

MISSION: Blackout

Slowly, the steel trooper looked over the wall. The storm golems had got into a defensive position behind the low walls. Standing between him and the morphos, what looked like a large fuse case was crackling and spitting sparks erratically.

The steel trooper didn't take the time for a xeno-technologic analysis. He opened fire on the morphos, supported by his unit. The morphos retaliated immediately.

Lasers and nanominitions saturated the room. The box, caught in the zone of fire, crackled one last time and the lights went out.

The muzzles of the laser rifles and the red glowing eyes of the morphos were the only lights in the dark.
"Oops!"

Necessary material for this mission:

Initiation Set : Operation Damocles.



Playing the U.N.A.

Numbers

You play three units that access the battlefield through point Able:

- **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;
- **Unit 3:** A Fire Toad Sgt.

Objective

You win if you eliminate all the Therians.



Playing the Therians

Numbers

You play three units that access the battlefield through point Bravo:

- **Unit 1:** Three storm golems with nanoblaster and reaper blades; one storm golem with sonic gun;
- **Unit 2:** Three storm golems with nanoblaster and reaper blades; a storm golem with sonic gun;
- **Unit 3:** A Wraith golgoth alpha.

Objective

You win if you eliminate all the White Stars.

Special rules

Control

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



Blackout

All the shots beyond range I (20cm) are automatic failures, except for the striders and locked shot weapons. When his side controls nanogenerator I, the player can turn the lights on or off. This rule is then ignored when the lights are on.

Gear up!

If the U.N.A. control the container, the steel trooper units within 10 cm of it get infrared goggles. They can now shoot normally.

If the Therians control nanogenerator 2, the storm golem units within 10 cm of it download image intensifying programs. They can now shoot normally.

- A** Point Able
- B** Point Bravo
- G1** Nanogenerator 1
- G2** Nanogenerator 2
- Container (x 1)
- Low wall (x 6)

REINFORCEMENTS!

If both players have Unit Boxes, they can use them as reinforcement. When the U.N.A. control the container, a reinforcement unit enters through **A**. When the Therians control nanogenerator 2, a reinforcement unit enters through **B**.

This rule replaces the "Gear up!" rule.
The TacArms and the goliaths can shoot normally in the dark.