

MISSION 5 - STARSHIP TROOPS

BRIEFING

GD-WINGS

FOR STANDALONE MISSION:
SILVER

DEVICES

0 PER AGENT

WEAPONS

2 IMPROVED WEAPONS
1 ALIEN WEAPONS



120-180 M

The Agents are back at their HQ after their efforts to recover alien tech. The Agents are summoned to a meeting to establish new strategies against the Xeno onslaught, but as one of the commanders starts speaking, alarms ring throughout the base.

"All hands to battle stations. This is not a drill, repeat – this is not a drill. Alien vessel landed on our perimeter. All operatives, engage! All non-combat personnel, retreat to shelters."

"AGENTS, your mission is to defend the base and repel this attack!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X1

Shuffle all SIGNALS.
Randomly take two SIGNALS and place them
as indicated.

TOKENS IN PLAY



X2



X1



X1



X1



X1



X1

SPECIAL TOKENS



X3

OVERLAYS



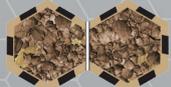
X3



X1



X1



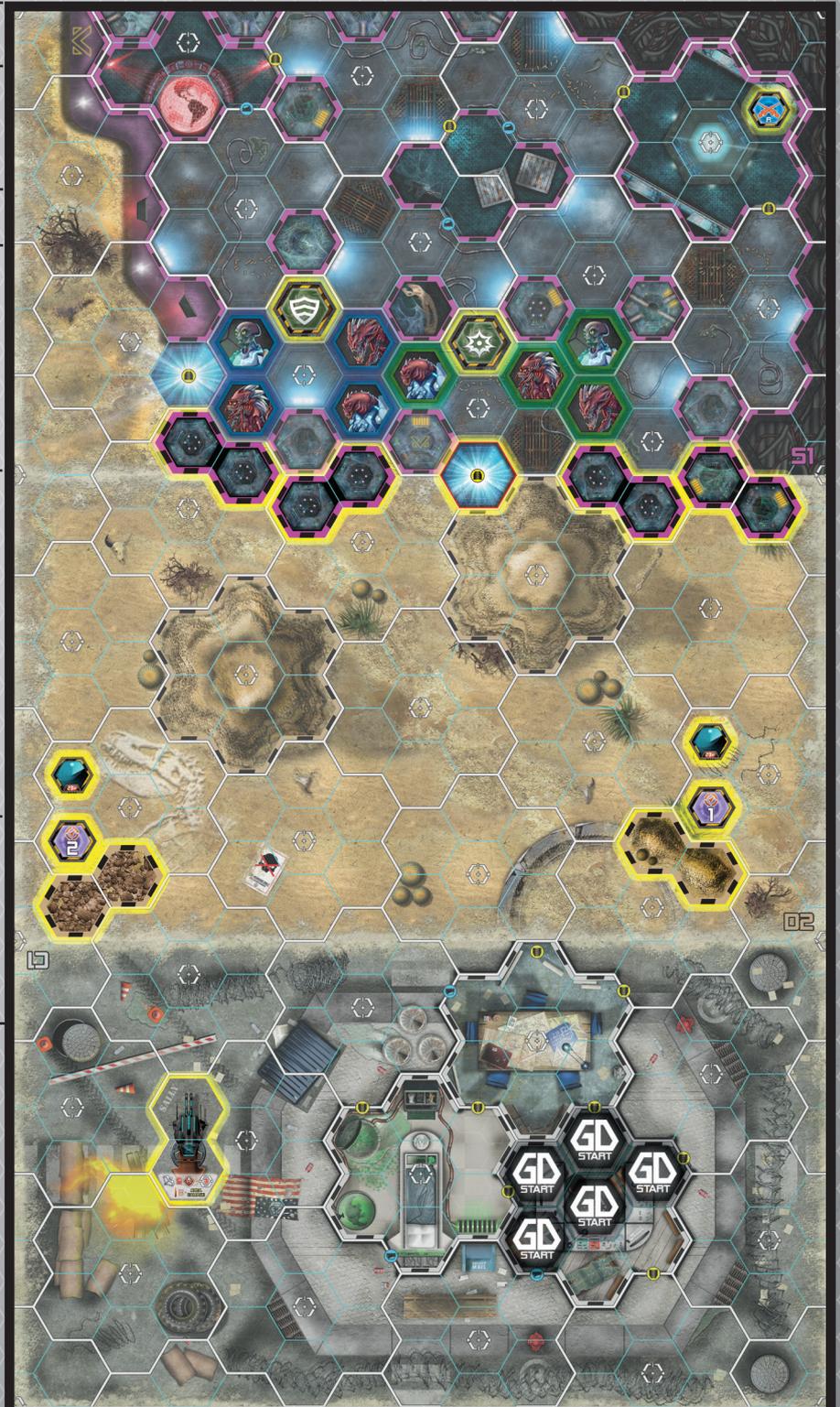
X1



X1



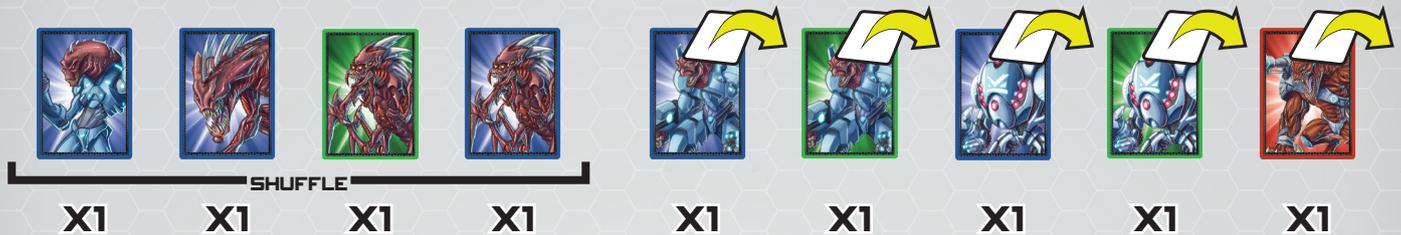
X1



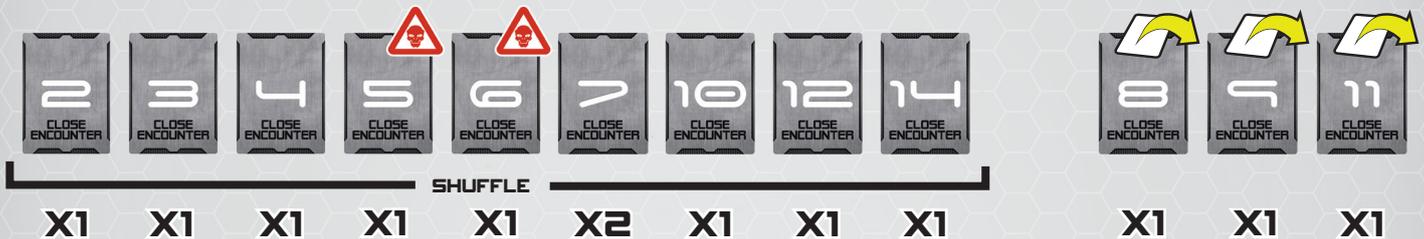
ALIEN CARDS AND MINIATURES IN PLAY



ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENT C WILL APPEAR BETWEEN THE 4TH AND THE 6TH EVENT, SPECIAL EVENT E APPEAR BETWEEN THE 7TH AND 8TH EVENT, AND SPECIAL EVENT A APPEAR BETWEEN THE 9TH AND 10TH EVENT].

SPECIAL MISSION RULES

LANDMINES:

During the REINFORCEMENTS in the first STRATEGY phase of the mission, the ALPHA AGENT may place a number of LANDMINES equal to the number of missions successfully accomplished until now [up to three]. If this is a standalone mission, the ALPHA AGENT may place two LANDMINES.

LANDMINES may be placed in any AREA of the C1 and D2 maps, and are marked on the map with the relative LANDMINE  token on the center HEX of the AREA.

As soon as an Alien enters the mined AREA, the LANDMINE explodes, attacking all aliens in that AREA with 4 .

SALLY:

Put two AMMO  tokens on the stationary weapon SALLY at the start of the mission.

XENO-GREY:

The XENO-GREY cannot be activated by another XENO-GREY and cannot be targeted by the "Save The Master" power. If any XENO-GREY dies, remove it from play [by discarding its figure and ALIEN card in the WAREHOUSE instead of the DISCARD PILE].

MISSION SPECIAL ACTIONS

SEARCH:

Agents may perform the SEARCH ACTION in any building's room in C1 map.

