

# ONE STAR

A **DOWN RANGE** SCENARIO FOR  
2-4 PLAYERS

## Chapter 1

# ORIENTATION



### 1.1. What's this document?

This scenario book contains a single-session campaign for *Down Range*, intended as an introductory experience for a group of 2-4 players. It's not intended to be a complete reference to *Down Range* rules, nor is it a replacement for the unit guides and scenario material in other reference materials. Instead, it's a quick way for players to create a reasonably balanced playing experience that shows off a good selection of game mechanics from start to finish.

Set in a fictional island archipelago (described in more detail in the Lemuria Sourcebook), *One Star* follows a platoon of U.S. Marines in a struggle against their opposite number from the Lemurian Popular Militia.

### 1.2. Background

While a full background is provided in the Lemuria sourcebook, any good scenario contains a sense of what the players are fighting over.

*One Star* takes place in the near future of the Pacific's islands, where the rapid expansion of the island nation of Lemuria's armed forces has been met with alarm by regional governments.

Armed and supported (although not overtly) by the People's Republic of China, the Lemurian Popular Federation is regarded as something of a loose cannon even by PRC leadership. With an increasingly capable military and a rapidly expanding industrial base, the LPF's recent announcement of a "targeted boundary enforcement operation" in the neighboring Pëdan Republic came as a heavy blow, if not a shock, to regional hopes for stability.

In the early hours of last Monday, Lemurian Popular Militia troops have disembarked from a flotilla of “fishing” vessels and moved aggressively to seize Pëdan coastal defense sites. Thanks to intelligence by their American allies, Pëdan troops have put up a fiercer fight than anticipated, and the Lemurian advance has been halted halfway through the main island of the Republic. The new orbital launch facility near the town of Calloni has become the sight of intense fighting, with local fears rising that even a successful defensive campaign will shatter the project widely hoped to bring prosperity to the people of the Pëdan Republic.

In response to a request for immediate assistance from Pëdan authorities, the U.S. 4th Marine Littoral Regiment has landed in the Republic, with orders to prepare for a full-scale intervention if ASEAN-brokered negotiations between the warring parties fall through.

Within this seething cauldron of violence, *One Star* centers on the actions of one Marine platoon with a simple task: to secure the Grand Calloni Hotel as an observation post and launch point for tethered attack drones.

Although the front line is further afield, panicked Pëdans have reported numerous sightings of Lemurian special operations forces in the area, and the breakdown of order caused by the Lemurian invasion has let criminal gangs run amok in the area.

### 1.3. How to play

As an introductory scenario, *One Star* is intended to be played in a narrative style more similar to a role-playing game than a traditional wargame, with one player taking on the role of facilitator and setting the scene for the other players. Despite this, the scenario can be played in a traditional force-on-force style as well.

#### 1.3.1. Playing space

This scenario is intended for an approximately 72" by 60" playing area. Buildings can be constructed out of any available materials, including official

Down Range terrain pieces, MRE boxes, or any other suitable structures. Making an interesting space is more important than accuracy to the map, and players should, as always, view all the information provided here as just a starting point.

## 1.4. Play format

### 1.4.1. Narrative

Much of the information presented below is intended for the facilitator’s use, in which they are assumed to be controlling LPM forces, the local populace, and all others in the area. The other 1-3 are assumed to be playing the platoon of Marines.

In this format, the facilitator will have access to information about where enemy forces are, what’s inside various buildings, and so on that shouldn’t be disclosed to players until they send Marines into the buildings to conduct reconnaissance. Only when a unit is sighted by the Marines should it be put on the board in this format, with that unit taking its turn immediately after the discovering player’s turn.

In this format, the players roll initiative as normal for each group of their forces - generally, this is one squad per player, but if the players wish to split their forces outside of the 8" range of their units’ voice communication, roll initiative for each grouping separately.

The timeline and objectives of the players in the narrative style are discussed in depth in Section 3.2 on page 15.

### 1.4.2. Force on force

If playing with a two-player force-on-force format, all units should be placed on the board at the start. Specific objectives are presented in Section 3.1 on page 14.

Handle civilians inside buildings by grouping them into one group per building. Each player rolls initiative for them at the start of a round; the player who rolls the highest determines their actions. In the case of a tie, the controlling player is the one whose forces are furthest from the relevant units.

## 1.5. Map of Calloni

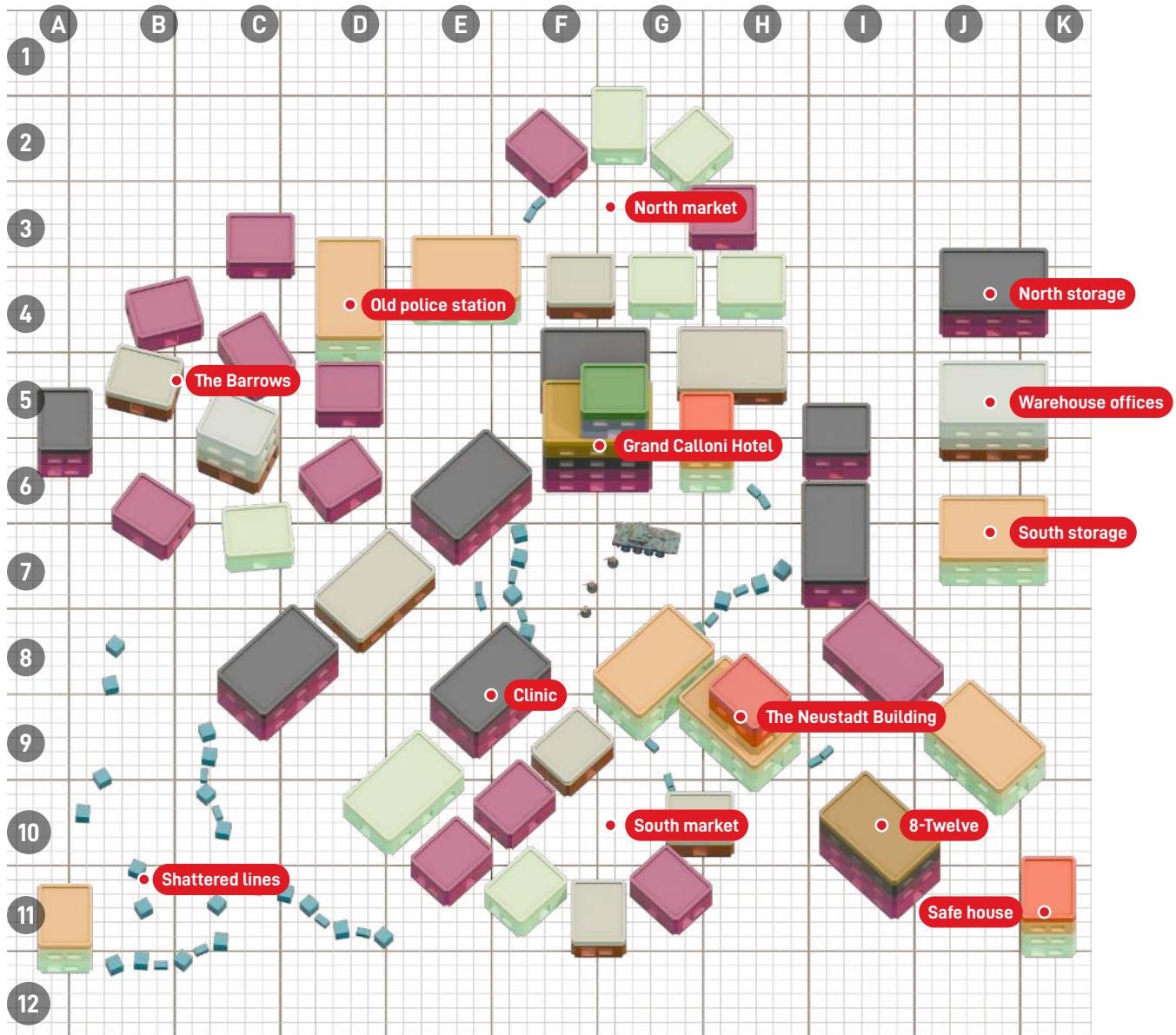


Figure 1-2:

