



EXTINCTION PROTOCOL STORYBOOK

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REACHING THE OTHER SIDE OF THE PORTAL, A BREATHTAKING, YET TERRIBLE SCENE WELCOMES THE AGENTS. A DARK, ALIEN SKY LOOMS OVER A ROCKY PLANET SCATTERED WITH CAVES AND CRYSTAL FORESTS, UNWELCOMING AND AGGRESSIVE.

THE GD TEAM SETS UP CAMP IN THE AREA NEAR THE PORTAL AND A MINIMAL, YET WELL EQUIPPED, STRUCTURE IS ASSEMBLED QUICKLY BY THE KNIGHT AGENTS, MOST OF WHOM ARE SCIENTISTS, WHO CROSSED THE PORTAL WITH THE HEROIC TEAM.

WHILE CAMP SETUP IS COMPLETED, THE FIRST ANALYSIS OF THE PLANET BEGINS. THIS PLACE IS SIMILAR TO EARTH, RATHER, IT WAS SIMILAR TO EARTH. THE ATMOSPHERE IS DIFFERENT, BUT BREATHABLE THANKS TO THE ADAPTATION DEVICES BUILT INTO THE BREATHING MASKS OF EACH AGENT.

THE PLANET IS NO LONGER HEATED BY A SUN, BUT BY ITS OWN CORE. THUS, MOST LIFE FORMS SEEM TO LIVE UNDERGROUND. THE ENTIRE SURFACE IS SHROUDED IN DARKNESS, WITH A DIM LIGHTING PROVIDED BY BLUE OR GREEN CRYSTALS, WHICH SLOWLY PULSE WITH A REGULAR RHYTHM.

AS THE PORTAL CLOSES, A FEELING OF UTTER SOLITUDE GRIPS THE HEARTS OF EVERYONE IN THE CAMP. NOW THEY ARE ALONE, COUNTING ONLY ON THEIR STRENGTH TO ACCOMPLISH THE MISSION.

COMMUNICATIONS WITH THE EARTH SEEMS IMPOSSIBLE. THE CAVES AND GEYSERS ALL SEEM TO CRY OUT ALL VISITORS ARE UNWELCOME HERE.

WITH MILITARY PRECISION, THE TEAM DEVOTES ITSELF TO FINISHING SETUP, HOPING FOR A RAPID CONTACT BY HACKBAR.

LET THE STORY BEGIN...



1 INTRODUCTION

This manual gives detailed instructions how to set up the missions of this Galaxy Defenders expansion and helps the GD Heroes in their attempt to exterminate the aliens by assaulting their home planet and its dark mother queen.

Also included are the rules needed for Campaign mode. In this mode, every action modifies the future development of the campaign. We strongly suggest playing the game this way, to better understand the storyline of Galaxy Defenders.

2 MISSION SETUP

This section explains the structure of a GD mission and how to use the information to set up the game.

2.1 BRIEFING

This section describes agent rank status, their equipment at the beginning of the mission, and their objectives. To keep the right mood, we suggest reading it just before the start of the mission.

<p>FOR STANDALONE MISSIONS: Starting GD-WINGS RANK, if the mission is played as a stand-alone.</p> <p>DURING THE CAMPAIGN: Each agent starts with the rank from his last mission.</p>	<p>The number of devices each agent receives at the start of the mission.</p> <p>During setup, the players may cooperate to select the most useful devices, based on the mission briefing.</p> <p>The selected devices may be class related or GENERIC.</p>	<p>Type and quantity of IMPROVED and ALIEN weapons assigned at the start of a mission.</p> <p>FOR STANDALONE MISSIONS: These weapons must be randomized between GENERIC and the classes in play.</p> <p>DURING THE CAMPAIGN: The maximum number of IMPROVED and ALIEN weapons assigned at the start of a mission, selected from those available in the HEADQUARTERS.</p>	<p>The minimum and maximum number of agents who can play the mission.</p>	<p>Estimated time needed to complete the mission.</p>
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2.2 SETUP



This section contains all of the information necessary to setup the mission:

GD STARTING AREA:

Represents the deployment **AREA** for the agent figures.

SIGNAL RESERVE:

Describes how to create the **SIGNAL RESERVE**. This is usually done by adding and shuffling **ALIEN**, **HUMAN** AND **NPC SIGNALS** tokens. Some missions also require to setup a **STATIONARY SIGNALS RESERVE**, it is created by shuffling all the **STATIONARY SIGNALS**, except the two Special ones: The **MASTER ALIEN** and **WAYPOINT**. These Signals become part of the **STATIONARY SIGNALS** reserve only when directly indicated here. Sometimes there are also specific rules for placing **SIGNALS** on the battlefield.



The  icon indicates the relative **SIGNALS** must be kept aside until brought into play due to a **SPECIAL EVENT** effect with the flipped icon  during the mission.

The **SIGNALS** placed on the map at the start of the mission are drawn from the **SIGNAL RESERVE**.

TOKENS IN PLAY:



Indicates which tokens must be placed on the battlefield at the start of the mission.

SPECIAL TOKENS:

Lists the required special tokens. The  icon indicates the relative token must be kept aside until brought into play due to a **SPECIAL EVENT** effect with the flipped icon  during the mission.

OVERLAYS:

Indicates which overlays must be placed on the maps at the start of the mission.

The  indicates the relative overlay must be kept aside until brought into play due to a **SPECIAL EVENT** effect with the flipped icon  during the mission.



ALIEN CARDS and MINIATURES IN PLAY:

Indicates which alien figures must be placed on the map at the start of the mission after the first **ALPHA AGENT PROMOTION**. Their **ALIEN** cards must be identified and assigned to the agents at the start of the mission according to the "Alien Assignment" rules [see section 8.8, page 35 of the Rulebook].

Note: For practical purpose, **ALIEN EGGS** may be indicated here, but they are not part of the **ALIEN** deck.



ALIEN CARDS and MINIATURES:

Describes the **ALIEN** cards and figures used in the mission [not including those already on the map at the start of the mission] and how to create the **ALIEN** deck. This is usually done by adding all the **ALIEN** cards indicated and shuffling them to create the deck. The relative figure for each card will be placed on the battlefield when the appropriate card is drawn.

The  icon indicates the relative **ALIEN** card and figure must be kept aside until brought into play due to a **SPECIAL EVENT** effect with the flipped icon  during the mission. When this happens, place the alien figure as indicated and assign the **ALIEN** card as usual [unless the scenario indicates differently]. Keep in mind, these cards are not a part of the initial **ALIEN** deck at the start of the mission. Once in play, the cards become part of the deck, so they may be reshuffled into the deck when it runs out of cards. **Note:** For practical purpose, **ALIEN EGGS** may be indicated here, but they are not part of the **ALIEN** deck.


CLOSE ENCOUNTER DECK:




Describes how to create the **CLOSE ENCOUNTER** deck. This is usually done by adding all the **CLOSE ENCOUNTER** cards indicated and shuffling them to create the deck.

The  icon indicates the relative **CLOSE ENCOUNTER** card must be kept aside. It is added to the deck when a **SPECIAL EVENT** effect with the flipped icon  is revealed during the mission. Keep in mind, these cards are not a part of the initial **CLOSE ENCOUNTER** deck at the start of the mission. Once in play, the cards become part of the deck, so they may be reshuffled into the deck when it runs out of cards.

EVENTS DECK:

Describes how to create the **EVENTS** deck. The box contains the list of cards comprising the **EVENTS** deck and instructions for building the deck. This is usually done by shuffling or adding cards to several separate stacks prior to creating the final one, so the **SPECIAL EVENTS** will be drawn in the appropriate round.

The  icon indicates the left group of cards must be placed on top of the right group of cards.


The  indicates the relative **EVENT** card must be kept aside until brought into play due to some conditions or effects with the flipped icon  during the mission. This **EVENT** card must be ignored until it enters play [usually by placing it on top of the **EVENTS** deck]. For instance, if a mission objective says that the mission ends when the last **EVENT** card is drawn, the mission will end, even if there is still an **EVENT** card set aside with the  icon. This likely means the agents have not met the conditions that brought the relative **EVENT** card into play and for this reason it is ignored.

This example shows the Mission 3A **EVENTS** deck setup:

EVENTS DECK



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

- Create small stack (1) taking **EVENT D**.
- Create small stack (2) shuffling **EVENTS: G2** and **V2**.
- Create small stack (3) shuffling **EVENTS: A** and **K2**.
- Create small stack (4) shuffling **EVENTS: J2** and **I2**.
- Take **SPECIAL EVENT E** card and set it aside .
- Place stack 1 on top of stack 2.
- Place the new stack [1+2] on top of stack 3.
- Repeat the same procedure for the last stack 4.
- The **EVENTS** deck [1+2+3+4] is now **completed**.
- The **SPECIAL EVENTS E** will enter play **ONLY IF** the conditions explained in the **MISSION SPECIAL RULES** of the mission are met.

2.3 SPECIAL MISSION RULES

This section contains any special rules applying to the current mission **ONLY**. These rules supersede the normal game rules and strictly concern mission accomplishment.

2.4 OBJECTIVES

This section lists:

- The maximum number of **EVENTS**/rounds the mission lasts [the **DEADLINE**].
- The objectives used to determine if the mission is a success, a partial success, or a failure.
- In the campaign game, the next mission, based on the current mission outcome.

As the last step of the **STRATEGY** phase, players must check if the mission victory/defeat conditions apply. The result is based on the first matching condition, starting from the top, in the “Objectives” table of the mission.


Note: When a mission objective row clearly specifies “... at the end of the mission,” it means to match that condition, the mission must be played until the **DEADLINE**.

2.5 SPECIAL EVENT CARDS EFFECTS

This section lists special cards effects from the **EVENTS** deck. The column to read and apply may depend upon the results of previous missions.

When an effect requires a teleport, place or move a **SIGNAL/ALIEN/NPC** to a particular **HEX/TELEPORT POINT**. If this is not possible because it is already occupied, then teleport, place, or move the **SIGNAL/ALIEN/NPC** to an adjacent **HEX** [decided by the **ALPHA AGENT**].

The following table describes a typical mission. In this case, the effects of **SPECIAL EVENT “A”** vary, based on the results of the previous mission. There may be several different conditions that alter the effects of **SPECIAL EVENT** cards.

CARD LIST		
 SPECIAL EVENT A	Read and apply this statement, if your previous mission was PARTIALLY ACCOMPLISHED . Apply this column, if you are playing a standalone mission.	Read and apply this statement, if your previous mission was ACCOMPLISHED .
EFFECTS	EFFECTS: 1, 2, 4...	EFFECTS: 1, 3, 5...

We suggest not reading this section until the relevant card is drawn during the mission’s Event phase, to avoid spoiling the mood of the game.








2.6 DEBRIEFING

This section contains the ending to read, depending on the agents’ final mission results.
Read this chapter only when the mission is over.

3 SPECIAL TOKENS

Most of the missions require placing several special tokens on the map.

The next table lists only the ones introduced with the expansion. For information about the standard ones, see the **CORE SET STORYBOOK**.

RANK-UP	
	Once any agent reaches this token, discard it. This agent immediately gains one GD-WINGS RANK even if the agent has already obtained one GD-WINGS RANK during the mission.
BIO-ARMOR SHELL	
	The effect of the BIO-ARMOR SHELL is defined in the SPECIAL MISSION RULES .
BLUE ARMORY	
	Once any agent reaches this token, discard it and trigger a new IMPROVED WEAPON . If all IMPROVED WEAPONS have been researched, the token triggers a new ALIEN WEAPON . The weapon is sent during REINFORCEMENTS in the next STRATEGY phase, following the SPECIAL MISSION RULES , if any, or the standard reinforcement rules [the Campaign additional rules on reinforcements are detailed in section 5.3, page 8].
RED ARMORY	
	Once any agent reaches this token, discards it and trigger a new ALIEN WEAPON . If all ALIEN WEAPONS have been researched, simply ignore the effect. The weapon is sent during REINFORCEMENTS in the next STRATEGY phase, following the SPECIAL MISSION RULES , if any, or the standard reinforcement rules [the Campaign additional rules on reinforcements are detailed in section 5.3, page 8].
HUMAN / ALIEN CRATES	
	The effect of the HUMAN/ALIEN CRATES is defined in the SPECIAL MISSION RULES .
ALIEN LANDMINE	
	The effect of the ALIEN LANDMINE is defined in the SPECIAL MISSION RULES .
WAYPOINTS	
	WAYPOINTS are used to indicate key HEXES , for movement or other special effects defined in the mission special rules or by the SPECIAL EVENT cards.

4 PLAYING STANDALONE MISSIONS

If you want to play [or replay!] a mission in stand-alone mode, each player selects one or more agents and equips them as listed in the relative mission's section. Use the indicated agent's **RANK** to determine their current skills, tactics, and level.

Follow the setup as described. When a **SPECIAL EVENT** card is drawn, its effects always follow the leftmost column of the **SPECIAL EVENT CARDS EFFECTS** section.

Finally, decide if you want to use any optional rules, and then begin.

5 PLAYING GD CAMPAIGN

Campaign mode in Galaxy Defenders allows you to enjoy the full game experience. Players choose their equipment and their agents, specializing as they gain ranks, but they will also grieve the possible death of their agent. A failed mission in a campaign does not always spell doom, but it will have consequences in the following missions, potentially requiring agents to take completely different missions.

During a campaign, any weapon and equipment researched in the GD labs becomes available for the following missions. They can also be reassigned when the mission allows it.

Agents gaining **GD-WINGS** in a mission must pay attention to their skills and tactics choices, because once chosen, there is no turning back.

Between missions, after the briefing, any player may choose a different agent, if desired. The newly chosen agent enters the field with any weapon available in the **HEADQUARTERS** [*respecting the mission weapon limits*] and the rank from his last mission.

If, during a mission, the agents gain the four **ALIEN TECH** fragments and ask for a device in **REINFORCEMENTS** of the **STRATEGY** phase, the device is chosen by player agreement. If an agreement cannot be reached, then the **ALPHA AGENT** selects the device.

To keep track of rank advancements and acquired weapons gained in a campaign, you can use the Campaign Sheet in the utility section of our website:

[HTTP://WWW.GALAXY-DEFENDERS.COM](http://www.galaxy-defenders.com)

5.1 STARTING EQUIPMENT

Players who have successfully completed the Core Set [and eventually Operation Strikeback] Campaign must set their starting equipment for the **HEADQUARTERS** as follows:

- Consider all the Core Set and Operation Strikeback **IMPROVED WEAPONS** as already researched and available. Therefore, these weapons can be selected during each mission setup. Any other **IMPROVED WEAPON** must be researched again to be used.
- Randomly select seven Core Set [and three Operation Strikeback, if available] **ALIEN WEAPONS**. These weapons are considered as already researched and available. Therefore, these weapons can be selected during each mission setup. Any other **ALIEN WEAPON** must be researched again to be used.

