Parabellum Starter Rules.

Parabellum inc. is a resource-management focused war game set in a futuristic galaxy where humanity has spread and colonized worlds across the stars. Giant conglomerate corporations and their PMC affiliates wield the greatest power across the galaxy, and you play the role of an "Executive Sector Manager," a middle-management position that involves coordinating military forces that secure your company's primacy.

A game of Parabellum inc. is called a Campaign. Each Campaign consists of a series of Scenarios, which represent short skirmish-like battles with their own Maps, Objectives, and Special Circumstances. Each Campaign begins with a fixed Budget which the players must use to pay for Units, their associated costs, and upkeep, while they try to complete the objectives and exhaust their opponents resources.

Each Scenario leads into a Tree of subsequent Scenarios, which is followed until only one player has Liquid Assets remaining, or all other players Abstain from Continuing. In general, the victor of each Scenario gets to choose the next Branch the Campaign will follow. However, certain Scenarios may assign this decision to a losing player, or to a player with the highest or lowest Lowest Liquid Assets. These trees are outlined in the Campaign Brief.

Campaigns are packaged in a Setup Binder which contains:
- A Campaign Brief, which explains the overall situation in which the Campaign happens, outlines any Campaign-wide Special Circumstances, Lists the Campaign Budget, and details the Scenario Tree for the Campaign.
- A Catalogue, which lays out which Units are available for purchase in the particular Campaign, and what their Unit Cost is.
    - The Catalogue also outlines the cost and availability of Manpower, Fuel, and Ammunition.
    - Manpower is typically a finite resource pool from which both players must draw.
        - Manpower also becomes more expensive as the supply dwindles.
    - Fuel and Ammunition are typically not limited, and are typically a stable price.
        - However, if in a particular Campaign this is not the case, that will be explained in the Catalogue.
- Scenario Booklets, one for each scenario.
    - These include an overview of the Scenario's specific situation.
    - An outline Scenario-specific Special Circumstances,
    - Any additional rules or mechanics,
    - Mission Objectives,
    - Bonuses for completion of Objectives,
    - Penalties for failure of Objectives
    - Directions as to the correct Map(s) to use,
    - Deployment and Extraction costs
- Scenario Maps, indexed and stored along with the associated scenario booklet.

In addition, there are non-campaign specific game pieces including:

- The Unit Card Binder, which contains a supply of Unit Tracking Cards in 3x3 card protective sheets to make them easy to browse for purchase.
- Unit Class Miniatures or Tokens
  - *These may be substituted for cardboard or paper cutouts, minis from other games, or whatever you wish, but:*
    - *they must keep to the 1" scale of the map, meaning:*
      - *minis that represent infantry type units must have a ½" square footprint*
      - *Minis that represent small vehicles like Trucks and Small Walkers must have a 1x1/2" rectangular footprint.*
      - *Minis that represent full size vehicles like Tanks must have a 1x1" footprint.*
    - *They must have some means to display the Unit Flag Colors (details below)*
    - *They must be agreed upon by, and completely unambiguous to all players.*
- Colored beads for making Unit Identification Flags
- Tokens for signifying Supplies, Ammunition, Manpower, (and optionally, Credits, the in-game currency)
- Recepticals for the various tokens.
- Columnar sheets for each player, (if credits are not going to be tracked with tokens.) These are called the player's Balance Sheets.
- Dice, preferably 20 each, in two visually distinct sets of 10 dice:
  - 4-sided (d4)
  - 6-sided (d6)
  - 8-sided (d8)
  - 10-sided (d10)
  - 12-sided (d12)
  - 20-sided (d20)
    - *Note: fewer dice may be used if rolls are tracked and compared using paper or some other device, however this game is meant for dice goblins, and it's about rolling lots of dice at once, because rolling dice is fun!*
- Secrecy Screens for each player
- Pre-deployment boards for each player

Play begins with opening the Campaign Binder, setting out the Campaign Brief, Catalogue, and the booklet for Scenario 1 for players to look over while the rest of the play area is set up. Each player is also given their Secrecy Screen, their Pre-deployment Board, an assortment of Unit Flag Beads, and either a number of Tokens, or a Balance Sheet to track their finances.

Once the map is set up, (and for each subsequent Scenario,) all players must be permitted to read the Campaign Brief, Catalogue, Scenario Booklet, Unit Card Binder, and Rulebook to their

satisfaction before play begins. Turn order for each scenario is determined by d6 dice rolls, highest result to lowest, going first to last respectively.

