



GALAXY DEFENDERS STORYBOOK

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SO DUDES, DID YOU LIKE YOUR FIRST WEEK OF TRAINING HERE AT THE AGENCY? TOO HARD? OH COME ON, YOU'RE THE BEST OF THE BEST. IT'S NOT TOO HARD FOR YOU.

HARD IS A NICE UNDERESTIMATE FOR WHAT WILL HIT YOU IN THE FIELD AFTER THIS TRAINING. YEA. YOU'LL WISH IT WAS ONLY HARD. IT'LL BE FAR WORSE. ALIENS. YUP. THEY TOLD YOU AND YOU STILL DON'T BELIEVE IT, EHP?

NO, IT'S NO JOKE. NO, IT'S NOT A MOVIE. NO, WE PROBABLY WON'T GET OUT OF THIS WITH OUR SANITY INTACT.



1 INTRODUCTION

This manual gives detailed instructions how to set up the missions Galaxy Defenders face in their desperate attempt to avert the destruction of the Human race, as envisioned by the Xenos.

Also included are the rules needed for Campaign mode. In this mode, every action modifies the future development of the campaign. We strongly suggest playing the game this way, to better understand the storyline of Galaxy Defenders.

2 MISSION SETUP

This section explains the structure of a GD mission and how to use the information to setup the game.

2.1 BRIEFING

This section describes agent rank status, their equipment at the beginning of the mission, and their objectives. To keep the right mood, we suggest reading it just before the start of the mission.

GD-WINGS FOR STANDALONE MISSION: COPPER	DEVICES 1 PER AGENT	WEAPONS 0 IMPROVED WEAPONS 0 ALIEN WEAPONS		 45-60 M
<p>FOR STANDALONE MISSIONS: Starting GD-WINGS RANK, if the mission is played as a stand-alone.</p> <p>DURING THE CAMPAIGN: Each agent starts with the rank from his last mission.</p>	<p>The number of devices each agent receives at the start of the mission. During setup, the players may cooperate to select the most useful devices, based on the mission briefing. The selected devices may be class related or GENERIC.</p>	<p>Type and quantity of IMPROVED and ALIEN weapons assigned at the start of a mission.</p> <p>FOR STANDALONE MISSIONS: These weapons must be randomized between GENERIC and the classes in play.</p> <p>DURING THE CAMPAIGN: The maximum number of IMPROVED and ALIEN weapons assigned at the start of a mission, selected from those available in the Headquarter.</p>	<p>The minimum and maximum number of agents who can play the mission.</p>	<p>Estimated time needed to complete the mission.</p>

2.2 SETUP

This section contains all of the information necessary to setup the mission:

GD STARTING AREA:

Represents the deployment AREA for the agent figures.

SIGNAL RESERVE:

Describes how to create the SIGNAL RESERVE. This is usually done by adding and shuffling ALIEN and HUMAN SIGNAL tokens. Sometimes there are also specific rules for placing SIGNALS on the battlefield.

The  icon indicates the relative SIGNALS must be kept aside until brought into play due to a SPECIAL EVENT effect with the flipped icon  during the mission.

The SIGNALS placed on the map at the start of the mission are drawn from the SIGNAL REVERSE.

TOKENS IN PLAY:

Indicates which tokens must be placed on the battlefield at the start of the mission.

SPECIAL TOKENS:

Lists the required special tokens. The  icon indicates the relative token must be kept aside until brought into play due to a SPECIAL EVENT effect with the flipped icon  during the mission.

OVERLAYS:

Indicates which overlays must be placed on the maps at the start of the mission.

ALIEN CARDS and MINIATURES IN PLAY:

Indicates which alien figures must be placed on the map at the start of the mission after the first ALPHA AGENT PROMOTION. Their ALIEN cards must be identified and assigned to the agents at the start of the mission according to the "Alien Assignment" rules (see section 8.8, page 35 of the Rulebook).

ALIEN CARDS and MINIATURES:

Describes the ALIEN cards and figures used in the mission [not including those already on the map at the start of the mission] and how to create the ALIEN deck. This is usually done by adding all the ALIEN cards indicated and shuffling them to create the deck. The relative figure for each card will be placed on the battlefield when the appropriate card is drawn.

The  icon indicates the relative ALIEN card and figure must be kept aside until brought into play due to a SPECIAL EVENT effect with the flipped icon  during the mission. When this happens, place the alien figure as indicated and assign the ALIEN card as usual [unless the scenario indicates differently].

Keep in mind, these cards are not a part of the initial ALIEN deck at the start of the mission. Once in play, the cards become part of the deck, so they may be reshuffled into the deck when it runs out of cards.

CLOSE ENCOUNTER DECK:

Describes how to create the CLOSE ENCOUNTER deck. This is usually done by adding all the CLOSE ENCOUNTER cards indicated and shuffling them to create the deck.

The  icon indicates the relative CLOSE ENCOUNTER card must be kept aside. It is added to the deck when a SPECIAL EVENT effect with the flipped icon  is revealed during the mission.

Keep in mind, these cards are not a part of the initial CLOSE ENCOUNTER deck at the start of the mission. Once in play, the cards become part of the deck, so they may be reshuffled into the deck when it runs out of cards.

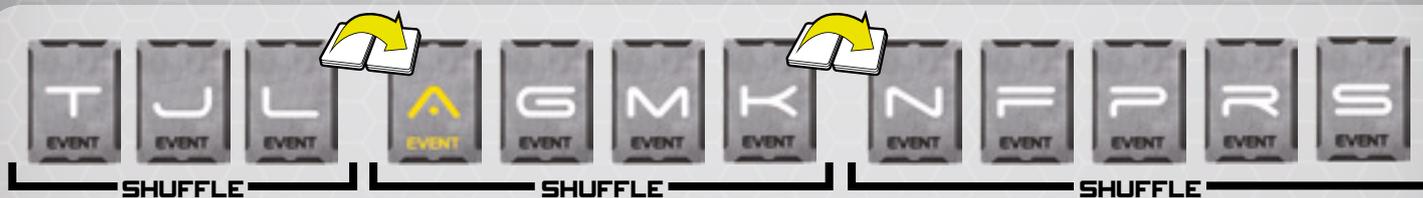
EVENTS DECK:

Describes how to create the EVENTS deck. The box contains the list of cards comprising the EVENTS deck and instructions for building the deck. This is usually done by shuffling or adding cards to several separate stacks prior to creating the final one, so that the SPECIAL EVENTS will be drawn in the appropriate round.

The  icon indicates the left group of cards must be placed on top of the right group of cards.

This example shows the Mission 1 EVENTS deck setup:

EVENTS DECK



[SPECIAL EVENT A WILL APPEAR BETWEEN THE 4TH AND THE 7TH EVENT].

- Create small stack (1) shuffling EVENTS: T, J and L
- Create small stack (2) shuffling EVENTS: A, G, M and K
- Create small stack (3) shuffling EVENTS: N, F, P, R and S
- Place stack 1 on top of stack 2
- Place the new stack [1+2] on top of stack 3
- The EVENTS deck [1+2+3] is now **completed**
- SPECIAL EVENT A will appear between the 4th and the 7th EVENT

2.3 SPECIAL MISSION RULES

This section contains any special rules applying to the current mission ONLY.

These rules supersede the normal game rules and strictly concern the mission accomplishment.

2.4 OBJECTIVES

This section lists:

- The maximum number of EVENTS/rounds the mission lasts (unless it is accomplished before).
- The objectives used to determine if the mission is a success, a partial success, or a failure.
- In the campaign game, the next mission, based on the current mission outcome.

As the last step of the STRATEGY phase, players must check if the mission victory/defeat conditions apply. The result is based on the first matching condition, starting from the top, in the "Objectives" table of the mission.

2.5 SPECIAL EVENT CARDS EFFECTS

This section lists special cards effects from the EVENTS deck. The column to read and apply may depend upon the results of previous missions.

When an effect requires a teleport, place or move a SIGNAL/ALIEN to a particular HEX/TELEPORT POINT, if this is not possible because it is already occupied, then teleport, place, or move the SIGNAL/ALIEN to an adjacent HEX [decided by the ALPHA AGENT].

The following table describes a typical mission. In this case, the effects of special EVENT "A" vary, based on the results of the previous mission. There may be several different conditions that alter the effects of SPECIAL EVENT cards.

CARD LIST		
 SPECIAL EVENT A	Read and apply this statement, if your previous mission was PARTIALLY ACCOMPLISHED . Apply this column, if you are playing a standalone mission.	Read and apply this statement, if your previous mission was ACCOMPLISHED .
EFFECTS	EFFECTS: 1, 2, 4...	EFFECTS: 1, 3, 5...

We suggest not reading this section, until the relevant card is drawn during the mission's EVENT phase, to avoid spoiling the mood of the game.

2.6 DEBRIEFING

This section contains the ending to read, depending on the agents' final mission results.

Read this chapter only when the mission is over.

3 SPECIAL TOKENS

Most of the missions require the placement on the map of several special tokens:

FLAME	
	<p>Any agent moving across this token immediately suffers 1 WOUND.</p>
EXTINGUISHED FLAME	
	<p>Any flame treated with the FIRE EXTINGUISHER [Mission Special Device] becomes an EXTINGUISHED FLAME and does not inflict a WOUND when crossed by the agents.</p>
BLUE ARMORY	
	<p>Once any agent reaches this token, discard it and triggers a new IMPROVED WEAPON. If all IMPROVED WEAPONS has been researched the token triggers a new ALIEN WEAPON. The weapon is sent during REINFORCEMENTS in the next STRATEGY phase, following the special mission rules, if any, or the standard reinforcement rules [the Campaign additional rules on reinforcements are detailed in section 5.1, page 8].</p>
RED ARMORY	
	<p>Once any agent reaches this token, discards it and triggers a new ALIEN WEAPON. If all ALIEN WEAPONS has been researched simply ignore the effect. The weapon is sent during REINFORCEMENTS in the next STRATEGY phase, following the special mission rules, if any, or the standard reinforcement rules [the Campaign additional rules on reinforcements are detailed in section 5.1, page 8].</p>
WAYPOINTS	
	<p>WAYPOINTS are used to indicate key HEXES, for movement or other special effects defined in the mission special rules or by the SPECIAL EVENT cards.</p>
LANDMINE	
	<p>The effect of the LANDMINE is defined in the mission special rules. It is usually activated by an ALIEN who enters its AREA.</p>
TRAP	
	<p>The effect of the TRAP is defined in the mission special rules. It is usually activated by an ALIEN who enters its AREA.</p>
ALIEN NPC	
	<p>This token represents special ALIEN characters/items during the mission.</p>

SUNNY / SALLY



Stationary weapons: they can be used as a weapon [with a 180° field of view, measured from the barrels Hex] by any agent in the seat Hex [NOT the barrels Hex] using his COMBAT. The attack is performed with the SALLY/SUNNY stats following standard combat rules.

4 PLAYING STANDALONE MISSIONS

If you want to play [or replay!] a mission in stand-alone mode, each player selects one or more agents and equips them as listed in the relative mission's section. Use the indicated agent's Rank to determine their current skills, tactics, and level.

Follow the setup as described. When a SPECIAL EVENT card is drawn, its effects always follow the leftmost column of the "Special Event Cards Effects" section. Finally, decide if you want to use any optional rules, and then begin.

5 PLAYING GO CAMPAIGN

Campaign mode in Galaxy Defenders allows you to enjoy the full game experience. Players choose their equipment and their agents, specializing as they gain ranks, but they will also grieve the possible death of their agent. A failed mission in a campaign does not always spell doom, but it will have consequences in the following missions, potentially requiring agents to take completely different missions.

During a campaign, any weapon and equipment researched in the GD labs becomes available for the following missions. They can also be reassigned when the mission allows it.

Agents gaining GD-WINGS in a mission must pay attention to their skills and tactics choices, because once chosen, there is no turning back.

Between missions, after the briefing, any player may choose a different agent, if desired. The newly chosen agent enters the field with any weapon available in the HEADQUARTER [respecting the mission weapon limits] and the rank from his last mission.

If, during a mission, the agents gain the four ALIEN TECH fragments and ask for a device in REINFORCEMENTS of the STRATEGY phase, the device is chosen by player agreement. If an agreement cannot be reached, then the ALPHA AGENT selects the device.

To keep track of rank advancements, acquired weapons, and Defender Points [see section 7, page 9] gained in a campaign, you can use the Campaign Sheet in the utility section of our website:

[HTTP://WWW.GALAXY-DEFENDERS.COM](http://www.galaxy-defenders.com)

5.1 CALLING REINFORCEMENTS

In a campaign, calling reinforcements by spending the four ALIEN TECH tokens during REINFORCEMENTS in the STRATEGY phase offers different options. The ALPHA AGENT can request:

- One selected GENERIC Device
- One new IMPROVED WEAPON

If a device is chosen, the agent can pick any one device from those available in the WAREHOUSE [i.e.: the game box].

If a new weapon is chosen, all IMPROVED WEAPONS are randomized [except those already in use by the agents or already present in the HEADQUARTER], regardless of the number and class of agents in play. If the agents do not immediately accept the new weapon, then it is kept in HEADQUARTER and reassigned to the agents.

Note: When there are no more IMPROVED WEAPONS to randomize, ALIEN WEAPONS can be obtained instead.

Any weapon delivered by REINFORCEMENTS is provided with full ammo.

Use the same random procedure when the mission requires delivery of a new ALIEN WEAPON.

5.2 GAIN GD-WINGS IN A CAMPAIGN

During a campaign, each agent may gain a single rank per mission. The gained rank will be carried over to the next mission, according to the section "GD-Wings" [see 7.8, page 27 of the rulebook]. Furthermore, during a campaign, if an agent fails all rolls to gain a rank during a mission, he is able to roll one last time at the end of the mission.

5.3 AGENT'S DEATH

Sometimes an agent must sacrifice himself to allow his companions to save the planet... This sad moment also has consequences in a campaign.

A dead agent may return to the campaign, but without any previous ranks obtained; thus, starting his next mission at Copper rank. Any researched/owned weapon can be used again by this agent.

5.3.3 HIGH IMPACT (OPTIONAL RULE, DEFAULT = OFF)

This option makes each fight more deadly and spectacular by limiting the defensive power of agent and alien armor. In game terms, during the defense roll, the defender rolls 1 Blue die for each successful  result rolled by the attacker, but only for the first five  [i.e. maximum of 5 Blue defensive dice], canceling one  for each successful  result rolled.  results and ENERGY SHIELDS works as usual. Each remaining  result deals one wound to the defender's health points.

Mainly, this means both agents and aliens cannot normally obtain more than five  icons by rolling dice, although  effects, additional powers, and items can still be used to raise the number of total shields.

6 LEVEL OF DIFFICULTY

Galaxy Defenders may be played with different "settings"; the desired level of difficulty may be reached by switching optional rules OFF/ON.

These options can be summarized in four levels of difficulty:

EASY		NORMAL		HARD		VERY HARD	
HUMAN VIEW	OFF	HUMAN VIEW	ON	HUMAN VIEW	ON	HUMAN VIEW	ON
CLOSE FIGHT	OFF	CLOSE FIGHT	ON	CLOSE FIGHT	ON	CLOSE FIGHT	ON
HIGH IMPACT	OFF	HIGH IMPACT	OFF	HIGH IMPACT	ON	HIGH IMPACT	ON
FRIENDLY FIRE	OFF	FRIENDLY FIRE	OFF	FRIENDLY FIRE	OFF	FRIENDLY FIRE	ON

7 DEFENDERS POINT SYSTEM (DPS) - OPTIONAL

If you want to keep track of your achievements during a mission or a campaign, you may use the Defender Point System [DPS]. Each mission is related to a table with point values for each achievement. Simply sum all points [positive/negative] and the total shows how well your team performed. The DPS sheet is available in the utility section of our website:

[HTTP://WWW.GALAXY-DEFENDERS.COM/MISSION.PHP](http://www.galaxy-defenders.com/mission.php)

8 MISSIONS

This section includes the 12 missions of the GD Campaign. New mission will be published through the official GD Website:

[HTTP://WWW.GALAXY-DEFENDERS.COM/MISSION.PHP](http://www.galaxy-defenders.com/mission.php)

New downloadable missions will be released in the future and most importantly, the best-customized missions created by players from around the World will be published there.

