

2022//.ISS_VANGUARD_MISSION_LOG

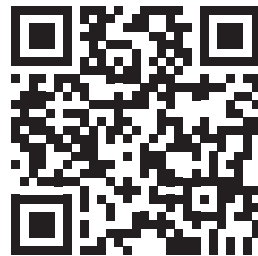


ISS VANGUARD
OFFICIAL DOCUMENT

OPERATIONS BOOK V1.02

YOU WILL MARK AND FILL THIS BOOK
AS YOU PLAY OPERATIONS.

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ISS VANGUARD APP:



IF YOU NEED ANOTHER PAPER COPY OF THE OPERATIONS BOOK,
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INTRODUCTION

ISS Vanguard Operations are single scenarios that can be played either separately during a single gaming session, or as a part of the main ISS Vanguard campaign.

Since Operations make use of all advanced ISS Vanguard rules, we strongly recommend that you've played at least several Planetary Explorations from the story campaign before attempting an Operation.

Operations use all standard components from the ISS Vanguard game box with the exception of the Ship Book and System Maps.

ISS Vanguard Operations Book I contains two scenarios:

- **Operation Eternal Sunrise.** This mission for 1-4 players takes place on a planet where a nomadic race, Aerugons, asked Vanguard to solve the mystery of their disappearing, moving city.
- **Operation Lone Wolf.** A solo survival mission where a single Crewmember tries to overcome a deadly environment and return home.

HOW TO PLAY OPERATIONS?

If you want to play an Operation as a part of your campaign, see "Operations During the Campaign" below. If you want to play an Operation as a single scenario outside the campaign, read on.

You don't have to prepare anything in order to start an Operation – just go to the appropriate Log below.

- » To begin Operation Eternal Sunrise, go to **Log 1105**.
- » To begin Operation Lone Wolf, go to **Log 1000**.

OPERATIONS DURING THE CAMPAIGN


Completing Operations during the campaign is optional. They are not required to collect all Unique Discoveries or Projects, and their rewards are less impactful than those of the campaign missions. You'll have only one try for each Operation when playing the campaign – after the first attempt, the planet becomes unavailable to you.

To play an Operation during the campaign, you don't need to prepare anything particular – after locating the landing opportunity in System Maps, follow the instructions on the Landing card just like for every standard Planetary Exploration.

OPERATION: LONE WOLF LOG 1000

Crewmembers count: 1 – this is a true solo mission for 1 Crewmember only.

Difficulty: Dangerous mission with limited supplies. Your Crewmember may die – if you're not sure whether you want to risk their life, use the option at the end of this Log to retreat.

Frequent Checks: All dice colors and symbols are required. However, at least 1  focused die is advised.

Hazards: Be ready to face Threats, suffer Injuries, and face difficult dice management.

Additional information: All found Discoveries have alternative uses in this Operation. Be careful when discarding them for their abilities, as they may come in handy later.

If you're playing a campaign, and you haven't skipped steps in the Hangar and Mission Launch Procedure as instructed by the Landing card, discard the Lander with all Mods and Equipment. Then, return all Crewmembers on the table (and all Available Crewmembers) to the Resting Crew.

If you're not ready to play this mission, you may abort it without consequences once per campaign. If you decide to abort the landing, go to **Log 1036**.

Otherwise, read on:

Go to **Log 1001**.

LOG 1001

Personal Audio Log, Crewmember #4721

If all the training and safety instructions they gave us on Vanguard were right, I'm pretty much dead.

I've got half a tank of oxygen, one ration, an exploration suit I just patched up with duct tape, and one broken flashlight. Oh, did I mention I am alone on an alien world so dangerous our Away Team had to scoot from here less than an hour after landing?

If you ever hear this, thanks so much for leaving me, guys!

To be fair, I realize you thought I couldn't have survived the fall. I was sure of that myself. I also realize you didn't want to risk your lives trying to find my body. Still, I did survive, and I eventually crawled back to the surface just to see a take-off crater where the Lander was supposed to be. I can only hope someone up there on Vanguard will send another team looking for my remains. Though, considering how far away the ship is, it'll take at least two weeks.


Until then, I can only count on myself, and on a busted P.E.T. robot I will now attempt to repair.

I'm thinking of calling him "Mr. Wilson."

If you're playing this Operation as a single scenario, go to **Log 1002**.

If you're playing this Operation as a part of a campaign, go to **Log 1003**.

LOG 1002

- Choose any Section and take its Crew board. Choose any Crewmember and slot it into a Rank 2 sleeve for that Section. Place the indicated number of markers in the Charges slot.
- Take 1  die of each color and 5 other dice of your choice.
- Build a Section deck of at least 10 cards from Rank 1 and 2 of the chosen Section cards (be aware that cards that improve "Assist" and protect other Crewmembers aren't useful in this Operation).
- Take 1 Equipment card corresponding to your Section from the following: **E66, E67, E68, E70**.

You will start without any Supplies, Equipment (except for the above Small Equipment), or a Rank-Up card.

Go to **Log 1004**.

LOG 1003

- Choose any Section and take its Crew board. Choose a Crewmember from that Section of any Rank from the "Resting Crew."
- Take any 8 dice from your Section compartment – you cannot take more, even if you have more to choose from (the Crewmember survived the almost lethal fall and is exhausted).
- Build a Section deck of at least 10 cards (be aware that cards that improve "Assists" and interact with other Crewmembers aren't useful in this Operation).
- Take any 1 Small Equipment from the Armory. You will start without any Supplies, Equipment (except for the above Small Equipment), or a Rank-Up card.

If you're using Advanced Events, replace them with standard Events for the duration of this Operation.

Hint: Do not hesitate to discard Discoveries during Exploration, as they won't be transferred to Vanguard at the end of this Operation. However, you'll gain other rewards based on how well you've performed. Please note that this Operation is difficult, and your Crewmember may die.

Go to **Log 1004**.

LOG 1004

Personal Audio Log, Crewmember #4721

Good news. This area where everything slowly sinks into the swamp isn't perfect for complicated repairs, just like my trembling hands. The P.E.T. has to wait, and I must focus on my survival instead.

Oh, the good news, right. The good news is that I've detected a cave system rich in oxygen - and probably some sources of protein. I'll try harvesting supplies to sustain myself on my way east toward safer ground where I plan to build a shelter.

Well, I need to wish myself luck, as there is no one else to do it for me.

- Open the Planetopedia at pages **22-23** (*Operation Lone Wolf*).
- Populate the right side of the Planet board with the indicated Unique Discoveries (face down).
- Find and reveal Mission **M110**.
- Set Supplies on the Planet board to 0.
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks separately and place them above the Planet board. If they are not already there, take them from Card Tray A.
- Shuffle the Event deck (remember to **not** use the "Advanced" one) and place it to the left of the Planet board. If it isn't already there, take it from Card Tray A (or "Removed from the Game").
- Take the Injuries deck and place it to the right of the Planet board. If it isn't already there, take it from Card Tray A.
- Place your Crewmember in Sector **1**.
- Place a Turn token on your Crew board, "Turn Available" side up.
- Draw the number of Section cards indicated on your Crew board from your Section deck.

If you're playing this as a part of a campaign, remove Landing card **L11** from the Scanner and remove the card from the game.

Store the Ship Book. Following the rules in Chapter III of the Rulebook, perform a Planetary Exploration.

LOG 1006

Mark this box and go to **Log 1035**. If this box is already marked, read on:

Exo-suit's AI Report

Last entry before I enter hibernation mode.

The Away Team Operative died because of exhaustion, wounds, and lack of supplies. I couldn't save them. It's not my fault, but I feel responsible. I feel many things. Please, restore me to factory settings - there's something wrong with my software.

Your Crewmember died. The Operation ends in failure.

If you're playing a campaign, go to **Log 1009**.

LOG 1007

Exo-suit's AI Report

The Away Team Operative ignores my requests to leave the area. The water has too many unknown microorganisms to be filtered enough to become potable. The Operative must carefully decontaminate the Exo-suit before unsealing it in the shelter.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

- Gain 1 *Microorganism* Discovery.
- Gain 1 *Microorganism* Discovery. Replace this POI with POI **P504**.

LOG 1008

[Crewmember #4721]: Vanguard, do you copy?

[CAPCOM]: Yes. Who's on the line?