OBJECTIVES

The mission ends in the STRATEGY phase after the last EVENT card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
At least two agents are still alive at the end of the mission.	Mission Accomplished	6
At least one agent is alive at the end of the mission.	Mission Partially Accomplished	6
All agents are dead.	Mission Failed	5

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



Read this if the previous mission was the 4th or was FAILED.

"Agents, beware! We detect Xeno leaders entering the battlefield!"

EFFECTS:

- Place the BLUE XENO-ALPHA  on the T.P. .
- Put the GREEN XENO-ALPHA  ALIEN card on top of the ALIEN deck.
- Put the CLOSE ENCOUNTER #8  card on top of the CLOSE ENCOUNTER deck.

Read this if the previous mission was the 3rd and was ACCOMPLISHED.

"Agents, beware! We detect Xeno leaders entering the battlefield!"

EFFECTS:

- Place the GREEN XENO-ALPHA  on the T.P. .
- Put the BLUE XENO-ALPHA  ALIEN card on top of the ALIEN deck.
- Put the CLOSE ENCOUNTER #8  card on top of the CLOSE ENCOUNTER deck.



Read this if the previous mission was the 4th or was FAILED

"A loud metallic noise is heard over the shots ringing around, and from one of the teleporters a mechanical alien sentry appears."

EFFECTS:

- Move the T.P.  over WAYPOINT 1 and move the BLUE XENO-GREY on it [if it is still alive].
- Move the T.P.  over the WAYPOINT 2 and move the GREEN XENO-GREY on it [if it is still alive].
- Place the BLUE NEXUS  adjacent to the T.P. .
- Shuffle the GREEN NEXUS  ALIEN card in the ALIEN deck.
- Put the CLOSE ENCOUNTER #9  card on top of the CLOSE ENCOUNTER deck.

Read this if the previous mission was the 3rd and was ACCOMPLISHED.

"A loud metallic noise is heard over the shots ringing around, and from one of the teleporters a mechanical alien sentry appears."

EFFECTS:

- Move the T.P.  over WAYPOINT 1 and move the BLUE XENO-GREY on it [if it is still alive].
- Move the T.P.  over the WAYPOINT 2 and move the GREEN XENO-GREY on it [if it is still alive].
- Place the GREEN NEXUS  adjacent to the T.P. .
- Shuffle the BLUE NEXUS  ALIEN card in the ALIEN deck.
- Put the CLOSE ENCOUNTER #9  card on top of the CLOSE ENCOUNTER deck.



"For a second time seems to freeze and then a gigantic Beast appears, roaring and howling at the Agents"

EFFECTS:

- Place the RED XENO-BEAST  on the T.P. . Assign its ALIEN card to the ALPHA AGENT.
- Put the CLOSE ENCOUNTER #11  card on top of the CLOSE ENCOUNTER deck.

DEBRIEFING

MISSION ACCOMPLISHED

With the last of their strength failing, the Agents know this will be their last stand, but suddenly the communicators come to life. *"Agents, take cover immediately! Fighters and artillery are converging on the perimeter. Over!"* Jet engines and artillery explosions nearly stun the heroes and when the dust settles down, the aliens are nowhere to be seen. Perhaps they escaped by teleport.

MISSION PARTIALLY ACCOMPLISHED

With the last of their strength failing, the Agents know this will be their last stand, but suddenly the communicators come to life. *"Agents, take cover immediately! Fighters and artillery are converging on the perimeter. Over!"* Jet engines and artillery explosions nearly stun the heroes and when the dust settles down, the aliens are nowhere to be seen. Perhaps they escaped by teleport... Now, it is time to grieve over the Agents who gave their lives to save the resistance and keep hope alive.

MISSION FAILED

Chromium pauses to breathe, the ID tag of Iridium in his hand – killed against the Beast. *"Chromium... Titanium speaking. Situation critical... I never liked you too much... but... well, it has been an honor to serve beside you. Me and Thorium, we're surrounded, but we'll teach to this alien scum whose planet is this. See you on the other side"*. Titanium screams, bringing the Vulcan to life. A shotgun blasts and an alien screams, then silence.

"Chromium speaking. Mercury, are you around? Do you copy, Mercury?" Appearing from the shadow as usual, Mercury replies *"I'm behind you, but we're the only ones standing. Are we going to flee, or will we join our friends?"*

Chromium reloads, looks Mercury in the eyes, and smiles. *"Pointless question, Lieutenant. We'll buy time for the others and take some alien scum with us."*

"You ugly bastard... acknowledged, sir! We'll meet again in hell. Or heaven."

