

# Mission : Fire!

The U.N.A. space forces have dropped arsenal-modules from the orbit of Damocles. Lightly armored, these mobile armories are there to supply the troops with equipment and ammo down inside the depths of the factory world. Each one of them is heavily guarded. But it won't stop the Therians, especially when there is a nanogenerator in the area...

\*\*\*

"Protect the armory at all cost, keep an eye out for the Therians. They keep coming back! So there's probably one of those morphos generators left somewhere around here. With all the debris lying

around in the corridors, this not going to be easy finding it. Remember we're the best, so let's do this!"

\*\*\*

"What could be better than a little hunting to unwind? My control systems indicate the proximity of a nanoresource generator. "Do you want to take the controls?" Of course I do.

Oh! Those primitive beings have brought a great many weapons. How delightful of them."

## Box necessary for this mission:

Initiation Set: Operation Damocles.



## Playing the White Stars

### Numbers

You play three units which arrive through the accesses indicated on the map:

- **Unit 1:** One Fire Toad Sergeant;
- **Unit 2:** Four steel troopers with laser rifle and combat knife; one steel trooper with missile launcher;
- **Unit 3:** Three steel troopers with laser rifle and combat knife; one steel trooper with missile launcher.

### Armory

Your fighters have access to a complete arsenal, with enough ammo to pulverize a small space station:

- You can re-roll any failed damage roll once;
- Upon every activation, you can replace one of your soldiers equipped with a laser rifle and a combat knife by a soldier with a missile launcher (and vice versa), as long as you have the corresponding miniature.

### Objectives

You win once you have destroyed the Therians' nanoresource generator (Protection 10, 2 structure points).



## Playing the Therians

### Numbers

You play three units which arrive through the accesses indicated on the map:

- **Unit 1:** One Wraith golgoth alpha;



	Therian Access
	White Stars Access
	Container White Stars (Armory)
	Nanoresource generator

- **Unit 2 & 3:** Three storm golems with nanoblasters and reaper blades; one storm golem with sonic gun.

### Reinforcements

The storm golem units destroyed become reinforcement units. At the beginning of each round, place one reinforcement unit in contact with the nanoresource generator and add its card to your activation sequence.

### Objectives

You win once you have destroyed both the Fire Toad and the White Stars armory (Protection 10, 4 Structure points), represented by the White Stars container.

## Special rules

### Barricades

Once the generator and the armory set into place, each player is given three concrete walls representing the barricades, the rubble and the other obstacles possible. The players place them one by one, in turn, starting with the White Stars.

These barricades must be placed at least at range one from the edge of the battlefield and from any other scenery element.

The barricades used in this mission can be destroyed (Protection 8, 1 Structure point). They can be targeted by the White Stars missile launchers.