

SMASH & GRAB

SAMPLE MISSION 1

Your team has been tasked with breaking into an enemy research base and extracting a piece of vital intelligence from their computer network. Stealth is key to your success... and the survival of your team.

RECOMMENDED PARTICIPANTS

Any

OPERATIONAL THEATER

- KHARIPHESH TEMPLE (X1)

OPPOSING FORCES

Choose one of the following, or roll 1d3 to determine randomly:

- 1 - HOMEWORLD CONFEDERACY
- 2 - ZHREN'THRAR PRIDES
- 3 - VOLUCRID HOST

OPFOR SQUAD COMPOSITION

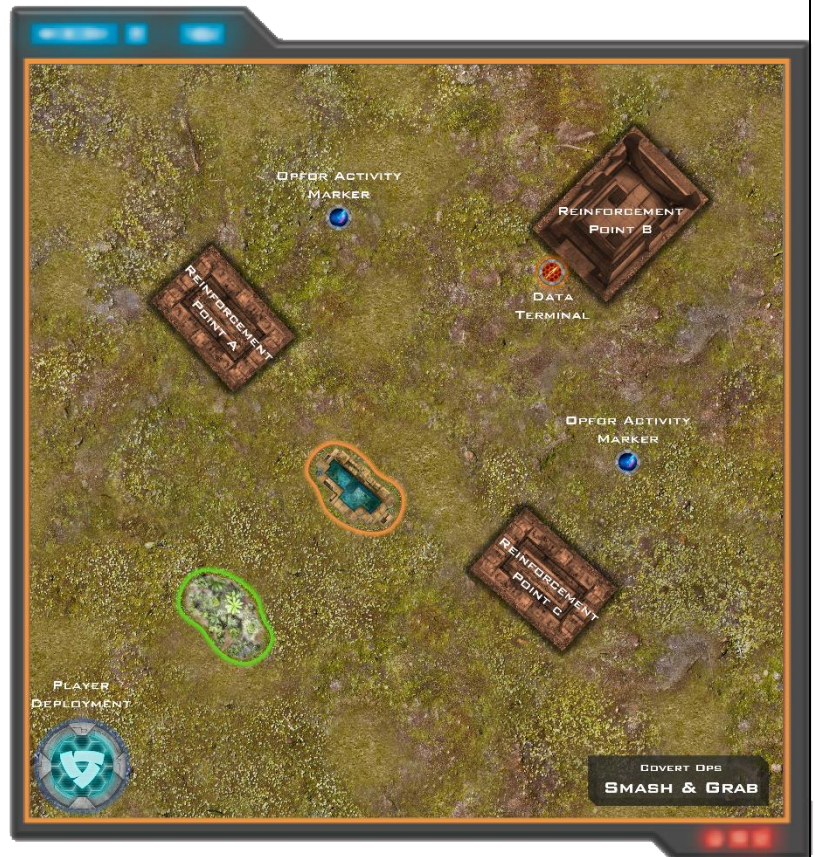
Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - 1 Pride Packleader
 - 2 Pride Packwarriors
 - Roll 1d6, on a 1-3 +1 Pride Packwarrior, on a 4-6 +1 Khariphesh Dreamspeaker
- **HOMEWORLD CONFEDERACY**
 - 1 M-TAC Fireteam Leader
 - 2 M-TAC Riflemen
 - Roll 1d6, on a 1-3 +1 M-TAC Rifleman, on a 4-6 +1 M-TAC Support Gunner
- **VOLUCRID HOST**
 - 1 Volgox Howler
 - 1 Volgox Crawlers
 - 1 Volgox Firefly
 - Roll 1d6, on a 1-3 +2 Epulex Grubs, on a 4-6 +1 Volgox Crawler

OPFOR ACTIVITY

Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - Any non-alert unit that is assigned Fury as the result of Vengeful, is also assigned one Alert token.
 - Any unit with Assigned Fury tokens gains Assault and will move to melee attack enemies if possible.
 - Khariphesh Dreamspeakers will use Enrage each activation if possible, and will always assign Fury to the friendly with the most damage remaining. In the case of a tie, they will assign Fury to the friendly closest to a Player unit.
- **HOMEWORLD CONFEDERACY**
 - M-TAC Support Gunners will choose to gain Suppression when using Defensive Fire, and will otherwise prioritize Marker, Rend, and Suppression in that order when attacking normally (based on what tokens the target does not already have assigned).



- **VOLUCRID HOST**
 - Volgox units will Consume a unit within 2" if it is an Epulex Grub or is below half of its starting Damage.

INTERACTIONS

Player units can Interact with the Intel Terminal. In order to do so they must pass a Difficulty 8 Hacking test.

