



OPERATION STRIKEBACK STORYBOOK

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LITTLE TIME HAS PASSED SINCE THE DESTRUCTION OF THE ALIEN MOTHERSHIP, BUT THE GD TEAM IS ALREADY ARMED AND READY, AIMING TO END THE WAR ONCE AND FOR ALL!

AS THE AGENCY PLANS ITS ASSAULT OF THE MOON, NEW TECHNOLOGIES ARE STUDIED AND NEW WEAPONS ARE READIED. A GIGANTIC SHUTTLE TRANSPORTS THE TEAM AND PART OF THE HQ TO EARTH'S NATURAL SATELLITE.

EVEN AS THEY ARRIVE ON THE MOON, THE TEAM AND THE AGENCY GAPE IN WONDER AT THE ALIEN TECHNOLOGY. THE MOON SURFACE IS CHANGED, COMPLETELY ENVELOPED IN AN INVISIBLE FORCE FIELD THAT ALLOWS THEM TO BREATHE. EVEN GRAVITY HAS BEEN INCREASED TO BE MORE LIKE EARTHEN VALUES - ALL WITHOUT ALTERING THE MOON'S STRUCTURE. UNFORTUNATELY, THE SCIENTIFIC SUPREMACY OF THE INVADING ARMY ALSO HIDES THE EXACT LOCATION OF THE ALIEN BASE.

THE AGENTS WILL HAVE TO SEARCH EACH SECTOR, BUT THIS TIME OUR HEROES WILL NOT BE ALONE! THANKS TO THE KNOWLEDGE THE AGENCY ACQUIRED DURING THE FIRST CONFLICT, A NEW PROJECT STANDS AS A PILLAR OF VIRTUE FOR GOODNESS AND LAW: PROJECT KNIGHT!

THIS PLATOON OF AGENTS HAS BEEN CREATED FROM THE GENETIC MATERIAL OF THE BEST GD AGENTS IN HISTORY. ALTHOUGH THE PROJECT IS STILL IN ITS INFANCY, SOME OPERATIONAL UNITS WILL BE DEPLOYED AT THE START OF THE LUNAR CAMPAIGN, ALONG WITH A SPECIAL JET CRAFT, NAMED DEEP BLUE, TO TRANSPORT THEM AND GUARANTEE SUPPORT WHENEVER NECESSARY.

LET THE STORY BEGIN...



1 INTRODUCTION

This manual gives detailed instructions how to set up the missions of this Galaxy Defenders expansion and helps the GD Heroes in their attempt to end this war forever by destroying the alien forces on the lunar surface.

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 set up 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.

<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.</p> <p>During setup, the players may cooperate to select the most useful devices, based on the mission briefing.</p> <p>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 HEADQUARTERS.</p>	<p>The minimum and maximum number of agents who can play the mission.</p>	<p>Estimated time needed to complete the mission.</p>
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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**, **HUMAN**, and **NPC 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 RESERVE**.

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.

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

The  indicates the relative **EVENT** card must be kept aside until brought into play due to some conditions or effects with the flipped icon  during the mission. This **EVENT** card must be ignored until it enters play [usually by placing it on top of the **EVENTS** deck]. For instance, if a mission objective says that the mission ends when the last Event card is drawn, the mission will end, even if there is still an **EVENT** card set aside with the  icon. This likely means the agents have not met the conditions that brought the relative **EVENT** card into play and for this reason it is ignored.

This example shows the Mission 4 **EVENTS** deck setup:

EVENTS DECK



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

- Create small stack (1) shuffling **EVENTS**: **P1** and **F1**.
- Create small stack (2) taking **EVENT** **E**.
- Create small stack (3) shuffling **EVENTS**: **C** and **K1**.
- Create small stack (4) shuffling **EVENTS**: **M1**, **I1** and **Q1**.
- Create small stack (5) shuffling **EVENTS**: **T1** and **J1**.
- Take **SPECIAL EVENT** **B** card and set it aside .
- Place stack 1 on top of stack 2.
- Place the new stack [1+2] on top of stack 3.
- Repeat the same procedure for the next two stacks 4 and 5.
- The **EVENTS** deck [1+2+3+4+5] is now **completed**.
- The **SPECIAL EVENTS** **B** will enter play **ONLY IF** the conditions explained in the **MISSION SPECIAL RULES** of the mission are met.

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 mission accomplishment.

2.4 OBJECTIVES

This section lists:

- The maximum number of **EVENTS**/rounds the mission lasts [the **DEADLINE**].
- 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.

Note: When a mission objective row clearly specifies "... at the end of the mission," it means to match that condition, the mission must be played until the **DEADLINE**.

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/NPC** to a particular **HEX/TELEPORT POINT**. If this is not possible because it is already occupied, then teleport, place, or move the **SIGNAL/ALIEN/NPC** 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 placing several special tokens on the map.

The next table lists only the ones introduced with the expansion. For information about the standard ones, see the **CORE SET STORYBOOK**.

ALIEN TECH FRAGMENT 	Once any agent reaches this token, discard it. The team immediately gains one ALIEN TECH fragment. If the team already has four ALIEN TECH fragments, simply ignore the effect. This fragment can be obtained even if the agents have already obtained other ALIEN TECH fragments by killing aliens or searching in the battlefield.
2X ALIEN TECH FRAGMENT 	Once any agent reaches this token, discard it. The team immediately gains two ALIEN TECH fragments. If the team already has four ALIEN TECH fragments or they reach this condition by obtaining the first fragment of the two fragments this token provides, then simply ignore all or any remaining effect. These fragments can be obtained even if the agents have already obtained other ALIEN TECH fragments by killing aliens or searching in the battlefield.

BLUE ARMORY	
	<p>Once any agent reaches this token, discard it and trigger a new IMPROVED WEAPON. If all IMPROVED WEAPONS have 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 5.3, page 7].</p>
RED ARMORY	
	<p>Once any agent reaches this token, discards it and trigger a new ALIEN WEAPON. If all ALIEN WEAPONS have 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 5.3, page 7].</p>
HIGH TECH EQUIPMENT	
	<p>The name and the effects of these tokens are defined in the mission special rules. They are used in several missions in different situations, like EMP-NUKE BOMBS, REMOTE CONTROLS, VIRUS INJECTORS, etc... They are usually deployed and activated by MISSION SPECIAL ACTIONS.</p>
UNDERGROUND PROBE	
	<p>The effect of the UNDERGROUND PROBE is defined in the SPECIAL MISSION RULES. It is usually deployed and activated by MISSION SPECIAL ACTIONS.</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>

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 GD 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 **HEADQUARTERS** [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 and acquired weapons 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 STARTING EQUIPMENT

Players who have successfully completed the Core Set Campaign must set their starting equipment for the **HEADQUARTERS** as follows:

- Consider all the Core Set **IMPROVED WEAPONS** as already researched and available. Therefore, these weapons can be selected during each mission setup. Any other **IMPROVED WEAPON** must be researched again to be used.
- Randomly select five Core Set **ALIEN WEAPONS**. These weapons are considered as already researched and available. Therefore, these weapons can be selected during each mission setup. Any other **ALIEN WEAPON** must be researched again to be used.

5.2 STARTING GD-WINGS RANK

Players who have successfully completed the Core Set Campaign must set their starting **GD-WINGS RANK** as follows:

- Each agent must return to **COPPER GD-WINGS RANK** by discarding all the powers acquired.
- Each agent must rank-up to **GOLD GD-WINGS RANK**, selecting one **BASIC TACTIC**, one **IMPROVED TACTIC**, and one **SKILL**. Any dispute in selecting powers between agents may be resolved with a coin toss using the **ALPHA AGENT** token.

5.3 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 **HEADQUARTERS**], 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 **HEADQUARTERS** 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**.

5.4 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.

5.5 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 **GOLD** rank. Any researched/owned weapon can be used again by this agent.

5.5.1 HIGH IMPACT (OPTIONAL RULE, DEFAULT = ON)

This option makes each fight more deadly and spectacular by limiting the defensive power of agent and alien armor. In game terms, during the defend 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** work as usual. Each remaining  result deals one wound to the defender's health points.

The **-X DEF DICE EFFECT**, when present, must be applied on the total number of  to reduce the number of dice used by the defender in the defend roll. For example, if the attacker obtains 8  **-2 DEF DICE**, the defender will roll 5 **Blue** dice [8-2 = 6 but the **HIGH IMPACT** limit is 5].

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 three levels of difficulty:

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

7 MISSIONS

This section includes the 6 missions of the GD Campaign.

New missions 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"/>	

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MISSION 1 - THE DARK SIDE OF THE MOON

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
GOLD

DEVICES
1 PER AGENT

WEAPONS
4 IMPROVED WEAPONS
1 ALIEN WEAPON



Deep Blue's engines burn through their fuel as the onboard radar systems scan the lunar surface, searching for any alien trace. Agency scientists said it would not be easy, as the advanced alien tech prevents long-distance detection of the alien base.

Thorium leaves the controls to the co-pilot and catches up with the rest of the team, while Titanium stops chewing tobacco just to mumble, "Come on, you little alien scum... show yourself. We're armed and cold, and we're going to knock at your door, now... not the other way 'round, ha ha!"

Chromium glances over and replies, "Don't talk too loud, T., we're a tactical assault team - not an invasion army and..."

Mercury's voice, sounding sexy even in the most dangerous situations, stops the Marine in midsentence.

"What the Hell? What are those things? They look like... dinosaurs. Damn, they're coming toward us!"

Thorium runs for the window, shouting. "I knew it! I knew we were going to find new alien life forms! Please, leave a specimen for me to study!" The clack of Iridium's rifle suggests his disagreement.

"Pilots, lower the drop doors, we're going to have some lunar target practice!"

"AGENTS, your mission is to engage any incoming alien! Over and Out."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X5



