

MISSION X1 - THE HIVE

BRIEFING

GD-WINGS

FOR STANDALONE MISSION:
SILVER

DEVICES

2 PER AGENT

WEAPONS

3 IMPROVED WEAPONS
1 ALIEN WEAPONS



90-120 M

The Agency's Radar detected an unidentified object crashed down into the Amazon Forest and so, the agents are summoned back from their holidays. The briefing room's door closes as the mission data is uploaded on the gigantic screen. "Agents, the situation is extremely critical. It seems the flying object exploded in flight and split in two as it crashed on the ground. We detect alien life forms different from those hitherto known. Please use extreme caut..." CRASH! The doors suddenly burst open and the four agents find themselves gazing at the huge agent Titanium, wearing an old-fashioned leather jacket and a big gold chain around his neck. As he enters the room, Titanium growls, "Those aliens, they'll pay for this! Taken away from my motorcycle, from the highway and its burning sun. Hahahah!" Then the briefing resumes with the laughing team reunited. "AGENTS, your mission is to patrol the battlefield, evaluate the enemy forces and wait for your next contact! Go go go!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

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

TOKENS IN PLAY



X1



X1



X1



X1



X2

OVERLAYS



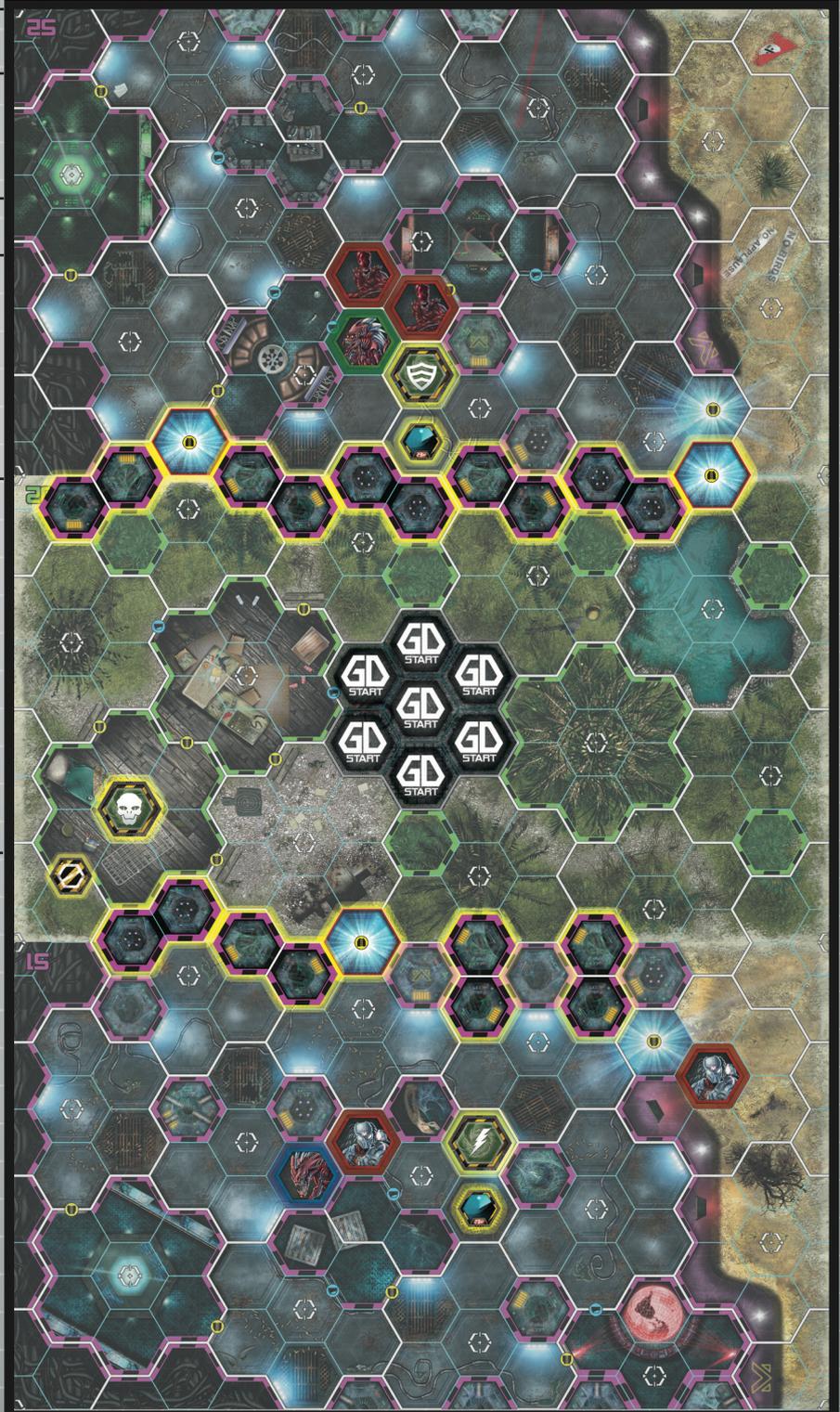
X3



X6



X3



ALIEN CARDS AND MINIATURES IN PLAY



X2



X2



X1



X1

ALIEN CARDS AND MINIATURES



X1



X1



X1



X1



X1



X1



X1



X1

CLOSE ENCOUNTER DECK



X1



X1



X1



X1



X1



X1



X2



X2



X1

EVENTS DECK



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



[SPECIAL EVENT D WILL APPEAR BETWEEN THE 1TH AND THE 2ND EVENT, SPECIAL EVENT E BETWEEN THE 3TH AND 5TH EVENT AND SPECIAL EVENT A BETWEEN THE 6TH AND 7TH EVENT].