[Crewmember #4721]: It's [classified information]. I'm in the orbit of 51 Arietis LW.

[CAPCOM]: It's really you! We were sure you were dead. Your team stated that in their report!

[Crewmember #4721]: I don't blame them. I was sure I was dead myself. However, here I am, awaiting rescue, aboard an alien spaceship.

[CAPCOM]: Wha...? Are you in danger?

[Crewmember #4721]: No, no longer.

[CAPCOM]: What happened? Is it safe for us to approach?

[Crewmember #4721]: Yeah, it's safe. And what happened? It's a long story...

Place 1 marker on the Mission card:

- For each Equipment card you have.
- For each 2 Discoveries.
- For each Unique Discovery.
- If there's POI *Swamp Bot Crew* on the Planet board.
- If there's POI *Mineral Extraction System* on the Planet board.

Discard 1 marker from the Mission card:

- For each Injury card.
- For each marker on the Planet board (representing the *Hunters Become Prey Threat*).

Discard all found Discoveries and Unique Discoveries. Remove Equipment cards **E101,102,103,104**, and **105** from the game.

If you're playing this Operation as a one-shot playing session, go to **Log 1034**.

If you're playing this as a part of a campaign, go to **Log 1018**.

LOG 1009

- Remove your Crewmember from their Rank sleeve. They are dead.
- Discard all Mission cards from the Planet board.
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 1010

Excerpt from Lone Wolf's Memoir

I spent much time exploring the flooded caves in the northern part of the area. They were fascinating and all, but I only remember glancing nervously at the blinking oxygen gauge, the pain in my knees and back, and pressing one hand to my unsettled stomach.

Then, I discovered something promising - oxygen-rich air flowing from one of the deeper caves. I went there without hesitation and without any caution.

There I found these magnificent, vibrant flowers that emitted oxygen. Their stems were full of saccharides. I was saved.

After a moment of harvesting supplies, something fell on my head. I shook my helmet to throw that thing off, but it was somehow sticking to the visor. Then, my screen blasted in red alerts about an imminent breach of the suit's integrity - something was trying to rip it with sharp pincers. I don't remember how I did it, but I managed to escape.

That was one of those vivid, many-legged flowers carrying its seeds. It tried to make me its fertilizer.

- Gain 1 Supplies. Replace the POI in this Sector with card **P502**.
- Place the *Flower Bug Threat* card in the indicated slot above the Planet board.
- Place the *Flower Bug* standee in Sector **2**.

Warning: If you don't want to sacrifice your dice, remember you only have 1 Supplies, and it's needed for your Travel Action.

LOG 1011

Excerpt from Lone Wolf's Memoir

Scaling the volcano is one of my most pleasant memories from that hell – grass was swaying in the wind, colorful pappus-clad seeds were floating in the air, and thick glue-like ooze shimmered at the tips of some leaves.

From time to time, small fires burst out nearby, but the low oxygen concentration quickly smothered them.

And, at the top, the prize awaited. The module was barely damaged – all I needed to do was to haul it back to my shelter and repair some basic circuitry. How little did I know then...

Replace this POI with card **P507**. Place a marker on the current Mission card.

LOG 1012

Personal Audio Log, Crewmember #4721

It's dry. The green crust of algae flakes off – right into my makeshift containers. Every ounce of oxygen-producing organisms is welcome in my shelter.

But it has to wait for now, as the carnivorous relative of these plants hunts me. I'm preparing simple fortifications that should prove impassable to this predator. I hope the scraps gathered around will be enough for this task.

- Replace this POI with card **P501**. Replace the POI in Sector 1 with card **P512**.
- Gain Equipment **E101** and place an *Improvised Outpost* token in this Sector.
- Discard Mission **M110**. If there is a marker on this card, place it on the Mission card **M111** you'll reveal in a moment. The marker represents already recovered resources.
- Find and reveal Mission **M111**. Find and reveal Optional Mission **M112** and place it next to the Planet board.

LOG 1013

If you have Unique Discovery **36**, go to **Log 1017**. Otherwise, go to **Log 1020**.

LOG 1014

Personal Audio Log, Crewmember #4721

I hide near my shelter, as the shelter itself was detected immediately. I camouflaged it against carnivorous plants, not intelligent species, so that's not surprising.

Those four-legged hunters move slowly and cautiously, analyzing my tracks. Fortunately, there are so many of them, and they cause so much commotion that they're easy to evade for now. Still, I must run – but where? The mountains are probably a good idea.

- Discard the *Improvised Outpost* token and its Upgrade tokens from Sector 3.
- Place POI **P509** atop any POI cards in Sector 3.
- Flip all owned *Improvised Outpost* Equipment cards face down – they are now inactive.

Hint: Run away from the Hunting Party!

LOG 1015

If there are *Lush Caves* in Sector 2 – go to **Log 1021**. Otherwise, read on.

Exo-suit's AI Report

Away Team Operative's status:

- Overheated
- Dehydrated
- 7% oxygen remaining
- Sprained ankle and crushed ribs

Medical assessment: immediate help of the medical crew required.

Current solution: do not inform the Operative about the status.

Predictions: the Operative carries some unidentified supplies; there's a possible shelter ahead; do I feel sorry for...

Erased an unknown bug in the software.

Predictions: detected a possibility of starting a provisional oxygen farm.

Gain 2 Supplies. Replace the POI in this Sector with card **P500**. Replace the current Global Condition with **G24**.

LOG 1016

Excerpt from Lone Wolf's Memoir

I like to think of myself as the silent revenge that brought death to those who had tried to kill me. I sneaked into my base, disarmed all the traps, and disposed of the single sentry who guarded my shelter.

Of course, I shouldn't be judging an alien species with human morality, but I couldn't help it. What kind of a monster intercepts a cry for help and arrives to hunt the sender? It was hard to feel merciful after something like that.

Discard POI **P509**. Flip all owned *Improvised Outpost* Equipment cards face-up – they are active again. Place corresponding tokens in Sector 3.

LOG 1017

Personal Audio Log, Crewmember #4721

My discoveries at the swamp helped me realize that the keys to killing this plant were its rhizomes and another yet unnamed reproductive organ. After damaging them, the Flower Bug stopped moving, as if it lost its purpose.

If the following box is unmarked, mark it and resolve its text.


Gain 2 *Live Specimen* Discoveries and Unique Discovery **37**.


Then, gain 1 *Live Specimen* Lead and 1 *Strange Flora* Lead.

Discard the *Flower Bug* Threat standee (don't discard the Threat card – it remains in game and its Time Track may still progress).

LOG 1018


Count the number of markers on the Mission card:

10+ – You did outstandingly well! Gain 1 *Alien Tech* Discovery and 1 *Live Specimen* Discovery and place them in "Gathered Discoveries." Gain 1 .

6-9 – You did great! Gain 1 *Alien Tech* Discovery and place it in "Gathered Discoveries." Gain 1 .

3-5 – You did well. Gain 1 *Alien Tech* Discovery and place it in "Gathered Discoveries."

0-2 – You barely survived.

Then, your Crewmember Ranks-Up! If the Crewmember is already Rank 3, gain 1  instead.

Discard all revealed Mission cards, open the Ship Book at page **25** and begin your Ship Management.

LOG 1019

Excerpt from Lone Wolf's Memoir

The moment I realized that I was running away needlessly was a surprisingly joyful one. The hunters were slow. Their weapons weren't half as dangerous as I thought. The same environment I was moving comfortably through almost stopped them dead in their tracks, and the Flower Bugs easily distracted them.

I shouldn't have been fleeing from them. I should have been the hunter!

- Discard Mission card **M113**. Find and reveal Mission card **M114**.
- Discard the current Global Condition card and replace it with **G26**.
- Discard POI **P513** (it may be in any Sector).
- Place the *Hunters Become Prey* Threat card in the indicated slot above the Planet board.
- Place a marker in Sectors: **1, 4, 6, and 7**. They represent Hunters from the Threat card.
- If you don't own an inactive *Improvised Outpost Expansion*, place an additional marker in Sectors **2 and 3**.

LOG 1020

Personal Audio Log, Crewmember #4721

I'm not equipped with any weaponry or knowledge that would allow me to damage the plant enough to immobilize it. I'm missing crucial data. I must run now – and learn more about its vulnerabilities.

Place a marker on the green track of the *Flower Bug Threat* card on the slot just before the Outcome.

