

H0a: Infiltration (Two-Player Scenario)

use to teach turns, movement and combat ONLY is needed

1949 was not the first time the Fallschirmjäger visited Gibraltar. They came once before to take the island away from its British defenders. Their plan then: to attach a cylinder of deadly V4 gas to a duct feeding into the facility's air circulation system. The defenders didn't know what the gas would do, but they understood they needed to stop the Germans from carrying out their plan. But someone had to see where to place the cylinder...

Forces

Fallschirmjäger: The FJ player receives 1 Droptrooper.

MI-13: The MI-13 player receives two Commandos. One is on station, guarding the room until a noise (gunfire or a grenade) causes him to leave his post, the other is a roving guard. He also receives reinforcements (see below).

Victory Conditions

The FJ player wins if he leaves the board in the lower left square. The Allied player wins by eliminating the FJ unit.

Special Rules

1. There are **NO** CP and **NO** battle cards this game!
2. **Desperate Reinforcements:** beginning with turn 2, one British commando enter the map each turn. As a reminder to the players, the reinforcement commandos will not be able to take advantage of the infiltration rule.
3. **The Exit:** the device requires a unit to spend 4AP in one activation to switch it on. If the model carrying the Doomsday Device is killed, it may be picked up by other models using the rules on page 6 of the Incursion rulebook. An Allied model carrying the Doomsday Device may exit the board from any MI-13 entry point.
4. **Clear Terrain:** there is one clear terrain marker which converts a wall into a clear space.
5. **GCPs:** The GCPs are impassable to movement and block line of sight. Figures may not cross them using Leap.



Next teaches CP and turn bidding, then third with battle cards are needed