

**JAGGED ALLIANCE: THE BOARD GAME**



**SCENARIO BOOK**



**METAVIRA CAMPAIGN**

# INTRODUCTION

*"Lucas Santino has turned this island into our own private piece of hell!"*

- Jack Richards

Several years after a series of nuclear tests nearby, a scientist named Brenda Richards discovers the island of Metavira, including the unique Fallow Trees that grow there. Her father, Jack Richards, leads a scientific mission to the island to study the trees and, eventually, the astounding medical properties of their sap.

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During the course of this research, Brenda's assistant Lucas Santino finds out that the trees can be a great source of wealth and profit. After convincing Jack to allow him to establish a second research facility on the other side of the island, Santino began bringing in numerous armed mercenaries, who kill the research staff, intimidate the native population, and soon take near total control of the island.

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Beaten, desperate and with the-end-of-disease-as-we-know-it at stake, the Richards hired a commander from A.I.M. to help them fight back, recapture the island, and kill Lucas Santino.

## DICTATOR

This mini-campaign for Jagged Alliance: The Boardgame is designed to be played against Lucas Santino as the Dictator. Scenarios will therefore mention him directly.

You can still play the campaign against whatever Dictator you want to!

## SECTOR ROTATION

You'll notice some sectors being rotated in the Scenario Setups.



## CAMPAIGN TRACKING

You can use the same sheet to keep track of your campaigns progress as for the main campaign. A printable copy is available at [www.underground-games.rocks](http://www.underground-games.rocks)



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# SCENARIO 1

## WELCOME TO METAVIRA



*We suffered a serious setback! Sometime this morning someone managed to get into the processing plant and steal an essential piece of equipment. Without the micro-purifier, we're shut down! We have to get it back as soon as possible! Until then, there's no point in tapping any trees.*

In order to hire more mercenaries and find funds to continue the fight, we need to secure the Fallow Tree processing plants and get back the micro purifier.

### GOAL

Capture the two Fallow Tree farms (9A, 5B).

Find the Micro Purifier (14B or 2B).

### OPTIONAL GOAL

**Urgency!** Complete the scenario without the Dictator reaching a counter-attack symbol for the first time, immediately replace all face-down "?" Spawn cards with a "One Skull" Spawn card each.

### SETUP

Setup the Dictator Board but place no counter-attack tokens on it.

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

Remove all Bloodcats from the Encounter Token Pool.

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

### RULES

**Upgrade the Forces:** When Santino's Threat Level reaches a counter-attack symbol for the first time, immediately replace all face-down "?" Spawn cards with a "One Skull" Spawn card each.

### VICTORY

*"You got the micro-purifier, and instilled some fear in the process! Its early, but with the plant back to processing twenty trees tomorrow, we're off to a great start!"*

**Add 1 Rebel to your supply.**

**Take A.I.M. cards 016 and 070** (the mine represents your **Fallow Tree Processing Plant**, but still counts for Lucas Santino's special ability, adding a Lieutenant).

**You have liberated a city, unlock AIM cards 051-054 for the Market Deck.**

If you completed the scenario within the optional timelimit:

*"The urgency with which you retrieved the micro-purifier warrants a bonus. I hope you'll accept a thousand dollars as a token of my appreciation"*

**Add 3 Funds to your supply.**

09A	04B	02B
14B	16B	05B



# SCENARIO 2

## OPERATION STORK



"I wish none of this was happening, but since it is, I'm glad to have YOU at the helm! We need to secure another Processing Plant in order to gain more funding for our campaign. Be careful, it may be booby trapped by Santino's soldiers."

- Jack Richards

"We managed to intercept a coded message from Luca Santino about a delivery of weapon packages that have been dropped in a sector in the vicinity, but we do not know exactly where. Lucas and his resupply code. Can't he just use damned English? You will have to try and get to it before it can be picked up by Lucas' troops."

### GOAL

Liberate the Processing Plant (15B).

#### OPTIONAL GOAL

**Secure the Weapons Cache!** When liberating sectors with a Binocular Token on them, flip the token. If the token has an "X" take cards number 013, 060, 077 and 080 from the A.I.M. deck.

### SETUP

Randomly pick one of the face-down **Objective Tokens (A-D)** and place it on Sector 15B without looking at the letter.

Remove all Bloodcats from the Encounter Token Pool.

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

Add the **Gather Information** Mission from the mission deck to the scenario.

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

### RULES

**Search Party:** Whenever you enter a sector with a Binocular Token immediately increase the difficulty of all (orthogonally) adjacent occupied sectors by one Skull.

**Booby Trapped:** When you liberate Sector 15B, flip the Objective Token. If it's A or B, you have won the scenario. If it's C or D, you need to succeed in a **MECHANICAL SKILL** roll against a difficulty of 3 to prevent a booby trap from going off. ANY merc in the sector can attempt the roll but needs to be able to spend a Command Action. Once the roll succeeded or all Command Actions have been used, the scenario ends.

DEFUSE BOMB



### VICTORY

"The processing plant we managed to capture today has been sabotaged. It could take my men a couple of days to get it up and running!"

Add 2 Rebels to your supply.

If you managed to disable the booby trap in 15B or did not encounter it:

Take A.I.M. card 021.

You have liberated a city, unlock AIM cards 056-068 for the Market Deck.

Enemy Redshirts become EXPERIENCED.