X1

Shuffle all SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1



X1



X1

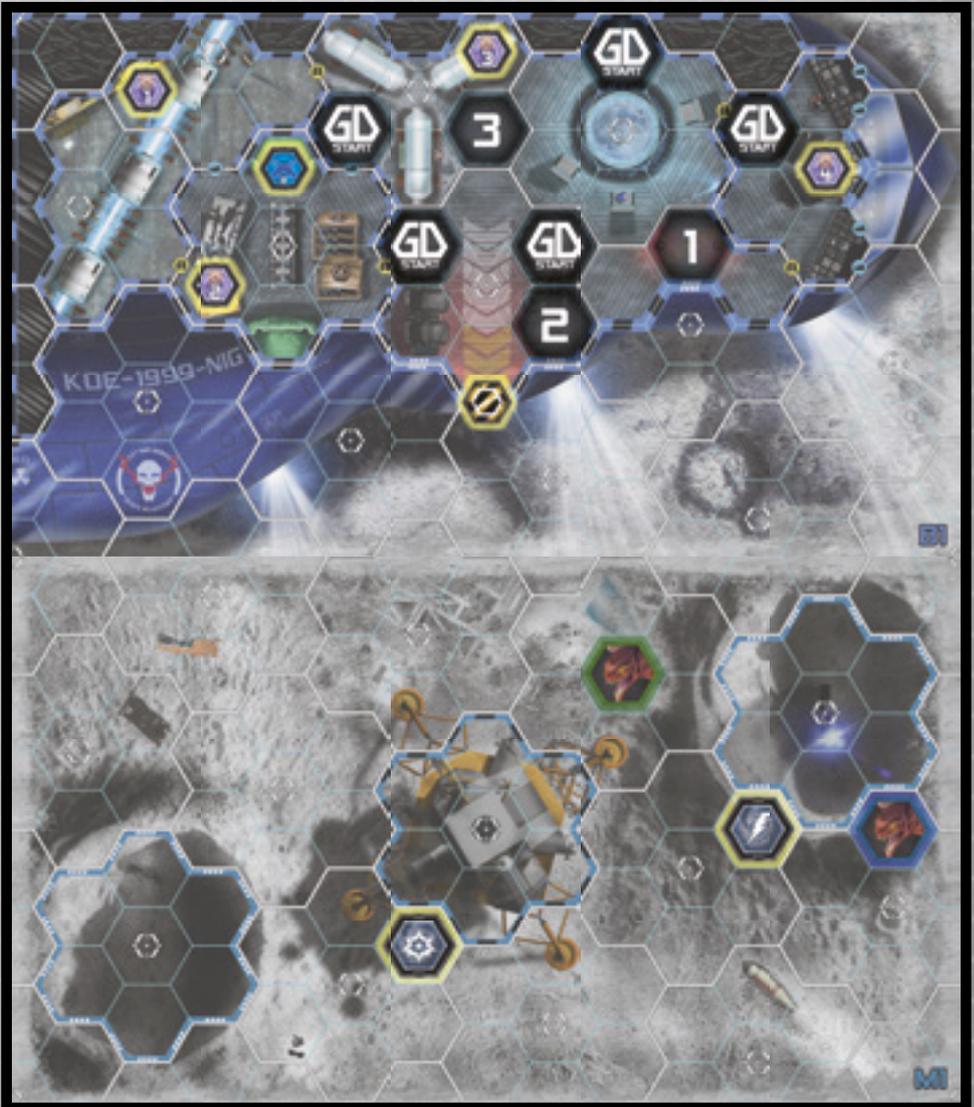
SPECIAL TOKENS



X4



X1



ALIEN CARDS AND MINIATURES IN PLAY



X1



X1

ALIEN CARDS AND MINIATURES



X2



X1



X1



X1



X1



X1

CLOSE ENCOUNTER DECK



X1



X1



X1



X1



X1



X1



X2



X1

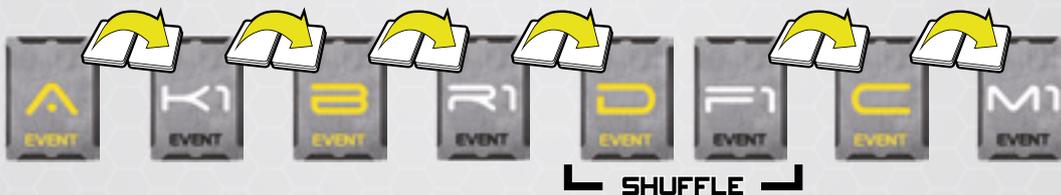


X2



X1

EVENTS DECK



[SPECIAL EVENT A IS THE 1ST EVENT, B IS THE 3RD EVENT, D WILL APPEAR BETWEEN THE 5TH AND 6TH EVENT AND C IS THE 7TH EVENT]

SPECIAL MISSION RULES

NPC DECK:

Remove the two **ARCHON NPC** cards from the **NPC** deck and put them in the **WAREHOUSE**. Place the two **KNIGHT NPC** cards on top of the **NPC** deck.

MISSION SPECIAL ACTIONS

FIREFIIGHTERS TASKS:

After **EVENT B**, the **ALPHA AGENT** will elect two **FIREFIIGHTER AGENTS**, who will each receive the **FIRE EXTINGUISHER SPECIAL DEVICE**. A **FIREFIIGHTER AGENT** may perform one of these tasks using his **ACTION**:

- **USE THE FIRE EXTINGUISHER:**

If adjacent to a **FLAME** token, the agent may flip the **SPECIAL DEVICE** face down to remove a **FLAME**  token. The **SPECIAL DEVICE** cannot be used again until it is **RECHARGED**.

- **RECHARGE THE FIRE EXTINGUISHER:**

Flip the **SPECIAL DEVICE** face up.

SEARCH

Agents may use the **SEARCH ACTION** in any shuttle's room in the **B1** map.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
Two or less FLAME tokens are in play at the end of the mission.	Mission Accomplished	2
Three FLAME tokens are in play at the end of the mission.	Mission Partially Accomplished	2
Half of the agents [rounded up] are dead OR four FLAME tokens are in play.	Mission Failed	1

SPECIAL EVENT CARDS EFFECTS

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



Suddenly the bulkheads explode and in the dense smoke the agents see four luminous eyes! Two aliens, never seen before, float inside Deep Blue's fuselage. Their armor reflects the light emanating from their jetpacks. Their helmets represent a frightening crossbreed between a reptile and an avian!

Still dazed by the explosion, Chromium yells, "Kill them! And watch out for the Critters, they can drag us out of the shuttle!" as the two Xeno-Delta, moving with incredible synchronism, throw a teleport device in the cockpit.

Staring at the aliens, Thorium warns, "Look at their weapons and their movements! They seem to have some shared targeting device, so watch out!"

EFFECTS:

- **IF** there is an agent or a drone over the **HEXES MARKED** #1, #2, or #3 in the B1 map, he suffers 1 wound and must be moved away 1 **HEX**.
- Place one **Green XENO-DELTA**  on the #1 **HEX MARK** in the **B1** map.
- Place one **Blue XENO-DELTA**  on the #2 **HEX MARK** in the **B1** map.
- Place the **T.P.**   on the #3 **HEX MARK** in the **B1** map.
- Shuffle one **CLOSE ENCOUNTER #28**  card in the **CLOSE ENCOUNTER** deck.
- Put the last **CLOSE ENCOUNTER #28**  card on top of the **CLOSE ENCOUNTER** deck.
- Teleport 1 **SIGNAL** on the **T.P.** .



The battle rages on, when, suddenly, a blast is heard from the cockpit. A swarm of Flying Critters penetrates Deep Blue, shattering the front windscreen. The copilot stays at the controls, but receives a serious wound and is knocked out. Without control, the jet plummets toward the ground. The damage caused by the initial explosion starts a fire that instantly engulfs several sections of the jet, triggering the fire alarm!

"DANGER, DANGER, FIRE." The Alpha Agent starts gathering the team, dictating priorities.

"Agent Knight, we need your help with fire control!"

Enter the first cloned agent, his shining armor straight out of medieval times. He snaps a crisp salute. "Yes SIR! Here are the fire extinguishers, as well some nice presents to help fight those flying creatures!"

The Alpha Agent grins and issue orders.

"AGENTS! We have several tasks, so we'd better split up! We must control the fire; two agents should be enough. One of us needs to bring Deep Blue down – hopefully, with us still in it! The rest of the team knows what to do: exterminate the alien scum!"

EFFECTS:

- Place one **Green FLYING CRITTER**  over **WAYPOINT 4**.
- Place one **Blue FLYING CRITTER**  on the **T.P.** .
- Draw the top card of the **NPC** deck, assign the **KNIGHT** **NPC** card to the **ALPHA AGENT** and place its figure adjacent to the **ALPHA AGENT** figure.

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- The **ALPHA AGENT** must elect two **FIREFIGHTER AGENTS** for the rest of the mission who can perform the **FIREFIGHTER TASKS MISSION SPECIAL ACTIONS**.
- The two **FIREFIGHTER AGENTS** each gain the **FIRE EXTINGUISHER SPECIAL DEVICE** [taking the two **SPECIAL DEVICES** from the **WAREHOUSE**; they work as described in the **SPECIAL MISSION RULES** section.]
- One agent receives the **HARPOON** device, if available, from the **WAREHOUSE**. The device obtained may be directly transferred to any one agent on the map with the agreement of the **ALPHA AGENT**.
- One agent receives the **JET BOOTS** device, if available, from the **WAREHOUSE**. The device obtained may be directly transferred to any one agent on the map with the agreement of the **ALPHA AGENT**.
- Place one **FLAME**  token on **WAYPOINT 3**.
- Add the following effect to **EACH EVENT** phase starting with the next round:
Place one **FLAME**  token on the lowest-numbered **WAYPOINT** without a **FLAME**  token on it [from 1 to 4].
- One agent should try to reach **WAYPOINT 4** and stay there until the next **SPECIAL EVENT** in order to limit the damage from the shuttle's imminent crash.

Read this if there is no agent over WAYPOINT 4

The agents can feel the ground disappearing under their feet, as Deep Blue plunges toward the surface of the Moon. Fortunately, the low altitude slightly mitigates the crash landing – yet the impact is still brutal. Alpha Agent barely yells, “Team, brace for impact!” before the jet crashes, sliding and ripping apart as it slows. The fuselage is torn and shattered, and the agents suffer serious impact trauma. Making matters worse, the rescue system promptly malfunctions and fails to unlock the door.

EFFECTS:

- All agents in the **B1** map suffer 3 wounds.
- Flip the **BLOCK** token located over the door in the **B1** map to the **LOCK** side.
- **TELEPORT**  - [ + ] **SIGNALS**.

Read this ONLY if there is an agent over WAYPOINT 4

The agent tries his best to land the jet plane as gently as possible, yet a catastrophic impact seems unavoidable. “OK team, brace for impact! Emergency landing protocol!” Thanks to the pilot’s skill, damage is kept to a minimum and Deep Blue comes to a stop after several bone-jarring seconds. The rescue system unlocks the door, and allows the team to scramble out of the vehicle.

EFFECTS:

- The agent over the **WAYPOINT 4** must roll 3 . If at least one  is not rolled, apply the following:
All agents in the **B1** map suffer 2 wounds.
- Remove the **BLOCK** token from the door in the **B1** map.
- **TELEPORT**  - [ + ] **SIGNALS**.

Deep Blue’s crash landing and the ensuing fire fight attract another alien patrol. “HQ to Alpha Agent, you’ve got a problem! We detect alien troops closing in, perhaps due to the tremors caused by the crash landing. Friendly reinforcements are on their way, so hold the position for a few minutes more. You also need to contain the fires in the fuselage – you’re risking a melting metal hell in there!”

EFFECTS:

- Place one **Green XENO-ALPHA**  on the **T.P.**  and assign its **ALIEN** card to the **ALPHA AGENT**.
- Place two **Blue XENO-BETA**   on the **T.P.** .
- Put the **CLOSE ENCOUNTER #8**  card on top of the **CLOSE ENCOUNTER** deck.

MISSION ACCOMPLISHED

The Patrol fighters destroy the remaining aliens. Deep Blue suffered serious, but repairable damage. In the silence after the battle, you hear Titanium's voice.

"All right, no applause for the pilot, but fear us, aliens! We are here, stronger and nastier than ever before!"

The team laughs with relief, but before them stands a well-organized resistance, and the next mission will not be a piece of cake. The aliens know of their landing and will fiercely defend their advanced base.

MISSION PARTIALLY ACCOMPLISHED

The Patrol fighters destroy the remaining aliens, but Deep Blue suffered heavy damage, with some equipment lost in the fire. Thorium calls HQ.

"HQ, Agent Thorium here. Do you copy? Deep Blue suffered heavy, but repairable damage; it will take some time and a whole lot of effort, but you'll have it back as good as new. Unfortunately, we've lost some toys in the flames. We require assistance."

"Agent Thorium, this is HQ. Roger that. We are setting up reinforcements and backup, but you're on your own for the next mission."

The team lets the silence hang in the air. Before them stands a well-organized resistance, and their next mission will not be a piece of cake. The aliens know of their landing, and will fiercely defend their advanced base.

MISSION FAILED

All hopes for humanity drown in flames with Deep Blue. A gigantic fireball marks the disappearance of the brave agents. Their names will be forever remembered.

Now, a new team must be assembled. The war is not over and the memory of all the heroes lost against the alien menace must be honored by bringing the fight to them! Humanity shall never surrender.



MISSION 2 - UNDERGROUND TREMOR

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
GOLD

DEVICES
0 PER AGENT

WEAPONS
3 IMPROVED WEAPONS
2 ALIEN WEAPONS



90-120 M

Once Deep Blue has been repaired, the mission can continue. By a stroke of luck, the Agency devised a way to track down the alien base.

"HQ to Alpha Agent. Attention Agents! A satellite spectrograph detected some sort of energy circuit running under the lunar crust in one specific sector. Place an underground probe in the area and we can pinpoint the alien base!"

"AGENTS, your mission is to deploy an underground probe. The precise location is marked as Waypoint 1 on your data-pads."

