

SCENARIOS





Scenario play subtly changes the operating environment and goals of the players. They are intended to expedite gameplay, replicate an environment of strategic competition, or provide a change of pace to the players. It is recommended that players use scenarios only after they have developed a good feel for the mechanics of the game. See *Tears of Tyranny Rule book* for further information.



Scenario 1: Covert Infiltration and Non-Combatant Evacuation Operation

Scenario: In this scenario, the fragile state has completely fallen fragmenting the population, government, and security forces. This collapse exponentially increased instability and ethnic violence resulting in a humanitarian crisis and leaving a power vacuum the **ADVERSARY** seeks to fill. Two Players can play in this scenario, each with a separate objective. The first Player to achieve their objective wins.

Objective 1: Covert Infiltration. The Player can exploit this situation by covertly infiltrating your team across the **ADVERSARIES** border and establish a foothold for future operations. The Player who chooses the covert infiltration objective must move at least half (rounded up) of their presence from their starting position along the **COAST** to tiles adjacent to the **BORDER**.

Objective 2: Non-Combatant Evacuation Operation (NEO). The Player must safely exfiltrate your diplomats, businessmen, tourists, and other citizens of your nation. The player who chooses the NEO objective must move at least **5 BLUE CIVILIANS** to tiles adjacent to the **COAST**.

This scenario is representative of numerous modern instances (Somalia 1991, Yugoslavia 1992, Liberia 2003, Libya 2011, Syria 2012, Afghanistan 2021) where states have swiftly descended into chaos and violence setting the conditions for a humanitarian violations and external exploitation.

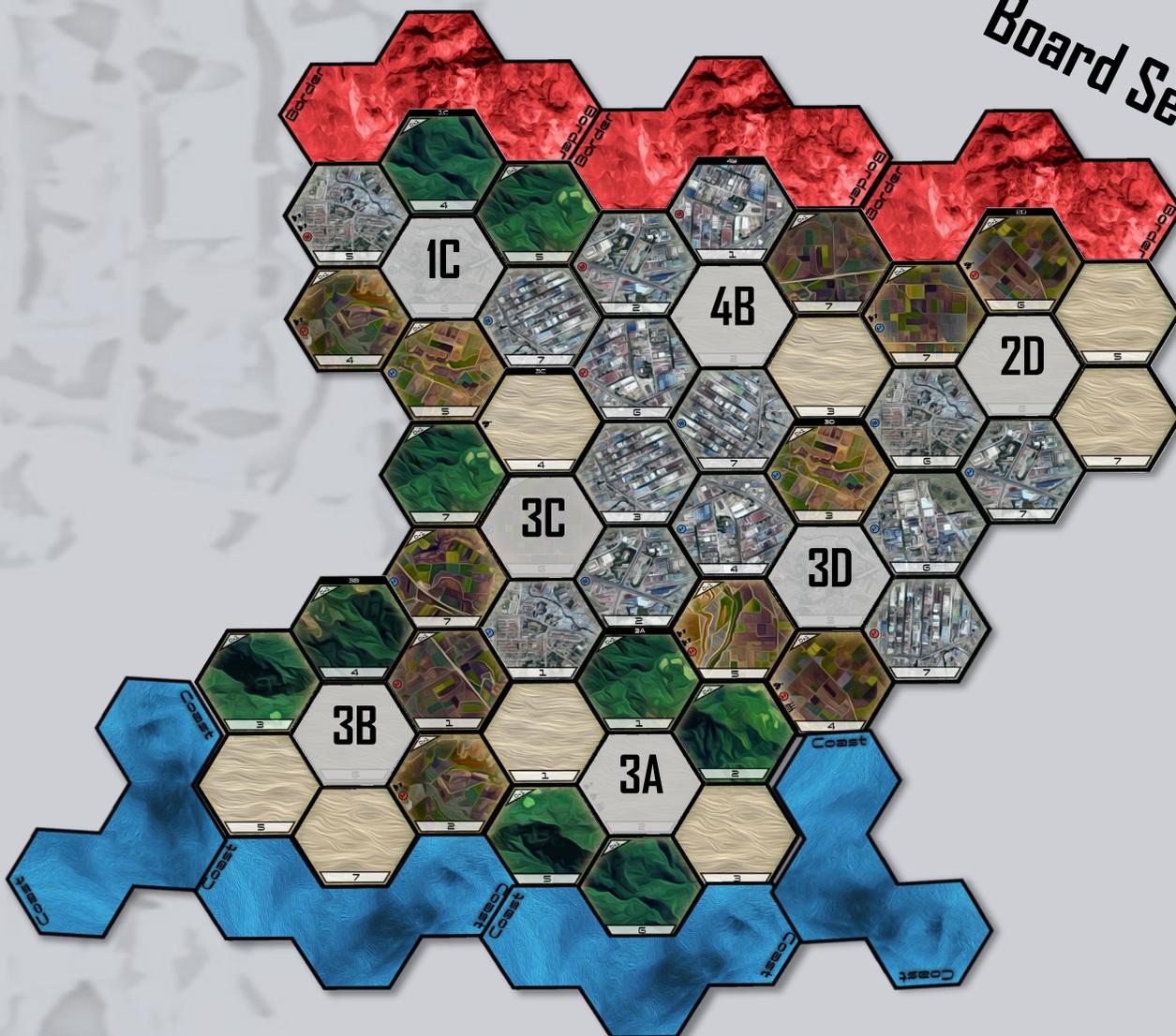
Mechanics Change: Player actions are now sequential; the order is determined by which player has initiative. Before starting the scenario, each Player rolls a dice, the higher number determines who has the initiative. Player's switch who has initiative on each subsequent turn.

