

XENO- FORCE EXPANSION

SCENARIO PACK 2

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This scenario pack has three straight forward missions to play for Rank 1 or Rank 2 marine characters. They are classified as Rank 1.5. They use bugs as the enemies, but these could be substituted for other aliens to suit the player's model collection. They are easily modified for Rank 2 or more by changing the Aliens for tougher versions. See Adjusting difficulty.

MISSION 2.4: OPERATION SHATTERED HYDRA

MISSION BRIEFING

Satellite reconnaissance has shown the bugs have shown an increased presence and interest in several northern hemisphere areas. Grids 45, 67 and 98 all have been subject to abnormal bug activity. Command wants to know why these areas are of interest to the bugs and to destroy any targets of opportunity that present themselves.

Your mission is to reconnoitre on foot grid 67 which used to be a colonial farming outpost, take scanner readings, demolish anything suspicious and evacuate as soon as you can.

Get in and get out, stay safe; there is no time for heroics.

BATTLEFIELD SETUP

Use a 4ft by 4ft board. Cover the board with temperate terrain and the occasional colony building, farming equipment, power relay etc...

Litter 12 objective markers reasonably evenly around the board. These are the points that must be scanned.

Make sure there is a clear area 6" in diameter near the centre of the board. This will be the landing zone where the extraction will arrive.

ALIENS SETUP:

Using the core bugs list from the reference pack also available on the [website](#).

Place two solidier bugs with acid launchers in the NE quarter and two in the SW quarter. Place two groups of three drones with parasite launchers in the NW and two more groups in the SE quarters.

Place six **mobs** of five hybrids each evenly around the board.

MARINES:

This scenario is for five or six Rank 1 or 2 marines with a few missions of experience. A medium machine gun or other heavy weapon will prove useful against the soldiers. If using fewer marines reduce the aliens proportionally.

The marines will start at any board edge of their choosing within 8" of each other. If they cannot agree roll initiative, the winner chooses the arrival site.

The marines must exit by the landing zone. Once all on the landing zone a shuttle will evacuate them in the end phase.

OBJECTIVES:

Primary Objective (5 points each): Scan the 12 objective markers. To do so get within 8" of one and make a **use action** MIND (SPOT) **cascading check** Target #4. Threshold two is required. If touching the marker only one success is required.

When an objective is successfully scanned roll a die. On a 6 it is something "of interest" that could be destroyed. See secondary objectives. The last objective scanned is always "of interest" if none of the others were.

Secondary Objectives (10 points each): Any objectives scanned and revealed as "of interest" (see primary mission) can be destroyed.

Any marine can move adjacent to the objective and perform a MIND (TECHNICAL) Target #5 to plant explosives and destroy the objective. Success earns 10

points.

Tertiary Mission (80 points maximum - shared): We cannot afford losses; a total of 80 points is available (divided evenly between the players). For each marine killed or left behind deduct 40 points.

If the marines have not completed the primary mission, then they also lose 10 points per objective not scanned from this reward.

Minimum of zero points.

SCENARIO RULES

Mission Rank: 1.5 (experience is increased by x1.5)

Time Limit – There is no time limit, but the marines will need to move quickly otherwise reinforcements could overwhelm them.

Reinforcements: On turn 16 and onwards roll for reinforcements each end phase. Reinforcements arrive from a random corner.

Turn	1-2	3-4	5-6
16-19	None	None	3 Hopper Drones with Parasite blasters
20-23	None	3 Hopper Drones with Parasite blasters	6 Hopper Drones with Parasite blasters
24+	+ 3 Drones for each 4 turns	+ 6 Drones for each 4 turns	+3 Soldiers for each 4 turns

No morale – The alien bugs are linked to the hive mind and do not suffer from negative morale.

ALIEN STRATEGY

The aliens will move and engage any marines in LOS or within 24". They will shoot from cover if they can.

Aliens outside of 24" that cannot see marines will lurk until they can.

Reinforcements will move to engage marines immediately.

ADJUSTING DIFFICULTY:

To make the mission a Rank 2 mission add 50% more aliens. Increase the Tertiary award to 120 points.

END OF GAME:

The game ends when all remaining marines leave the battlefield from the landing zone.