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

Shuffle all SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1

SPECIAL TOKENS



X4

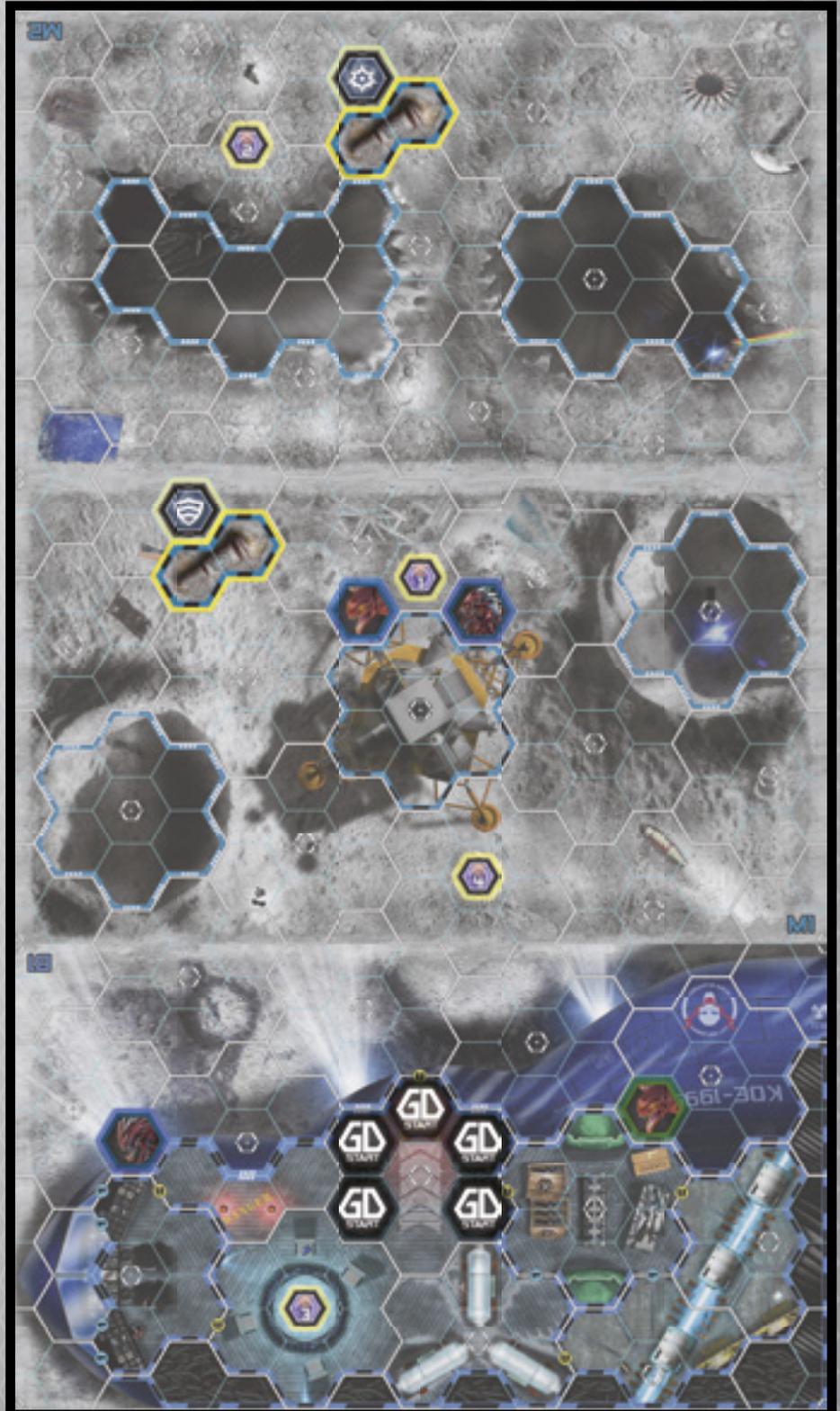


X1

OVERLAYS



X2



ALIEN CARDS AND MINIATURES IN PLAY



ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENT D IS THE 1ST EVENT, B IS THE 5TH EVENT, C IS THE 8TH EVENT]

SPECIAL MISSION RULES

NPC DECK:

Remove the two **ARCHON NPC** cards from the **NPC** deck and put them in the **WAREHOUSE**.

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- **IF** the previous mission was accomplished, each agent gains one **DEVICE**, selected by the agent.
- **IF** the previous mission was partially accomplished, or **IF** this is a standalone mission, each agent gains one randomly selected **DEVICE**. If the **DEVICE** is not compatible, discard it and draw another one.
- The **ALPHA AGENT** must distribute the four **UNDERGROUND PROBE**      tokens between the agents, at least one per agent. If an agent who carries an **UNDERGROUND PROBE** dies, the token must be placed on the map over the **HEX** previously occupied by the agent's figure. Another agent may pick up the token by moving over it.

EVENT PHASE:

Skip the **EVENT** phase until one **UNDERGROUND PROBE** is deployed over **WAYPOINT 1** in the **M1** map.

MISSION SPECIAL ACTIONS

DEPLOY AN UNDERGROUND PROBE:

To deploy an **UNDERGROUND PROBE**, an agent not **ENGAGED** in combat and carrying a **PROBE**, must be adjacent to **WAYPOINT** 1 or 2, and spend his **ACTION**. Once done, place one **PROBE** token over the **WAYPOINT**.

SEARCH

After **SPECIAL EVENT D** is resolved, agents may use the **SEARCH ACTION** in any shuttle's room in the **B1** map.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
Two UNDERGROUND PROBES are deployed AND ARMED .	Mission Accomplished	4
Less than two UNDERGROUND PROBES were deployed or ARMED at the end of the mission.	Mission Failed	3

SPECIAL EVENT CARDS EFFECTS

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



As the probe descends into the lunar soil, Alpha Agent calls the Base. *"HQ, do you copy? We deployed the first probe as requested. We have encountered no problems, but this probe creates too much noise for my taste... I'm afraid we won't be alone for much longer!"*

"HQ to Alpha Agent. Copy that."

"AGENTS, your mission is to deploy the second, and last, underground probe. The exact location is marked as Waypoint 2 on your data-pads."

EFFECTS:

- **IF** any agent deploys the second **UNDERGROUND PROBE** on **WAYPOINT 2** before **EVENT B** is resolved: at the start of the next **EVENT** phase, draw and discard cards from the **EVENTS** deck until **EVENT B** card is drawn. Apply all its effects. Ignore the effects of any other discarded **EVENT** cards.
- **TELEPORT** - **SIGNALS**.



Alpha Agent calls the Base. *"HQ, this is Alpha Agent. Do you copy? We are deploying the second probe and awaiting further instruction. Over."*

"HQ to Alpha Agent. Copy that. We are finishing final checks. There's something strange near your position, a seismic anomaly in your..."

There's a heavy tremor and the comlink falls over. With a low rumble, lines of disturbed dirt begin moving toward the agents. The Alpha Agent leans forward to retrieve the comlink, but finds himself staring at a gigantic worm erupting from the ground! Three large bony blades form its snout, and its mouth is full of sharp fangs! An explosion in sector M1 alerts the agents of the loss of the first probe.

"HQ, this is Alpha Agent! We have a situation here! Are you getting the visual? We've just found a new alien life form! It looks like a gigantic worm. It's able to dig under the surface, and they definitely hate our probes!"

"Alpha Agent, this is HQ. Copy that. Luckily you have the other probes."

"AGENTS, your mission is to redeploy the underground probes at the two Waypoints. Once done, at least one of you must reach the activation console inside Deep Blue, identified as the Waypoint 3 on your equipment. Protect the probes once deployed, because the console works only when both probes are deployed beneath the ground. Over and out."

EFFECTS:

- Remove the **UNDERGROUND PROBE** token located over the **WAYPOINT 1** in the **M1** map [by discarding it in the **WAREHOUSE**]. Another **PROBE** may be deployed by the agents using the **DEPLOY AN UNDERGROUND PROBE MISSION SPECIAL ACTION**.
- Place one **Blue DIGGERS** on the **T.P.** and assign its **ALIEN** card to the **ALPHA AGENT**.
- Place one **Green DIGGERS** on the **T.P.** and assign its **ALIEN** card to the player to the left of the **ALPHA AGENT**.
- Shuffle one **Blue DIGGERS** and one **Green DIGGERS** into the **ALIEN** deck.

CONTINUES ON THE NEXT PAGE

- Shuffle one **DANGER CLOSE ENCOUNTER #29**  card into the **CLOSE ENCOUNTER** deck.
- Put the last **CLOSE ENCOUNTER #29**  card on top of the **CLOSE ENCOUNTER** deck.
- Starting with the next round add the following **SPECIAL MISSION RULES**:

UNDERGROUND PROBE:



DIGGERS aliens may target deployed **UNDERGROUND PROBES** as if they are agents and consider a deployed **UNDERGROUND PROBE** the most wounded and weakest agent. Each deployed **UNDERGROUND PROBE** has 2 **HEALTH POINTS** and defends as normal. If an **UNDERGROUND PROBE** is destroyed (i.e. its health goes to zero or below), his token is removed from the map and discarded in the **WAREHOUSE**.

ARM THE UNDERGROUND PROBE:

To arm the two **UNDERGROUND PROBES**, they must already be deployed over **WAYPOINTS 1** and **2** and then one agent, not engaged in combat, must reach **WAYPOINT 3** [by moving over it] and spend his **ACTION**. Once done, the **PROBES** are considered **ARMED** until one or both are destroyed. In this case the arming procedure must be done again when both **UNDERGROUND PROBES** are deployed.

- The **UNDERGROUND PROBES** are considered **ARMED** when they are deployed over **WAYPOINTS 1** and **2** and there is one agent over **WAYPOINT 3** using the **ARM THE UNDERGROUND PROBES MISSION SPECIAL ACTION**.

All at once, the ground heaves upward. Aracnos and Spine Critters suddenly flee the battlefield as a heavy seismic pulse engulfs the whole sector! The Alpha Agent calls the base "HQ, this is Alpha Agent, do you copy HQ? What the Hell is going on? The seismic activity is quite severe. We can barely stand!"

"Alpha Agent, this is HQ. The event is most probably artificial. Something huge is digging beneath the lunar surface! Complete your mission as fast as you can and get out of there! Use Deep Blue's weaponry if necessary!"

The seismic pulses grow stronger and the Alpha Agent manages to reply. "Roger, HQ. We'll do our best here. Whatever might be down there, we don't want to meet it!"

...Suddenly, each agent feels dizzy for a moment; but soon after, there is a strange sensation, as they perceive power flowing into them...

EFFECTS:

- Remove all **ARACNOS** and all **SPINE CRITTER** from play, by discarding their figures and **ALIEN** cards in the **WAREHOUSE**.
- Search and remove all **ARACNOS** and all **SPINE CRITTER ALIEN** cards from the **ALIEN** deck and from the discard pile, discarding these cards in the **WAREHOUSE**.
- Place the **T.P.**   over **WAYPOINT 4** in the **M1** Map.
- Each agent must roll 1 . With a  result, the agent maintains his current **FIGHTING POSE**, otherwise, he suffers 1 wound and must be placed in **PRONE FIGHTING POSE**.
- Teleport one **SIGNAL** on each **T.P.**
- All **GOLD RANK** agents on the battlefield immediately gain one **GD-WINGS RANK** [without rolling dice], if possible.

MISSION ACCOMPLISHED

Deep Blue continues its flight toward the GD moon base, and a few minutes after the probes are activated, underground scanning reveals a possible path toward the alien base. The commander's voice booms through the speakers: "Well done, agents! We are pinpointing the alien base. Come back to base and rest for a while. Just a few more days, and we're going to knock at the invader's front door!"

Hackbar's voice resounds inside the mind of all agents... "Hi, my dear friend. What happened to your mind during the battle is a little gift to help you in this war. Remember... with great power comes great responsibility!"

MISSION FAILED

"HQ, Alpha Agent speaking, do you copy? Diggers attacks are becoming continuous and the moonquakes are increasing. We can't go on. I'm seeking authorization to abort mission!"

"Alpha Agent, HQ here. Roger. Situation critical. Abort mission and return to base, we cannot afford losses. We managed to gather some information, and our squints believe we still can figure out the alien base's sector. Over and out!"

MISSION 3 - A DEEP IMPACT

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
EARTH

DEVICES
2 PER AGENT

WEAPONS
4 IMPROVED WEAPONS
2 ALIEN WEAPONS



90-120 M

Viewing Earth from the lunar surface is breathtaking, and the team can't help but take a few moments to admire the blue planet before the briefing begins.