The town of Calloni. One small square is equivalent to about 1" on the game surface. One of the larger squares is equal to 6" on the game surface.

Note the Marines in the center for scale. This setup is intended to be played on an approximately 72" by 60" playing space, but can be adjusted as necessary.

## 1.6. Urban combat

Any attack firing into doors, windows, etc. from more than 8" outside a building occurs at a **– Disadvantage** due to the cover, dust raised by fighting, and poor illumination.

### 1.6.1. Moving between floors

For players using boxes, 3D-printed structures, or other architectural elements without a representation of stairs: units on foot may move from one floor to another, using 6" of their **→ Movement**, if they start this jump up or down directly inside and adjacent to any doorway on the model. If no doors are present, use the corners of the building instead.

### 1.6.2. Construction standards

Except for the Grand Calloni Hotel and the Neustadt building, construction standards in Calloni are not up to resisting explosives. The primary construction method is a combination of timber and concrete. If attacking units inside buildings with explosives, treat structures as having a **DEFENSE** of **8** **8**. A successful attack destroys the roof of the building, removing its overhead cover and dealing **8** **Damage** to any units inside.

This is known to both sides at the outset.

## 1.7. Key locations in the town

**Note:** Where tables are presented, the player whose units are first entering the building rolls **10** and uses the corresponding result for what's inside.

### 1.7.1. The Grand Calloni Hotel (F-6)

Although it's seen better days, the six-story Grand Calloni Hotel dominates the town, and serves as its primary tourist attraction. Following the typhoon last year, the *de facto* town hall and police station have moved into the upper floors, though the hotel still serves visitors on the lower floors.

The wheelchair-bound Mayor Seneca Saïd remains in his office on the top floor, a frayed Pēdan flag behind his desk and a battered but serviceable M16 at his side. If approached by LPM forces, he will immediately open fire and fight to the death.

Rumor has it that the owner of the hotel has long feared a Lemurian invasion, and has stockpiled weapons and supplies in the hotel basements in case the day arrives.

### 1.7.2. Neustadt Building (H-9)

A holdover from an eccentric Dutch investor's dream to transform the Pēdan Republic into a nation-sized wildlife park, the Neustadt Building is an imposing neo-colonial style edifice to one man's vanity. The thick walls have made it a natural shelter for those seeking refuge, whether from Pacific typhoons or the guns of the Lemurian incursion.

Roll	Result
1-3	The Neustadt stands empty.
4-8	Some ( <b>10</b> <b>10</b> ) scared refugees <sup>1</sup> have taken refuge in the building, hastily barricading the windows and doors.
9-10	A group of <b>6</b> militia gunmen opens fire, scattered throughout the building. See Section 2.1 on page 9 for details.

### 1.7.3. The Barrows (A-3 through D-6)

This small cluster of houses is the primary residential district in Calloni. Most of the municipal employees, hotel workers, and the owner of the stores on the Southeast corner of town live here.

In the present crisis, the residents of the Barrows have largely elected to remain where they are, blocking the entrances to their homes and taking cover if gunfire seems near. However, players may be able to coax residents to converse and reveal location of enemy troops visible from the Barrows with a **• Difficulty 5** **• Skill** roll if they **• Focus** on the conversation.

<sup>1</sup>Treat as basic non-combatants.

#### 1.7.4. Old police station (D-4)

Damage from the last storm has rendered the old police station uninhabitable, with a faded mural depicting the Pëdan National Police Force standing in front of a smiling crowd adorning the entryway.

Little remains inside after fierce fighting, but a pair of journalists<sup>2</sup> perch in a window, one fiddling with a small drone as troops approach. Both are dressed in surplus Pëdan Defense Force body armor with a red crescent crudely spray-painted on the front and back.

Roll	Result
1-4	The journalists excitedly rush the approaching troops. They do not speak a language either side understands.
5-6	One journalist launches the drone, and both rush out of the building to the North as the drone remains overhead.
7-10	Both journalists put their hands up and demand to be escorted out of the combat zone. Their speech is intelligible but difficult to understand.

#### 1.7.5. Warehouse complex (J-4 through J-7)

As small as Calloni is, it has a thriving economy due to its central location on the road between two major Pëdan cities, and inhabitants hope the orbital facility will bring prosperity to the Republic in general and Calloni in particular. Nowhere are these hopes more manifest than the modern warehouse complex on the east side of the town.

The north warehouse is primarily used for bulk goods and agricultural shipments from the surrounding farmland. The south warehouse, in contrast, is climate-controlled and stores imported foods and consumer goods for sale in the town's sole store. An office complex in the center has room to grow, and the optimistically named Calloni Global Communications Corporation has offices on the third floor that serve as the primary telecommunications hub for the town.

<sup>2</sup>Treat as basic substandard combatants.

<sup>3</sup>Treat as basic non-combatants.

Each building has **6** workers in it<sup>3</sup>, who will follow the orders of any troops in the vicinity so long as they don't involve clearly putting themselves at more risk.

If the CGCC floor is occupied, players with an **EW** EW unit there may take advantage of poor cell phone discipline on the part of their adversaries, and locate an enemy unit of their choosing, treating it as clearly visible for indirect fire for the next round.

#### 1.7.6. 8-Twelve Convenience Mart (I-10)



Figure 1-3: Ako Maryese: man of the people, flexible morality, and reasonably-priced drinks.

Founded by Ako Maryese, a man with strong business acumen and a tenuous grasp of intellectual property law, 8-Twelve is a convenience store, grocery, and crime den all rolled into one. Although the store is closed due to what Ako cheerfully describes as the "messy little geopolitics" going on around him, he's hunkered down to prevent looting and has four associates with him.

If engaged in combat, treat Ako as a militia commander and his associates as militia gunmen (see Section 2.1 on page 9).