Once the terminal has successfully been interacted with, player units can interact with the Player deployment zone. When they do so, they have exfiltrated and are removed from the combat zone.

MISSION PARAMETERS

The mission ends when no Player units are within the Combat Zone.

Score VP as described below:

- Score 1 VP if the Terminal was successfully Interacted with.
- Score 1 VP if at least one player unit successfully exfiltrated.
- Score 1 VP if all units with Interact successfully exfiltrated.
- Score 1 VP if the Alarm Level is at Tier 3 or lower.

VICTORY CONDITIONS

- 2 VP Pyrrhic Victory
- 3 VP Minor Victory
- 4 VP Major Victory

SURVIVAL

SAMPLE MISSION 2

Stuck in hostile territory, your team is trapped without support; constantly harassed by local security forces. With no recourse, your only option is to hold position until extraction arrives... and your current objective: survive.

RECOMMENDED PARTICIPANTS

Any

OPERATIONAL THEATER

- KHARIPHESH TEMPLE (X1)

OPPOSING FORCES

Choose one of the following, or roll 1d3 to determine randomly:

- 1 - HOMEWORLD CONFEDERACY
- 2 - ZHREN'THRAR PRIDES
- 3 - VOLUCRID HOST

OPFOR SQUAD COMPOSITION

Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - 1 Pride Packleader
 - 2 Pride Packwarriors
 - Roll 1d6, on a 1-3 +1 Pride Packwarrior, on a 4-6 +1 Khariphesh Dreamspeaker
- **HOMOWORLD CONFEDERACY**
 - 1 M-TAC Fireteam Leader
 - 2 M-TAC Riflemen
 - Roll 1d6, on a 1-3 +1 M-TAC Rifleman, on a 4-6 +1 M-TAC Support Gunner
- **VOLUCRID HOST**
 - 1 Volgox Howler
 - 1 Volgox Crawlers
 - 1 Volgox Firefly
 - Roll 1d6, on a 1-3 +2 Epulex Grubs, on a 4-6 +1 Volgox Crawler

SPECIAL RULES

Endless Reinforcements - At the start of the mission, remove the Reinforcements A, B, and C cards from the Action deck and set them aside.

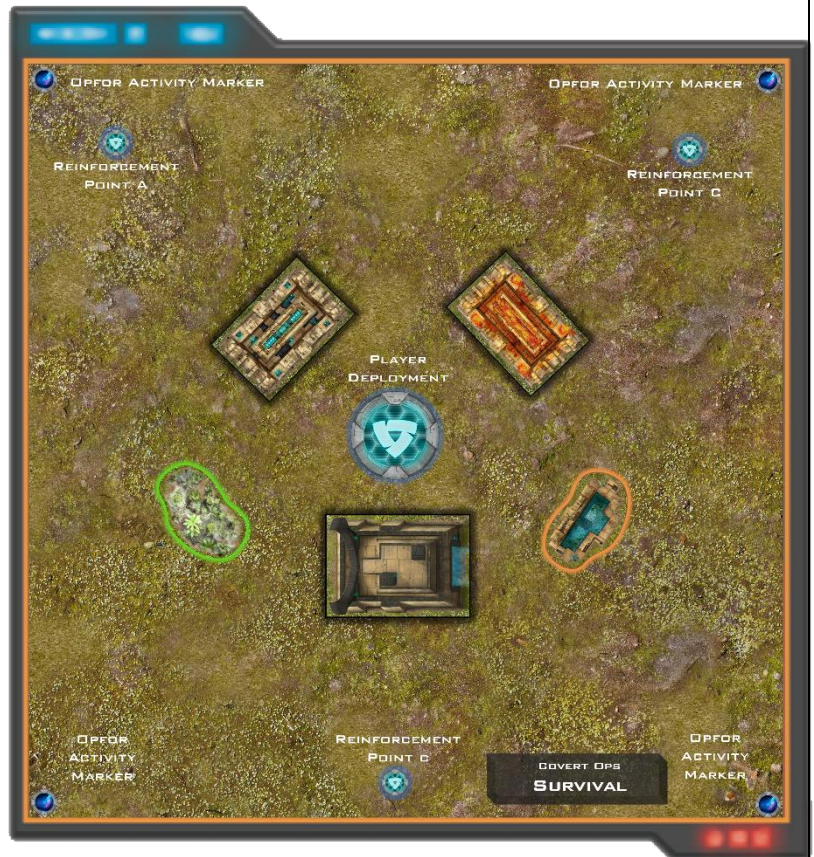
Instead, resolve the effect of these cards when there are no Opfor units remaining in the Combat Zone or at prescribed times during the game.