"Agents! Lady Luck is on our side this time! The precious info gathered in the last mission allowed us to pinpoint a possible access point to the alien base. The detected portion of the base is hidden behind a rocky wall at the end of a ravine, in sector M2. By placing some of our toys in the critical points, we may be able to shut down the energy shield surrounding the base, destroy the rock wall with explosives, and open a breach in the alien defenses."

"Unfortunately, our devices are a bit too delicate to be dropped from Deep Blue, so they must be carried, placed, and activated manually. You will use your jet boots to enter the ravine. We have modified the boots so that they have extended capacity. You have 30 minutes to get ready and board Deep Blue. Go."

"AGENTS, your mission is to deploy two EMP-Nuke bombs over Waypoints 1 and 2, and detonate them by Remote Control. Good luck!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

Shuffle all SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1

SPECIAL TOKENS



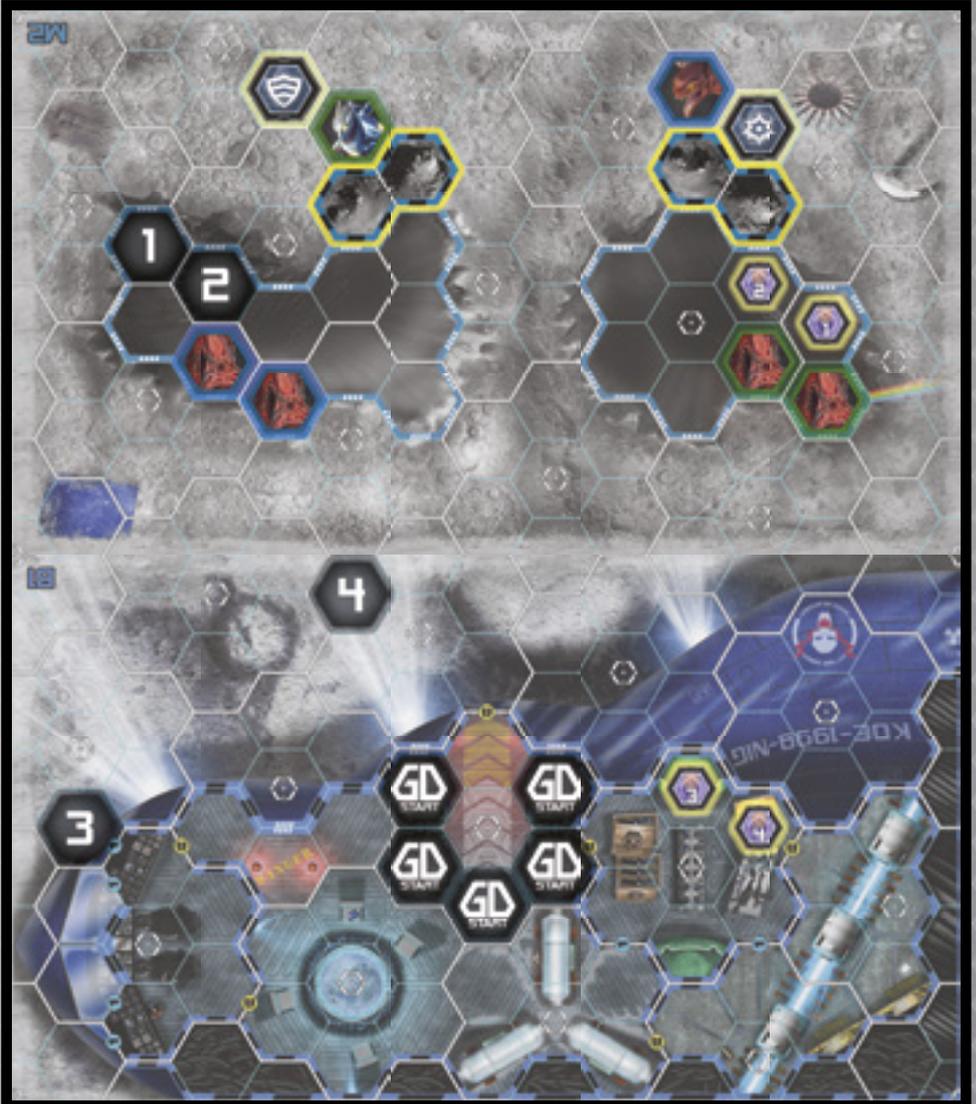
X1



X1



X1



OVERLAYS



X2

ALIEN CARDS AND MINIATURES IN PLAY



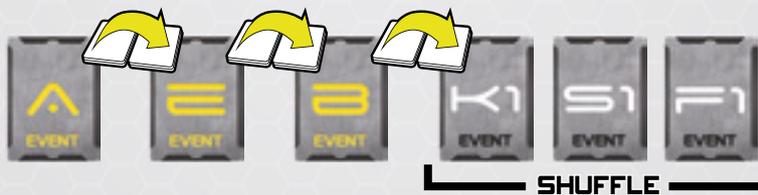
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENT A IS THE 1ST EVENT, E IS THE 2ND EVENT, B IS THE 3RD EVENT]

SPECIAL MISSION RULES

NPC DECK:

Take one **ARCHON NPC** card from the **NPC** deck and set it aside . Remove the other **ARCHON NPC** card from the **NPC** deck and put it in the **WAREHOUSE**.

EMP-NUKE BOMBS:



Place the two **EMP-NUKE BOMBS** in the **B1** map, over **WAYPOINTS** 3 and 4. Enemy aliens consider each **EMP-NUKE BOMB** to be the most wounded agent. If it is attacked, it defends as normal. Each **EMP-NUKE BOMB** occupies one **HEX** and does not block the **L.O.S.** Agents and aliens can move through, but cannot end their movement over it.

An **EMP-NUKE BOMB** has 2 **HEALTH POINTS**, cannot be healed and is destroyed when its **HP** reaches 0. If this happens, return the **BOMB** token to **FULL HEALTH** state [2 **HP**] and place it over its starting **WAYPOINT** [WAYPOINT 3 or 4].

REMOTE CONTROL:



The agent who controls the **REMOTE CONTROL** token may use his **ACTION** to perform the **DETONATE THE EMP-NUKE BOMB MISSION SPECIAL ACTION**.

If the agent who carries the **REMOTE CONTROL** dies, the token must be placed on the map over the **HEX** previously occupied by the agent's figure. Another agent may pick up the token by moving over it.

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, the **ALPHA AGENT** assigns the **REMOTE CONTROL** token to the agent of his choice [including himself].



EVENT PHASE:

As long as the first two **EMP-NUKE BOMBS** have not been deployed **AND DETONATED**, apply the following effects each **EVENT** phase, instead of drawing the top **EVENT** card:

- All **SIGNALS** move 1 **AREA** toward the closest agent.
- **TELEPORT** - [+] **SIGNALS**.

Starting with the **EVENT** phase after the **BATTLE** phase in which the two **EMP-NUKE BOMBS** are **DETONATED**, draw and resolve the top **EVENT** card as normal.

JET BOOTS DEVICES:

During setup, two agents must each select a **JET BOOTS DEVICE** as one of their two starting devices. Agents must organize their devices to allow for this rule. Do not discard **JET BOOTS** after use.

If an agent who has **JET BOOTS** equipped dies, pass them to another agent with the agreement of the **ALPHA AGENT**.

MISSION SPECIAL ACTIONS

CARRY AN EMP-NUKE BOMB:

Any agent adjacent to an **EMP-NUKE BOMB** may pick it up during his turn using a **FREE ACTION ACTIVITY**, the **BOMB** token moves with the agent. At the end of the agent's turn leave the **EMP-NUKE BOMB** on a **HEX** adjacent to the agent. The **EMP-NUKE BOMB** may be moved again by another agent in the same round.

DEPLOY AN EMP-NUKE BOMB:

To deploy an **EMP-NUKE BOMB**, an agent carrying the **BOMB** must be adjacent to an empty [without a **BOMB** or alien] **WAYPOINT** [1 or 2], and spend his **ACTION**. Once done, place the **BOMB** token over the **WAYPOINT**: from this point on, the **BOMB** cannot be targeted and damaged by aliens.

DETONATE THE EMP-NUKE BOMB:

When both **EMP-NUKE BOMBS** are placed over the **WAYPOINTS** 1 and 2, the agent who owns the **REMOTE CONTROL** token may spend his **ACTION** to **DETONATE** both **BOMBS**.

SEARCH

Agents may use the **SEARCH ACTION** in any shuttle's room in the **B1** map.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
The four EMP-NUKE BOMBS are DETONATED .	Mission Accomplished	5
Only the first two EMP-NUKE BOMBS are DETONATED at the end of the mission.	Mission Partially Accomplished	5
No EMP-NUKE BOMBS are DETONATED at the end of the mission.	Mission Failed	3

SPECIAL EVENT CARDS EFFECTS

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



As the remote control button is pressed, the rock wall comes alive with a green light, and a low explosion reveals a purplish metal wall, similar to the alien spaceships you came to know so well. As they watch the effects of the EMP-Nukes, the Agents cannot help but take pride in the human intellect. Unfortunately, the victory is short-lived, as the base is still protected by a weak force field!

"HQ, Alpha Agent speaking. The explosions have weakened the force field, but it still seems to be active. I repeat: force field still active, base inaccessible. Do you copy?"

"Alpha Agent, this is HQ. Roger. The scanners have found a secondary generator located in the other ravine, sector M2. You must destroy it – just like the first. Updating your Waypoints. HQ out."

"AGENTS, your mission is to deploy the last two EMP-Nuke bombs over the new Waypoints 1 and 2, and detonate them using the Remote Control as usual."

EFFECTS:

- Move the **EMP-NUKE BOMB** token located over **WAYPOINT 1** to **WAYPOINT 3**, and the **EMP-NUKE BOMB** token located over **WAYPOINT 2** to **WAYPOINT 4**. Starting with the next round, each **BOMB** may be carried, deployed, and **DETONATED** as described in the **SPECIAL MISSION RULES**.
- Move **WAYPOINT 1** over the #1 **HEX MARK** and the **WAYPOINT 2** over the #2 **HEX MARK**.
- Teleport one **SIGNAL** on each **T.P.**



"HQ to Alpha Agent, we are detecting multiple signals closing in on you. The aliens must understand our strategy! Fire at will!"

The Agents barely manage to catch sight of the alien troops, as a dart of light hits the Xeno-Alpha leading the reinforcements!

"That bolt... it came from the vicinity of Deep Blue!" exclaims the Alpha Agent. The shooter appears to be an unknown type of alien. Its countenance is almost feline, with three crests on the back of the head. The creature holds what appears to be a sniper's rifle, and seems capable of telepathic contact, as it speaks into the minds of the Agents.

"Human beings. I belong to the Archon, a race in perpetual war with these world eaters. I am on your side – but now it is time to fight against our common enemy; take this weapon... the time to talk will come later." Then the mental contact suddenly stops.

After a moment of hesitation, the Alpha Agent contacts HQ. *"HQ, this is Alpha Agent. Do you copy? It seems we are not alone in this struggle. We will report fully after the mission. Alpha Agent, over."*

"HQ to Alpha Agent, roger that. A drop pod with a nice surprise is heading toward you. Hold the line. HQ out."

EFFECTS:

- Place the **ARCHON NPC** figure over the #3 **HEX MARK** and assign its **NPC**  card as usual.
- During **REINFORCEMENTS** in the next **STRATEGY** phase, the **ALPHA AGENT** may randomly select a new **Alien** weapon from the **WAREHOUSE** [the game box]: the weapon obtained may be directly transferred to any one agent on the map with the agreement of the **ALPHA AGENT**.
- Place the **Green XENO-ALPHA**  on the **T.P.** .
- Place the **Blue XENO-DELTA**  on the **T.P.** .
- Place the **Blue XENO-ALPHA**  on the **T.P.** .
- Place the **Blue NEXUS**  on the **T.P.** .
- Put the **CLOSE ENCOUNTER #24**  card on top of the **CLOSE ENCOUNTER** deck.
- The agent who controls the **ARCHON** must immediately perform an attack with its **PROTON RIFLE** against the **Blue XENO-ALPHA** [ignoring the distance].



The Drop Pod lands near Deep Blue and opens up, showing the first fully armed and operational GD Power Suit!