Roll	Result
1	Ako, angry at the military intrusion, triggers a grenade he's rigged above the door, automatically doing <b>10</b> damage to

	all units in a 2" radius, before fleeing East.	
2-3	Ako and his crew confront the troops, demanding they leave. If not obeyed, Ako reports the troops' location to their adversaries and opens fire.	A reconnaissance team of three LPM soldiers <sup>4</sup> have remained behind, and, if the player is not controlling the LPM, call in two rounds mortar fire on any visible non-LPM units.
3-8	Ako and his associates make themselves scarce, lurking about but seemingly trying to avoid confrontation.	A group of 10 civilians <sup>5</sup> emerge from the rubble, begging for medical help for their 6 injured children in tow. If the player successfully treats all children, the group departs peacefully. If not, unless the players make a 6 Difficulty roll, two armed men <sup>6</sup> open fire.
9-10	Ako proclaims himself a Pëdan patriot or "part of Greater Lemuria" (as appropriate) and places himself and his men at the player's disposal.	Four Pëdan Defense Force soldiers open fire from the roofs of buildings nearby if the player's units are LPM; if not, their leader introduces himself as Sergeant Robinson Chen and places his men at the player's disposal.

### 1.7.7. North market (F-2 through H-3)

A sales focal point for farmers in Calloni's vicinity, the north market is in a state of utter chaos by the time troops arrive. Successive waves of combat between the LPM and the Pëdan Armed Forces have left most of the buildings strewn with debris and difficult to enter. If entering a 6" radius from any of the four buildings comprising the North Market, the following may occur:

Roll	Result
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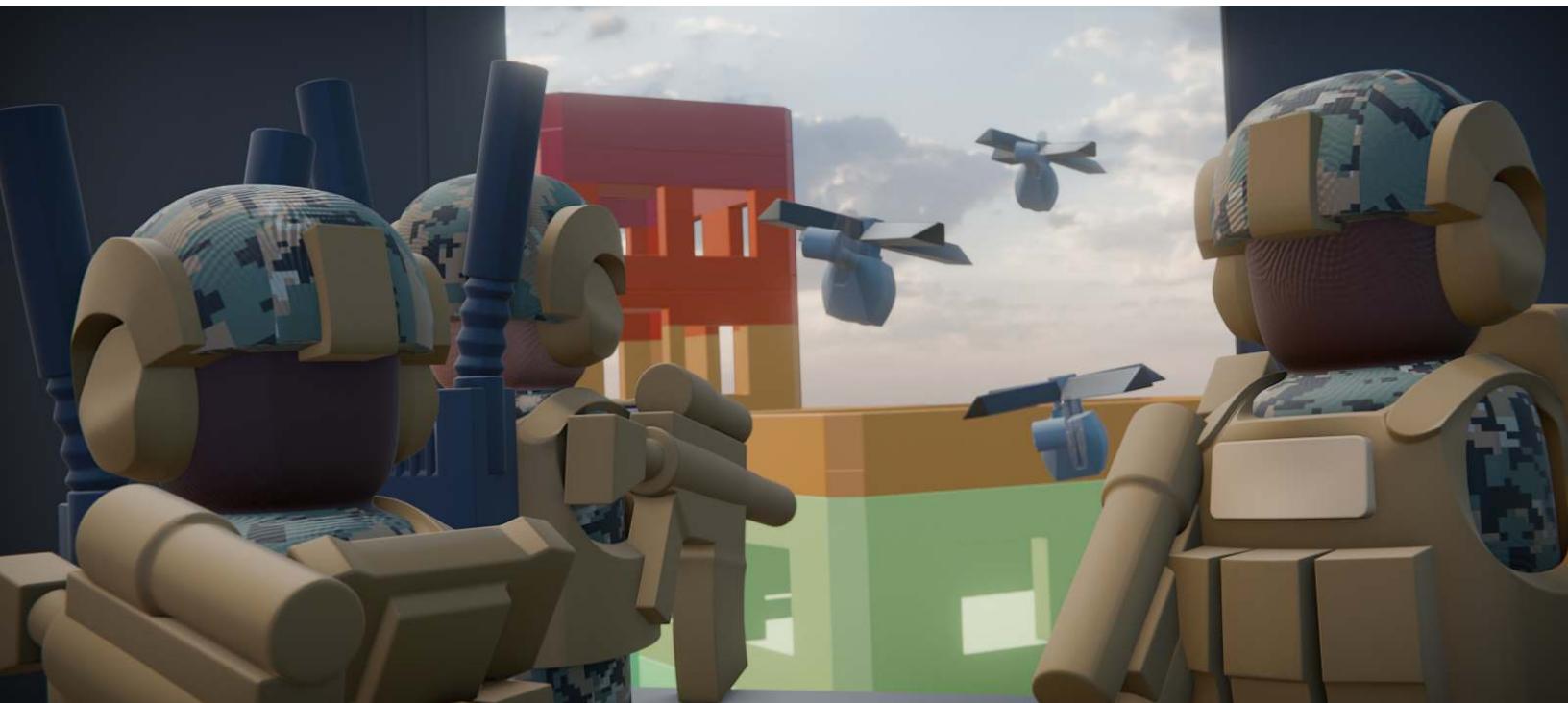
### 1.7.8. South market (F-10 through G-11)

Like its north counterpart, the south market is a hub of commerce in better days, typically for fish-

<sup>4</sup>Treat as LPM riflemen.

<sup>5</sup>Treat as basic non-combatants.

<sup>6</sup>Treat as basic substandard combatants.



ermen bringing their catches in from the coast a few kilometers away.

Today, though, the only activity is survival, and it looks like those with sense have already decided to make a go at it elsewhere. Eerily silent, the market is a spectacle of shattered stalls and blood-splattered streets. If players' troops enter the market, a stray mortar round impacts the center of the market, dealing **8** **8** **Damage** to all caught in the 3" **Radius**.

On every subsequent turn that troops are in the market area, roll **4**. If it comes up 3 or 4, another mortar round impacts.

### 1.7.9. Shattered lines (A-8 through D-12)

It's impossible to tell whether this mangled assemblage of improvised barriers, entrenchments, and bodies is the site of a Pëdan last stand or the bloody result of a successful retaking of Lemurian advances.

It appears that most of those who died here fell to drones overhead, as blast craters pockmark the soft soil and those areas with some overhead cover seem better off than most.

A cache of six RPG-7s sits, unused and ready, in a dugout in the center.

Weapon	✓	✗	○	○	*	▲
RPG-7	36	3	8		10	6

### 1.7.10. Calloni Clinic (E-8 through F-9)

The clinic is still in operation, although sandbags line the roof and walls and nervous staff<sup>7</sup> peer out from the windows and dart back behind cover every time there's a sound outside.

The clinic director, Miriam Jao, is forceful in her determination that no weapons be allowed in the clinic, although she'll allow any injured troops to be placed under her care. Two doctors (treat as basic non-combatants who have a **Medical** specialty) will add them to the triage line along with 8-10 injured civilians.

### 1.7.11. Safe house (K-11)

An unassuming three-story apartment building conceals a safe house for LPM special operations forces on the top floor. Four LPM SOF occupy the dwelling, and are responsible for directing indirect fire and UAS on any Pëdan or American forces they observe.



