

MISSION : The winds of Damocles

U.N. High command, Damocles, 06:00

"If we manage to control all the working nanogenerators in the area, we'll have won. All we need is to make sure we keep at least one nanogenerator working..."

EMI grid, Damocles, 06:21

/Emergency.com/emergency1

/EMI grid access: authorized: overseer.1 026

/tactical_analysis

> Hypothesis: Control lost over nanogenerators.11 728 to .11 740.
Consequence: Loss of sector .556.

EMI grid, Damocles, 06:52

/anomaly.005/report

/EMI grid access: denied

/technical_analysis

> nanoresource overload.

Recommended solution: none.

/information_filing: delete information.

Necessary material for this mission:

Initiation Set : Operation Damocles.

I Unit Box: Steel TacArms

I Unit Box: Fire Toad

I Unit Box: Bane goliaths

I Accessory Box: Expansion Set I

I Accessory Box: Expansion Set 2



Playing the U.N.A.

Numbers

You play four units that enter through **A** :

- Unit 1: Five steel troopers with laser rifle and combat knife; one steel trooper with missile launcher;
- Unit 2: Three steel TacArms;
- Unit 3: One Fire Toad ;
- Unit 4: One Fire Toad Sgt.

Objective

You win when you control all the nanogenerators that have not been destroyed. You lose if all the nanogenerators are destroyed or if you do not fulfill the objective before round 6 is over.



Playing the Therians

Numbers

You play three units that enter through **B** :

- Unit 1: Five storm golems with nanoblaster and reaper blades; one storm golem with sonic gun;
- Unit 2: Five storm golems with nanoblaster and reaper blades; one storm golem with sonic gun;
- Unit 3: Three bane goliaths.

Objectives

You win if the game reaches the end of round 6 or once all the nanogenerators have been destroyed.



Special rules

Control

An objective is controlled by the player who has the most infantry fighters within range zero (10 cm) of it at the end of the round. If it is a tie, none of the sides controls the objective.

Nanoreinforcements

Each nanogenerator under Therian control allows the player to bring back an eliminated storm golem. Each nanoreinforcement storm golem is added to any unit of storm golems controlling a nanogenerator.

Nanoparticles cloud

A weird cloud of nanoparticles gushes out from the first nanogenerator destroyed. The cloud eats away anything it encounters.

Place the template where the nanogenerator once stood. Before activating one of his units, the Therian player can make the cloud deviate: he rolls a first die to



White stars access zone



Therians access zone



Nanogenerator



Container (x 2, one over the other)



Low wall (x 6)

determine the direction (read in the template), and a second for the distance.

Any fighter or nanogenerator caught inside the area of effect of the cloud when it appears or when it deviates suffers a damage test. Cover is ignored!

NANOPARTICLES CLOUD

☉ : 10

☉ : 9/1

NANOGENERATOR

☉ : 11

Structure Points: 1

Size: ■■■■■