"HQ to Alpha Agent, here it comes... This armor offers heavy firepower combined with the ability to fly. With this, an agent can seize a surrounded teammate or a companion stranded in difficult terrain. Unfortunately, the power system hasn't been perfected yet, so we are only able to power it for a limited time. We're working on that, but in the meantime, use the Power Suit and sweep away the alien scum!"

EFFECTS:

- Place the **POWER SUIT** figure over the #4 **HEX MARK**.

The first agent to move over the figure and use his **ACTION** may equip it.

If equipped, take possession of the **POWER SUIT** by taking its **PROFILE SHEET** [MARK I side] and 3 **BATTERY**  tokens.

- **TELEPORT**  - [ + ] **SIGNALS**.

MISSION ACCOMPLISHED

Using the other two EMP-Nuke bombs, the defensive shield and metal walls have a very short life. When the dust settles, the agents catch a glimpse of the base interior.

"HQ, Agent Alpha speaking. Mission accomplished, I repeat: mission accomplished. We have a way in!"

"HQ to Alpha Agent, copy that. Well done! No time to waste, send in the spy drones and head back to Deep Blue for debrief. You have two hours to rearm and refuel before the next mission. We must strike at the enemy without delay!"

The Archon alien is wounded, but still alive, so the agents carry it to Deep Blue for healing. As it regains consciousness, it tells the tale of its destroyed planet and an endless war with the invaders. Its entire race has been reduced to slavery.

Gathering its strength, the Archon adds: *"My commander, Aneres, is held prisoner somewhere in that base. My mission was – and still is – to free him. We could join forces and assault the base together!"*

HQ sends orders directly to the Alpha Agent's commlink:

"Accept its help. Every ally is welcome in this war."

Chromium looks at his team, and then speaks to the Archon.

"All right, soldier. We go in, we save your commander, and then we blow the hell out of that damned complex."

MISSION PARTIALLY ACCOMPLISHED

Even with all their effort, the team cannot detonate the additional bombs and the exhausted Power Suit stands nearly frozen on the battlefield.

But, in the heat of battle, the Archon, although severely wounded, grabs an EMP-Nuke and psychically speaks to the team as it runs toward the objective.

"Cover me. I am already dead, but you have still hope. Even though the invaders have superior technology, I see your species can build functional devices quickly. I hope you can win this war. This is my contribution to your victory!"

The Archon's weapons and suit overcharge and explode near the target, detonating the EMP-Nuke charge. The force of explosion slams against the entire team, but the shield flutters and fails.

Now the Agents can see the interior of the alien base.

"HQ to Alpha Agent, copy that. Well done! No time to waste, send the spy drones and head back to Deep Blue for debrief. You have two hours to rearm and refuel before the next mission. We must strike at the enemy without delay!"

But, as the Agents return to Deep Blue, they can't help but think about the noble alien and its sacrifice, and wonder why this unexpected ally was there in the first place. Its sacrifice will always be remembered.

MISSION FAILED

Exhausted by the losses and overtaken by alien forces, the GD team decides it has had enough and contacts HQ. The bitter words of the Alpha Agent mark the terrible defeat.

"HQ, Alpha Agent speaking. Mission compromised. We cannot accomplish the objective. Request permission to withdraw at once. Over."

A few instants later, a frustrated voice answers, *"Confirmed. You have permission to withdraw at once. Come back before it's too late."*

Tears of impotence and anger streak the visors of the agents for this humiliating defeat.

MISSION 4 - THE ELYSIUM

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
MOON

DEVICES
2 PER AGENT

WEAPONS
4 IMPROVED WEAPONS
4 ALIEN WEAPONS



Tension and adrenaline surges through the squad as the GD team heads for the alien base. Just a few minutes away from Deep Blue's landing, Chromium decides to reopen the mission summary on his data-pad, talking to the other team members.

"Ok team, Intel is clear. The base is protected by an energy shield. By destroying the two generators just outside the base, we will be able to enter."

Iridium's visor lights up as he cries out, *"All right! Seek, Destroy and Infiltrate, T. It looks like the perfect mission for your ninja skills! Hahaha!"*

Titanium's mohawk shakes as the agent laughs out loud.

"Muahahah! We knock on their door, with a special delivery... express pain!"

The Marine calls for a break. *"OK men, enough with the boasting. We are writing a new chapter in history, so make sure we're all around to read it by staying alive, eh? Keep your eye on the target and nerves of steel! We can use Deep Blue's weapon to open up a way! The Knight agents will cover us the best they can during the whole mission."* Suddenly, the commlink cries out.

"AGENTS! Your mission is to destroy the two shield generators located in the X1 sector to enable entry into the Alien base. Good Luck!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X7



X2

Shuffle all SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X2

SPECIAL TOKENS



X1



X1

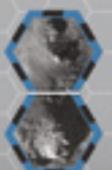


X4

OVERLAYS



X1



X2



X1



ALIEN CARDS AND MINIATURES IN PLAY



ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Take one **ARCHON NPC** card from the **NPC** deck and set it aside . Remove the other **ARCHON NPC** card from the **NPC** deck and put it in the **WAREHOUSE**.

Take one **KNIGHT NPC** card from the **NPC** deck and set it aside .

SHIELD GENERATORS (WAYPOINTS 1 & 2):

The two **SHIELD GENERATORS** are represented by the two **WAYPOINT** tokens [1 and 2]. Each **SHIELD GENERATOR** has 5 **HP** and may be attacked if there is no alien over the **WAYPOINT**. It does not defend. Any successful causes a **WOUND** and it is destroyed when its **HP** reaches 0 or below. Once destroyed, place a **FLAME** token over it. When both **SHIELD GENERATORS** are destroyed, take the **SPECIAL EVENT B** card and put it on top of the **EVENTS** deck.

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, the **ALPHA AGENT** assigns the **KNIGHT NPC** card previously set aside to an agent [including himself]. Place the **KNIGHT NPC** figure adjacent to the selected agent.

NEXUS:

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

SALLY:

Put three  tokens on the stationary weapon **SALLY**, at the start of mission.

MISSION SPECIAL ACTIONS

SEARCH

Agents may use the **SEARCH ACTION** in any room in the **B1** and **X1** maps.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
All agents are inside the alien base located in the X1 map.	Mission Accomplished	5
There is at least one agent outside the alien base located in the X1 map 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



In the chaos of battle, Alpha Agent notices something wrong. The ground near the shield generator opens for an instant, and an elevator of some type transports two gigantic metallic figures... Agents' battle experience is more valuable than their eyesight, and the whole team immediately recognizes the deadly aliens: a pair of Nexus units are preparing to defend the shield generators. But suddenly, a bolt of light shoots across the battlefield!

"That bolt... it came from the vicinity of Deep Blue!" exclaims the Alpha Agent. The shooter appears to be an unknown type of alien. Its countenance is almost feline, with three crests on the back of the head. The creature holds what appears to be a sniper's rifle, and seems capable of telepathic contact, as it speaks into the minds of the Agents.

"Human beings. I belong to the Archon, a race in perpetual war with these world eaters. I am on your side – but now it is time to fight against our common enemy; the time to talk will come later." Then the mental contact suddenly stops.

After a moment of hesitation, the Alpha Agent contacts the HQ. "HQ, this is Alpha Agent. Do you copy? It seems we are not alone in this struggle. We will report fully after the mission. Alpha Agent, over."

"HQ to Alpha Agent, roger that. A drop pod with a nice surprise is heading toward you. Hold the line. HQ out."

EFFECTS:

- Place the **ARCHON NPC** figure over the #1 **HEX MARK** and assign its **NPC**  card as usual.
- Place the **Green NEXUS**  adjacent to **WAYPOINT 1** [using the **BARRIER HEX**, if empty].
- Place the **Blue NEXUS**  adjacent to **WAYPOINT 2** [using the **BARRIER HEX**, if empty].
- Shuffle the **CLOSE ENCOUNTER #9**  card into the **CLOSE ENCOUNTER** deck.
- The agent who controls the **ARCHON** must immediately perform an attack with its **PROTON RIFLE** against the closest alien in **L.O.S.** [ignoring the distance].

The Drop Pod lands on the battlefield and opens up, showing the first fully armed and operational GD Power Suit!

"HQ to Alpha Agent, here it comes... This armor offers heavy firepower combined with the ability to fly. With this, an agent can seize a surrounded teammate or a companion stranded in difficult terrain. Unfortunately, the power system hasn't been perfected yet, so we are only able to power it for a limited time. We're working on that, but in the meantime, use the Power Suit and sweep away the alien scum!"

EFFECTS:

- Place the **POWER SUIT** figure over the #2 **HEX MARK**.
The first agent to move over the figure and use his **ACTION** may equip it.
If equipped, take possession of the **POWER SUIT** by taking its **PROFILE SHEET** [MARK I side] and 3 **BATTERY**  tokens.
- **TELEPORT**  - [+] **SIGNALS**.

As the second shield generator fails, the energy barrier is lifted! The doors to the alien building open, revealing a terrible Xeno-Beast of unrivaled fury, who moves to defend the base with a hideous roar!

Behind the creature, emergency doors are closing, reinforced with metal crossbars.

"Alpha Agent to HQ, do you copy? It looks like the tenants don't want us to come in!"

"HQ to Alpha Agent, roger. We cannot and will not surrender! A second Power Armor suit is inbound. Its autopilot is leading it toward you with typical pinpoint Agency accuracy. Use it to enter the base!"

"AGENTS, your mission is to destroy the two reinforced doors and infiltrate the base. Over and out."

EFFECTS:

- Place the **Red XENO-BEAST**  on the **T.P.** .
- Shuffle one **CLOSE ENCOUNTER #11**  card inside the **CLOSE ENCOUNTER** deck.
- Put the last **CLOSE ENCOUNTER #11**  card on top of the **CLOSE ENCOUNTER** deck.
- Place the **POWER SUIT** figure adjacent to the **ALPHA AGENT**.
The first agent to move over the figure and use his **ACTION** may equip it.
If equipped, take possession of the **POWER SUIT** by taking its **PROFILE SHEET** [MARK I side] and 4 **BATTERY**  tokens.
- Place the **WAYPOINT 3**  token over the #3 **HEX MARK** and the **WAYPOINT 4**  token over the #4 **HEX MARK**. **WAYPOINTS 3** and **4** represent the two **REINFORCED DOORS**. Each **REINFORCED DOOR** has 10 **HP** and may be attacked if there is no alien over the **WAYPOINT**. It does not defend. Any successful  causes a **WOUND** and it is destroyed when its **HP** reaches 0 or below. Once destroyed, place a **FLAME**  token over it. When both **REINFORCED DOORS** are destroyed, remove the two **BLOCK** tokens from map **X1**.
- If the **ENRAGED XENO-BEAST** dies, remove it from play and all **GOLD** or **EARTH RANK** agents on the battlefield immediately gain one **GD-WINGS RANK** [without rolling dice], if possible.



MISSION ACCOMPLISHED

The relentless rain of fire from agents' weapons ultimately prevails against the metal walls. Following a violent explosion and collapse, the agents catch a glimpse of the base interior.

"HQ, Agent Alpha speaking. Mission accomplished, I repeat, mission accomplished. We have a way in!"

"HQ to Alpha Agent, copy that. Well done! No time to waste. Send in the spy drones and head back to Deep Blue for debrief. You have two hours to rearm and refuel before the next mission. We must strike at the enemy without delay!"

The Archon alien is wounded, but still alive, so the agents carry it to Deep Blue for healing. As it regains consciousness, it tells the tale of its destroyed planet and an endless war with the invaders. Its entire race has been reduced to slavery.

Gathering its strength, the Archon adds: *"My commander, Aneres, is held prisoner somewhere in that base. My mission was – and still is – to free him. We could join forces and assault the base together!"*

HQ sends orders directly to the Alpha Agent's commlink: *"Accept its help. Every ally is welcome in this war."*

Chromium looks at his team, and then speaks to the Archon. *"All right, soldier. We go in, we save your commander, and then we blow the hell out of that damned complex."*

MISSION FAILED

Exhausted by the losses and overtaken by alien forces, the GD team decides it has had enough and contacts HQ. The bitter words of the Alpha Agent mark the terrible defeat. *"HQ, Alpha Agent speaking. Mission compromised. We cannot accomplish the objective. Request permission to withdraw at once. Over."*

A few instants later, a frustrated voice answers, *"Confirmed. You have permission to withdraw at once. Come back before it's too late."*

Tears of impotence and anger streak the visors of the agents for this humiliating defeat.



