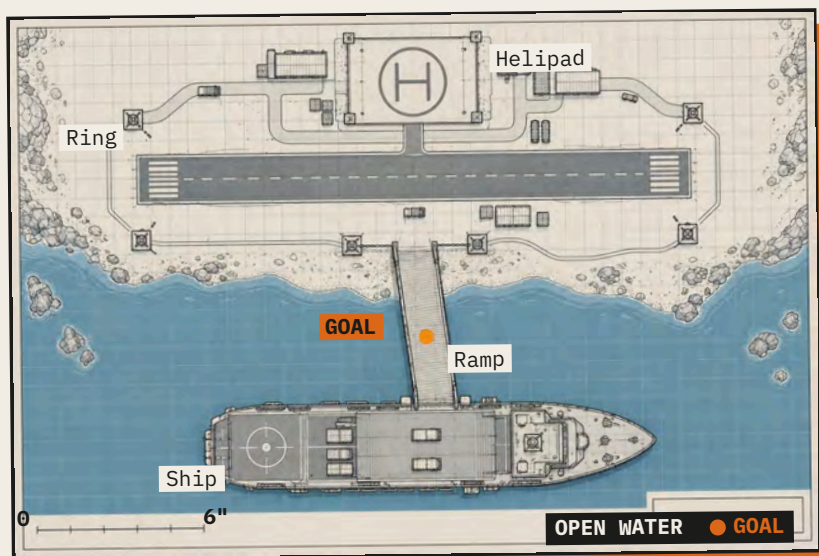
OPEN WATER

There is no dice roll and no win. The mission ends when everyone has boarded. Every piece that is not Down boards. A Down piece that was carried out boards with the piece that carried it. Any other Down piece stays. **Simon boards before Eli.** Eli boards last, even if Simon is not aboard.

The ship saves one Held piece for each Component you ticked, and one more each for Shipping and Delivery. Choose which. The rest do not come back.

When everyone is aboard, **write one line in plain English on the Mission Log.** A van in it, an alley, a time, a name.

OPEN WATER

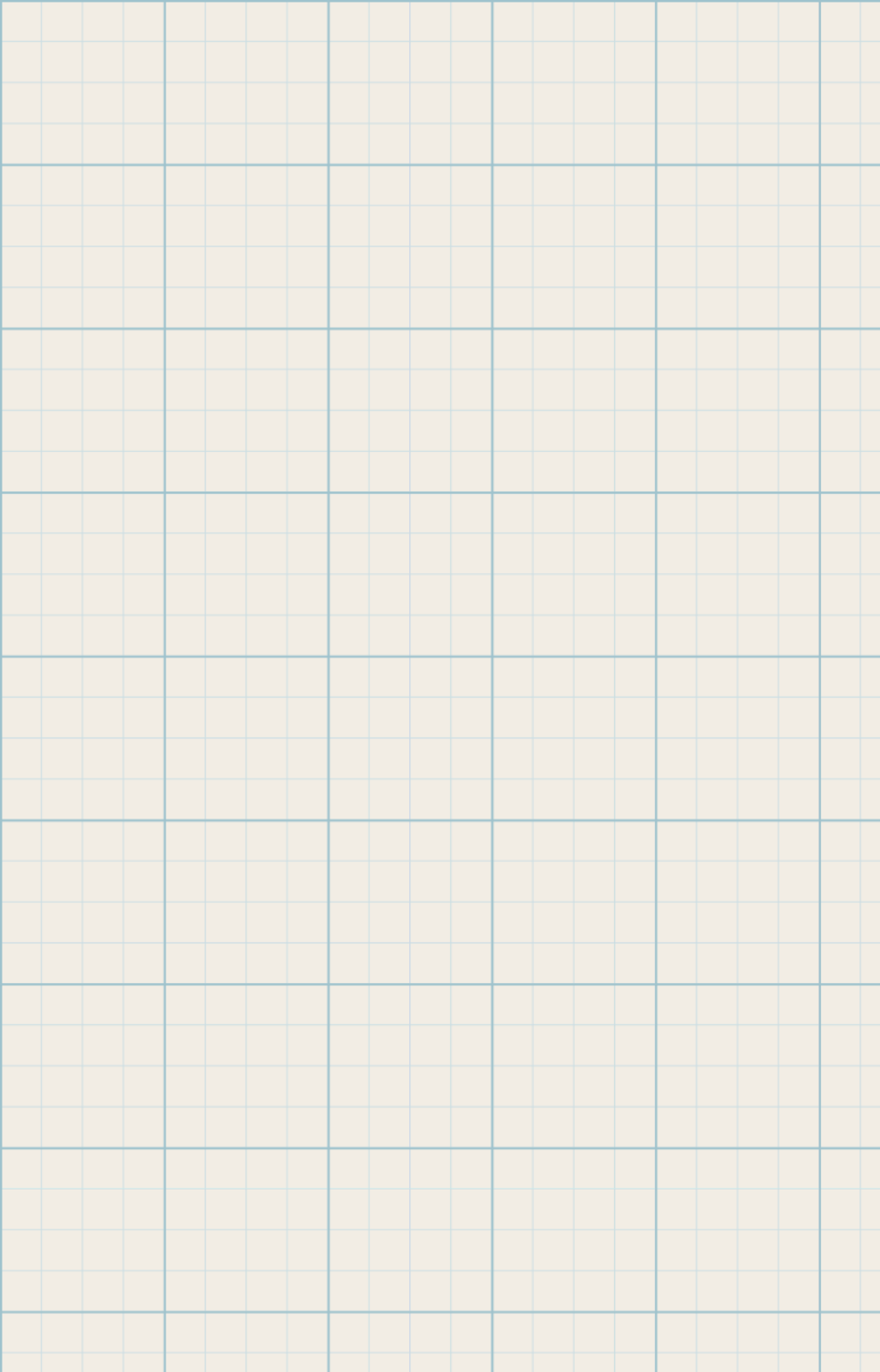


THE LINE

One line, in plain English. Copy it to the Mission Log, page 16.

OPEN WATER





HOW TO PLAY

TRACKFIRE

A skirmish game for one player. You run a team of six. TRACKFIRE runs everything else: the opposition force, the guards, the rival teams, the clock.

1 Build the ground.

P. 2

2 Pick six.

P. 6

3 Set out TRACKFIRE.

P. 10

4 Pick a Pen. Lead a piece. TRACKFIRE leads a piece.

P. 7

5 Win as the mission says, or get one piece out.

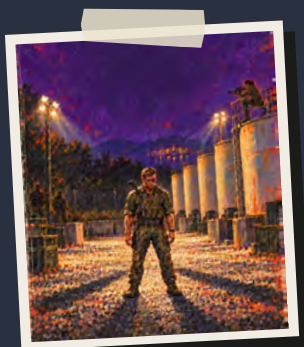
P. 2

A Test: 2d6 + stat. 9+. P. 6

A Chance: 1d6. P. 6

Save: plate 5+, helmet +1. P. 8

YOU WON'T ALL COME HOME.



From the novel *Crossfire: Control Group*.

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From the novel *Crossfire: Control Group* by Jesse Alexander. A Drake & Cross Thriller.