

# MISSION X3 - V

## BRIEFING

### GD-WINGS

FOR STANDALONE MISSION:  
SILVER

### DEVICES

2 PER AGENT

### WEAPONS

3 IMPROVED WEAPONS  
0 ALIEN WEAPONS



60-90 M

The briefing room is lively, with the GD team surrounded by a whirling swarm of workers buzzing around with jobs. Finally, the team leader manages to give some information. "The two infiltrators obtained precious information!!! In a few hours, an alien commander will come to visit sectors R1 and R2." As Titanium stretches his muscles, the commander gives detailed orders for the next mission.

"AGENTS, your mission is to reach the rendezvous point, marked Waypoint 1 on your data-pads and contact Agent S. He will brief you further on the mission."

## SETUP



AGENT  
STARTING  
AREA

## SIGNAL RESERVE



X6



X2

Take two HUMAN SIGNALS and place them on the R1 and R2 Maps as indicated. Shuffle all remaining SIGNALS.

## TOKENS IN PLAY



X1



X1



X1



X2



X1



X1



X2



## ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1



X1



X1

## ALIEN CARDS AND MINIATURES



X1



X1



X1



X1



X1



X1



X1



X1



X1



X1

## CLOSE ENCOUNTER DECK



X1



X1



X1



X1



X1



X1



X1



X1



X1



X1



X1



X1

## EVENTS DECK



EVENT



EVENT



EVENT



EVENT



EVENT



EVENT



EVENT



EVENT



EVENT



EVENT

[SPECIAL EVENT A WILL APPEAR AT 2<sup>ND</sup> EVENT, THE SPECIAL EVENT E AT 3<sup>RD</sup> EVENT AND SPECIAL EVENT B BETWEEN THE 5<sup>TH</sup> AND 6<sup>TH</sup> EVENT].

## SPECIAL MISSION RULES

### EVENT PHASE:

Draw and apply the first **EVENT** card before the start of the mission and then, skip the **EVENT** phase until at least one agent reaches **WAYPOINT 1**.

### HUMAN SIGNALS:

Revealed **HUMAN SIGNALS** remain in play without moving [ignoring any movement effect by **EVENT** cards] until **SPECIAL EVENT E** is drawn. Once drawn, they are managed as normal.

### RED M-D AGENT N:

If the **Red M-D AGENT N** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the **DISCARD PILE**].

### RED M-D AGENT S:

If the **Red M-D AGENT S** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the **DISCARD PILE**].

### XENO-GREY:

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

# OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
Both Red M-D AGENT N AND Red M-D AGENT S are dead.	Mission Accomplished	N/A
Red M-D AGENT N OR Red M-D AGENT S is still alive at the end of the mission.	Mission Partially Accomplished	N/A
Both Red M-D AGENT N AND Red M-D AGENT S are alive 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



The GD team reaches the rendezvous point and meets one of the infiltrators, Agent S. The infiltrator agent says, "Good. It's nice to see friendly faces here. Me and Agent N, we have spent unpleasant moments among the invaders and our cover may be blown at any moment. Well, these are the coordinates where you'll find Agent N along with the alien commander; it's Waypoint 2 on your data-pads. Engage and kill the Xeno-Grey, but stay sharp – its mind powers may be lethal. I'll be around. Good luck."

### EFFECTS:

- Place the GREEN XENO-GREY  adjacent to the HUMAN SIGNAL in the R2 Map.
- Place the BLUE XENO-BETA  adjacent to the HUMAN SIGNAL in the R2 Map.
- Teleport 2 SIGNALS on the T.P. .
- Skip the EVENT phase until at least one agent reaches the WAYPOINT 2. Once done, perform EVENT phases as normal.



As they get to the waypoint, a terrible human scream forces the GD team to quickly bash the door. Once done their eyes meet with a grisly sight that's will be hard to forget... Agent N kneels before the Xeno-Grey, as purple waves emanate from the alien's hand. The scene is so horrible, it leaves the agents breathless for an instant.

A bone-chilling scream from Agent N breaks the silence. His eyes are now red – a sure sign the human soul no longer dwells within the body. His mouth forms words in an eerie voice, "Yes Master, as you wish!"