MISSION 5 - MOONRAKERS

BRIEFING

GO-WINGS
FOR STANDALONE MISSION:
MOON

DEVICES
2 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
4 ALIEN WEAPONS



The Agents stand before the alien base's entrance. The few hours spent in Deep Blue rearming and briefing seem but a few moments in their minds. Their movements, controlled by their battle experiences, are almost mechanical, honed by a thousand battles. Each Agent is a perfect cog in the mechanism of victory that now lies so close at hand! Before going into action, Chromium activates his commlink to share mission details one last time. "Team, we stand before the gates to victory. It's up to us to open them and end this war! Two of us will disable the main computer, inserting the Injector virus. This will instantly propagate the infection to the entire alien fleet. The rest of the team will seek and destroy the alien leader. We have with us a special activator, which is able to teleport the Power Suit directly onto the requesting Agent. Easy, quick, painless. End of briefing."

"AGENTS, your mission is to insert the virus into the main computer by placing the two injectors on Waypoints 1 and 2, and kill the Xeno-Grey leader! Go! For your planet and our fallen allies, let's end this war once and for all!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X6



X1

Shuffle all SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X1



X4



X4



X1

SPECIAL TOKENS



X1



X1



X1



X1



X2

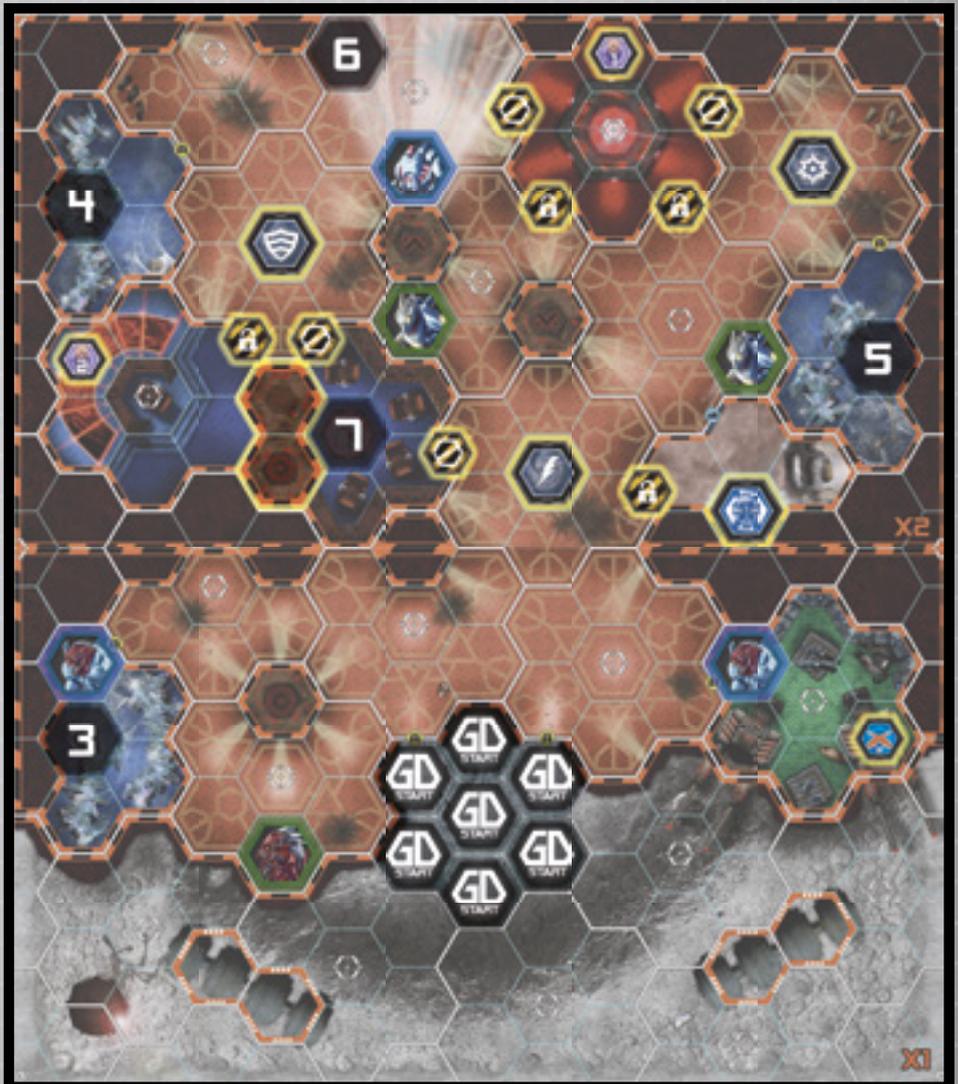


X2

OVERLAYS



X1



ALIEN CARDS AND MINIATURES IN PLAY



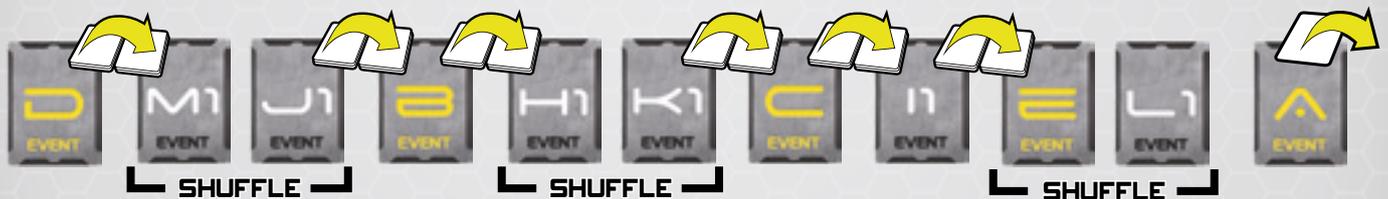
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Take the two **ARCHON NPC** cards from the **NPC** deck and set them aside .

VIRUS INJECTORS:



An agent who controls the **VIRUS INJECTOR** token may use his **ACTION** to perform the **INSERT VIRUS MISSION SPECIAL ACTION**.

If an agent carrying the **VIRUS INJECTOR** dies, the token must be placed on the map over the **HEX** previously occupied by the agent's figure. Another agent may pick up the token by moving over it.

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

The **ALPHA AGENT** must distribute the two **VIRUS INJECTOR** tokens between the agents [including himself], maximum one per agent.

IF the previous mission was accomplished, the **ALPHA AGENT** assigns one of the **ARCHON NPC** cards previously set aside to an agent [including himself]. Place the **ARCHON NPC** figure adjacent to the selected agent.

BLUE XENO-GREY:

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

BLUE NEXUS:

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

POWER SUIT:

The mission starts with one **POWER SUIT [MARK I]** and 5 **BATTERY**  tokens available in **HEADQUARTERS**.

The **POWER SUIT** may be deployed on the battlefield and equipped by the first agent who performs the **RECALL POWER SUIT SPECIAL MISSION ACTION** [with agreement from the **ALPHA AGENT**]. Once deployed, the **POWER SUIT** follows standard rules and cannot be sent back to **HEADQUARTERS**.

MISSION SPECIAL ACTIONS

INSERT VIRUS:

To insert the virus, an agent not **ENGAGED** in combat and carrying a **VIRUS INJECTOR**, who is adjacent to **WAYPOINT 1** or **2**, must spend his **ACTION**. Once done, place one **VIRUS INJECTOR** token over the **WAYPOINT**.

RECALL POWER SUIT:

An agent may recall a **POWER SUIT** from **HEADQUARTERS**, if available, by spending the **ACTION** during his turn. Once done, the agent must immediately equip the **POWER SUIT** [taking control of the **POWER SUIT PROFILE SHEET**]. Starting on the next **REFRESH** phase, he may leave the **POWER SUIT** by spending the **ACTION**, as usual.

SEARCH

Agents may use the **SEARCH ACTION** in any room in the **X1** and **X2** maps.

OBJECTIVES

The mission ends in the **STRATEGY** phase after the **Special Event E** card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
At least three agents have SURVIVED , the VIRUS is INSERTED on both WAYPOINTS , AND the XENO-GREY is dead at the end of the mission.	Mission Accomplished	6
The VIRUS is INSERTED on both WAYPOINTS AND at least two agents have SURVIVED at the end of the mission, BUT the XENO-GREY is alive.	Mission Partially Accomplished	6
The VIRUS is not INSERTED at the end of the mission OR four agents are dead.	Mission Failed	5



SPECIAL EVENT CARDS EFFECTS

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



An ethereal azure shape forms before the unbelieving eyes of the GD Team. The image of Hackbar, dressed in a monastic robe with a brown hooded cape and white linen shirt, appears and speaks to the Alpha Agent. *"My friends, in this base there is a prisoner: a powerful ally from the Archon race. If you save him, it would benefit your cause. I know the objectives of your mission are the priority, but please try to help him. The possible locations where he could be held captive will be visualized on your devices as Waypoints. I trust in you all."* As the shape dissolves, Titanium gapes in amazement. *"Hey hey, just... just wait. How the hell did he materialize here and now? And didn't it look like that famous scene from that movie... Star Battles?"* Quick as lightning, Iridium replies. *"I knew it! I knew you were just a Nerd in gangster's clothing! You watch too many sci-fi movies in the gym... eheh!"* Chromium thunders: *"Make it quick, Agents! We are on a mission. Move on!"*

EFFECTS:

- Take the **WAYPOINT 3** , **4** , and **5**  tokens, shuffle them and place them, face down, over the **HEXES MARKED #3, #4, and #5** in the rooms on the **X1 and X2** maps. When an agent moves over one of these **WAYPOINTS**, immediately turn the token face up.
IF WAYPOINT 4 is revealed, take the **SPECIAL EVENT A**  card and place it on top of the **EVENTS** deck. **OTHERWISE**, discard the **WAYPOINT** token without effect.
- **TELEPORT**  - [ + ] **SIGNALS**.
- All **SIGNALS** move 1 **AREA** toward the closest agent.

What follows should only be read by the current **ALPHA AGENT**. The following information must not be shared with the other players/agents until the resolution of **SPECIAL EVENT A**.

You feel a brief, but terrible, pain in your head. After a few moments the pain becomes a foreign voice, inexplicably understandable. *"Save me! I am Aneres, captain of the rebel Archon army. I am held captive in a crystal cave within the base. I have established a telepathic link between us as the minds of your companions are not as strong as yours. Free me, and you will be rewarded!"* The voice fades away, but you feel you are no longer alone in your head... it seems that there truly is a telepathic bond between you and the alien. Wisely, you decide to keep this piece of info private. No telling how the rest of the team would react to this strange and foreboding passenger in your mind.

EFFECTS:

- The **ALPHA AGENT** now has a **TELEPATHIC LINK** with **ANERES**. To fully understand what this means, he must find and rescue **ANERES**, by personally discovering the **WAYPOINT 4** token inside the base.



An alarm blares through the base, and a terrible sensation grasps the agents. The alien leader and his personal guard decided to personally defend the base. As if this is not enough, his madness goes beyond reason... commanding the destruction of the agents even if it means unleashing the gigantic underground creature burrowing beneath the Moon's surface. A voice resounds in the corridors of the alien base: *"Humans. You shall now pay for this trespass with your lives!... Unleash the Wormoon!!!"*

The tension breaks as the HQ contacts the team. *"Agents, we read two large alien body masses closing in on your position and there is something even more terrible coming from somewhere beneath the base. Exercise extreme caution! Lucky for you, we have an enhanced version of the Power Suit, ready to be recalled from HQ. Do not hesitate to use it! Good luck. HQ, over and out."*

EFFECTS:

- Remove the **ALIEN BASE 2xHEXES OVERLAY** from the **X2** map.
- Place the **Blue XENO-GREY**  over the #7 **HEX MARK** and assign its **ALIEN** card to the **ALPHA AGENT**.
- Teleport 2 **SIGNALS** adjacent to the **Blue XENO-GREY**.
- Place the **Green NEXUS**  on the **T.P.** .
- Place the **Red XENO-BEAST**  on the **T.P.** .
- Put the **CLOSE ENCOUNTER #31**  card on top of the **CLOSE ENCOUNTER** deck.
- A new **POWER SUIT** is available in the **HEADQUARTERS!** It can be deployed and equipped by the first agent who performs the **RECALL POWER SUIT MISSION SPECIAL ACTION** with the agreement of the **ALPHA AGENT**.
If done, take control of the **POWER SUIT**, by taking its **PROFILE SHEET [MARK II]** with 5 **BATTERY**  tokens.