- Ties are re-rolled, the results of which are final unless a new tie is made, in which case the new tied players must reroll. This continues until turn order, highest to lowest is established.
- In subsequent Scenarios, any player that successfully achieved one of their Mission Objectives may roll a d8 for turn order instead.

Finally, once these steps are complete, all players mark the Campaign Budget on their Balance Sheets, (or take the appropriate number of Credit Tokens.) And the Set-up phase begins.

Set-up Phase:

With the Scenario Map set up, each player begins purchasing Units, Personnel, Ammunition, and Supplies. Players go in turn order, and may purchase any quantity of 1 of the 4 resources. i.e. The first player may purchase Units, Personnel, Ammunition, OR Fuel. Then the second player may purchase one of those same 4 things, etc. To make a purchase, players either pay Credit Tokens back into the Game Box, or if they're using a Balance Sheet, they record how many, of what kind of expense, at what cost they're paying, and mark down their budget accordingly. Players who purchase Units take a Unit Card from the Unit Card Binder (obviously, corresponding to the unit they're purchasing) and place it in a Reserves area behind their Secrecy Screen. Players who Hire Personnel, take as many personnel tokens from the shared Personnel pool as they've hired, and place them in the same Reserves. Likewise, when purchasing Fuel or Ammunition, those tokens are taken from the Game Box, and placed in the player's Reserves.

At any time during the Set-Up phase, the players may Muster their units for which they have all the required resources. Mustering is the process of combining a purchased Unit, it's hired Personnel, it's required Fuel, and Ammunition. Mustering must be done before a unit can be placed into the pre-deployment area, and subsequently Deployed onto the map. To Muster a Unit, a player must place it's Unit Card behind their Secrecy Screen. They then Staff the unit by placing as many personnel tokens onto the Unit Card as the Unit Card has spaces marked "Troop Strength." (Typically, Combat Units will require 10 personnel, and Support Units will require 5, but this is not absolute.) Next, the player must Fuel and Arm the Unit by returning the unit's Fuel and Ammunition Cost's worth of Fuel and Ammunition Tokens to the game box. Once that is done, the player must put Fuel Counters and Ammunition Counters on the Unit card in the appropriate places.

- A note on Tokens Vs. Counters: Counters are used to track the supply of something in relation to a Unit's maximum, whereas Tokens are the Game Pieces that are Purchased and otherwise manipulated throughout the game. For instance, a single Fuel Token will completely replenish all 6 Fuel Counters on a Regular Infantry Unit's Card, however, A Main Battle Tank requires 3 Fuel tokens to replenish its 5 Fuel Counters, per its Fuel Cost.

- Personnel, on the other hand are always treated as Tokens, whether being hired, in Reserve, or as Troop Strength. Personnel are always 1:1, and therefore don't use separate counters.

In addition, many kinds of units have additional squares on their Unit Cards labeled Cargo. These signify the Unit can be loaded with additional Fuel or Ammunition Tokens to bring onto the map. One Token may be placed on each Cargo Square, and the token may be placed on the unit while being Mustered, or after Mustering while the Unit is in the Pre-Deployment Area. For details, see the Logistics Phase section.

Finally, once a unit has been Staffed, Fueled, and Loaded with ammunition, the player may retrieve a miniature from the game box and assign it's Unit Flag. The correct Class of Miniature is listed on the Unit card. There are fewer Classes of Miniatures than there are types of Units, and this is by design. Details on that are available in the "Recon" section. Unit Flags are how players positively correlate a Unit Card with the Miniature it's tracking. Each Miniature has a Mast, tall enough to accept up to 4 flag beads. The player Mustering the unit selects up to 4 colored beads in a particular order which will identify that unit. Those beads can be any color, any order, so long as it's unique to that unit, and not shared by any other unit either on the map, or in any other player's Pre-Deployment area. Each Company has an associated two-color Livery, clearly shown on their logos and supporting material. It's reccommended to start a 4-color flag pattern with those two colors to make it easier to spot at a glance whose units are whose. The same 4 colored beads are to be placed over the 4 Unit Flag spaces on the Unit's Tracking Card, and at this point, the unit is considered Mustered and its Mini may be placed into the Pre-Deployment area.

The players go around like this until all players declare they're done, and the first turn can begin.

