

# SURVIVAL PROGRAM 1: XIRTAM

## BRIEFING

### GO-WINGS

FOR STANDALONE MISSION:  
SILVER

### DEVICES

2 PER AGENT

### WEAPONS

3 IMPROVED WEAPONS  
2 ALIEN WEAPONS



90-120 M

As the doors open, the Agents face their worst nightmare: Steel-plated boots, a drab green uniform, stone cold eyes... Sergeant Steelman, best known as the Rookie-killer, famous in the Agency for his brutal, yet extremely efficient, training system.

"Ah, so you want be field Agents. I see. Now that's good news. No one told me we'd already won the war and were letting every gutless nerd wear our uniform and play with our gadgets. Attention! Stand at the ready, you spineless parasites! You are about to enter the most realistic war simulation ever programmed! Do you really believe you have what it takes to even face the intro? Are you sure? You look more like teddy bears than fighters to me. And I am never wrong, am I?"

Steelman gestures toward the G-Danger gates. "Come on, schoolboys. I'm going to make soldiers out of you, like it or not. You are walking in there, where you will face three waves of your worst nightmares – and, no, I'm not one of them, so you can calm down, for now. Failure is not an option. Go in, destroy, get out. Piece of cake, you worthless lot! And if you somehow manage to survive this, you'll gain access to the advanced levels. As of today, only agents N and S have ever managed to successfully complete all G-Danger Room programs. And now that you know it... GO! GO! GO!"

As the agents enter the G-Danger Room, they are convinced that after Steelman, even an alien beast would be a better situation.

## SPECIAL MISSION RULES

### SURVIVAL MODE:

There are three **WAVES** in this mission. The mission objective is to survive each and every **WAVE**, killing all the **ALIENS** and **SIGNALS** – either already on the map or transported there via **EVENT** cards – until the **SIGNAL RESERVE** is empty; ignore **SIGNAL** teleport when the **SIGNAL RESERVE** is empty.

Each **WAVE** ends as soon as there are no **ALIENS** on the battlefield **AND** the **SIGNAL RESERVE** is empty.

As soon as these two conditions are met, the agents immediately return to the room in the map G1.

They keep their current level of **AMMO** and **WOUNDS**, and setup the next **WAVE**.

In case the **CLOSE ENCOUNTER** or **EVENT** decks run out of cards, shuffle the corresponding discard pile to form a new deck.

Each **WAVE** requires its own **MAP** setup, **SIGNAL** setup, **ALIEN** setup, and **ALIEN** deck setup according to the relative section **ALIEN CARDS AND MINIATURES** of the current **WAVE**.

### POWER HEXES:

The G-Danger Room contains special **HEXES**, called **POWER HEXES**, to help the agents during the simulation.

There are two kinds of **POWER HEXES**:

● **ACTIVE POWER HEXES:** at the beginning of each **WAVE**, these are recharged with the appropriate resource [place the corresponding resource token on the **POWER HEX**]; the first agent entering this **HEX** acquires the token if possible; the **HEX** will not be recharged again until the next **WAVE**.



= One **ALIEN TECH** fragment: the team gains one **ALIEN TECH** fragment.



= One **WOUND** token: the agent heals 1 wound, if possible.



= One **AMMO** token: the agent gains 1 **AMMO**, if possible.

● **PASSIVE POWER HEXES:** as long as the agent stands in this **HEX**, he receives the corresponding bonus.



= Add one star to each of the agent's attacks.



= Add two stars to each of the agent's attacks.



= Ignore any warning triangle rolled during any attack by the agent.



### Power Hexes

1: ACTIVE POWER HEXES

2: PASSIVE POWER HEXES

## EVENT PHASE

Each time **SPECIAL EVENT A** is drawn, resolve the **ACT OF VALOR** effect and ignore the rest.

If the **EVENT** deck runs out of cards, teleport in play all the remaining **SIGNALS** from the **SIGNAL RESERVE**, if any, and shuffle the **EVENT** deck discard pile to form a new deck.

