

**JAGGED ALLIANCE: THE BOARD GAME**



**SCENARIO BOOK**



**ARULCO CAMPAIGN**

# INTRODUCTION

*"...I have brought the money you requested - it is everything I have. However, Arulco is full of gold and silver and you might convince the miners to join our struggle. There also exists a small but determined rebel movement, led by Miguel Cordona. If you can locate Miguel, I have written a letter for you to give him, I believe he will accept you and prove to be an invaluable ally.  
I wish you luck, my friend!"*

These were Enrico Chivaldori's words as he handed you the briefcase with cash. Not enough to get rich, but enough not to walk away. And there was always the chance for some loot down the line. So, you took the job.

A few days later, you and your team have boarded the chopper for Arulco. And just like that, you have a new mission: Take down some 3rd rate country's dictator in some god-forsaken jungle. Well, you got paid for the job, so you might as well get going.

★★★

When playing the campaign, you will play the first few scenarios in order. At some point you will gain access to your multiple scenario cards allowing you to pick which scenario to play next. Simply store all unlocked scenario cards in your savegame folder and discard the ones you have successfully completed from the game. You can pick any scenario from the ones available in your pool.

During the campaign you will also add new cards to your market deck based on the number of **liberated cities**. Refer to the Campaign Tracker Table on the back of the Rulebook to check which cards to add.

## SETUP

The scenario set-up text will frequently ask you to randomly place tokens such as Binocular tokens. In this case, take the number and types of tokens you are supposed to place, put them face down and shuffle them, then place them on the board in the designated sectors.

Encounter and Supply Tokens are always taken from their shuffled facedown pool.



The helicopter icon represents the starting location of the mercenaries for the current scenario.

## GOAL

The victory condition for the current scenario is described here. Immediately win the game after reaching it.

## RULES

Sometimes special rules will apply to the scenario.

## VICTORY

Read this part after winning and leaving the scenario



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# SCENARIO 1

## WELCOME TO ARULCO



*"The rule of Queen Deidranna has left the country in shambles. It has suffered greatly under her iron fist, and there have been reports of exploitation, unspeakable cruelty and genocide. Most government services, including education, were terminated approximately eight years ago. The country also cancelled all recreational and social programs, including public health and welfare."*

*R.I.S Report - If you don't know where to find us, we don't want your business.*

The roaring engines of the old chopper that dropped you on the shithole of an island was deafening - somebody is sure to have heard you coming. The heat struck you like a wall and within minutes you were drenched in sweat.

It could only get worse from here...

### GOAL

**Liberate all sectors** from any enemy presence to secure your landing zone and establish a perimeter

### RULES

This is a tutorial mission that will allow you to learn the basics of movement and combat. There are no dictator phases in this scenario, but enemy activations take place.

### SETUP

Remove all encounter tokens providing rebels or funds as well as the ones spawning a Bloodcat from the pool for this scenario.

Search the spawn card deck for the card named "Patrol" and place it on the occupied sector.

Draw cards 001 to 009 from the AIM deck. These represent your starting equipment. Distribute them amongst your mercenaries as you see fit.

All mercenaries start in spawn area C of sector 16B.

### VICTORY

Well done, you have made your first step on the road to liberating Arulco!

Familiarize yourself with the intermediate rules in the rulebook.

Continue with Scenario 2: Road to Omerta.



16B	01A
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# SCENARIO 2

## ROAD TO OMERTA



Omerta is the last holdout of the rebels fighting against the oppressive regime of Queen Deidranna and was the victim of a brutal offensive that completely crippled the town's defending forces before leaving behind a small company of soldiers to starve out the remaining rebels. You wonder if that Miguel guy you are supposed to meet is still alive. You better hurry, the rebels won't have much time left.

You meet some malnourished refugees on the road who tell you about a strange foreigner hiding from the soldiers in the jungle near Omerta. Maybe worth looking into?

### GOAL

Capture Omerta (11A) before the next day. The game is lost after 6 turns.

### OPTIONAL GOAL

Find the foreigner! When liberating sectors with a binocular token on them, flip the token. If the token has an "X" take card number 010 from the A.I.M. deck.