The marines win if they have scanned every objective or at least one objective "of interest". N.B. if they do not search all the objectives they will lose points: see tertiary objective.

AFTERMATH

Read if the marines are successful:

The aliens appear to have been digging looking for an unusual organic compound that appears in certain areas of the planet.

They have mostly mined these areas out already but the scanner readings you gathered are enough for our scientists to begin their analysis.

MISSION 2.5: OPERATION STEALTHY EMBRACE

MISSION BRIEFING

The strange material dubbed Compound-Q that the aliens are interested in seems to be some sort of deposit from a fungus or other such organism. Our scientists think that it has enhancing properties for the hive mind of the bug brood. Potentially allowing them to communicate over greater distances. More research is needed and the scientists require a pure sample of the material.

Your mission is to enter an active mining site, steal a sizable quantity of Compound-Q and destroy any remaining supplies. Cause as much devastation as you can and extract with the material.

The more Compound-Q recovered the better for the research purposes.

BATTLEFIELD SETUP

Use a 4ft by 4ft board. Cover the board with patches of jungle terrain and a river or swamps. Make sure there is quite a bit of terrain that can block line of sights across the battlefield.

Use a pit or crater to represent the alien mining site in the middle of the Northern half of the board. Place three capsules nearby which are the Compound-Q objectives.

Within 12" of the mining site place another four objective markers to represent places where the site can be bombed for the secondary objective.

ALIENS SETUP:

Using the core bugs list from the reference pack also available on the [website](#).

The Aliens are all located in the Northern half of the battlefield.

Place 10 groups of three drones with parasite blasters around the outside of the mine site. Place six swarms of critter bugs with claws in the mine site and six soldier drones with acid launchers in the mine site.

Place 20 unarmed worker drones around the mine. These cannot shoot but can engage marines to slow them down and waste their time. N.B. workers are worth

zero kills.

MARINES:

This scenario is for five or six Rank 1 or 2 marines with a few missions of experience.

A flame thrower or other template or blast weaponry will prove very useful against critters. A medium machine gun or other heavy weaponry will be useful against the soldiers. If using fewer marines reduce the number of aliens accordingly (but carrying the capsules will prove harder).

The marines enter by the Southern edge of the board and must return to the southern edge to escape.

OBJECTIVES:

Primary Objectives (30 points each): Marines must recover at least one of the capsules of Compound-Q. Each capsule recovered is worth 30 points to marine player.

Secondary Objectives (15 points each): Destroy the secondary objectives. Standing within close range (2") and using an action and either a Fragmentation Grenade or a Flame thrower destroys the objective. Make an attack roll, one success is required.

SCENARIO RULES

Mission Rank: 1.5

Capsules: The capsules of Compound-Q are **very heavy** and require one hand to carry and one action to pick up (no actions to drop). See page 26 of the Xeno-Force rulebook.

Reinforcements: On turn 11 and onwards roll for reinforcements each end phase. Reinforcements arrive from the Northern edge of the board.

this for their most important creatures in the hierarchy, perhaps it might be possible to turn this against them.

Turn	1-2	3-4	5-6
11-20	None	None	3 Hopper Drones with Parasite blasters
21-25	None	3 Hopper Drones with Parasite blasters	6 Hopper Drones with Parasite blasters
26+	+ 3 Drones for each 4 turns	+ 6 Drones for each 4 turns	+3 Soldiers for each 4 turns

No morale – The alien drones are linked to the hive mind and do not suffer from negative morale.

ALIEN STRATEGY

The Aliens will initially defend the mining site and then seek to protect and recover any captured capsules of Compound-Q. Prioritising the targeting of any marine carrying a capsule.

Workers will be used to run interference and bog down marines.

Aliens (including the workers) can move the capsules back to their original positions if they choose.

The soldiers will try to use their acid launchers to make full attacks from cover to melt the armour of the marines so the drones can finish them off.

ADJUSTING DIFFICULTY:

To make the mission a Rank 2 mission increase the aliens by 50%. Add 1 extra primary objective capsule and 2 extra secondary objective sites.

END OF GAME:

The game ends with victory for the marines if at least one capsule of Compound-Q has been stolen and taken back to within 6" of the Southern board edge. Once all marines have returned to the Southern edge they evacuate.

