

SCENARIO PACK 1

This scenario pack has three straight forward missions to play for Rank 1 marine characters. They use bugs as the enemies, but these could be substituted for other aliens to suit the player's model collection. They are easily modified for Rank 2 or more by changing the Aliens for tougher versions. See Adjusting difficulty.

MISSION 2.1: OPERATION SINISTER VANGUARD

****Mayday – Mayday Shuttle Alpha Three Bravo is going down! Cargo is--- Transmission Terminates****

MISSION BRIEFING

Shuttle Alpha Three Bravo has suffered catastrophic engine failure and has crash landed on the bug infested equatorial region of the planet.

Your mission is to secure the crash site, investigate the wreckage, find any clues as to what brought the shuttle down and recover the flight recorder for analysis and evacuate the area before overwhelmed by Bugs.

BATTLEFIELD SETUP

Use a 4ft by 4ft board. Cover the board with patches of jungle terrain and a river or swamps. If you do not have jungle terrain, then use any alternative you have available.

Place a crashed space ship in the middle of the NE quarter. Place three more pieces of wrecks ship in the other quarters. These are the objectives.

ALIENS SETUP:

Using the core bugs list from the reference pack also available on the [website](#).

Use 4 bug hybrids and 4 drone bugs with parasite rifles and claws for each marine.

Arrange the hybrids in mobs of 4 and the drones in mobs of 2 or 3. Spread them evenly around the entire board, with at least one group by each objective.

MARINES:

This scenario is for 3-5 Rank 1 marines (squaddies).

The marines arrive on the edge of the board up to 12" from the South West corner.

They must leave by the same way.

OBJECTIVES:

Primary Objective (25 points): Recover the flight recorder.

To recover the recorder, the marine must be in contact with the wreckage in the NE quarter and spend **use actions** to make MIND (TECHNICAL) checks for a total of 4 successes. Successes accumulate over multiple actions. They must return the flight recorder to the extraction point.

If the marine with the recorder dies it can be picked up off their body.

Secondary Objectives (15 points each): Investigate the remaining wreckage for clues as to what brought down the flight. A marine must be in contact with the piece of wreckage. They then spend a **use action** and roll a MIND (SPOT) check. One success is required to pass.

SCENARIO RULES

Mission Rank: 1

Time Limit – There is no time limit, but the marines will need to move quickly otherwise reinforcements could overwhelm them.

Reinforcements: On turn 11 and onwards roll for reinforcements.

| Turn | 1-2 | 3-4 | 5-6 |
|--------------|----------|----------|----------|
| 11-15 | None | None | 1 Drone |
| 16-20 | None | 1 Drone | 2 Drones |
| 21-25 | 1 Drone | 2 Drones | 3 Drones |
| Each 5 turns | +1 Drone | +1 Drone | +1 Drone |

Reinforcements arrive from a random corner NE NW SE

No morale – The alien drones are linked to the hive mind and do not suffer from negative morale.

ALIEN STRATEGY

The aliens will move and engage any marines in LOS or within 24". They will shoot from cover if they can.

Aliens outside of 24" that cannot see marines will lurk until they can.

Reinforcements will move to engage marines immediately.

ADJUSTING DIFFICULTY:

To make the mission a Rank 2 mission use Drones in place of the Hybrids and use Soldiers instead of Drones. Double the honour points for the objectives.

END OF GAME:

The game ends when all remaining marines leave the battlefield by the same corner they arrived.

AFTERMATH

Read if the marines are successful:

Flight Alpha Three Bravo was downed by some sort of plasma attack. The flight recorder shows the ejection of 4 life pods a distance of 80 clicks from the crash site.

MISSION 2.2: OPERATION GOLDEN PROPHET

MISSION BRIEFING

The shuttle Alpha Three Bravo ejected 4 life pods before it crash landed. The occupants will be protected in a cocoon for impact.

Your mission is to go to the site of the crashed life pods, investigate them and bring back any pods containing signs of life.

Scanners detect very few bugs in the area, but they are sure to start arriving in greater numbers as soon as you land.

BATTLEFIELD SETUP

Use a 4ft by 4ft board. Cover the board with patches of jungle terrain and a river or swamps. If you do not have jungle terrain, then use any alternative you have available.

Place four objective markers numbered 1-4 each roughly 36" from the South West corner, reasonably evenly spaced out. These are the crashed escape pods.

ALIENS SETUP:

Using the core bugs list from the reference pack also available on the [website](#).

Use 4 bug hybrids for each marine.

Arrange the hybrids in mobs of 3 or 4. Spread them evenly around the entire board, with at least one group by each objective.

MARINES:

This scenario is for 3-5 Rank 1 marines (squaddies).

The marines arrive on the edge of the board up to 12" from the South West corner.

They must leave by the same way.

OBJECTIVES:

Secondary Objectives (15 points each): Check the pods for life signs. Move to a Pod and spend one use action. No check is required. Reveal if it contains the living occupant (see scenario rules). Points can be earned for checking other pods even once the survivor has been found.

Primary Objective (25 points): Recover the pod with

the living occupant. It must be carried and works just like carrying an incapacitated marine. 25 points are scored by the marine carrying the pod off the board.