A terrible moonquake throws the agents to the ground. The ground breaks and opens, as the base walls start to creak ominously. HQ calls the team via commlink. *"Agents, this is HQ, do you copy? We have bad readings here. The whole structure around you is collapsing and your entry point is no longer viable, but we have projected a potential escape route. It reads as Waypoint 6 on your data-pads. Primary objective still stands: insert the virus. All the other objectives are important, but the team's safety comes first. You can decide when to leave the base, but beware! We have calculated you don't have much time left. HQ, over and out!"*

EFFECTS:

- Each agent must roll 1 . With a  result, the agent maintains his current **FIGHTING POSE**, otherwise, he suffers 1 wound and must be placed in **PRONE FIGHTING POSE**.
- Place the **WAYPOINT 6**  token over the #6 **HEX MARK**. Each agent who reaches it [by moving over it] has **SURVIVED** and must immediately be removed from play [starting from the next round, he counts as an **INOPERATIVE PLAYER** until the end of the mission].
- Place the two **BLOCK**   tokens over the two entrance doors in the **X1** map.
- Place the **Green FLYING CRITTER**  on the **T.P.** .
- Place the **Blue FLYING CRITTER**  on the **T.P.** .
- Put the **CLOSE ENCOUNTER #27**  card on top of the **CLOSE ENCOUNTER** deck.
- **TELEPORT**  - [ + ] **SIGNALS**.

One last, terrible roar closes the curtains on the team's departure, as the whole complex crumbles like a gigantic castle of cards, burying all those who did not manage to escape in time. Where an alien base once stood, there is only a massive grave, uniting both friends and enemies beneath a single, silent, bare tombstone.

EFFECTS:

- Any agent, **NPC**, or drone still inside the **X1** and **X2** maps dies immediately.



IF the agent who discovered WAYPOINT 4 is still alive and has a TELEPATHIC LINK with ANERES, read this:

The agent enters the crystal cave that doubles as a prison cell, and finds the Archon, Aneres, bound by a strange device generating a force field. Only the alien's pride is wounded, and he appears fully able to fight. Once free, he raises his proud countenance, and speaks to the agent. *"I can see in you a peculiar willpower. Your mental abilities seem strong enough to sustain a decisive widening of your capabilities beyond those of the other members of your team. But, I had to be certain of this - that's why I established our telepathic link."* Then, Aneres gazes upon the other members of the team and speaks again. *"Humans, you fought alongside my race, and I want to help you keep what we have lost... the entire planet. Come closer, and I will empower your minds and bodies with unique power. Although I cannot guarantee a permanence in these effects, they should last until the end of your final mission!"*

A beam of light originates from the Archon's forehead, connecting with each agent. Each GD team member feels his mind widening in an unimaginable way, as if sleeping parts of their brains were awaking with new life! Hidden capabilities are revealed, increasing the power of each agent. But a strong seismic pulse pulls the agents' attention back to their mission. Their new ally seems worried and states, *"These seismic events are not natural. I fear we will soon face a powerful, never-seen-before threat."*

EFFECTS:

- The agent in **TELEPATHIC LINK** with **ANERES** immediately rises to **GALAXY GD-WINGS RANK** [without rolling dice], taking all normal enhancements until **MOON RANK**, then selecting an available **PSIONIC POWER** [as the **GALAXY RANK** enhancement]. If the agent is already **GALAXY RANK**, he may replace one **SKILL** or **PSIONIC POWER** with a newly selected **PSIONIC POWER**.

- All other agents on the battlefield immediately gain one **GD-WINGS RANK** [without rolling dice], if possible.

- Assign the **ARCHON NPC**  card previously set aside to the agent who discovered the **WAYPOINT 4** token, if possible, or to any other agent with the agreement of the **ALPHA AGENT**. Place the **ARCHON NPC** figure adjacent to the selected agent.

- All **SIGNALS** move 1 **AREA** toward the closest agent.

- **TELEPORT**  - [ + ] **SIGNALS**.

IF the agent who discovered the WAYPOINT 4 token is dead, OR is not the same with a TELEPATHIC LINK with ANERES, read this:

The agent enters the crystal cave that doubles as a prison cell, and finds the Archon, Aneres, bound by a strange device generating a force field. Only the alien's pride is wounded, and he appears fully able to fight. Once free, he raises his proud countenance, and speaks. *"Humans, you fought alongside my race, and I want to help you keep what we have lost... the entire planet. Come closer, and I will empower your mind and bodies with unique power. Although I cannot guarantee a permanence in these effects, they should last until the end of your final mission!"*

A beam of light originates from the Archon's forehead, connecting with each agent. Each GD team member feels his mind widening in an unimaginable way, as if sleeping parts of their brains were awaking with new life! Hidden capabilities are revealed, increasing the power of each agent. But a strong seismic pulse pulls the agents' attention back to their mission. Their new ally seems worried and states, *"These seismic events are not natural. I fear we will soon face a powerful, never-seen-before threat."*

EFFECTS:

- All agents on the battlefield immediately gain one **GD-WINGS RANK** [without rolling dice], if possible.

- Assign the **ARCHON NPC**  card previously set aside to the agent who discovered the **WAYPOINT 4** token, if possible, or to any other agent with the agreement of the **ALPHA AGENT**. Place the **ARCHON NPC** figure adjacent to the selected agent.

- All **SIGNALS** move 1 **AREA** toward the closest agent.

- **TELEPORT**  - [ + ] **SIGNALS**.

MISSION ACCOMPLISHED

The agents manage to exit the base, and now watch as the structures collapse. Mercury speaks softly in honor of the victory. *"A worthy tomb for the enemy general."* But this impromptu ceremony lasts a mere instant, as a horrible roar, followed by another moonquake, forces the agents to turn their attention to an immense underground worm! Alpha Agent scans the creature and shouts, *"Oh, meet the nice moonquake generator!"* He shoulders his weapon and orders, *"Squad, battle formation! It's still killing time!"*

MISSION PARTIALLY ACCOMPLISHED

Thanks to the sacrifice of Aneres, the surviving agents, barely out of the base, watch as the complex collapses. The silence of the team weighs more heavily than the collapsing stones. Commander Aneres is another life lost, his brief friendship remaining only in their memory. But this impromptu ceremony lasts a mere instant, as a horrible roar, followed by another moonquake, forces the agents to turn their attention to an immense underground worm! Alpha Agent scans the creature and shouts, *"Oh, meet the nice moonquake generator!"* He shoulders his weapon and orders, *"Squad, battle formation! NOW!"*

MISSION FAILED

The vault of the alien base collapses, forever burying the heroic GD team, their lives lost in a vain attempt to fulfill their vital mission. Maybe one day new agents will attempt the feat once again, but the names of the men and women who gave their lives for freedom will never be forgotten.



MISSION 6 - THE LAST STARFIGHTERS

BRIEFING

GD-WINGS
FOR STANDALONE MISSION:
MOON

DEVICES
2 PER AGENT

WEAPONS
5 IMPROVED WEAPONS
5 ALIEN WEAPONS



As the Agents make their way out of the alien base recently destroyed by the alien general's madness, they face the most terrible creature they've ever encountered: a gigantic armored worm! The Alpha Agent keeps his wits and rallies the team.

"OK Team, there will be a time when we'll reflect on what just happened, but now is not the time. We must stay strong and face this new horror! Let's keep it busy while the scientists complete their analysis. Watch out! As if this moonquake generator wasn't bad enough, we have a lot of diggers on the battlefield!"

"HQ, this is Alpha Agent, do you copy? Can you see these images? We have a really HUGE situation here. Are the Power Suits ready? I think we could use them!"

"This is HQ to Alpha Agent. Copy that. We have one Power Suit ready for summoning, but the other one is still under repair. We'll let you know when it's ready. We are sending you some underground probes, which you may find useful, given the enemy you are facing. Stay sharp, try to destroy this monster and stay alive! HQ, over and out!"

"AGENTS, engage the Wormoon. Fire at will!"

SETUP



AGENT
STARTING
AREA

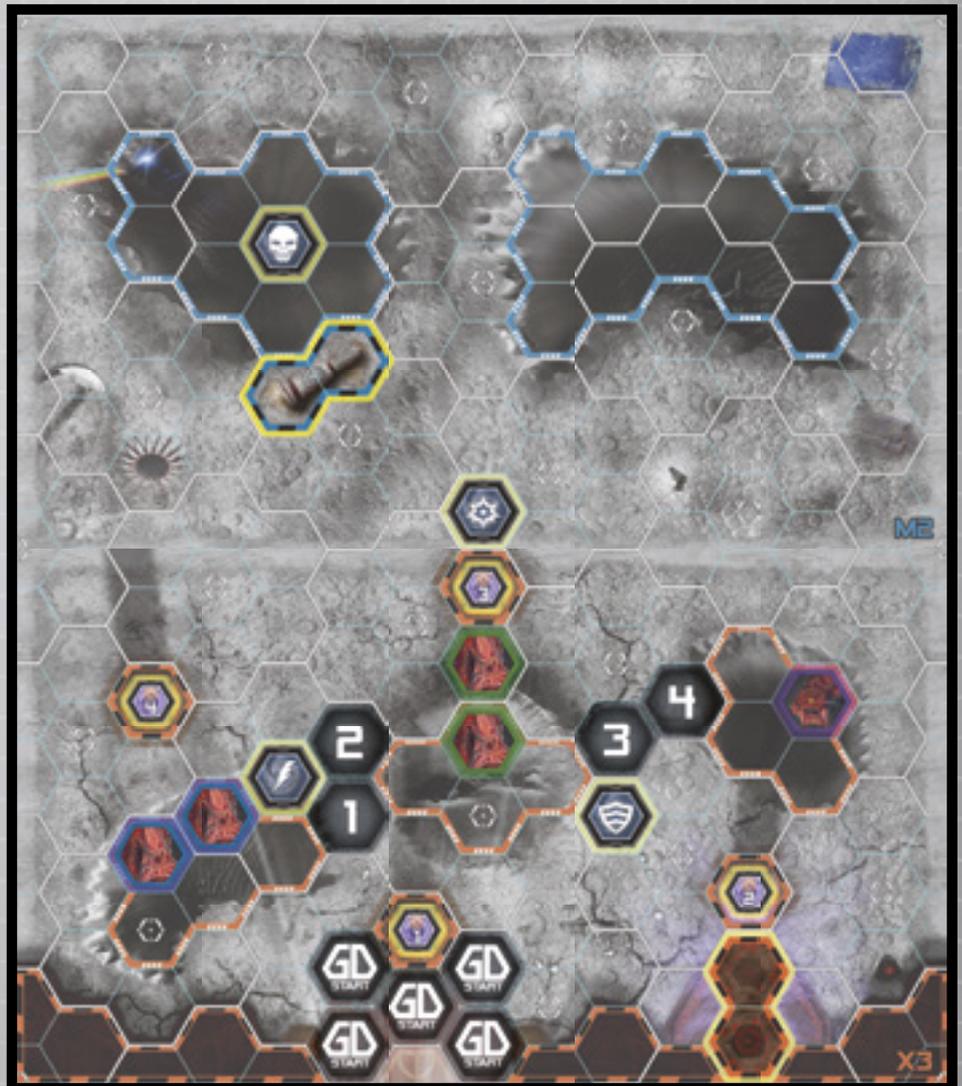
SIGNAL RESERVE

The reserve has no **SIGNALS**.