AFTERMATH

Compound-Q does indeed have very strange properties. The Aliens have stabilised it with the saliva of its worker drones and encased it in a protective capsule. However, if exposed to the air it can quickly degrade and release lethal toxins. If the bugs are using

MISSION 2.6: OPERATION HATEFUL APOLLO

MISSION BRIEFING

The alien toxins are devastating our regular troops. Xeno-Force will be deployed to capture some live samples of the alien organisms in order to create anti-toxins to combat the alien poisons.

Your mission is to enter the combat area, engage with the hostiles and capture at least one alien soldier with a parasite weapon.

Your secondary objective is to capture more aliens with different parasite weaponry.

The drop will be made into the remains of a colonial town in the Northern continent. This will be a very dangerous mission, good luck marines!

BATTLEFIELD SETUP

Use a 4ft by 4ft board. Place a road and a colony town across a sizable portion of the table. Cover the rest in temperate terrain, fields, farm equipment, mining equipment or whatever else you have on hand.

ALIENS SETUP:

Using the core bugs list from the reference pack also available on the [website](#).

Place six soldier bugs, three with parasite guns and three with parasite blasters in the colony. Place 21 drones in groups of two or three. One third with parasite guns, a third with parasite blasters and the rest with acid launchers.

Put a base of critters next to each soldier.

Put 25 hybrids in five mobs of five around the colony.

MARINES:

This scenario is for five or six Rank 2 marines that have completed a few missions each.

The marines arrive on the South edge of the board.

Shock gloves and sonic blasters are good weapons to take as they both have the *STUN* trait. Improvised

attacks also have the *STUN* trait.

In addition, the marines will need some good anti-personnel weaponry to deal with the large number of alien bugs.

OBJECTIVES:

Primary Objective (60 points shared between all players): Capture and recover an alien soldier with either a parasite gun or parasite blaster.

To capture the alien, it must have its final HEALTH BOX dealt by a *STUN* weapon. Then it must be carried back to the extraction point. Soldiers are **very heavy**, drones are **heavy** (see page 26 of the Xeno-Force rulebook). Each takes 1 arm to hold and one action to pick up.

Secondary Objective (30 points each shared between all players): Capture additional alien specimens.

- A soldier with the other parasite weapon
- A drone with a parasite blaster
- A drone with a parasite gun
- A hopper drone with a parasite blaster

SCENARIO RULES

Mission Rank: 1.5

Fully Cooperative: Capturing aliens alive is a very dangerous business. This mission uses the fully cooperative optional rules (page 90 of the Xeno-Force Rulebook).

Extraction – Once the marines have captured a soldier they can exit from the southern edge of the board. They can drop any captured aliens at the southern edge and return to the combat zone if they wish.

Reinforcements: The bugs respond quickly to any intrusion in their territory. From the first turn roll one die for reinforcements. Reinforcements arrive from a random corner NE NW. Roll randomly to choose which weapons they have.

Turn	1-2	3-4	5-6
1-5	1 Drone	2 Drones	2 Hopper Drones
6-10	2 Drones	2 Hopper Drones	1 Soldier
11-15	3 Drones	2 groups of 2 Hopper Drones	2 Soldiers
Each 5 turns	+1 Drone	+1 Drone	+1 Drone

No morale – The alien bugs are linked to the hive mind and do not suffer from negative morale.

ALIEN STRATEGY

Aliens linger around the colony. Once the marines make contact, the aliens will engage the marines trying to drive them off or kill them.

ADJUSTING DIFFICULTY:

To make the mission a Rank 2 mission use an additional 50% aliens. Increase the mission objective rewards to 80 points for the primary and 40 for each secondary.

END OF GAME:

The game ends when the marines exit from the southern edge of the board. They win if they have recovered at least one soldier with a parasite weapon.

AFTERMATH

Read if the marines are successful: The science division has managed to use the samples recovered to produce an antitoxin. It is being mass produced and administered to front line troops as we speak. They have also created a potent version specifically for Xeno-Force marines.

SPECIAL REWARD

Marines who completed this mission can take a special award of **Bug Anti-Venom Treatment**. It **costs 20 honour** and reduces any poison damage the marine takes by 1 from each attack that deals poison damage inflicted by bugs. The treatment is permanent.