GANG FIGHT

1	2
3	4

OBJECTIVE: Eliminate the enemy forces.
REWARD: Gain 1 VP per surviving member of the Crew.
SUGGESTED ENEMIES: Smugglers, Mercenaries, Government forces

TERRAIN
Planetary Mission | Starport. Use the standard rules to determine the terrain in Zones 1..4

INITIAL SETUP
Generate an Enemy (A) group and roll one die to determine the placement:
  (1-3) Zone 4
  (4-5) Zone 3
  (6) Zone 2
Shuffle Event Markers 1..3 then discard one EM without looking at it. Add EM 4..5 to the pool and shuffle all the EM. Finally, place one marker in Zone 2,3 and 4 near a terrain feature. Discard the remaining marker without looking at them.

CREW PLACEMENT
The Player units can be deployed anywhere in Zone 1.

EVENT MARKERS
[1] Single Enemy with the missile weapon with the highest range. This enemy enter the map with the HIDDEN status.
[2] Single Enemy with the highest DMG value.
[3] Enemy(A), apply a -2 DRM to the roll.
[4] Nothing.
[5] Immediately re-activate (one single action) the nearest enemy already activated. Ignore EM if no activated enemy is available.

SPECIAL EVENT MARKERS ACTIVATION (ADVANCED GAME)
Any EM can be activated: at the end of each turn (only) use the Event Markers Activation Table included in this scenario to resolve the EM activation. This activation is performed even if there are enemies on the map.

EVENT MARKERS ACTIVATION TABLE (1d6)

DR	Event Marker	Order
(1-3)	Nearest (PC)	Reveal the EM: if an Enemy is placed on the map place it in cover (behind a terrain feature) or on an upper position then immediately execute one Attack (this complete the activation of this Enemy in this turn). If the Enemies cannot attack the PC place them outside the LOS of the PC if possible.
(4)	Nearest to an Activated (PC)	
(5)	Nearest to an Activated (PC)	Reveal the EM: if enemies are placed on the map, place them outside the LOS of the PCs if possible.
(6)	EM Farthest from the PCs	Do nothing (wait).

ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (PC)	Attack (Nearest PC)
2	Nearest (PC)	Attack (Weakest PC)
3	Nearest (Enemy Unit)	Support (Nearest Enemy unit)
4	Nearest (PC)	Suppress (Easiest PC)
5	Weakest	Attack (Easiest PC)
6	Engaged, Weakest	Attack (Weakest PC)

TERRAIN TABLES // 2

PLANET | STARPORT

For each zone roll 1d6 and place the requested terrain.

1: One (large) industrial building

2: 1d3 Linear obstacles (pipes, wall)

3: One small building (shop, storehouse)

4: 1d3 Impassable obstacles (boxes, heavy machinery, container, cargo, small vehicles)

5: One Impassable obstacle (box, heavy machinery) and a difficult terrain area (oil, cracked floor)

6: A structure (building, stack of containers) providing an upper position (rooftop, top of the stack). At least one stair should provide access to the upper position