### SETUP

Set up the Dictator board but do not place any counter-attack tokens on it.

Place the 3 binocular tokens randomly and facedown on depicted sectors.

Remove all „Draw a new Mission“ event cards for this scenario.

### RULES

The Dictator Phase now comes into play. Each turn you will draw an event card and time will progress. The dictator's forces have not identified you, so you won't suffer counter-attacks yet.

### VICTORY

"Hmm. It be true. Enrico has sent you mercenaries himself. On behalf of my people and Arulco, I welcome you. I am Miguel Cordona, and we are in very much need of your aid. Deidranna wishes to remove Omerta from the map of this country. I fear she's gotten close to that goal. But now we have renewed hope. With your help, we will finally be able to end the Queen's cruel reign. I will give you all the help I can in this!"

Add 3 Funds and 2 Rebels to your supply. Take A.I.M. cards 011 and 012. You have liberated a city. Tick your first box on the campaign tracker for a liberated city! You can now reach out to A.I.M. to hire additional support and build your Market Deck (see p.28 in the Rulebook ). Continue with Scenario 3.

15A	07A	11A
01A	09A	10B



# SCENARIO 3

## LIBERATION OF DRASSEN



A battered city in dire need of maintenance, Drassen teeters on the edge of destitution due to the oppressive nature of Deidranna's rule. Drassen's main features are its airport and its mine, both of which make it a very important town, despite its poor condition. Taking it will allow you to fly in equipment and having a mine would mean additional income. You also suspect that during your approach to the island, one of your crates that was not fastened properly may have dropped in the area. It contains valuable gear, so you better be on the lookout for it if you don't want it to go to waste.

Ira tells you about Father Walker, a known friend of the resistance. As the rebels are in dire need of supplies, it would be good if you can help him bring the supply convoy to Omerta.

### GOAL

Liberate Drassen (10A).

### OPTIONAL GOALS

Liberate sector (06A) to recover your lost gear and take AIM card 013.

Move the Supply Convoy to Omerta (11A) and take AIM card 014.

### SETUP

Remove all „Draw a new Mission“ event cards for this scenario.

Place one binocular token (representing your lost gear) and one convoy token into the depicted sectors.

Remember to take **Income** from your Omerta card!

### RULES

**Convoys:** Convoys are objective tokens that can be moved using a "Group Move" Command Action. A convoy can only be moved between liberated sectors.

### VICTORY

**Elliot:** "I regret the interruption, but I have to inform you, that he rebels have grown bolder. There was an attack in Drassen."

**Deidranna:** "An attack in Drassen? They were summarily slaughtered I presume? Heh."

**Elliot:** "Well your highness, I regret to inform you, but they were victorious, your highness."

**Deidranna:** "They were victorious? Victorious? Aaah. Elliot, you idiot!" (slaps Elliot)

Take A.I.M. cards 015 and 016.

You have liberated a city.

Enemy Redshirts become **EXPERIENCED**. (Tick the box on the Campaign Tracker.)

Continue with Scenario 4.

	06A	05A	10A
11A	03A	01A	13A



# SCENARIO 4

## SKYRIDER



"Yup. That helicopter works alright. But you killed the pilot.  
Course, there was another fella, can't remember his name."

- Waldo Zimmer, certified aeroplane mechanic

There is a helicopter in Drassen Airport that works and can be flown, but it needs a pilot. Unfortunately, the last one was loyal to Deidranna, and was killed by your squad when you liberated the sector. But there are rumours about another pilot who fled being drafted into the Queen's army and who is now hiding out in the swamps. Having a usable heli would make you much more mobile! Meanwhile, Drassen remains unruly - you still do not fully control the town and need to take care of a few things.

### GOAL

**Find Skyrider!** When liberating sectors with a binocular token on them, flip the token. If the token has an "X" you win the scenario.