MISSION ID	MISSION NAME	MISSION REPORT			DPS
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
		ACCOMPLISHED <input type="checkbox"/>	PARTIALLY ACCOMPLISHED <input type="checkbox"/>	FAILED <input type="checkbox"/>	
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TIRED OF FIGHTING ALIENS ?
 HAVE A BREAK!
 CHALLENGE THEM TO A
 NOT-SO-FRIENDLY GAME OF
GALAXY BALL
 THE SPORT WHERE YOU CAN WIN BY
 SCORING TOUCHDOWNS... OR
 CRUSHING YOUR OPPONENTS
 ON THE FIELD!

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[HTTP://WWW.GALAXY-DEFENDERS.COM/GB-CARDS.PHP](http://www.galaxy-defenders.com/gb-cards.php)

MISSION 1 - CLOSE ENCOUNTERS

BRIEFING



45:50 M

GD-WINGS
FOR STANDALONE MISSION:
COPPER

DEVICES
1 PER AGENT

WEAPONS
0 IMPROVED WEAPONS
0 ALIEN WEAPONS



The agents are sent in the desert to investigate sightings of strange creatures. Once there, the agents are dazzled by strange unnatural lights that gradually change shape into alien figures previously only seen in Sci-fi movies...

"Alpha Agent to Galaxy Defender HQ, we have a problem! - Over"

"We are receiving the images, Alpha Agent. The Xenos are using teleporting devices... destroy them at all costs! We are sending you reinforcements."

"AGENTS, your mission is to destroy the teleport points and come back alive! Over and out."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X1

Shuffle all SIGNALS.
Randomly take two SIGNALS and place them as indicated.

TOKENS IN PLAY



X2



X1



X1



X1



X1



X1

SPECIAL TOKENS

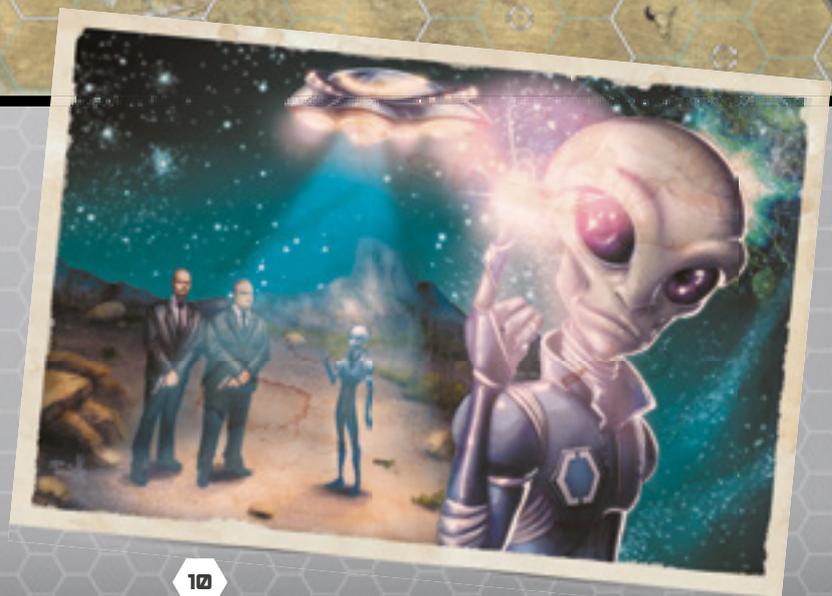
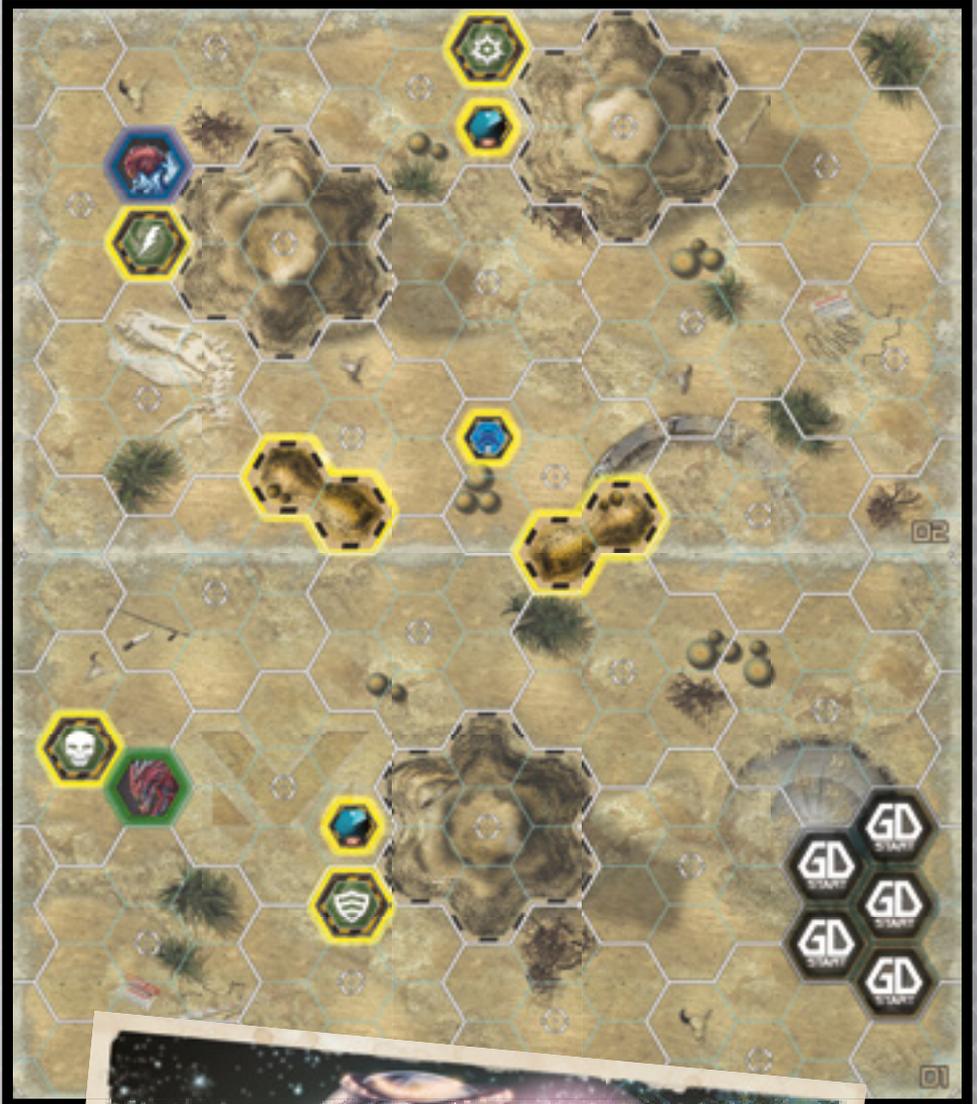


X4

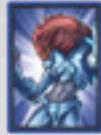
OVERLAYS



X2



ALIEN CARDS AND MINIATURES IN PLAY

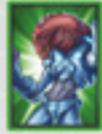


X1



X1

ALIEN CARDS AND MINIATURES



X2



X1



X1



X2



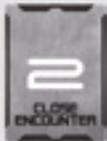
X1

SHUFFLE

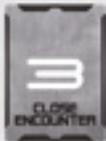
CLOSE ENCOUNTER DECK



X1



X1



X2



X2



X2



X2



X1



X1



X1



X1

SHUFFLE

EVENTS DECK



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



[SPECIAL EVENT A WILL APPEAR BETWEEN THE 4TH AND THE 7TH EVENT].

SPECIAL MISSION RULES

MISSION SPECIAL ACTIONS

DESTROY:

To destroy a TELEPORT POINT [T.P.], an agent, not ENGAGED in combat, must be adjacent to the T.P., and spend his ACTION. Once done, place one FLAME  token over the T.P., it will be destroyed in the next STRATEGY phase. Any destroyed T.P. must be removed from the map [leaving the FLAME token].

OBJECTIVES

The mission ends in the STRATEGY phase of the 11th round.

MISSION STATUS	MISSION REPORT	NEXT MISSION
All T.P.s are destroyed.	Mission Accomplished	2-3
At least two T.P.s are destroyed at the end of the mission.	Mission Partially Accomplished	2
Half of the agents [rounded up] are dead OR less than two T.P.s are destroyed at the end of the mission.	Mission Failed	1

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN.



"This is Galaxy Defender HQ speaking. All signals are targeted and we are ready to blow them up... in 3-2-1. GO! Danger.., I repeat, danger. The energy readings of the teleporters is increasing, we recommend extreme caution!!!"

EFFECTS:

- Destroy all SIGNALS in play.
- Place the GREEN XENO-ALPHA  on the furthest T.P. from the agents and assign its ALIEN card to the ALPHA AGENT.
- Put the CLOSE ENCOUNTER #8  card on top of the CLOSE ENCOUNTER deck.

DEBRIEFING

MISSION ACCOMPLISHED

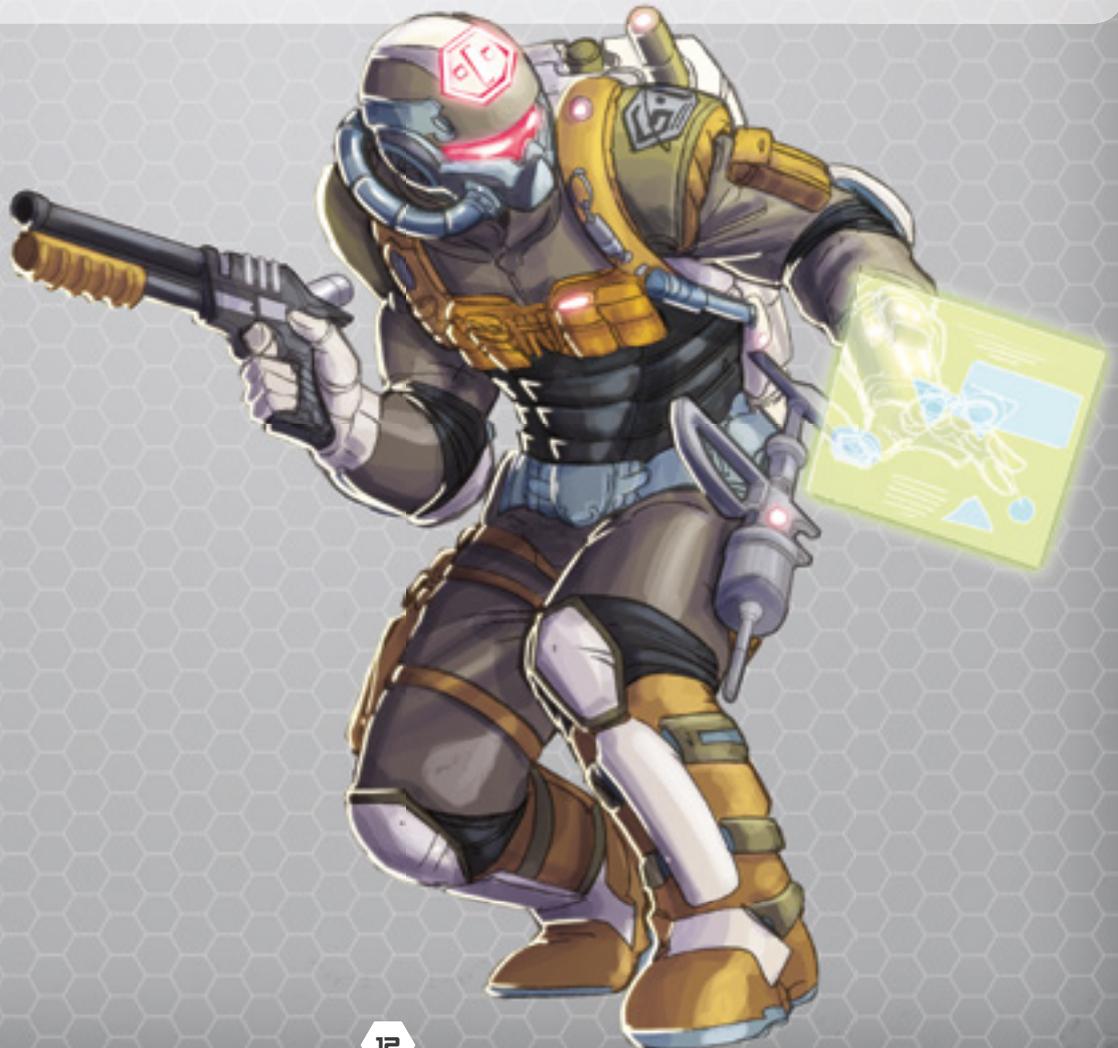
"This is the Galaxy Defender HQ speaking. Good job, agents. Your intense and difficult training was useful to stop this first assault. We are now intercepting the escaped signals. They are headed to the Area 51. We are contacting local security, who can probably handle these few Xenos. Return to GD HQ, while we decide how to proceed."

MISSION PARTIALLY ACCOMPLISHED

"This is the Galaxy Defender HQ speaking. Well done, agents. Nevertheless, we have only partially stopped this first assault. We are now intercepting the remaining signals. They are headed to Area 51. We are contacting local security, but they can never survive attack on their own. We are asking a lot, but the planet still needs you..."

MISSION FAILED

"This is the Galaxy Defender HQ speaking. RETREAT. I repeat, RETREAT. They are everywhere! Despite our efforts, we cannot stop them. The end of all human life is coming... The Mayan prophecy was right! It was just late..."



MISSION 2 - NEW HOPES

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
BRONZE

DEVICES
1 PER AGENT

WEAPONS
1 IMPROVED WEAPONS
0 ALIEN WEAPONS



Galaxy Defenders HQ sends the agents to assist Area 51 with security. Entering the site, the agents detect fighting in the distance, but the scanners signals are not clear and there is no way to tell the aliens from humans.

"Alpha Agent to HQ, we have problems reading alien signals. We are picking up a large number of targets in the area, but we have either come too late and the scientists are all dead or there are no aliens nearby. Do you copy, HQ?"

"HQ speaking. We are receiving communications from the survivors - they are asking for an immediate rescue. Maintain your mission. We are dealing with the technical malfunction."

"AGENTS, your mission is to save the scientists."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X5



X1

Take two HUMAN SIGNALS and two ALIEN SIGNALS, shuffle them and place two of these SIGNALS close to each T.P. of the S2 map as indicated. Repeat the same procedure for the C1 map. Shuffle all the remaining SIGNALS.

