

MISSION 6 - AGENTS IN BLACK

BRIEFING

GD-WINGS

FOR STANDALONE MISSION:
SILVER

DEVICES

1 PER AGENT

WEAPONS

1 IMPROVED WEAPONS
0 ALIEN WEAPONS



30-60 M

The attack on the base was a devastating blow to the Agency, but not a fatal one. However, there is something totally wrong here. While the agents help clean the debris of battle, their personal communicators flash to life as the GD HQ calls them back to duty. The agents reach the mostly intact briefing room, memories of the attack still fresh in mind and fueling their desire for revenge.

"Galaxy Defenders! We have survived a massive onslaught from our enemies, yet we have a serious problem. How did they know the location of our secret base? There must be an infiltrator or - worse - a spy selling us out to the aliens."

"AGENTS, your mission is to find and stop this traitor by detecting and revealing signals. If you find anyone or anything suspicious, do not hesitate to perform a scanning action on them."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X1



X6

Shuffle all SIGNALS.

Randomly take four SIGNALS and place them as indicated.

TOKENS IN PLAY



X4



X1



X1



X1



X1



X1



X1



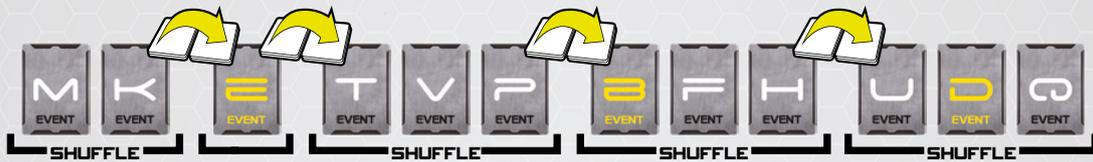
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENT E WILL APPEAR AT 3RD EVENT, SPECIAL EVENT B BETWEEN THE 7TH AND 9TH EVENT, AND SPECIAL EVENT D BETWEEN THE 10TH AND 12TH EVENT]

SPECIAL MISSION RULES

EVENT PHASE:

EVENT card effects do not move SIGNALS during this mission.

SIGNALS:

SIGNAL revelation works differently from the standard rules.

An agent, ONLY during his turn and when not ENGAGED in combat, may [but is not forced to] reveal an adjacent SIGNAL.

A revealed ALIEN SIGNAL remains in play until a scanning action is performed on it or it is destroyed by events, items, or powers.

Each time a SIGNAL is revealed, the ALPHA AGENT must draw the top EVENT card from the EVENTS deck and apply all its effects [except SIGNALS movements].

XENO-ALPHA:

Each time the XENO-ALPHA alien is activated, it acts as follow [ignoring range and behaviors on its ALIEN card]:

- Attack the closest agent with PLASMA RIFLE, if possible, then move 1 AREA toward the closest T.P.

MISSION SPECIAL ACTIONS

SCANNING:

To scan the identity, an agent not ENGAGED in combat, must be adjacent to an ALIEN SIGNAL, and use his ACTION to roll 1 .

With a result, apply the following:

- Move the T.P. over WAYPOINT 1 and the T.P. over WAYPOINT 2.
- Replace the scanned ALIEN SIGNAL [by discarding the it in the WAREHOUSE instead of the SIGNAL DISCARD PILE] with the GREEN XENO-ALPHA . Assign its ALIEN card to the ALPHA AGENT.

With any other die result, apply the following:

- Discard the ALIEN SIGNAL into the SIGNAL DISCARD PILE.

SEARCH:

Agents may perform the SEARCH ACTION in any building's room on the maps.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
<p>The mission is accomplished with ANY of the following conditions:</p> <ul style="list-style-type: none"> ● The XENO-ALPHA dies. ● There are no aliens AND no ALIEN SIGNALS in play at the end of the mission. 	Mission Accomplished	8
<p>There are no aliens AND there is at least one ALIEN SIGNAL in play at the end of the mission.</p>	Mission Partially Accomplished	7
<p>The mission fails with ANY of the following conditions:</p> <ul style="list-style-type: none"> ● The XENO-ALPHA reaches or is adjacent to any T.P. ● At least one agent dies. ● At least one alien is in play at the end of the mission. 	Mission Failed	7

SPECIAL EVENT CARDS EFFECTS

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



The Alpha Agent barely hears the beep of his commlinks as HQ calls him - "Alpha Agent, this is HQ speaking. We have a situation there. Our sensors detect teleport points opening in your area and something large is coming out. From the incomplete readings we have here, it looks like a large Aracnos-type Xeno. Stay sharp! Do not let the newcomer distract you from your chase!"

EFFECTS:

- Place one GREEN ARACNOS  on the T.P. .
- Place one BLUE ARACNOS  on the T.P. .



As a teleport gate opens in the area, the sensors jam for a brief instant. Then, the familiar voice of the HQ operator rings in your ears: "Alpha Agent, HQ speaking. We are picking up another teleport opening, and it seems the bloody Xenos have another Aracnos for you to greet. Stay on your target. Do not let it detain you!"

EFFECTS:

- Move the T.P.  over WAYPOINT 3 and the T.P.  over WAYPOINT 4.
- Discard all SIGNALS in play to the SIGNAL DISCARD PILE.
- Shuffle all SIGNALS from the SIGNAL DISCARD PILE into the SIGNAL RESERVE.
- Randomly place one SIGNAL on each T.P. on the Battlefield.
- Place one GREEN ARACNOS  on the T.P. .
- Place one BLUE ARACNOS  on the T.P. .



The tech sessions learned and ceaselessly rehearsed during the agents' training days now pay off! They manage to repair and reactivate all sensors. The commlink activates: "Alpha Agent, this is HQ. Good job there! Now we have much clearer signals and the Xeno spy may be detected! on our screens."

EFFECTS:

- Reveal all SIGNALS in play without draw any additional EVENT card.

DEBRIEFING

MISSION ACCOMPLISHED

An old fashioned blow on the head seems to work, even for aliens! The agents capture the Xeno-Alpha alive and bring it to the science department. After several hours, the intercom voice reaches the squad.

"Galaxy Defenders! This is HQ speaking. Rise and shine, boys! The enemy spy decided to... well, cooperate. Payback time, soldiers! We have the coordinates of their advanced base and - more importantly - we know one of their leaders will be there soon! This time your mission will be critical. You must capture the Grey alive and bring it here. Now we can really end this war. The whole planet is counting on you! On toward victory!"

MISSION PARTIALLY ACCOMPLISHED

Something went wrong. As the agents turn the last corner, they know it's just a second too late and the scanners reveal the last alien departing from the base. The agents have missed their prey, but at least the base is safe now. The intercom calls again...

"Alpha Agent, this is HQ speaking. It seems your prey escaped the trap, but at least you've collected some info. Our scientists are at work as we speak. One thing we are sure about is we have found their advanced base and one of their leaders will be there very soon. Apart from the location, we know very little, so we need to perform another action prior to going there and capturing that damned Grey thing.

There seems to be a computer server connected to the Alien system. You can go there and hack through it and gather what info you may find."

MISSION FAILED

You catch a glimpse of what seems to be a smile on the Alpha's lips as it rushes to its freedom. You have missed your prey, but at least the base is safe. The intercom calls again... *"Galaxy Defenders, this is HQ speaking. We have followed your efforts through the CCTV. Too bad the traitor escaped, but we have one more chance. You must penetrate the alien computer system and hack any useful data on their position. We will avenge our base! HQ, out."*