SCENARIO RULES

Mission Rank: 1

Life Signs – Only one of the pods has life signs. The others the occupants die during the incident.

Determine randomly but secretly which pod has life signs. You can pull coloured dice from a hat (3 of one colour for dead and 1 of a second colour for alive) or use counters placed randomly face down by the pods.

Reinforcements: The Bugs respond quickly to any intrusion in their territory.

From the first turn roll for reinforcements.

| Turn | 1-2 | 3-4 | 5-6 |
|--------------|----------|----------|----------|
| 1-5 | None | None | 1 Drone |
| 6-10 | None | 1 Drone | 2 Drones |
| 11-15 | 1 Drone | 2 Drones | 3 Drones |
| Each 5 turns | +1 Drone | +1 Drone | +1 Drone |

Reinforcements arrive from a random corner NE NW SE

No morale – The alien drones are linked to the hive mind and do not suffer from negative morale.

ALIEN STRATEGY

Aliens move and engage the marines.

ADJUSTING DIFFICULTY:

To make the mission a Rank 2 mission use Drones in place of the Hybrids and use Soldiers instead of Drones. Double the honour points for the objectives.

END OF GAME:

The game ends when all remaining marines leave the battlefield by the same corner they arrived. They win if they are carrying the pod with the live occupant.

AFTERMATH

Read if the marines are successful: The survivor turns out to be a member of a science team that was working on a formula for a serum to disrupt the Bug hive mind.

Their research was destroyed in the crash, but samples of the serum still remain in the research lab they were working from.

MISSION 2.3: OPERATION BLUE PHOENIX

MISSION BRIEFING

Your mission is to find the research station Hydra Seven LV14.

Secure the correct samples and extract safely from the site.

This is bug central so expect heavy resistance.

The site has four suppression field generators designed to repel the bugs from around them. Your team must power up the generator and activate the suppression fields. Once active it will be safe to land an extraction shuttle for your team.

BATTLEFIELD SETUP

Use a 4ft by 4ft board. Cover the board with patches of jungle terrain and a river or swamps. If you do not have jungle terrain, then use any alternative you have available.

Place a building in the centre of the table for the research post. Place 4 buildings to represent the suppression field generators about 14" from the research post at the NE NW SE SW points of the compass.

North of the research base (6"-8") is the power generator.

ALIENS SETUP:

Using the core bugs list from the reference pack also available on the [website](#).

Use 4 bug hybrids marine.

Arrange the hybrids in mobs of 3 or 4. Spread them evenly around the entire board.

MARINES:

This scenario is for 3-5 Rank 1 marines (squaddies).

The marines arrive on the South edge of the board.

The marines will leave from near the centre of the board when all 4 suppression fields are active and the power generator is working.

OBJECTIVES:

Secondary Objective (15 points): Activate the power generator. Move into contact with the power generator and make **use actions** pass a MIND (TECHNICAL) target #5 check requiring 4 successes cumulative. Any botch resets the total to zero.

Secondary Objectives (10 points each): Check the suppression field generators for damage and activate them. Move into contact with them and perform a use action to make a MIND (TECHNICAL) target #5 check requiring one success.

Primary Objective (25 points): Move into the research base and locate the correct serum and relevant research for transport. This requires the marine to make **use actions** MIND (MEDICAL) target #5 check requiring 4 successes cumulative. Any botch resets the score to zero.

SCENARIO RULES

Mission Rank: 1

Suppression Field Generators – Once a suppression field generator has been activated and if the power generator has also been activated then Bugs cannot enter within 12" of the suppression generator. Bugs already in 12" will move directly away.

Extraction – Once all four suppression generators and the power generator are active the marines can exit from a point within the field. They should gather together within 6" of each other and during an end phase are evacuated.

Reinforcements: The Bugs respond quickly to any intrusion in their territory.

From the first turn roll for reinforcements.

| Turn | 1-2 | 3-4 | 5-6 |
|--------------|----------|----------------------|-----------------|
| 1-5 | 1 Drone | 2 Drones | 2 Hopper Drones |
| 6-10 | 2 Drones | 3 Drones | 2 Hopper Drones |
| 11-15 | 3 Drones | 2 groups of 2 Drones | 3 Hopper Drones |
| Each 5 turns | +1 Drone | +1 Drone | +1 Drone |

Reinforcements arrive from a random corner NE NW SW or SE

No morale – The alien drones are linked to the hive mind and do not suffer from negative morale.

ALIEN STRATEGY

Aliens move towards and engage the marines.

ADJUSTING DIFFICULTY:

To make the mission a Rank 2 mission use Drones in place of the Hybrids and use Soldiers instead of Drones. Double the honour points for the objectives.

END OF GAME:

The game ends when all remaining marines leave the battlefield by extraction from the centre once all the secondary objectives have been completed.

If using fewer than 5 marines reduce the number of drones arriving by 1 for each reinforcement roll.

AFTERMATH

Read if the marines are successful: The Serum has been safely recovered along with copies of the research. It is handed over to the research division to be weaponised for use against the Bug threat.