5.2 STARTING GD-WINGS RANK

Players who have successfully completed the Core Set Campaign [and eventually Operation Strikeback] must set their starting **GD-WINGS RANK** as follows:

- Each agent must return to **COPPER GD-WINGS RANK** by discarding all the powers acquired.
- Each agent must rank-up to **EARTH GD-WINGS RANK**, selecting one **BASIC TACTIC**, one **IMPROVED TACTIC**, one **SKILL** [or one random **PSIONIC POWER**, if available] and placing the **AGENT PROFILE SHEET** to the **ELITE AGENT** side. Any dispute in selecting powers between agents may be resolved with a coin toss using the **ALPHA AGENT** token.

5.3 CALLING REINFORCEMENTS

In a campaign, calling reinforcements by spending the four **ALIEN TECH** tokens during **REINFORCEMENTS** in the **STRATEGY** phase offers different options. The **ALPHA AGENT** can request:

- One selected **GENERIC Device**
- One new **IMPROVED WEAPON**

If a device is chosen, the agent can pick any one device from those available in the **WAREHOUSE** [i.e.: the game box].

If a new weapon is chosen, all **IMPROVED WEAPONS** are randomized [except those already in use by the agents or already present in the **HEADQUARTERS**], regardless of the number and class of agents in play. If the agents do not immediately accept the new weapon, then it is kept in **HEADQUARTERS** and reassigned to the agents.

Note: When there are no more **IMPROVED WEAPONS** to randomize, **ALIEN WEAPONS** can be obtained instead.

Any weapon delivered by **REINFORCEMENTS** is provided with full ammo.

Use the same random procedure when the mission requires delivery of a new **ALIEN WEAPON**.

5.4 GAIN GD-WINGS IN A CAMPAIGN







During a campaign, each agent may gain a single rank per mission. The gained rank will be carried over to the next mission, according to the section "GD-Wings" [see 7.8, page 27 of the Rulebook]. Furthermore, during a campaign, if an agent fails all rolls to gain a rank during a mission, he is able to roll one last time at the end of the mission.



5.5 AGENT'S DEATH



Sometimes an agent must sacrifice himself to allow his companions to save the planet... This sad moment also has consequences in a campaign.

A dead agent may return to the campaign, but without any previous ranks obtained; thus, starting his next mission at **EARTH** rank. Any researched/owned weapon can be used again by this agent.

5.5.1 HIGH IMPACT [OPTIONAL RULE, DEFAULT = ON]

This option makes each fight more deadly and spectacular by limiting the defensive power of agent and alien armor. In game terms, during the defend roll, the defender rolls 1 **Blue** die for each successful  result rolled by the attacker, but only for the first five  [i.e. maximum of 5 **Blue** defensive dice], canceling one  for each successful  result rolled.  results and **ENERGY SHIELDS** work as usual. Each remaining  result deals one wound to the defender's health points.

The **-X DEF DICE EFFECT**, when present, must be applied on the total number of  to reduce the number of dice used by the defender in the defend roll. For example, if the attacker obtains 8  -2 **DEF DICE**, the defender will roll 5 **Blue** dice [8-2 = 6 but the **HIGH IMPACT** limit is 5].

Mainly, this means both agents and aliens cannot normally obtain more than five  icons by rolling dice, although  effects, additional powers, and items can still be used to raise the number of total shields.

6 LEVEL OF DIFFICULTY

GALAXY DEFENDERS may be played with different "settings;" the desired level of difficulty may be reached by switching optional rules **OFF/ON**. These options can be summarized in three levels of difficulty:

EASY		NORMAL		HARD	
HIGH IMPACT	ON	HIGH IMPACT	ON	HIGH IMPACT	ON
CLOSE FIGHT	OFF	CLOSE FIGHT	ON	CLOSE FIGHT	ON
FIGHTING POSES*	OFF	FIGHTING POSES*	ON	FIGHTING POSES*	ON
HUMAN VIEW	OFF	HUMAN VIEW	ON	HUMAN VIEW	ON
FRIENDLY FIRE	OFF	FRIENDLY FIRE	OFF	FRIENDLY FIRE	ON

*PROVIDED WITH OPERATION STRIKEBACK GAME EXPANSION.

7 MISSIONS

This section includes the 8 missions of the GD Campaign. New missions will be published through the official GD Website:

[HTTP://WWW.GALAXY-DEFENDERS.COM/MISSION.PHP](http://www.galaxy-defenders.com/mission.php)

New downloadable missions will be released in the future and most importantly, the best-customized missions created by players from around the World will be published there.

MISSION ID	MISSION NAME	MISSION REPORT			DPS
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	

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MISSION 1 - THE EDGE OF TOMORROW

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
EARTH

DEVICES
2 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
2 ALIEN WEAPONS



60-90 M

An icy mist surrounds the camp, like an invisible ghost reaching out with wispy fingers of white ectoplasm to grasp everything alien in this alien landscape.

Camp setup continues at a steady pace, when, all of a sudden, a scream captures the attention of the team. One of the Knight agents stumbles and falls, with a... thing, a parasite, firmly attached to his body. The being looking like an Aracnos larva! An acidic vapor exudes from the creature's claws, as the being melds itself with the victim, through the chest armor, all within a few excruciating moments.

Before the Agents can move, a gigantic crimson creature, almost invisible to the naked eye, appears in the lighted area, and drags the body of the unfortunate clone toward the fathomless caverns near the campsite.

"What the hell... All hands to battle stations! We must defend the position and secure the equipment crates, or this mission will be over before it starts!"

"AGENTS, our mission is to withstand the alien waves and carry the four crates inside the base."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X5



X2

OR



X1

Shuffle all **SIGNALS**.

Randomly take two **SIGNALS** and place them as indicated.

TOKENS IN PLAY



X1



X1



X4



X3



X1

SPECIAL TOKENS



X1



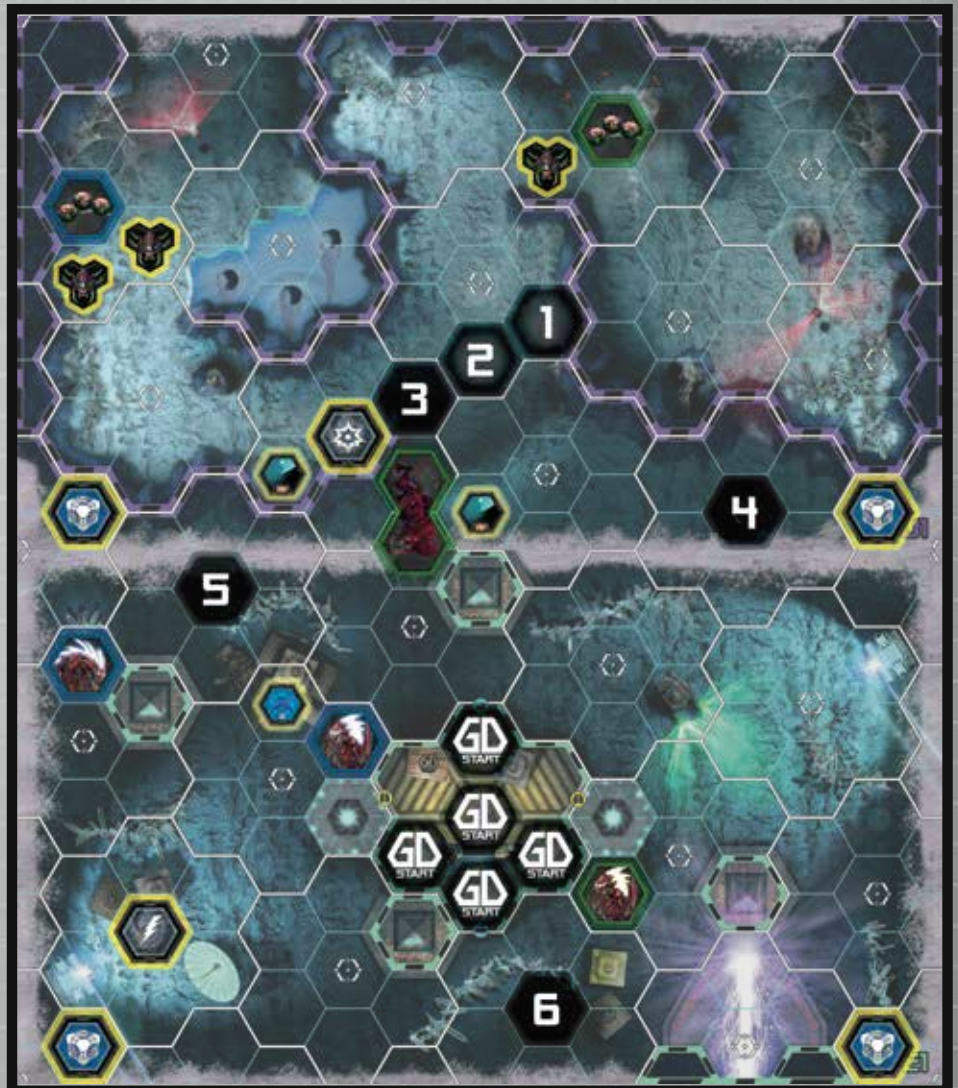
X1



X1



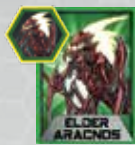
X1



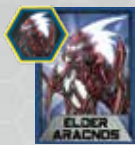
ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1



X1

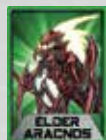


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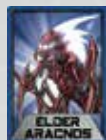


X1

ALIEN CARDS AND MINIATURES



X1



SHUFFLE
X1



X1



X2

CLOSE ENCOUNTER DECK



X1



X1



X1



X1



SHUFFLE
X1



X1



X1



X2



X1



X1

EVENTS DECK



SHUFFLE



SHUFFLE

[SPECIAL EVENT E WILL APPEAR BETWEEN THE 1ST AND 2ND EVENT, A IS THE 4TH EVENT AND D IS THE 7TH EVENT]

SPECIAL MISSION RULES

NPC DECK:

Remove the two **BIO-ARMOR NPC** cards from the **NPC** deck and put them in the **WAREHOUSE**.

POWER ARMOR:

Each agent starts the mission wearing **POWER ARMOR** with 1 **BATTERY**

CRATE:



Each **CRATE** occupies one **HEX** and does not block the **L.O.S.**

Agents and aliens can move through, but cannot end their movement in a **CRATE HEX**. Aliens cannot directly target **CRATES** in play, but **CRATES** can be damaged by **AREA DAMAGE** effects from agents and aliens. Each **Crate** has 3 **HEALTH POINTS** and defends as normal. If a **CRATE** is destroyed [i.e. its **HPs** reach 0 or below], remove the token from the map and discard it in the **WAREHOUSE**.

ELDER ARACNOS:

All **ELDER ARACNOS** always count the **T.P.** as the closest **TELEPORT POINT** for their **HOOK** and **GRAB** powers.

MISSION SPECIAL ACTIONS

CARRY A CRATE:

Any agent adjacent to a **CRATE** may pick it up during his turn by spending his **ACTION**. Beginning immediately, the **CRATE** token moves with the agent. At the end of the agent's turn, place the **CRATE** token on a **Hex** adjacent to the agent. The **CRATE** may be moved again by another agent in the same round or by the same agent in the next round. Once a **CRATE** is inside the base **AREA** room, it is considered **safe**. Remove it from play by placing it near the **EVENTS** deck.

SEARCH

Agents may use the **SEARCH ACTION** inside the base **AREA** room in **E1** map.

OBJECTIVES

The mission ends in the **STRATEGY** phase after the **Special Event D** card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
Four CRATES are safe inside the base AREA room at the end of the mission.	Mission Accomplished	2
At least two CRATES are safe inside the base AREA room at the end of the mission.	Mission Partially Accomplished	2
Half of the agents [rounded up] are dead OR less than two CRATES are safe inside the base AREA room at the end of the mission.	Mission Failed	1






SPECIAL EVENT CARDS EFFECTS

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



Amidst the clash of battle, the blood-curdling screams of a clone reach the agents' ears. As the unfortunate scientific unit is dragged away into the depths of the alien caverns, the agents hear a weak, "Nooooooo..." The faint sound is immediately strangled by the horrible gurgle of death; a hint to what awaits the agents in the dark recesses of the caves! The Alpha agent yells to the team, "Damn it! Do not allow them to drag you into the caves, or you're toast!"

EFFECTS:

- Take the **WAYPOINT** 1 , 2 , and 3  and place them over the **HEXES MARKED** #1, #2, and #3 in the caves on the **U1** map.
- If an agent, drone, or **NPC** stays or moves [or is moved] over or beyond one of these **WAYPOINTS** [inside the caves], it dies immediately.
- All **SIGNALS** move 1 **AREA** toward the closest agent.
- **TELEPORT**  -  **SIGNALS**.











The seismic alert in the camp warns the agent of the incoming danger! A deep fissure gapes in the southern area of sector E1. From the depths surface scarlet demonic creatures, together with an even more maddening vision... a mass of obscenely shaped eggs bound together by a viscous substance.

Thorium's detached attitude is unique to the team. He examines the eggs with curiosity more than horror. *"Look. The eggs seem to pulse and hatch the small acidic parasites that started the attack. Fascinating."*

The Alpha Agent warns the team, *"AGENTS, the alarm activated the Death Blossom security protocol! We don't have much time to save the crates and move inside the base before a laser hell blankets the whole sector! MOVE!"*

In an almost coordinated reply, all the aliens, guided by some homicide feral instinct, assault the agents!

EFFECTS:

- Place the **T.P.**   over the the #4 **HEX MARK**.
- Teleport one **ALIEN EGG** over the #5 **HEX MARK** [or in the closest **HEX**, if occupied].
- Place one **Blue CRIMSON-NIGHTMARE**  on the **T.P.**  and assign its **ALIEN** card to the **ALPHA AGENT**.
- Place the **Blue CRIMSON-NIGHTMARE**  over the #6 **HEX MARK** [or in the closest **HEX**, if occupied].
- Put the **CLOSE ENCOUNTER #33**  card on top of the **CLOSE ENCOUNTER** deck.
- All **SIGNALS** move 1 **AREA** toward the closest agent.
- Add the following effect at the end of **EACH BATTLE** phase starting with the next round:
 - All agents, aliens, droids, **NPCs**, and **CRATES** in the **E1** map outside base **AREA** room suffer 2 wounds.



The high-pitched scream of power accelerators echo through the sector, followed immediately by a powerful wave of lasers. They move through the base and cover the whole battlefield's sector, annihilating every life form.

EFFECTS:

- All agents, aliens, drones, **NPCs**, and **CRATES** in the **E1** map outside base **AREA** room suffer 6 wounds.
- The mission ends in the next **STRATEGY** phase.