Phases of Play: Each player's turn is divided into 4 Phases. The Movement Phase, The Logistics Phase, the Combat Phase, and the Boardroom Phase. Each action a player may choose to take has a particular phase in which it must be taken, and unless a Special Circumstance of the Campaign, a Special Circumstance of the Scenario, or a Special Capability of a particular Unit explicitly permits it: Actions may only be performed during the prescribed part of the prescribed phase of a turn.

The First Phase is the Movement Phase. During the Movement phase, any Units on the Map which have fuel, may move up to their movement speed in squares. Movements can be made in any of the 4 cardinal directions. Diagonal moves are not permitted. If a Unit moves, upon reaching its final square for the turn, one Fuel Counter is removed from its Unit Tracking Card. This applies regardless of whether or not the Unit used all of its movement, some of its movement, or even a single square. If the unit moved from its square this turn, its Fuel is decremented.

Some kinds of Terrain, such as rubble, marshes, or forest require more than one square's worth of movement to traverse. In which case, a unit must have the requisite number of squares of movement left in order to ENTER the square. Entering a square is what costs movement.

Leaving a square of Difficult Terrain or an Obstacle doesn't cost movement, it's in entering the adjacent square where the count is made.. If a square requires a unit's ENTIRE movement to enter,then the unit must make no other movements this turn except entering the square.

Basic Terrain Types:

Open terrain: Includes wasteland, grasslands, and beach. Provides no bonuses or penalties for movement, defense, or any other game attribute. If a square has no other scenario-specific attributes, it's assumed to be open terrain.

Rocky terrain: Includes cliffs, mountains, and rock piles. Rocky Terrain is considered an "Obstacle" and can only be entered by a unit that specifically capable of entering Rocky Terrain. Rocky terrain provides a +1 Defense Roll bonus to any unit on the Rocky terrain square. Rocky terrain also imposes a -1 Attack roll penalty against any unit on the Rocky terrain square.
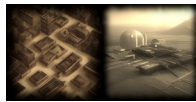
Urban terrain: Includes Cities, Towns, and Industrial facilities. Urban terrain provides +1 Defense Roll bonus to any unit on the Urban terrain square. Certain units can suffer movement penalties when traveling into Urban Terrain.
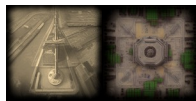
Special terrain: Includes Scenario-specifc map features, Mission Objective Squares, and Military facilities. Special terrain provides a +2 Defense Roll bonus to any unit on the Special Terrain square. Depending on the specific Scenario rules, only certain kinds of units can enter Special Terrain squares, typically only Infantry units can enter Special Terrain Squares.

Units take up space on the map, and units may not pass through squares blocked by another unit, even a friendly one. If necessary, and if the unit in question has Fuel and sufficient Movement remaining, a unit may move out of the way using part of its movement, allow another unit to pass, and use the rest of its movement to return to where it started. Units may split their movement in this way freely, so long as they have Movement Squares available to do so.

Instead of moving, there are also other actions that can be taken during the Movement Phase. The first of these is repositioning. Units such as Infantry and Trucks use Minis which are ½" on one or both sides. When moving, the unit may stop in the center or any of the 4 corners of its destination square, (if it's a unit like Infantry with a ½" square footprint.) Or centered, or aligned to any of the 4 sides of the destination square, (if it's a unit like Technicals with a 1" x ½" footprint.) If a unit with a ½" width wishes to pass by, or share a square with another ½" width unit, it may do so, so long as the unit in the destination square isn't centered, and leaves an accessible path for the unit to go through. If a Unit with a footprint less than 1" in any direction has fuel available, it may reposition within its current square once per movement phase. Doing so doesn't decrement the Unit's Fuel Counter, nor does it use any squares of movement. It does, however, prevent the Unit from Entrenching this turn. Details below.

Another action a unit can take during its Movement Phase is to Entrench itself. If the Unit has Fuel available, and hasn't Moved or Repositioned this turn, it may dig in to get a +1 bonus to any defense rolls it has to make if attacked. Entrenching doesn't cost fuel either, like

repositioning. However, an Entrenched unit may not move, including Repositioning, without first using its complete movement for one turn to Dig Out, and become mobile again. All land units may Entrench themselves in a square once, but Infantry can Entrench again on subsequent turns, up to a maximum of 4 times over. The bonus to Defense Rolls is additive, however, any Unit Entrenched more than one Layer can still Dig Out in a single turn.