TOKENS IN PLAY



X8



X2



X1



X1



X1



X1

OVERLAYS



X3



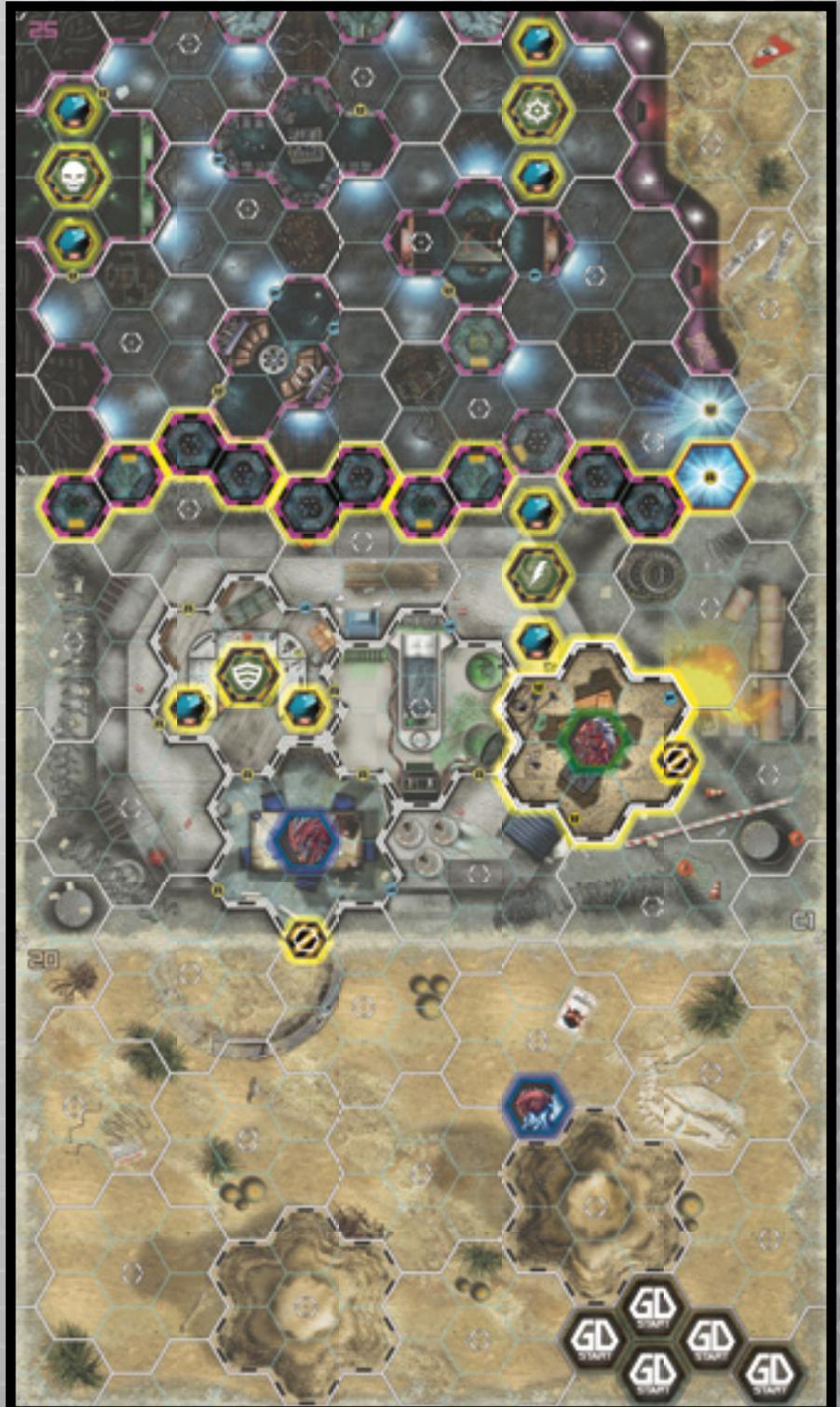
X2



X1



X1



ALIEN CARDS AND MINIATURES **IN PLAY**



X1

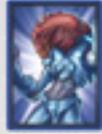


X1



X1

ALIEN CARDS AND MINIATURES



X1



X1



X1



X2

SHUFFLE

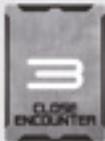
CLOSE ENCOUNTER DECK



X1



X1



X1



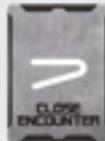
X2



X1



X1



X1



X1



X1



X1

SHUFFLE

EVENTS DECK



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



SHUFFLE



[SPECIAL EVENT B WILL APPEAR BETWEEN THE 3TH AND THE 5TH EVENT].

SPECIAL MISSION RULES

HUMAN SIGNALS:

Revealed HUMAN SIGNALS represents the scientists. Once revealed, they remain in play and continue to move together with unrevealed SIGNALS during the EVENT phase.

Each scientist has 2 HEALTH POINTS and defends as normal. If a scientist dies, his SIGNAL is removed from the map and discarded in the WAREHOUSE instead of the SIGNAL DISCARD PILE.

Aliens may target revealed HUMAN SIGNALS as if they are agents and consider a HUMAN SIGNAL the most wounded and weakest agent.

MISSION SPECIAL ACTIONS

RESCUE:

To save a scientist, an agent not ENGAGED in combat must be adjacent to a HUMAN SIGNAL, and use his ACTION. This will teleport the scientist away. Remove the HUMAN SIGNAL from play [but return it to the WAREHOUSE, not to the SIGNAL DISCARD PILE].

SEARCH:

Agents may perform the SEARCH ACTION in any building room in C1 map.

OBJECTIVES

The mission ends in the STRATEGY phase of the 11th round.

MISSION STATUS	MISSION REPORT	NEXT MISSION
Three or more scientists saved AND at least half of the agents [rounded down] are still alive at the end of the mission.	Mission Accomplished	3
At least half of the agents [rounded up] are dead OR fewer than three scientists have been saved at the end of the mission.	Mission Failed	4

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



Read this if MISSION 1 was PARTIALLY ACCOMPLISHED.

"Galaxy Defenders HQ speaking ... We found the malfunction is caused by alien jamming signals. We cannot - repeat, cannot - counter their jammers. Proceed with visual identification. Out."

EFFECTS:

- Take all SIGNALS in play, add one ALIEN SIGNAL from the SIGNAL RESERVE, if any, and shuffle all of them.
- Take half of the shuffled SIGNALS [rounded down] and place them on the HEXES adjacent to each T.P. in the C1 map.
- Place the remaining SIGNALS on the HEXES adjacent to each T.P. in the S1 map.

Read this if mission 1 was ACCOMPLISHED.

"Galaxy Defenders HQ speaking ... We found the malfunction is caused by alien jamming signals. We cannot - repeat, cannot - counter their jammers. Proceed with visual identification. Out."

EFFECTS:

- Take all SIGNALS in play, then add the HUMAN SIGNAL  and shuffle all of them.
- Take half of the shuffled SIGNALS [rounded down] and place them on the HEXES adjacent to each T.P. in the C1 map.
- Place the remaining SIGNALS on the HEXES adjacent to each T.P. in the S1 map.

DEBRIEFING

MISSION ACCOMPLISHED

"Galaxy Defender HQ speaking. Return to base immediately with all the rescued scientists. Congratulations on the rescue. The people you saved will help us in our fight against this alien menace."

MISSION FAILED

"Galaxy Defender HQ speaking. We have tracked down the last survivor's signal. Leave the area at once. Return to base. There is no one left alive... The aliens control the base."

MISSION 3 - STAR TECH

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
BRONZE

DEVICES
2 PER AGENT

WEAPONS
2 IMPROVED WEAPONS
0 ALIEN WEAPONS



The agents are back at Galaxy Defenders HQ, where the rescued scientists wait to thank them for saving their lives.

"Agents, the scientists you just rescued are here to report about a very urgent matter."

"Welcome back Agents! Two years ago, an alien starship fell on our planet. We have studied it and deciphered some of the alien tech to help you in this conflict. Luckily at the time, the GD agency decided not to keep the ship in the Area 51... So we may still attempt to recover the technology, but we need your help. We have seen you in action - you are the men to accomplish this mission!"

"The pilots already have the coordinates for the secret base, you'll be out and running in no time..."

"AGENTS, your mission is to search and recover the Alien technology hidden inside the buildings."



SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X1

Shuffle all SIGNALS.

TOKENS IN PLAY



X2



X1



X1



X1

OVERLAYS



X1



X1

ALIEN CARDS AND MINIATURES IN PLAY



ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



SPECIAL MISSION RULES

ALIEN TECH:

ALIEN TECH fragments are not gained as usual in this mission. In fact, it is impossible to obtain fragments by killing aliens. The only way to obtain fragments is to perform the SEARCH ACTION.

MISSION SPECIAL ACTIONS

SEARCH:

An agent, not ENGAGED in combat, may spend his ACTION to attempt a SEARCH for ALIEN TECH fragments inside the rooms of any building on the battlefield. When performed, roll 1 . If a is rolled, collect an ALIEN TECH fragment. Any other die result means nothing happens. It is not possible to obtain more than one ALIEN TECH fragment per room regardless of the number of searching agents.

Each agent may keep searching in a given room as long as a fragment of ALIEN TECH has not been found. For each attempt after the first, the agent may add 1 to the SEARCH roll, up to two bonus dice [maximum of 3 rolled].

For instance, if Agent Mercury searches the desert tent in D2 map on the first turn, she rolls 1 and is only successful on a roll of ; if she fails, the next turn she rolls 2 , still needing one result to succeed.

OBJECTIVES

The mission ends in the STRATEGY phase of the 13th round.

MISSION STATUS	MISSION REPORT	NEXT MISSION
Four ALIEN TECH fragments have been found AND at least half of the agents [rounded down] are alive.	Mission Accomplished	5
At least half of the agents [rounded up] are dead OR less than four ALIEN TECH fragments were not found at end of mission.	Mission Failed	5

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



A strange metallic noise resonates in the air and a robotic creature appears, teleported with one of the alien commanders. "GD HQ, Alpha Agent speaking. We have detected a hostile creature, never seen before. Waiting for info on how to engage. Over."
 "HQ here. Scanning... The creature is not organic; it is made from an unknown material. We don't know - repeat WE DON'T KNOW - if your weapons can even damage it!"

EFFECTS:

- Place the BLUE XENO-ALPHA  on T.P. .
- Place the GREEN NEXUS  adjacent to the BLUE XENO-ALPHA.



"Alpha Agent, HQ speaking. The scientists are telling us they can craft a new toy for you in no time, if you've already recovered any alien tech; otherwise, you're stuck with home products!"

EFFECTS:

- During REINFORCEMENTS in the next STRATEGY phase, the ALPHA AGENT may select a new weapon from the WAREHOUSE [the game box]:
IF at least **three** ALIEN TECH fragments have been found, then he may select an **ALIEN** WEAPON. Otherwise, he must select an **IMPROVED** WEAPON. The weapon obtained may be directly transferred to any one agent on the map with the agreement with the ALPHA AGENT.

DEBRIEFING

MISSION ACCOMPLISHED

"GD HQ, Alpha Agent speaking. We request immediate evac. We have found what we were looking for. The alien mech seems impervious to our weaponry. Only alien tech can damage it. Over."

"HQ speaking, evac on the way. Immediate debrief as soon as you're back. We must understand how to proceed. Good work, agents."

MISSION FAILED

"GD HQ, Alpha agent speaking. We request immediate evac. We have only found part of what we were looking for, but we cannot stay any longer. Aliens charging us en masse and the alien mech is impervious to our weapons. It can only be damaged by alien tech! Do you copy, HQ?"

"HQ speaking, evac on its way. Immediate debrief as soon as you're back. We better hope the scientists can help after this mission failure."

MISSION 4 - ALIEN NATION

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
BRONZE

DEVICES
2 PER AGENT

WEAPONS
2 IMPROVED WEAPONS
0 ALIEN WEAPONS



Upon returning to HQ, the agents are debriefed by the few surviving scientists. As the agents enter the briefing room, one of the scientists starts talking. "We appreciate your efforts, but there are few of us left and the enemy has recovered the alien tech we were analyzing."

One of the Agency commanders continues, "All is not lost. We have found the alien outpost."

"AGENTS, your mission is to storm the outpost and take back the stolen tech by defeating and looting the Xeno Alpha and Beta corpses."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X1

Shuffle all SIGNALS.

Randomly take three SIGNALS and place them as indicated.

TOKENS IN PLAY



X3



X1



X1



X1

SPECIAL TOKENS



X4

OVERLAYS



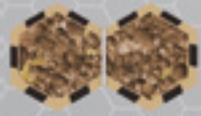
X2



X3



X1



X1



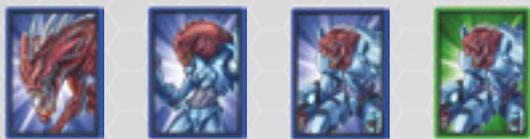
X1



X2

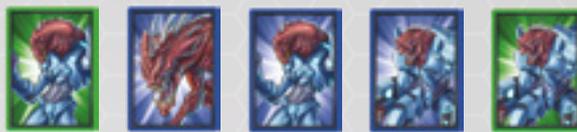


ALIEN CARDS AND MINIATURES **IN PLAY**



X1 X1 X1 X1

ALIEN CARDS AND MINIATURES



X2 X1 SHUFFLE X1 X1

CLOSE ENCOUNTER DECK



X1 X1 X1 X1 X2 X2 X1 X1 X1 X1

EVENTS DECK



[SPECIAL EVENT C WILL APPEAR BETWEEN THE 4TH AND THE 6TH EVENT. SPECIAL EVENT D WILL APPEAR BETWEEN THE 7TH AND 9TH EVENT]

SPECIAL MISSION RULES

REFRESH PHASE:

The following steps must be performed in each REFRESH phase:

- Remove all killed XENO-ALPHA or XENO-BETA aliens without a WAYPOINT token over them and discard their ALIEN cards into the discard pile.
- Discard all WAYPOINT tokens on the battlefield. They can be reused in the next round.

ALIEN TECH:

ALIEN TECH fragments are not gained as usual in this mission. In fact, it is impossible to obtain fragments by searching or killing aliens. The only way to obtain fragments is to perform the mission special action LOOT ALIEN TECH.

XENO-ALPHA & XENO-BETA:

Each time an agent kills a XENO-ALPHA or XENO-BETA alien, do not remove its corresponding figure [and ALIEN card] from the battlefield. Instead, place it on its side with a WAYPOINT token over it. If there are no more WAYPOINT tokens left, then immediately remove the alien figure and discard its card as usual. Killed aliens on the battlefield cannot be activated by CLOSE ENCOUNTER cards and no longer engage in combat when adjacent to an agent.

MISSION SPECIAL ACTIONS

LOOT ALIEN TECH:

An agent, not ENGAGED in combat, adjacent to a killed XENO-ALPHA or XENO-BETA, can spend his ACTION to attempt to LOOT ALIEN TECH. Roll 1 . If a is rolled, he collects one ALIEN TECH fragment, then the killed alien figure and its ALIEN card are immediately discarded as usual. Any other die result means nothing happens. Other agents may attempt to LOOT ALIEN TECH using their ACTION during their turn.

OBJECTIVES

The mission ends in the STRATEGY phase of the 15th round.

MISSION STATUS	MISSION REPORT	NEXT MISSION
Four ALIEN TECH fragments have been found AND at least half of the agents [rounded down] are alive.	Mission Accomplished	5
At least half of the agents [rounded up] are dead OR less than four ALIEN TECH fragments were found at end of mission.	Mission Failed	5

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



"Alpha Agent, HQ speaking. The scientist here tell us they can prepare a new toy for you in no time, if you've already recovered any alien tech; otherwise, you're stuck with home products!"

EFFECTS:

- During REINFORCEMENTS in the next STRATEGY phase, the ALPHA AGENT may select a new weapon from the WAREHOUSE [the game box]:
IF at least **one** ALIEN TECH fragment has been found, then he may select an ALIEN WEAPON. Otherwise, he may select an IMPROVED WEAPON. The weapon obtained may be directly transferred to any one agent on the map with the agreement with the ALPHA AGENT.



"HQ speaking. We detect an alien ship above you with strong energy emissions - possible teleport incoming. They may attempt to evac their wounded. Make it quick!"

EFFECTS:

- Remove [by discarding figures and ALIEN cards] the two most wounded XENO-ALPHA or XENO-BETA Aliens on the map, ignore this effect if there are no wounded XENO-ALPHA or XENO-BETA.
- Discard all WAYPOINT tokens on the battlefield. They can be reused in the next round.

DEBRIEFING

MISSION ACCOMPLISHED

"GD HQ, Alpha Agent speaking. Get us out of here. We've found what we were looking for and the aliens are becoming annoying. Do you copy?"

"HQ speaking, Alpha Agent. Roger. Evacuation ordered. You'll be out as soon as possible. Debrief upon returning. Good work, Agents!"

MISSION FAILED

"GD HQ, Alpha Agent speaking. Get us out of here. We've only found part of what we came for, but we cannot stand our ground anymore. Aliens are massing their forces. Do you copy?"

"HQ speaking, Alpha Agent. Roger. Evacuation ordered. You'll be out as soon as possible. Debrief upon returning. Hopefully, the scientists here can help even with this failure."

MISSION 5 - STARSHIP TROOPS

BRIEFING



120-180 M

GD-WINGS

FOR STANDALONE MISSION:
SILVER

DEVICES

0 PER AGENT

WEAPONS

2 IMPROVED WEAPONS
1 ALIEN WEAPONS

The Agents are back at their HQ after their efforts to recover alien tech. The Agents are summoned to a meeting to establish new strategies against the Xeno onslaught, but as one of the commanders starts speaking, alarms ring throughout the base.

"All hands to battle stations. This is not a drill, repeat - this is not a drill. Alien vessel landed on our perimeter. All operatives, engage! All non-combat personnel, retreat to shelters."