MISSION ACCOMPLISHED

The acrid smell of charred carcasses even penetrates the advanced breathing filters of the armor, but the sight of exterminated enemies just outside the base gates, together with the pride for a job well done, dampens any discomfort. The road is long, but human will is strong and our resolve is stronger still. The chase will end with Earth's total victory!

As he rests, Chromium is psychically contacted by Hackbar's will. Through images and words, their ally shows him the first objective of the expedition.

Upon waking, the marine – still dazzled by the telepathic contact – gathers the team to describe the most bizarre briefing of his life.

MISSION PARTIALLY ACCOMPLISHED

The acrid smell of charred carcasses even penetrates the advanced breathing filters of the armor, but the sight of exterminated enemies just outside the base gates, together with the knowledge the agents did their best to save the most vital equipment, dampens any discomfort. The road is long, but human will is strong and our resolve is stronger still. The chase will end with Earth's total victory!

As he rests, Chromium is psychically contacted by Hackbar's will. Through images and words their ally shows him the first objective of the expedition.

Upon waking, the marine – still dazzled by the telepathic contact – gathers the team to describe the most bizarre briefing of his life.

MISSION FAILED

Even the bravest of the heroes may fall when darkness surrounds them. But out of the ashes of failure, a new breed of heroes will rise, forged in the flames of vengeance and eager to engage in battle!

MISSION 2 - IN THE DARKNESS

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
EARTH

DEVICES
1 PER AGENT

WEAPONS
3 IMPROVED WEAPONS
2 ALIEN WEAPONS



60-120 M

Chromium begins the unusual briefing with the description of Hackbar's telepathic vision: "...it was as if... as if my eyes were leaving my body, like looking through a blurred, fish eye lens. And I saw our target, a temple of some sort, bathed in light and shaped like a pyramid; but I don't know what lies inside. I believe there is more than just one path to reach the alien temple. Perhaps everything will be clearer once we're in the caverns. But, the road will be a long one. Furthermore, I remember the sensation... the presence of a gigantic, dark... thing, slithering in the darkness. I hope it was just a sensation...

The Death Blossom should have decimated the alien forces, but we must be ready to face the horrors hidden in the depths of this horrendous planet! For this mission we must fight with the equipment saved from the alien attack. Our Knights are working to repair and reactivate the base, but it will take time we don't have. Thorium, send some probes down into the caverns. Let's try to understand what awaits us down there"

"I'm on it, sir," answers the Biotech. Mercury, however, warns the team: "Something in the rock is interfering with our scanners. The stationary signals will only decode at short distance, so be careful!"

At this, Titanium laughs loudly: "Oh well! Is there any good news on this damned planet?"

"AGENTS, our mission is to find the way to reach the alien temple. Squad, rendezvous at Waypoint 1. Rise and shine, and stay sharp!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X5



X2



X1

OR



X4

Shuffle all **SIGNALS** &
STATIONARY SIGNALS.
Randomly take
two **SIGNALS** and
four **STATIONARY SIGNALS**
and place them as
indicated.

TOKENS IN PLAY



X1



X1



X1



X1



X1



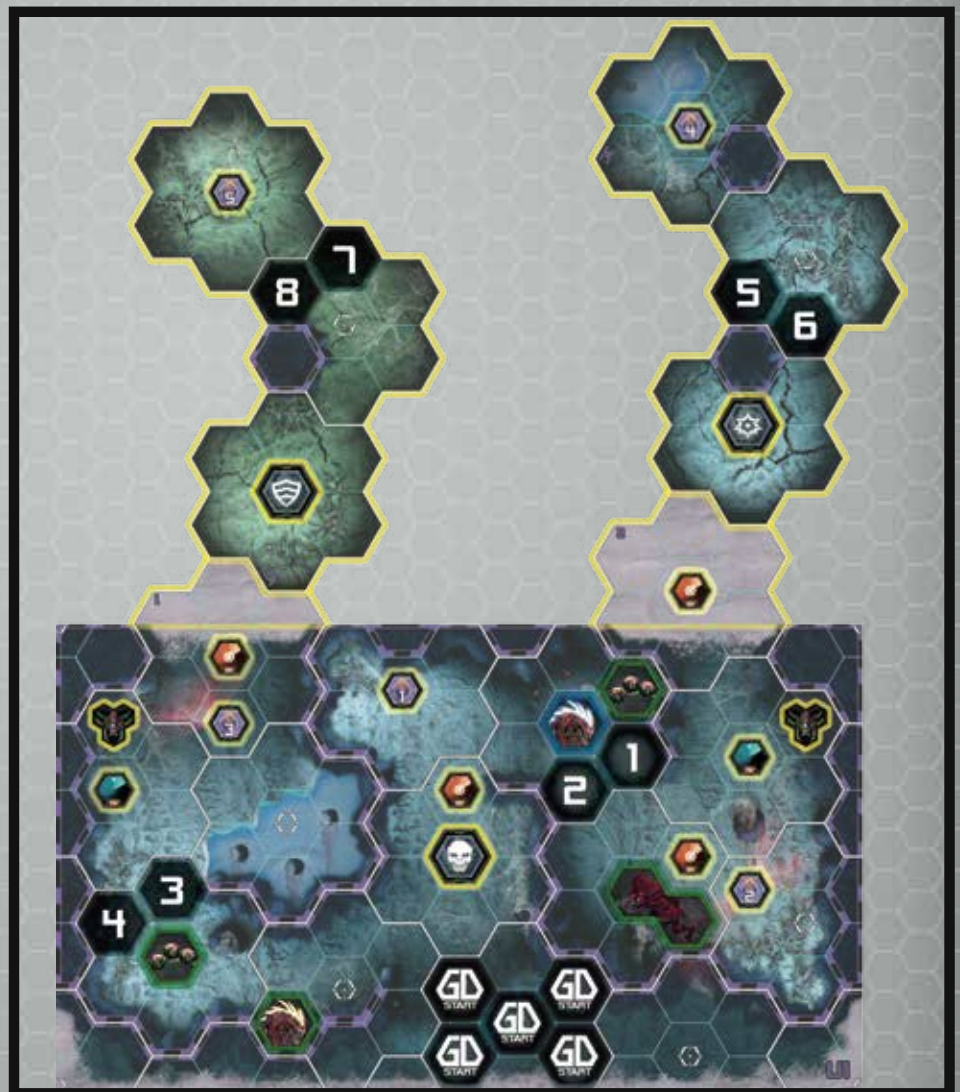
X1



X1



X1



OVERLAYS



X2



X2

ALIEN CARDS AND MINIATURES IN PLAY



X1



X1

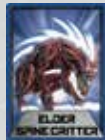


X1



X2

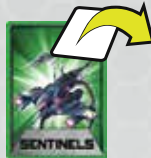
ALIEN CARDS AND MINIATURES



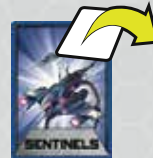
X1



X1



X2



X2

CLOSE ENCOUNTER DECK



X1



X1



X1



X1



SHUFFLE
X1



X1



X1



X2

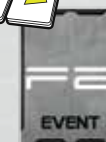


X1



X1

EVENTS DECK



SHUFFLE

SHUFFLE



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Remove the two **BIO-ARMOR NPC** cards from the **NPC** deck and put them in the **WAREHOUSE**.

POWER ARMOR:

Each agent starts the mission wearing **POWER ARMOR** with 2 **BATTERIES**

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- ◆ **IF** the previous mission was accomplished, each agent gains one **DEVICE**, selected by the agent.

SENTINELS:

Alien **SENTINELS** may move through any **MAP OVERLAYS**, ignoring their **BLOCKING HEX SIDES**, but they cannot end movement over them. **L.O.S.** is blocked by the **MAP OVERLAYS** as usual.

WAYPOINT 1:

When one agent reaches **WAYPOINT 1** and all other agents [excluding drones and **NPCs**] are adjacent to the **WAYPOINT 1**, take the **SPECIAL EVENT E** card and put it on top of the **EVENTS** deck.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
SPECIAL EVENT C was drawn AND all agents are inside the WAYPOINT 4 AREA .	Mission Accomplished	3A
SPECIAL EVENT D was drawn AND all agents are inside the WAYPOINT 5 AREA .	Mission Accomplished	3B
SPECIAL EVENT C/D was not drawn OR all agents are not inside the WAYPOINT 4/5 AREA at the end of the mission.	Mission Failed	2

SPECIAL EVENT CARDS EFFECTS

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



The Agents dive into the darkness of the cavern system, where everything takes on a bluish hue from the power armors' searchlights. Chromium speaks to the squad: *"In Hackbar's visions there was no clear direction. We must explore these bloody caves and find some landmarks."*

A few minutes later, Thorium reports. *"The tracking probes we sent in managed to map two safe points: Waypoint #2, where the humidity level increases with depth – this may be due to a nearby water table; and Waypoint #3, where air is thinner, perhaps due to a heat source..."*

He is interrupted by flashing red lasers in the distance.

Strange, small ships, shaped like a stingray and equipped with metal tendrils, appear in the tunnels and start scanning the area. Thorium runs a quick analysis, and then announces, *"My drones indicate those... things are sentinel robots and they're looking for... hell, they're looking for US! Damn! Stay away from their tendrils, they're electrified!!!"*









Falling rocks rumble through the caverns, as the Alpha Agent yells,

"The cave ceiling's coming down in several spots! This could be an artificial event, so we must move out quickly! Stay alert and be ready to fire!"

Titanium rolls his shoulders, punching the air, and remarks, *"With the right amount of power, we can open our own bloody tunnel!"* But, the Marine passes the decision to his comrades:

"AGENTS, in order to continue with the mission, we must decide whether to move toward the possible water source located near Waypoint 2, or keep exploring the caves and find the heat source near Waypoint 3."



EFFECTS:

- Take the **SPECIAL EVENT B**  card and shuffle it with the top three cards of the **EVENTS** deck, then put them back on top of the **EVENTS** deck.
- Place one **Blue SENTINELS**  on the **T.P.**  and assign its **ALIEN** card to the **ALPHA AGENT**.
- Place one **Green SENTINELS**  on the **T.P.** .
- Put the **CLOSE ENCOUNTER #32**  card on top of the **CLOSE ENCOUNTER** deck.
- Take one **MAP OVERLAY**  and place it over the **HEXES MARKED #1** and **#2**.
- Take one **MAP OVERLAY**  and place it over the **HEXES MARKED #3** and **#4**.
- Beginning now, until the end of the mission, apply the following rule to the **MAP OVERLAYS**:

DESTROY MAP OVERLAYS:

Each **MAP OVERLAY** has 10 **HPs**, blocks **L.O.S.** and **WALKING PATH**. It may be attacked and damaged as a standard alien, but only from attacks at  [including with **AREA DAMAGE** effects].

It does not defend [No **DEF ROLL**] and is **destroyed** when its **HPs** reaches 0 or below. Once destroyed, remove it from play and put it back in the **WAREHOUSE**.








- IF** one agent reaches **WAYPOINT 2** and all other agents [excluding drones and **NPCs**] are adjacent to **WAYPOINT 2**, take the **SPECIAL EVENT C**  card and put it on top of the **EVENTS** deck.
- IF** one agent reaches **WAYPOINT 3** and all other agents [excluding drones and **NPCs**] are adjacent to **WAYPOINT 3**, take the **SPECIAL EVENT D**  card and put it on top of the **EVENTS** deck.



The falling rocks rumble, assaulting the agents with a roar.

The Alpha Agent yells, *"The ceiling is falling again!"* New red lasers blaze in the distance, clearly visible due to the dust permeating the area, heralding the arrival of new Sentinels. The powerful Hulk raises his voice to confront the falling rocks' din, *"These bloody things can dig through the fallen rocks – let them come! My power fists will bounce them back to the depths that belched 'em!"*

EFFECTS:

- Take one **MAP OVERLAY**  and place it over the **HEXES MARKED** #5 and #6.
- Take one **MAP OVERLAY**  and place it over the **HEXES MARKED** #7 and #8.
- Place one **Blue SENTINELS**  on the **T.P.** .
- Place one **Green SENTINELS**  on the **T.P.** .
- **TELEPORT** 1 **SIGNAL** on the **T.P.** .
- All **SIGNALS** move 2 **AREAS** toward the **ALPHA AGENT**.








The team reaches the Waypoint and starts downloading the data from the probe. The Biotech updates the agents, *"I can confirm the presence of a body of water in the next sector. There even appears to be some light sources, perhaps the natural crystals reflecting in the water."*

While Chromium attempts to remember as much as possible of Hackbar's vision, Thorium adds, *"Sir, we have lost contact with the other probe. It must have fallen to those damned sentinels. We can no longer trace the location of the other Waypoint. I'm afraid we must continue this way."*

Now it's the Marine's turn to update the team. *"The pyramid-temple was lighted, for sure. I don't believe it was natural light, but I can't rule that out, either. And since the other probe is lost, we can only move forward."*

"AGENTS, our mission is to reach Waypoint 4. Keep moving toward the water source. It's the only way to discover what awaits us."

EFFECTS:

- Remove the **WAYPOINT** 3 and 5 tokens from play by discarding them to the **WAREHOUSE**.
- Remove any **MAP OVERLAY** from the **U1** map by discarding them to the **WAREHOUSE**.
- Exchange the position of the two **T.P.**  and **T.P.**  by simply swapping the two tokens.
- All **SIGNALS** move 1 **AREA** toward the most wounded agent.
- **TELEPORT**  -  +  **SIGNALS**.
- When one agent reaches **WAYPOINT** 4 and all other agents [excluding drones and **NPCs**] are adjacent to the **WAYPOINT** 4, the mission will end in the next **STRATEGY** phase.



Once the team reaches the probe, Thorium downloads the data and shows the Marine the pictures obtained from the thermal scans of Waypoint 5.






As Chromium sees the reddish light pulsating on the walls of the cave, he suddenly remembers, *"The light! The light on the pyramid-temple might have been due to fires! We could be on the right path! Or... well, we could be walking right into a deadly trap..."*

The Biotech adds, *"Sir, we've lost contact with the other probe. It must have fallen to those damned sentinels. We can no longer trace the location of the other waypoint. I'm afraid we must continue this way"*.

A pause and a small breath, just before Chromium gives the order.

"AGENTS, our mission is to reach Waypoint 5. Keep moving toward the heat sources. It's the only way to discover what awaits us among the flames!"

EFFECTS:

- Remove the **WAYPOINT 2** and **4** tokens from play by discarding them to the **WAREHOUSE**.
- Remove any **MAP OVERLAY** from the **U1** map by discarding them to the **WAREHOUSE**.
- Exchange the position of the two **T.P.**  and **T.P.**  by simply swapping the two tokens.
- All **SIGNALS** move 1 **AREA** toward the most wounded agent.
- **TELEPORT**  -  +  **SIGNALS**.
- When one agent reaches **WAYPOINT 5** and all other agents [excluding drones and **NPCs**] are adjacent to the **WAYPOINT 5**, the mission will end in the next **STRATEGY** phase.