# SCENARIO 2

## OPERATION STORK



"Keep it up, and Santino will regret the day he considered betraying us!"  
- Jack Richards

	09A	14B	05B
	10A	13A	08A
15B	01A	06A	07A
	090		

**GATHER INFORMATION**

RESOLVE THIS MISSION TO FIND ONE LIEUTENANT'S LOCATION.

**REWARD:**  
PLACE ONE ACTIVE LIEUTENANT IN AN OCCUPIED SECTOR OF YOUR CHOICE.

**ASK AROUND**  
ANY SKILL x4

# SCENARIO 3

## SACRED GROUND



"The natives have died to bury and are becoming extremely anxious about not having access to their sacred burial ground in Sector 6. They've been very good to us over the years, and securing that sector would go a long way in winning their favor."

- Jack Richards

The native workers in your Fallow Tree Plants are increasingly unhappy, as they cannot bury their dead as customs demands it since Santino's men control the sector the burial ground is on.

The sacred headstone of Senor Los Makiwahan is believed to bring good luck to the burial ground. Without it, some natives may desert your cause and quit their jobs, fearing ill luck.

And while you're on it: Hamous, one of your native drivers, has run into an ambush by Santino's forces and is trapped under sniper fire. Help him out if you can.

## RULES

**Search Party:** Whenever you enter a sector with a Binocular Token immediately increase the difficulty of all (orthogonally) adjacent occupied sectors by one Skull.



## GOAL

Liberate the sacred burial ground (05A).

### OPTIONAL GOAL

**Find the Sacred Headstone!** When liberating sectors with a Binocular Token on them, flip the token. If the token has an "X" you have found the headstone.

**Save Hamous:** When liberating sector 03A immediately remove the Convoy Token and take card 010 from the A.I.M. deck as well as 2 and 1 cards.

## SETUP

Place the 3 Binocular Tokens randomly and facedown on the depicted sectors.

Search for the spawn card "Sniper Team" (one skull) and place it onto sector 03A.

Pick two allies of your choice from the unlocked A.I.M. market deck.

Draw 4 cards and distribute them as you see fit.

# SCENARIO 3

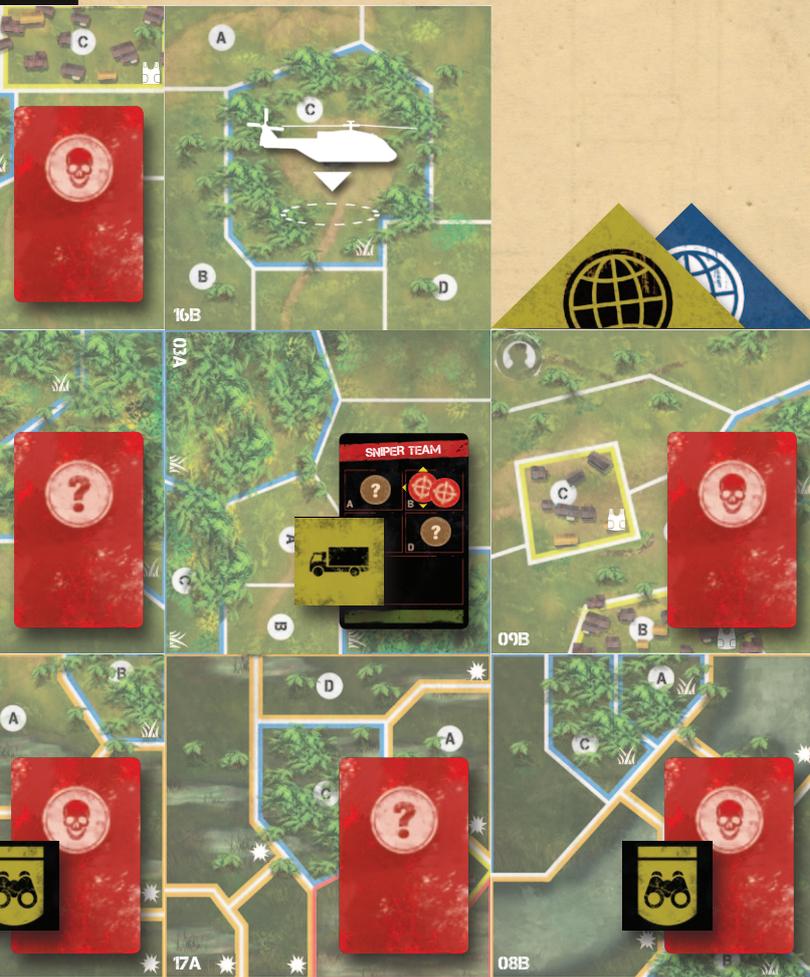
## SACRED GROUND



"There is an ancient tunnel leading from one of the villages to the Sacred Burial Ground, but it has been invaded by evil spirit monsters who frequent the tunnels."

### UNDERGROUND

If you have the Underground Expansion, setup the displayed Underground sectors and tokens. If you do not own the expansion, leave those components away.



### VICTORY

"The natives are grateful. They can now bury their dead knowing that their sacred piece of land is in safe hands."

Add 6 Rebels to your supply.  
Add 5 Funds to your supply.

Enemy Snipers become EXPERIENCED.

If you have NOT located the Sacred Headstone (Optional Goal) immediately loose three Rebels.

		04B	10B	16B		
05A	02B	06B	02A	03A	09B	
	15A	13B	14A	17A	08B	

Create the final scenario for the Campaign yourself and submit it to us via Facebook or send us a message from our website. The best scenario will become the official campaign ending and you will become a part of the Jagged Alliance legacy!

