

MISSION: Crossfire

/tactical network/EMI grid access
/report 1101001/access authorized

- > Enemies are advancing towards our positions.
- > Communication: Low frequency electromagnetic broadcast (attached file/01100101).
- > Enemy units following different directives.

> Analysis: Possible dissensions between CentCom and M.Ind.

****/access authorized/*Web Striders 0**10****1

- > Those Warriors are always so arrogant. They believe they are superior to everyone, but we will show them that our routines are far more efficient than theirs!

For 4 players

Necessary material for this mission:

Initiation Set : Operation Damocles, Unit Box: Steel TacArms, Unit Box: Fire Toad 02, Unit Box: Fire Toad 03, Unit Box: Bane goliaths



Playing CentCom, a U.N. faction

Numbers

You play three units that enter the battlefield through your access zone:

- 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.

Objective

You win when all the Web Striders' fighters have been eliminated.



Playing the M.Ind, a U.N. faction

Numbers

You play three units that enter the battlefield through your access zone:

- Unit 1: Seven steel troopers with laser rifle and combat knife; two steel troopers with missile launcher;
- Unit 2: One Fire Toad;
- Unit 3: One Fire Toad.

Objective

You win when all the Warriors' fighters have been eliminated.



Playing the Warriors, a Thierian faction

Numbers

You play two units that enter the battlefield through your access zone:

- Unit 1: Seven storm golems with nanoblaster and reaper blades; one storm golem with sonic gun;
- Unit 2: One Wraith golgoth alpha.



Objective

You win when all the M.Ind's fighters have been eliminated.



Playing the Web Striders, a Thierian faction

Numbers

You play two units that enter the battlefield through your access zone:

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

Objective

You win when all CentCom's fighters have been eliminated.

Special rules

Four players game

At the beginning of each round, all the players roll the authority test. The winner picks who goes first. The players then take the lead in clockwise order. They take turns to play a card of their sequence each.



CentCom access zone



M.Ind access zone



Web Striders access zone



Warriors access zone



Nanogenerator (x 2)



Container (x 1)



Low wall (x 6)

The game ends when one of the players' objective is fulfilled. He is the winner.

Any player can attack any other player.

Reinforcements!

A U.N. player who controls the container can get reinforcement. A Thierian player who controls a nanogenerator can get reinforcement. When a player gets reinforcement, one of his units that was eliminated comes back into the game at the beginning of the following round through his access zone.

An objective is controlled by the player who has the most soldiers within range 0 (10 cm) at the end of the round. If it is a tie, none of the sides controls the objective.