

FISTFUL OF LEAD

GALACTIC HEROES

PERIL ON SCIENCE STATION ZETA!

2-4 players

3' x 3' Playing Area

Situation: the jungle planet of Epsilon Firmi 4.

Scientists on the dense, humid planet discovered an artefact of ancient and aline origin. Flush with excitement, the scientists immediately began an examination of the object dedicating the full resources of Science Station Zeta to determining the origin and purpose of it. Days turned into weeks which turned into months and the object remained inert and immune to any efforts to crack its secrets.

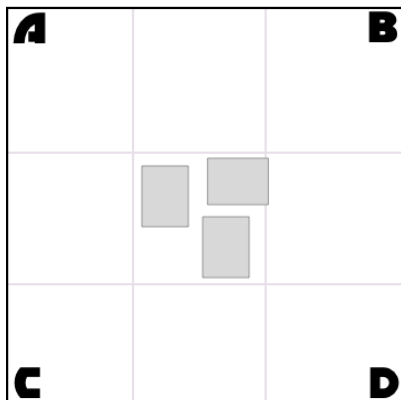
Then, a year to the day it was discovered, the object began pulsing irregularly and emitting bursts of radiation and data. The entire staff of Science Station Zeta turned their efforts to recording everything they could about the object. Without warning the object stopped all emissions and destroyed itself in a burst of light and noise.

Immediately the planet itself began to quake. Vast convulsions spread across the globe and the science team learned, to their alarm, that the final impact of the object was to begin a process that would result in the destruction of Epsilon Firmi 4.

Distress signals were sent out on all frequencies and the team huddled down in their station waiting rescue. Their message was received and now multiple teams have set out to intercept the scientists. Are they there to save them? Or is a more a horrible end awaiting them?

Set Up

Three buildings, representing the last standing structures of Science Station Zeta, are placed centrally on the table. Ideally these should allow players to enter them to search for the science team. The rest of the table should be rubble, from destroyed buildings, and jungle area terrain.



Players should each draw a card from the deck and, starting with the highest card, pick a location (A-D) to deploy their troops. All troops should start within 6" of their chosen corner.

Forces

All crews start with troops chosen by the Gamemaster. Each model will have a corresponding card that details their stat and traits. Not all crews will necessarily have the same number of models available to them.

Special Rules

The planet is still being shaken by severe earthquakes. Two Jokers are shuffled into the deck at the beginning of play. When a Joker is played, after the model is finished activating, then a quake hits the area. Each player immediately draws a card from the deck and shows it. The player who drew the highest card has a member of their crew knocked down. The player that drew the lowest card picks one of the affected crew to be the one knocked down.

If any player activates a model using a 5 card then, after the model has activated, they can move any piece of terrain, other than one of the three central buildings, up to 4" in any direction. Any models on the terrain will move with it.

The location of the scientific team is undetermined at the beginning of the game. They are hiding in one of the three remaining buildings on the table. Players will have to force open the door using a Task check and then enter to determine if the team is there. Roll a D10 and on a roll of 6+ the team is in the building. The team will be found in the last building checked if the other two search rolls are unsuccessful.

Victory

Each team has a card detailing their secret victory conditions. Do not show these to any other player unless you are going to claim a victory.

Variations

If you are using this scenario for a game that doesn't have predetermined forces then all crews start with a standard squad of 5 miniatures led by a Leader with a Specialist and 3 Regulars. One of the Regulars can be substituted for a group of Grunts.

If you are not using predetermined victory conditions then the team that get a science team model off the table will be the winner. Any science team model that is within 2" of a player's model will activate with it. It can't be given any order other than to move. Any other player can move their troops to within 2" and move a science team member.