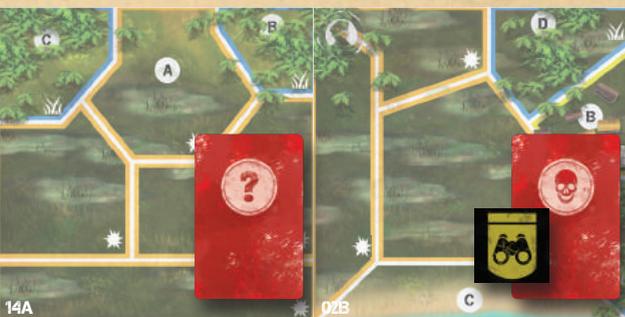
### SETUP

Take two binocular tokens (one empty, one with an X) shuffle and place them randomly face down in the depicted sectors.

Add the two missions **Child Labor Factory** and **Pockets of Resistance** to the scenario. Place them near their respective access points. Remember that any unsolved missions are carried over to the next scenario!

As the Redshirts became **EXPERIENCED**, remember to place their enemy card with the experienced side up.

Mercenaries can choose in which of the Drassen sectors to start.

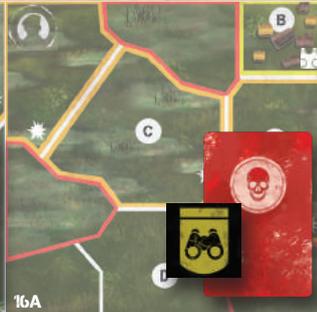


	14A	02B
10A	17A	
13A		
03A	08B	16A

### VICTORY

Take A.I.M. cards 017, 018 and 019.

You now have a helicopter and pilot. Pick any scenario from the ones available in your pool to be the next.



# SCENARIO 5

## CAMBRIA



"The shops, the people here, it is like old Arulco, but people are too quiet now. Queen have manspy here and tell her if they are bad. It is a sad way to live. Some homes are okay. It is where doctors live. Doctors are very smart people."

- Dimitri Guzzo on Cambria

"The only thing you won't find here is guns. Every time I get one to sell, one of them hillbilly Hicks comes down here and steals it. That fraggin' family has been terrorizing Cambria for years. Bunch of crazy country cousins."

- Keith Hemps

There is a hospital and a mine in Cambria - either makes it a valuable town to hold on to.

### GOAL

Liberate Cambria (13B and 06B)!

### SETUP

Place random **Supply Tokens** facedown in the depicted sectors. Liberating that sector awards you the displayed resources.

Add the two missions **Deal with the Hicks** and **Quick Reaction Force** to the scenario.

05A	07A	12B
16B	09A	
03A	14B	08B
	13B	06B

### VICTORY

Choose between A.I.M. cards 021 and 022.  
Take A.I.M. cards 023 and 032.  
You have liberated a city.  
Enemy Snipers become **EXPERIENCED**.



# SCENARIO 6

## SAN MONA



"This is Kingpin's place. He is a big man in Arulco. He owns all things here, even friends. It is a good place for bad people."

- Dimitri Guzzo on San Mona

The Las Vegas of Arulco, has everything from a brothel to a weapons store. The Kingpin runs this place and you can try and take care of him and his illegal gains as well, which are rumoured to be hidden somewhere near the town...

### GOAL

Liberate San Mona (01B and 09B):

### OPTIONAL GOALS

Move the Money Convoy to the dropzone (16B) and immediately take 5 Funds.

### RULES

**Convoys:** Convoys are objective tokens that can be moved with the "Group Move" Command Action. A convoy can only be moved between liberated sectors.



### SETUP

Place random **Supply Tokens** facedown in the depicted sectors. Liberating that sector awards you the displayed resources.

Add **The Shady Lady Brothel** and one randomly drawn **Mission** from the mission deck to the scenario.

If the **Kingpin** is still available as **Lieutenant**, add him to the campaign. If he is already active or dead, draw a random **Lieutenant** instead.

11B	08A	10B
06B		16B
09B	03A	04A
01B	13A	



### VICTORY

Choose between A.I.M. cards 026 and 027. Take A.I.M. cards 028, 029, and 032. You have liberated a city. Enemy Snipers become **EXPERIENCED**.

# SCENARIO 7

## ESTONI SCRAPYARD



"I used to come around here to get gas, pick up parts for the car in the junkyard. That was when you saw cars in Arulco. Gas is next to impossible to come by. The Queen only imports enough for her own purposes."

