

MISSION: Ka-Boom !

/tactical network/EMI grid access
/ALERT!/ALERT!/ALERT!

>Sector 110010: red alert.
Creatures are heading for generator 110010.
Force field activation.

> Company on interception course to meet the creatures
Force field operational.

> The creatures have passed the force field.
Interception in progress.

> The generator is damaged. Energy overload.
Nanogenerator activation, reinforcement assembling in progress.

Necessary material for this mission:

Initiation Set: Operation Damocles,
Unit Box: Steel TacArms,
Unit Box: Fire Toad Mk. 02,
Unit Box: Fire Toad Mk. 03,
Unit Box: Bane goliaths,
Accessory Expansion Set 2



Playing the White Stars

Numbers

The following units enter through **A**, **B** and **C** :

- Unit 1: Nine steel troopers, including two missile launcher bearers;
- Unit 2: Three steel TacArms;
- Unit 3: One Fire Toad Sgt.;
- Unit 4: One Fire Toad "Iron Rain" or "Lancelot".

Reinforcements

When a unit of steel TacArms, which has inflicted at least one damage point to the Therian generator, is eliminated, you get a new unit of steel TacArms in reinforcement in the next round. Add its card to your activation sequence at the end of the round. The new unit enters through **A**, **B** or **C**.

Objectives

You win if you destroy the Therian generator before the end of round 5.



Playing the Therians

Numbers

The following units enter through **D**, **E** and **F** :

- Unit 1: Six storm golems, including one sonic gun bearer;
- Unit 2: Three bane goliaths;
- Unit 3: One Wraith golgoth alpha.

Reinforcements

At the end of a round, if your unit of storm golems is in contact with a nanogenerator and your unit of bane



goliaths has been eliminated, you get a new unit of bane goliaths in reinforcement.

At the end of a round, if your unit of bane goliaths is in contact with a nanogenerator and your unit of storm golems has been eliminated, you get a new unit of storm golems in reinforcement.

In both cases, add the card to your activation sequence at the end of the round. The new unit enters through **D**, **E** or **F**.

Objectives

You win if the generator is not destroyed by the end of round 5.

Special rules

The Therian generator

The Therian generator has the following characteristics:

- : 14
- Structure points: 10

It is protected by a force field (represented by the low walls surrounding the generator), which blocks shots from getting in or out (but not the lines of sight). However, fighters can walk through it.



Generator



Low wall (x12)



Nanogenerator (x4)



Point Able



Point Bravo



Point Charlie



Point Doctor



Point Echo



Point Foxtrot

A fighter whose entire base is inside the perimeter is considered inside the force field.

The force field is deactivated when two nanogenerators are destroyed. Each nanogenerator has the following characteristics:

- : 11
- Structure points: 2