SPECIAL MISSION RULES

XENO-HUNTER:

If any XENO-HUNTER dies, remove it from play [by discarding its figure and ALIEN card in the WAREHOUSE instead of the DISCARD PILE].

XENO-MORPH:

Once all the three XENO-HUNTER are dead, if any XENO-MORPH 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 on the J2 map.

OBJECTIVES

The mission ends in the **STRATEGY** phase of the **10th round**.

MISSION STATUS	MISSION REPORT	NEXT MISSION
There are no more XENO-HUNTER AND XENO-MORPH in play at the end of the mission.	Mission Accomplished	N/A
There are no more XENO-HUNTER in play at the end of the mission.	Mission Partially Accomplished	N/A
There is at least one XENO-HUNTER in play at the end of the mission.	Mission Failed	N/A

SPECIAL EVENT CARDS EFFECTS

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



A loud, sudden noise has the agents turning toward a nearby palm tree. From the crown of the tree a human corpse falls, bereft of his skin! At that moment, the agents realize they are surrounded by human skulls, exhibited almost as... hunting trophies. A hunt in which the next preys seem to be the agents themselves! SHHHHHHHHHH – an unsettling noise heralds the appearance of a swarm of alien creatures. Alpha Agent yells, *“They’re coming out from the bloody walls!!”* The HQ calls. *“AGENTS, your mission is to engage and eliminate all the Xeno-Hunter and Xeno-Morph. These life forms must be stopped before it’s too late.”*

EFFECTS:

- Teleport the **GREEN XENO-MORPH**  [IF not available, teleport the **GREEN ARACNOS** ] adjacent to the **RED XENO-MORPH** closest to an agent, if any, otherwise teleport it on the **T.P.** closest to an agent.
- Teleport the **BLUE XENO-MORPH**  [IF not available teleport the **BLUE ARACNOS** ] adjacent to the **RED XENO-MORPH** furthest from an agent, if any, otherwise teleport it on the **T.P.** furthest from an agent.
- Shuffle the **CLOSE ENCOUNTER #18**  [IF available] card into the **CLOSE ENCOUNTER** deck.



“HQ to Alpha agent. An aerodrone is on its way. We are about to drop a special EMP bomb on the area. This should temporary jam the alien tech, so try and seize the moment. Over and Out.”

EFFECTS:

- Both **AGENTS** and **ALIENS** must ignore any **STEALTH ABILITY** until the next **REFRESH** phase.
- Agents cannot use their **ALIEN WEAPONS** until the next **REFRESH** phase.



Each leaf, each tree, each stone in the jungle seems to be alive and alien; threatening and poised to attack! Movements all around hint at the incoming storm of claws and teeth, as the aliens swarm around the squad.

In a brief moment of clarity, the Alpha Agent activates the commlink. *“This is Alpha Agent to HQ. We need support! We need bloody support and we need it now! We are trapped in this bloody jungle with bloody aliens all around us and we cannot hit them all, because of the great, bloody trees! We need support fire, immediately! Set the sky on fire! Make it rain flames and brimstone! Let loose Hell, and see if these aliens can escape it! Alpha Agent, out!”*

“Alpha Agent, this is HQ. We copy. Support under way, but you are at ground zero... you could be hit and...”

Alpha Agent interrupts the call, screaming, *“The hell with ground zero! Burn them! Burn them all! We will come out of it alive!”*

“Alpha Agent, this is HQ. Aerodrone in position. Fire and Brimstone will rain in 3... 2...1...”

EFFECTS:

- All **AGENTS**, **DRONES** and **ALIENS** on the battlefield suffer 2 wounds.
- Remove all the map **OVERLAYS** from the battlefield [by putting them back in the **WAREHOUSE**].

DEBRIEFING

MISSION ACCOMPLISHED

The last alien falls under your bullets. All the sweat and muck of this jungle will be soon a bad memory. As you climb aboard the Osprey to get back home, you know that the best is yet to come.

Yes. Even heroes need their days off.

Titanium runs wild on his sleek, chrome chopper. Chromium shreds on his guitar like a pro, sipping cold beers. Mercury tends to her Zen garden and Iridium surfs the California waves.

But, in the silent halls of the Agency base, lights are still on, because, for some, work itself is the best holiday in the world: Thorium has learned something valuable from this mission and now his opponents in the Robodrone Wars will know his name means... Terror!

MISSION PARTIALLY ACCOMPLISHED

You fought hard and to the last bullet, killing the fearful hunters, but the containment is only partially successful. You know the bug hunt will go on for a little longer, just enough to ruin your holidays. You hate those aliens, not so much for their wickedness, but for their bloody sense of timing. They attack exactly when you have something better to do than place some bullets in their bloody, alien chitin head. And, as the Osprey takes you back to the base and resupply, some of you still think about your motorcycle, while others think about the hurriedly left drinks on the beach. Somewhere, somehow, something will pay.

MISSION FAILED

You battle with everything you have, right down to your teeth and fists, but there are simply too many aliens. Fortunately, the HQ realizes the situation in time and calls on the commlink: *"HQ to Alpha Agent, our sensors detect multiple targets from all directions. We cannot contain the situation, Agents. Evac immediately! We need a new containment strategy or this will spell our doom!"*