- Ira Smythe

Old Cameron's junkyard is out of the way of most roads and traffic, but it may be worth taking a look around for something useful.

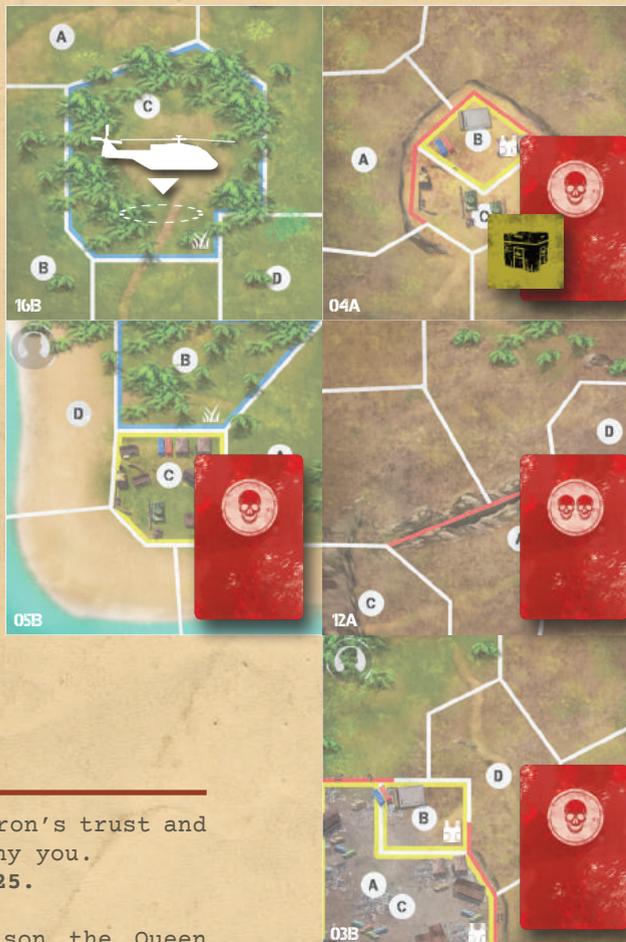
### GOAL

Liberate all sectors!

### SETUP

There are no Mission Accesses in this setup! Missions from your previous scenario are still active, you are just unable to resolve them.

16B	04A
05B	12A
	03B



### VICTORY

You have gained old man Cameron's trust and he sends his son to accompany you.  
Take A.I.M. cards 024 and 025.

You also hear about a prison the Queen sends her enemies to.  
Take A.I.M. card 036.

# SCENARIO 8

## CHITZENA: TOURIST ESCORT



"Good to meet ya. John Kulba from Cleveland, Ohio. The Gateway to the Great Lakes. I'm afraid we really messed up good. Mary and I were supposed to be going to Aruba. My wife booked the tickets through one of her travel agent friends. Didn't know we were in the wrong country 'til we landed. Anyway, that guy, Pablo, at the airport didn't tell us nothing about all the tourist attractions this country has to offer, including this pile of rubble. I wouldn't trust that slippery man to park my car.

Now, we're stuck here without a safe way to get back to the airport."

- John Kulba

### GOAL

The Kulbas were last seen around Chitzena. Find them and escort them to the Airport (10A) to win this scenario. Could be worth your while!