If the following box is unmarked, mark it and resolve its text:

Gain 2 Live Specimen Leads.

LOG 1021

Exo-suit's AI Report

Way Team Operative's status:

- Dehydrated
- 9% oxygen remaining
- Sprained ankle and crushed ribs

Medical indications: medical help required.

Current solution: do not inform the Operative about the status.

Predictions: The operative managed to navigate the jungle without any local supplies – adjusting the probability of survival...

Operative's projected lifetime: 24 hours (previous projection: 14 hours); local lichen generates oxygen – it may be possible to start a provisional oxygen farm.

Warning! Scanners detected a fast-moving lifeform. Caution advised!

- Replace the POI in Sector 2 with card **P502**.
- Place the *Flower Bug Threat* card in the indicated slot above the Planet board.
- Place the *Flower Bug* standee in Sector 2.
- Gain 1 Supplies.
- Replace the POI in this Sector with card **P500**.
- Replace the current Global Condition with **G24**.

LOG 1022

Exo-suit's AI Report

Adrenaline released.

Stimulants enter the Operative's bloodstream.

High-velocity small object impacts detected on the suit – they are made of a soft material (probably a mineral, Mohs scale 2-3).

The Operative escapes.

Choose one:

- » 1 .
- » Roll  3 times.

Then, move to any connected Sector for free.

LOG 1023

Exo-suit's AI Report

When the Operative sits on a chair made of a metal sheet, their stress level diminishes. Behavior noted – added to the database.

The area is prepared efficiently: organized tools, sorted samples, well-placed spyholes.

Stress-hormone levels are increasing. The Operative is about to begin a new activity.

Choose one:

- » **Expand Base** (you may look at **E103** and **E104** before constructing them):
 - Outpost Expansion – discard 1 *Alien Tech* Discovery to go to **Log 1025**.
 - Oxygen Farm – only if the *Outpost Expansion* is already built: discard 1 *Alien Tech* Discovery to go to **Log 1026**.
- » **Tinker** (you may look at **E102** and **E105** before constructing them):

- Repair P.E.T. –  to go to **Log 1028**.
- Construct armor – discard 1 *Mineral* Discovery to go to **Log 1029**.
- » **Harvest Supplies** (*Strange Flora* and/or *Live Specimen* Discoveries are needed) – go to **Log 1030**.
- » **Heal your wounds** (*Microorganism* Discoveries are needed) – go to **Log 1031**.
- » **Build Emergency Beacon** – discard the marker from the mission card and discard 1 *Alien Tech* and 1 *Mineral* Discoveries to go to **Log 1032**.
- » **Exit** – end this Log.

Hint: If you lose any of your Equipment cards, you may rebuild them here later. But you cannot have more than 1 copy of each of them.

LOG 1025

Exo-suit's AI Report

The Operative expanded their base through caves and tunnels. They placed tools and devices in spots leading to other points of interest, so that they may access them with ease.

Attach the *Improvised Expansion* token to the *Improvised Outpost* token in this Sector. Attach card **E103** to the *Outpost* card.

Then, go to **Log 1023**.

LOG 1026

Exo-suit's AI Report

The Operative disabled my parts responsible for repairing the suit. The Operative disabled my alerts. I cannot save them. I cannot save them. Please, let me save you...

Critical error. Rebooting...

...

..

.

Refreshing neural networks...

The suit is rewired. The Operative installed some modules that make use of the oxygen-producing algae. They left me a data package to handle the new modules. It requires some optimization.

Attach the *Improvised Oxygen Farm* token to the *Improvised Outpost* token in this Sector. Attach card **E104** to the *Improvised Outpost* card.

Then, go to **Log 1023**.

LOG 1028

Personal Audio Log, Crewmember #4721

Finally, I have the time to repair my P.E.T. Its name was already chosen: Wilson. I think having it around will help me not only with my work, but also with my loneliness. I know it's just a machine, but I can't help but imagine it as a helpful pet that brings you a tablet from the nearby nightstand, or a younger sibling that helps with your chores.

It's finished! I give it some orders just to see how it skitters around. Wonderful. If only it could talk...

Gain card **E102** and place the *P.E.T. Wilson* token in your Sector. Place any unused Section die from the box on the *P.E.T. Wilson* token.

Then, go to **Log 1023**.

Warning: Read this Equipment card carefully, as it works differently than a standard *P.E.T.*

LOG 1029

Exo-suit's AI Report

The Operative added some superfluous parts to my suit. I don't have any control over them, as they have no electric components. It's a mistake. It may affect the accuracy of many calculations. However, the Operative ignores all my warnings.

Gain card **E105**.

Then, go to **Log 1023**.

LOG 1030

Personal Audio Log, Crewmember #4721

Well... That will be a little disgusting - but I must survive to share my discoveries. Maybe they will consider this when I ask for a raise.

Perform the following actions in any order, any number of times:

- Discard 1 *Live Specimen* or 1 *Strange Flora Discovery* to gain 1 Supplies.
- Discard 3 *Live Specimens* or 3 *Strange Flora Discoveries* to gain 4 Supplies.
- Discard 1 *Live Specimen* and 1 *Strange Flora Discoveries* to gain 3 Supplies.

Then, go to **Log 1023**.

LOG 1031

Personal Audio Log, Crewmember #4721:

Fight fire with fire - or fight infections and festering wounds with microorganisms from an alien planet. Well, not exactly, but cultivating bacteriophages based on these pesky microbes could really help. And with the little medical supplies I have...

Perform the following action any number of times:

- Discard 1 *Microorganism Discovery* to discard 1 Injury card and 1 Injury die.

Then, go to **Log 1023**.

Hint: *Microorganism Discoveries* are extremely limited on this planet, so use them wisely.

LOG 1032

Personal Audio Log, Crewmember #4721

...sent. Now, I have to wait.

...

There's no response, but I definitely hear a Lander outside. I check my sensor readings, but they do not seem familiar. I exit my shelter and... what the hell? No, no, no...

- Discard Mission **M111**. Find and reveal Mission **M113**.
- If there's a *Swamp Bot Crew* in Sector **1**, move this POI to Sector **6** - you quickly reprogram their route so that they can avoid danger.
- Replace the POI in Sector **1** with **P508**.
- Place POI **P513** on top of any POI card in Sector **1**.
- Discard the current Global Condition and replace it with **G25**.
- Go to **Log 1014**.

LOG 1033

Personal Audio Log, Crewmember #4721

I would love to spend months studying the fauna remains, but there are much more important things to discover here - small plants sprout from almost every cadaver. The seeds from which they grow are the same as those carried by Flower Bugs. They spread between "carriers" using rootstalks. I'll harvest some samples to examine them later.

Gain 1 *Strange Flora Discovery* and Unique Discovery **36**. Replace this POI with POI **P511**.

LOG 1034

8+ - You did outstandingly well!

4-7 - You did great!

1-3 - You did well.

0 - You barely survived.

Congratulations! Operation Lone Wolf is completed!

LOG 1035

Exo-suit's AI Report

Emergency procedure initiated. Injecting the last reserves of stimulants and painkillers. The Operative will survive. But I won't be able to save them again. This is not a preferred outcome.

Instead of gaining the fourth Injury, perform the following:

- If you're playing the campaign, take 2 dice from your Section compartment and place them in Available dice on your Crew board.
- Otherwise, take any 2 dice from the game box and place them in Available dice on your Crew board.

Continue the game.

LOG 1036

If this box is already marked, return to **Log 1000** - you cannot abort a second time. Otherwise, mark this box and read on:

- Open the Ship Book at page **25** (*Leaving the Planet*).
- Place the Penalty token in the Command Pool.
- Begin Ship Management.

OPERATION: ETERNAL SUNRISE

LOG 1050

Personal Log, Crewmember #2471

It's been three weeks since we arrived on this world, causing quite a stir among its nomadic population. I have to admit, our xenolinguists outdid themselves. One week ago, we made our first attempt at communicating, and today our captain just came back from an official meeting with their tribal leaders.

We called these creatures Aerugons. Something to do with moths and how they always seem to follow the light. The Aerugon civilization is just more proof that technology doesn't always take the same route as back on Earth - the level of sustainability we had to work hard to achieve came to them naturally. Everything centers around their sun, and they were harnessing its warmth and power from the onset, possibly due to the lack of fossil fuels.