"AGENTS, your mission is to defend the base and repel this attack!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X1

Shuffle all SIGNALS.

Randomly take two SIGNALS and place them as indicated.

TOKENS IN PLAY



X2



X1



X1



X1



X1



X1

SPECIAL TOKENS



X3

OVERLAYS



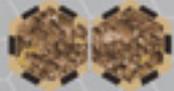
X3



X1



X1



X1



X1



X1



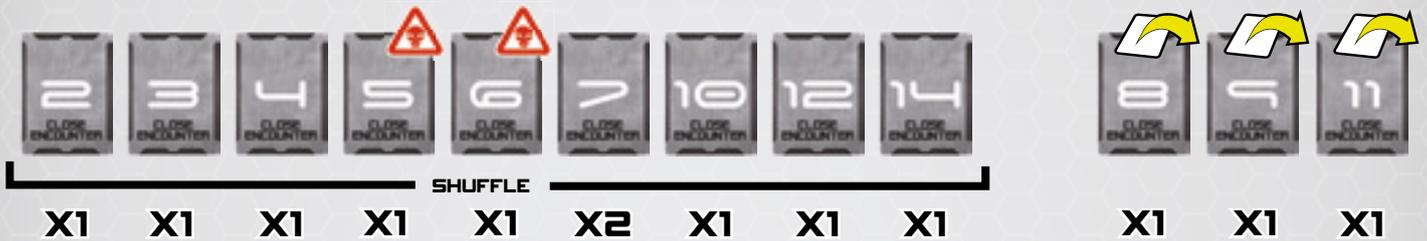
ALIEN CARDS AND MINIATURES IN PLAY



ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



(SPECIAL EVENT C WILL APPEAR BETWEEN THE 4TH AND THE 6TH EVENT, SPECIAL EVENT E APPEAR BETWEEN THE 7TH AND 8TH EVENT, AND SPECIAL EVENT A APPEAR BETWEEN THE 9TH AND 10TH EVENT).

SPECIAL MISSION RULES

LANDMINES:

During the REINFORCEMENTS in the first Strategy phase of the mission, the ALPHA AGENT may place a number of LANDMINES equal to the number of missions successfully accomplished until now [up to three].

If this is a standalone mission, the ALPHA AGENT may place two LANDMINES.

LANDMINES may be placed in any AREA of the C1 and D2 maps, and are marked on the map with the relative LANDMINE  token on the center HEX of the AREA. As soon as an alien enters the mined AREA, the LANDMINE explodes, attacking all aliens in that AREA with 4 .

SALLY:

Put two AMMO  tokens on the stationary weapon SALLY at the start of the mission.

XENO-GREY:

The XENO-GREY cannot be activated by another XENO-GREY and cannot be targeted by the "Save The Master" power. If any XENO-GREY dies, remove it from play [by discarding its figure and ALIEN card in the WAREHOUSE instead of the DISCARD PILE].

MISSION SPECIAL ACTIONS

SEARCH:

Agents may perform the SEARCH ACTION in any building's room in C1 map.

OBJECTIVES

The mission ends in the STRATEGY phase after the last EVENT card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
At least two agents are still alive at the end of the mission.	Mission Accomplished	6
At least one agent is alive at the end of the mission.	Mission Partially Accomplished	6
All agents are dead.	Mission Failed	5

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



Read this if the previous mission was the 4th or was FAILED.

"Agents, beware! We detect Xeno leaders entering the battlefield!"

EFFECTS:

- Place the BLUE XENO-ALPHA on the T.P. .
- Put the GREEN XENO-ALPHA ALIEN card on top of the ALIEN deck.
- Put the CLOSE ENCOUNTER #8 card on top of the CLOSE ENCOUNTER deck.

Read this if the previous mission was the 3rd and was ACCOMPLISHED.

"Agents, beware! We detect Xeno leaders entering the battlefield!"

EFFECTS:

- Place the GREEN XENO-ALPHA on the T.P. .
- Put the BLUE XENO-ALPHA ALIEN card on top of the ALIEN deck.
- Put the CLOSE ENCOUNTER #8 card on top of the CLOSE ENCOUNTER deck.



Read this if the previous mission was the 4th or was FAILED

"A loud metallic noise is heard over the shots ringing around, and from one of the teleporters a mechanical alien sentry appears."

EFFECTS:

- Move the T.P. over WAYPOINT 1 and move the BLUE XENO-GREY on it [if it is still alive].
- Move the T.P. over the WAYPOINT 2 and move the GREEN XENO-GREY on it [if it is still alive].
- Place the BLUE NEXUS adjacent to the T.P. .
- Shuffle the GREEN NEXUS ALIEN card in the ALIEN deck.
- Put the CLOSE ENCOUNTER #9 card on top of the CLOSE ENCOUNTER deck.

Read this if the previous mission was the 3rd and was ACCOMPLISHED.

"A loud metallic noise is heard over the shots ringing around, and from one of the teleporters a mechanical alien sentry appears."

EFFECTS:

- Move the T.P. over WAYPOINT 1 and move the BLUE XENO-GREY on it [if it is still alive].
- Move the T.P. over the WAYPOINT 2 and move the GREEN XENO-GREY on it [if it is still alive].
- Place the GREEN NEXUS adjacent to the T.P. .
- Shuffle the BLUE NEXUS ALIEN card in the ALIEN deck.
- Put the CLOSE ENCOUNTER #9 card on top of the CLOSE ENCOUNTER deck.



"For a second time seems to freeze and then a gigantic Beast appears, roaring and howling at the Agents"

EFFECTS:

- Place the RED XENO-BEAST on the T.P. . Assign its ALIEN card to the ALPHA AGENT.
- Put the CLOSE ENCOUNTER #11 card on top of the CLOSE ENCOUNTER deck.

DEBRIEFING

MISSION ACCOMPLISHED

With the last of their strength failing, the Agents know this will be their last stand, but suddenly the communicators come to life. "Agents, take cover immediately! Fighters and artillery are converging on the perimeter. Over!" Jet engines and artillery explosions nearly stun the heroes and when the dust settles down, the aliens are nowhere to be seen. Perhaps they escaped by teleport.

MISSION PARTIALLY ACCOMPLISHED

With the last of their strength failing, the Agents know this will be their last stand, but suddenly the communicators come to life. "Agents, take cover immediately! Fighters and artillery are converging on the perimeter. Over!" Jet engines and artillery explosions nearly stun the heroes and when the dust settles down, the aliens are nowhere to be seen. Perhaps they escaped by teleport... Now, it is time to grieve over the Agents who gave their lives to save the resistance and keep hope alive.

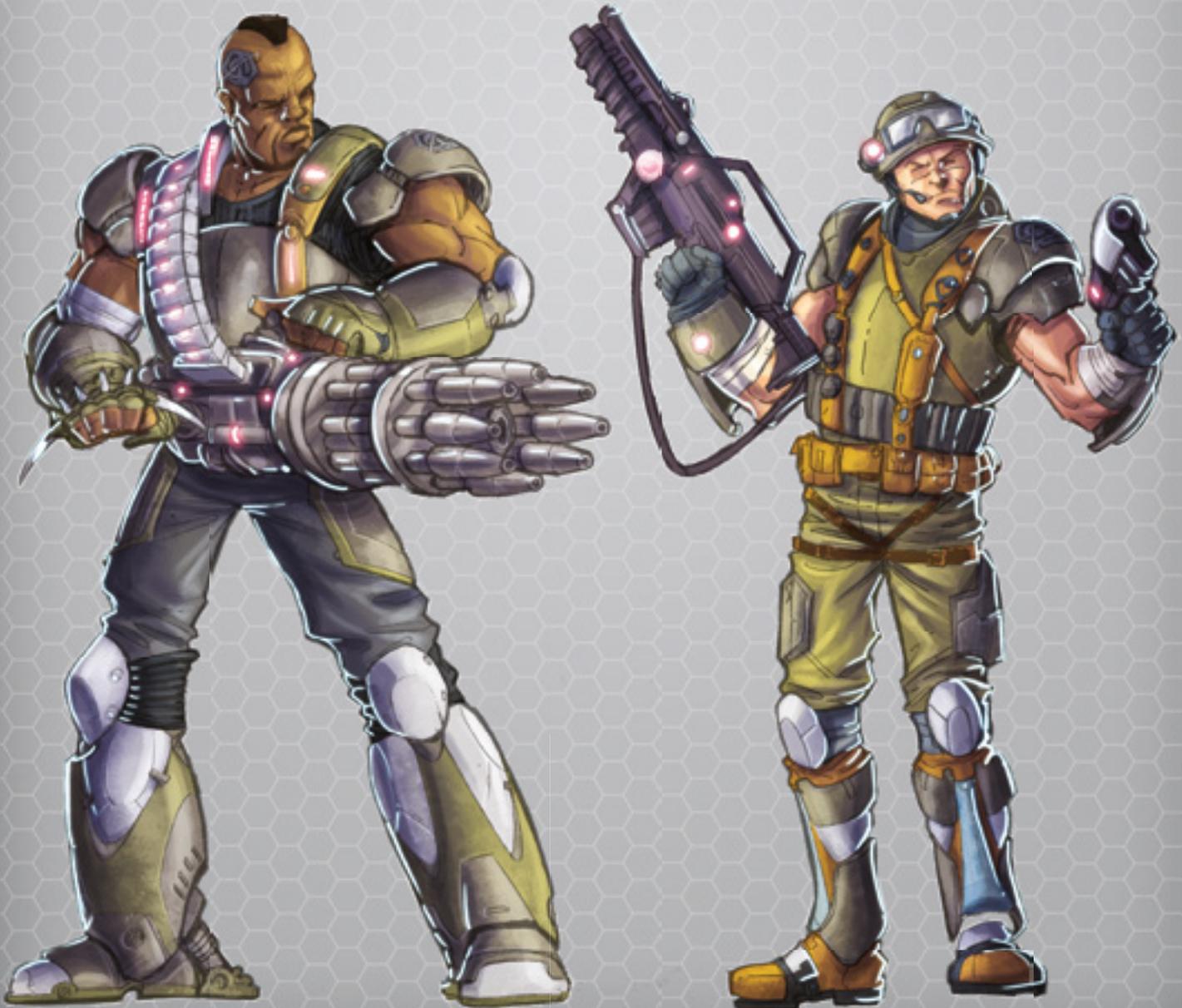
MISSION FAILED

Chromium pauses to breathe, the ID tag of Iridium in his hand - killed against the Beast. "Chromium... Titanium speaking. Situation critical... I never liked you too much... but... well, it has been an honor to serve beside you. Me and Thorium, we're surrounded, but we'll teach to this alien scum whose planet is this. See you on the other side." Titanium screams, bringing the Vulcan to life. A shotgun blasts and an alien screams, then silence.

"Chromium speaking. Mercury, are you around? Do you copy, Mercury?" Appearing from the shadow as usual, Mercury replies "I'm behind you, but we're the only ones standing. Are we going to flee, or will we join our friends?"

Chromium reloads, looks Mercury in the eyes, and smiles. "Pointless question, Lieutenant. We'll buy time for the others and take some alien scum with us."

"You ugly bastard... acknowledged, sir! We'll meet again in hell. Or heaven."



MISSION 6 - AGENTS IN BLACK

BRIEFING

GD-WINGS

FOR STANDALONE MISSION:
SILVER

DEVICES

1 PER AGENT

WEAPONS

1 IMPROVED WEAPONS
0 ALIEN WEAPONS



The attack on the base was a devastating blow to the Agency, but not a fatal one. However, there is something totally wrong here. While the agents help clean the debris of battle, their personal communicators flash to life as the GD HQ calls them back to duty. The agents reach the mostly intact briefing room, memories of the attack still fresh in mind and fueling their desire for revenge.

"Galaxy Defenders! We have survived a massive onslaught from our enemies, yet we have a serious problem. How did they know the location of our secret base? There must be an infiltrator or - worse - a spy selling us out to the aliens."

"AGENTS, your mission is to find and stop this traitor by detecting and revealing signals. If you find anyone or anything suspicious, do not hesitate to perform a scanning action on them."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X1



X6

Shuffle all SIGNALS.
Randomly take four SIGNALS and place
them as indicated.

TOKENS IN PLAY



X4



X1



X1



X1



X1



X1



X1



ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENT E WILL APPEAR AT 3RD EVENT, SPECIAL EVENT B BETWEEN THE 7TH AND 9TH EVENT, AND SPECIAL EVENT D BETWEEN THE 10TH AND 12TH EVENT]

SPECIAL MISSION RULES

EVENT PHASE:

EVENT card effects do not move SIGNALS during this mission.

SIGNALS:

SIGNAL revelation works differently from the standard rules.

An agent, ONLY during his turn and when not ENGAGED in combat, may [but is not forced to] reveal an adjacent SIGNAL.

A revealed ALIEN SIGNAL remains in play until a scanning action is performed on it or it is destroyed by events, items, or powers.

Each time a SIGNAL is revealed, the ALPHA AGENT must draw the top EVENT card from the EVENTS deck and apply all its effects [except SIGNALS movements].

XENO-ALPHA:

Each time the XENO-ALPHA alien is activated, it acts as follow [ignoring range and behaviors on its ALIEN card]:

- Attack the closest agent with PLASMA RIFLE, if possible, then move 1 AREA toward the closest T.P.

MISSION SPECIAL ACTIONS

SCANNING:

To scan the identity, an agent not ENGAGED in combat, must be adjacent to an ALIEN SIGNAL, and use his ACTION to roll 1 .

With a  result, apply the following:

- Move the T.P.  over WAYPOINT 1 and the T.P.  over WAYPOINT 2.
- Replace the scanned ALIEN SIGNAL [by discarding the it in the WAREHOUSE instead of the SIGNAL DISCARD PILE] with the GREEN XENO-ALPHA . Assign its ALIEN card to the ALPHA AGENT.

With any other die result, apply the following:

- Discard the ALIEN SIGNAL into the SIGNAL DISCARD PILE.

SEARCH:

Agents may perform the SEARCH ACTION in any building's room on the maps.

OBJECTIVES

The mission ends in the STRATEGY phase after the last EVENT card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
The mission is accomplished with ANY of the following conditions: <ul style="list-style-type: none"> • The XENO-ALPHA dies. • There are no aliens AND no ALIEN SIGNALS in play at the end of the mission. 	Mission Accomplished	8
There are no aliens AND there is at least one ALIEN SIGNAL in play at the end of the mission.	Mission Partially Accomplished	7
The mission fails with ANY of the following conditions: <ul style="list-style-type: none"> • The XENO-ALPHA reaches or is adjacent to any T.P. • At least one agent dies. • At least one alien is in play at the end of the mission. 	Mission Failed	7

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



The Alpha Agent barely hears the beep of his commlinks as HQ calls him - "Alpha Agent, this is HQ speaking. We have a situation there. Our sensors detect teleport points opening in your area and something large is coming out. From the incomplete readings we have here, it looks like a large Aracnos-type Xeno. Stay sharp! Do not let the newcomer distract you from your chase!"

EFFECTS:

- Place one GREEN ARACNOS  on the T.P. .
- Place one BLUE ARACNOS  on the T.P. .



As a teleport gate opens in the area, the sensors jam for a brief instant. Then, the familiar voice of the HQ operator rings in your ears: "Alpha Agent, HQ speaking. We are picking up another teleport opening, and it seems the bloody Xenos have another Aracnos for you to greet. Stay on your target. Do not let it detain you!"

EFFECTS:

- Move the T.P.  over WAYPOINT 3 and the T.P.  over WAYPOINT 4.
- Discard all SIGNALS in play to the SIGNAL DISCARD PILE.
- Shuffle all SIGNALS from the SIGNAL DISCARD PILE into the SIGNAL RESERVE.
- Randomly place one SIGNAL on each T.P. on the Battlefield.
- Place one GREEN ARACNOS  on the T.P. .
- Place one BLUE ARACNOS  on the T.P. .



The tech sessions learned and ceaselessly rehearsed during the agents' training days now pay off! They manage to repair and reactivate all sensors. The commlink activates: "Alpha Agent, this is HQ. Good job there! Now we have much clearer signals and the Xeno spy may be detected! on our screens."

EFFECTS:

- Reveal all SIGNALS in play without draw any additional EVENT card.