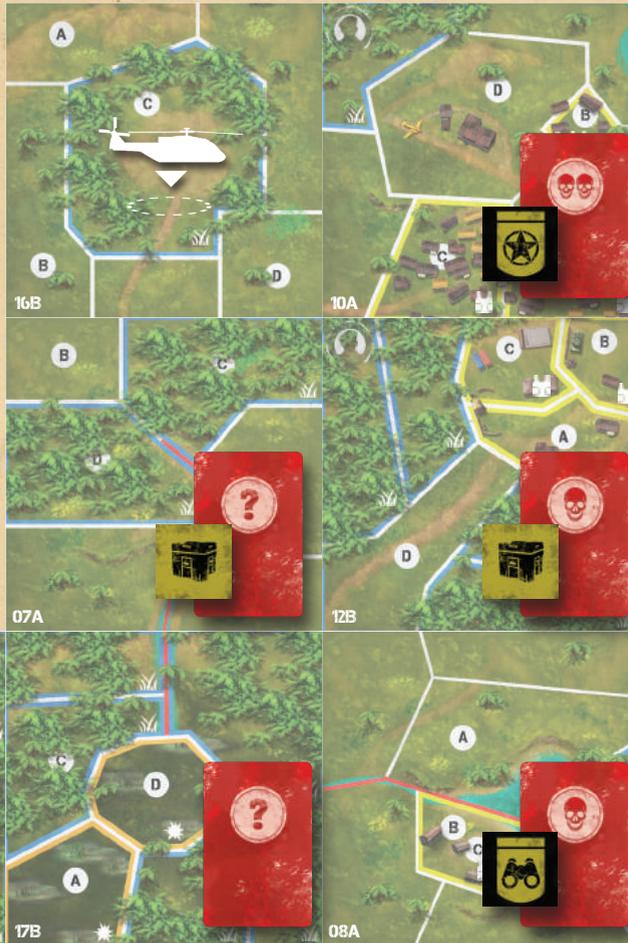
### RULES

**The Kulbas:** Every time you liberate a sector with a binocular token, flip the token. Replace the "X" with a Convoy token: you found the Kulbas!

### SETUP

Place random Supply Tokens facedown in the depicted sectors. Liberating that sector awards you the displayed resources.

Place the 3 binocular tokens randomly and facedown on the depicted sectors.



**Convoys:** Convoys are objective tokens that can be moved with the "Group Move" Command Action. A convoy can only be moved between liberated sectors.

	16B	10A
	07A	12B
04B	17B	08A
05B	02B	

### VICTORY

"Mary, do you have any money we can give to say thanks for all they've done? I have something you can use. They wouldn't let me take it on the plane. Customized myself a pair of real handy sidearms to take care of any burglars that might need to be shot."

Take A.I.M. cards 030 and 031.  
Add 3 Funds to your supply.

# SCENARIO 9

## ALMA



*"There is place here where the Queen's army gets better. They do practice shooting and fighting and train to kill us. The rebels do not have a place like this."*

— Dimitri Guzzo

A mix of a city and a military base with a neighbouring mine, Alma is teeming with soldiers, munitions and barricades and the town leans on the base for their livelihood. Alma is filled with security and alarms and there are reports about a tank stationed there! Approaching Alma will mean taking out the various alarms and defences first before you can even think about getting in!

### GOAL

Gain access to Alma by liberating two of the three Sectors marked B, C, D!

### SETUP

Place random **Supply Tokens** facedown in the depicted sectors. Liberating that sector awards you the displayed resources.

Add **Quick Reaction Force** and one randomly drawn Mission from the mission deck to the scenario.

Draw and add a new **Lieutenant** to the campaign! Place him directly into sector D.

### RULES

**On Lockdown:** You have to liberate sector A (15B) before you are able to access sector D(07B).

### VICTORY

*"Is hopeful, yes? I see hope in the eyes of the people. A hope I have not seen in a long time. But I will deny myself this feeling until victory is within our hands."*

