

H05 – The Raid

Mission brief

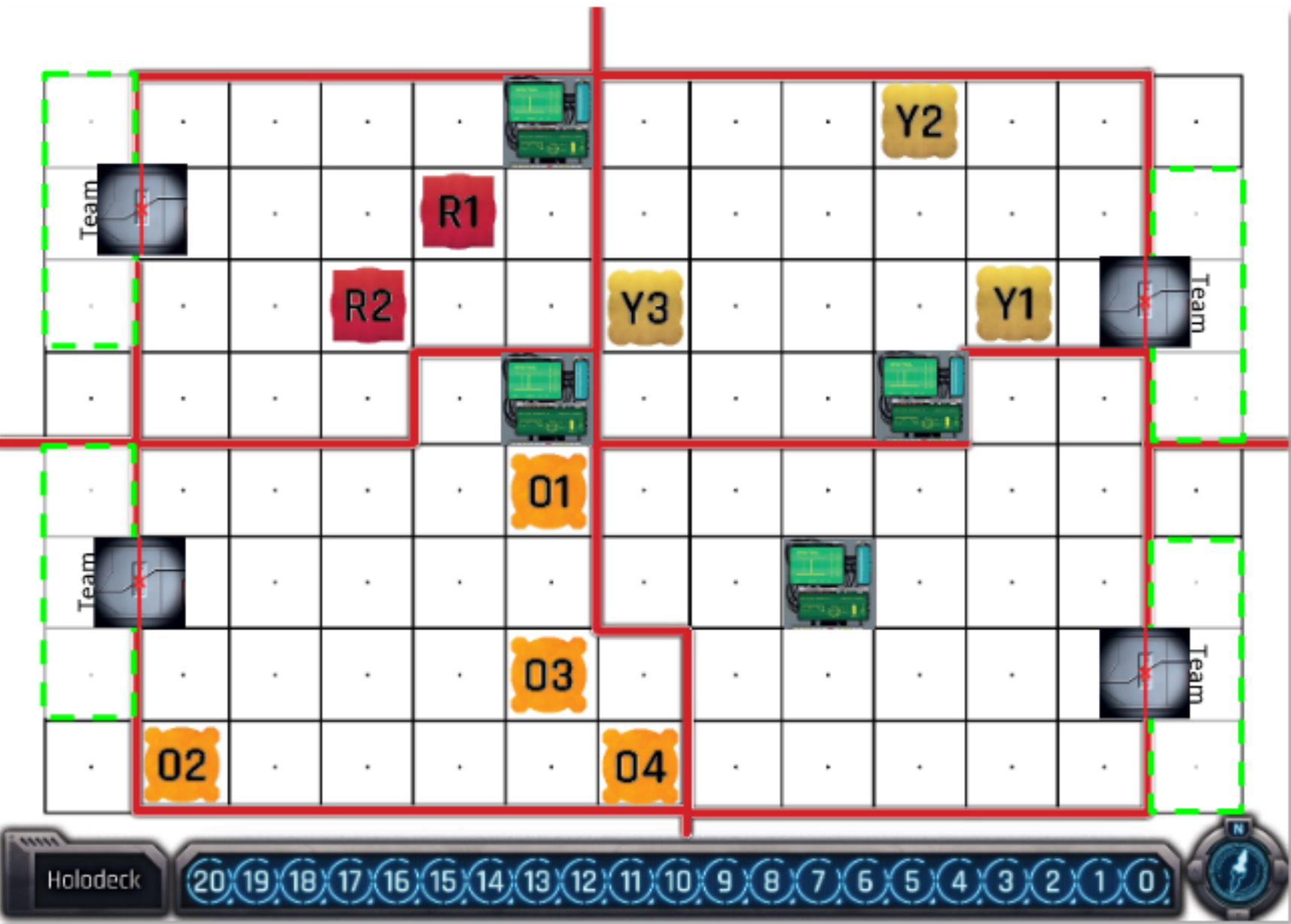


*Ship VI: Good to see you, Commander.
I've composed a new training scenario for you today. This time it's all about efficiency.
For this mission you must raid 4 different locations and hack each of the consoles located there. You're allowed to choose in what order you want to raid these places, and you may wait for as long as you want before entering a location. Choose your order wisely and you'll be successful.
Good luck, Commander.*

When ready, continue below.

Mission layout

Draw the map as seen below | Place: 4 blocked entrances, 4 consoles, R1-2, Y1-3, O1-4.



When ready, deploy team and continue to the next page.

Mission parameters

Turn limit for mission: 20 (easy) | 18 (medium) | 17 (hard)

Success:

- 1) Hack all 4 consoles.

Triggers/conditions:

- 1) **Blocked entrance:** You may remove an adjacent blocked entrance whenever you decide to (no action required).
- 2) **End raid:** A raid ends after the player turn where both team members are standing on the starting position after the console has been hacked. You may now relocate to any new starting position and initiate a new raid (does not require any actions/turns to do so).
- 3) **Enemy behavior:** All enemies start on their **Combat** behavior.
- 4) **Empty location:** The empty location is rigged with a gas trap. In the beginning of every following turn after you started hacking the console, every player is dealt 1 damage when standing inside the room.
- 5) **Survivors:** If you leave survivors after a raid, the enemies on subsequent raids will include the Alerted sequence as their last action when performing their individual sequences.

Failure:

- 1) If the turn token reaches 0 or a player is incapacitated.

Enemy turn

R5
A1*
S0
M2
H7
R1 R2
*unblockable

R3
A2
S0
M2
H5
Y1 Y2 Y3

R4
A1
S0
M3
H3
O1 O2 O3 O4

Up to 2 enemies of the respective color being raided will activate per enemy turn (order: R1 to O4)

	RED and ORANGE			YELLOW		
Combat 1 st Sequence	Nearest player	Nearest player		Last activated player	Same or nearest player	
Combat 2 nd Sequence	Last activated player	Same or nearest player		All players	Last activated player	
Alerted Sequence	Push all adjacent players 2 away from this enemy. Players stopped by walls or objects will lose 1			Deal 1 to all adjacent players.		