A gun battle with the PDF, however, has forced the SOF element into hiding, and the commander's primary concern is getting his three injured men treatment. If encountered by the LPM, the SOF element will join them. If encountered by the Marines, the commander will offer to negotiate with an officer. For the purposes of this scenario, the only available officer is the platoon commander. If negotiations are successful (**5** **Difficulty**, or 3 if the player has a corpsman in the building), the SOF commander will surrender his men.

If negotiations fail or if the player opens fire first, treat three of the SOF as injured with a **Disadvantage** to all **Skill** rolls and 4" movement, with one fully-capable commander as a standard LPM officer.

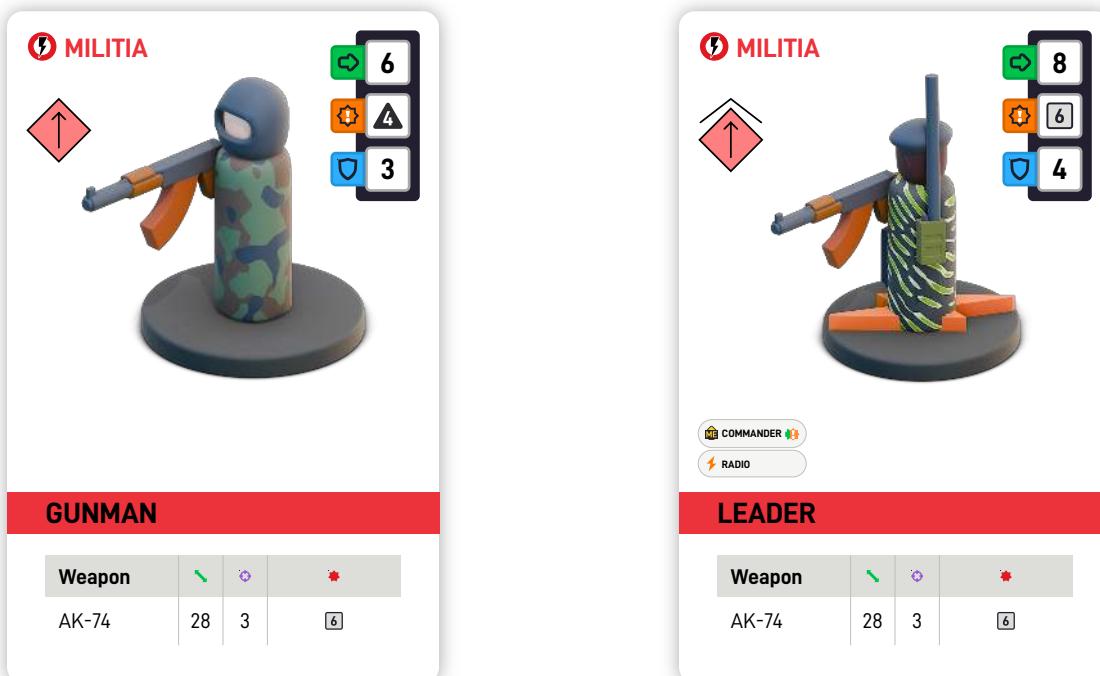
<sup>7</sup>Treat as basic non-combatants.

## Chapter 2

# FORCES IN PLAY

### 2.1. Denizens of Calloni

Most of the enemies encountered in *One Star* will take the form of Lemurian Popular Militia troops described in detail in the Lemuria sourcebook. However, criminal militias have sprung up from the moment gunfire began, seeing this as the perfect opportunity to consolidate their territory, adding a wild card to the mix. Further complicating the situation, elements of the Pēdan Defense Force are still hanging on. Players may well encounter PDF reconnaissance teams, forward observers, or scattered survivors of the initial invasion who will be more than happy to link up with forces of a friendly disposition.



Although not well-trained, fit, or even particularly motivated to fight, swarms of criminal gunmen organized into loose militias can still pose a potent threat in numbers, or simply through acts of bravado that would sensibly be rejected as foolish by any trained combatant.

Players should feel free to substitute the gunman statistics with a standard **Defense 4, Skill 6, Move 8** standard combatant if they feel a particular gang is unusually capable in combat.

Whether made a leader by prior training, connections to more organized forces, or simple charisma, militia leaders usually keep a reasonable enough leash on their gunmen to enable some level of tactical coordination.

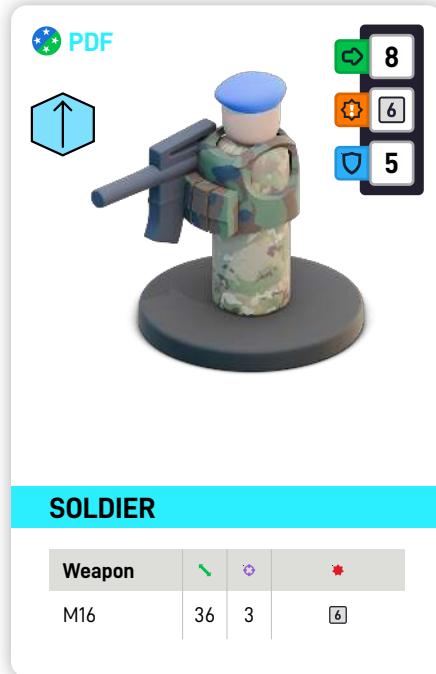
While the primary means for most urban militias is through cell service, many militia leaders are smart enough to maintain their own communications with trusted lieutenants.



While most militia members have, at best, a cursory understanding of even direct fire, some have developed their skills to the point of being trusted with a gang's stock of indirect-fire weapons looted from security forces, gifted by foreign gentlemen with suspiciously short haircuts and an accent, or simply improvised through the magic of criminal ingenuity.

A wide variety of mortars are in the hands of gangs and militias worldwide; the statistics presented are for a Chinese-made Type 87 mortar, but can be substituted for any indirect fire system of players' choice.

While ordinary militia members simply don't have the skill to operate a mortar effectively, players may also wish to rule that substandard combatants can use the mortar, with the understanding that their **4** **skill** means they're always going to miss to some degree.



Although not equipped with the most modern equipment, the Pëdan Defense Force is well-motivated and increasingly well-trained, with a capable office corps and a robust history of contributions to peacekeeping missions from the 90s and early 2000s.

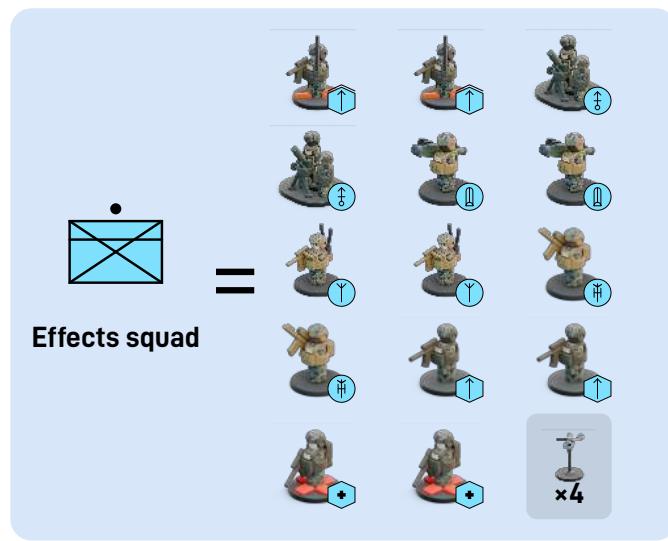
The average PDF soldier is equipped with a well-maintained M16, surplus from American stock, and modern body armor, although night vision and communications gear is generally reserved for NCOs and officers.