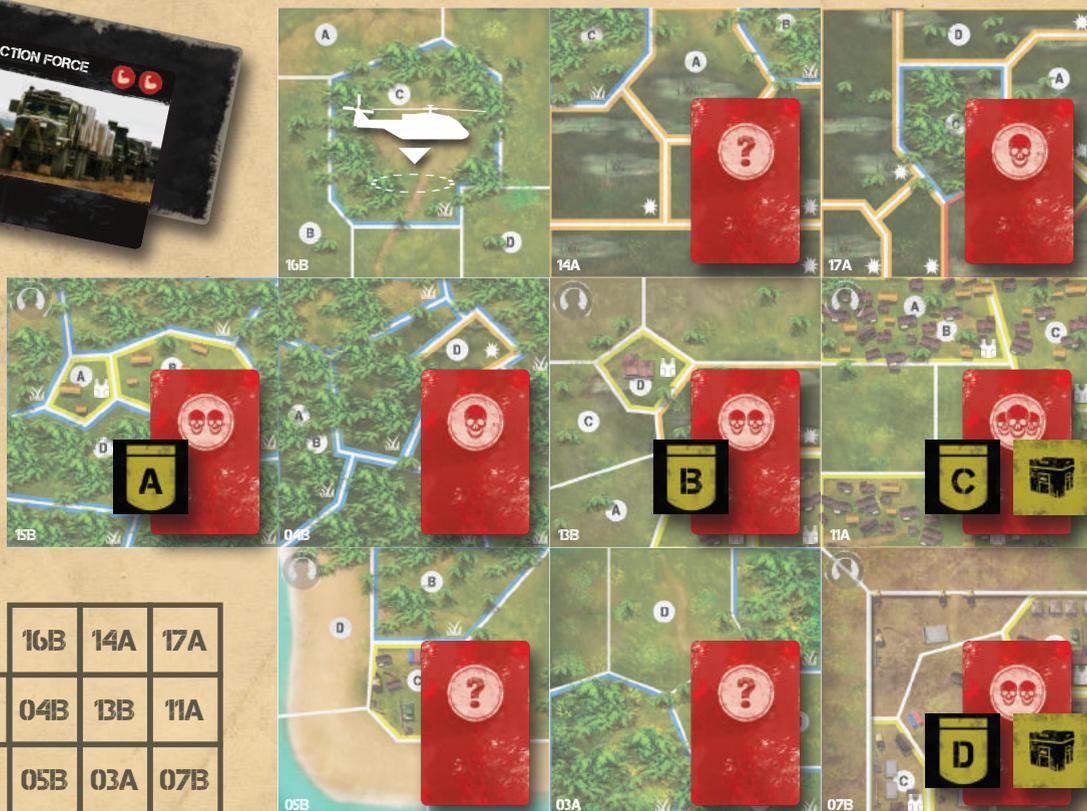
— Carlos Dasouza

Choose between A.I.M. cards 033 and 034.

Take A.I.M. cards 035, 036 and 037.

You have liberated a city.

Shields and Bloodcats become **EXPERIENCED**.



	16B	14A	17A
15B	04B	13B	11A
	05B	03A	07B



# SCENARIO 10

## TIXA



...All members of the judicial system have been executed. The rule of law has become the law of death. What is considered a crime is determined at Deidranna's whim and no matter what the crime's severity, the usual punishment is death or the now infamous Tixa prison in the Arulcan heartland.

- Excerpt from a report by the Recon Intelligence Services

"They got a jail here that makes Alcatraz look like Disneyland."

- Ira Smythe.

Arulco's worst prison houses anyone that showed resistance to the Queen's reign. It is out of the way of most roads, but there are certainly people in there who would be gladly become your allies.

### GOAL

Liberate Tixa Prison (07B)!

### SETUP

There is only one Mission Access in this setup! Blue Missions are still active but you are unable to resolve them.

If there are any Lieutenants in play, place one of them in Tixa (07B).

### RULES

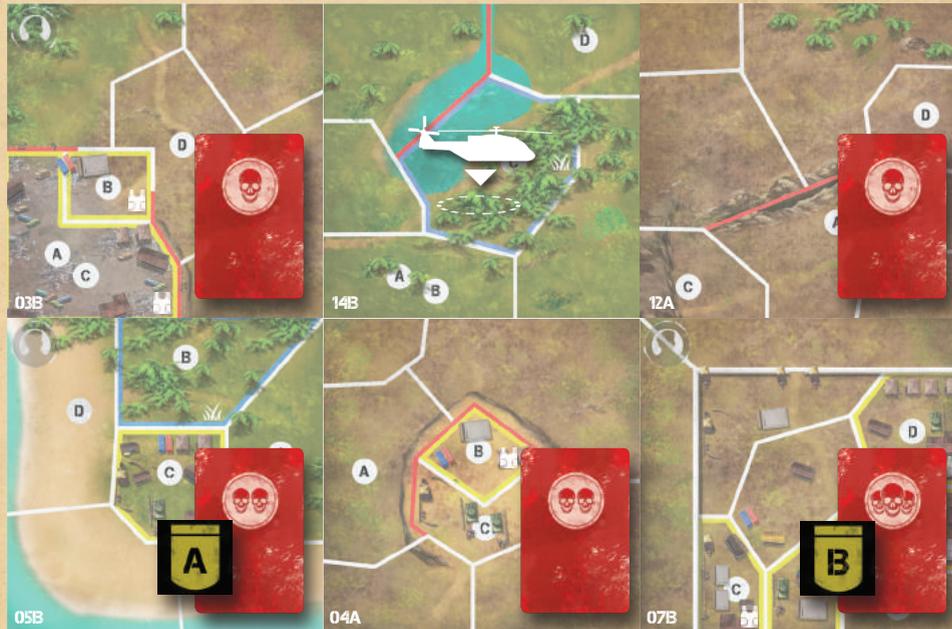
**On Lockdown:** You have to liberate sector A (05B) before you are able to access sector B (07B).

