

THEATERS OF OPERATIONS

This chapter attempts to explain the specific strategic role of each region of Earth for Operatives of both the Reality Choir and the Invading Cosms. Of course, Operatives of the Reality Choir may be found anywhere providing counter-espionage tasks against agents of Invading Cosms and agents of Invading Cosms may in turn be found anywhere attempting to dig for Eternity Shards, plant Stelae and murder Storm Knights.

What follows is in addition to these baseline tasks.

From GM to GM

This chapter attempts to summarize entire continents in a few lines. Doing this while respecting historic and political reality is, of course, impossible. After all, if a single country like Switzerland can have pro-Cyberpapacy cantons and anti-Cyberpapacy cantons, it would be surprising if Rwanda and the Democratic Republic of Congo shared a strategy and their political alliances just because they are neighbours, or if North Korea and Hong-Kong were miraculously in agreement just because both ended up in Pan-Pacifica.

As usual, feel free to customize anything and to add special cases for countries that are specially interesting to your campaign!

CORE EARTH NORTH/CENTRAL AMERICA

DELPHI COUNCIL

Diplomatic bonus: +6

Logistics bonus: +6

Reinforcement bonus: +6

License to kill: Yes

This is the Delphi Council's main home ground. You may find Operatives recovering and rearming, resting, training, training others, spending time with their families or trying to investigating missing loved ones. Some groups of Operatives may also spend recovery time actively pursuing a cause such as Justice (in particular groups counting at least one Nile Mystery Man/Woman) or Religion (in particular groups counting at least one Miracle Worker).

De facto, the Delphi Council also finds itself in charge of protecting US infrastructures and utilities and the all-critical Panama Canal.

You may also find them performing counter-intelligence missions, investigating or sabotaging the activities of Kanawa in the interest of US economic independence or trying to take down the Cartel of San Luís¹².

BUREAU DES TEMPÊTES

Diplomatic bonus: -3 The Delphi Council expects the worst from the Bureau des Tempêtes.

¹² Sources: *Triple Frontier* (Movie), *Max Payne 3* (Video Game).

Logistics bonus: +2 In wartime, there is very little control upon anything that you may need, up to heavy weapons.

Reinforcement bonus: -3 US borders are a panopticon and the country doesn't take kindly to uninvited guests.

License to kill: No

Dozens of non-Operatives of the Bureau des Tempêtes are traveling across North America, assessing start-ups into which the Cyberpapacy could invest to expand worldwide dependency towards the God-Net, which in turn would serve as support for defense against further Invasions. They travel alongside missionaries who are actively pursuing missionary work, from Jehovah Witness-style attempts to convert any passerby to setting up and wiring up physical Churches in sometimes improbable places (one of the Pod Hotels close to the airport of Austin, Texas, has recently become one of these Cyberchurches), to selling European technologies at conventions. Some of these missionaries have been sent to the Cartels, in an attempt to bring the Cartels to the Peace of the Divine Reality. So far, their fearlessness has managed to gain them some respect, but no conversion.

Among these decoys, real Operatives travel. Their main mission is to attempt to gain access to the computational and information capabilities of the NSA. The mission may take years, but glory be to whoever will manage to connect them to the Divine Reality.

EARTH DEFENSE FORCE

Diplomatic bonus: +1 The Delphi Council is still attempting to woo the EDF.

Logistics bonus: +2 In wartime, there is very little control upon anything that you may need, up to heavy weapons.

Reinforcement bonus: -3 US borders are a panopticon and the country doesn't take kindly to uninvited guests.

License to kill: No

The main reason for EDF to operate on North America or Central America is investigating Quinn Sebastian, attempting to find proof that he is the puppet of a High Lord, and to find more about their plans. EDF Operatives are trying to find how Quinn Sebastian reached Earth, to locate covert Stelae, ... It is quite possible that a deniable attempt to bag & tag Quinn Sebastian will eventually occur, although it will probably not be undertaken directly by EDF Operatives, but rather by proxy mercenaries who have no idea who they will be working for.

Also, investigating the Living Land, preparing incursions in the Living Land or recovering from incursions into the Living Land.