MISSION ACCOMPLISHED

"Go! Go! Go!" Alpha Agent urges the team towards the target. After hours spent in the darkness of the caverns, the sight of a light is a great relief to the team, even a light so different from the sun.

The squad stands in silence, burdened by a single question: *"Have we made the right turn?"*

Only time and the path ahead will be able to answer them. For now, the only thing the squad can do is keep moving and ready weapons, to face whatever is waiting for them in the dark!

MISSION FAILED

After uncounted hours spent in the darkness of the caverns, the human mind stumbles, everything becomes a greyish hue, and the eyes can no longer discern friends from foes.

With his last lucid thought, Alpha Agent orders to retreat to base, *"Agents, fall back. Retreat to base. We have underestimated our task and our enemies. We must go back and regroup before it's too late. MOVE!"*



MISSION 3A - IN THE ABYSS

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
MOON

DEVICES
1 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
3 ALIEN WEAPONS



As the path descends deeper and deeper into the abyss, the air becomes wetter, and the light brighter until, after one more bend, the team faces a breathtaking subterranean landscape.

An underground lake reflects the light of the surrounding crystals, playing with hues that fade from sea green to ice blue, changing pattern with the ripples.

In the center of the lake lies a huge skeleton, something very like a Terran dinosaur.

Thorium, intrigued, whispers, "hmmm... this is not the first time we face something akin to our good old dinos. I should give more time to this field of research. If I ever come out of here alive, that is."

Beyond the lake, the Agents can see the first signs of alien presence.

Unnatural structures are silhouetted against the colorful light, reflecting the crystals' light on their black glossy fabric and giving the landscape a macabre tone.

But, after a couple of minutes of contemplation, the ripples increase to a froth of foam, finally revealing two Crimson Nightmares rising from the lake, their twin tails dancing like whips in the humid air! The team's reaction takes less than an instant, thanks to their exceptional battlefield experience.

"AGENTS, our mission is to kill these unholy beasts and clear the way to the shore!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X0



X0

OR



X0



X5

Shuffle all
STATIONARY SIGNALS.
Randomly take
five **STATIONARY SIGNALS**
and place them as
indicated.

TOKENS IN PLAY



X1



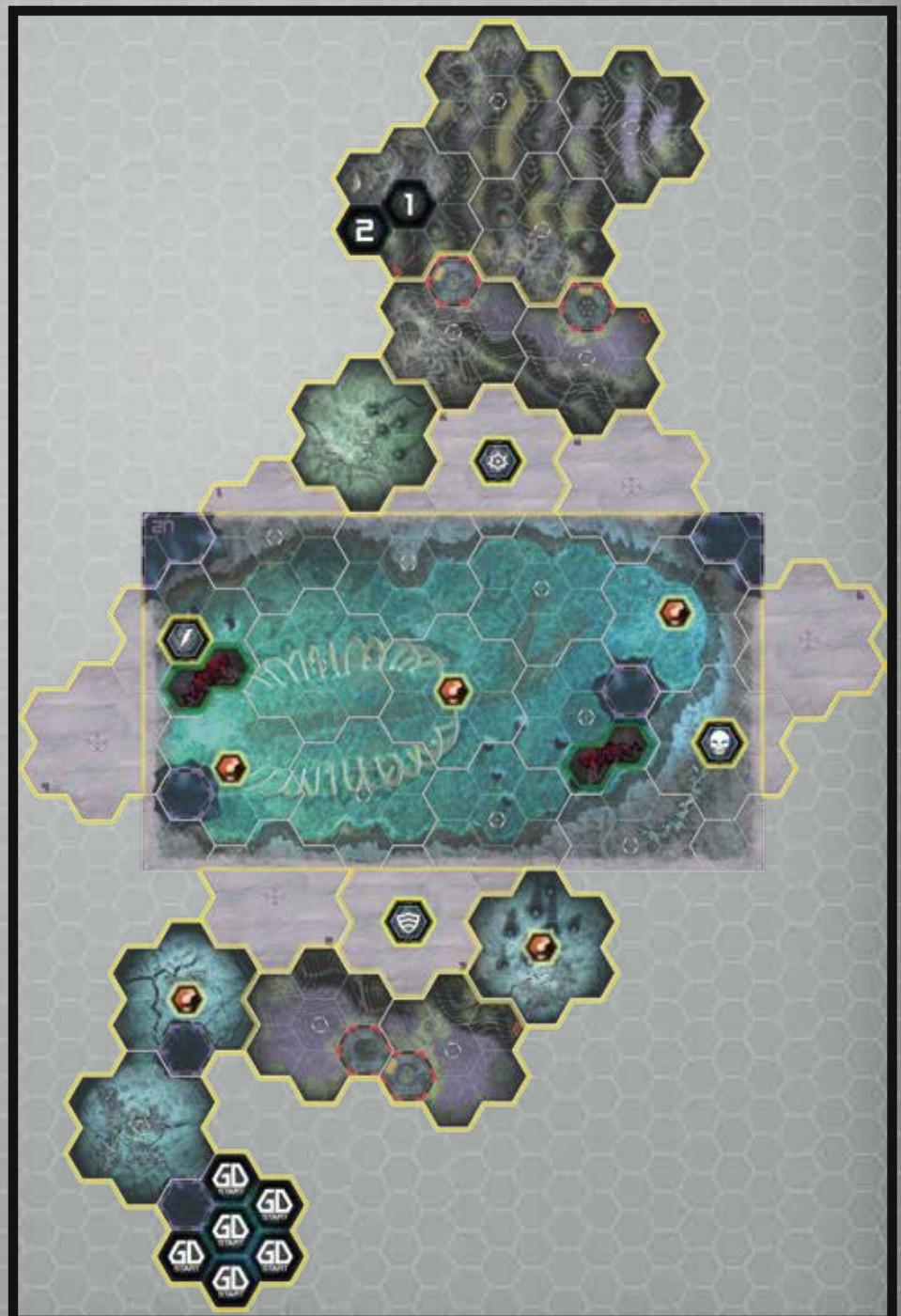
X1



X1



X1

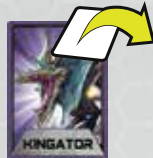


ALIEN CARDS AND MINIATURES **IN PLAY**



X2

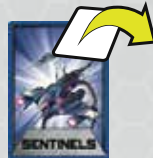
ALIEN CARDS AND MINIATURES



X1



X1



X1

CLOSE ENCOUNTER DECK



EVENTS DECK



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Remove the two **BIO-ARMOR NPC** cards from the **NPC** deck and put them in the **WAREHOUSE**.

POWER ARMOR:

Each agent starts the mission wearing **POWER ARMOR** with 0 **BATTERIES**

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:


- **IF** the previous mission was 2, or if this is a standalone mission, each agent gains one **DEVICE**, selected by the agent, and 1 **BATTERY** .

EVENT PHASE:

Ignore any effect that teleports and/or moves **SIGNALS** during the **EVENT** phases.

KINGATOR MASTER ALIEN:

When the KINGATOR [STAGE I] reaches 30 HEALTH POINTS or less for the first time, do the following:

- Take the SPECIAL EVENT E  card and put it on the top card of the EVENTS deck.
- Activate the RAMPAGE power of the KINGATOR.
- Discard all KINGATOR's BODY CONDITIONS.
- When the KINGATOR [STAGE II] dies, all EARTH RANK agents on the battlefield immediately gain one GD-WINGS RANK [without rolling dice], if possible.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
THE KINGATOR [STAGE II] is dead AND the previous mission was 2.	Mission Accomplished	3B
THE KINGATOR [STAGE II] is dead AND the previous mission was 3B.	Mission Accomplished	4
THE KINGATOR [STAGE II] is still alive at the end of the mission.	Mission Failed	3A



SPECIAL EVENT CARDS EFFECTS

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



A deep growl, followed by heavy steps, signals the worst is yet to come... **STOMP STOMP STOMP.** Beyond the lakeshore, a gigantic alien appears. It looks like a dinosaur crossed with a crocodile, but empowered by two mighty biomechanical limbs with rocket launchers on each shoulder! Titanium voice booms in the commlinks, rallying the squad, "Wow! I bet we are about to face a bloody Kaiju!" Chromium readies his weapons and warns the team: "AGENTS, our mission is to kill this huge beast. There is no other way to safely cross this lake. Now fire at will!"






EFFECTS:

- Place the Purple KINGATOR  on the HEXES MARKED #1 and #2 and assign its ALIEN card to the ALPHA AGENT.
- The ALPHA AGENT gains the MENACE lvl 1 token.
- Put the CLOSE ENCOUNTER #35  card on top of the CLOSE ENCOUNTER deck.



All at once, what looked like harmless water beings gliding beneath the surface, reveal themselves to be the well-known and feared tendrils of the Sentinels!

EFFECTS:

- Place one Blue SENTINELS  on the T.P.  and assign its ALIEN card to the ALPHA AGENT.
- Place one Green SENTINELS  on the T.P. .
- Put the CLOSE ENCOUNTER #25  card on top of the CLOSE ENCOUNTER deck.



The team's firepower manages to finally pierce the hard scales of the huge creature, but the wounds only anger the beast. Its eyes burn red with hatred and fury, fueling an unequalled strength to its biomechanical limbs. The Master lien fiercely jumps on the most dangerous agent, and the sheer strength of the blow sends the agent hurtling away. Furthermore, as the Kingator hits the water surface, the waves wash over the whole team, unbalancing the agents and pushing them away.

EFFECTS:

- Move the **KINGATOR** adjacent to the **MENACING AGENT**.
- The **MENACING AGENT** and all other agents in its **AREA** suffer 2 wounds, **CRITICAL 3** and are moved back 2 **AREAS**.
- All agents within 1 **AREA** from the **KINGATOR** suffer 1 wound, **CRITICAL 2** and are moved back 1 **AREA**.

MISSION ACCOMPLISHED

IF the previous mission was 2, read this:

The titanic struggle ends as a shot from the agents hits a vital organ of the alien behemoth.

As the gigantic carcass crashes to the ground, lifeless and immobile, Chromium leans against a rocky wall and closes his eyes to summon his residual strength. With that, the voice of Hackbar echoes in his mind, *"Today you have defeated a great enemy, the Kingator. The guardian of the lake was a terrible enemy, but you have cleared the way toward the final confrontation. Yet you are not ready. Go back to the Alien Temple. There you must set free a powerful ally, before the end of this journey."*

The Marine opens his eyes, confronting the worried gaze of the whole team, but he instantly reassures them.

"Hackbar contacted me telepathically – what the hell, I will never get used to that. He says we are on the right path and the victory we obtained today is very important, but now we need to go back toward the heat traces, find the Temple, and free a powerful ally. On the run, soldiers!"

IF the previous mission was 3B, read this:

The titanic struggle ends as a shot from the agents hits a vital organ of the alien behemoth.

Their power armors allowed the agents to obtain this important victory. Yet, with all their might, even the armors have been heavily damaged in the battle. Therefore, the Alpha Agent, bruised and battered, addresses the squad,

"Once again we have shown them Human beings can overcome any obstacle, but the battle against this monstrous lake guardian has left its mark upon our Armors. We cannot go further, and we must return to base for repairs. Today we have won a great victory, but the final battle looms nearer, and we must be ready!"

MISSION FAILED

The jaws of the mighty beast shut on the agents, ending their lives, breaking hopes, and shattering the future. The water becomes an icy blue tomb, the ripples forever whispering a dirge for the heroes of Earth.



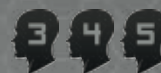
MISSION 3B - IN THE TEMPLE OF DOOM

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
MOON

DEVICES
1 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
3 ALIEN WEAPONS



120-150 M

The Agents' long descent into darkness abruptly ends before a titanic hall, topped by a hemispheric vault. The pyramid-temple rises before them, lighted by multiple bonfires. Thorium scrutinizes the building, and then speaks to the team, "Look at this structure! It appears quite similar to many historical religious buildings on our planet! Damn, it can't be a mere coincidence..." Chromium interrupts the Biotech. "Thorium, if we ever get out of here alive, I am sure Hackbar will have a lot to explain to us. But, right now we have to break into that temple. From what I remember, our objective should be in the central room. I'm marking its suspected location as Waypoint 1 on our HUDs". Meanwhile, Iridium's Aeroscout has completed its recon: "The temple gate is well protected by two huge aliens we've never seen before. There seems to be no way to break in unseen - so, it would be better if we attack first". "Now that's a speech, if I've ever heard one! Let's listen to our techno-Legolas here!" Titanium answers with his usual force. The Alpha Agent cuts short the conversation. "Then we agree." "AGENTS, our mission is to kill the two alien guardians and then reach Waypoint 1 inside the pyramid temple. Let's go!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X4



X2

OR



X1

Shuffle all SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1



X1



X5



X1



X1



X1

SPECIAL TOKENS



X2



X1



X1



X1



ALIEN CARDS AND MINIATURES IN PLAY



X1



X1



X1



X1

ALIEN CARDS AND MINIATURES



X1



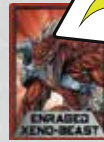
SHUFFLE
X2



X1



X1



X1



X4

CLOSE ENCOUNTER DECK



X1



X1



X1



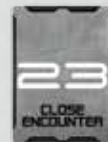
SHUFFLE
X1



X1



X1

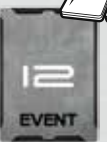
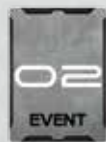


X2



X1

EVENTS DECK



SHUFFLE

SHUFFLE

SHUFFLE



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Take one **Bio-Armor NPC** card from the **NPC** deck and set it aside. Remove the other **Bio-Armor NPC** card from the **NPC** deck and put it in the **WAREHOUSE**.

POWER ARMOR:

Each agent starts the mission wearing **POWER ARMOR** with 0 **BATTERIES**.

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- **IF** the previous mission was 2, or if this is a standalone mission, each agent gains one **DEVICE**, selected by the agent, and 1 **BATTERY**.

XENO-GAMMA:

IF any XENO-GAMMA dies, remove it from play [by discarding its figure and ALIEN card in the WAREHOUSE instead of the discard pile].

When both XENO-GAMMA are dead, the ALPHA AGENT gains the Green Security Key  token.

WAYPOINT 1:

When one agent reaches WAYPOINT 1, take the SPECIAL EVENT D  card and put it on top of the EVENTS deck.

MISSION SPECIAL ACTIONS

SEARCH

Agents may use the SEARCH ACTION in any building's room in the T1 map.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
The Bio-ARMOR NPC is in play at the end of the mission AND the previous mission was 2.	Mission Accomplished	3A
The Bio-ARMOR NPC is in play at the end of the mission AND the previous mission was 3A.	Mission Accomplished	4
Half of the agents [rounded up] are dead OR the Bio-ARMOR NPC is not in play at the end of the mission.	Mission Failed	3B

SPECIAL EVENT CARDS EFFECTS

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



As the Agents make their way into the temple, they gaze upon the statue of a gigantic alien, horrible to see, yet with a royal countenance.






