

Mission Dossier: Phase Change

In 1947 SWD forces investigated Unified Fields Theory to power/shield Gibraltar. It worked! But strange things happen to big metal cargo containers, a sub and any player with enough metal on them to attract the creepy blue phase smokes of the coils, in 1949 key systems are in need of repair and it begins to happen more frequently.

Forces

Map 1 and 2

Each opposing side (plays 2-4 people) gets up to 26 RP

Victory

Map 1:

SWD forces must repair the generator (token) in ten rounds of repair otherwise the base will vanish (requires a Von X to be stationed next to objective token for 5 of those rounds to succeed).

Incursion forces: APE or Drop Trooper (victory is defeat or destroy the Power Source by allowing it to go critical, kill the Von X's in less than 10 rounds) but they can phase from this world into another parallel world where the Brits still control Gibraltar and are defending it from SWD attack.

Map 2:

MI-13, defend the base for ten rounds (victory) by holding key radio link to reinforcements objective tokens represent radio equipment (tokens in exact same space as generator!)

SWD/Drop Troopers must kill EM all to talk over Gibraltar! Or reach the objective tokens

Special Rules

Phase Change: AT THE START OF EVERY TURN, AFTER TURN BIDDING AND BEFORE DEPLOYMENT, All invading forces on Map 1 (and those that move to Map 2), ROLL 1d6 ONCE PER MODEL. On a 1, move character, after deployment, to same square on other map. If occupied, move 1 square in any open adjacent square.

Requires: two full maps for play, 2-4 players

Factions:

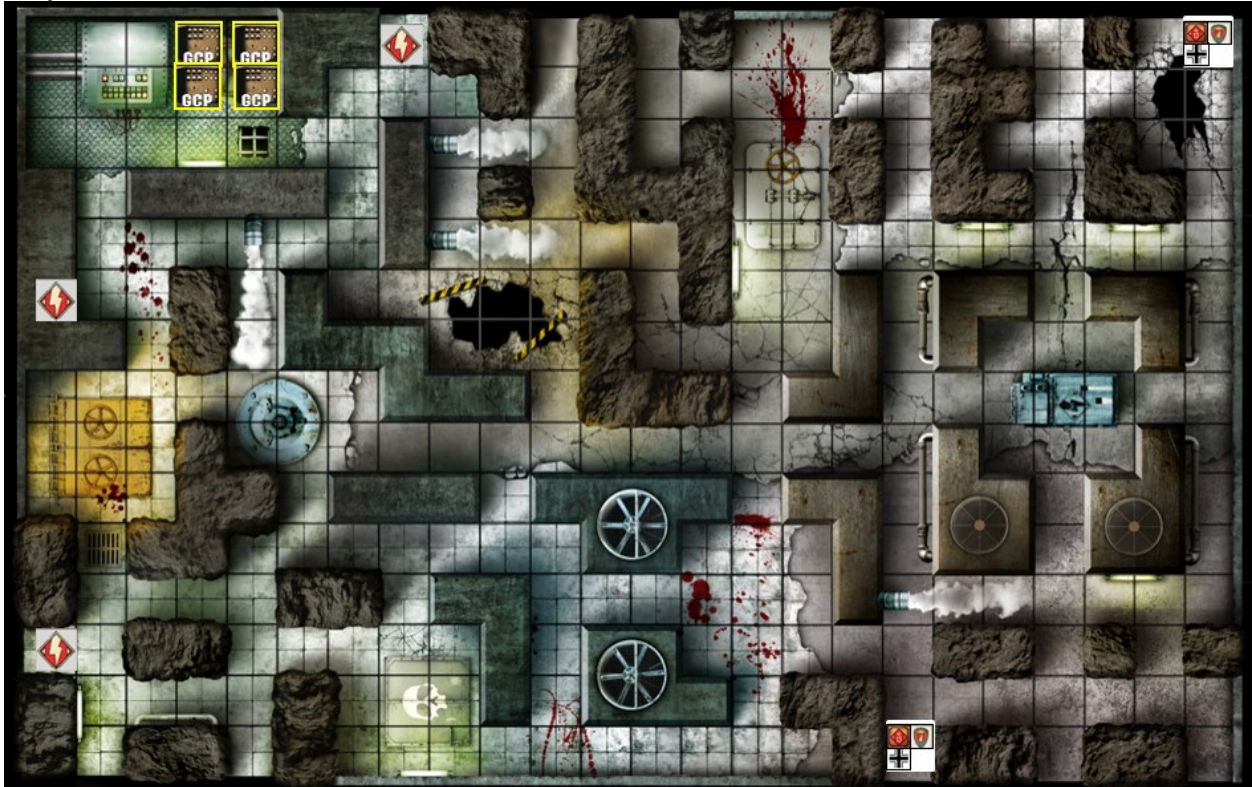
Allied (Lucky 7th or MI-13) or Drop Trooper vs SWD, map 1

MI-13 versus Drop Trooper or SWD, map 2

Pick a side: Any phased troop can support or attack any other force.

Power Source: to destroy must roll a 3+ on attack and each unit has 2 DP

Map 1



Map 2