FEDERATION OF SALADIN

Diplomatic bonus: -6. The USA have added the Federation to their list of terrorist organizations.

Logistics bonus: +2 In wartime, there is very little control upon anything that you may need, up to heavy weapons.

Reinforcement bonus: -3 The Federation has some sympathizers in North and Central America, but very few of them would be willing to risk their life for the cause.

License to kill: No

The Federation is desperate for funding and the USA is where the money is. Operatives are traveling to North America to raise money from sympathizers and find ways to get the money to its intended recipient.

Operatives are also expected to organize new clandestine cells and to follow up on rumors of captured Federation agents and

cadres sent to Guantanamo Bay and other black sites.

Note Once Cuba is invaded, it is quite possible that Guantanamo Bay will turn out to be a hardpoint.

KANAWA CORP

Diplomatic bonus: -3. Kanawa Corp has been labeled a threat to the economic stability of the USA.

Logistics bonus: +2 In wartime, there is very little control upon anything that you may need, up to heavy weapons.

Reinforcement bonus: +3 Kanawa has contracts with security companies all over North and Central America.

License to kill: Yes

Evaluating and protecting investments in US companies.

LIVING LAND

DELPHI COUNCIL

Diplomatic bonus: Diplomacy is not supported.

Logistics bonus: +2. The Delphi Council has plenty of resources close by, but they may have difficulties finding you.

Reinforcement bonus: +2 The Delphi Council has numerous troops close by, but they may have difficulties finding you.

License to kill: Yes.

This is the main Field of Operation of the Delphi Council. You may find Operatives mounting rescue missions on behalf of loved ones, officials or military units. You may find Operatives mounting search parties for lost cities and wonders.

Also, Operatives may take targeted scouting missions, or lead small teams of Ord commando units towards settlements.

BUREAU DES TEMPÊTES

Diplomatic bonus: Diplomacy is not supported.

Logistics bonus: -6. Getting resources to reach you inside the Living Land is a nightmare.

Reinforcement bonus: -6 Getting reinforcements to reach you inside the Living Land is a nightmare.

License to kill: Yes

The Bureau des Tempêtes is very actively providing humanitarian help to communities trapped by the Living Land. Operatives have become quite proficient at hijacking the High Spiritual Axiom and use it to provide succor to the wounded and the traumatized, to multiply food and water, and protection against dinosaurs and Edeinos alike.

Miracle workers will talk to people they save about their religion and will accept conversions but do not attempt to force the subject. After all, they know that the Divine Reality is on their side and that people will see the Truth, eventually.

EARTH DEFENSE FORCE

Diplomatic bonus: Diplomacy is not supported.

Logistics bonus: -6. Getting resources to reach you inside the Living Land is a nightmare.

Reinforcement bonus: -6 Getting reinforcements to reach you inside the Living Land is a nightmare.

License to kill: Yes

Chinese psionic have determined that a cure for the Infection exists somewhere in the Living Land. While the EDF leadership

doesn't trust the visions of psionics, a rogue officer of the EDF, Dean Ai, has decided to disobey orders and to send several groups of Operatives to the Living Land in the hope of finding this elusive cure.

Additional teams will eventually be sent in an attempt to bring them back for court-martial.

FEDERATION OF SALADIN

Diplomatic bonus: Diplomacy is not supported.

Logistics bonus: -6. Getting resources to reach you inside the Living Land is a nightmare.

Reinforcement bonus: -6 Getting reinforcements to reach you inside the Living Land is a nightmare.

License to kill: Yes

Investigate rumors of Miracles. Attempt to raise Miracles from Allah. Attempt to get answers from Allah.

Rescue civilians, if possible.

KANAWA CORP

Diplomatic bonus: Diplomacy is not supported.

Logistics bonus: -6. Getting resources to reach you inside the Living Land is a nightmare.

Reinforcement bonus: -6 Getting reinforcements to reach you inside the Living Land is a nightmare.

License to kill: Yes

Making sure that nobody finds a cure in the Living Land.

SOUTH AMERICA

DELPHI COUNCIL

Diplomatic bonus: +3 South American countries have little love for the USA but have learnt that the Norte-Americanos can carry out their threats.