## ALIEN TECH FRAGMENTS:

There are three ways to obtain **ALIEN TECH** fragments:

- **KILLING ALIENS** - When the first alien is killed during a **BATTLE** phase, the **ALPHA AGENT** takes one fragment of the **ALIEN TECH** token.
- **SEARCHING** - When an agent rolls a  result while performing a **SEARCH** action inside the room on the G1 map, the **ALPHA AGENT** may elect to take one fragment of the **ALIEN TECH** token, instead of a random **GENERIC DEVICE**.
- **GD ACTIVE POWER HEX** - When an agent moves over the  **POWER HEX** containing one **ALIEN TECH** fragment, it is immediately transferred to the **ALPHA AGENT**.

**NOTE:** The  **Active POWER HEX** is replenished during each **WAVE** setup by taking one available **ALIEN TECH** fragment from the **WAREHOUSE**. Therefore, agents need to collect this fragment from the **POWER HEX** in order to gather all four fragments.

For instance, if the Agents obtained three **ALIEN TECH** fragments killing aliens or searching room, the fourth and last fragment will be on the **POWER HEX**; thus, killing more aliens or searching more rooms will never result in an **ALIEN TECH** fragment, as long as the fragment on the **POWER HEX** has not been collected. This condition only applies at the beginning of each **WAVE**, when one of the fragments is taken from the **WAREHOUSE** and placed on the  **POWER HEX**.

When all four **ALIEN TECH** tokens are gathered, the **ALPHA AGENT** contacts the Agency during **REINFORCEMENTS** [**STRATEGY** phase], as usual, to obtain a new weapon or device. The **ALPHA AGENTS** must spend the four **ALIEN TECH** fragments [i.e., discards to the **WAREHOUSE**], as usual.

## WAVE 2 SPECIAL RULE:

During **WAVE 2** setup, all the agents are promoted to **GOLD** rank [gaining a **IMPROVED TACTIC** of their choice among those available] and receive a random **DEVICE**. If the **DEVICE** cannot be used by their class, they may discard it and take another **DEVICE** at random.

## KICKSTARTER ALIENS SPECIAL RULE [Optional Rule]

Take 1 **Red XENO-MORPH**, 1 **Red XENO-HUNTER**, 1 **Red G-DROID** and set them aside .

Each time that an agent rolls   on any one dice roll, teleport in 1 **Red XENO-MORPH** .

Each time that an agent rolls    on any one dice roll, teleport in 1 **Red XENO-HUNTER** .

Each time that an agent rolls    on any one dice roll, teleport in 1 **Red G-DROID** .

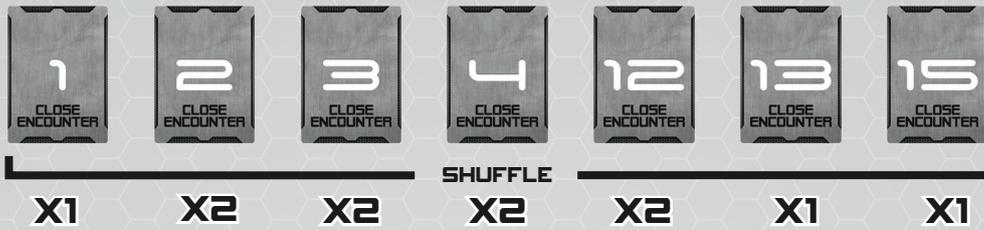
If any **Red XENO-MORPH**, **Red XENO-HUNTER** or **Red G-DROID** **dies**, set its figure and **ALIEN** card aside  instead of discarding them in the discard pile.