TOKENS IN PLAY



SPECIAL TOKENS



OVERLAYS



ALIEN CARDS AND MINIATURES IN PLAY



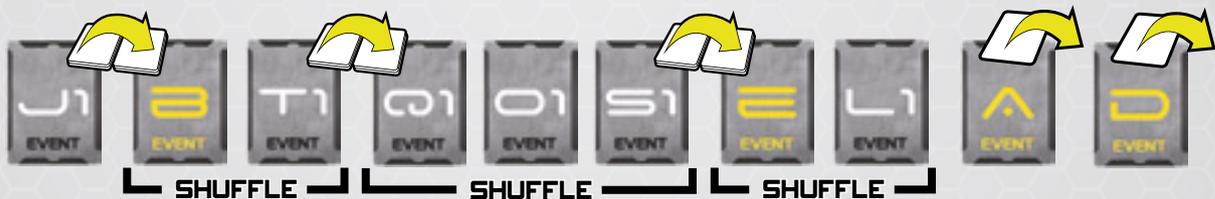
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[THE SPECIAL EVENTS WILL APPEAR BASED ON THE AGENTS' BEHAVIOR]

SPECIAL MISSION RULES

NPC DECK:

Take two **ARCHON NPC** cards from the **NPC** deck and set them aside

Take one random **NPC** card from the **NPC** deck and set it aside

REINFORCEMENTS (STRATEGY PHASE):

During **REINFORCEMENTS** in the first **STRATEGY** phase of the mission, do the following:

- The **ALPHA AGENT** must distribute the four **UNDERGROUND PROBE** tokens between the agents, maximum one per agent. If an agent carrying an **UNDERGROUND PROBE** dies, the token must be placed on the map in the **HEX** previously occupied by the agent's figure. Another agent may pick up the token by moving over it.
- The **ALPHA AGENT** gains the **MENACE Lv1** token.
- Assign the **WORMOON ALIEN** card to the **ALPHA AGENT**.
- The **ALPHA AGENT** assigns the random **NPC** card previously set aside to an agent [including himself]. Place the relative **NPC** figure adjacent to the selected agent.

- **IF** the previous mission was accomplished, the **ALPHA AGENT** assigns one **ARCHON NPC**  card previously set aside to an agent [including himself]. Place the **ARCHON NPC** figure adjacent to the selected agent.

EVENT PHASE:

Ignore any effect that teleports and/or moves **SIGNALS** during the **EVENT** phases.

WORMOON MASTER ALIEN:

When the **WORMOON [STAGE I]** reaches 0 **HEALTH POINTS**, do the following:

- Take the **SPECIAL EVENT A**  card and put it on top of the **EVENTS** deck.
- The **WORMOON** is not considered to be dead and continues to fight with each matching activation until the end of the Round.

POWER SUIT:

The mission starts with one **POWER SUIT [MARK II]** and 3 **BATTERY**  tokens available in the **HEADQUARTERS**. The **POWER SUIT** may be deployed on the battlefield and equipped by the first agent who performs the **RECALL POWER SUIT MISSION SPECIAL ACTION** [with agreement of the **ALPHA AGENT**]. Once deployed, the **POWER SUIT** follows standard rules and cannot be sent back to **HEADQUARTERS**.

MISSION SPECIAL ACTIONS

RECALL POWER SUIT:

An agent may recall a **POWER SUIT** from **HEADQUARTERS**, if available, by spending the **ACTION** during his turn. Once done, the agent must immediately equip the **POWER SUIT** [taking control of the **POWER SUIT PROFILE SHEET**]. Starting from the next **REFRESH** phase, he may leave the **POWER SUIT** by spending the **ACTION**, as usual.

OBJECTIVES

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

MISSION STATUS	MISSION REPORT	NEXT MISSION
The WORMOON [STAGE II] is dead.	Mission Accomplished	EXTINCTION PROTOCOL EXPANSION
The WORMOON is still alive at the end of the mission.	Mission Failed	6

SPECIAL EVENT CARDS EFFECTS

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



The battlefield quakes with a strong seismic pulse and the ground splits with a hideous boom, forming a deep crevasse! The Agents can barely stand...
"HQ to Team. HQ to Team, do you copy? Scans indicate a structural weakness under your area. One more quake and your area will completely collapse into the darkness – and we believe it will happen in a matter of minutes! You must hurry! Finish your work and be careful!"

EFFECTS:

- Place one **MOON RIFT 2xHEXES OVERLAY**  over the **HEXES MARKED #1** and **#2**.
- Place one **Blue DIGGERS**  on **T.P.** .
- Place one **Green DIGGERS**  on **T.P.** .
- Each agent must roll 1 . With a  result, the agent maintains his current **FIGHTING POSE**, otherwise, he suffers 1 wound and must be placed in **PRONE FIGHTING POSE**.



Endless quakes torture the ground ending in a final shuddering collapse. A gigantic web of thousands of rifts appears in a few moments over the entire sector. The voice of HQ echoes through the commlink, "Nooooooooo!" and then there was silence...

EFFECTS:

- Place the last **MOON RIFT 2xHEXES OVERLAY**  over the **HEXES MARKED #3** and **#4**.
- Each agent must roll 1 . With a  result, the agent maintains his current **FIGHTING POSE**, otherwise, he suffers 1 wound and must be placed in **PRONE FIGHTING POSE**.



No amount of firepower even scratches the armor of the gigantic creature.

The Agents are almost out of hope, when suddenly, the shockwave of one of their combined attacks slams the Wormoon against one of the obelisks. The monster roars in pain and the Agents immediately understand there is some kind of link between the Wormoon and the monoliths!

The Alpha Agent seizes the moment: *"OK Team! Let's use the Underground Probes to bring those obelisks down..."* But the Wormoon, with unexpected speed, opens its mouth and swallows the Alpha Agent whole and quickly disappears under the ground!!!

The silence crystallizes around the agents and repeated attempts to contact the Alpha Agent are answered with static.

As a finale to this wicked tragedy, a wing of Flying Critters rapidly closes in on the team. The Agents burn with hatred and the desire for revenge, as they mutter curses and threats toward the flying aliens. HQ broadcasts their final orders:

"AGENTS, destroy the three remaining obelisks using your Underground Probes. Keep calm, don't surrender to hatred, and stay on target. Repeat. Stay on target and avenge him!"

EFFECTS:

- All agents on the battlefield immediately gain one **GD-WINGS RANK** [without rolling dice], if possible.
- Remove the **ALPHA AGENT** relative figure from play and set it aside . He is considered **SWALLOWED**. Starting now, this player counts as an **INOPERATIVE PLAYER** [leave the **AGENT PROFILE SHEET** as is].

- Remove the **WORMOON** figure from play and set it aside .

- Place one **Green FLYING CRITTER**  and one **Blue FLYING CRITTER**  on the **T.P.** .

- Place one **Green FLYING CRITTER**  and one **Blue FLYING CRITTER**  on the **T.P.** .

- Starting with the next round, each agent can perform the following **MISSION SPECIAL ACTION**:

DEPLOY AN UNDERGROUND PROBE

To deploy an **UNDERGROUND PROBE**, an agent, not **ENGAGED** in combat and carrying a **PROBE**, must be adjacent to **WAYPOINT 2, 3 or 4** [ignoring the **BLOCKING HEX** side of the obelisks in these cases], and spend his **ACTION**. Once done, place one **UNDERGROUND PROBE** token over the **WAYPOINT**.

- When the three **UNDERGROUND PROBES** are deployed over **WAYPOINTS 2, 3 and 4**:

Take the **SPECIAL EVENT D**  card and put it on top of the **EVENTS** deck.



The collapse of the last obelisk produces an unexpected result. With a blast of light, part of the wall around the base crumbles, revealing an ancient and majestic structure. A swirling pulse of energy surrounds what looks like a dimensional portal!

At the same time, the Wormoon surfaces again like a demon summoned from the pit. In its alien eyes, the agents clearly perceive its pain-inspired madness and primeval instincts. The horrible vision, however, brings a glimmer of sudden hope their friend may still be alive inside the creature. This hope is made more real by the words coming from HQ: *"Attention, team! We detect human vital signs inside the Wormoon! Repeat: vital signs inside the Wormoon!"*

"AGENTS, you must annihilate this monster at all costs. A second Power Suit is ready to be recalled from HQ. Accomplish your mission and bring back your teammate! HQ, over and out."

EFFECTS:

- Place the **WORMOON**  figure on **T.P.**  and flip the **WORMOON ALIEN CARD** to the **STAGE II** side. The **WORMOON** returns in **FULL HEALTH** state [discarding all wound and critical tokens].

- Place the **SWALLOWED** agent  figure on the **STOMACH** slot of the **WORMOON ALIEN** card. Starting now he counts as an **OPERATIVE PLAYER** and during his agent turn may try to escape from the **WORMOON** in these ways:

- By discarding his **UNDERGROUND PROBE** token, if available. Once done, immediately place the agent figure adjacent to the **WORMOON**.
- By following the standard rules detailed on the **WORMOON ALIEN** card.

- Remove the **ALIEN BASE 2xHEXES OVERLAY** [located in the lower-right corner] from the **X3** map.

- A new **POWER SUIT** is available in **HEADQUARTERS**!

It can be deployed and equipped by the first agent who performs the **RECALL POWER SUIT MISSION SPECIAL ACTION** with the agreement of the **ALPHA AGENT**. If done, take control of the **POWER SUIT**, by taking its **PROFILE SHEET [MARK II]** and 6 **BATTERY**  tokens.

MISSION ACCOMPLISHED

The Wormmoon's hulk is swallowed into the Moon's depth, leaving the Agents to contemplate the strange and wonderful energy emanating from the Alien portal.

Hackbar's voice echoes in the minds of the team, answering the unspoken question... where does the Portal lead?

"Friends and allies, we face an unexpected twist of fate! You stand before a gate to the native planet of the Xenon invaders! Today, you have not only changed the destiny of your planet, but you could change the fate of entire star systems! My heart is wary to ask this, but please, do not stop here! Keep fighting, for freedom and final victory! Take the jump that will spell the end for this alien menace, in the name of all sentient beings in the galaxy! Enter the portal, end this war, become Heroes for a thousand planets!" Silence... expectation... then the HQ call:

"Agents, we were somehow able to hear Hackbar's voice in our monitors. This war has inflicted unimagined pain and loss, yet we stand as heralds of human will and resistance. This request goes beyond any hierarchy, any chain of command, any order. This is your call, soldiers."

Chromium looks at his companions, one by one. Then, he speaks heavy words.

"Sir. Too many lives have been broken by these alien predators. Our mission here is over. And yet, how could we ever rest, knowing that one day this horror may return, either against us or another unfortunate planet? We stand ready to answer the call, Sir. We will fight."

The HQ echoes a million prayers fulfilled among the stars.

"Gentlemen, there is no medal to be awarded for your bravery. No rank to bear for your courage. You are truly and simply Heroes, ready to take your place among the gods of war! And as gods of war, you will be equipped! You will enter the portal with a new generation of weapons; Power Armor is being readied to upgrade your combat abilities. You will be Titans on the battlefield! We'll have them ready within 24 hours. Good luck!"

...24 hours later, the Agents enter the swirling portal in their awesome Power Armor, strong in their courage and heroic bravery! A breathtaking and yet terrible scene welcomes the Agents.

A dark, alien sky... a rocky planet scattered with caves and crystal forests, unwelcoming and aggressive! But that is another story...

MISSION FAILED

A horrible blast shatters the ground and the whole team is swallowed in the collapsing terrain, tumbling into a huge chasm. Darkness engulfs and shatters the light of each agent. HQ gazes with tears of impotent rage at the end of their finest. The wickedness and evil of this alien race goes beyond human understanding and, for a moment, even the General shudders in despair. But, his fierce will to fight soon returns as he broadcasts a universal call to all the active Agents, everywhere.

"Agents. Our spearhead has fallen. Is this, then, the day when the human race will surrender to an unavoidable black void of extinction? I DON'T THINK SO! Are we willing to surrender every man and woman on Earth to the chains of alien oppression? I DON'T THINK SO! The enemy has shown his madness. Well, WE WILL SHOW THEM THE HUMAN RACE NEVER SURRENDERS! We shall fight to the end. We shall claw and bite our way forward to our final victory! TO BATTLE!"

**"THERE ARE THINGS YOU CAN'T FIGHT - ACTS OF THE GODS.
WHEN YOU SEE EXTINCTION COMING, YOU ONLY GET OUT OF THE WAY.
BUT WHEN YOU WEAR POWER ARMOR, YOU CAN FINALLY FIGHT
EXTINCTION. YOU CAN PREVAIL!"**





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