Logistics bonus: +0 With money, you can find anything, but you may need some time.

Reinforcement bonus: -1 North-American troops and Operatives are not terribly welcome around here.

License to kill: Yes

Most South American countries are not terribly happy to see the Delphi Council act within their borders.

Delphi Council Oracles predict an Invasion somewhere in South America in the coming months, but they haven't been able to pinpoint a specific country or city. The Delphi Council has sent Operatives to try and locate any hint of Stelae or enemy activity.

What is certain is that the Cyberpapacy is politically extremely active on the continent and already has high-tech operations running in Guyana. Someone needs to watch and contain these activities.

KVGB Operatives, playing by the old KGB handbook, are back to attempting to stir instability in the region and test Domino Theory in the 21st century. Making sure that this doesn't happen is a Delphi Council priority.

BUREAU DES TEMPÊTES

Diplomatic bonus: +3 Europeans are welcome in South America.

Logistics bonus: +0 With money, you can find anything, but you may need some time.



Reinforcement bonus: +1 Europeans are welcome in South America.

License to kill: Yes

The Cyberpapacy makes no secret that it intends to expand in South America, starting with Guyana (which is already part of France). The Bureau des Tempêtes is preparing the terrain by negotiating with representatives of Mercosur and Chile to set up the framework for a continent-wide military and economic alliance between South America and the European Union that would otherwise let local countries maintain their independence.

While most of this mission is above-board, some of the work involves finding manners of convincing reluctant representatives to support the project – whether they believe in it or not.

Also, Guyana is host to the European Ariane rocket. Cyberpapacy technicians are currently modernizing the launchpad and preparing it to host futuristic spaceships. While the installations have their own security forces, Operatives from Bureau des Tempêtes are expected to investigate any credible threat by another Cosm against launch operations.

EARTH DEFENSE FORCE

Diplomatic bonus: +1 Generally good diplomatic relations.

Logistics bonus: +0 With money, you can find anything, but you may need some time.

Reinforcement bonus: +2 Most South-American nations are willing to turn a blind eye to EDF activities as long as they are not too noisy.

License to kill: Yes

The Reality War has disrupted international commerce on a scale even

greater than World War 2. Many merchandises that were previously shipped to or from the USA by boat now need to avoid the Living Land and rather land in South America to be transported by fleets trucks.

The Yakuza, the Triads and the Bratva¹³ have followed the money (and the convenient smuggling routes) and are increasing their presence in coastal cities of South America and along the truck roads towards North America. As the EDF inherited from its member organizations the task of fighting both the Yakuza and the Triads, Operatives are dispatched here to take down the international activities of these criminal networks.

Also, espionage and interference against local Cyberpapacy expansion plans.

FEDERATION OF SALADIN

Diplomatic bonus: 0 The region doesn't take the Federation very seriously.

Logistics bonus: +1 With a little imagination, you can get anything you need..

Reinforcement bonus: +2 Getting people in and out of the area is no real difficulty but it may take some time.

License to kill: No.

The Federation has received increasingly desperate pleas for help from several Muslim communities across South America. Apparently, a cult called the Brujería is stealing Muslim babies, sacrificing their parents, attempting to bring forth something they call The Darkness. The messages mentioned that the Brujería was based in Patagonia but had chapters across the entire continent. It is not clear whether there is anything to these calls for help – rumors of other religions stealing babies are as old as dirt – but someone needs to investigate.

¹³ "Brotherhood" – one of the names of the Russian Mafia.

Other rumors have it that the Cyberpapacy is launching Earth relics into space from Guyana. If there is any trace of truth in this, the Federation would really like to know why, and whether Muslim relics are part of that payload.

AYSLE

DELPHI COUNCIL

Diplomatic bonus: +6

Logistics bonus: +6

Reinforcement bonus: +6

License to kill: Yes

As long as Lady Pella Ardinay remains in control of the Alliance of Light, Aysle is nominally a homeland for the Delphi Council. You may find Operatives resting and rearming after a mission in Europe, or being shipped to or evacuated from a mission anywhere in the world through the tunnels that seem to run throughout the entire Earth.