Once the Alarm Level reaches Tier 3, randomly draw, and resolve one of the cards. Once the Alarm Level reaches Tier 4, randomly draw and resolve two of the cards. Once the Alarm Level reaches Tier 5, or if there are no Opfor units or Activity markers remaining in the Combat Zone, resolve the effect of all three cards.

If the Alarm Level has reached 20, roll a d3 at the end of each round. Resolve a number of Reinforcement cards determined randomly equal to the result.

OPFOR ACTIVITY

- When any Opfor unit or Activity marker moves based on an Action Card's movement compass, they move as close as possible to the Player Deployment zone rather than in the direction dictated by the compass.



Based on the faction determined in the section above:

- **ZHREN'THRAR PRIDES**
 - Any non-alert unit that is assigned Fury as the result of Vengeful, is also assigned one Alert token.
 - Any unit with Assigned Fury tokens gains Assault and will move to melee attack enemies if possible.
 - Khariphesh Dreamspeakers will use Enrage each activation if possible and will always assign Fury to the friendly with the most damage remaining. In the case of a tie, they will assign Fury to the friendly closest to a Player unit.
- **HOMOWORLD CONFEDERACY**
 - M-TAC Support Gunners will choose to gain Suppression when using Defensive Fire, and will otherwise prioritize Marker, Rend, and Suppression in that order when attacking normally (based on what tokens the target does not already have assigned).
- **VOLUCRID HOST**
 - Volgox units will Consume a unit within 2" if it is an Epulex Grub or is below half of its starting Damage.

MISSION PARAMETERS

The mission ends when no player units are within the Combat Zone, or if there are no player units within the player deployment zone at the end of any round. Score VP during the game as described below:

- Score 1 VP at the beginning of each Victory Phase.

VICTORY CONDITIONS

- 5 VP Pyrric Victory
- 7 VP Minor Victory
- 10 VP Major Victory

JUST ANOTHER BUG HUNT

SAMPLE MISSION 3

An unexpected Volucrid spore-drop was recently detected near a remote facility. Apparently the insectoid aliens viewed the installation as a threat, and have attacked it without provocation. The status of the inhabitants is unknown, but the facility contains vital research that must be retrieved, and its computers scrubbed. This is the task that your team has been assigned, and you'll be embedded with a mission specialist to ensure your success. Gods-speed, troopers; stay frosty out there.

RECOMMENDED PARTICIPANTS

Any

OPERATIONAL THEATER

- KHARIPHESH TEMPLE (x2)

OPPOSING FORCE

- VOLUCRID HOST

OPFOR SQUAD COMPOSITION

For each "Lesser Volgox" that the Opfor is called upon to recruit, roll a d3 to determine the actual unit that is recruited: 1 - Volgox Crawler, 2 - Volgox Firely, 3 - Volgox Razorback.

- **D6 RESULT: 1-2**
 - 1 Epulex Incubator
 - 2 Lesser Volgox
 - 2 Epulex Grubs
- **D6 RESULT: 3-5**
 - 1 Volgox Howler
 - 3 Lesser Volgox
- **D6 RESULT: 6**
 - 1 Volgox Howler
 - 1 Lesser Volgox
 - 1 Volgox Spitter

OPFOR ACTIVITY

- Field Officers will Command eligible friendly Infantry in the following order: 1. Volgox Firefly, 2. Volgox Crawler, 3. Epulex Grub
- Volgox units will Consume a unit within 2" if it is an Epulex Grub or is below half of its starting Damage.
- If the Alarm Level is Tier 3 or higher: Opfor Activity markers and Unalert enemy units will treat the Extraction zone as the table edge indicated in their drawn Action card.
- At the end of each round: if no Opfor Activity markers or Opfor Field Officers are within the Combat Zone, draw cards from the Action Deck until a Reinforcements card is drawn. Resolve the effect of that card (regardless of the Alarm Level tier) and shuffle the deck. Do this twice if the Alarm Level is Tier 4, and three times if the Alarm Level is Tier 5.

INTERACTIONS

- Player units can Interact with Computer Terminals. In order to do so they must pass a Difficulty 8 Hacking test.



- Player units can interact with the Extraction zone. When they do so, they have exfiltrated and are removed from the combat zone.

MISSION PARAMETERS

The mission ends when no Player units are within the Combat Zone.

Score VP as described below:

- Primary Objective: Score 2 VP for each Computer Terminal successfully interacted with (up to 6 VP in total).
- Zone Cleared: Score 2 VP if no Opfor units or Activity markers are within the combat zone at the end of the mission.
- Successful Exfiltration: Score 1 VP if all player units not in the casualty zone successfully extracted.
- No Casualties: Score 1 VP if no player units were within the casualty zone at the end of the mission.

VICTORY CONDITIONS

- 6 VP Pyrrhic Victory
- 8 VP Minor Victory
- 10 VP Flawless Victory