DEBRIEFING

MISSION ACCOMPLISHED

An old fashioned blow on the head seems to work, even for aliens! The agents capture the Xeno-Alpha alive and bring it to the science department. After several hours, the intercom voice reaches the squad.

"Galaxy Defenders! This is HQ speaking. Rise and shine, boys! The enemy spy decided to... well, cooperate. Payback time, soldiers! We have the coordinates of their advanced base and - more importantly - we know one of their leaders will be there soon! This time your mission will be critical. You must capture the Grey alive and bring it here. Now we can really end this war. The whole planet is counting on you! On toward victory!"

MISSION PARTIALLY ACCOMPLISHED

Something went wrong. As the agents turn the last corner, they know it's just a second too late and the scanners reveal the last alien departing from the base. The agents have missed their prey, but at least the base is safe now. The intercom calls again...

"Alpha Agent, this is HQ speaking. It seems your prey escaped the trap, but at least you've collected some info. Our scientists are at work as we speak. One thing we are sure about is we have found their advanced base and one of their leaders will be there very soon. Apart from the location, we know very little, so we need to perform another action prior to going there and capturing that damned Grey thing.

There seems to be a computer server connected to the Alien system. You can go there and hack through it and gather what info you may find."

MISSION FAILED

You catch a glimpse of what seems to be a smile on the Alpha's lips as it rushes to its freedom. You have missed your prey, but at least the base is safe. The intercom calls again... *"Galaxy Defenders, this is HQ speaking. We have followed your efforts through the CCTV. Too bad the traitor escaped, but we have one more chance. You must penetrate the alien computer system and hack any useful data on their position. We will avenge our base! HQ, out."*



MISSION 7 - IN THE MATRIX

BRIEFING

GD-WINGS

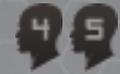
FOR STANDALONE MISSION:
SILVER

DEVICES

2 PER AGENT

WEAPONS

3 IMPROVED WEAPONS
1 ALIEN WEAPONS



60-90 M

The agents eagerly await the final report based on the information gathered during their brave, but fruitless chase with the alien spy. The doors of the briefing room open as the commander enters, along with two scientists. The lights dim as the screen flashes on. The scientists provide a lot of technical details about mainframes, firewalls, and computer architecture, but then, the commander takes the spotlight.

"Agents. The moment is dire, but we have the excellent opportunity to capture one of their leaders. Your task won't be easy..."

"AGENTS, your mission is to infiltrate in the halls of the Naren Corporation, a world-leader in computers, located in the C2 city sector. The company seems to be affiliated with the aliens. You must enter their mainframe, hack their system, and extract the relevant data about a possible meeting with the Xeno-Grey leader. Details are in your data-pads. Now go! Victory has never been so close!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X4



X1

Shuffle all SIGNALS.

Randomly take two SIGNALS and place them as indicated.

TOKENS IN PLAY



X2



X1



X1



X1



X1



X1



X5



X3

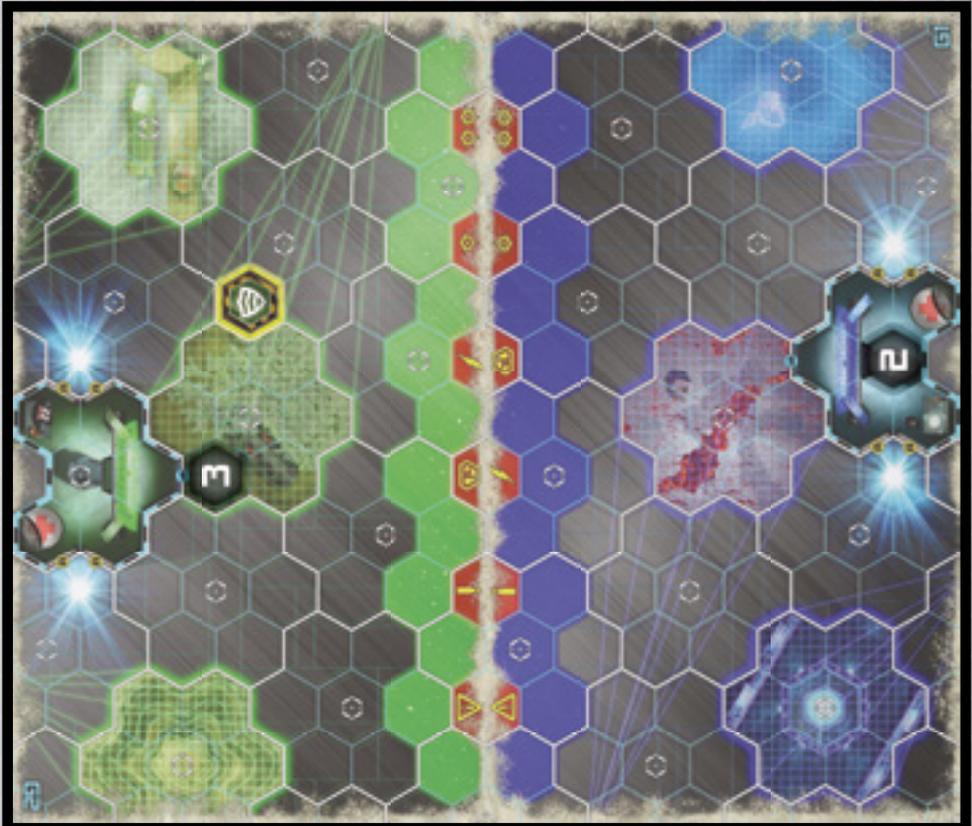
SPECIAL TOKENS



X4



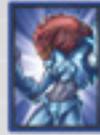
X1



ALIEN CARDS AND MINIATURES **IN PLAY**



X2

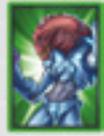


X1

ALIEN CARDS AND MINIATURES



X2



X2



X1



X1

SHUFFLE

CLOSE ENCOUNTER DECK



X1



X1



X2



X1



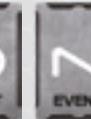
X1



X2

SHUFFLE

EVENTS DECK



SHUFFLE

SHUFFLE

SHUFFLE

[SPECIAL EVENT D WILL APPEAR AT 3RD EVENT, SPECIAL EVENT A AT 4TH EVENT, AND SPECIAL EVENT C BETWEEN THE 5TH AND 8TH EVENT]

SPECIAL MISSION RULES

SIGNALS:

To successfully teleport a new SIGNAL onto the battlefield, each die result must exactly match the relative T.P. symbol on the first attempted roll or . With any other result discard the SIGNAL into the SIGNAL DISCARD PILE.

BLUE NEXUS:

If the BLUE NEXUS dies, remove it from play [by discarding its figure and ALIEN card in the WAREHOUSE, instead of the discard pile].

MISSION SPECIAL ACTIONS

UNLOCK SECURITY DOOR:

An agent adjacent to a Block token, not ENGAGED in combat, may UNLOCK SECURITY DOOR by spending his ACTION to attempt to successfully remove the security lock by rolling a result on 1 . Any other result is considered a failure.

OPERATOR TASKS:

The OPERATOR AGENT may perform one of these tasks using his ACTION, while he is adjacent to any WAYPOINT token:

- **USE THE FIRE EXTINGUISHER:** If adjacent to a FLAME  token, the agent may flip down the SPECIAL DEVICE to remove the FLAME  token. The SPECIAL DEVICE cannot be used again until it is RECHARGED.
- **RECHARGE THE FIRE EXTINGUISHER:** Flip up the SPECIAL DEVICE.
- **HACK THE SYSTEM:** Roll 1  for each WAYPOINT without a FLAME  token. Choose the preferred die result [Only one result is used, no matter how many dice are rolled] and immediately apply the relative effect:
 -  : The BLUE NEXUS suffers 1 wound.
 -  : Remove all   tokens from the BLUE NEXUS until the next REFRESH phase.
 -  : Teleport one alien [by drawing the top ALIEN card from the ALIEN deck] on the T.P. .
 -  : Teleport one alien [by drawing the top ALIEN card from the ALIEN deck] on the T.P. .

OBJECTIVES

The mission ends in the STRATEGY phase **after the last EVENT card is drawn.**

MISSION STATUS	MISSION REPORT	NEXT MISSION
The BLUE NEXUS is destroyed AND there is at least one WAYPOINT without the FLAME token over it.	Mission Accomplished	8
The BLUE NEXUS is destroyed AND all four WAYPOINTS are burning [i.e. four FLAME tokens are present].	Mission Partially Accomplished	8
All four WAYPOINTS are burning [i.e. four FLAME tokens are present] OR The BLUE NEXUS is still alive at the end of the mission.	Mission Failed	7

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN.



Read this if the previous mission was **FAILED**.

"HQ to Alpha Agent. We have located the computer room, marked Waypoint 1 on your data pad. It looks like the room is locked, so you must force your way in."

EFFECTS:

- At least one agent must successfully perform an UNLOCK SECURITY DOOR ACTION to remove all the BLOCK  tokens from the C1 map.
- Place the WAYPOINT 1  token over the #1 HEX MARK in the C2 MAP.
- Skip the EVENT phase until at least one agent reaches WAYPOINT 1. Once done, perform EVENT phases as normal.

Read this if the previous mission was **PARTIALLY ACCOMPLISHED**.

"HQ to Alpha Agent. We have located the computer room, marked Waypoint 1 on your data pad. It was locked, but our intelligence has over-ridden the security locks. Once more, you've got to thank the geeks here at GD HQ for helping you!"

EFFECTS:

- Remove all BLOCK  tokens from the C1 map.
- Place the WAYPOINT 1  token over the #1 HEX MARK in the C2 MAP.
- Skip the EVENT phase until at least one agent reaches WAYPOINT 1. Once done, perform EVENT phases as normal.



"ALPHA AGENT to HQ, we are in the computer room. Awaiting instructions. Do you copy?"
 "Alpha Agent, this is HQ speaking. Starting now, you've got to split the squad. One of you will be the operator, watching over the team from outside the system and managing any external events. The rest of the squad will go virtual and enter the system to attack and destroy the Firewall Nexus and recover the data. Use caution, as some programs can affect you, even outside the virtual world!"

EFFECTS:

- The ALPHA AGENT must elect the OPERATOR AGENT who can perform the OPERATOR TASKS SPECIAL ACTION.
- The OPERATOR AGENT gains the FIRE EXTINGUISHER SPECIAL DEVICE [by taking the SPECIAL DEVICE from the WAREHOUSE; it works as described in the "Special Mission Rules" section] during REINFORCEMENTS in the next STRATEGY phase.
- Move all the agents, except the OPERATOR, to the HEXES adjacent to the #2 HEX MARK inside the room of the G1 map. Agents cannot leave the G1-G2 maps until the end of the mission.
- Place the BLUE NEXUS  over the #3 HEX MARK in the G2 Map, assign its ALIEN card to the ALPHA AGENT.
- Put the two CLOSE ENCOUNTER #9   cards on top of the CLOSE ENCOUNTER deck.
- Add this effect to EACH EVENT phase, starting with the next round: Add one FLAME  token on the lowest-numbered WAYPOINT without a FLAME  token over it [starting from 1 to 4].



Read this if the previous mission was FAILED

"HQ to Operator Agent, do you copy? We are detecting a strong increase in the virtual defence lines of the server. Destroy the firewall, save the servers from the fire!"

EFFECTS:

- The BLUE NEXUS heals  .
- Draw the top ALIEN card from the ALIEN deck [if any] and teleport that alien on the T.P.  , assign its ALIEN card as normal.

Read this if the previous mission was PARTIALLY ACCOMPLISHED

"HQ to Operator Agent, do you copy? We are detecting a strong increase in the virtual defence lines of the server. Destroy the firewall, save the servers from the fire!"

EFFECTS:

- The BLUE NEXUS heals  .

DEBRIEFING

MISSION ACCOMPLISHED

The agents watch with virtual eyes as the Nexus explodes in a firework of ASCII characters. Finally, the critical information can be retrieved, along with an entire project for a new EMP weapon! At least one server is not burning and that is the way out of this digital hell. All the agents manage to jack out just in time, as the Operator Agent receives the call from the HQ. "Operator Agent, this is HQ speaking. Excellent work! The data is in our hands and we're beginning your extraction. As we read the preliminary reports, we now know when and where the meeting will be held. A Grey will be there, confirmed. Time to turn the table against those xeno-invaders!"

MISSION PARTIALLY ACCOMPLISHED

The agents watch with virtual eyes as the Nexus explodes in a firework of ASCII chars. Finally, the critical information can be retrieved together with a partial project for a new EMP weapon! All the agents manage to jack out just in time, as the Operator Agent receives the call from the HQ. "Operator Agent, this is HQ speaking. Excellent work! The data is in our hands and we're beginning your extraction. As we read the preliminary reports, we now know when and where the meeting will be held. A Grey will be there, confirmed. Time to turn the table against those xeno-invaders!"

MISSION FAILED

The Firewall is too strong, and the agents' efforts are in vain. The entire server farm is burning because of the intrusion countermeasures! The Operator recalls the squad while the sirens are screaming... At the same time, HQ calls "Alpha Agent, the mission was a failure, but we must gather that data, so we are asking you to make an extreme sacrifice. You must reenter the system and destroy that damned firewall! We won't be able to hold back the guards anymore, so we're picking you up. You can try again later, but now is time to come back to the HQ and lick your wounds."

MISSION 8 - VISITORS

BRIEFING



75-120 M



GD-WINGS
FOR STANDALONE MISSION:
SILVER

DEVICES
3 PER AGENT

WEAPONS
3 IMPROVED WEAPONS
2 ALIEN WEAPONS

The agents are waiting for a call, following the last mission. It seems to be the right time for heroes; the time to avenge all those who fell in the face of the alien onslaught. This is the time to bring the fight to the aliens!

Suddenly, the commlinks switch to life:

"Galaxy Defenders! At last, the Agency has managed to obtain vital information to strike hard at the alien invasion: the exact location of the alien base-ship and the Xeno-Grey commander! The information you've retrieved is precise and timely. We can behead the aliens by capturing their leader. This won't be a piece of cake, Agents. This will be the final showdown. This is where your bravery and ability will shine against all odds. Failure is not an option, Galaxy Defenders. This time we must win!"

"AGENTS, your mission is to recollect the squad; eliminate any opposition, enter the spaceship, find the Grey, and bring it here. Good luck, Agents. You'll need it!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

Shuffle all SIGNALS.

Randomly take two SIGNALS and place them as indicated.

TOKENS IN PLAY



X2



X1



X1



X1

SPECIAL TOKENS



X1



X1



X1



X1

OVERLAYS



X3



X2



ALIEN CARDS AND MINIATURES **IN PLAY**



X2



X2



X1



X1

ALIEN CARDS AND MINIATURES



X2



X2

SHUFFLE

CLOSE ENCOUNTER DECK



X1



X1



X2



X1



X1



X1



X1



X1



X1



X1



X1

SHUFFLE



EVENTS DECK



SHUFFLE

SHUFFLE

SHUFFLE



SHUFFLE

SHUFFLE

[SPECIAL EVENT EVENT B WILL APPEAR AT 3RD EVENT, SPECIAL EVENT E AT 6TH EVENT, AND SPECIAL EVENT A BETWEEN THE 10TH AND 13TH EVENT]

SPECIAL MISSION RULES

BLUE NEXUS:

If the **BLUE NEXUS** dies, remove it from play [by discarding its figure and ALIEN card to the WAREHOUSE instead of the discard pile].

GREEN XENO-GREY:

Assign the **GREEN XENO-GREY** ALIEN card to the ALPHA AGENT at the start of the mission.

The **GREEN XENO-GREY** cannot move from his starting position.

When the **GREEN XENO-GREY** reaches 0 HP or when the ⚡ effect of the STUNNER SPECIAL DEVICE is applied, it become STUNNED. Instead of removing its figure from the battlefield, lay it down. It will remain in play until the end of the mission, but it may no longer be activated.

STUNNER SPECIAL DEVICE:



The STUNNER SPECIAL DEVICE may be used by spending an ACTION to attack the GREEN XENO-GREY.
 With a ⚡ result, stun the GREEN XENO-GREY and discard the STUNNER SPECIAL DEVICE.
 Ignore any other dice results.

