

SCORCHED EARTH

This area has been infected by Xar'nag: You must clean their breeding pods and remove their menace.



1	2
3	4
5	6

OBJECTIVE: You need find and destroy all the Breeding Pods (reveal all the EM).
REWARD: Gain 1 VP per surviving member of the Crew and 1d3 kC. If you loose this Scenario loose one RP.
ENEMIES: Xar'nag.

MILITARY CONTRACT: for this Mission every member of the Crew can select a Power Armor and any Equipment Item with MIL availability.

TERRAIN

Planetary Mission: the temperature of the planet is very hot and requires an Armor with Insulation capabilities (reroll if you get a Planet | Frozen result). Use the standard rules to determine the terrain in Zones 1..6.

INITIAL SETUP

Shuffle Event Markers 1 trough 8 and place one random Marker in Zones 1 trough 6, possibly near to a terrain feature. EM represent potential breeding pods areas.

SPECIAL RULES

Reinforcements: the second time you draw the End Turn marker, if there are no Enemies in the map check for the entry of Enemy Reinforcements.

EVENT MARKERS

- [1] Enemy: Xar'nag War Pack
- [2] Enemy: Xar'nag War Pack
- [3] BREEDING POD, protected by a Xar'nag War Pack
- [4] BREEDING POD, protected by a Xar'nag War Pack
- [5] BREEDING POD
- [6] BREEDING POD
- [7] Unusual Finding: see the box for the details
- [8] Unusual Finding: see the box for the details

BREEDING PODS

Breeding Pods are fixed targets with TN=8 and 8 HP. Only grenades or weapons with the Heavy or Flame trait can damage a Breeding Pod.

CREW PLACEMENT (DROP ZONE)

Roll 1d6: you can place your units on one of the borders of the selected Zone. Reveal the EM in this Zone immediately after the placement.

ENEMY REINFORCEMENTS

To check for the entry of Enemy Reinforcements roll 1d6: if in the corresponding Zone there's a face-down EM or a Breeding Pod, generate and place a Xar'nag Small Pack adjacent to the EM or Breeding Pod.
 If only one or two EMs are on the map, roll 2 dice instead of one.

UNUSUAL FINDING

A Unit can execute here the Special Action "SCAN": in this case, roll 1d6 to determine the result of the analysis.

- (1) Unknown signal identified: immediately activate the nearest Xar'nag unit (even if already activated).
- (2-3) Nothing useful
- (4-5) Valuable Xeno Sample: gain 1d3 kC.
- (6) Valuable Data gathered: gain 1 VP

ENEMY ACTIVATION

	ENEMY	ORDER
1	Adjacent (Breeding Pod)	Hold (Breeding Pod)
2	Nearest (Breeding Pod)	Support (Units Nearest to a Breeding Pod)
3	Nearest (Breeding Pod)	Attack (PC nearest to Breeding Pod)
4	Nearest (PC)	Attack (Nearest PC)
5	Nearest (PC)	Attack (Nearest PC)
6	Engaged (Easiest PC)	Attack (Easiest PC)