# MISSION SPECIAL ACTIONS

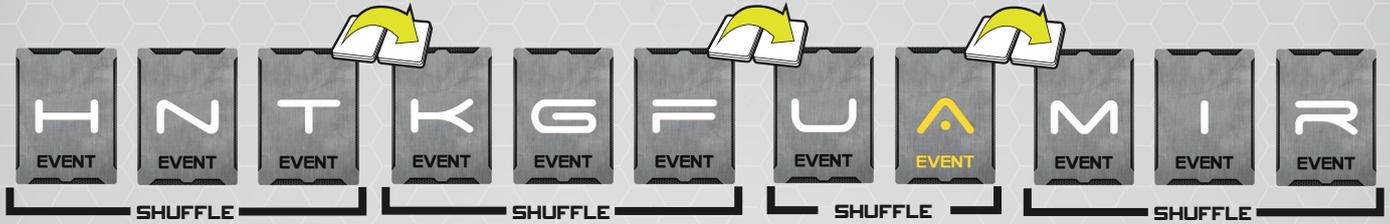
## SEARCH:

Agents may use the **SEARCH ACTION ONLY** inside the room in the G1 map.

## CLOSE ENCOUNTER DECK



## EVENTS DECK



[SPECIAL EVENT A WILL APPEAR BETWEEN THE 7<sup>TH</sup> AND 8<sup>TH</sup> EVENT].

## OBJECTIVES

The mission ends when the **third Wave** is cleared.

MISSION STATUS	MISSION REPORT	NEXT MISSION
At least 4 agents are still alive at the end of <b>Wave</b> three.	Mission Accomplished	N/A
At least 1 agent is still alive at the end of <b>Wave</b> three.	Mission Partially Accomplished	N/A
All agents are dead.	Mission Failed	N/A