MISSION SPECIAL ACTIONS

KIDNAP:

An agent adjacent to the stunned XENO-GREY, not ENGAGED in combat, can spend his ACTION to KIDNAP the alien. Place the alien figure on its side, and move it with him. At the end of the agent's MOVEMENT leave the stunned XENO-GREY on a HEX adjacent to the agent. The stunned XENO-GREY may be moved again by another agent in the same round.

OBJECTIVES

The mission ends in the STRATEGY phase after the last EVENT card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
The XENO-GREY is stunned AND outside the S2 Map.	Mission Accomplished	10
The XENO-GREY is not stunned OR it is still inside the S2 Map at the end of the mission.	Mission Failed	9

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



Read this if the previous mission was PARTIALLY ACCOMPLISHED.

"HQ to Alpha Agent. We have one of our aerodrones above the area. We can attempt an EMP attack against the Nexus guarding the alien ship, but our EMP cannon is still experimental. We cannot repeat, we CANNOT - predict the effects... Once finished, proceed inside the spaceship."

EFFECTS:

- During REINFORCEMENTS in each STRATEGY phase, the ALPHA AGENT rolls 3 ⚡. If at least one ⚡ is rolled, apply the following: the BLUE NEXUS cannot be activated until the next REFRESH phase.
- Place WAYPOINT 1 📄 token over the #1 HEX MARK in the S2 Map.
- If the WAYPOINT 1 token is reached by any agent, before the EVENT E is resolved: at the start of the next EVENT phase, draw and discard from the EVENTS deck until EVENT E card is drawn. Apply all its effects. Ignore the effects of discarded EVENT cards.

Read this if the previous mission was ACCOMPLISHED.

"HQ to Alpha Agent. We have one of our aerodrones above the area. We can attempt an EMP attack against the Nexus guarding the alien ship, but our EMP cannon is still experimental. We cannot repeat, we CANNOT - predict the effects... Once finished, proceed inside the spaceship."

EFFECTS:

- During REINFORCEMENTS in each STRATEGY phase, the ALPHA AGENT rolls 3 ⚡. If at least one ⚡ is rolled, apply the following: The BLUE NEXUS cannot be activated until the next REFRESH phase.
- Place WAYPOINT 1 📄 token over the #1 HEX MARK in the S2 Map.
- If the WAYPOINT 1 token is reached by any agent, before the EVENT E is resolved: at the start of the next EVENT phase, draw and discard from the EVENTS deck until EVENT E card is drawn. Apply all its effects. Ignore the effects of discarded EVENT cards.



"Alpha Agent, this is HQ speaking. We have learned of the presence of a stunning device, located somewhere in one of the ship rooms. This device could be used to stun and capture the alien commander. Find the device and use it to capture the Xeno-Grey."

EFFECTS:

- Take the WAYPOINT tokens 2 , 3  and 4  tokens, shuffle them, and place them, face down, on the HEXES MARKED #2, #3 and #4 in the rooms on the S2 map.
- When an agent moves over a WAYPOINT, immediately turn the token face up. If WAYPOINT 4 is revealed, the agent gains the STUNNER SPECIAL DEVICE [by taking the SPECIAL DEVICE from the WAREHOUSE; it works as described in the "Special Mission Rules" section], otherwise any other WAYPOINT token is discarded without effect.
- Put the CLOSE ENCOUNTER #10  card on top of the CLOSE ENCOUNTER deck.



"Alpha Agent, this is HQ speaking. Time is running out. Please redouble your efforts. Humanity's future is at stake. Failure is not an option!"

EFFECTS:

- During REINFORCEMENTS in the next STRATEGY phase, the ALPHA AGENT gains two AMMO  tokens.

DEBRIEFING

MISSION ACCOMPLISHED

As the extraction helicopters land, the agents feel a sense of elation. Mission complete. One of the alien commanders is in their hands!

Later, after the debriefing, the commander visits the barracks to congratulate the squad on the great outcome.

"Excellent work, Galaxy Defenders! The capture of the alien commander is a gateway to victory! Our scientists will be able - one way or another - to extract vital information from the alien. We will march towards victory... Time is on our side! And now, we will discover alien willpower and its tolerance to pain."

MISSION FAILED

As the alien spacecraft rises into the sky, it creates massive dust devils on the ground. The agent's commlink rings with the HQ call.

"Alpha Agent, this is HQ speaking. Capturing the alien commander is the only priority. Failure is not an option. Even now, we are analyzing the new data, to find where the ship will land next. Prepare yourselves to go in again."

MISSION 9 - ON EARTH EVERYONE CAN HEAR YOU SCREAM

BRIEFING

GD-WINGS

FOR STANDALONE MISSION:
SILVER

DEVICES

2 PER AGENT

WEAPONS

3 IMPROVED WEAPONS
2 ALIEN WEAPONS



75-90 M

It seems the aliens will not give the humans any rest. The base commlink activates again... "Galaxy Defenders! The invaders have made a bold move and are attacking the city nearby! Unfortunately, this does not seem to be a typical recon attack. They have unleashed something never seen before - a large, heavily armed and armoured creature, and it is in full rampage."

"AGENTS, your mission is to stop this Xeno-beast - at all costs! Now go, there's no time to waste!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X1

Shuffle all SIGNALS.

Randomly take two SIGNALS and place them as indicated.

TOKENS IN PLAY



X2



X1



X1



X1

SPECIAL TOKENS



X4



ALIEN CARDS AND MINIATURES IN PLAY



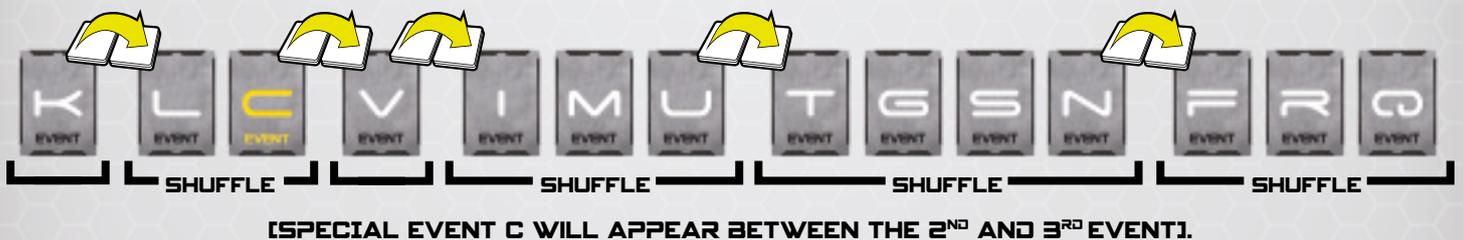
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



SPECIAL MISSION RULES

RED XENO-BEAST:

Assign the **Red** XENO-BEAST ALIEN card to the ALPHA AGENT at the start of the mission.

If the **Red** XENO-BEAST dies, remove it from play [by discarding its figure and ALIEN card in the WAREHOUSE instead of the discard pile].

ENHANCED LANDMINE:

An ENHANCED LANDMINE token detonates when the **Red** XENO-BEAST enters the AREA.

The **Red** XENO-BEAST and all other ALIENS in the AREA suffer 2 WOUNDS. Once an ENHANCED LANDMINE explodes, its token is flipped over on the FLAME side. The FLAME token stays in place until the end of the mission.

MISSION SPECIAL ACTIONS

TAUNT:

An agent not ENGAGED in combat, may spend his ACTION+COMBAT to move the **Red** XENO-BEAST one AREA toward the agent.

SEARCH:

Agents may use the SEARCH ACTION in any building's room of the R1 and R2 maps.

OBJECTIVES

The mission ends in the STRATEGY phase of the 13th round.

MISSION STATUS	MISSION REPORT	NEXT MISSION
The RED XENO-BEAST is dead.	Mission Accomplished	10
The RED XENO-BEAST is still alive at the end of the mission.	Mission Failed	9

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE SPECIAL CARD IS REVEALED



"HQ to Alpha Agent. From the battle data we read here, it seems you cannot stop the Xeno-beast with your weapons, but there is an alternative. We have just finished setting up a minefield in the desert zone of sector D1. Draw the beast there and we think two landmines should do the job or, at least, severely wound the Xeno-beast."

EFFECTS:

- Place the four ENHANCED LANDMINE     tokens on the HEXES MARKED #1, #2, #3 and #4.
- The RED XENO-BEAST no longer suffers damage from any agent weapon, tactic, skill, or device. This remains true until the RED XENO-BEAST suffers damage from three ENHANCED LANDMINES. Once this occurs, the RED XENO-BEAST may be attacked and wounded as normal.

DEBRIEFING

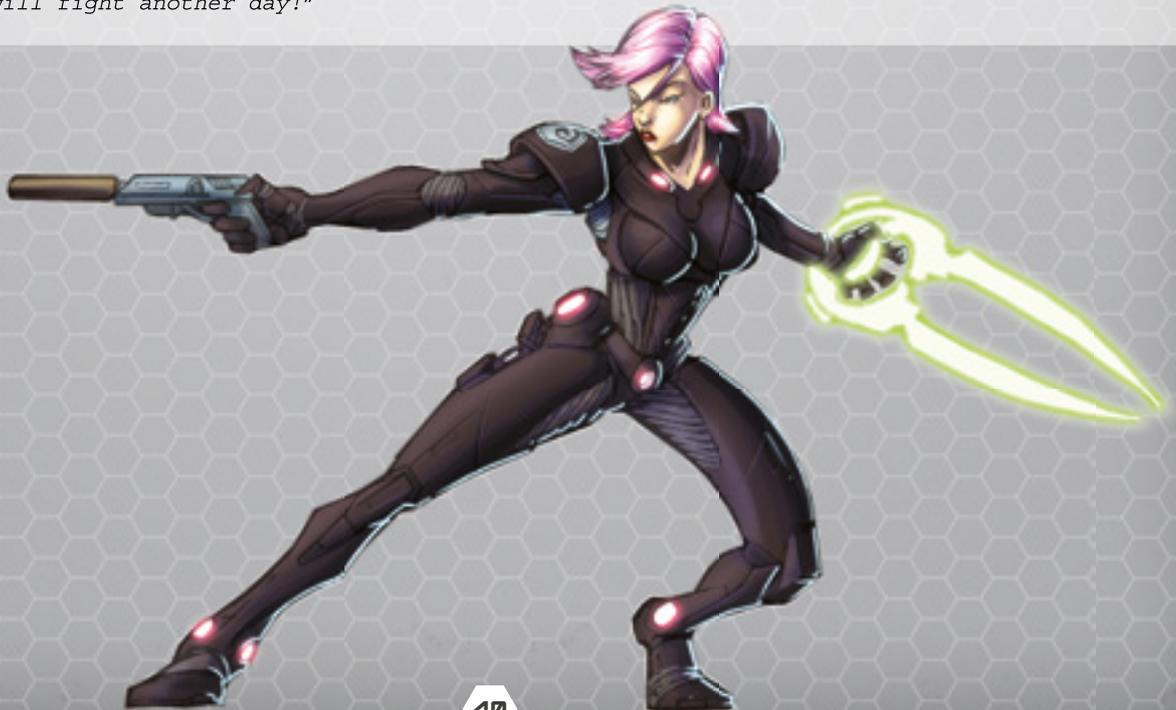
MISSION ACCOMPLISHED

The gigantic bioconstruct that once was a Xeno-Beast falls to the ground, motionless. An unnatural silence surrounds the agents for an instant, just before the commlinks ring: "Galaxy Defenders! This is HQ speaking. You did it! You did it! These invaders may have tech and their wicked fury, but we are fighting for our home and for our people. The day we surrender our freedom has not dawned yet! Once again, our human heart and will triumphed over brute strength and alien technology! Come back, Agents! Time to rest!"

MISSION FAILED

Enemy forces are unstoppable. The sheer devastating fury of the humongous Xeno-beast and its alien allies is unparalleled. Flames, screams, and blood cloud the scene, making it impossible even for battle-hardened veterans like the GD squad to remain. Each agent begins to wonder what the human race has done to deserve such a harsh punishment.

"Alpha Agent, this is HQ speaking. Retreat! We must devise a better strategy and try again. There is no surrender - we will fight another day!"



MISSION 10 - GALAKTICA

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
GOLD

DEVICES
2 PER AGENT

WEAPONS
4 IMPROVED WEAPONS
2 ALIEN WEAPONS



The agents are resting in their barracks inside the GD base when an S.O.S. request arrives:
"GD HQ, we need your help. Alien hostiles have attacked our labs and... The Project is in real danger. We have activated the security protocol, please hurry!" The communication instantly ends.
"AGENTS, your mission is to track the S.O.S. signal inside the urban complex in the R1 Map sector and rescue the project members. Our systems detected just a few aliens, but keep your eyes open."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X2



X6



X6

Take one HUMAN SIGNAL and place it in the R1 Map as indicated.
Shuffle all the remaining SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X5



X2



X1

SPECIAL TOKENS



X1

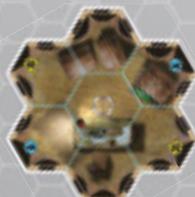


X1

OVERLAYS



X1



X1



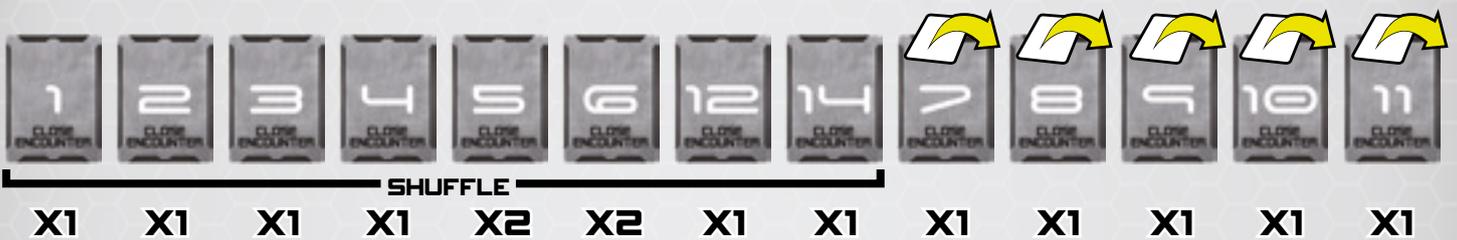
ALIEN CARDS AND MINIATURES IN PLAY



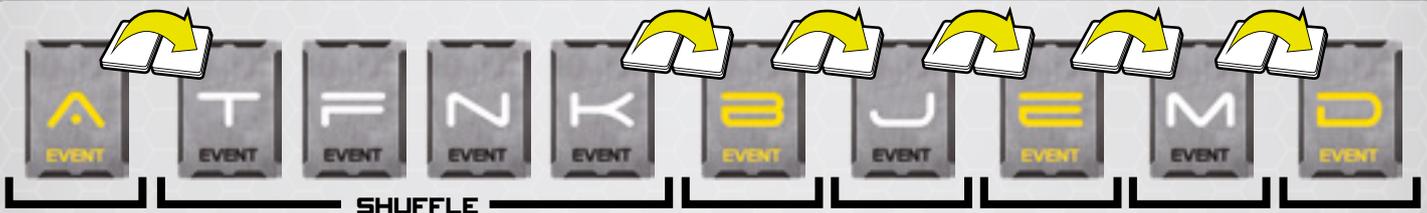
ALIENS CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENTS A, B, E AND J APPEAR AS THE 1ST, 6TH, 8TH AND 10TH EVENT OF THE MISSION STARTING FROM THE REVELATION OF THE HUMAN SIGNAL IN THE R1 MAP.]

SPECIAL MISSION RULES

EVENT PHASE:

Skip the EVENT phase until the SIGNAL located in the R1 map is revealed.

SALLY:

Put one JAM  and three AMMO  tokens on the stationary weapon SALLY at the start of mission. The agents cannot unjam SALLY.

SIGNALS:

The HUMAN SIGNALS, once revealed, remain in play and continue to follow standard SIGNAL movement rules.

MISSION SPECIAL ACTIONS

UNLOCK:

An agent not ENGAGED in combat, may spend his ACTION to attempt to UNLOCK an adjacent SECURITY BLOCK . Roll 1  and with a  result, remove the  token. Any other result is considered a failure. Each agent may still attempt to UNLOCK in the next turns, as long as the SECURITY BLOCK has not been removed. For each attempt after the first, the agent may add 1  to the UNLOCK roll, up to 2 additional  dice.