All Capabilities are played as  Immediate Capabilities. Each Player starts with 2x **Headquarters** (4x **PRESENCE**).

- **Objective 1:** Infil Player starts by selecting two tiles along the **COAST** and places a **Headquarters** in each. Infil Player can only place **PRESENCE** based on their starting tiles.
- **Objective 2:** NEO Player starts by selecting two of the highest **URBAN** tiles and places a **Headquarters** in each. NEO Player cannot Convert any **RED CIVILIANS**. NEO Player can use their Organic Capability of Patrol twice; once with **S**. and once with **BLUE CIVILIANS**. However, **BLUE CIVILIANS** do not do Damage and cannot be killed if they are with **PRESENCE**.

***** All other game mechanics remain the same. *****

Board Setup



Scenario 2: Counter Terrorism and Critical Infrastructure

Scenario: In this scenario, a violent extremist organization (VED, **ADVERSARY**) is in the later phases of mounting an insurgency and are transitioning to war of movement. Two Players can play in this scenario, each with a separate objective. The first Player to achieve their objective wins.

Objective 1: Counterterrorism. The Player who chooses the counterterrorism objective must defeat the VED's war of movement. They accomplish this by removing all VED **GARRISONS**, **OUTPOSTS**, and **ADVERSARY CELLS** in **URBAN** tiles. (Cannot be played by the **ADVISOR**)

This objective is representative of a coalitional effort to halt the growth of a transregional extremist threat. In the scenario, the VED has gained enough population support to enable transition into war of movement, like ISIS in 2014. The Player's goal is to eliminate the growing threat to protect national security interests while maintaining its position as a global protectorate against evil.