### VICTORY

You free the prisoners and gain valuable allies.

Take A.I.M. cards 038 and 039.  
Add 3 Rebels to your supply.

03B	14B	12A
05B	04A	07B



# SCENARIO '11

## BALIME



*"The rich of Arulco live here in Balime. They are the chosen friends of Queen Deidranna. They have profited greatly from the misery of others."*

*- Miguel Cordona*

Balime is filled with friends and allies of the Queen and the population here will not welcome your attempts at liberating the town. Be prepared to keep them under control by manning liberated sectors with your own troops and take out the nearby military base to prevent armed uprisings! The local museum holds many stolen artefacts which may be worth investigating.

### GOAL

Liberate Balime (01B) and the nearby military base (12B)!

### SETUP

Place random **Supply Tokens** facedown in the depicted sectors. Liberating that sector awards you the displayed resources.

Add **two** randomly drawn Missions from the mission deck to the scenario.

### RULES

**Loyalists:** Any liberated sector that does not have a merc or rebel stationed on it will revert to occupied state after the Dictator Phase. Place a facedown spawn card according to the current number of skulls of the Dictator's threat level on it.

**High Value Target:** Threat Level increases by at least 1 in each Dictator Phase regardless of time of day.

### VICTORY

You have liberated the Museum and with it Arulco's national treasures. Make a choice. You can sell the artefacts to an unscrupulous fence or give them back to the people.

Take A.I.M. cards 040, 041 and 042. You have liberated a city.

07A	06A	05A	12B
11B	08A	13A	
01B	09B	17A	04B



# SCENARIO 12

## MEDUNA



"I made up a rhyme about the gardens here. It goes something like this: „Queen, Queen, I'd take out your spleen, but how does your garden grow? With silver bells and mortar shells and your soldiers all in a row.“

- Ira Smythe

The final obstacle lies in front of you. You will need to liberate Meduna to overcome the Queen and free the people of her reign once and for all!

### GOAL

Defeat the Dictator inside the Tank!

### RULES

**High Value Target:** Threat Level increases by at least 1 in each Dictator Phase regardless of time of day.

### SETUP

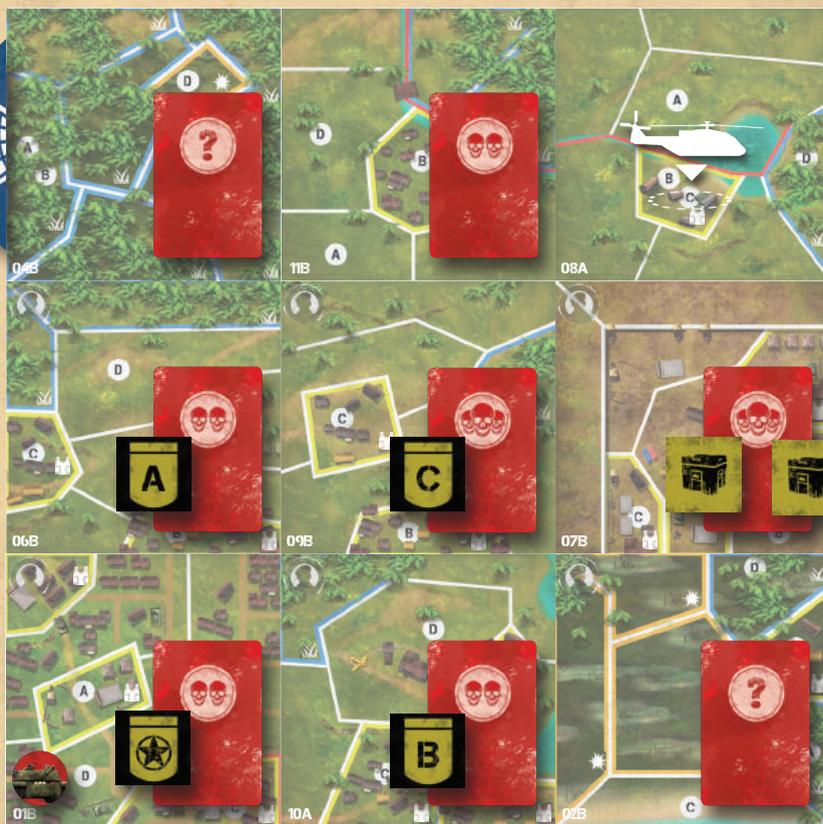
Place random **Supply Tokens** facedown in the depicted sectors. Liberating the respective sector awards you the displayed resources.