RESCUE:

Any agent not ENGAGED in combat can use his ACTION to RESCUE an adjacent revealed HUMAN SIGNAL. Once done, remove the HUMAN SIGNAL from the map and discard it in the SIGNAL DISCARD PILE.

SEARCH:

Agents may use the SEARCH ACTION in any building's room in C1 map.

OBJECTIVES

The mission ends in the STRATEGY phase **after the SPECIAL EVENT D card is drawn.**

MISSION STATUS	MISSION REPORT	NEXT MISSION
The SPECIAL EVENT D is drawn AND HACKBAR is still alive.	Mission Accomplished	11
The SPECIAL EVENT D is drawn AND HACKBAR is dead.	Mission Partially Accomplished	11
Half of the agents [rounded up] are dead.	Mission Failed	10

SPECIAL EVENT CARDS EFFECTS

READ THE FOLLOWING CHAPTER ACCORDING TO THE RELATED EVENT.



Agents enter the room and find a shocked scientist hiding in a corner. *"Galaxy Defenders here! We are here to help!"* says Chromium, to calm down the scientist. *"They are everywhere! They attacked us! Appeared out of nowhere! Everyone has been killed! You have to hurry, please! Save The Project! It is our last resource to stop them! You'll find it in the lab in C1 quadrant!"* says the scientist, before fainting to the ground. *"Alpha Agent to HQ. We have a scientist to be extracted from the area, he is senseless and ready to be recovered." "This is GD HQ. Extraction procedure initiated. Proceed to Waypoint in C1 quadrant, indicated by the scientist. Recovering The Project has the maximum priority now. We are detecting incoming alien signals. Take them down and proceed toward the objective."*

EFFECTS:

- Remove the revealed HUMAN SIGNAL from play [but return it to the WAREHOUSE, not to the SIGNAL DISCARD PILE].
- Place the GREEN ARACNOS  on the T.P. .
- Place the BLUE ARACNOS  on the T.P. .
- Shuffle the CLOSE ENCOUNTER #7  card in the CLOSE ENCOUNTER deck.
- Place the WAYPOINT 1  token over the #1 HEX MARK in the C1 map.
- If the WAYPOINT 1 token is reached by an agent, before EVENT B is resolved, at the start of the next EVENT phase draw and discard from the EVENTS deck until EVENT B is drawn. Apply all its effects. Ignore the effects of discarded EVENT cards.



Read this IF there are no agents inside the room where WAYPOINT 1 is located:
The agents hear a voice in their mind: "Fly, you fools!", followed by screaming.

EFFECTS:

- Remove the WAYPOINT 1 token from the map. [HACKBAR, the classified project is dead].

Read this IF at least one agent is inside the room where WAYPOINT 1 is located:
Agents enter the room and find a deceased alien body with heavy injuries near a destroyed cryo-capsule. Another cryo-capsule lies open, revealing an alien lifeform with a cephalopoid head. The agents are ready to open fire when the creature starts to communicate with them telepathically, transmitting a sensation of weakness at first, then fear, and then a friendly voice. "Hello friends! I am Hackbar and I'm happy that you arrived in time, before our common enemy. I am the resource you are looking for! They are coming! This... IT'S A TRAP!"

EFFECTS:

- Place the ALIEN NPC   token [HACKBAR] over or adjacent to the WAYPOINT 1 token inside the room of the C1 map.

RULES for HACKBAR:

- HACKBAR has 2 HEALTH POINTS and moves with the ALPHA AGENT to always remain in an HEX adjacent to him. If a new ALPHA AGENT is elected, HACKBAR moves adjacent to that agent.
- As long as HACKBAR is alive, the ALPHA AGENT gains the "Alien Knowledge" skill.
- Enemy aliens consider HACKBAR to be the most wounded Agent. If he is attacked, he defends as normal. HACKBAR cannot be healed and is killed, if he suffers a wound when he is bleeding.
- Place the BLUE XENO-GREY   on the T.P. , assign its ALIEN card to the ALPHA AGENT.
- Place the GREEN XENO-ALPHA   on the T.P. .
- Shuffle the BLUE XENO-ALPHA  ALIEN card in the ALIEN deck.
- Shuffle the CLOSE ENCOUNTER #8  card in the CLOSE ENCOUNTER deck.
- Place the CLOSE ENCOUNTER #10  card on top of the CLOSE ENCOUNTER deck.
- Replace all HUMAN SIGNALS in the SIGNAL RESERVE and in the SIGNAL DISCARD PILE with an equivalent number of ALIEN SIGNALS . Remove the replaced HUMAN SIGNALS from play [by discarding them in the WAREHOUSE instead of the SIGNAL DISCARD PILE].
- Replace all revealed HUMAN SIGNALS on the battlefield with an equivalent number of ALIENS from the ALIEN deck [teleporting them onto the battlefield]. Discard all replaced HUMAN SIGNALS into the SIGNAL DISCARD PILE.



Read this if the previous mission was Mission #8:

"GD HQ to Alpha Agent. We know it is hell for you out there. To help you, we delivered a small gift. We re-activated good old Sally; use it to clean a bit of the alien scum!"
"Alpha Agent here. We need her! We are getting more alien signals. It seems they called for reinforcements and some of them are BIG! Requesting immediate extraction, we are getting visits here and they are not friendly!"

EFFECTS:

- Place the RED XENO-BEAST   adjacent to the BLUE XENO-GREY [if any] or on the T.P. . Assign its ALIEN card to the ALPHA AGENT.
- Place the CLOSE ENCOUNTER #11  card on top of the CLOSE ENCOUNTER deck.
- Remove the  token from the SALLY weapon.

Read this if the previous mission was Mission #9:

"GD HQ to Alpha Agent. We know it is hell for you out there. To help you, we delivered a small gift. We re-activated good old Sally; use it to clean a bit of the alien scum!"
"Alpha Agent here. We need her! We are getting more alien signals. It seems they called for reinforcements and some of them are BIG! Requesting immediate extraction, we are getting visits here and they are not friendly!"

EFFECTS:

- Place the GREEN NEXUS   on the T.P. .
- Place the BLUE NEXUS   on the T.P. .
- Place the CLOSE ENCOUNTER #9  card on top of the CLOSE ENCOUNTER deck.
- Remove the  token from the SALLY weapon.



"Alpha Agent to HQ. Enemy forces are leaving the battlefield. We're riding on a highway to hell!"
"We got you, Alpha Agent. Head back to headquarters!"

EFFECTS:

- All agents on the battlefield automatically gain one GD-WING RANK [without rolling dice], if possible.

DEBRIEFING

MISSION ACCOMPLISHED

Hackbar takes a device from the body of a dead alien commander. After few vocal commands, the device starts to shine of an unnatural light. He speaks to the agents. *"I thank you for saving me! Once again we have hope for stopping this invasion. I need to speak with your commanders."*

"GD HQ to Alpha Agent. We are reading a growing energy signal from your position. Please check and confirm. Repeat, check and confirm."

Just a few seconds later the light emitted from Hackbar's device grows stronger and engulfs everything around it. In a whirlwind of blue and white lights, the entire team is transported along with Hackbar to the GD Headquarter entrance.

MISSION PARTIALLY ACCOMPLISHED

A fading image of the alien, Hackbar, appears on the battlefield and heads toward the aliens with a blinding flash of light. Then... silence. Seconds later, a familiar voice resounds in the agents' minds: *"Sorry I am not able to help you, humans! Yet, at least I've been able to save you, so you can continue fighting the invaders. Farewell! At last I'll rest in peace!"*

MISSION FAILED

"Alpha Agent to Headquarter. Enemy forces bested us. We suffered heavy casualties, we cannot remain in the field. Squad retreating, mission failed!"



MISSION 11 - JUDGEMENT DAY

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
GOLD

DEVICES
3 PER AGENT

WEAPONS
4 IMPROVED WEAPONS
3 ALIEN WEAPONS



Sitting around the briefing table, each agent looks tense and nervous. Although the last mission was quite hard, the air is heavy with expectation the next one will be harder. But, there is no time for brooding, dark thoughts, as the Commander-in-Chief enters the room. The lights go down, the huge screen flashes to life, and the chief begins his speech.

"Galaxy Defenders, maybe you saw this coming, eh? Yes, Hackbar's device is the greatest discovery in the whole war. Not only has the device tracked the exact coordinates of the alien mothership, it can also teleport you all to the alien vessel. And, as a final treat, if you manage to overload Hackbar's device with energy from an alien ship nucleus, you have a mega-bomb! Happy, everyone? Yes, I can see it in your eyes, soldiers. We are about to deliver a mortal blow to those grey marauders that came to enslave us all."

"AGENTS, your mission is to go inside the vessel, overload and place the bomb in the command room, and do your best to come back alive! Destroy the alien mothership and send those galactic vacuum-eaters back to whatever frozen unhallowed planet they came from. The time for revenge has come, and that time is NOW!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

Shuffle all SIGNALS.

Randomly take two SIGNALS and place them as indicated.

TOKENS IN PLAY



X2



X1



X1



X1



X1



X1



X1

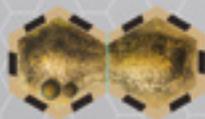


X1

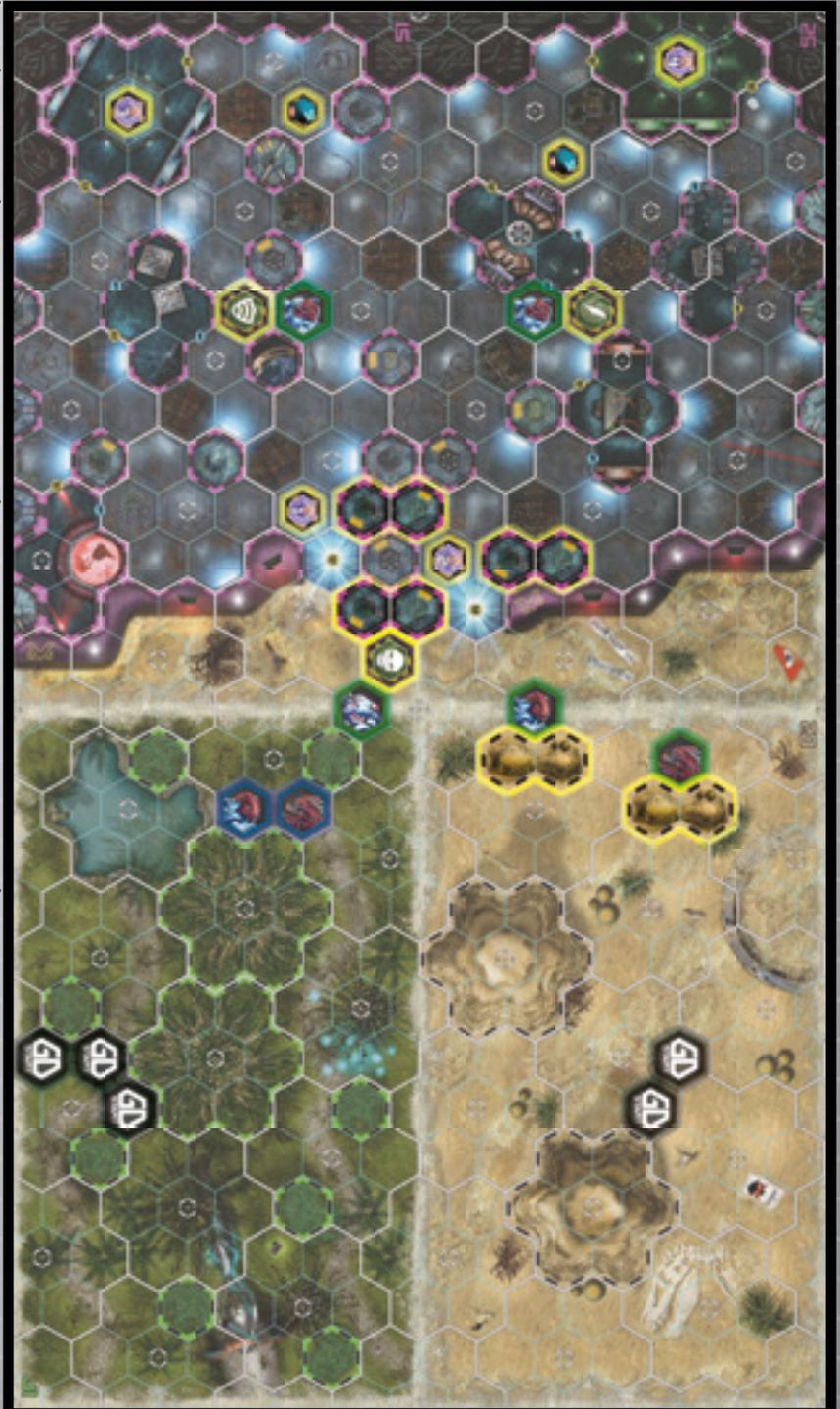
OVERLAYS



X3



X2



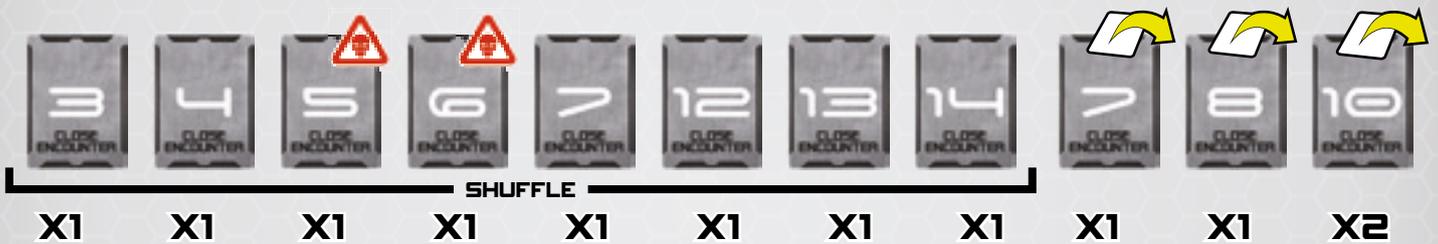
ALIEN CARDS AND MINIATURES **IN PLAY**



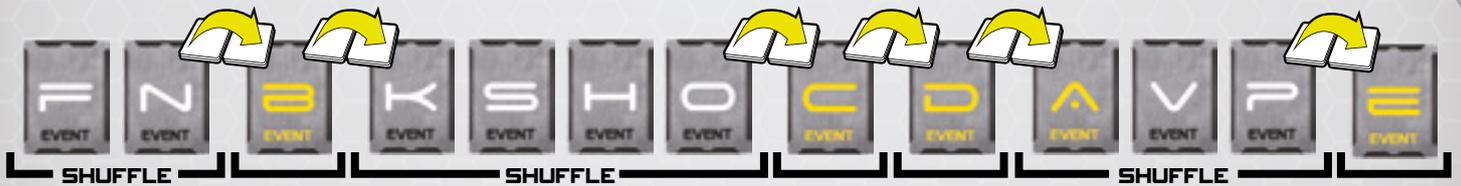
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENT B WILL APPEAR AT 3RD EVENT, SPECIAL EVENT C AT 8TH EVENT, SPECIAL EVENT D AT 9TH EVENT, SPECIAL EVENT A BETWEEN 10TH AND 12TH EVENT, AND SPECIAL EVENT E AT 13TH EVENT]

SPECIAL MISSION RULES

REINFORCEMENTS (STRATEGY PHASE):

During REINFORCEMENTS in the first STRATEGY phase of the mission, the ALPHA AGENT assigns the HACKBAR'S BOMB SPECIAL DEVICE to the agent of his choice [including himself].

HACKBAR'S BOMB SPECIAL DEVICE:

This BOMB SPECIAL DEVICE starts with two [JAM] tokens over it.

The SPECIAL DEVICE is considered **disarmed** if it has at least one token over it.

When no tokens remain on the SPECIAL DEVICE, it becomes **armed**.

The SPECIAL DEVICE can be placed on an adjacent empty Hex by any agent carrying it, spending his ACTION. Any adjacent agent may use his ACTION to pick the bomb up. If an agent dies while he is carrying the SPECIAL DEVICE, place it on an adjacent empty Hex.