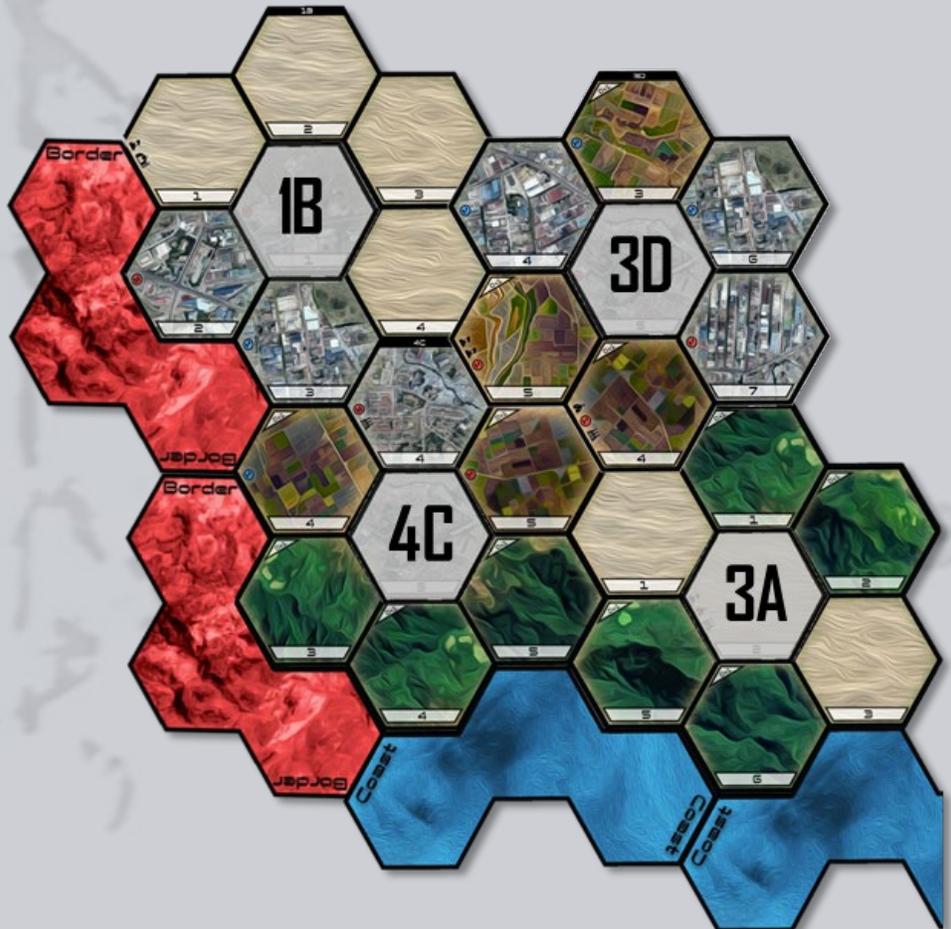
Objective 2: Critical Infrastructure. The Player who chooses the critical infrastructure must secure 3 of 4 tiles with Infrastructure and generate 8 x resources from that Infrastructure. Resources begin accumulating immediately when Infrastructure is secured.

This objective also coincides with events similar to the rise of ISIS in 2014. This VED's disruption of a developed nation has presented an opportunity for a global powerhouse to secure critical infrastructure. While these actions are supposedly to prevent the VED from gaining strength and influence, this Player's true intent is to take advantage of the instability to gain greater control within the region, syphon its resources, and maintain access and placement in new regions of the world.

Mechanics Change: Player actions are now sequential; the order is determined by which player has initiative. Before starting the scenario, each Player rolls a dice, the higher number determines who has the initiative. Player's switch who has initiative on each subsequent turn. Influence is no longer a mutually beneficial game component. Each Player adds 5 x Influence to the Influence Pool. As Influence is earned, Players collect the influence tokens from the Influence pool. When Influence is no longer available in the Influence Pool, Players will collect influence from the other Player when earned. When a Player collects all available Influence, they earn an Influence card. That card's effects are applied only to the Player who earned the card. Winning conditions are assessed at the end of an Immediate or Long-Term Capability Phase.

***** All other game mechanics remain the same. *****

Board Setup



Scenario 3: Convert the Population

Scenario: In this scenario, two Players, the **PARTISANS** and **LIBERATORS**, are both supporting a resistance movement against the **ADVERSARY**. However, both Players are competing for the support of the population, hoping to achieve a greater share of influence over the resistance government that will eventually be established over the liberated area.

Objective A: SHORT PLAY: The first Player to Convert or move all **RED CIVILIANS** in their Quadrant wins.