Around the statue, three of the walls contain a concave niche, shaped like the colored crystals. "Look. These must be the locks to enter the temple. The first must be for the green crystal kept by the two big guys at the gate. But, what about the other two?"

Suddenly, the Alpha Agent's voice is cut short when an agent's foot presses the tile on which he was standing. The tile lowers, and a mechanical sound of cogs within cogs warns the team, who yell as one, "It's a trap! Watch out!"

Two heavy walls of rock descend from the ceiling and seal the entry gate, while two horrible alien eggs appear from the floor in the room.

"AGENTS, let's use the green crystal key to open the wall and move toward Waypoint 2. We don't want this room to become our tomb!"










EFFECTS:

- Place one Blue ALIEN EGG  over the #1 HEX MARK [or in the closest HEX, if occupied].
- Place one Blue ALIEN EGG  over the #2 HEX MARK [or in the closest HEX, if occupied].
- Take the two LOCK  tokens and put one on each of the two doors of the Temple's entrance.
- Beginning now, until the end of the mission, apply the following rule to the LOCK  tokens:
 - LOCK tokens cannot be removed with a standard BASH LOCKED DOOR ACTION, they can only be destroyed with the following behavior:
DESTROY LOCK TOKENS:
Each LOCK token has 10 HPs, blocks L.O.S. and walking path, it may be attacked and damaged as a standard alien [including AREA DAMAGE effects].
It does not defend [No DEF ROLL] and is destroyed when its HPs reaches 0 or below.
Once destroyed, remove it from play and put it back in the WAREHOUSE.
- When one agent reaches WAYPOINT 2, take the SPECIAL EVENT A  card and put it on top of the EVENTS deck.



The temple room is lit by a narrow channel filled with flowing, molten lava. The Alpha Agent reads the temperature readings and then states, "Well, if wasn't for our power armor, we would have been boiled dead long ago. The temperature here is extremely high". At the far end of the room, an enormous stone statue of an Aracnos bears a blue crystal in its chest. The statue suddenly starts to flex its limbs, and then slowly creeps towards the agents! The Alpha Agent yells to the team, "Well, comrades, I'd say we've found the key... but it seems bound to kill us!"
"AGENTS, destroy this thing and use the blue crystal to get to Waypoint 3, in the next room!"









EFFECTS:

- Place the **Blue ELDER ARACNOS**  over **WAYPOINT 2** [or in the closest **Hex**, if occupied] and assign it as usual.
- This **Blue ELDER ARACNOS** represents an Alien Idol. It cannot be **PARALYZED** and each attack against him inflicts: -2 .
- Put the **CLOSE ENCOUNTER #21**  card on top of the **CLOSE ENCOUNTER** deck.
- When the **Blue ELDER ARACNOS** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile] and the **ALPHA AGENT** gains the **Blue SECURITY KEY**  token.
- All **SIGNALS** move 1 **AREA** toward the **ALPHA AGENT**.
- **TELEPORT**  - [ + ] **SIGNALS** on the **T.P.** .
- When one agent reaches **WAYPOINT 3**, take the **SPECIAL EVENT E**  card and put it on top of the **EVENTS** deck.



This room mirrors the previous one, but the statue lurking here appears much more deadly. As the agents grimly expected, the huge stone Xeno-Beast bearing a red crystal in its chest starts reaching toward the Agents! Ready for the attack, the Alpha Agent shouts his orders.
"AGENTS! Kill the statue, take the red crystal, and open the doors near Waypoint 4. Let's hope all this will make some sense!"







EFFECTS:

- Place the **Red ENRAGED XENO-BEAST**  over **WAYPOINT 3** [or in the closest **Hex**, if occupied] and assign it as usual.
- This **Red ENRAGED XENO-BEAST** represents an Alien Idol. It cannot be **PARALYZED** and each attack against him inflicts: -2 , and it does not suffer wounds from its **PRIMAL FURY** power.
- During each **ALIEN** turn, in addition to the normal **CLOSE ENCOUNTER** card effects, activate the **Red ENRAGED XENO-BEAST** [even if it was already activated by the card drawn].
- When the **Red ENRAGED XENO-BEAST** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile] and the **ALPHA AGENT** gains the **Red SECURITY KEY**  token.
- All **SIGNALS** move 1 **AREA** toward the **ALPHA AGENT**.
- **TELEPORT**  - [ + ] **SIGNALS** on the **T.P.** .
- When the agent with the **Red SECURITY KEY** removes the **Red SECURITY LOCK** [with a **FREE ACTION ACTIVITY**] near **WAYPOINT 4**, take the **SPECIAL EVENT C**  card and put it on top of the **EVENTS** deck.



Once the red crystal is inserted into the base of the statue, the stone construct starts disintegrating from what appears to be a powerful energy from within. Then, a few heartbeats later, where there was once a statue, stands an incredible floating item. Made of some strange purple substance appearing almost alive, its cracked pieces slide like tectonic plates over an ocean made out of blood red nerves. Then, the object starts to open up, growing in size and turning into a vaguely humanoid shape. Finally, an imposing Bio-Armor stands before the agents! Its eyes glow with intense purple. Suddenly, the mind of each agent is touched by the armor's voice. *"You have freed me and, thus, I am your ally until I have, at least, completed the analysis of your minds. Danger closes in, and I am not strong enough yet. I ask for your protection!"* The Alpha Agent, still dazed by the telepathic contact, issues a command. *"AGENTS, this must be the ally Hackbar was talking about. We must protect it at all costs!"*

EFFECTS:

- Place the **Bio-Armor NPC**  over **WAYPOINT 4** [or in the closest **Hex**, if occupied] and assign its **NPC** card as usual.
- The **Bio-Armor NPC** immediately suffers 2 wounds.
- Discard all remaining **EVENT** cards in the **EVENTS** Deck. Ignore the effects of discarded **EVENT** cards.
- Take the **J2 EVENT**  card and put it on top of the **EVENTS** deck.
- Place one **Blue ALIEN EGG**  on the **T.P.**  and immediately spawn its 2 **VENOMS**.
- Place one **Blue ALIEN EGG**  on the **T.P.**  and immediately spawn its 2 **VENOMS**.



MISSION ACCOMPLISHED

IF the previous mission was 2, read this:

The living armor shoots two light rays, disintegrating the remaining aliens, and then it turns to face the agents. Its eyes glow again, and the alien voice echoes in the minds of the heroes. *"You are determined to end, once and for all, the reign of these loathsome creatures, devourers of civilizations. I can read it in your minds. I will be with you until the end. This accursed race imprisoned me and my twin for thousands of years, extracting our secrets. Those secrets allowed these parasites to prosper and reach untold levels of technology. Now, however, their time has come. I must regenerate physical form, but I will return soon..."* And with these words, the armor fades away, using an unknown form of teleportation. As he thinks back to the armor's words, Thorium asks the team, *"Am I wrong, or did the... thing mention a twin held somewhere? What a bloody awesome asset that would be, having TWO such allies!"*

Chromium leans on a stone wall and closes his eyes to recover some strength, but Hackbar's voice resonates in his mind. *"Today you have acquired a very powerful ally, who will be invaluable in the final confrontation. But, now is not the time for you to rest. Retrace your steps, reach the subterranean lake, but beware... the giant guardian awaits!"*

The Marine opens his eyes as the team looks worriedly at him.

"Hackbar... he... he spoke to me again in my mind... Damn it, I will never get used to that. He... he said this ally will be invaluable, but now we must go back and reach the lake. Listen, I have a bad feeling about this, but perhaps... No, it must be the fatigue, or the atmosphere in these bloody caverns. Whatever... let's move!"

IF the previous mission was 3A, read this:

The living armor shoots two light rays, disintegrating the remaining aliens, and then it turns to face the agents. Its eyes glow again, and the alien voice echoes in the minds of the heroes. *"You are determined to end, once and for all, the reign of these loathsome creatures, devourers of civilizations. I can read it in your minds. I will be with you until the end. This accursed race imprisoned me and my twin for thousands of years, extracting our secrets. Those secrets allowed these parasites to prosper and reach untold levels of technology. Now, however, their time has come. I must regenerate my physical form, but I will return soon..."* And with these words, the armor fades away, using an unknown form of teleportation. As he thinks back to the armor's words, Thorium asks the team, *"Am I wrong, or did the... thing mention a twin held somewhere? What a bloody awesome asset that would be, having TWO such allies!"*

The power armors allowed the agents to accomplish the mission but, as mighty as they are, the damage suffered in the battle seems serious enough to convince the Alpha Agent, though still wounded, to address the team with these words. *"Comrades, once again we have shown this alien scum the human race can defeat any threat. But, this battle has seriously compromised the structural integrity of our armors. We cannot go on, and must retreat to base for repairs. We have won a great battle today – yet, the war still rages on, and we must be ready!"*

MISSION FAILED

Drained by the battle, their pride wounded, the agents launch a final desperate assault against the enemy. Their battle ends today, and for the heroes of humanity there will be no tomorrow. Like ancient pharaohs in their sarcophagi, the Agents will forever sleep in their power armors. The pyramid will forever stand as their funeral monument, their final sepulcher.

MISSION 4 - STRIKER DANGER

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
MOON

DEVICES
2 PER AGENT

WEAPONS
3 IMPROVED WEAPONS
2 ALIEN WEAPONS



75-120 M

The Knight scientists have just completed their Power Armor checks, and the result is terrible, to say the least. Asking for a sit-rep, Chromium gets the bad news.

"Your armors are at their limit. They all require extensive repairs to the internal frames, otherwise the next blow you'll receive will be your last. Unfortunately, these repairs take time, so I am afraid you'll be here at camp until the repairs are over, sir."

A few days rest will benefit the team as well, and so the news is almost welcomed by the team.

A couple of days later, however, the Bio-Armor materializes in camp, completely regenerated, and battle-ready. Telepathic contact is established the moment the agents reach the creature. "By setting me free, you have alerted our common enemy. Now they are fully aware of your presence here. We must act quickly. I can lead you to the final confrontation, but first, we must improve your armors. The caves of this planet contain an easily recovered mineral, locked in crystals, I can use to increase the strength to your metal suits. I will guide you in this search, but we must go now." Suddenly, the agents feel the presence of the alien ore deep in the caverns.

As the team prepares for the mission, the Alpha Agent briefs them. "We cannot wait for the armor to be repaired. We'll move out with what we have - we won on our Planet, we will win here as well!"

"AGENTS, our mission is to reach each Waypoint and use the Extractor to harvest the crystals with this precious mineral. We must gather five crystals, but we only have two Extractors, so we'll split the job. Move out!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X5



X1



X4*

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

Take the **WAYPOINT SPECIAL STATIONARY SIGNAL***, shuffle it with three other **STATIONARY SIGNALS** and place them as indicated.

TOKENS IN PLAY



X1



X1



X1



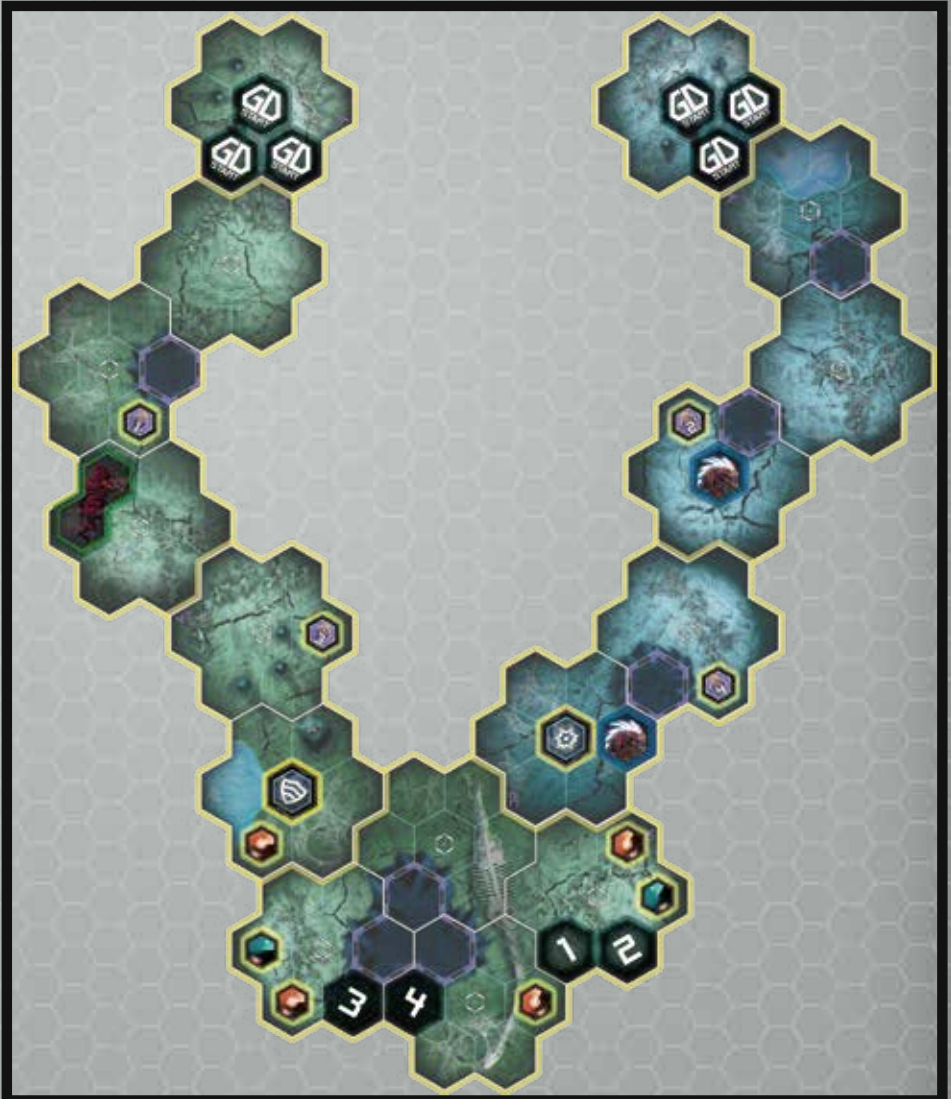
X1



X1



X1



ALIEN CARDS AND MINIATURES IN PLAY



X2



X1

ALIEN CARDS AND MINIATURES



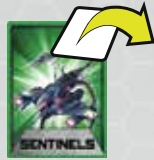
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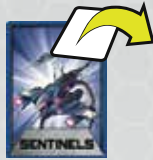
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X1



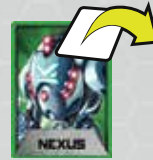
X2



X1



X1



X1



X1

CLOSE ENCOUNTER DECK



X1



X1



X1



X1



SHUFFLE
X1



X1



X1



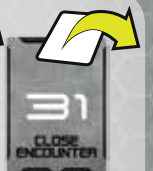
X2



X1



X1



X1

EVENTS DECK



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Place one **Bio-Armor NPC** card on top of the **NPC** deck.