OBJECTIVES

The mission ends in the STRATEGY phase **after the last EVENT card is drawn.**

MISSION STATUS	MISSION REPORT	NEXT MISSION
The BOMB SPECIAL DEVICE is armed, it is placed over WAYPOINT 4, AND all the agents are outside the S1 / S2 maps.	Mission Accomplished	12
The BOMB SPECIAL DEVICE is armed, it is placed over WAYPOINT 4, AND there is at least one agent still inside the S1 / S2 maps at the end of the mission.	Mission Partially Accomplished	END
All agents are dead.	Mission Failed	11

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE SPECIAL CARD IS REVEALED



"HQ to Agents. We have scanned the alien ship's surface and identified the reactor room; it is in sector S1. The energy from the reactor shines with a strong blue light. It appears as Waypoint 3 on your PDAs. Anyway, you should be able to recognize it easily. Once inside the ship, go straight to the reactor room and overload the device. You will receive further info as soon as possible."

EFFECTS:

WHEN at least one agent reaches WAYPOINT 1 or WAYPOINT 2, perform the following steps:

- Place the BLUE XENO-GREY  over WAYPOINT 4.
- Put the two CLOSE ENCOUNTER #10   cards on top of the CLOSE ENCOUNTER deck.
- IF WAYPOINT 3 is reached by an agent before the EVENT C is resolved, then, at the start of the next EVENT phase, draw and discard from the EVENTS deck until EVENT C card is drawn. Apply all its effects. Ignore any effects of the discarded EVENT cards.



"HQ to agents, good work. Now, you must plug the device into the recharge cell. Our scientists here think that it will take a few minutes to overload the device, so you must hold your ground! As soon as the overload is complete, head straight to the command room, and place the bomb at Waypoint 4 marked on your PDAs."

EFFECTS:

- During REINFORCEMENTS in each STRATEGY phase, remove one  token from the BOMB SPECIAL DEVICE, if the agent who carries it is on WAYPOINT 3. Once the BOMB SPECIAL DEVICE has no more  tokens, it becomes **armed**.
- Skip the EVENT phase until the BOMB SPECIAL DEVICE is **armed** and placed over WAYPOINT 4.

"HQ to Alpha Agent, the bomb is armed, but there is something strange! A new teleport system is active! It seems like a beam transport coming from the dark side of the moon!!! They are teleporting more troops directly inside the mothership! Hurry up! Get your hides outside the S1 and S2 sectors as soon as you can. The glory and the entire planet is waiting for your return!"

Read this if previous mission was **PARTIALLY ACCOMPLISHED**.

EFFECTS:

Replace ALL **GREEN** XENO-BETA with **BLUE** XENO-ALPHA   using these steps:

- Replace any **GREEN** XENO-BETA in play [if any] with **BLUE** XENO-ALPHA. Assign the **BLUE** XENO-ALPHA ALIEN cards as usual.
- Replace any **GREEN** XENO-BETA ALIEN card in the ALIEN deck or in the discard pile with the **BLUE** XENO-ALPHA ALIEN cards, if any.
- Remove any replaced **GREEN** XENO-BETA ALIEN cards and figures from play [but return them to the WAREHOUSE, not to the SIGNAL DISCARD PILE].
- Recreate the ALIEN deck by shuffling the relative discard pile into the deck.
- Put the CLOSE ENCOUNTER #8  card on top of the CLOSE ENCOUNTER deck.
- Teleport three SIGNALS.

Read this if previous mission was **ACCOMPLISHED**.

EFFECTS:

Replace ALL **BLUE** XENO-BETA with **BLUE** XENO-ALPHA   using these steps:

- Replace any **BLUE** XENO-BETA in play [if any] with **BLUE** XENO-ALPHA. Assign the **BLUE** XENO-ALPHA ALIEN cards as usual.
- Replace any **BLUE** XENO-BETA ALIEN card in the ALIEN deck or in the discard pile with the **BLUE** XENO-ALPHA ALIEN cards, if any.
- Remove any replaced **BLUE** XENO-BETA ALIEN cards and figures from play [but return them to the WAREHOUSE, not to the SIGNAL DISCARD PILE].
- Recreate the ALIEN deck by shuffling the relative discard pile into the deck.
- Put the CLOSE ENCOUNTER #8  card on top of the CLOSE ENCOUNTER deck.
- Teleport three SIGNALS.

"Agents, this is HQ speaking. The device's overload is causing problems to the ship's energy system. Seize the moment, Agents, and complete your mission!"

EFFECTS:

- All agents may immediately move up to 2 HEXES [MAY NOT be used to DISENGAGE].
- Place the **GREEN** ARACNOS  on the T.P. .
- Place the **BLUE** ARACNOS  on the T.P. .
- Put the CLOSE ENCOUNTER #7  card on top of the CLOSE ENCOUNTER deck.

"Agents, this is HQ speaking. Time is short!!! Fly like an eagle!"

EFFECTS:

- All agents may immediately move up to 2 HEXES [MAY be used to DISENGAGE].

DEBRIEFING

MISSION ACCOMPLISHED

The agents take advantage of the chaos the device created to escape from the mothership. Once again, the exceptional training not only saved their lives, but also bought victory for the human race. As they race away from the alien vessel, the huge, silent explosion seems eerie and out of place.

The battle against the alien menace is over and humanity has won, thanks to the bravery and abilities of the GD team and the sacrifice of those who gave their lives to save mankind. The aliens came here believing the Earth was an easy prey, but humans have shown them how things are done on this blue planet.

As the debris ring widens around the hulk of the once-massive alien flagship, the comlink announces every single Terran is waiting for the GD squad to land. They are heroes. They have saved the day and are the living embodiment of everything that a human heart can accomplish against overwhelming odds.

But the war is not over. The information gathered so far seem to indicate this was just an invasion unit. An entire base is located on the dark side of the moon and now it is time for the human race to bring war to the aliens. But this, as they say, is another story...

Back at the base, after a huge homecoming party... maybe TOO huge... and after much deserved days of rest and relaxation, the agents are united again. This time they look for the files that tell of the first encounter, that fateful night, when a good-hearted alien came to Earth and warned us about the impending doom.

A long time ago, from a galaxy far, far away... **YOU CAN PLAY MISSION 12 AS A BONUS MISSION.**

MISSION PARTIALLY ACCOMPLISHED

The agents take advantage of the chaos the device created to escape from the mothership. Once again, the exceptional training not only saved their lives, but also bought victory for the human race. As they race away from the alien vessel, the huge, silent explosion seems eerie and out of place. Each agent feels his heart still heavy for their fallen friends on the ship exploding behind them. Fallen heroes now have the stars as their only gravestones. The battle against the alien menace is over, and humanity has won, thanks to the bravery and abilities of the GD team and the sacrifice of those who gave their lives to save mankind.

The aliens came here believing the Earth was an easy prey, but humans have shown them how things are done on this blue planet.

As the debris ring widens around the hulk of the once-massive alien flagship, the comlink announce every single Terran is waiting for the GD squad to land. They are heroes. They have saved the day and are the living embodiment of everything that a human heart can accomplish against overwhelming odds.

But the war is not over. The information gathered so far seem to indicate this was just an invasion unit. An entire base is located on the dark side of the moon and now it is time for the human race to bring war to the aliens.

But this, as they say, is another story...

MISSION FAILED

As the last agent falls in battle, the alien overlord gazes in triumph at the blue planet beneath it. Hate and destruction reign over mankind and the heroic efforts of the chosen people were not enough to avert the invasion.

However, this is not the end. Already the Agency is reorganizing forces, and hundreds of freedom fighters volunteer from countries across the globe to do their best against the alien invaders. Maybe one day the battle will be won.



MISSION 12 - BACK IN TIME

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
GOLD

DEVICES
0 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
0 ALIEN WEAPONS



Time for rejoicing and honoring the fallen, agents! Time to remember those who gave their lives for the freedom of our planet. The Agency has decided to create a special simulation of the first alien encounter, when, decades ago, the two first agents, N and S, encountered the good alien that revealed the wicked plan of conquest so bravely thwarted by the Galaxy Defenders.

The past beckons in the G-Danger Room to show the truth of what was happened in those days!

"On a warm evening of a hot day, a strange radar beacon guides the Agents to the middle of nothing, amidst the sands and rocks of an uninhabited desert. An event that forever REALY changes their lives, and the destiny of the whole human race. You are about to discover how that encounter REALLY went, now that the veil of the top-secret files has been lifted."

"AGENTS, your mission is... feel and live the birth of the GD agency! Additional information will be provided you during the simulation."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X2



X3

Remove one HUMAN SIGNAL for each agent over the second [up to three SIGNALS may be removed].

Shuffle all the remaining SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1



X1

SPECIAL TOKENS



X1

OVERLAYS



X1



X1



X1



ALIEN CARDS AND MINIATURES **IN PLAY**



X1

ALIENS CARDS AND MINIATURES



X2

X1

X1

CLOSE ENCOUNTER DECK

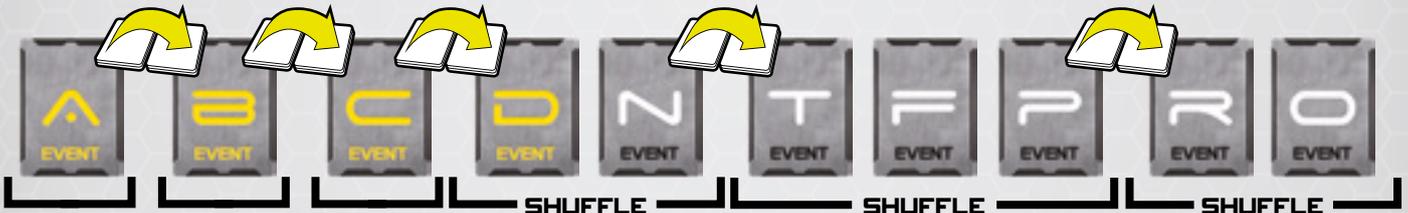


X2

X1

X1

EVENTS DECK



[SPECIAL EVENT A WILL APPEAR AT 1ST EVENT, SPECIAL EVENT B AT 2ND EVENT, SPECIAL EVENT C AT 3RD EVENT, SPECIAL EVENT D BETWEEN 4TH AND 5TH EVENT]

SPECIAL MISSION RULES

REFRESH PHASE:

During the first REFRESH phase of the mission, draw the top card [EVENT A] from the EVENTS deck and immediately apply its effects.

REINFORCEMENTS (STRATEGY PHASE):

Skip REINFORCEMENTS in each STRATEGY phase for the entire mission.

GETTING GD-WINGS:

Skip GETTING GD-WINGS in each STRATEGY phase for the entire mission.

SUNNY:

Put five AMMO  tokens on the stationary weapon SUNNY at the start of the mission.

GREEN XENO-GREY:

The GREEN XENO-GREY returns to FULL HEALTH state [by discarding all suffered wounds] and recharges his Energy shielded armor [by regaining the shield token] at the beginning of each agent turn. The GREEN XENO-GREY remains in play even when an attack brings his total HP to 0 or below.

CLOSE ENCOUNTER DECK:

If there are no cards in the CLOSE ENCOUNTER deck and the relevant discard pile is empty, then skip the Aliens turn.

MISSION SPECIAL ACTIONS

BOOT:

An agent, adjacent to WAYPOINT 1, may spend his ACTION to run the BOOT sequence of the G-Danger simulation. To represent this, roll 1 . If the result is a , remove one  token from WAYPOINT 1. Ignore any other result.

OBJECTIVES

The mission ends in the STRATEGY phase after the last EVENT card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
HACKBAR is over WAYPOINT 4 AND the two agents: N and S are alive.	Mission Accomplished	END
The mission fails with any of the following conditions: <ul style="list-style-type: none"> ● HACKBAR is dead ● Agent N is dead ● Agent S is dead ● The last EVENT card was drawn 	Mission Failed	END

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



"Alpha Agent, this is Mission Control. We have a situation here with the simulation boot sequence. The remote control is disabled. You must reboot the simulation manually from the main server, executing the 3 start commands. Ah... and you have the pleasant company of an alien hologram. Let's find out who can inflict the most damage on it in a single attack. Our geeks are betting and you don't want to disappoint them, do you?"

EFFECTS:

- Place three [JAM] tokens over WAYPOINT 1.
- Skip EVENT phases until the agents have successfully performed three BOOT actions [i.e. WAYPOINT 1 has no more token over it], once done, perform EVENT phases as normal.



"This is Mission Control speaking. Program loaded. You are about to find yourselves in the desert where history was made! Each of you may choose to impersonate either Agent N or Agent S; they were sent on patrol in the area to scan an unknown heat source. AGENTS, your mission is to reach the heat source, called WAYPOINT 3."

EFFECTS:

- Remove the GREEN XENO-GREY from play [by discarding its figure and ALIEN card to the WAREHOUSE instead of the discard pile].
- Take CLOSE ENCOUNTER cards #1 #1 #2 and shuffle them in the CLOSE ENCOUNTER deck.
- Move all agents [discarding any Biotech drones] to the HEXES adjacent to WAYPOINT 2 on the D2 map. Agents cannot leave the D1-D2 maps until the end of the mission.
- Two players must personify one of the two historical agents [decided by the ALPHA AGENT] by swapping their Agent Profile Sheets with the following ones [see page 55].



- All other players must personify as Agent X [there can be multiple Agent X personifications] by swapping their Agent Profile Sheets with the following [see page 55]:



- From now until the end of the mission, each agent uses the Agent Profile Sheet of the chosen agent [ignoring any tactics, skills and weapon acquired with the real agent].
- Skip EVENT phases until at least one agent reaches WAYPOINT 3. Once done, perform EVENT phases as normal.

"Agent to HQ! You won't believe what is happening down here. We have a... well, a severely wounded life form. We need reinforcements and an ambulance, and we need them now!"
 "This is HQ to Agents. Reinforcements are on the way. Move toward rendezvous point WAYPOINT 4 near Highway 375"

EFFECTS:

- Place the ALIEN NPC   token [HACKBAR] adjacent to WAYPOINT 3.

RULES for HACKBAR:

- HACKBAR has 3 HEALTH POINTS and moves with the ALPHA AGENT to always remain in an HEX adjacent to him. If a new ALPHA AGENT is elected, HACKBAR moves adjacent to that agent.
- Enemy aliens consider HACKBAR to be the most wounded agent. If he is attacked, he defends as normal. HACKBAR cannot be healed and is killed, if he suffers a wound when he is bleeding.

- Teleport one SIGNAL on the T.P. .
- Teleport one SIGNAL on the T.P. .

"Agent to FBI HQ! We have a situation here, and it's critical. Please confirm the rendezvous point!"
 "This is HQ speaking. Rendezvous point confirmed, but we are no longer in this game. The CIA has taken over. A new rescue team is waiting for you at WAYPOINT #4."

EFFECTS:

- Teleport the BLUE XENO-ALPHA  on the T.P. .
- Put the CLOSE ENCOUNTER #8  card on top of the CLOSE ENCOUNTER deck.
- If the BLUE XENO-ALPHA dies, remove it from play [by discarding its figure and ALIEN card to the WAREHOUSE instead of the discard pile].

DEBRIEFING

MISSION ACCOMPLISHED

The special team from the Government happened to be a secret project that, thanks to Hackbar's invaluable help, became the Galaxy Defenders Agency. Although the alien was dying, he managed to help us in creating our last, best hope for defense. You, agents, as your forerunners N and S, will forever be remembered! And the rest, as they say, is history - with you as a part of it!

MISSION FAILED

Only failure can reveal the titanic efforts of N and S. Today you, agents, are the elite forces of the human race, but in their time, N and S could only rely on standard training and their cold blood.

**FULL SIZE AGENT
PROFILE SHEETS**

AGENT 2

DEFENSE

2 4 2 1

DEFENSE

ONCE PER ROUND:
REFILL ONE FAILED
DEF DICE

PASSIVE

ABILITY

AGENT 5

SHOOTER

2 4 3 1

SHOOTER

ONCE PER ROUND:
REFILL ONE FAILED
HIT DICE

PASSIVE

ABILITY

AGENT X

REVOLVER

2 4 2 1

REVOLVER

ONCE PER ROUND:
REFILL ONE FAILED
HIT DICE

PASSIVE

ABILITY





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