Finally, after all Movement is Complete, Extraction and Deployment can be performed. On every map there are specifically labeled Deployment Squares assigned to each Player in a Scenario. These squares are the points where units can be moved from a player's Pre-Deployment Area, onto the Map, and vice versa. Doing so has an associated cost, specified in the Scenario Booklet. Any friendly Unit that's on a Deployment Square at the end of movement can be Extracted, or removed from the board and placed into the corresponding player's Pre-Deployment Area. Any other Units being carried as Passengers on the Extracted Unit, as well as any Cargo comes along with it. And finally, any unit in a player's Pre-Deployment Area can be Deployed onto any unoccupied Deployment Square. A player may Extract and Deploy as many units as they wish, however, the units may not move, perform logistics actions, or attack nor counterattack until that player's next turn.

Next comes the Logistics phase. In the Logistics Phase, Units with Cargo or Passengers can be loaded and unloaded, Units can be Resupplied from Fuel or Ammunition Tokens carried by adjacent Units, or from loose Fuel and Ammunition on the Map, and Engineering Vehicles can perform their various functions.

If a Unit is adjacent to, or sharing a Map Square with another Unit that is carrying Fuel or Ammunition Tokens in their Cargo, those Tokens can be transferred from one Unit to the other during the Logistics Phase. Any number of Tokens can be moved in this way, however, any given Unit may only transfer or accept Cargo from one other Unit. A unit may also, instead of transferring Tokens directly to another adjacent unit, place the supplies in a Cache on the Map. In this case, the Tokens are removed from the Unit Tracking Card and placed onto an adjacent Map Square. Up to 9 Tokens may be placed onto an empty Map Square, or 4 Tokens may be placed onto a map square occupied by another ½" width Unit.

Fuel and Ammunition Tokens Cached this way obstruct Unit movement, and are also vulnerable to both Direct and Indirect Attack. When under attack, Each Token on a square has a d6 Defense Die. The number of Tokens on the square determine the number of Defense Dice to roll, (Similar to Troop Strength in Regular Combat,) and all Tokens on a square will explode if they take any losses. If they explode in this manner, they make d8 Attack Rolls against all Units sharing the same square, and in all Adjacent Squares. The number of Attack Rolls Made, like the defense rolls, is determined by the number of Cached Tokens. The full number of rolls are made against EACH adjacent and shared Unit. If there are more Cached Tokens in adjacent squares, attack rolls are made against those as well, and a chain reaction is indeed possible. For more details, see the Combat Phase Section.

If a Unit is Carrying Fuel or Ammunition Tokens, instead of transferring them, they may Resupply themselves, another unit they share a Map Square with, or a Unit in an adjacent Map Square. In order to do so, remove Tokens from the Unit's Cargo equal to the Resupplied Unit's Fuel and/or Ammunition Cost. (Whichever is relevant.) After doing so, return the Tokens to the Game Box, and refill all Fuel and/or Ammunition counters on the Unit Card for the Unit being Resupplied. If one Unit doesn't have enough Tokens to meet the Resupplied Unit's relevant Costs, multiple Units, all sharing a square with, or adjacent to the Resupplied Unit may contribute the Necessary Tokens. Partial Resupply is experimental and an optional rule.

Also during the Logistics Phase, Engineering Vehicles may take their relevant actions. Minesweeper Units can clear mines, Excavators can Destroy or build Barricades and Earthworks. Mobile Bridge Units can deploy or close themselves. See the Section on Engineering Vehicles for More Details.

Next comes the Combat Phase. The Combat Phase actually begins with the Special Attack Phase, but for simplicity we'll discuss the Direct Attack Phase first.

In addition to it's Troop Strength and Ammunition count, each unit card also shows the Unit's Attack Range, Attack Die, and Defense Die. If an enemy unit or destructible object is within the range of a player's Combat Unit, and that Combat Unit has at least one Ammunition Counter, that player may remove one Ammunition Counter and initiate an attack.

The results of an Attack are decided by comparing Attack and Defense Dice Rolls. The kind of dice to be used by the attacker is shown in the bottom right corner of the Unit Card. A figure representing the die, along with a number signifying the number of sides, and the letters "ATK" denote the correct Attack Die. The Unit's Troop Strength determines the number of dice to roll when making an attack.

Likewise, the defending unit has a Defense Die indicated next to it's Attack Die, with a similar diagram, number of sides, and the letters "DEF." Also likewise, the Defending Units Troop Strength determines the number of Defense Dice to be rolled in response.