Objective B: LONG PLAY: The first Player to eliminate the **ADVERSARY** in their Quadrant, (Based on Influence Level) and with the highest number of **BLUE CIVILIANS** in their Quadrant wins. (Number of **BLUE CIVILIANS** - **RED CIVILIANS**, number of **S**, and number of Infrastructure controlled in their Quadrant is used as a tie breaker)

This scenario is reminiscent of resistance activities in Vietnam during World War Two. Chinese Communist guerillas and the OSS worked with the Viet Minh, Vietnamese resistance forces led by the charismatic Ho Chi Minh, against the Japanese invaders and their French puppets. Unfortunately, the OSS's support didn't translate into lasting influence, and the US would return two decades later to fight the very same resistance organization.

Board Setup: The board will consist of Quadrants 1 and 2. Each Quadrant will setup according to the normal setup procedure with the following exception: **RURAL** Tiles 1-3 will have 1 **BLUE CIVILIAN** each, **RURAL** Tiles 4-7 will have 1 **RED CIVILIAN** each, **JUNGLE** tiles 1 and 3 will have 1 **BLUE CIVILIAN** each, and **JUNGLE** tile 5 will have 1 **RED CIVILIAN**.

*** All other game mechanics remain the same. ***

Board Setup



Mechanics Change: Player actions are now sequential; the order is determined by which player has initiative. Before starting the scenario, each Player rolls a dice, the higher number determines who has the initiative. Player's switch who has initiative on each subsequent turn.

- **Influence:** Player's Influence Markers are separate. Players earn and play their own Influence cards. **Influence Level 4 does not stop the game.**
- **Collateral Damage:** When Damage would cause the death of a **CIVILIAN**, a **BLUE CIVILIAN** is converted to a **RED CIVILIAN** and a **RED CIVILIAN** is moved to an adjacent tile. **Influence penalty depending on Player remains.**
- The **LIBERATORS** will have a free and additional Refit option: emplace a Civil Affairs team (CA) with a range of 1. The **LIBERATORS** will have access to CA teams, represented by the **ADVISOR PRESENCE**. These CA teams follow the same rules as the **ADVISOR**. When a CA team is with or in an adjacent tile to a **LIBERATOR PRESENCE** and is with a **RED CIVILIAN**, the CA team can convert 1 **RED CIVILIAN** per turn for 1 Resource. Additionally, the **LIBERATORS** select 1 **ADVISOR** Capability Card to replace a **LIBERATOR** Capability Card.
- Winning conditions are assessed at the end of an Immediate or Long-Term Capability Phase.

Scenario 4: Gain and Maintain Influence Blitz

Scenario: In this scenario, 2-4 Players are working together against the **ADVERSARY**, while individually competing for Influence.

Objective: The first Player to earn 20 Influence points wins. This will be represented by filling up their individual Influence Pool 4 times.

Mechanic Change: Player actions are now sequential; the order is determined by which player has initiative. Before starting the scenario, each Player rolls a dice, the higher number determines who has the initiative. Player's switch who has initiative on each subsequent turn.

Each Player earns Influence through their own actions only. Once the Influence Pool is filled they earn an Influence card. The Player Advances the Influence level with each card play (**the first card is influence level one, second influence level two, and third influence level three**). The game ends when the first Player fills up the Influence Pool a fourth time. Assess winning conditions at the end of each turn. If a Player has earned a total of 20 Influence points, they win. If both Players have earned 20 Influence points, then a tie-breaker is assessed (Influence points are not contingent on whether an earner Influence Card is played). To break a tie, the Player with the **LOWEST** total **ADVERSARY** strength wins (**TYRANNY** x 4 + **GARRISONS** x 3 + **OUTPOSTS** x 2 + **ADVERSARY CELLS**). If the **ADVERSARY** strength is equal, the Player with the greatest number of **BLUE CIVILIANS** is the winner. If the number of **BLUE CIVILIANS** is also equal the Players will arm wrestle.

The application of effects from the Influence cards is at the Player's discretion. The Player can choose to apply their Influence effects at any time and to share with other Players or keep them for themselves.

Board Setup: The Map Board setup remains the same as the normal version of the game. Each Player manages their own Influence pool. Each player selects 5 Influence Markers and 3 random Influence cards.

***** All other game mechanics remain the same. *****