Thanks to a longstanding partnership with the U.S. Marine Corps, Pëdan small unit tactics are similar to their American counterparts, and larger formations maintain a stock of M249, M240, and M2 machine guns along with mortars and UAS.

## 2.2. U.S. Marines

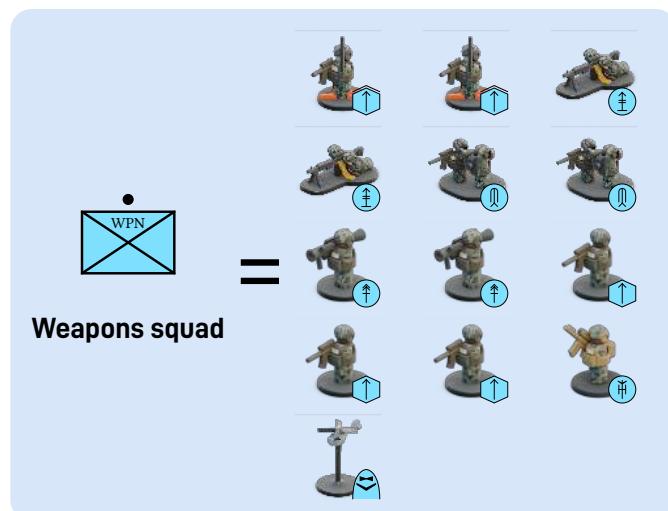
The player(s) taking the side of the U.S. Marines find themselves controlling a platoon with many changes from a traditional structure, with a task-oriented organization that the 4th Marine Littoral Regiment leadership are experimenting with as they face an increasingly complex operational environment.

The structure presented below is a starting point for players, who should feel free to alter this arrangement as needed to meet their training or entertainment goals. The use of UTVs may be one appealing addition if a larger playing space is available, although the scenario as presented is balanced to avoid extensive additional firepower on the part of the Marines.



With the platoon commander overseeing a complex web of effects, this squad contains most of the electronic warfare and counter-UAS capability for the platoon, and is typically deployed spread among the rest of the platoon to provide anti-air and EW support where it's most needed.

Unlike a traditional squad organization, the effects squad mixes in components from specialties traditionally considered outside the infantry domain. Players should feel free to invent new and innovative specialty-based slurs for each other if they want to lean into the social impacts of this arrangement.



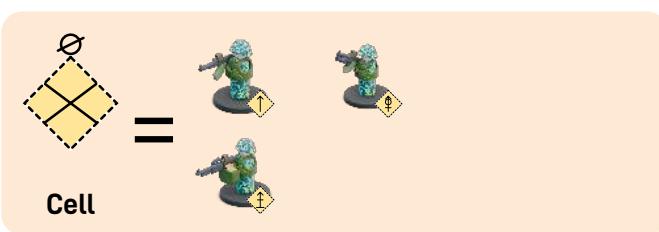
Accompanied by the platoon sergeant, this squad is organized to focus on direct fire capability and anti-armor operations. Like the command squad, its employment is more fluid than traditional units, with the squad leader coordinating placement of each weapons system where they're most beneficial for the platoon as a whole.

Players may want to consider splitting the squad into a machine gun team and an anti-armor team, or make their own arrangements as desired.



Similar to a traditional Marine rifle squad, the assault squad's job is simple: to locate, close with, and destroy the enemy. While attachments from outside the platoon or other squads can be mixed in as needed, the assault squad is light, mobile, and serves to close the last hundred meters that the other two squads have prepared for them.

### 2.3. Lemurian Popular Militia



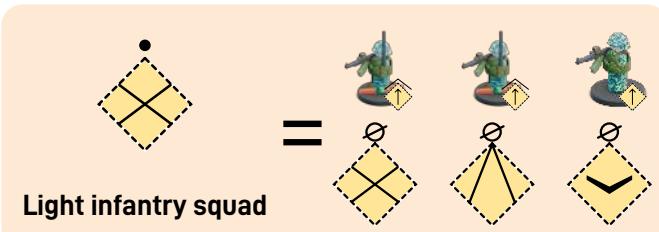
The three-man cell is the basis of the LPM's light infantry organization. While an automatic rifleman is typically the base of fire, dedicated anti-armor cells will often substitute an antitank missileman for the automatic rifleman.



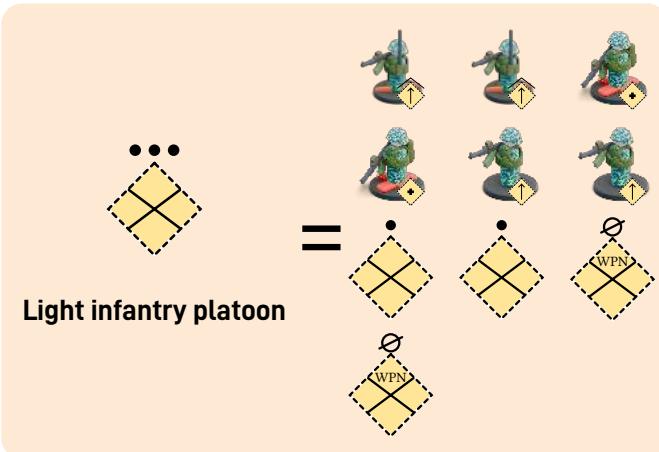
The LPM organizes their heavier weapons in light infantry formations into a dedicated weapons cell, with two medium machine gunners and a cell leader equipped with an incendiary missile launcher.



Dedicated drone cells consist of two trained operators and a cell leader. Although two drones are typically employed at a time, most LPM cells will pack multiple drones into battle and deploy them on an as-needed basis.



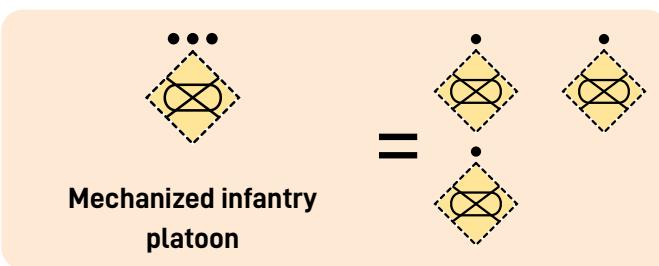
The LPM's light infantry organizes into squads of 12, with a rifle cell, anti-armor cell, and UAS cell accompanied by a headquarters cell with a squad leader, assistant squad leader, and messenger.



LPM light infantry platoons consist of two squads, two weapons cells, and a headquarters section composed of a platoon commander, platoon sergeant, and two messengers. Two rifleman accompany the headquarters section, typically acting as messengers, drone operators, or drivers if the unit is mounted.



For mechanized infantry units, the LPM often uses the wheeled ZBL-09 IFV, with a typical dismount section of a squad leader, anti-tank gunner, light machine gunner, and assorted riflemen. Like other modern mechanized infantry units, the ZBL-09 squad is often employed in concert with UAS.