The results of Attack and Defense Die rolls are organized from highest to lowest, and compared. The defending player pairs their Defense Die rolls with any equal or lower Attack Die rolls, and removes them from consideration. Any remaining unmatched Attack Die rolls become Losses inflicted on the Defending Unit, and that many Personnel tokens are removed from the Defending Unit's Troop Strength.

After Losses are calculated and the troop strength is reduced, The defending player has the option to Counterattack. The Defending Unit must have at least one Ammunition Counter, and the process for Counterattack works the same as the original attack. The difference being the Defending Unit is now rolling it's Attack dice, and is using it's current Troop Strength, and the original Attacker is now rolling it's Defense dice. Damage is figured the same way.

However, before Direct Attacks are made, Special Attacks are processed. Special Attacks include Reconnaissance, Artillery Bombardment, Naval Bombardment, Air Strikes, Orbital Strikes, and other Unit-specific actions that take place during the combat phase. For this basic outline, we will skip all of these except Reconnaissance and Artillery.

Any Combat Unit, (i.e. any Unit with an attack die) may, instead of attacking, use it's Combat Phase to conduct Reconnaissance. When a Unit performs Recon, the player indicates a Unit within the Reconnoitering Unit's combat range. (in the case of an Artillery Unit, the range for Recon is from adjacent squares, up to the minimum range for the artillery. See the Artillery section for details.) When they do so, the player controlling the targeted Unit must tell the Reconnoitering player the exact Unit Type, the Unit's Troop Strength, and whether or not it has any Fuel, any Ammunition, any Cargo, or any Passengers. In itaddition, any unit that has been the target of Recon suffers -2 to all Defense Die Rolls against Artillery Attacks for the rest of the Attack Phase.

Artillery Units attack differently from typical Units. In place of their Attack dice, their Unit Card specifies a die labeled with "ARTY." Also in place of a typical Range number, Artillery Units specify a minimum and maximum range. And finally, Artillery Units have an additional Shots per Turn stat on their Unit Card.

Artillery Units may only target units at LEAST their minimum range away. Units closer than this cannot be attacked by the Artillery Unit, however, units at the minimum range or closer CAN be Reconnoitered by the Artillery Unit instead. Artillery Units also may only attack if they did not move, or disembark from a Transport Unit. this turn. Entrenching, Digging out, or repositioning doesn't count for this purpose, nor do any other actions taken during the Movement or Logistics phases.

When an Artillery Unit makes an attack, it calls out some number of Units Between its minimum and maximum range, up to it's Shots per Turn Statistic. It then decrements it's Ammunition Count, and the player must decide how many shots will be directed to each of the selected units. For each shot, directed towards each unit, one Artillery Die is rolled, and in response the Defending Unit Rolls it's Defense Dice, like in a regular attack. If the Artillery Die roll is higher than all the defense dice rolls, then the shot hits, and the Defending unit takes 1 loss. These shots can be divided up however the attacking player chooses, and the same target can be Shelled more than once. No counterattacks can be made against an Artillery attack.

Naval, Air, and Orbital combat is also resolved in the Special Attack portion of the Combat phase, before Direct Attacks are made, but these will be covered separately.

Finally, the Turn Concludes with the Boardroom Phase. In this phase, players get a mini version of the Set-up phase. Where players can Purchase Units, Hire Personnel, Purchase Fuel, and Ammunition, as well as Muster units into their Pre-Deployment Area. However, unlike the Setup Phase, players don't need to alternate to share access to the various resources, during the boardroom phase, players can purchase as much of whatever they need as they can

afford. Players can also Load and Unload Cargo and Passengers from any unit in the Pre-Deployment area. Fuel and Ammunition Unloaded in the Pre-deployment Area goes into the Reserves pile behind the screen.

In addition to those actions, players can also manipulate their Units in the Pre-Deployment Area. These actions include Reorganizing, Scrapping, and Disbanding units. To Reorganize Units, at least 2 Units of the same Class, (same type of on-table miniature) which are both at partial Troop Strength, must be in the Pre-Deployment Area. Reorganizing allows the player to combine two partial Troop Strength Units into one Unit at full (or nearly full) Troop Strength. In so doing, the more expensive of the two units is Scrapped (see below,) and any Personnel Tokens, Ammunition Counters, and Fuel Counters are transferred to the less expensive of the two units. If the total number of Personnel Tokens exceeds the Unit's maximum, the remainder go into the player's Reserve Pile. If the total number of Fuel or Ammunition counters exceeds the Unit's maximum, those counters are lost as waste.