# WAVE 1

## SETUP



**AGENT  
STARTING  
AREA**

## SIGNAL RESERVE



X4



X1

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

## TOKENS IN PLAY



X1



X1



X1



X1



X1

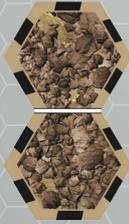


X1

## OVERLAYS



X1



X1



X1



X1



## ALIEN CARDS AND MINIATURES IN PLAY



X1



X1

## ALIEN CARDS AND MINIATURES



X1



X1



SHUFFLE

X1



X1



X1

# WAVE 2

## SETUP



AGENT  
STARTING  
AREA

## SIGNAL RESERVE



X5



X1

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

## TOKENS IN PLAY



X2



X1



X1



X1



X1

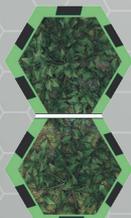


X1

## OVERLAYS



X2



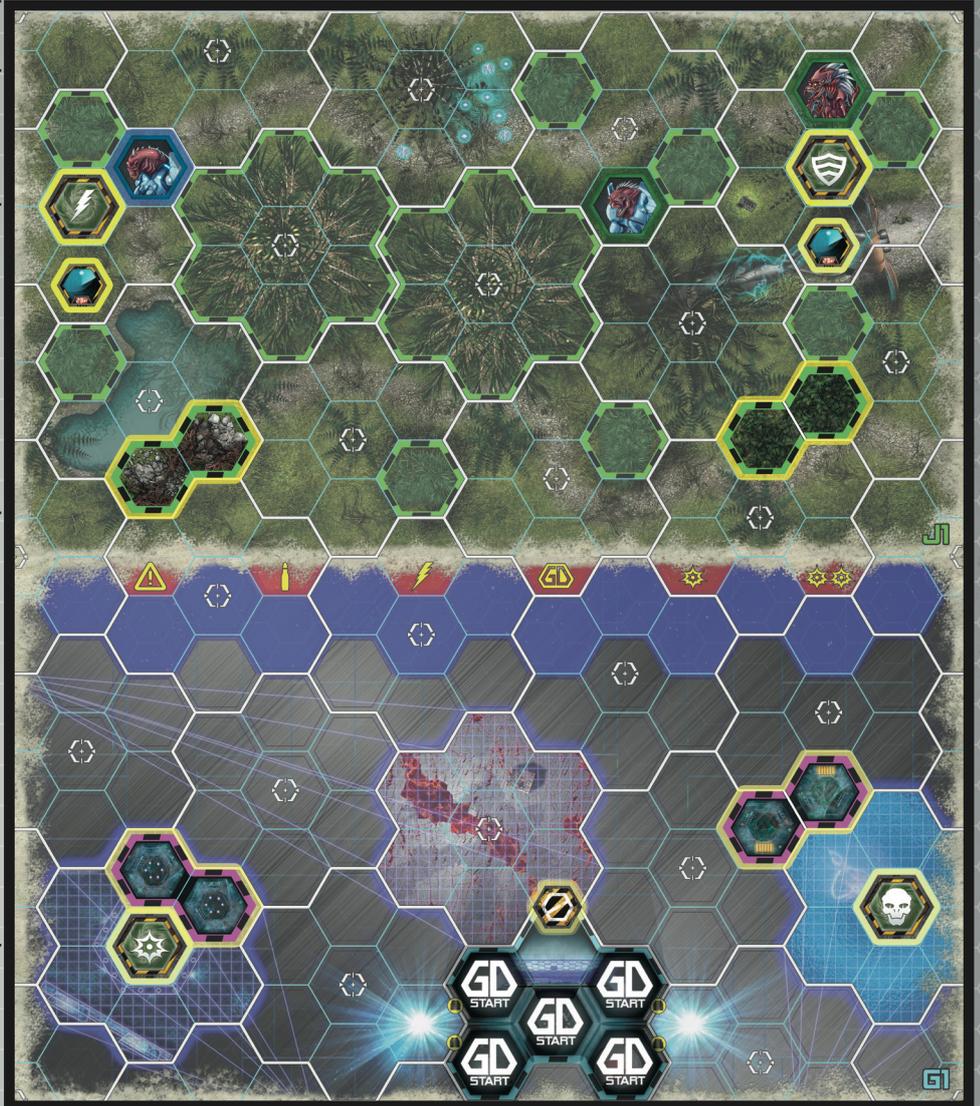
X2



X1



X1



## ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1

## ALIEN CARDS AND MINIATURES



X1



X1



X1



X1



X1



X1

SHUFFLE

# WAVE 3

## SETUP



AGENT  
STARTING  
AREA

## SIGNAL RESERVE



X6



X1

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

## TOKENS IN PLAY



X3



X1



X1



X1



X1



X1

## OVERLAYS



X1



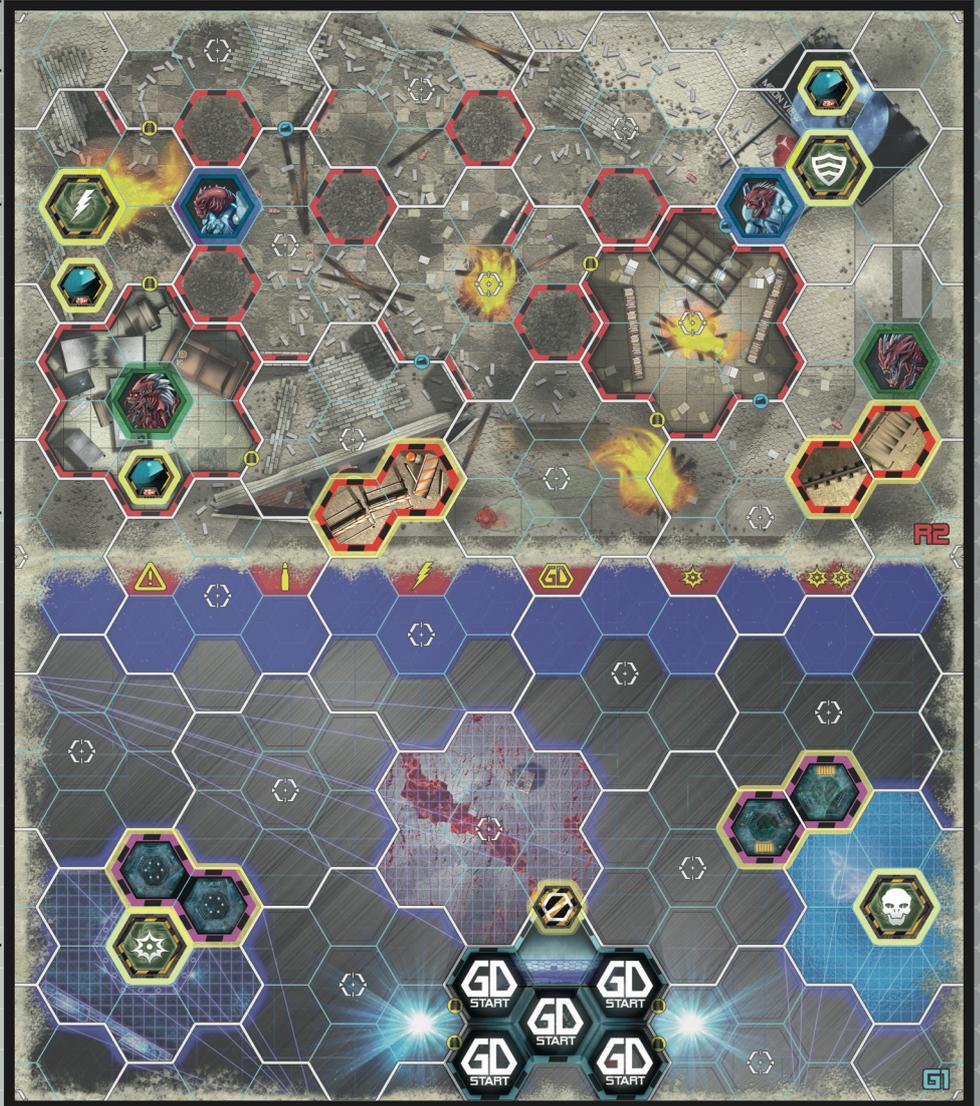
X1



X1



X1



## ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1



X1

## ALIEN CARDS AND MINIATURES



X1



X1



SHUFFLE  
X1



X2



X1



X1