Remove the other **Bio-Armor NPC** card from the **NPC** deck and put it in the **WAREHOUSE**.

POWER ARMOR:

Agents have no **POWER ARMORS** in this mission. Use the **GD Core Set** Agent figures to represent them in play.

EXTRACTOR SPECIAL DEVICE:



To equip the **EXTRACTOR SPECIAL DEVICE**, place it over the left weapon of the **AGENT PROFILE SHEET**. Until equipped, that weapon cannot be used by the agent. The **EXTRACTOR SPECIAL DEVICE** may be used by performing the **EXTRACT MINERAL CRYSTAL** Mission Special Action.

This action extracts one mineral from one **WAYPOINT** [standard and **STATIONARY SIGNAL**].

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- The **ALPHA AGENT** must distribute the two **EXTRACTOR SPECIAL DEVICE** tokens between the agents, maximum one per agent. **IF** an agent carrying an **EXTRACTOR SPECIAL DEVICE** dies, the token must be placed on the map in the **Hex** previously occupied by the agent's figure. Another agent may pick up the token by moving over it.

XENO-GAMMA:

IF any **XENO-GAMMA** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile].

NEXUS:

IF any **NEXUS** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile].

WAYPOINTS AND MINERALS:

When four **MINERALS** were extracted, take the **SPECIAL EVENT D**  card and put it on top of the **EVENTS** deck.

STATIONARY SIGNALS:

The **STATIONARY SIGNALS** cannot be revealed until the **SPECIAL EVENT D** is drawn.

MISSION SPECIAL ACTIONS

EXTRACT MINERAL CRYSTAL:

An agent located adjacent or over a **WAYPOINT**, with the **EXTRACTOR SPECIAL DEVICE** equipped, can spend his **ACTION + COMBAT** activities to extract one **MINERAL CRYSTAL**. Once done, the **MINERAL CRYSTAL** is considered **extracted**. Remove the **WAYPOINT** token from play by placing it near the **EVENTS** deck.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
Five MINERAL CRYSTALS were extracted .	Mission Accomplished	5
At least four MINERAL CRYSTALS were extracted at the end of the mission.	Mission Partially Accomplished	5
Half of the agents [rounded up] are dead OR less than four MINERAL CRYSTALS were extracted at the end of the mission.	Mission Failed	4







SPECIAL EVENT CARDS EFFECTS

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



As the team works extracting the crystals, they see laser scanners approaching from deep within the dark. The Alpha Agent voices the thoughts of the whole squad, "Those bloody sentinels! They haunt every single cave of this damned planet! Let's destroy them, before they bring company!"

EFFECTS:

- Place one **Green SENTINELS**  on the **T.P.** .
- Place one **Green SENTINELS**  on the **T.P.** .
- Put the **CLOSE ENCOUNTER #25**  card on top of the **CLOSE ENCOUNTER** deck.
- IF at least one **SENTINELS** is not killed by the end of the next **BATTLE** phase, add the following effect during the next **EVENT** phase:
 - **TELEPORT** the **Blue SENTINELS** .








Alerted by the readings on his motion detector, Thorium warns the Alpha Agent, "Sir, well-armed patrol incoming! I detect at least one Nexus and one Xeno-Gamma, and possibly more! What's worse, the patrol is managing to jam our scanners, and the last required mineral cannot be pinpointed. We can track it as a stationary signal, but I am afraid we must check the whole area to find it!"

"Damn it! The sentinels must have reported our position to the closest Xeno squad! Without our power armors, the battle won't be easy..." But the Bio-Armor telepathically speaks to the agents, "You have collected the minimum quantity of mineral needed to enhance your armors, but collecting a fifth crystal would empower them fully. Choose your fate!"

"AGENTS, we can stand and fight to get the fifth mineral among the stationary signals, or go back to base although the next mission will not be easy without fully powered armors. Our call!"

EFFECTS:

- Place the **Blue ELDER XENO-BETA**  over the #1 **HEX MARK**.
- Place the **Green XENO-GAMMA**  over the #2 **HEX MARK**.
- Place the **Green NEXUS**  over the #3 **HEX MARK**.
- Place the **Blue XENO-ALPHA**  over the #4 **HEX MARK**.
- Put the **CLOSE ENCOUNTER #31**  card on top of the **CLOSE ENCOUNTER** deck.
- Beginning now, **STATIONARY SIGNALS** can be revealed as usual.
- **IF** the **WAYPOINT STATIONARY SIGNAL** is revealed, leave it in play until an agent uses the **EXTRACT MINERAL CRYSTAL MISSION SPECIAL ACTION** on it.
- Agents with the **EXTRACTOR SPECIAL DEVICE** equipped can discard it [by putting the **SPECIAL DEVICE** back into the **WAREHOUSE**] in order to use their left weapon.
- **IF** all agents return to the **GD STARTING AREA HEXES**, discard all remaining **EVENT** cards in the **EVENTS** deck except the bottom one. Ignore the effects of discarded **EVENT** cards.

MISSION ACCOMPLISHED

The team returns to base with five perfect mineral crystals.

The surface of each one shifting colors from green to deep purple. It's a welcome sight to both the agents and the Knight scientists, who are ready to improve the armors.

A short time later, the Bio-Armor links to the Agents.

"Your armors will be ready soon. Get some rest. We are moving toward the final battle."

MISSION PARTIALLY ACCOMPLISHED

The team returns to base with four perfect mineral crystals.

The surface of each one shifting colors from green to deep purple. It's a welcome sight to both the agents and the Knight scientists, who are ready to improve the armors, even with the scanty resources. As the Knights gather the crystals, one of them tells the agents, "Unfortunately, four crystals will not be enough to completely outfit the armors, but we will do our best to make them safe and strong. We will keep you informed."

A short time later, the Bio-Armor links to the Agents.

"Your armors will be ready soon. Get some rest. We are moving toward the final battle."

MISSION FAILED

As the enemy forces swell with reinforcements, the Alpha Agents realizes their situation is compromised.

A good strategist always knows when it's time to retreat, as a single battle will rarely win a war.

His voice rallies the team, "Agents, we cannot risk our lives any further. If this was a single patrol, we could prevail. But, if this is the vanguard of a full battle squadron, we will be cut off and destroyed. We live today, so we can win tomorrow. Get back to base and rearm. We'll attempt the descent again."

MISSION 5 - THE EARTH STRIKES BACK!

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
MOON

DEVICES
2 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
5 ALIEN WEAPONS



With the completed repairs, the power armor appears even more powerful to the Agents, but this might also be due to the shifting colors of the ore now covering the armor plates. Once the agents are in their own armor, the Bio-Armor reveals the plans for the upcoming mission.

"Our objective is to stop their weapon production; hence, we will storm the planet's main R&D facility. We will destroy the alien resources they extracted from my own body and used as the basis for their tech. Thanks to my telepathic contact, you will easily locate the crates you have to destroy.

The facility is protected by several security layers. The Xeno-Gamma guardians keep the access keys. You must kill them to enter the facility. Be careful, as they are powerful opponents. Get ready now, as we are teleporting into the sector adjacent to the alien facility."

In a swirl of lights, the agents find themselves, together with the Bio-Armor, in a cave not far from the alien lab entrance. Lasers can be seen in the distance, revealing Sentinels patrolling the perimeter.

Eager for action, the Agents huddle around the Alpha Agent for their briefing.

"AGENTS, our mission is to destroy three crates in the research facility.

To gain access to the building, we must kill the two blue Xeno-Gamma. Stay alert for Sentinel patrols and, oh, watch out for the landmines. Go! Go! Go!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

Shuffle all **SIGNALS**.

TOKENS IN PLAY



X1



X1



X3



X4



X1



X4



X2



X1



X1



X1



X1



X1

SPECIAL TOKENS



X1



X1



X1



X1



OVERLAYS



X1

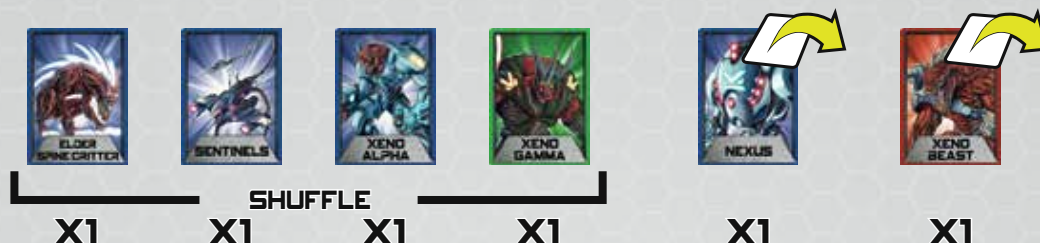


X1

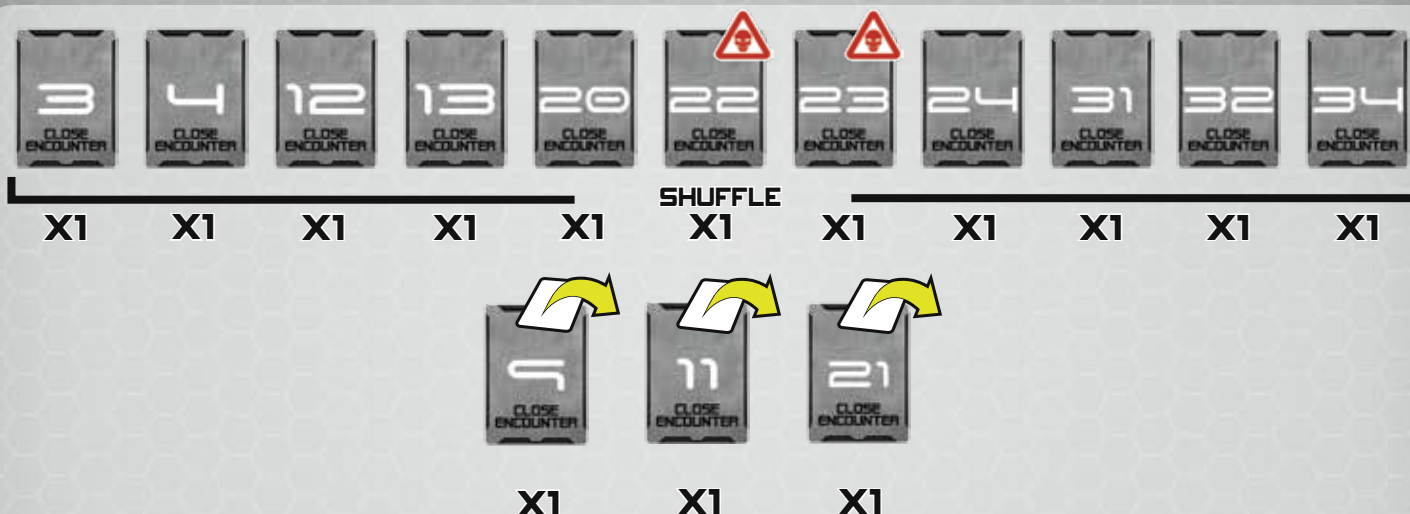
ALIEN CARDS AND MINIATURES IN PLAY



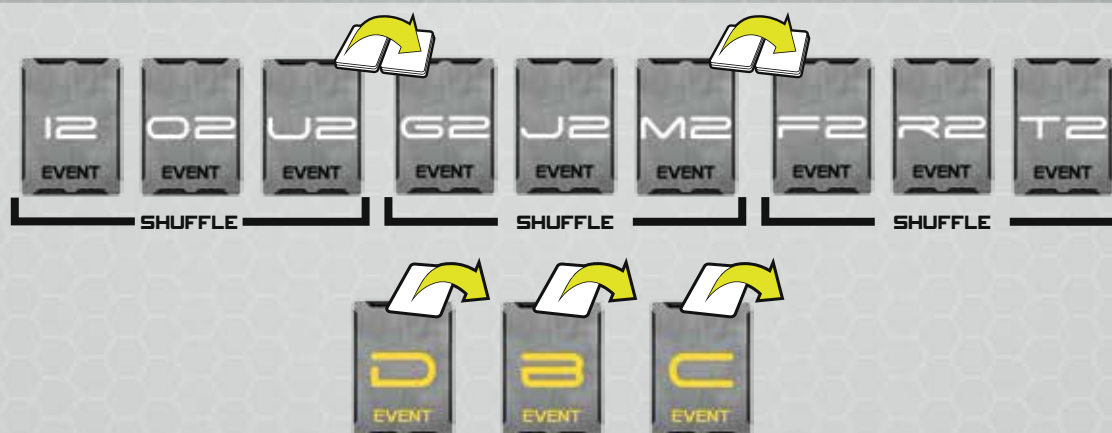
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK





EVENTS DECK




[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:



Take the two **BIO-ARMOR NPC** cards from the **NPC** deck and set them aside  .

POWER ARMOR:

Each agent starts the mission wearing **POWER ARMOR** with 2 **BATTERIES** .


REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- The **ALPHA AGENT** assigns one **BIO-ARMOR NPC**  card previously set aside to an agent [including himself]. Place the relative **NPC** figure adjacent to the selected agent.
- **IF** the previous mission was accomplished, each agent gains 1 **BATTERY** . **OTHERWISE**, each agent must discard all **ENERGY SHIELD** tokens from their **POWER ARMOR**. They can be recharged as usual.

ALIEN LANDMINES:




Each **ALIEN LANDMINE** token has 3 **HPs**, does not block **L.O.S.** or walking path, and may be attacked and damaged as a standard alien [including **AREA DAMAGE** effects]. It does not defend [No **DEF ROLL**] and is destroyed when its **HPs** reach 0 or below. Once destroyed, **OR** as soon as an agent enters the mined **AREA**, the **LANDMINE** explodes, attacking all agents within 1 **AREA** with 5 . After the explosion, flip the **LANDMINE** token to the **FLAME** side until the next **REFRESH** phase, then remove it from play and put it back in the **WAREHOUSE**.

ALIEN CRATES:






Each **ALIEN CRATES** occupies one **HEX** and does not block the **L.O.S.** Agents and aliens can move through, but cannot end their movement in a **CRATE HEX**. Each **ALIEN CRATES** has 3 **HPs** and defends as normal. If an **ALIEN CRATES** is destroyed [i.e. its **HPs** reach 0 or below], remove the token from the map and discard it in the **WAREHOUSE**.

SENTINELS:

Each time any **SENTINELS** must apply the  behavior, do the following [instead of the behavior on the **ALIEN** card]:

- Move the **SENTINELS** to the nearest **AREA** with the higher numbered **WAYPOINT** [consider **WAYPOINT** 1 higher than **WAYPOINT** 3, if the **SENTINELS** is on **WAYPOINT** 3].



