

Mission: Intrusion

It had started off as a straightforward recon mission. The steel troopers had patrolled the air ducts of the factory world for hours, when their leader picked up some heavy activity in the morphos communication network. They were close to a transmission node, but they would need to venture even further behind enemy lines to deactivate it.

The leader explained the situation to his tired men. The steel troopers thought about it for a second and decided, as one man, that it was

the right thing to do. Only the two missile launcher bearers seemed unconvinced, as they were certain to be of no help at all in these narrow corridors where no golgoth would ever fit.

A few hours later, the steel troopers were opening the airlock of their ventilation shaft and springing out of it, weapons leveled, in full morphos territory.

Necessary material for 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;
- **Unit 2:** Three steel troopers with laser rifle and combat knife; one steel trooper with missile launcher.

Deployment

Units 1 and 2 access the battlefield through the trapdoor indicated on the map.

Reinforcements

If, at the end of a round, you have more soldiers than your opponent within 10 cm of point Able (A), a Fire Toad arrives in reinforcement. Integrate its card to your activation sequence at the beginning of the next round. It accesses the battlefield through point Bravo (B).

Objectives

You win if you are able to bring at least one soldier in contact with one of the nanogenerators and if he stays alive until the end of the round.



Playing the Therians

Numbers

You play two units, place them anywhere inside your deployment zones before the beginning of the game:



- **Units 1 & 2:** Two storm golems with nanoblaster and reaper blades; one storm golem with sonic gun;

Home turf

The mission takes place on a Therian planet. Add 1 to all your Authority tests.

Reinforcements

At the end of each round, if you have storm golems in contact with a nanogenerator, you get a storm golem in reinforcement. It is placed in contact with the nanogenerator and joins the closest unit. If you have storm golems in contact with both nanogenerators, you get two storm golems, one in contact with each generator.

Objectives

You win when you have eliminated all the White Stars soldiers.

- Therian deployment zone
- Trapdoor
- Point Able
- Point Bravo
- Low wall
- Nanogenerator