

Mission: Hang in there!

/tactical network/ EMI grid access
/report 00101/authorized access
> Enemy units have been successfully driven back. One of their containers is blocking the way. Ready for elimination. Awaiting clearance...

/tactical network/ EMI grid access
/report 00110/authorized access
> Warning. The enemy units are fortifying their position. Elimination probabilities falling. Awaiting clearance...

/tactical network/ EMI grid access
/report 00111/authorized access

> Warning. Incoming "Fire Toad" enemy unit. Non-engagement probability level almost reached. Awaiting clearance...

/tactical network/ EMI grid access
/directive 0001/ authorized access
> Validated. Clear for assault.

Unnerved, the overseer turned his golgoth on. The mission could have gone smoothly, but no, the overseers omega had to discuss it endlessly. Now everything had to be done at the last moment. When he'll be back at level -2, he will show them the effect of nanomunition for real.

Box necessary to play this mission:

Initiation Set : Operation Damocles.



Playing the White Stars

Numbers

You play two units, which are placed freely in the deployment zone at the beginning of the mission:

- **Unit 1:** Four steel troopers with laser rifle and combat knife;
- **Unit 2:** Three steel troopers with laser rifle and combat knife; two steel troopers with missile launcher.

Also place two low walls in your deployment zone.

Reinforcements

At the beginning of the third round, a Fire Toad Sgt. comes in through **A**. Add its card to the activation sequence.

Objectives

You win if you have at least one soldier left in the deployment zone by the end of the fifth round.



Playing the Therians

Numbers

You play two units coming in through your access zones:

- **Unit 1:** Three storm golems with nanoblaster and reaper blades; one storm golem with sonic gun;
- **Unit 2:** Three storm golems with nanoblaster and reaper blades; one storm golem with sonic gun.



Reinforcements

At the beginning of the second round, a Wraith golgoth alpha comes in through point **B**, **C**, **D** or **E**. Add its card to the activation sequence.

Objectives

You win if you eliminate all the White Stars soldiers before the end of the fifth round.

Special rules

Low walls

The low walls in this mission can be destroyed (Protection I2, I Structure point). They can only be targeted by the White Stars missile launchers and the weapons mounted on the combat striders.

	White Stars deployment zone
	Fire Toad entry point
	Therians access zone
	Wraith golgoth entry point
	Wraith golgoth entry point
	Container
	Low wall