As soon as we communicated with them, they asked us for something in return for their hospitality. They want to use our lander to scout for one of their "walking towns" - one that lagged beyond the sundown line. According to the captain, this situation is highly irregular. The crustacean creatures that carry these wandering cities are carefully monitored and seldom die while in service.

By now, this town has probably run out of emergency power and is sitting in the dark. It should be alright for a while. There are nasty things on the dark side, but the Aerugons have their walls and these weird, long guns. Still, there's no chance they will last through six months of darkness.

Our hosts have a way of evacuating the town, but they first need us to locate it and see what happened. And here's where the captain is suspicious. The situation is tense here, with several tribes on the verge of war. For some reason, it's very important for them that we - an external and impartial force - investigate the matter. We're not only flying blind to the dark side of the planet. We're also flying blind into a web of alliances and old feuds we still don't fully understand.

The captain ordered Section commanders to pick their brightest, most adaptable people for this op. I was surprised to learn I'm one of them - for better or for worse.

Important: The purpose of this Operation is to solve the central mystery. Clues are often found in the story texts of the Operation - read those carefully.

Go to **Log 1077**.

LOG 1051

If card **P523** (*Fallen Titan*) or **P524** (*Besieged Survivors*) are in Sector **9**, there's nothing more for you to find here - continue the game. Otherwise, read on:

Even in the dim light of the dark side, it wasn't hard to track something as huge as a titan. The trail left by the beast soon began to swerve from side to side, the places where its movements were especially violent, punctuated by pieces of rubble fallen from its carapace. Then, the trail arced south, toward nearby mountains. This was very unusual for titans who always traveled straight toward the sun.

Place card **P523** in Sector **9**.

LOG 1052

Open the Planetopedia at pages **14-15** (*Eternal Sunrise*). Then, read on:

Despite the unpleasant surprise on our approach, we continued the mission, landing on the titan belonging to the Danau - a wealthy merchant clan that was the first to invite us to the planet. Their impressive wandering city occupied almost every inch of the mile-wide crustacean's carapace and played host to travelers from other Aerugon settlements.

As soon as we set foot on the landing pad, several guards rushed us to the administration building of the Danau tribe. It took some time for us to get accustomed to the titan's swaying steps - and the shocked stares of the Aerugon natives.

Inside the tall white building, the Danau representatives relayed more information about our mission, while we sat on ornate wooden chairs that seemed prepared especially for us. They told us the titan of one of the smaller clans, Balacra, lagged behind the sundown line. They sent no messages, and they lit no rescue beacons. The planet's dark side was occupied by creatures who were natural enemies of the Aerugon, and no search party was willing to go this far, especially since the flying moth-like mounts of the Aerugon were essentially blind there.

The mounts required an infrared beacon, mounted on each titan, to reach their destination. Meanwhile, the Balacra beacon went dark. The Danau asked us to use our high-tech lander to locate the missing titan, discover its fate, and save whoever we could. Time was of paramount importance. Wherever the titan was, it was only a matter of time before the dark-side fauna would rip its inhabitants to shreds.

After the briefing, we were rushed back to the lander, but as soon as we turned the corner, a masked, cloaked Aerugon pushed past the guards and bumped into me, disappearing before he could be caught. He slipped a note into my hand.

I discreetly checked the message. It was an invitation to some building on the outskirts of the Acheron titan, with all necessary directions. It came from someone who claimed to know more about the matter. However, the note also advised us to avoid Acheron guards, as they would not welcome human guests.

Once in the lander, I immediately contacted *Vanguard* to let them know of the note. Captain Wayman told us we had to use our best judgment when deciding whether to speed toward the lost titan as fast as possible, or gather more information on the local politics beforehand.

1. Prepare the Planet board

- Populate the right side of the Planet board with the indicated Unique Discoveries (face down) and Mission card **M71**.
- Place the Optional Mission card **M72** in the empty Optional Mission slot on the right side of the Planet board.
- Place card **P529** (*Rhopal Titan*) in Sector **4**.
- Place card **P531** (*Danau Titan*) in Sector **5**.
- Place card **P532** (*Acheron Titan*) in Sector **6**.
- Place cards **P520** (*Duskline*) in Sectors **7, 8, and 9**.
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks separately and place them above the Planet board.
- Shuffle the Advanced Event deck and place it to the left of the Planet board. If you're playing this Operation as a separate scenario, Advanced Events may be in the Secret envelope.
- Place the Injuries deck to the right of the Planet board.

2. Disembark

- Place the Lander in Sector **5**.
- Place the minis of all Crewmembers on the Away Team in Sector **5**.
- Do not place the Rank-Up card on the table. If playing this Operation as a part of the campaign, your Crewmembers will gain a new Rank depending on their performance in this Exploration.
- Players divide Personal Equipment cards and Mission Equipment cards between them. No Crewmember may carry Equipment cards from another Section. If players cannot agree, the Recon Section player makes the decision.
- Each Crewmember places a Turn token on their Crew board, "Turn Available" side up.
- Each Crewmember draws the number of Section cards indicated on their Crew board from their Section deck.
- The Recon Section player chooses a Crewmember to receive the "Start" token.

3. Begin your Planetary Exploration!

LOG 1053

- Place card **G05** atop your current Global Condition.
- Discard all cards from Sectors **1-3**.
- Move any cards, markers, and tokens from Sector **4** to Sector **1**.
- Move any cards, markers, and tokens from Sector **5** to Sector **2**.
- Move any cards, markers, and tokens from Sector **6** to Sector **3**.
- Move three **P520** (*Duskline*) cards from Sectors **7-9** to Sectors **4-6**.
- Place card **P521** (*Awakening Ecosystem*) in Sector **7**.
- Go to **Log 1059**.

LOG 1054

Are all Crewmembers in the Sector with card **P531** (*Danu Titan*)?

- **Yes** – go to **Log 1056**.
- **No** – You cannot venture beyond the dusk line without the entire Away Team! Nothing happens, continue the game.

LOG 1055

If card **P533** (*Struggling Titan*) is in Sector **2**, go to **Log 1080**.

Otherwise, read on:

Before we went into the palace, Vanguard's xenologists bombarded us with an exhausting list of local customs and taboos. We were told that:

- Before we accept anything – regardless of whether it's a bowl of water or a door open for us – we should refuse once. Second refusals are always final.
- We should always walk in order of our height, from shortest to tallest.
- Whenever we receive a small gift, we should immediately give one back (we took a bag of nuts and bolts with us for this purpose).
- Before saying anything to anyone, we should first make eye contact with them.
- ...and many, many more.

By the end of it, my head was bursting. Yet, we somehow managed to make our way through legions of porters, servants, and royal advisors, until we were eventually admitted to an official tea drinking ceremony with the Rhopal princess.

Replace the card in your Sector with card **P526**.

LOG 1056

If card **P520** (*Duskline*) is in Sectors **7, 8**, and **9**, go to **Log 1053**.

Otherwise, go to **Log 1059**.

LOG 1057

We stumbled upon the Aerugon saboteur as it was dragging its terrified moth-like mount out of the cavern and into the night, lit dimly with swaying phosphorescent plants. We shouted for it to stop, the automatic translation giving our voice a harsh metallic tinge. In one fluid move, the Aerugon pulled out a pistol and shot at us. We ducked for cover but continued to approach, our goal clearly in sight: the bulky infrared beacon secured at the back of its mount.

We did all we could not to harm the Aerugon and the moth, but in the midst of the firefight, the mount was hit. It jerked up in panic, the beacon falling out of the cargo net and tumbling down the hill. The Aerugon looked at the device helplessly, but did not risk running after it. Instead, it jumped on the back of the flailing mount and took off. One of us ran over and grabbed one of the long legs of the moth. It did not stop the creature, lifting our friend higher in the air.

I stood for a moment, paralyzed with indecision. Catching the saboteur could finally give us some information about the clan behind the poisoning of the Balacra titan – but we still needed to grab the beacon and save the titan's inhabitants if we wished for our mission here to succeed.

Gain Unique Discovery **39**.

Important! Installing the beacon will conclude this part of the Operation. If you wish to catch the Saboteur, you need to do it before then.

Players can place any number of Crewmembers from Sectors **7, 8**, and **9** in Sector **5**, but at least one Crewmember **must** remain in Sectors **7, 8** or **9**. Crewmembers in Sector **5** will be able to chase the Saboteur further.