# DEBRIEFING

## MISSION ACCOMPLISHED

As soon as the last hologram disappears, the roaring voice of Sgt. Steelman assails the agents. *"AAAABsolutely Beasts! That's the way a team works! Seek & Destroy! Operator, load the next simulation immediately! This team is nothing but natural born killers, and they don't need to sleep, food, or reloads! CHARGE!"*

## MISSION PARTIALLY ACCOMPLISHED

The last hologram disappears and in its place you see the inflexible Sgt. Steelman, yelling, *"You passed the test, but with too many losses! This may be enough for a subpar team, but it isn't even close for MY team. Are we selling discount recruits here? I am the best and I want the best. Am I clear, you whining sissies?"*

The agents manage to breath out a half-hearted *"Sir, yes sir!"* But, Steelman relentlessly continues.

*"I CAN'T HEAR YOU! AM I CLEAR?"*

So, the team uses their remaining energy to scream, *"SIR, YES SIR!"*

After a few moments of silence, Steelman speaks again,

*"You know the only thing between you and your cozy cots? A nice 20-miles run. MOVE OUT!"*

## MISSION FAILED

*"ARE YOU HAVING A PICNIC ON THE BEACH, RECRUITS?"*

*What was that? You call it a fight? I call it a golf match, you bunch of momma's boys!*

*I train soldiers – REAL soldiers and I have never seen such a crew of uncoordinated idiots!*

*You are a disgrace to the agency! But by my name, true as steel, I will make a squad out of you.*

*So, LET'S START AGAIN! 3, 2, 1, GO GO GO GO!"*

