

SURVIVAL PROGRAM 2: XIRTAM RELOADED

BRIEFING

GO-WINGS

FOR STANDALONE MISSION:
SILVER

DEVICES

2 PER AGENT

WEAPONS

3 IMPROVED WEAPONS
1 ALIEN WEAPONS



90-120 M

As the first training program comes to an end, the Agents take their time to catch their breath, as Sgt. Steelman keeps his watchful eye on them.

"So far so good. As it turns out, I may - mark my word, MAY - have been less than completely correct. Perhaps there could be, mind you, COULD be, something in you the Agency may use. BUT NOW, ENOUGH RESTING! Do you really believe that the alien scum will come and kiss you goodnight to let you sleep? Or perhaps, they will serve you a nice cup of tea, two sugars, no milk, thanks? GET YOUR WEAPONS, you scumbags! You might even be lucky enough to commandeer some new toy from the R&D guys. But by my muddy boots, I will make sure you'll sweat the damned training out, if you don't behave as a team! You will curse the day you decided to accept your bloody contract with the Agency! Only two Agents have ever passed this second training program and I don't see any of them in your squad, you muck dwelling rookies! Do you have what it takes to become legends, like them? Oh, I see in your sleepy eyes that you really believe you can do it... OK, then. SHOWTIME!"

The bulkheads around the team open up, showing several advanced weapons, one of which is clearly alien in origin. The Agents equip themselves and brace for the worst, as the sweet voice of Steelman rings in their headphones *"WEEEE are going to start now. YOU are going to get a grasp of the true abilities of these alien invaders... and, who knows... perhaps we'll see what stuff you are made of. START! Execute the Xirtam Reloaded program!"* His laughter roars in the commlink, as the holographic simulation comes alive.

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  to each of the agent's attacks.



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



= Ignore any  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.

XENO-GREY:

If any **XENO-GREY** dies, remove it from play until the end of the wave [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile].

XENO-BEAST:

If any **XENO-BEAST** dies, remove it from play until the end of the wave [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile].

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.

WAVE 3 SPECIAL RULE:

During **WAVE 3** setup, all the agents are promoted to **PALLADIUM** rank [by flipping the **AGENT PROFILE SHEET**] 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** .

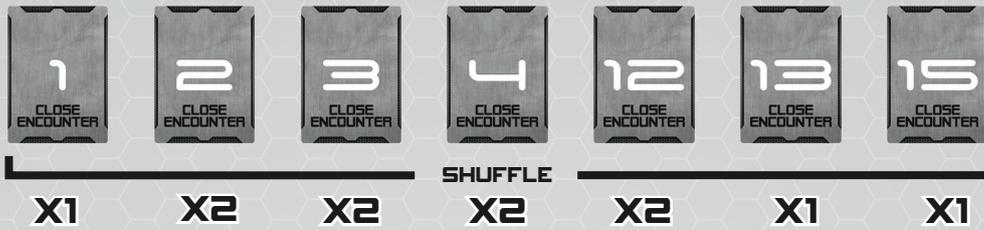
If any **Red XENO-MORPH**, **Red XENO-HUNTER** or **Red G-DROID** dies, set its figure and **ALIEN** card aside  instead of discarding them in the discard pile.

MISSION SPECIAL ACTIONS

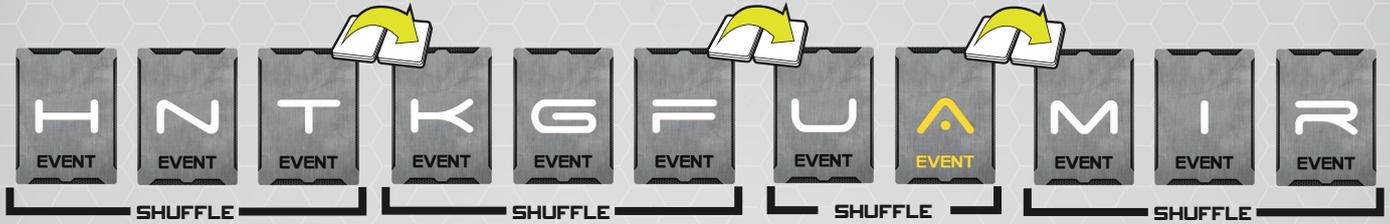
SEARCH:

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 7TH AND 8TH 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 Wave three.	Mission Accomplished	N/A
At least 1 agent is still alive at the end of Wave three.	Mission Partially Accomplished	N/A
All agents are dead.	Mission Failed	N/A