The first time any **SENTINELS** use an A.I. behavior other than  [meaning at least one agent is in **L.O.S.** within 3 **AREAS**], do the following:


- Take the **SPECIAL EVENT D**  card and put it on top of the **EVENTS** deck.
- Starting from the next **ALIEN** turn, until the end of the mission, return to using the standard  behavior from the **SENTINELS ALIEN** card.

BLUE XENO-GAMMA:

IF any **Blue XENO-GAMMA** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile].

In addition, do the following:

- When the first **Blue XENO-GAMMA** dies, the **ALPHA AGENT** gains the **Green SECURITY KEY**  token.
- When the second **Blue XENO-GAMMA** dies, the **ALPHA AGENT** gains the **Blue SECURITY KEY**  token.

Then, take the **SPECIAL EVENT B**  card and put it on top of the **EVENTS** deck.

GREEN SECURITY LOCK:

When the first **Green SECURITY LOCK** is opened, also remove the second one.

MISSION SPECIAL ACTIONS

SEARCH:

Agents may use the **SEARCH ACTION** inside the alien base rooms.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
The three ALIEN CRATES are destroyed AND the second Bio-Armor was rescued at the end of the mission.	Mission Accomplished	6
The three ALIEN CRATES are destroyed AND the second Bio-Armor was not rescued at the end of the mission.	Mission Partially Accomplished	6
Half of the agents [rounded up] are dead OR less than three ALIEN CRATES are destroyed at the end of the mission.	Mission Failed	5







SPECIAL EVENT CARDS EFFECTS

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



The Sentinels' laser scanners pinpoint the agent, activating the facility alarms!
"What the hell! There's goes our piece of cake! Move out!"
 Almost as a counterpoint to the agent's words, the roar of a Xeno-Beast echoes in the cave!










EFFECTS:

- Place the **Red XENO-BEAST**  over the #3 **HEX MARK** and assign its **ALIEN** card to the **ALPHA AGENT**.
- Shuffle the **CLOSE ENCOUNTER #11**  card into the **CLOSE ENCOUNTER** deck.
- Put the **CLOSE ENCOUNTER #21**  card on top of the **CLOSE ENCOUNTER** deck.
- IF** the **ENRAGED XENO-BEAST** dies, remove it from play [by discarding its figure and both **ALIEN** cards in the **WAREHOUSE** instead of the discard pile].
- TELEPORT**  - [ + ] **SIGNALS**.



As the agents strike down the last Xeno Gamma guardian, the Alpha Agent realizes one of the aliens is executing some procedure at a nearby terminal. Instinctively he yells out, *"Mercury, kill that alien!"* In an instant, the plasma blade of the infiltrator steals the alien's life, but the blinking symbol on the screen gives every agent a sinking feeling. The Bio-Armor communicates with the agents, *"I can feel the presence of my twin in this base. It is weak, very weak... but alive! It seems to be in the maximum security area, guarded by a Nexus. I cannot place the life of a single entity ahead the safety of entire civilizations; therefore, this objective must be considered secondary and must not distract you from the primary mission objective!"* The Alpha Agent summons the team. *"AGENTS, did you hear our ally? We have both access keys now. Once the crates are destroyed, we are free to attack the blue Nexus, access the maximum security area, and rescue the second Bio-Armor!"*





EFFECTS:

- IF** the **Bio-Armor NPC** is not in play, assign it to the **ALPHA AGENT** and teleport it onto the map, placing the **NPC** figure adjacent to the **ALPHA AGENT**.
- Place the **Blue NEXUS**  over the #2 **HEX MARK** [or in the closest **HEX**, if occupied].
- Shuffle the **CLOSE ENCOUNTER #9**  card into the **CLOSE ENCOUNTER** deck.
- TELEPORT**  - [ + ] **SIGNALS**.
- When the **Blue NEXUS** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the discard pile]. The **ALPHA AGENT** gains the **Red SECURITY KEY**  token.
- Place the **Bio-Armor SHELL**   token over the #1 **HEX MARK**. When at least one agent is adjacent to it, take the **SPECIAL EVENT C**  card and put it on top of the **EVENTS** deck.



Once inside the room, the agents find the second Bio-Armor. It takes the same strange purple and red shape as did its twin in the alien temple. Once free from the connected cables and tubes, the Armor changes to its real shape. The first Bio-Armor communicates with the team, *"Please, give me a few seconds to share my knowledge with my twin."* While the two armors are linked, their eyes light up, and the agents acknowledge the superiority of this species. The ability to synchronize their minds in an instant is the perfect evolution of a shared thought! As one, the two armors now state, *"We are ready. Let us end this!"*

EFFECTS:

- **IF** the **BIO-ARMOR NPC** is not in play, assign it to the **ALPHA AGENT** and teleport it onto the map, placing the **NPC** figure adjacent to the **ALPHA AGENT**.
- The **ALPHA AGENT** assigns one **BIO-ARMOR NPC**  card previously set aside to an agent [including himself]. Replace the **BIO-ARMOR SHELL**  token with the **NPC** figure, discarding the token in the **WAREHOUSE**.
- Beginning now, until the end of the mission, the **BIO-ARMOR** is considered **rescued** even if it dies.
- **TELEPORT**  -  **SIGNALS**.



MISSION ACCOMPLISHED

With the crates destroyed, the agents secure the perimeter with the help of both the Bio-Armors. Watching the two symbiotic armors fighting is like watching a pair of mirrored samurai. Each movement is performed with perfect synchronicity, each attack becomes a death strike.

When their war dance ends, the armors speak telepathically to the team.

"The alien R&D facility has been destroyed and without us, their technology will crumble to dust. Many planets are still under the yoke of these beings, but they will add no more to their evil empire. We thank you, humans, for what you have done."

Relief and happiness rushes through the agents' hearts, but these good feelings are suddenly interrupted by the blips of their trackers.

Thorium speaks to the Alpha Agent. *"Sir, I detect multiple incoming signals. I'm afraid before long we'll face a whole army ready to annihilate us!"*

The Alpha Agent voices his thoughts. *"Damn it! The procedure at that terminal... they must have summoned reinforcements. We must get out of here before it's too late!"*

The Armors harmonize their telepathic message as one:

"This is expected. We have surprised our enemy and now all their forces are converging here. Now is the time to strike our final blow. We must kill their Queen and end their dominion. The nest will be barely defended now, and we can get you there. Prepare for the final conflict!"

MISSION PARTIALLY ACCOMPLISHED

A few seconds after the last crate is destroyed, the motion trackers of the Biotech alert the agent. Thorium speaks to the Alpha Agent. *"Sir, I detect multiple incoming signals. I'm afraid before long we'll face a whole army ready to annihilate us!"*

The Alpha Agent voices his thoughts. *"Damn it! The procedure at that terminal... they must have summoned reinforcements. We have no time to search for the second Bio-Armor. We must get out of here before it's too late!"*

The Bio-Armor speaks.

"It is with immense grief I leave my twin in this facility, but I have no choice. I cannot place my desire before the salvation for the entire galaxy. We must exploit the moment. We have surprised our enemy, and now all their forces are converging here. Now is the time to strike our final blow. We must kill their Queen and end their dominion. The nest will be barely defended now, and I can get you there. Prepare for the final conflict!"

MISSION FAILED

When the dust clears and the fire turns to smoke, chaos melts into tranquility.

A single error in attack strategy turned the agents and the Bio-Armor from commandos to martyrs for the cause of humanity.

Perhaps this whole failure was written in the stars. Perhaps...



MISSION 6 - THIS TIME IT'S WAR!

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
GALAXY

DEVICES
2 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
5 ALIEN WEAPONS



The Bio-Armor teleports the entire team into a room pulsing with energy. As soon as the Alpha Agent regains his senses again, he asks the symbiote, "What is this place? How did you manage to teleport us here?" The Armor answers telepathically to the whole team, but this time speaking as two actual entities. "This is the structure the Queen inhabits. In this place the eggs are irradiated and warped, so they will only hatch when needed. As you notice, not all Xenos are the same, yet they all come from the same dreadful mother. We arrived here because this room was built using technology extracted from our bodies; the room is used to amplify the mind control powers of the Queen. The Xenos are bound to their mother until death. With this power, she can transmit her primeval feelings to her children. This is the place keeping the Xeno army united. The nest entrance lies at the end of this building. Let's advance in open formation. Three of you will go to Waypoint 1, while the rest of the team will move to Waypoint 2. Kill the Queen and bring an end to their cruel dominion!"

The Alpha Agent turns to the team and delivers the briefing...

"AGENTS, today is the day of days, and the only ending I shall allow is total triumph! Move quickly to the two Waypoints and remember, the Alien Queen is our only target! Our mission is... seek and destroy!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X0



X0

OR



X0



X5

Shuffle all
STATIONARY SIGNALS.
Randomly take
five STATIONARY SIGNALS
and place them as
indicated.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1



X2



X1



X1

SPECIAL TOKENS



X2



ALIEN CARDS AND MINIATURES IN PLAY



X2

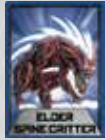


X1

ALIEN CARDS AND MINIATURES



X1



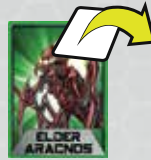
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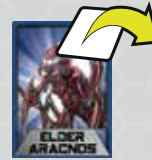
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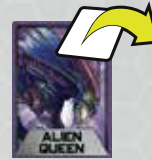
X1



X2



X2



X1

CLOSE ENCOUNTER DECK



X1



X1



X1



SHUFFLE
X1



X2



X1



X1



X1



X1

EVENTS DECK



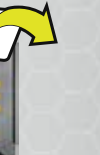
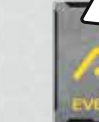
SHUFFLE



SHUFFLE





SHUFFLE




[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Take the two **Bio-Armor NPC** cards from the **NPC** deck and set them aside  .

POWER ARMOR:



Each agent starts the mission wearing **POWER ARMOR** with 6 **BATTERIES** .

EVENT PHASE:

Ignore any effect that teleports and/or moves **SIGNALS** during the **EVENT** phases.




REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- The **ALPHA AGENT** assigns one **Bio-Armor NPC**  card previously set aside to an agent [including himself]. Place the relative **NPC** figure adjacent to the selected agent.
- All **EARTH RANK** agents on the battlefield automatically gain a **MOON GD-WINGS RANK**.
- **IF** the previous mission was accomplished, the **ALPHA AGENT** assigns the second **Bio-Armor NPC**  card previously set aside to an agent [including himself]. Place the relative **NPC** figure adjacent to the selected agent.


WAYPOINT 1 & 2:

When at least three agents are inside the **WAYPOINT 1 AREA** and all other agents [ignoring drones and **NPCs**] are inside the **WAYPOINT 2 AREA**, do the following:

- Take the **SPECIAL EVENT E**  card and put it on top of the **EVENTS** deck.
- Place the two **BLOCK**  tokens on the two **DOORS** inside the **T.P.**  **AREA**.
- Any drone or **NPC** still inside the rooms located in the **3B** and **3D MODULAR MAP TILES**, die immediately.

ALIEN QUEEN MASTER ALIEN:

When the **ALIEN QUEEN [STAGE I]** reaches 25 **HEALTH POINTS** or less for the first time, do the following:

- Take **SPECIAL EVENT D**  card and put it on top of the **EVENTS** deck.
- Activate the **ALIEN QUEEN'S** power, **QUEEN OF THE HIVE**.
- Discard all of the **ALIEN QUEEN'S BODY CONDITIONS**.
- The **ALIEN QUEEN** cannot be wounded until the next **REFRESH** phase.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
The ALIEN QUEEN [STAGE II] is destroyed.	Mission Accomplished	END [7*]
The ALIEN QUEEN [STAGE II] is not destroyed at the end of the mission.	Mission Failed	6

*This bonus mission requires **OPERATION STRIKEBACK GAME EXPANSION**.

SPECIAL EVENT CARDS EFFECTS

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



As the team enters the nest, the doors behind them close. The vision before them is utterly revolting. The nest is a huge room, completely coated in a slimy, glossy-black organic fluid. Two large craters in the center of the room, filled with boiling lava, keep the temperature and humidity very high.

While the team stares in disgust at the eggs completely covering the floor, a horrible gurgling hiss heralds the awesome terror Queen! Almost 10 meters tall, she continues laying eggs from her chitinous body. When the creature notices the intruders, it cries for its guardian spawn. Extending its horrible jaws, dripping with saliva, it closes the distance on the team, slashing at the humid air with its deadly scythe-like claws.









For the first time, the agents can actually feel the fierce hatred radiating from the alien mind of the Bio-Armor. After hundreds of years of slavery, it now been given the possibility of destroying its captors.

"No quarter! No pity! You will be given none. This destructive spawn must be wiped out!"

The Alpha Agent can only comment on the Armor's thoughts.

"Each of us has debts to collect from this aberration. Bring her down!"

EFFECTS:

- Place the **Purple ALIEN QUEEN**  on the **HEXES MARKED #1** and **#2** and assign its **ALIEN** card to the **ALPHA AGENT**.
- The **ALPHA AGENT** gains the **MENACE** lvl 1 token.
- Place one **Green ARACNOS**  on the **T.P.** .
- Place one **Green ARACNOS**  on the **T.P.** .
- Place one **Green ELDER SPINE CRITTER**  on the **T.P.** .
- Put the **CLOSE ENCOUNTER #36**  card on top of the **CLOSE ENCOUNTER** deck.











The wounded Queen shrieks with pain and rage, its armored body breached, its nest and spawn wounded and mangled.

Suddenly, something near the agents erupts to life! Almost unseen, creatures pour out from the wall to attack the team and protect their Mother-Queen.

The Alpha Agent opens fire, screaming "Look out! C'mon, you wanna some of this? Come and get it! Fire at will!!!"

EFFECTS:

- Place one **Blue ARACNOS**  on the **T.P.** .
- Place one **Blue ARACNOS**  on the **T.P.** .
- Place one **Blue ELDER SPINE CRITTER**  on the **T.P.** .
- Teleport one **ALIEN EGG** on the **T.P.** .
- When the **ALIEN QUEEN [STAGE II]** reaches 0 **HEALTH POINTS** for the first time, do the following:
 - Take the **SPECIAL EVENT A**  card and put it on top of the **EVENTS** deck.
 - The **ALIEN QUEEN** is **NOT** considered to be dead and continues to fight with each matching activation. Her **HEALTH POINTS** cannot go below zero. She can be healed by her **CANNIBALISM** power until she is **destroyed**, as described in the **SPECIAL EVENT A**.





In disgust, the agents stare at the Queen eating its own eggs to regenerate and keep fighting, even though mortally wounded!

The Alpha Agent rapidly analyzes the situation, considering the heat sources in the room, and instantly conceives an attack plan!