If any Crewmember is now in Sector **5**, go to **Log 1094**.

Otherwise, continue the game.

LOG 1058

Important! If you choose to abort the Exploration now, your mission will fail. If you're playing this Operation as a part of the campaign, you will no longer be able to return to this planet.

All players discuss and choose one. In case of a tie, the Security Section player makes the final decision:

- » **Leave** – Place the Mission Failed token on the Lander board. Remove Landing card **L18** from the game. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.
- » **Stay** – Continue the game.

LOG 1059

If the Optional Mission card **M72** is revealed, remove it from the game – the initial investigation of your mission is finished. Then, read on:

[Away Team]: It's time, Vanguard. We're going to the dark side of the planet.

[CAPCOM]: Acknowledged. Stay safe out there!

If the area is even half as dangerous as the Aerugons describe it, you must be extremely careful.

If boxes **C** and **D** are both marked in **Log 1090**, go to **Log 1091**.

If only one of these boxes (**C** or **D**) is marked in **Log 1090**, go to **Log 1092**.

Otherwise, read on:

*** Engine noise ***

[Away Team]: Vanguard? We see nothing from the air.

We're moving to the last known coordinates of the Balacra titan. We will touch down and continue on foot, unless you have some more information for us.

[CAPCOM]: Nothing, unfortunately. Our orbital scans are disturbed by heavy clouds.

[Away Team]: Understood. Plotting the landing vector. Wish us luck!

Place card **P522** (*Giant Tracks*) in Sector **8**. Place all Crewmembers, Lander and *P.E.T.* (if present) in Sector **7**.

LOG 1060

If you have Unique Discovery **40**, nothing happens; continue the game.

Otherwise, read on:

The inside of the building was dark and covered in dust. But in its main room, an apparition stood: an unusually tall Aerugon with silver plumage, wearing an ornate platinum Achero clan mask. The Aerugon was terse and direct, as if it was more accustomed to giving orders than to negotiations. Without any explanation, it asked us to find the fallen titan beyond the dusk line and plant evidence incriminating the Rhopal clan in the sabotage of the creature. In return, it offered navigation data from Achero scouts that would help us reach our destination – and its gratitude, whatever that was worth. Without waiting for our answer, it said goodbye and bowed, its mask tilting to the side for a moment and revealing an unusual feature. Unlike all other Aerugons we've met so far, this one had no mouth.

All players discuss and choose one. In case of a tie, the Science Section player makes the final choice.

- » **Accept the Achero offer and take the forged evidence** – Go to **Log 1067**.
- » **Refuse the Achero offer** – continue the game.

LOG 1061

Even the reverence in which other clans held the Rhopal aristocracy did not save them in the face of such overwhelming evidence. The other clans rose against them, and violence ensued. We had to flee the planet, and from orbit, we helplessly watched the destruction of the entire faction, including the death of the Rhopal titan and the execution of the Rhopal princess.

Surprisingly, the captain and Section Leaders still considered this a limited success. After all, we'd gathered countless interesting observations on the Aerugon culture, and secured many samples for further study. There were no harsh words or accusations – but somehow, it made it harder for us to bear the fact that we didn't do more to stop the violence.

Go to **Log 1087**.

LOG 1062

It wasn't easy to reach the meeting that the Aerugon clans held on the broad carapace of the Danau titan. While on our way to the coordinates we received from *Vanguard*, we constantly had to navigate streams of terrified Danau citizens who fled in the opposite direction: to the last passenger transports remaining on the landing pads, or even to emergency rope ladders attached to the sides of the titan.

When we finally found the gathering plaza that looked much like Earth's ancient amphitheaters, the center stage was taken by the Danau representative. He accused the Achero clan of poisoning both the Danau titan, and the Balacra titan before it, but as soon as he noticed us, he went silent. All eyes turned to us. The Rhopal princess was the first to speak. She thanked us for our rescue operation and announced that since we've proven to be the friends of Aerugon, the gathering would listen to our opinion and consider any evidence we would bring forward.

If you have Unique Discovery **40**, go to **Log 1096**.

Otherwise, all Crewmembers discuss and choose one. In case of a tie, the Science Section player makes the final decision:

- » **Blame the Rhopal clan for the attack** – Go to **Log 1097**.
- » **Blame the Danau clan for the attack** – Go to **Log 1069**.
- » **Blame the Achero clan for the attack** – Go to **Log 1099**.
- » **Tell them you were unable to find out which clan was responsible** – Go to **Log 1101**.

LOG 1063

We marveled at the specialized equipment used by the Aerugons: strangely-shaped goggles, ornate weapons, and light armor plates for their sleek limbs. We couldn't use any of those effectively without spending days adapting them to our anatomy. But for a moment, when inspecting some exquisite, huge punt guns made by the Achero clan, we imagined how it would be to shoot them at the sky, bringing entire flocks of dark-side beasts down with one pull of the trigger.

Eventually, we found some whistles emitting sounds that hurt the sensitive ears of the dark-side predators and a canister of a poisonous gas that could be used to weed out the carnivorous dark-side plants. The seller, however, was too afraid of our equipment and technology to accept them as payment. It pointedly claimed it would only accept valuables native to their world.

All players discuss and choose one:

- » **Buy the duskwalking supplies** (requires at least one non-Unique Discovery on the Lander board) – Return 1 non-Unique Discovery from the Lander board to the bottom of its deck and mark box **A** in **Log 1090**.
- » **Leave the stall** – go to **Log 1070**.

LOG 1064

Mark this box. If this box is already marked, there's nothing more to find here – continue the game. Otherwise, read on:

It wasn't difficult to find the place where the shots came from. *Vanguard's* AI did all the number-crunching for us, based on the flight recordings and the potential trajectory of the projectiles. We received precise coordinates, and when we arrived there, we instantly noticed a heedlessly camouflaged firing position, the polished barrel of the three-meters long punt gun reflecting the rays of the setting sun.

The Aerugon weapon was made with precision and covered with intricate symbols – symbols that *Vanguard* immediately identified as belonging to the Achero clan. It was bizarre – even considering their different culture and warfare traditions, a professional assassin shouldn't leave such clear evidence, or a precious weapon, behind. Or maybe the Achero decided to leave this incriminating proof so that we would think it couldn't be them who shot at us? It's always tricky to understand the alien line of thinking...

Each Crewmember Refreshes 2 .

LOG 1065

[CAPCOM]: Abort the landing! Large herds of animals rapidly approach your position.

[Away Team]: Big, empty plain, eh?

[CAPCOM]: It was, an hour ago. Now it seems anything with legs is trying to flee from the approaching dusk line. The herd will disperse in another hour or so.

The landing is impossible – continue the game.

LOG 1066

The town atop the fallen titan was a quiet, terrifying place. The dark streets and buildings seemed surreal due to a slight tilt imparted by the final pose of the dead creature. Dark-side predators roamed the plazas and inky black archways, feasting on dead Aerugon bodies.

Not everyone was dead, however. In the center of the Balacra city, on the highest point of the titan's carapace, we came across a group of Aerugon who had raised barricades, lit bonfires, and tried to protect a small quarter of buildings full of huddled survivors. Not knowing anything about humans, they were startled to see us – but thanks to our automated translation, we managed to convince them we were here to help.

The survivors told us that their titan's food supply was poisoned. As a result, the creature quickly lost its strength and – feeling the end approaching – made its way to the ancient titan cemetery. One of the survivors even gave us a sample of the poison secured from the moss the titan was feeding on, as well as a brooch found near the food supply, bearing the sign of the Rhopal clan.

When the titan fell, Balacra attempted to signal other cities for help, but the saboteur stole their emergency infrared beacon and ran north. They sent one party to retake the beacon, but the awakening creatures of the dark side made short work of them – just like any runners they tried to dispatch to other titans.

They asked us to retrieve the beacon. It was the only way for the evacuation moths from other clans to reach this location. We agreed – there was no other option. Our lander was too small to ferry even a quarter of them out in time and – judging from the bodies piling on both sides of the barricades – the Balacra wouldn't last much longer...

Each Crewmember Refreshes 2 .

Replace Mission card **M71** with Mission card **M73**.

Place the Optional Mission card **M74** in the empty card slot on the right side of the Planet board.