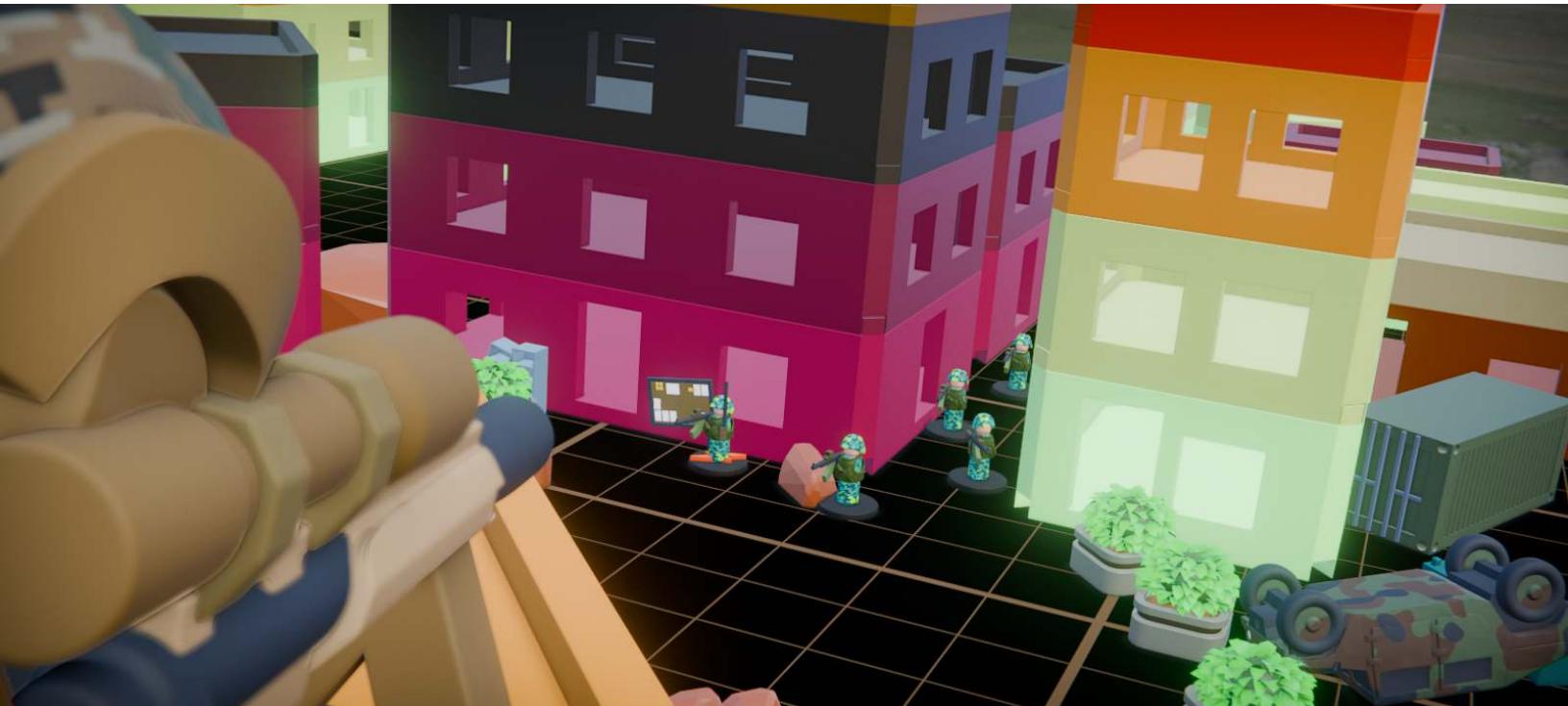
LPM mechanized infantry platoons consist of three squads, with the seniormost squad leader acting as the overall platoon commander.



The LPM's emphasis on mobility and flexibility means that their mortar sections are often deployed with two mortar teams per EQ-2050 truck, with a dedicated gunner to aid in the defense of their position from ground-based and UAS threats.

## Chapter 3

# MISSION



### 3.1. Force on force

In a force on force style of play, players have several options for scenarios, played in the typical Down Range fashion:

#### 3.1.1. Seize and hold the hotel

The Marines have orders to seize and hold the Grand Calloni Hotel, while the LPM needs to deny them control of that key terrain. If the Marines control the hotel at the end of eight rounds, a relief force arrives and they are victorious; if not, the LPM arrives in force and sweeps them from Calloni.

#### 3.1.2. Destroy the enemy forces

Both sides' commanders have orders to destroy any enemy presence in the town. The last side standing is victorious.

#### 3.1.3. Rescue or rendition

Anticipating the capitulation of the Pëdan republic, LPM forces have orders to "disappear" a list of high value targets. If they can successfully kill or capture the below in greater numbers than U.S. Marines and their PDF allies can rescue, the LPM player wins. The U.S. player wins any tie. For the purposes of capture or rescue, the LPM player must get the captured unit to the northeast corner, and the U.S./PDF player must get them to the southeast.

- **Mayor Saïd** (see Section 1.7.1 on page 5.)
- **Ako Maryese** (see Section 1.7.6 on page 6.)
- **Dr. Miriam Jao** (see Section 1.7.10 on page 8.)
- **Lemurian SOF commander** (see Section 1.7.11 on page 8.) The Marine player may simply

kill the SOF commander; the LPM player must recover him alive.

The U.S. forces start at the Southwest corner of the playing area; the LPM forces start at the Northeast. Both forces may place up to six individual troops anywhere on the map as a forward reconnaissance element before the game begins.

## 3.2. Narrative

In the narrative format, one player acts as facilitator, as mentioned previously.

### 3.2.1. The goal

The entire U.S. Marine force starts at the southwest corner of the playing space. Their mission is simple: Seize and hold the Grand Calloni hotel for use as an observation post and launch point for tethered UAS in follow-on operations.

Players win if they can retain control of the hotel by the end of **ten rounds**.

The player acting as the platoon commander (or his successor, if killed) can decide to alter the mission at any time, in line with the unfolding situation; it's up to the facilitator if such a change is considered reasonable.

While it's unrealistic to expect players to avoid communicating among themselves, they should at least make an effort to observe the **Signal** rules for passing information to each others' units for targeting purposes. A degree of roleplaying is encouraged if players lose communications with their next higher leadership.

### 3.2.2. The timeline

At the start of each round, the facilitator introduces new elements into the game, as described below. Remember that a round ends once all players have activated all their units, as in a standard game of Down Range. Civilians or other units introduced through discovery, as described in the map section previously, or through new elements from the timeline, interrupt the initiative order. Each group revealed takes its turn immediately, played by the facilitator, before the rest of the triggering player's turn occurs.

Needless to say, if all Marine units are eliminated before the timeline is finished, the LPM player wins. If all the LPM forces that might be introduced are eliminated, the facilitator should continue until the end and leave the scenario open for players to send out patrols and potentially discover new objectives.

The specific location of most timeline events is left indefinite, allowing the facilitator to present interesting options as they see fit. The facilitator should feel free to add, remove, reorder, or adjust timeline events as they see fit. Unless otherwise specified, the events described happen at the start of the round, before any players take their turns.