Units at full Troop Strength in the Pre-deployment Area can also be Disbanded. A Disbanded Unit's Personnel Tokens are placed into the Reserve Pile, Along with the Unit Card. If the Disbanded Unit had full Fuel and Ammunition, the player may discard all the Fuel and Ammunition Counters from the Unit, and place one Fuel and/or Ammunition Token into their Reserve Pile respectively.   If a Unit did not have full Ammunition or Fuel, the counters are discarded as Waste.

Finally, if a Unit not at full Troop Strength is to be Disbanded, it must be Scrapped. Unit Cards in the Reserve Pile can also be Scrapped in this way, as are the units left over from Reorganization. When Scrapping a unit, the player first takes note of the Unit's Troop Strength, and its initial Purchase cost. Next, the player removes any Personnel Tokens from the Unit and places them into the Reserve Pile. Then that player returns the Unit Card to the Unit Card Binder, and if applicable, returns the Unit Mini to the Game Box. In the case of Scrapping a Unit from the Reserve Pile, only returning the Unit Card applies.

The player who Scraps a unit gets paid a fraction of that Unit's Initial Cost in Credits. That fraction is computed as follows:
- For a Unit Scrapped from the Reserve Pile, or a Unit Scrapped at full Troop Strength, the player gets ½ of the Unit's initial Cost.
  - Payout = ½ x Unit's Initial Cost
- For a Unit Scrapped as part of a Reorganization, or a Unit Scrapped at partial Troop Strength, the payout is prorated proportional to the Unit's remaining Troop Strength.
  - Payout = (½ x Unit's Initial Cost) * (Troop Strength when Scrapped / Unit's maximum Troop Strength)

All Payouts are rounded to the nearest 5 credits. Like when Disbanding, if the Unit is fully Fueled, or Fully Loaded with Ammunition, upon scrapping, the player can place a Fuel or Ammunition Token in their reserves respectively.

Ending the Scenario, Completing Objectives, and Withdrawing

Play continues in this way, with each player taking their 4-phase turns in order until either:
- A Scenario Ending Condition is met.
- All but one player Withdraws.

Each Scenario has Mission Objectives, which entitle the player that achieves them to Bonuses at the beginning of the Setup Phase of the next Scenario. But, unless the Scenario specifically says so, the scenario is not over just because a player has completed their Objectives. The players at the table must decide when to end the Scenario by Withdrawing.

When a player chooses to withdraw, they cease playing, and begin awaiting the rest of the players for the next Scenario. If a player declares they have Withdrawn, any units of theirs remaining on the map are Scrapped, any Personnel Tokens are returned to the Scenario's Personnel Pool, and the proceeds are divided equally among the remaining players. Also, if there are only 2 players remaining, and one of them chooses to withdraw, any remaining Scenario Objectives are presumed completed by the last remaining player.

It is expected that when a player achieves their objectives, they then must navigate their units to their Deployment Squares, and Extract them from the battle in preparation for the next Scenario. Otherwise, they give their opponent further opportunities to inflict losses, and even possibly sabotage their opponent's scenario completion. For instance, it's common for a Scenario to require units to occupy an objective square for a number of turns, and it's up to the player attempting to hold the objective to keep their opponent from driving off their units until they declare Withdrawal. It's a balancing act the successful player must make, comparing the units they'll lose by leaving them on the map, to their opponent's ability to drive them off of their objectives, to the Bonus they'll get for completing the objectives. And conversely, even if an opponent has completed a Scenario Objective, they still must hold that objective, get their troops off the board, and withdraw. Perhaps leaving an opportunity to sabotage their opponent's success, or take the objective for themselves.

After a Scenario is concluded, the player who successfully completed the most of their Scenario Objectives, (Or, if no players Completed Objectives, or, in the case of a tie, the player with the most liquid assets after the round's Bonuses and Battlefield Salvage.) Chooses the next Scenario for play. The Campaign booklet will specify which Scenarios are made available after completing the current one. Scenarios are designated by a number, and a letter. The number specifies the round the scenario is intended to become available (i.e. play always begins with Scenario 1, which in turn unlocks Scenarios 2A, 2B, and 2C for instance.)

Once the next scenario is chosen, a new Setup Phase begins, and play continues.

Players are eliminated if, at the end of a scenario, after Bonuses and Battlefield Salvage are calculated, they have no Liquid Assets available, or, if they simply don't see any way forward and elect to leave the game. If a game is being played with more than 2 people however, if a player desires, they may choose to become a subsidiary to another player. (Experimental rule, needs development,)