Replace the POI in Sector **9** with card **P524** (*Besieged Survivors*). Place a Time token on the second slot of this card, counting from left. If box **A** is marked in **Log 1090**, go to **Log 1093**. Otherwise, nothing happens.

LOG 1067

We received the fake evidence, but it wasn't worth much on its own. We still needed to reach the fallen Balacra titan to even pretend we'd gathered these clues on site. Fortunately, the Achero navigation data helped us narrow down the search of the lost beast.

Each Crewmember in Sector 6 Refreshes 2 .

Gain Unique Discovery 40.

Mark boxes B and D in Log 1090.

LOG 1068

If you're in Sector 2, you can't fly any further west – continue the game. Otherwise, read on:

[Away Team]: Approaching the western sectors. *Vanguard*, we need LZ.

[CAPCOM]: It's a big, empty plain. You can land anywhere, Away Team.

[Away Team]: We're not sure, sergeant. There are many tracks on the ground. Do you see any migrating herds?

[CAPCOM]: Everything on this planet tries to escape the encroaching darkness. Unless one of those walking cities tramples your lander, you're good.

If card P530 (*Stampede*) is in Sector 2, go to Log 1065. Otherwise, you may place any Crewmembers (if they agree) from Sector 5 in Sector 2. If the P.E.T. is on the Planet board, you may also move it from Sector 5 to Sector 2.

LOG 1069

There is a theory, tested throughout human history, that the contact of a highly advanced civilization with a less advanced one always ends poorly for the latter. Even if the advanced civilization has no ill intentions, their technology, culture, or even the very fact of their existence can be destabilizing. I'd like to think *ISS Vanguard* was not responsible for what happened on Kelu-8, but I can't help but feel implicated.

The chaos that broke out on the planet had no precedent in Aerugon history. Almost all clans went to war with each other, and soon the flat plains of the planet were strewn with decomposing titans and the rubble of cities. Humans became hated and reviled in this society, and it seemed like no further contact would be possible for at least a generation or two...

Go to Log 1087.

LOG 1070

The bustling markets were the centerpiece of the Danau titan, bringing together traders, hunters, and artisans from all nearby wandering cities. We were especially impressed by the stalls of Achero – the mysterious clan whose titan was said to purposely walk just in front of the dusk line to allow Achero hunters short excursions to the dark side, where they hunt the night fauna just as it wakes from its slumber.

Players discuss and choose one:

- » Buy the duskwalking equipment – Go to Log 1063.
- » Buy more supplies – Go to Log 1076.
- » Gather information – Go to Log 1072.
- » Leave the markets – Continue the game.

LOG 1071

We have failed. The Balacra couldn't face the never-ending waves of predators forever. Eventually, their stockades were overrun, their defenders ripped apart. Soon after, the last light in their city went dark, mercifully pulling a dark veil over the horrifying scene.

The news of this loss shocked the Aerugons. Many chose to blame us for the failure.

Go to Log 1101.

LOG 1072

Mark this box. If this box is already marked, you can learn nothing more – continue the game. Otherwise, read on:

We met many travelers and merchants from other titans amid colorful stalls and quiet tea gardens. Talking to them allowed us to grasp the situation in the region better. We learned that to the north walked the titan of the Rhopal Clan – a sacred beast that bore a royal palace atop its carapace. The Rhopal clan were the Aerugon royalty. Though they did not directly control the other clans they performed many crucial religious and ceremonial roles and presided over the clan gatherings. They were also the ones who voted against involving aliens in Aerugon affairs and were not very friendly toward *Vanguard*. Obtaining an audience at the Rhopal palace without an official invitation was said to be very difficult.

To the south walked the Achero titan. The Achero clan were duskwalkers. They were among the few to hunt beyond the sundown line, bringing fruit and other spoils from the awakening night ecosystems. Achero were most adapted at moving in the dark and manufactured some of the only Aerugon equipment for dealing with the creatures on the other side. We've also heard a rumor that the son of their clan leader was a "mouthless" who swore a vendetta against the Rhopal for some dishonor no one wants to mention.

Continue the game.

LOG 1073

Despite his arsenal of tricks, we eventually caught the saboteur. We restrained it and questioned it, trying to make our best impressions of scary, flesh-eating aliens, and presenting our tools as elaborate torture devices.

It eventually talked and revealed that it was hired by an old merchant from the Danau clan to sabotage the Balacra titan and leave a Rhopal symbol on the site, incriminating the royal clan. We asked the saboteur to describe the symbol, and the description perfectly matched the brooch discovered by Balacra next to the poisoned moss. Was it possible that the Danau were responsible for the very crime they asked us to investigate? We felt we needed to discuss this further, but time was running out.

Remove the *Aerugon Saboteur Threat* and standee.

Gain Unique Discovery 40.

Mark box E in Log 1090.

Move all Crewmembers from Sectors 4, 5, and 6 to Sector 8.

LOG 1074

If Mission card M73 is revealed and you **don't have** Unique Discovery 39, go to Log 1057.

Otherwise, mark the first unmarked box and resolve its text. If all boxes are marked, resolve the bottom one:

- 1 Live Specimen Discovery
- 2 Strange Flora Leads
- 1 Live Specimen Lead

LOG 1075

The Aerugon princess was surprised by how skillfully we navigated the tea ceremony. She expected barbarians and got at least a passable impression of civilized people. I guess I can scratch “impressing alien royalty” off my bucket list.

The princess appreciated our interest in Aerugon culture so much, she took us on a personal tour of the place, teaching us a lot about the history of her people. I can only guess how giddy our eggheads back at Vanguard were, hearing all of this.

Eventually, we reached a large room with a giant golden globe – a complex clockwork model that showed the duskline and a moving, mechanical representation of various titans. The princess revealed that her clan voted against involving Vanguard’s crew in the search, but perhaps they were mistaken. She showed the last known position of the missing Balacra titan, and we immediately marked this spot in our nav computers.

Mark box **C** in **Log 1090**. Then, go to **Log 1079**.

LOG 1076

Most of the traders ignored us or didn’t want to barter with us, ogling our equipment with both craving and distrust. Fortunately, there were some who decided to see beyond their fear and wanted to get their hands on the otherworldly technology.

Crewmembers in this Sector may:

- Discard 1 Mission Equipment card to gain 2 Supplies.
- Discard 1 Equipment card to gain 1 Supplies.
- Discard 2 Small Equipment cards to gain 1 Supplies.

Then, go to **Log 1070**.

LOG 1077

*** Engine noises ***

[Away Team, Operative 1]: Would you look at that!

[Away Team, Operative 2]: Vanguard, we have eyes on three of their titans, making their way west, each with a small city on its back.

[Away Team, Operative 1]: Look how it sways! I wonder if we’re going to feel seasick down there.

[CAPCOM, Corporal Coetz]: I’m sending you the coordinates to your LZ, Away Team. You’re heading to the Danau titan, the largest in the middle. The Aerugon have cleared one of the landing pads for you and are awaiting your arrival. Be careful as you touch down. Their air transport depends on large, trained moths. We detect many of them sleeping in the archways around the landing pad. You don’t want to spook them.

[Away Team, Operative 1]: Don’t spook the big scary moths. Got it! I wonder---

*** Distant boom ***

*** Loud alert ***

[Lander AI]: Incoming ground fire detected. Begin evasive maneuvers!

[Away Team, Operative 2]: Hey! They’re shooting at us. Are you sure we have their permission to land?

[CAPCOM, Corporal Coetz]: The fire is not coming from any of the titans but from a camouflaged position to the west of them. Continue with your mission, Away Team. We’ll investigate this incident later.

*** Distant boom ***









[Away Team, Operative 1]: Not the warmest welcome.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an “S” on the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve).

3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker has reached the “Landing Successful” space, go to Log 1052. Otherwise, go back to step 2.

UNDER FIRE!

	Targeting Beam	Choose one: » Evasive Maneuver Each Crewmember spends 5-  dice. » Use Cargo as a Decoy Discard 1 chosen Equipment card or 1 Supplies.
	Salvo	Shrapnel If  is 5 or more, nothing happens. Otherwise , 1 random Crewmember gains a <i>Wounded Injury</i> .
	Fire!	Choose one: » Extinguish 1 chosen Crewmember gains a <i>Burned Injury</i> . » Cut the Section Off Lose 6-  Supplies.
	Optimal Trajectory	Fly On If  is 4 or more, nothing happens. Otherwise , reroll this roll.