#### ⌚ Round 1: Insertion

Calloni is silent. As Marines enter the outskirts of the town, they're greeted with the full sensory experience of destruction. A greasy haze hangs over the town, the product of burned homes and worse. In the distance, civilians flee south, some in overburdened cars and others simply running on foot, hoping enough of the Pëdan government remains to offer them refuge.

From darkened windows, others watch, unsure of the Marines' intent. Whether they know the Marines have come to aid the Pëdan republic is uncertain, but all look fearful. A child waves from an open doorway, but is quickly drawn inside by her mother, the door easing shut as if in hopes that the war will not see them here.

#### ⌚ Round 2: Overhead

Two drones buzz lazily in the sky over the Marines, the whine of their rotors breaking the silence. Standard quadcopter models, their intent and origin is unknown.

**If the players try shoot down the drones:** The drones may be destroyed, but their sudden destruction and/or the use of weapons has alerted the LPM. An LPM light infantry squad (see Section 2.3 on page 12) is inserted somewhere within between 26" and 36" from the Marine who shot down the drone, and begins making their way closer to investigate.

**If the players jam the drones:** This can be done by any unit with  EW capability. If successful, the drones fall from the sky without further incident. If unsuccessful, the LPM sends two armed UAS, beginning at a point at least 48" away, to investigate and take action.

**All other scenarios:** The drones pass by, flying to the West, making no indication that they've seen the Marines.

### Round 3: Bad omens

Distant gunfire breaks out to the North, with the shots coming from unfamiliar rifles and M4-style weapons in equal measure. A rattling burst from an autocannon silences the latter.

On the command net, the platoon commander and platoon sergeant hear a tersely-worded statement that an LPM mechanized column has been sighted by an MQ-9 to the North, moving in their direction.

### Round 4: First contact

**If the player has units in view from the building directly west of the clinic:** Gunfire begins cracking around the leading edge of the advance.

A group of **4** militia gunmen is taking potshots at the Marines from the building's second floor. The gunmen take their turn immediately at the start of the round, and will attempt to kill as many as possible before immediately fleeing North through the barrows. If only one gunman is left at the start of the next round, he will immediately throw up his hands and try to surrender.

**All other scenarios:** No event; proceed with the game normally.

### Round 5: The LPM arrives

An LPM light infantry platoon, minus one of its usual squads, inserts in K-1, trailing the eastern edge of the warehouses as they begin moving south, aiming to eventually approach the hotel from the southeast. The facilitator should keep the miniatures off the map until they can be seen by the Marines, and assume that the LPM troops

advance around 8" per round. If spotted, the LPM troops spotted will roll initiative - one roll for the rifle squad and one for the rest. These groups will act in initiative order, but not before the turn of the player who spotted them finishes.

### Round 6: An underground figure

**If the player hasn't met Ako in 8-Twelve** (see Section 1.7.6 on page 6: Declaring himself a proud Pēdan patriot despite his colorful side ventures, Ako Maryese approaches the Marines cautiously from the East with four armed associates. Ako offers his services as a "local guide," hinting that he can get 4-6 men into the ground floor of the Grand Calloni hotel via the sewer system if the player can promise him and his family American protection.

If the players accept his offer, Ako takes the offered Marines into the nearest building. Ako, his men, and the sewer team are removed from play for **4** rounds. At the start of the next round after time is up, the Marines and two of Ako's men, looking to stay for the fight, are placed in the bottom floor of the Grand Calloni and are placed under the control of the Marines' player. Ako and the rest of his men don't resurface until after the scenario ends.

**All other scenarios:** No event; proceed with the game normally.

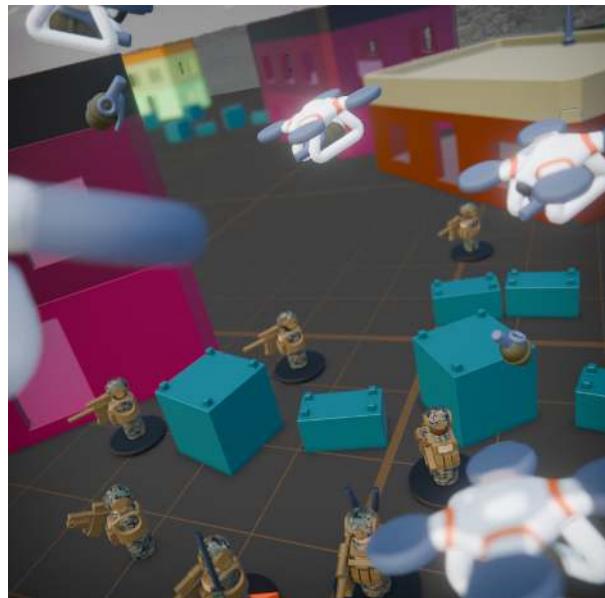


Figure 3-2: Players should always be mindful of both vertical dimension and ensuring their troops maintain proper spacing.

## ⌚ Round 7: Complications

**If the player has any units on the third floor of the hotel or higher:** The player observes two LPM mortar teams setting up firing positions behind the northernmost building in the north market (G-2), with an EQ2050 truck idling outside. The mortar teams are unaware of the Marines' location yet.

**All other scenarios:** Poorly-aimed gunfire rattles out from the nearest building, hitting no one. If the players make any attempt to determine the source, two intensely apologetic Pēdan Defense Force soldiers emerge, relating that they've been holed up in the building for the last two days and have seen LPM troops in the vicinity, describing the location of the nearest 4-5 Lemurians with enough detail to place their miniatures on the playing surface.

If the players fire into the building with explosives, both Pēdans are killed. All other forms of combat will continue until Marines enter the building, at which point the PDF troops will cease fire and indicate they believed the Marines to be LPM troops, but, shaken by their experience, will refuse to elaborate.

## ⌚ Round 8: Seek and destroy

**If the LPM knows where the Marines are:** If they haven't already, the LPM launches two attack drones at the Marines, aiming for the platoon leadership, the Javelin teams, and the MAAWS gunners, in order of priority.

At this point, the LPM light infantry platoon commander realizes that if the Marines get a foothold, more U.S. troops are sure to follow, and he commits fully. If the drone operators are located and engaged in any way, he leaves them where they are with orders to finish the attack, and moves at full speed toward the hotel.

## ⌚ Round 9: Occupied

**If the players have entered the hotel but not cleared it:** A group of eight civilians, split between

adults and children<sup>8</sup>, eases down the stairs with hands up. Upon seeing the Marines, they break into

**If the players have entered the hotel and cleared it:** No event; proceed with the game normally.

**If LPM mortars aren't already in play:** Two LPM reconnaissance drones fly overhead, beginning to circle the hotel. If more than eight Marines are without overhead cover and the drones aren't shot down or jammed by the end of the round, the LPM mounted mortar unit arrives in K-1 and will begin to use the drones to target the Marines on the next round.

**All other scenarios:** No event; proceed with the game normally.

## ⌚ Round 10: The other shoe drops

The forward edge of the LPM mechanized platoon, consisting of two mechanized infantry squads<sup>9</sup>, enter in square I-1. They move cautiously west, aiming to drive through the Barrows on their way to the hotel. Persistent communication issues and American EW means they cannot communicate with the other LPM elements and do not know where they are.

