

MISSION: Elevation

The overseer was puzzled. According to the EMI grid, he had just used his overseer alpha access to switch on elevator m.91496. But he hadn't done anything like that. Light had to be shed on this malfunction. He had to investigate the surface, where those aggressive creatures were swarming. He quickly generated an escort and a golgoth for his protection. You could not be sure of anything anymore when even Damocles was starting to react oddly!

— It's done Sergeant, It's working! The elevator has been switched on. The sergeant muttered inside his cockpit. This mission, the operating of a random elevator, was completely ridiculous: His company had been issued orders to find out how to switch on one of those bloody morphos machines, just to prove it was possible...The bigwigs at H.Q. definitely had a weird understanding of war.

A few moments later, every one was out in the open, and the sergeant was able to open a channel with the fleet to finally make his announcement: Charlie Alpha to Mama: the mission is a suc... Oh! oh!

Necessary material for this mission:

Initiation Set: Operation Damocles. 1 Accessory: Expansion Set 1, 1 Unit Box: Steel troopers, 1 Unit Box: Storm golems.



Playing the White Stars

Numbers

You play four units, which are placed freely inside the deployment zone **A** at the beginning of the mission:

- Units 1, 2 & 3: Five steel troopers including one missile launcher;
- Unit 4: One Fire Toad sgt.

Objectives

You win when you control two nanogenerators. You control a nanogenerator when you have more infantry fighters than your opponent within one range (10 cm) from its edge.



Playing the Therians

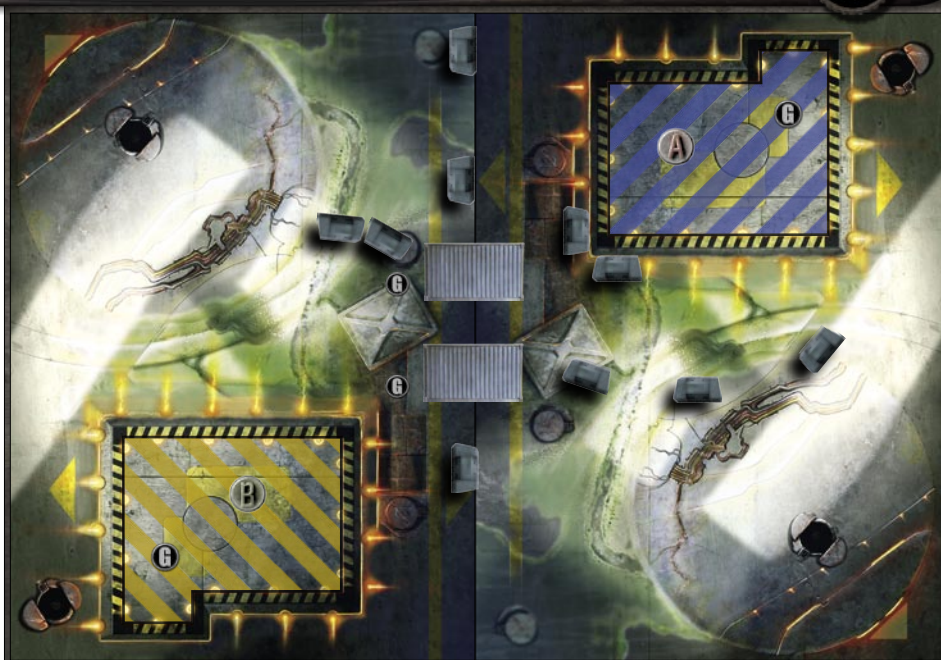
Numbers

You play four units, which are placed freely inside the deployment zone **B** at the beginning of the mission:

- Units 1 & 2: Five storm golems including one with a sonic gun;
- Unit 3: Four storm golems including one with a sonic gun;
- Unit 4: One Wraith golgoth alpha.

Objectives

You win when you bring your Wraith golgoth in contact (within 2.5 cm) with the nanogenerator located inside the White Stars deployment zone **A** before the end of the fifth round.



Special rules

Nanoreinforcements

At the end of each round, for each nanogenerator controlled by the Therian player, the latter can bring back one eliminated golem. Each of these golems is integrated to a unit controlling one of the nanogenerator.

Artillery strikes

Each round, the White Stars can call an artillery strike (see insert).



Therian deployment zone



White Stars deployment zone



Container (x2)



Low wall (x10)



Nanogenerator (x4)

ARTILLERY STRIKES

Certain missions authorize the use of artillery strikes, meaning long distance shots from orbital weapons or artillery pieces located so far from the battlefield that nothing can threaten them.

A player can call an Artillery strike once per game round, just before activating any of his units. The artillery strike can target any fighter in the line of sight of an officer or a leader. Calling an artillery strike costs 3 LP.

Artillery strikes use the rules for indirect fire weapons, although the Accuracy value is fixed just like locked shot weapons: The minimum result needed to hit is always the same, no matter the range. The result is indicated instead of the Accuracy **G** value of the weapon.

White Stars Artillery Strike

The characteristics of the White Stars artillery strikes are the following:

G : 3+ **S** : 5/0 **R** : 2 **W** : 9/1