Delphi Council Operatives will also routinely participate in the fight against Darkness. Delphi Council teams behave as small armies – you may find them storming enemy castles, attempting to find and kill enemy Necromancers, corrupted Lords and monsters.

The Delphi Council has also been prompt to realize the potential of Aysle as a source of magic weaponry both for Storm Knights, for Ord warriors and for potential use in Cyberpapacy and Tharkold. The Delphi Council uses some of the countless dungeons of Aysle as a training ground for newly minted groups of Storm Knights.

Note that the Delphi Council tends to disregard the borders inside Aysle. Since their

help is quite welcome, nobody has asked them not to.

BUREAU DES TEMPÊTES

Diplomatic bonus: +6 in Republic of Ireland and Norway, +3 elsewhere.

Logistics bonus: +6 in Republic of Ireland and Norway, +3 elsewhere.

Reinforcement bonus: +6 in Republic of Ireland and Norway, +3 elsewhere.

License to kill: Yes

Agents of the Bureau des Tempêtes are hard at work both providing humanitarian relief, attempting to evacuate non-transformed Ords from the Republic of Ireland and Norway and supporting strongholds against Darkness.

While the Bureau des Tempêtes sometimes takes the fight to the enemy, this generally takes the form of a harassment campaign – attacking supply lines, ambushing scouting parties, undermining bridges, attempting to deny the enemy access to powerful Magic artifacts – by blowing up the dungeon if necessary. Bureau des Tempêtes Operatives play by the book of the Resistance and the Freikorps, always moving undercover, generally by night, being ready to fallback in case of surprise – and sometimes with surprising savagery.

In parallel, Bureau des Tempêtes is working across the Cosm with Wizards, attempting to investigate the difference between Aysle Magic and Cyberpapacy Witchcraft. The objectives are twofold: to try and find a way to consolidate the Cyberpapacy against demons – and to try and find a way to strip witches of their power. The Director has also detailed Operatives to work with Dwarves and Wizards, trying to determine if Magic can be used as a manner of supporting transfer of images, sounds and information

– if they eventually succeed, a form of God-Net will emerge in Aysle.

Bureau des Tempêtes has also been tasked with investigating the tunnels below Aysle for both strategic applications – may they be used to evacuate refugees or bring in reinforcements? how can Europe best defend against attacks through the tunnels? – and industrial applications – could they be used to deploy telecommunication cables between France and regions in Africa in South America that do not have reliable access to the Internet?

EARTH DEFENSE FORCES

Diplomatic bonus: +3. The Alliance of Light is willing to work with Storm Knights, regardless of their origin.

Logistics bonus: +3.

Reinforcement bonus: +0. Aysle is a strange place and a long way from home.

License to kill: Yes

It has not escaped the attention of the EDF leadership that Jiangshi are creatures of legend come to life, much as Aysle's entire bestiary. While EDF leadership is unsure whether there is a connection, EDF Operatives have been dispatched to Aysle both to investigate any possible relationship, locate magical Healing artifacts that could be used against the Infection, and magical Necromantic artifacts that could be used to control the Jiangshi. Several groups of Operatives have also been instructed to locate and extract Necromancers for experimentation. Should Necromancers prove able to control Jiangshi, the Pan-Pacific Alliance will have a new weapon in its fight against the Infection – and possibly against the Invasion.

Also, the Japan government has dispatched additional Operatives to investigate the network of tunnels, to determine whether they reach Japan, as has been rumored, and

how they can be closed before someone finds a way to weaponize them and sink the entire Japanese archipelago.

FEDERATION OF SALADIN

Diplomatic bonus: +0. The alliance of Light doesn't care about these fancy "terrorist lists". People are judged by their actions, not by lists.

Logistics bonus: +2.

Reinforcement bonus: +2. To the Federation's surprise, there are Muslim Warriors of Light and even Magicians.

License to kill: Yes

Rescue civilians.

Now that it has become clear to the Federation that the Alliance of Light does contain a number of transformed Muslims, debate is raging among the Federation to determine whether they are in fact Heathen, or whether things are more complicated. Cells that support the latter point of view would like Muslim Warriors recruited into the Federation. Cells that support the former would prefer them killed.

