

Distress Signal (Small Version)

This is an automated distress signal from the JHIS Cyclops. Request immediate assistance at sector 65.342-090.74-33.272

Reserve power: 18% Hull Integrity: 86% Crew Status: 48 Remaining. Request immediate assistance at sector

65.342-090.74-33.272 Reserve power: 16% Hull Integrity: 86% Crew Status: 39 Remaining. This is an automa...

Scenario: A JHI detachment encounters a Vandar force while on a rescue and recovery mission. Both sides have found the stricken ship and fight for control of it.

Setup: Each side places their **Prize Crew** on any of their ships (except the Derelict) and may divide or combine them as they wish. Place the Derelict in the center of the map. JHIS sets up its remaining ships at least 8 hexes away from the Derelict and all these ships must be within 12 hexes of each other. Vandar sets up second, with each ship at least 8 hexes from any Force A ship (including the Derelict). All ships (except the Derelict) may begin with an initial vector of 2.

Initiative: The JHI forces begin with the initiative chip.

Victory: The scenario ends when the Derelict is destroyed or exits the scenario. When the scenario ends whoever controls the most ships wins, and the Derelict counts as two ships. If neither side is in control of the Derelict when it exits the scenario, continue playing out just the melee on the Derelict until one side wins.

JHI Forces	Vandar Forces
1x Stiletto 2 Spacers	1x Raptor 1 Marine, 1 Spacer
1x Pike 3 Spacers	1x Firebird 3 Spacers
1x Broadsword 1 Engineer, 1 Marine, 2 Spacers	1x Dragon 1 Engineer, 3 Spacers
1x Cyclops (Derelict) No crew, start with power down on all components.	Prize crew: 2 Spacers, 2 Engineers, 2 Marines, 2 Battlesuits
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Special Rules: The Derelict Cyclops starts the game in the center of the board with all components Powered down.

Alien Horrors: When the Derelict is first boarded add two alien figures to the ship. (roll 2d12s for location). These aliens are treated as Marines that do not shoot - during each action round when Crew cards resolve, move them towards the nearest human crew and resolve melees. (roll randomly if more than one human is 'closest'). They act before all player cards in terms of initiative. If an alien is disrupted it is killed.