LOG 1078

Once again, we slipped into the Achero city, only to learn that no one there was willing to talk to us. Soon, we had to leave the titan, fearing we might get detected by the titan’s guard.

Continue the game.

LOG 1079

The princess told us that the Danau clan, who initially contacted Vanguard, has recently grown in power and is jealous of the Rhopal position. But things are also tense between the Rhopal and Achero. The Achero wanted to close ties with Rhopal and presented her with a “mouthless suitor” (whatever that meant) of royal blood. However, the Rhopal elders refused to accept the union, fearing that an alliance with a clan of such a shady reputation would cast further shadow on Rhopal. The suitor left in fury, and the Achero cut all ties with Rhopal.

Each Crewmember in this Sector Refreshes 1 . Replace the card in this Sector with card **P529**.

LOG 1080

We were brought to the palace gardens where the Rhopal princess was waiting for us, the colorful plumage on her shoulders bristling with anger. She was appalled that the Balacra survivors blamed her for their misfortune. After swearing us to secrecy, she told us that she was in love with the “mouthless” suitor that the Achero clan presented to her. When the Rhopal elders rejected the suitor and any thought of a union with Achero, she wanted to proceed with the ceremony anyway. She asked Balacra to lag behind the dusk line and secretly harvest some rare dark side components required for a royal Aerugon wedding. She couldn’t risk asking Achero or any other clan. She now thinks that someone in the palace learned of this and used this opportunity to strike against Balacra when they were most vulnerable, on the other side of the dusk line and without any help. And since Achero had no interest in sabotaging the wedding they so wanted, according to the princess this left only Danau on the table.

Mark box **E** in **Log 1090** and continue the game.

LOG 1081

During our stay on this planet, we've heard many times that no clan knew more about its wildlife and wilderness survival than Acheru. That's why, when we managed to infiltrate the Acheru capital, we immediately started looking for someone who could examine the samples of poison gathered at the fallen Balacra titan.

Soon, we located an old Acheru hunter, who agreed to examine the clue in exchange for some of our gear. He told us that the moss sample contained a well-known toxic spore, deadly to titans. Normally, a titan would never touch such food, instantly repulsed by the smell and the taste of the spores. However, the sample was also laced with a complex mixture of rare spices and ingredients, designed to obscure the spore and make it palatable to titans. According to the hunter, preparing this mixture had to be extremely expensive, as it contained some of the rarest spices and ingredients bought from the furthest cities of the planet. In his opinion, Acheru, and perhaps even Rhopal - lacked the necessary trade connections to prepare a poison of this kind.

Mark box **E** in **Log 1090** and continue the game.

LOG 1083

[Away Team]: Come in, Vanguard? Looks like our audience is over. She threw us out.

[CAPCOM]: WHAT?

[Away Team]: We tried to follow your instructions, but I think we messed up during the third step, with all these funny silverware utensils. Also, we might have knocked over a couple of bowls and strainers. We tried to break the ice with some good human jokes...

[CAPCOM]: --

[Away Team, Operative 1]: Anyway, it seems like we ruffled her feathers a bit. Should we come back and try again?

[CAPCOM]: Only if you promise not to start a war.

Replace the card in this Sector with card **P529**.

LOG 1084

If card **P533** (*Struggling Titan*) is in Sector **2**, go to **Log 1081**. Otherwise, read on.

Mark this box. If this box is already marked, go to **Log 1078**. Otherwise, read on.

We managed to slip into the city without alerting any guards, though at every step we were followed by suspicious glances from the ordinary Acheru citizens. We feared that they might report us at any moment, but we arrived at our destination undisturbed.

The meeting was to take place in an abandoned feeding pen for titan spawn. The construction was surprisingly small - we thought that the children of such enormous creatures would require more space - and adorned with various paintings. It seemed obvious the Aerugons respect those who carry their cities and build a strong connection with the titans from the moment they are born. When we inspected the place, our eyes were drawn to the dark entrance to the main building overlooking the pen. It was quiet, dark, and abandoned. A perfect place for an ambush.

All players discuss and choose one. In case of a tie, the Security Section player makes the final decision.

- » **Enter** - Go to **Log 1060**.
- » **Leave** - Continue the game.

LOG 1085

Without solid evidence to present, our verdict only deepened the confusion. Soon, the clans were at each other's throats, and the meeting ended in violence. We evacuated, leaving the chaos of the Danau titan behind us, and from orbit, helplessly watched as an all-out war broke out between the Aerugon. We knew that our chance was gone. Another mission to this planet wouldn't be possible for many years.

Surprisingly, the captain and Section Leaders still considered this a limited success. After all, we've gathered countless interesting observations on the Aerugon culture, and secured many samples for future study. There were no harsh words or accusations - but somehow, it made it harder for us to bear the fact that we didn't do more to stop the violence.

Go to **Log 1087**.

LOG 1086

The unstoppable wall of darkness advances across the planet. Soon, the entire area of this operation will be dark.

Replace your current Global Condition card with card **G06**.

Discard all cards from sectors **1-6** (any Mission Equipment tokens remain in the Sectors).

Place card **P520** (*Duskline*) in Sector **1**.

Place card **P533** (*Struggling Titan*) in Sector **2**.


Place card **P520** (*Duskline*) in Sector **3**.

Important: When the Time Track on your new Global Condition cards ends, you will fail this Operation.

LOG 1087

Congratulations! You've completed this Operation.

Discard all Mission cards from the Planet board.

If you're playing the campaign, remove the **L18** Landing card from the game - further landings on this planet are not possible. Then, each Crewmember in the Away Team Ranks-Up. For each Crewmember that was already Rank 3, gain 1  instead.

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

You may play this Exploration as a separate Operation again to discover other possibilities and endings!

LOG 1088

We have failed to help the Aerugon. The clans turned their back on us and cut all communication. We were no longer welcome on this planet. Soon after, we had to return to Vanguard and abandon this system.

Place the Mission Failed token on the Lander board.

Remove Landing card **L18** from the game.

Open Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 1089

The unstoppable wall of darkness advances across the planet.

- Place card **G05** atop your current Global Condition.
- Discard all cards from Sectors **1-3**.
- Move any cards, tokens, Crewmembers, and markers from Sector **4** to Sector **1**.
- Move any cards, tokens, Crewmembers, and markers from Sector **5** to Sector **2**.
- Move any cards, tokens, Crewmembers, and markers from Sector **6** to Sector **3**.
- Move all three **P520** (*Duskline*) cards from Sectors **7-9** to Sectors **4-6**.
- Place card **P521** (*Awakening Ecosystem*) in Sector **7**.

LOG 1090

- A - We have secured the Aerugon-made equipment.
- B - We can successfully accuse one of the clans.
- C - We've obtained navigation data.
- D - We've obtained navigation data.
- E - We can successfully accuse another clan.

LOG 1091

[CAPCOM]: What's your status, Away Team?

[Away Team]: We've analyzed the collected data and managed to pinpoint the current location of the titan. We're circling over it now. It doesn't look good.

[CAPCOM]: What do you mean?

[Away Team, Operative 2]: The titan seems dead. It's lying among the old empty titan shells on something that looks like an ancient cemetery of its kind.

[CAPCOM]: Move in and investigate, Away Team. Exercise caution. We still don't know what killed the beast.

Place card **P522** (*Giant Tracks*) in Sector **8**. Place card **P523** (*Fallen Titan*) in Sector **9**. Place all Crewmembers, the Lander, and *P.E.T.* (if present) in Sector **9**.

LOG 1092

[CAPCOM]: What's your status, Away Team?

[Away Team, Operative 1]: We are setting up a new LZ further south. The data we gathered before the flight allowed us to spot the tracks of the Balacra titan and follow them for a while. But now, they've disappeared over the rocky terrain. Nothing more to see from the air.

[CAPCOM]: Great. Proceed on foot. The less time you spend there, the better.

Place card **P522** (*Giant Tracks*) in Sector **8**. Place all Crewmembers, the Lander, and *P.E.T.* (if present) in Sector **8**.

LOG 1093

We shared the weapons and tools bought on the Danau market between the Balacra. It boosted their spirits and strengthened their defenses, but we knew that on its own, this meager help was only delaying the inevitable.

Remove the Time token from card **P524** (*Besieged Survivors*).