CYBERPAPACY

DELPHI COUNCIL

Diplomatic bonus: +0 During the first few months of the Invasion, the Cyberpapacy made attempt after attempt to reach a formal cooperation agreement. After being stonewalled one time too many by Quinn Oliver, the Cyberpapacy decided to limit its cooperation.

Logistics bonus: -6 The Cyberpapacy's Panopticon makes it very hard for the Delphi Council to procure equipment or information covertly.

Reinforcement bonus: -6 The Cyberpapacy's Panopticon makes it very hard for reinforcements to navigate covertly.

License to kill: No

The Delphi Council does not officially have the authorization to perform any kind of covert operation in the Cyberpapacy.

What the Delphi Council can do is take advantage of specialized training available only in the Cyberpapacy, such as Miracle training, Tharkold-level Computer hacking, exorcism, ... or to buy high-tech weaponry and implants.

Unofficially, of course, covert operations do take place in the Cyberpapacy. They are to be kept discreet and minimal, but the Inner Council is highly interested in knowing more about the Cyberpope's plans, as well as exfiltrating Witches and Cyberwitches before they may be found and brainwashed by the Church. If Storm Knights, in the process of training or gearing up, were to accidentally meet with members of the Resistance or break the laws of the Cyberpapacy in any manner, the Delphi Council would deny any knowledge of such activities.

The Covert Missionary branch of the Cyberchurch is, of course, no fool, but will humor the Delphi Council for the time being. Agents of the Delphi Council arrested within the Cyberpapacy will politely be escorted back to Aysle. After a full copy of their psyche and memories has been stored on the GodNet for future reference, of course.

BUREAU DES TEMPÊTES

Diplomatic bonus: +6.

Logistics bonus: +6.

Reinforcement bonus: +6.

License to kill: No. Operatives are expected to work with the police.

This is home for many of the Operatives of the Bureau. Expect to find them resting, training, rearming, undergoing surgery to fix or improve implants, spending time with loved ones... and of course, addicted to on-line games, online dating and more generally the Divine Reality.

Also, hunting unlicensed Reality-rated characters and convincing them more-or-less politely to join the Bureau des Tempêtes. This may include espionage work to find out the loved ones of such characters. The Bureau will not hesitate to help love stories get started or rekindled through the Divine Reality and miraculous (or chemical) interventions if needed to provide leverage on Reality-rated characters¹⁴.

Also, helping the Police track down and neutralize Resistance cells, as well as heretics (unlicensed Magician, scientist, artist, ...). This is generally considered a training exercise for the Operative.

Most espionage tasks, including detection of foreign agents, are handled directly by the Divine Reality. Human agents may be called for when it is necessary to track the opposition through zones that are not covered by the Panopticon, such as the catacombs, or to search for physical clues that are invisible to the Divine Reality, such as papers hidden inside books or luggage.

EARTH DEFENSE FORCE

Diplomatic bonus: +0.

Logistics bonus: -2 The EDF has been hard at work preparing safe houses and stockpiling hardware. The Cyberpapacy's Panopticon makes moving this hardware very com-

¹⁴ Source: *Empire Games* (Novel by Charles Stross).



plicated, but it may be possible to get the Operatives to the hardware.

Reinforcement bonus: -3 The Earth Defense Force has strong ties to the Resistance but the Cyberpapacy's Panopticon makes it very hard for reinforcements to navigate covertly.

License to kill: Yes.

Since the researchers at Kanawa Labs have determined that the Jiangshi Infection had been engineered off-Earth, the Cyberpapacy has been one of the foremost suspects.

The Earth Defense Force is channeling considerable resources towards the Cyberpapacy, both to investigate this possibility and as the Cyberpapacy represents a clear strategic threat to the industrial and intelligence position of the Pan-Pacific Alliance. Expect EDF hackers scouring the Divine Reality looking for traces of the Infection, EDF-sponsored students attending lectures on biological warfare and EDF attempting to gain entry into P4-class laboratories in the Cosm.

To avoid opening a new front, the EDF is trying to undertake most of these activities through the Resistance. Indeed, the EDF is the main source of funding and equipment of the Resistance and is both being trained by Cyberwitches and training Resistance hackers into counter-GodNet hacking.