If engaged, the ZBL-09s will immediately disgorge their occupants, who will try to take up position in nearby buildings as the vehicles provide covering fire. The platoon commander is in one of the vehicles, and will avoid entering tight roads with overlooking buildings unless he believes it to be the only way forward.

If not engaged, the ZBL-09s will move at about 16"-20" per turn toward the Grand Calloni.

## ⌚ Round 11: Last call

**If fighting is ongoing at the hotel:** No event; proceed with the game normally.

**All other scenarios:** All LPM units not engaged in combat, having received orders to seize the hotel immediately, make a rush toward the hotel at

<sup>8</sup>Treat all as basic non-combatants.

<sup>9</sup>See the Lemuria sourcebook.

full speed. Their priority is to block Marines from entering at all costs.

### ● Round 12: Victory and death

The third LPM ZBL-09 arrives in G-1 with its own initiative roll, moving swiftly to reinforce its counterparts.

#### By the end of the round:

##### **If at least eight Marines remain in the hotel:**

All gunfire outside goes silent. With moments, the roar of jet aircraft streaks overhead from the south, and the ground shakes mightily. By the time it subsides, columns of black smoke rise to the north, and Lemurian troops stream out of wrecked vehicles, some burning alive. To the south, the sky darkens with American helicopters and Ospreys, sporadic bursts of fire from their guns silencing the LPM in Calloni.

**If Marines have not reached the hotel:** One Marine sees a Lemurian flag rising over the building as enemy troops begin emplacing guns on the hotel. More worryingly, incoming Lemurian transport helicopters rise over the horizon, moving in from the North.

Calloni has fallen, and it will take far more than the Marines on hand to dislodge the LPM from the town. A fighting retreat back to friendly lines may still be open, but for this platoon, at least, the mission has failed.

**In any other situation:** One of the Marines notes that all communications seem to be being jammed. Any LPM troops inside the building maintain their push to dislodge the Marines, but an ominous silence descends over the battlefield outside. The scream of jet aircraft rockets in from the West, and a line of explosions draws closer to the hotel, their source and intent uncertain. Whatever happens next hangs in the balance, but remains a story for another day.

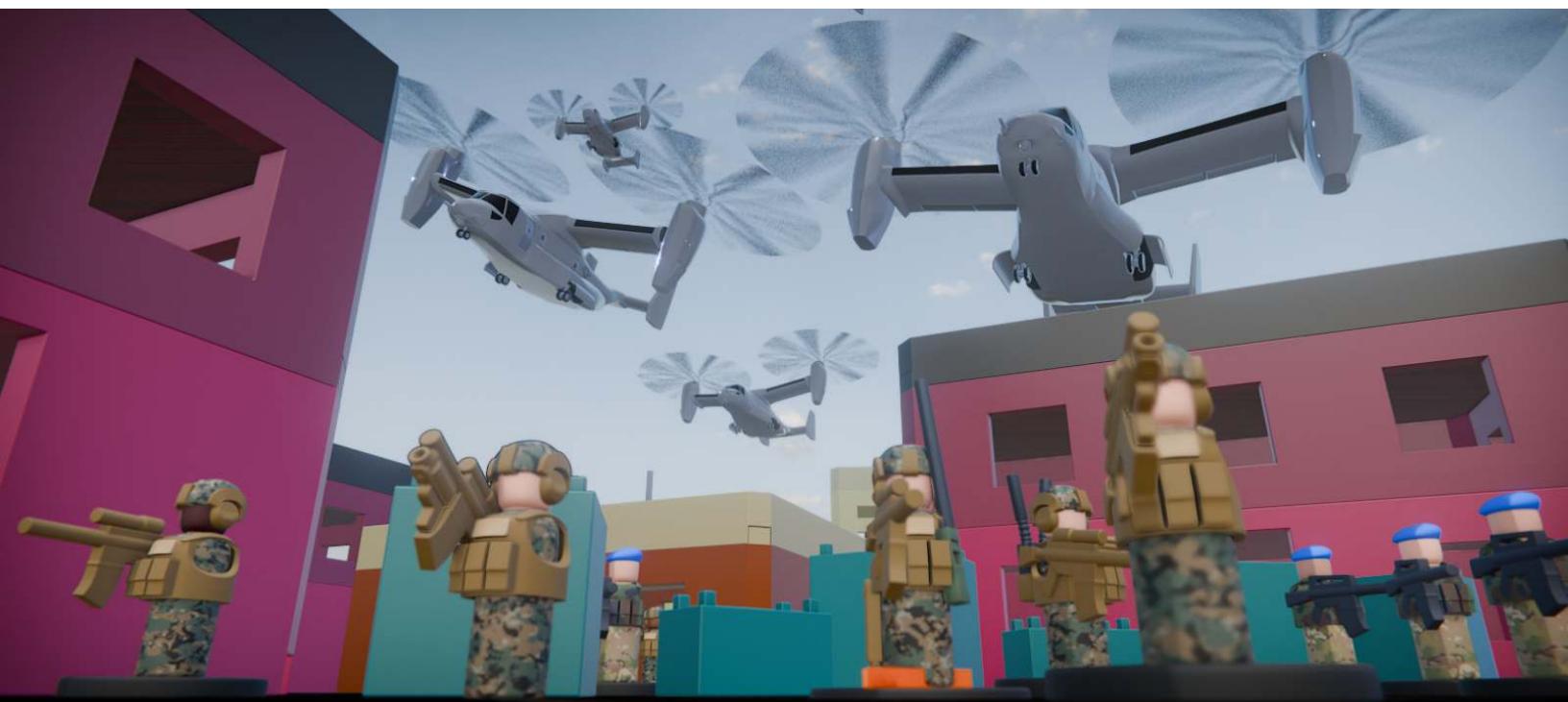


Figure 3-3: Reinforcements arrive... if players are successful.

## Chapter 4

# MINIATURE LIST

Quantity	Picture	Miniature
9		LPM Officer
2		LPM Medic
19		LPM Rifleman
12		LPM Grenadier
5		LPM Automatic rifleman
5		LPM Antitank missileman
10		LPM Drone
4		LPM Medium machine gunner
2		LPM Incendiary missileman
1		LPM EQ2050
2		LPM Mortar team
3		LPM ZBL-09

**Table 4-2: USMC miniatures**

Quantity	Picture	Miniature
5		USMC Officer/NCO
4		USMC MAAWS gunner
10		USMC Rifleman
2		USMC M249 gunner
1		USMC Sniper
4		USMC Anti-UAS gunner
6		USMC Black Hornet SUAS
2		USMC M240 gun team
2		USMC Javelin team
2		USMC 60mm mortar team
2		USMC Stinger gunner
2		USMC EW operator
2		USMC Corpsman

**Table 4-3: Miscellaneous miniatures**

Quantity	Picture	Miniature
12		PDF Soldier
16		Militia Gunman
2		Militia Leader
2		Militia Mortar team
40		Generic Noncombatant

## Chapter 5

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