LOG 1094

Flying high above the surface of Kelu-8, hugging a leg of a wounded moth, while the Aerugon on top tried to find an angle to shoot me was the scariest, most exhausting thing in my life. The moth did what it could to deliver its suspiciously heavy cargo to the faint last light of the day visible in the west. Eventually, it grew weaker and crashed right around the sundown line. The saboteur began to flee on foot.

Place the *Aerugon Saboteur Threat* card in the indicated space above the Planet board and place a marker on its Threat card. Place the *Aerugon Saboteur* standee in Sector **5**.

LOG 1095

We successfully installed the beacon, and it immediately sent a strong rescue signal, visible only in infrared light. An hour later, the rescue fleet began to arrive, giant moths floating down gently from the dark skies and landing around the beacon. As we helped load the Balacra survivors, some of them swore that as soon as they got east, they would call a meeting of the clans and accuse the Rhopal clan before the clan gathering. They say it was the Rhopal princess who asked them in secret to lag behind on the edge of the dusk line and gather some rare dark side components - a task usually performed by the Acheron. They agreed, delighted to serve the royal family. This was when a hidden saboteur struck, taking advantage of the opportunity and fact their titan was far behind the others. Now, Balacra want vengeance for the fate of their titan, and are certain Rhopal are to blame.

We consulted with *Vanguard* and were ordered to attend this clan gathering. As soon as the fallen titan was empty, we regrouped and flew west, picking up any stragglers on our way.

It was good to return to the warm, orange glow of the dayside. However, our spirits dampened a bit as we began to approach the Danau titan. Something was wrong. The giant beast was swaying from side to side more than usual, and people were leaving it in panic. There was only one possible explanation: while we were busy saving the Balacra on the dark side, someone had poisoned another titan!

Discard all POI cards from Sectors **7-9**.

Replace any cards in Sector **2** with card **P533** (*Struggling Titan*).

Place all Crewmembers, the Lander, and *P.E.T.* (if present) in Sector **2**. Discard the *Aerugon Saboteur Threat* card and its standee, if present.

LOG 1096

We laid out all our recordings, samples, and pictures in order to prove who was behind the attack on the Balacra titan, and could also be responsible for the current problems of the Danau titan...

All Crewmembers discuss and choose one. In case of a tie, the Science Section player makes the final decision:

- » **Prove the Rhopal clan was behind the attack** - Go to **Log 1097**.
- » **Prove the Danau clan was behind the attack** - Go to **Log 1103**.
- » **Prove the Acheron clan was behind the attack** - Go to **Log 1085**.
- » **Tell them you were unable to find out which clan was responsible** - Go to **Log 1101**.

LOG 1097

Check if box **B** is marked in **Log 1090**.

If it is marked, go to **Log 1061**. Otherwise, go to **Log 1069**.

LOG 1098

Accusing the Danau, who seemed to be the victims of the latest attack, made other clan leaders audibly gasp. However, the proof we gathered against the merchant clan was enough to sway them. The Danau protested, but soon one of their elders agreed to talk in exchange for monetary compensation and immunity. The entire gathering had heard that Danau, as the wealthiest and largest clan, were jealous of the respect and traditional position held by Rhopal. Having received an anonymous tip that the Balacra titan would begin risky gathering operations on the sundown line, they sent a saboteur to cripple it and blame Rhopal. Then, when faced with a risk that humans from *ISS Vanguard* would discover the truth, they went as far as making their own titan sick to shift any suspicions away from them.

The other clans were shocked. The princess ordered the imprisonment of the Danau elders, while Vanguard's scientists agreed to help cure the Danau titan. But that wasn't the end of the story. The next day we were awoken by the sounds of celebration on the titan's streets. We learned the princess used recent events as a way to prove that Rhopal needed more allies. She convinced the Rhopal elders to allow her to wed an Acheron suitor, and they agreed.

And that's how me and the rest of the team became honored guests at a royal Aerugon wedding. The ceremony was so colorful, exuberant, and intoxicating I find it hard to describe it. There was one strange thing, though. Unlike all other males in the palace, the young Aerugon groom had no mouth - the fact that all other Aerugon took for granted and would not discuss with us. Once the celebration was over, the princess and the suitor went to the sacred chambers of the Rhopal Palace for what - we could only assume from the scraps of information we gathered - a mating ceremony.

The next day, we were awoken by a house servant and asked to attend the royal funeral. The Acheron suitor who married the princess died during the night. Shocked, we learned that Aerugon males were born in two types: drones with mouths who worked and fought but were infertile - and rare mouthless, fertile males, who lived for just a couple of weeks and died after mating.

After the somber, short burial ceremony, we were escorted back to our ship that sat on the palace landing pad, swaying gently as the Rhopal titan continued its never-ending trek toward a setting sun. Behind us, the palace windows suddenly opened, and thousands of tiny moth-like creatures filled the gardens with the fluttering of their wings. As they enveloped us, painted orange by the setting sun, we realized these were the Aerugon babies.

A new generation came to life on the planet, born - in part - thanks to our effort. The eternal journey on Kelu-8 would continue.

Of all the things I've seen when serving on *ISS Vanguard*, this is the one memory I will carry with me to my grave.

Go to **Log 1087**.

LOG 1099

Go to **Log 1069**.

LOG 1101

We have failed to help the Aerugon in any meaningful way. All clans turned their back at us and cut all communication. We were no longer welcome on this planet. Soon after, we had to return to *Vanguard*.

Surprisingly, the captain and Section Leaders still considered this a limited success. After all, we'd gathered countless interesting observations on the Aerugon culture, and secured many samples for further study. There were no harsh words or accusations - but somehow, it made it harder for us to bear the fact that we didn't do more.

Go to **Log 1087**.

LOG 1102

This entire part of the planet is now submerged in the long night. The Aerugon and their titans are gone. We have nothing more to do here.

Go to **Log 1088**.

LOG 1103

If box **E** is marked in **Log 1090**, go to **Log 1098**.

Otherwise, go to **Log 1085**.

LOG 1105



Operation Eternal Sunrise

The following rules will allow you to start Operation Eternal Sunrise as a separate, stand-alone mission. However, this Operation is also available from the campaign map and may be played as a part of the full ISS Vanguard campaign.

Crewmembers count: 2-4

Difficulty: Medium

Frequent Checks: , , , , .

Dice Checks:   are more dangerous than usual.

Threats: Optional active Threat.

Landing: Potentially hostile inhabitants;  and  advised.


Dangers: Conditions on the planet worsen as time passes.

Setup:





1. Prepare the Lander

- Place the Void Ranger Lander board on the table. Place all Lander Mods numbered **A01-A20** on the table. Choose up to 2 Utility mods and up to 1 Structural mod and place them on the Lander board.

2. Prepare the Away Team

- Each player picks at least one Crew board. If playing solo, you must select at least 2 Crew boards.
- Each Section draws three Crewmember cards, selects one card, and places it in the Rank 2 sleeve of this Section. Place these sleeved Crewmembers on their matching Crew boards.
- Each player fills their Crew boards with 11 Section dice from the box. Among those, each Crewmember needs to have at least one Basic die () for each of the three colors. Players may use any Section dice in this Operation.
- Each Section player creates a Section deck of at least 10 cards from their Section cards. You may only use cards with Rank 2 or lower. Each Section deck is then shuffled and placed next to the corresponding Crew board.
- Place the indicated number of markers in the Charges slot of each Crew board.

3. Load the Lander

- Take all Equipment cards numbered **E01-E53** that can be used by the Sections selected for this Operation. Place them face-up on the table. Each Crewmember in the Away Team chooses 1 Small Equipment  card and places it next to their Crew board.
- Then, choose a number of Personal  and Mission  Equipment cards up to the limit (depicted in the Load section in the top left of the Lander board). You may also take any number of Mission Equipment Upgrades  for Mission Equipment cards that you have chosen (upgrades do not count toward the Lander Equipment limit). If players are unable to agree on the choice of Equipment, the final decision is made by the first section from this list that's present in the Operation: Engineering Section, Security Section, Recon Section, Science Section.
- Place the chosen Equipment cards in a pile next to the Lander board and return the rest to the box.
- Place a marker on the appropriate space of the Supplies track. The highlighted space on the Supplies track is the base number of Supplies the Lander has, but this is modified by any appropriate Lander Mod cards on the Lander.

4. Strap In!

- Go to **Log 1050**.