FEDERATION OF SALADIN

Diplomatic bonus: +3. The Cyberpapacy would love to get in touch with the Federation.

Logistics bonus: -6 The Cyberpapacy's Panopticon makes it very hard for the Delphi Council to procure equipment or information covertly.

Reinforcement bonus: -6 The Cyberpapacy's Panopticon makes it very hard for reinforcements to navigate covertly.

License to kill: No

Investigate rumors of Concentration Camps for Muslims and forced conversions for non-Catholics. Evacuate Believers towards Norh-Africa, if necessary.

Investigate the presence of Devils.

Determine whether the Cyberpapacy is just another branch of Christianity, which will fight among the Just upon Judgement Day, or a Heathen Cult, which will not.

Acquire weapons, information and possibly implants for use in the fight against Invaders. Acquire training on the use of Divine Reality.

KANAWA CORP

Diplomatic bonus: -3 Kanawa Corp is considered a threat to the economic and industrial independence of the European Union.

Logistics bonus: +0 Kanawa has developed counter-detection technology that lets them funnel logistics through the Panopticon without detection. The Cyberpapacy may eventually reverse-engineer this technology, but this hasn't happened yet.

Reinforcement bonus: -3 The Cyberpapacy's Panopticon makes it very hard for reinforcements to navigate covertly, despite the use of counter-detection technology. However, in case of dire emergency, Kanawa can use Dimthreads to teleport in reinforcements.

License to kill: Yes.

Kanawa Operatives have been sent to make sure that the EDF finds sufficient leads on the Infection to keep the EDF looking away from Kanawa Corp.

Also, for the purpose of corporate espionage through the Divine Reality.

CORE EARTH EUROPE/TUR- KEY

This region includes the non-Cyberpapacy cantons of Switzerland. With the exception of these cantons, this region is homeland for the Bureau des Tempêtes.

DELPHI COUNCIL

Diplomatic bonus +2 Diplomacy may require some tits-for-tats, but agreements can almost always be reached.

Logistics bonus +4 While these countries do not officially support the Delphi Council, officials tend to accept logistics operations and assume that such logistics will generally be used for shared good..

Reinforcement bonus +3 Delphi Council has numerous agents and soldiers stationed in the EU and Turkey.

License to kill: No.

Agents of the Delphi Council are welcome on Bureau territory, as long as they do not interfere with the activities of the Bureau. Sadly, one of the two main reasons for Delphi Council agents to be present on Bureau des Tempêtes territory is to run interference against Bureau des Tempêtes and in particular against Cyberpapacy influence and expansion. The other reason is that Europe and Turkey are very good places to rest, regroup and rearm on the way from and to the Nile Empire.

Also, activities of both the Federation of Saladin and the KVGB are high in this region. Consequently, the Delphi Council has Operatives investigating and running counter-operations.

BUREAU DES TEMPÊTES

Diplomatic bonus: +6.

Logistics bonus: +6.

Reinforcement bonus: +6.

License to kill: No. Operatives are expected to work with the police.

Here too, home for many agents of the Bureau. Also uncomfortably close to the frontlines of Aysle, the Nile Empire and Tharkold

Expect to find Operatives resting, etc. but also taking part in training and defense exercises against potential invasions using either tunnels, Reality Bombs or overwhelming firepower. Operatives with any experience in Aysle, Nile or Tharkold will be expected to train troops into whichever tactics they have learnt on the field.

Also, running counter-intelligence against Kanawa Corp, Nile Empire and One Ring Operatives, not to mention Delphi Council and EDF. Also, investigating activities of the Federation of Saladin.

EARTH DEFENSE FORCE

Diplomatic bonus +2 Diplomacy may require some tits-for-tats, but agreements can almost always be reached.

Logistics bonus +4 While these countries do not officially support the Delphi Council, officials tend to accept logistics operations and assume that such logistics will generally be used for shared good.

Reinforcement bonus +2 Getting people in and out of the area is no real difficulty but it may take some time.

License to kill: No.

TBD

FEDERATION OF SALADIN

Diplomatic bonus -1 The region doesn't take the Federation very seriously.