Add **two** randomly drawn Missions from the mission deck to the scenario.

If there are any active **Lieutenants**, place one in sector A, B, and C in that order until there are no more Lieutenants left.

Place a **Tank** (the Dictator) into area D of sector 01B.

04B	11B	08A
06B	09B	07B
01B	10A	02B



# SCENARIO 12

## MEDUNA



### VICTORY

As you victoriously emerge from Deidranna's palace, you find a crowd of Arulcan onlookers waiting for you:

*"There... There they are! Everyone! It's them!"*

*"It's really true! Arulco is free!"*

*"Everyone remember this moment! The day of our freedom! And these, these are the heroes we will speak of for years to come. Thank you!"*

*"Think I like this. Not usually one to say it, but it was a good trip. Maybe you'll see me around. But I'll probably see you first."*

*- Kyle "Shadow" Simmons*

*"Good work! Yeah, I'm gonna miss all this. Then again, maybe there's another gig just over the horizon. Lemme know, okay?"*

*- Charlene "Raven" Higgs*

*"Cheers! Rather pleasant, isn't it - to know we made a difference in the lives of so many people...that's what this is all about, then. Congratulations, all around!"*

*- Sheila "Scope" Sterling*

*"Obviously a handsome dividend for the investment of my time. Perhaps when you think of freedom, you will also think of Dr. Clifford Highball."*

*- Dr. Clifford "Cliff" Highball*

*"не смотря а тот факт, что командир идиот (Even though the commander is a bit of an idiot); I proud to serve with you. Mission is complete."*

*- Ivan Dolvich*

*"This is big moment! Fidel feel water in eyes. You need Fidel, you call Fidel. I will not be busy."*

*- Fidel Dahan*

*"No better rush! Who, don't get this kind of satisfaction very often in this business. It was a long haul, a lot of work. But I'd do it again in a heartbeat!"*

*- Rudy "Lynx" Roberts*

*"I guess I tought I was getting too old for this, but each time I win one, it reminds me of why I joined A.I.M., way back when - for the chance to make a difference in the lives of others. And we did, sir."*

*- Corporal Len Anderson*

*"Hey hey! What a way to lay `em out! It makes me feel so good, so warm, so excited all over. I wish there was some way I could thank all of you."*

*- Cynthia "Fox" Guzman*

*"We did all of them good! Finished and evil is dead! God damn! This mean more money for me, yes?"*

*- Bobby "Steroid" Gontarski*

Congratulations! You have won the game and the people of Arulco can prosper again.

Time to pat yourselves on the back, this is an accomplishment you can brag about. In fact, you can go to [www.facebook.com/undergroundgamesrocks/](http://www.facebook.com/undergroundgamesrocks/) and do so right now, sending us a picture of your crew, your board or your campaign tracker. We promise to congratulate you personally!

We also invite you to create your own scenarios and send them to us - we will put the best ones up on our website [www.underground-games.rocks](http://www.underground-games.rocks) and you may also find new scenarios from us to download there, so check it out.

Of course you can always replay the game with another dictator for new challenges!