WAVE 1

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

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

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1

OVERLAYS



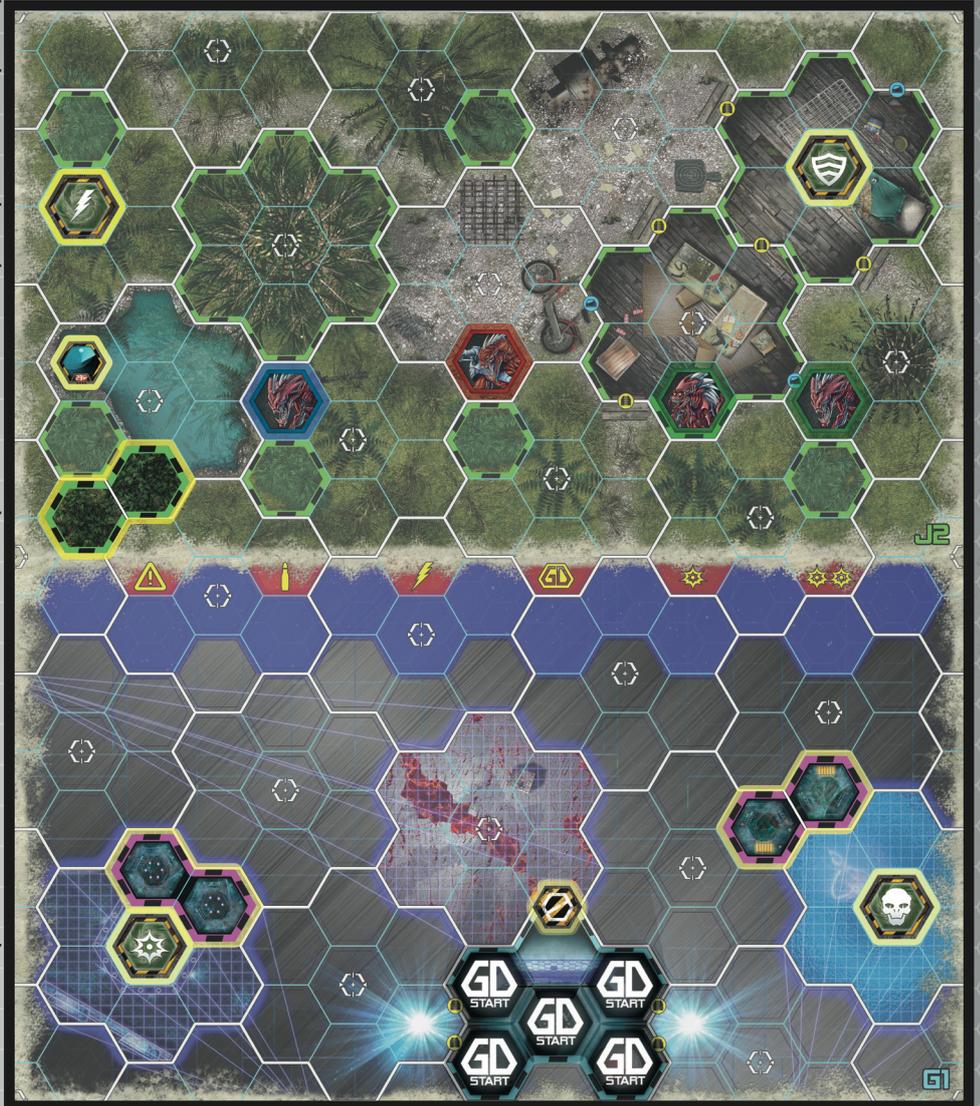
X1



X1



X1



ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1



X1

ALIEN CARDS AND MINIATURES



X1



X1



X1



X2

SHUFFLE

WAVE 2

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

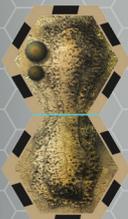


X1

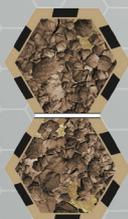


X1

OVERLAYS



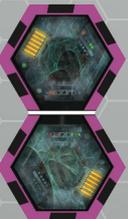
X1



X1



X1



X1



ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1



X1

ALIEN CARDS AND MINIATURES



X1



X1



X1



X2

SHUFFLE

WAVE 3

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X8



X2

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

TOKENS IN PLAY



X3



X1



X1



X1



X1



X1

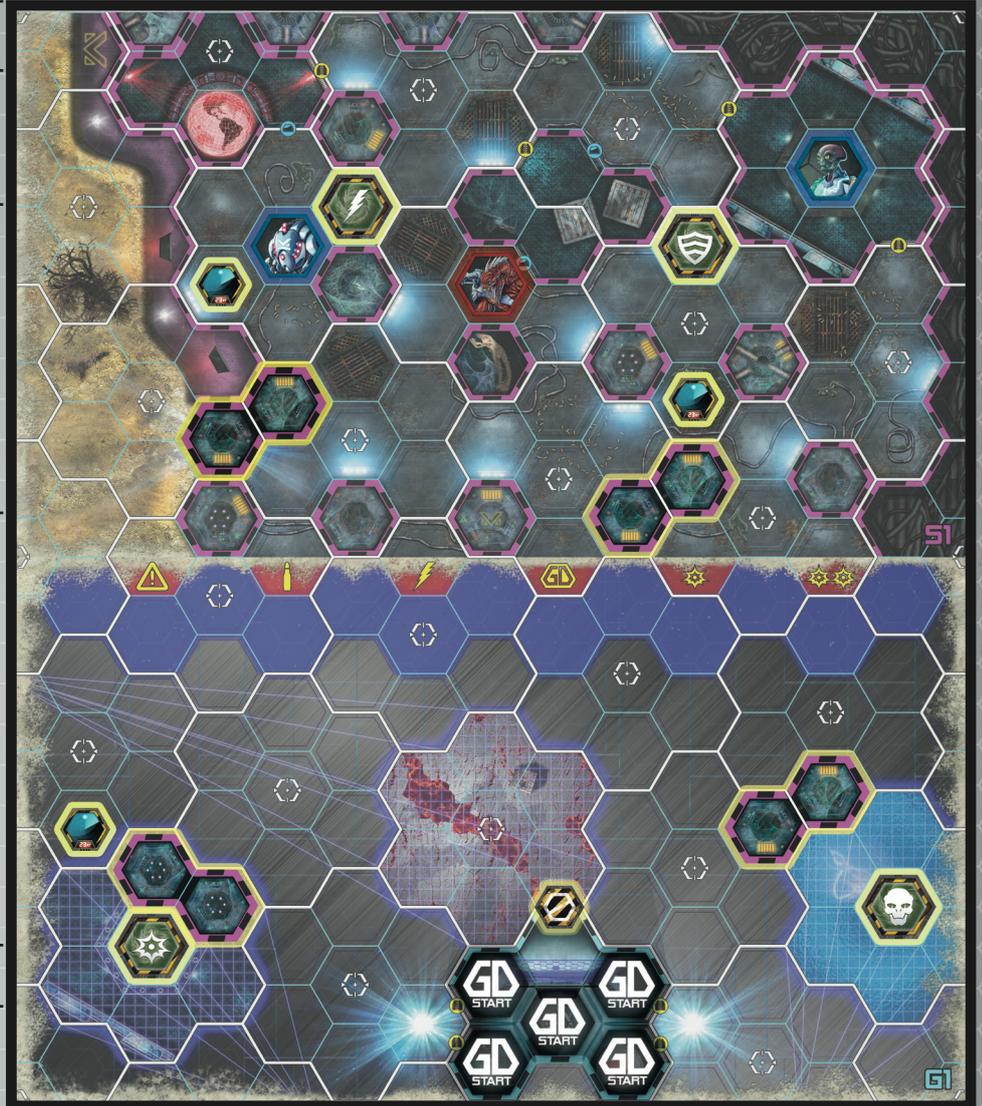
OVERLAYS



X1



X3



ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1

ALIEN CARDS AND MINIATURES



X1



X2



SHUFFLE

X1



X2



X1



X1

DEBRIEFING

MISSION ACCOMPLISHED

The last alien falls under your blows, and the virtual world morphs into the training room. Sgt. Steelman's voice welcomes you back to your reality, speaking in your commlinks: *"Unbelievable. You really have some good stuff there. But, of course you have! I trained you all! Guys, you have been almost good today! The software was calibrated for maximum difficulty and all systems were nominal, yet you over performed! You exceeded expectations, this time, and I am a fair man, after all, so congrats, soldiers!"*

MISSION PARTIALLY ACCOMPLISHED

The last alien falls under your blow, and you welcome the return to the training room. Some of you have suffered badly from the alien onslaught, but you made it through. Sgt. Steelman calls you on the commlink: *"Not bad, soldiers. At least, you made it back. But, my squad must be better. My squad will be better. So, five minutes of rest for you spineless rejects, and then start the simulation again! Come on, you can do it!"*

MISSION FAILED

Sgt. Steelman roars in your heads without even waiting for the simulation to end.

"And what were you thinking out there? Was that a romantic stroll with your rifles? You useless clumps of plastic and metal! My grandmother's meatballs would perform better than you, and without weapons! Are you trying to give me a stroke? Do you think anyone would miss you on the battlefield? You are a waste of resources, but as sure as gravity, I will make a squad of soldiers out of you pathetic twerps! Weapons up! Get ready to start again! And don't make plans for the weekend, you spineless worms!"

