

Mission: Fire Toad down

Mission Control Center, 14:00.

— Gentlemen, your service records are most impressive. You are all experienced pilots and you have all been steel troopers.

The nine men's chests swelled with pride: this meant they were going to be sent on a particularly dangerous mission and that they would become heroes.

"The guys on orbit have messed up a drop-off once again and we have now a brand new Fire Toad lost somewhere down in the lower levels of

Damocles. Your mission is to find the Fire Toad, capture it, and bring it back to where it is supposed to be.

One of the soldiers made a face.

"Is there a problem soldier?"

— Well, it's been years since I've had to shoot with a laser rifle, Sir.

— You've been a steel trooper, you've got it in you. Trust me, when the first nanomunition goes whizzing past your ear, you'll remember how to shoot those damn morphos down!

Box necessary to play this mission:

Initiation Set : Operation Damocles.



Playing the White Stars

Numbers

You play two units:

- **Unit 1:** Four steel troopers with laser rifle and combat knife; one steel trooper with missile launcher. This unit comes in through point **A**;
- **Unit 2:** Three steel troopers with laser rifle and combat knife; one steel trooper with missile launcher. This unit comes in through point **B**.

Reinforcements

One of your steel troopers captures the Fire Toad if, at the end of the round, you have more steel troopers within less than 10 cm from the container than your opponent has storm golems within the same distance. Remove one steel trooper and place the Fire Toad in contact with the container. The Fire Toad's card is added to the activation sequence of the following round.

Objectives

You win if you manage to evacuate the Fire Toad through point **D** before the end of the sixth round.



Playing the Therians

Numbers

You play one unit:

- **Unit 1:** Two storm golems with nanoblaster and reaper blades; two storm golems with sonic gun. Place this unit as on the map.



Home turf

This mission takes place on a Therian planet. Add one to the result of all your Authority tests.

Reinforcements

At the end of each round:

- If you have storm golems in contact with one nanogenerator, you get one storm golem in reinforcement. It is placed in contact with the nanogenerator or on one of the trap doors indicated on the map. In the first case, it joins the unit in contact with the generator. In the second case, the storm golem constitutes a unit of its own (its card is added to the activation sequence for the next round). All the storm golems that are not part of the first unit are activated at the same time and are represented by the same card, even if they constitute different units.
- If you have storm golems in contact with both nanogenerators, you get a Wraith golgoth in rein-

- A B** White Stars entry points
- C** Wraith golgoth entry point
- D** Fire Toad exit point
- E** Trap Door
- G** Nanogenerator
- Container**
- Storm golems**

forcement. Its card is added to the activation sequence and it enters through point **C** in the next round.

Objectives

You win if you destroy the Fire Toad or if can prevent the White Stars from evacuating it before the end of the sixth round.