The Agent, now under alien control, suddenly turns and points his weapon at the team! "Alpha Agent to HQ. Do you copy? Mission compromised! I repeat, mission compromised! Agent N is corrupted by the aliens! We need instructions, do you copy, HQ?"

"HQ here, copy that. We have lost contact with Agent S, as well. GD team, listen carefully. We must protect the Agency, and the human race, at any cost. The two infiltrators know too much – it is a sad resolution, but it must be done..."

"AGENTS, your mission is to kill the two mind-controlled agents. Repeat, eliminate them. HQ, out."

### EFFECTS:

- Remove the BLOCK  token adjacent to WAYPOINT 2.
- Replace the HUMAN SIGNAL adjacent to WAYPOINT 1 [by discarding it in the SIGNAL DISCARD PILE] with the Red M-D AGENT S .
- Replace the HUMAN SIGNAL adjacent to WAYPOINT 2 [by discarding it in the SIGNAL DISCARD PILE] with the Red M-D AGENT N .
- Shuffle the CLOSE ENCOUNTER #10  card into the CLOSE ENCOUNTER deck.
- Shuffle the CLOSE ENCOUNTER #17  card into the CLOSE ENCOUNTER deck.
- Shuffle the CLOSE ENCOUNTER #19  card into the CLOSE ENCOUNTER deck.
- Place the CLOSE ENCOUNTER #16  card on top of CLOSE ENCOUNTER deck.
- Teleport 2 SIGNALS on the T.P. .

"HQ to Alpha Agent, do you copy? The situation there is getting worse. Alien reinforcements are on their way – get ready to engage them, but stay focused on your primary objective. Kill the controlled agents."

"Alpha Agent here, copy that... It seems we're invited to a dinner party... As the main course! But, we'll show them we're a hard bone to pick. Alpha Agent, out."

#### EFFECTS:

- Place the **RED XENOBOTS**  or [If not available] the **GREEN NEXUS**  on the T.P. 
- Place the **BLUE XENOBOTS**  or [If not available] teleport one **SIGNAL** on the T.P. 
- Place the **GREEN XENOBOTS**  or [If not available] teleport one **SIGNAL** on the T.P. 
- Place the **CLOSE ENCOUNTER #18**  card or [If the **GREEN NEXUS** was Teleported] the **CLOSE ENCOUNTER #9**  card on top of **CLOSE ENCOUNTER** deck.

## DEBRIEFING

### MISSION ACCOMPLISHED

The chaos of the battle is over and the weapons smoke is clearing, as the Alpha Agent calls the HQ. "Alpha Agent to HQ, mission accomplished. Targets neutralized. The alien scum will pay for every single action against us and the memory of those who fell in this war will be honored with the utter defeat of these alien bast..." FLASH! A blinding light explodes from the bodies of the Agents N and S and, when their sight returns, the GD team members realize that the bodies have disappeared. Returning from the mission, the Agents silently hope they never learn why the aliens teleported back two dead bodies.

### MISSION PARTIALLY ACCOMPLISHED

Suddenly the alien barrage reached a crescendo, as the rearguard troops retreat along with the controlled agent, who carries the body of his former colleague. The Alpha Agent, unable to advance, calls HQ.

"HQ, this is Alpha Agent, do you copy? We neutralized one of the targets, but the other is still operative. Abort mission! Alien fire too heavy and the neutralized body has been carried away by the aliens. Repeat, abort mission!"

"HQ speaking. Roger, Alpha Agent. Victory is not the only outcome – we must admit it. Mission is over; return to HQ. We can only hope the aliens cannot extract info from the agent's mind, otherwise the days ahead will be pretty bleak."

Returning from the mission, the agents silently hope they never learn why the aliens had to bring back the dead body.

### MISSION FAILED

Suddenly the alien barrage reaches a crescendo, as the rearguard troops retreat along with the controlled agents. The Alpha Agent, unable to advance, calls HQ.

"HQ, this is Alpha Agent, do you copy? Alien fire too heavy. We cannot stop them, nor block their retreat with the targets. Abort mission!"

"HQ speaking. Damn it, agents! The info from those two compromised agents is too valuable. This may spell our doom! Rally up, then attempt a new assault, before it's too late."