"AGENTS, this bloody thing seems to resist our weapons. Let's push her beyond the magma crater's edge! Send her to the hell that spewed her out!"

EFFECTS:

- The **ALIEN QUEEN** is **NOT** considered to be dead and continues to fight with each matching activation. Her **HEALTH POINTS** cannot go below zero. She can be healed by her **CANNIBALISM** power until she is **destroyed**.
- The **ALIEN QUEEN** is immediately **destroyed** when she has 0 **HEALTH POINTS** and her entire base resides within the **T.P.**  **AREA**.
- Beginning now, each agent  attack against the **ALIEN QUEEN** [with **MELEE** or **RANGED** weapons] also moves her back to an adjacent **AREA** [selected by the agent].
- When the **ALIEN QUEEN** is destroyed, all agents on the battlefield immediately gain: one **GD-WINGS RANK** [without rolling dice], if possible.



MISSION ACCOMPLISHED

Blow by blow, the Alien Queen is pushed to the rim of a crater, and with a final shriek of terror, it falls into the boiling lava! The agents stare as the dark queen writhes and disappears into the raging inferno below.

All at once, the team feels their tension and anger melt away in a mix of emotions that cannot be described by words. As a dark, final salute to the hated and feared enemy ends, the Bio-Armor speaks to the humans, *"It is time for you to return to your home planet. I hope you will be welcomed as the heroes you are, because your mission is finally over! We will take over final operations and forever bind the last remnants of this accursed race to their barren planet. Without their queen and the technology extracted from us, they will get to taste their extinction."*

Now, go. Get to the portal near your base camp. We should be able to briefly open it, and we will show you the way. You need not speak further, your minds and hearts already speak your gratitude. Know that we thank you."

The team responds with a martial salute to their powerful ally, and turns to leave the scorched nest. It is no easy task to reach the base camp, but the agents are driven by their will to return to Earth, and fight like lions against the crumbling alien resistance. Once at the base, though, they find aliens intent on destroying the portal! Blind fury and rage guides the alien host.

They seem well aware that by destroying the portal, they will condemn the hated humans to die a slow and painful death on this barren planet. It is grim revenge for the death of their own queen mother!

And even though the Death Blossom crushes the alien raiders, it's a bit too late...

The Bio-Armor assesses the situation, and then speaks telepathically to the team.

"The portal has been damaged. It still seems to work, but we cannot control it precisely. We regret to tell you, we are unable to repair it. We will do our best to teleport you to your Lunar base, but if we fail, you will find yourselves lost somewhere in the universe!"

Chromium looks at the team respectfully and then speaks.

"We have before us one last choice: either run the risk and travel through the portal, or accept a slow and relentless death on this dark, hostile planet. But, we have won. We have accomplished our mission as expected! Fighting alongside each you has been a privilege, an honor without equal, and nothing will make me change my mind; whatever happens, whatever your choice may be. I will enter the portal. Farewell, my comrades, my friends!"

The rest of the team, however, expresses their agreement with the Marine.

Mercury continues, *"What we accomplished appeases my mind and body; therefore, I fear nothing. Staying here would be a cowardly act before my ancestors. I am ready to go"*.

Thorium states, *"Statistically speaking, I would say we have no real choice: try to go back home or die on this barren rock. Furthermore, if anything goes wrong, I will have the incredible opportunity of exploring new cosmic wonders before I die. So, well... why not? I'll enter the portal!"*

Iridium growls, *"I'm beginning to think that Fate really does exist, and has a grudge against us. But, we are Galaxy Defenders. We arm ourselves, first in, last out. Face destiny with our weapons in hand and a smile on our face. We have prevailed, we will prevail once more! Onward to the portal!"*

Titanium roars, *"Hey, you bastards, you really think I'll spend my life on this lousy planet? My purple friend there, make no mistake, I'm going home now – my bike waits and we have a long road trip planned!"*

The Bio-Armor salute the heroes, as they enter the damaged portal...

The travel leaves the agents dizzy and tired. They all close their eyes. The motion stops and the systems are online again.

They open their eyes, and their faint hopes fade as they gaze, not upon rocky lunar soil, but something beyond their wildest dreams... or nightmares!

But this, as they say, is another story...

MISSION FAILED

The agents fall one after the other under the scythe-claws of the majestic alien brute. The galaxy loses their best hope. The heroes have fallen. Evil triumphs in a gory feast of poisonous jaws.

Hackbar, on Earth, immediately feels the death of the heroes and relates the grim news to the Agency.

This day will forever be remembered as the Day of Grief, a tribute to those 5 heroes who gave their life trying to save the Galaxy.

As for the Alien threat... we can only hope it does not return.

MISSION 7 - THE TOTAL RECALL

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
GALAXY

DEVICES
1 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
5 ALIEN WEAPONS



Before entering the portal for their final, uncertain travel, the Alpha Agent closes his eyes and lets his mind run free through all the events since he first set foot on this unforgiving planet. The scenes replay in fast forward, up to the mad chase out of the burning nest.

As the Alien Queen died, the Bio-Armor led the Agents beyond the nest, toward a great cave with two galleries, speaking directly in their minds.

"The death of the Queen is drawing all nearby aliens. You must carve a path with your weapons to reach your camp. Before you two paths lie. The one on the left crosses the wilderness, while the one on the right passes through a small Xeno outpost. The choice is yours."

The Alpha Agent lets the information sink in, and then speaks to the team.

"AGENTS, our mission is to reach our base, Waypoint 1 on our displays. We can choose one of two paths to reach camp, and we have just a few seconds to evaluate the situation and decide. Let's rock!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X0



X0

The reserve has no **SIGNALS**.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1



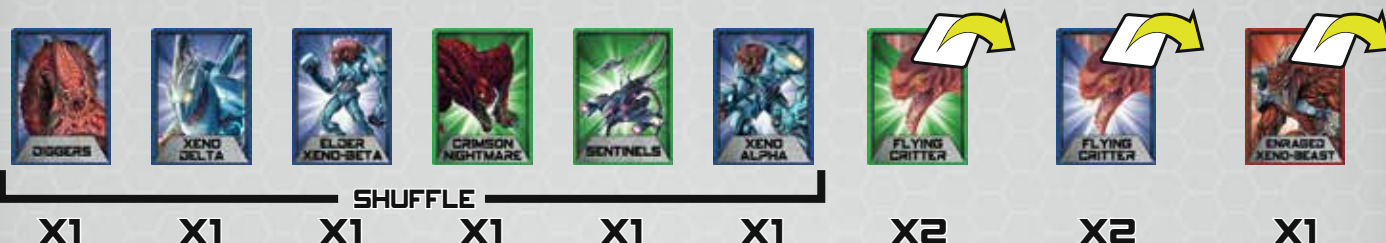
X1



ALIEN CARDS AND MINIATURES IN PLAY



ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK





EVENTS DECK




[SPECIAL EVENT A WILL APPEAR BETWEEN THE 1ST AND 2ND EVENT, E WILL APPEAR BETWEEN THE 3RD AND 4TH EVENT, AND C WILL APPEAR BASED ON THE AGENT'S BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:


Take the two **Bio-Armor** NPC cards from the **NPC** deck and set them aside  .

POWER ARMOR:

Each agent starts the mission wearing **Power Armor** with 3 **Batteries** .

REINFORCEMENTS (STRATEGY PHASE):




During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- The **Alpha Agent** assigns one **Bio-Armor NPC**  card previously set aside to an agent [including himself]. Place the relative **NPC** figure adjacent to the selected agent.


EVENT PHASE:

Ignore any effect that moves **Signals** during the **Event** phases.

Each time a new **Signal** must be teleported, teleport an **Alien** instead, using the following procedure:

- Draw the first card from the **Alien** deck.
- **IF** its name is "**Sentinels**" then teleport it on the **T.P.** .
- **IF** its name starts with "**Xeno***" [such as: **Xeno-Gamma**, **Xeno-Alpha**, etc...] then teleport it on the **T.P.** . **OTHERWISE** teleport it on the **T.P.** .

ELDER ARACNOS:

All **ELDER ARACNOS** always count the **T.P.**  as the closest **TELEPORT POINT** for their **HOOK** and **GRAB** powers.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
All five agents have survived .	Mission Accomplished	END
At least three agents have survived at the end of the mission.	Mission Partially Accomplished	END
Three agents are dead.	Mission Failed	7

SPECIAL EVENT CARDS EFFECTS

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



IF mission 5 was partially accomplished, read this:

The Bio-Armor telepathically transmits the directions to the camp and portal, and then hails the team one last time.

"It has been an honor fight these xenos alongside you, humans. You have shown your bravery and deserve to survive and return to your planet, to be greeted as the heroes you are. You have completed your mission, but mine still goes on. I feel that my twin is in danger, and I cannot leave it to the enemy, otherwise the xeno menace may return in the future. Farewell, Agents!"

Then, the Bio-Armor forever fades away from the Galaxy Defenders.

EFFECTS:


- Remove the **BIO-ARMOR NPC** from play and from the **NPC** deck/discard pile and put in the **WAREHOUSE**.

IF the mission 5 was accomplished, read this:

During the team's mad chase toward the safety of the camp, they are joined by the second Bio-Armor who, after finishing its teleport, speaks into the minds of the agents.

"We will escort you to the portal. You have shown your bravery. You deserve to survive and go back to your planet."

EFFECTS:

- The **ALPHA AGENT** assigns one **BIO-ARMOR NPC**  card previously set aside to an agent [including himself]. Place the relative **NPC** figure adjacent to the selected agent.



Along the path, the Biotech's sensors receive an alarm signal, coming from the base camp! The Biotech decrypts the information, and then relays it to the team.

"Several aliens are attacking the base and the portal! They seem bent on destroying it!"







The Alpha Agent continues, "What the hell! These bastards have decided to kill themselves just to make us pay for their queen!"

The Biotech, however, has something more. "Sir, I've got an idea. The Death Blossom is still functional, and if we overload the circuits, we would be able to fire one, and only one, colossal laser wave! That should annihilate these xenos. Unfortunately, the margin of safety is thin at best. We will have precious few seconds to get inside the base and escape the blast radius!"

The roar of a fierce Xeno-Beast punctuates his plan. There is no choice.

"Copy that! Everyone to the base. One of us will get to the Waypoint 1 and activate the Death Blossom! Go!!!"

EFFECTS:









- Place the **Red ENRAGED XENO-BEAST**  on the **T.P.** .
- The **Red ENRAGED XENO-BEAST** does not suffer wounds from its **PRIMAL FURY** power.
- Put the **CLOSE ENCOUNTER #11**  card on top of the **CLOSE ENCOUNTER** deck.
- **TELEPORT**  -  **SIGNALS**.
- When at least one agent reaches **WAYPOINT 1** [by moving over it] and uses his **ACTION** activity, take the **SPECIAL EVENT C**  card and put it on top of the **EVENTS** deck.



The overcharged Death Blossom explodes with overwhelming power. Its devastating energy blast wipes away most of the life forms in the sector and adjacent galleries. As they gaze in wonder at the total destruction unleashed by the device, the team is contacted by the allied Bio-Armor... "The portal has been damaged. It still seems to work, but we cannot control it precisely. We regret to tell you, we are unable to repair it. We will do our best to teleport you to your Lunar base, but if we fail, you will find yourselves lost somewhere in the universe!"

As if that wasn't bad enough, the team has no relief. A wing of Flying Critters rapidly approaches the base. The Alpha Agent evaluates the situation once again, and then yells, "The Death Blossom is history, so we need saturation fire. Get to the portal, marked Waypoint 2 on our displays. We've got no choice but to do... or die. Team, you are still the best of the best. Let's do it!"

EFFECTS:

- All agents, aliens, drones and **NPCs** outside the base **AREA** room immediately suffer 6 wounds.
- Each agent must reach **WAYPOINT 2** [by moving over it] to **SURVIVE**. When done, immediately remove the relative agent's figure from play. Starting from the next round, he counts as an **INOPERATIVE PLAYER** until the end of the mission.
- Place one **Green FLYING CRITTER**  on the **T.P.** .
- Place one **Green FLYING CRITTER**  on the **T.P.** .
- Place two **Blue FLYING CRITTER**   on the **T.P.** .
- Put the **CLOSE ENCOUNTER #25**  card on top of the **CLOSE ENCOUNTER** deck.

MISSION ACCOMPLISHED

Fleeting memory fades into the blinding light of the portal.

The agent focuses his eyes and, holding a breath, enters the dimensional rift... to infinity and beyond!

MISSION PARTIALLY ACCOMPLISHED

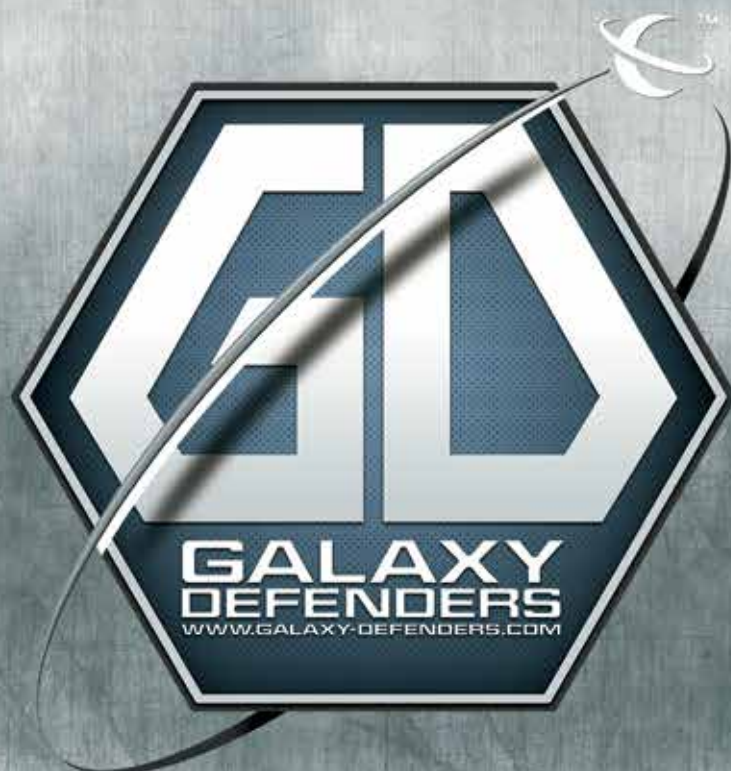
The fleeting memory of his fallen comrades leaves a bitter taste in the agent's mouth. Everything fades into the blinding light of the portal.

The agent focuses his eyes and, holding a breath, enters the dimensional rift... to infinity and beyond!

MISSION FAILED

Memory, for some absurd reason, becomes a nightmare where the agents are brutally killed instead of reaching the portal! Shaken by the horrible vision, the agent focuses his eyes and, holding a breath, enters the dimensional rift... to infinity and beyond!





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