

H06 – The Assault

Mission brief



Ship VI: Hello, Commander. I'm happy to see you again. I hope the last challenge wasn't too much for you. The mission I've planned today will require you to assault a reaver fortification. We don't have records of such a thing, but I've use data from other conflicts throughout history.

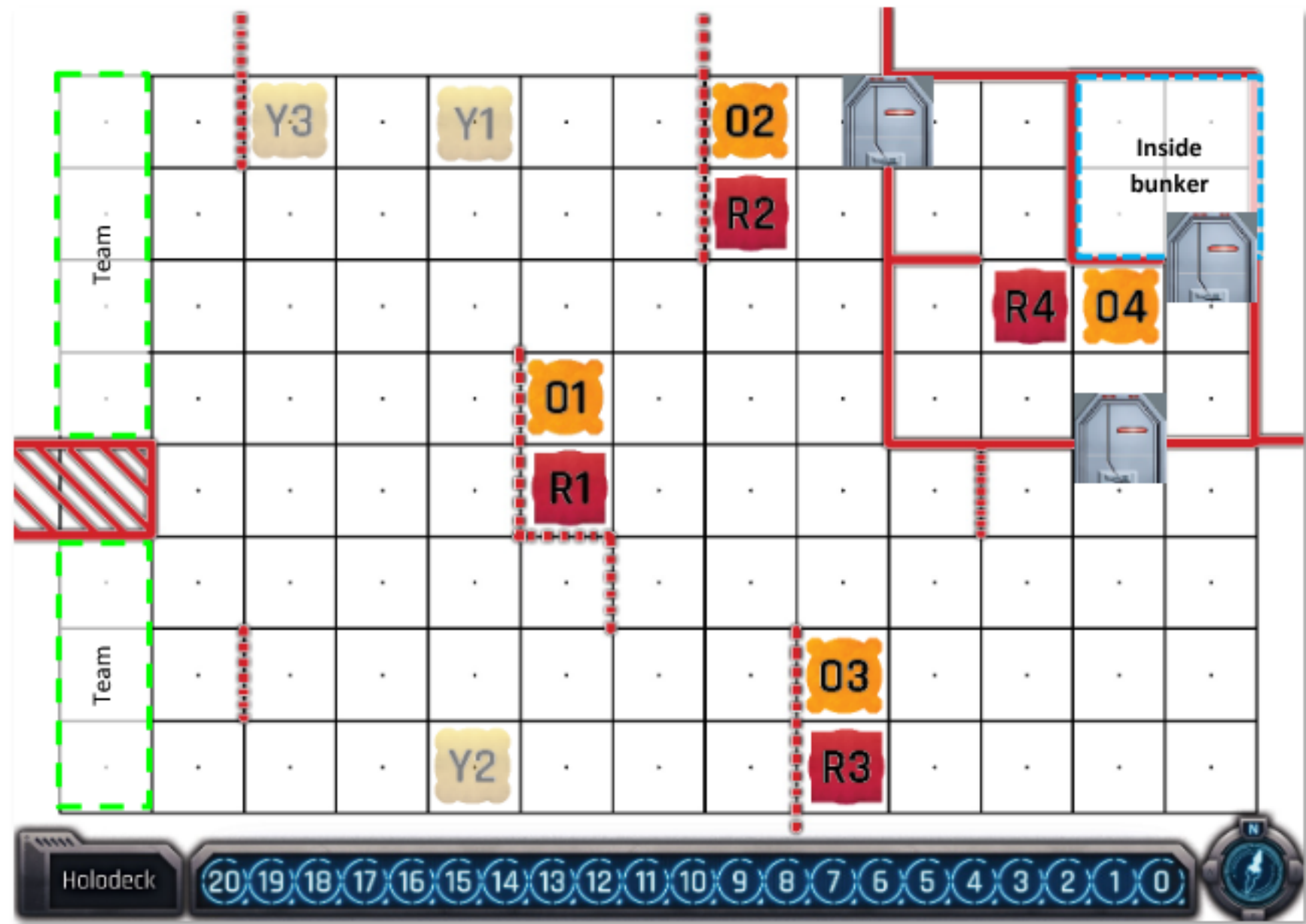
The mission's goal is to eliminate threats and get access to a bunker complex. To make it more interesting, I've taken the liberty of giving you some air support.

Good luck, Commander.

When ready, continue below.

Mission layout

Draw the map as seen below | Place: 3 doors, R1-4, O1-4.



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

Mission parameters

Turn limit for mission: 17 (easy) | 15 (medium) | 14 (hard)

Success:

- 1) Get both team members inside the bunker.

Triggers/conditions:

- 1) **Air support:** At any point on a player's turn, you may once per turn call in an air strike. It will hit all squares in a chosen row or column (except inside the bunker) and deal 1 to all characters. You have 4 of these strikes.
- 2) **Wall defense:** Dotted walls can only be interacted through if the character interacting is standing adjacent to a part of the wall.
- 3) **Enemy behavior:** All enemies start on their **Combat** behavior.
 - a. Enemies use the **Bunker Defense** sequence instead when starting their activation from inside the bunker.
- 4) **Enemy reinforcements (!):** On turn 8, Spawn 3 Reaver Crawlers (Y1-3) on their respective squares.

Failure:

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

Enemy turn

R6
A2
S1
M2
H4
R1 R2 R3 R4

R1
A1*
S2
M4
H5
Y1 Y2 Y3
*unblockable

R2
A1
S0
M3
H3
O1 O2 O3 O4

Up to 2 enemies in total will activate per enemy turn (order: R1 to O4)

	RED and YELLOW		ORANGE	
Combat 1 st Sequence	Nearest player	Nearest player	Last activated player	Same or nearest player
Combat 2 nd Sequence	Most distant player	Same or nearest player	Most distant player	Launch a grenade at the nearest player within 3-5. All characters within 1 of the target must move 1 action card 1 to the right.
Bunker Defense Sequence	Nearest player	All players	Push all adjacent players 2 away from this enemy. Players stopped by walls or objects are dealt 1	Last activated player