

# First Contact

A Scenario for Injurius Games and Meck Wars by Derek Flowers

2 player game, 1.5 to 2 hours to play. Because of secret deployment, an impartial game master is recommended.

## **Background:**

Communication with the Mercury Mining colony has been lost. The last messages received were frantic pleas for help against an unidentified opponent. Exploratory forces from the veteran First Century, 1<sup>st</sup> Legion are dispatched to the scene to investigate, but are in for quite a surprise.

## **Required Terrain:**

The four zones in one corner of the board should be designated as the Human Landing Zone.

The four zones in the opposite corner are the Mercury Mine Central Offices. A counter representing the Mine's Computer Core should be placed in the Offices.

The terrain should be fairly dense, with lots of machinery and small buildings littering the rocky ground. See the map on page three.

## **Forces/Setup:**

Human: Elite gladiator squad deployed in the Landing Zone. Each gladiator has the following upgrades: Skill 12 (all gladiators are Champions, and the Squad Leader has 2d12 command points), PR +3, JJ 3. Each gladiator also has 2 random upgrades, rolled normally.

Meck: 2 squads of Mecks, secretly distributed (see Special Rules below). These two squads only have 1 Jumper. (17 units total). Distribute the weapons of 2 full squads: this will leave 3 weapons unused. The standard Mecks have no upgrades, but the Jumper has 3d12 Command ability.

Power-Ups: The battlefield is littered with mining equipment, weapons, shattered Mecks and killed gladiators. Whenever a Powerup is rolled, scanners have indicated something worth scavenging. Reroll FTL and Jump Jet Power-Ups.

## **Objective:**

The Human objective is to retrieve the Meck Computer Core from the Central Offices and get it to the Landing Zone.

The Meck Objective is to **Kill The Humans™**.

## **Special Rules:**

The Core: a cube-shaped computer about 50 centimeters per side. It is protected by a well armored casing, and has advanced shock absorption capabilities. Its shell gives it APAC10 and ES8, but the Core only takes one successful hit to destroy.

## Carrying the Core:

- A Human may pick up the Core by spending one movement point.
- A Human carrying the Core suffers no penalty for movement or combat.
- If the Humans is killed by direct fire while carrying the Core, it remains on the ground and another Human can pick it up.
- Zone or Area fire will also attack the Core, with a +2TN penalty for its small size. Mecks may target a zone containing the Core and an active Human with Zone or Area fire. Aimed fire weapons will not accidentally hit the Core.
- A Human can hand the Core to another gladiator by entering the same zone. The moving Human spends one movement point to hand it off or can drop it for free. Dropping the Core in this fashion will not harm it.
- The Core may be thrown with a successful Grenade attack (see Grunt's sheet), and a successful APAC save by the "receiver". A missed or dropped Core will scatter like a grenade. Throwing the Core requires a combat action. If the Core is not caught, it has to make an APAC save.



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Shooting at the Core: Mecks and Humans may not attack the Core if it is unattended. The only way the Core may be attacked is by zone fire into the zone if it contains at least one enemy, or by accidental scatter.

Humans and melee: Because they are not in the arena, Humans are not obliged to remain in melee. They may leave melee in the usual way (by giving up a combat action) or may leave melee as Mecks do, by giving up a free attack by enemies who are meleeing them.

The Landing Zone – A gladiator entering the LZ after leaving it is instantly transported off the board and out of the game if desired. If the gladiator does not leave immediately, the next opportunity to leave will be the next time the gladiator's card comes up.

Meck Deployment: To simulate the fact that the Humans don't know about the Mecks, the Mecks deploy secretly and RANDOMLY. For each Meck roll two d12 as if you were deploying a Power Up. That is the starting location of the Meck. When that Meck's card is turned up, the owner may choose to activate the Meck or not. unactivated Mecks do not reveal their position, and they do not get to go on Opportunity Fire.

The Meck player should mark the position of all Mecks on a copy of the map, shown below.

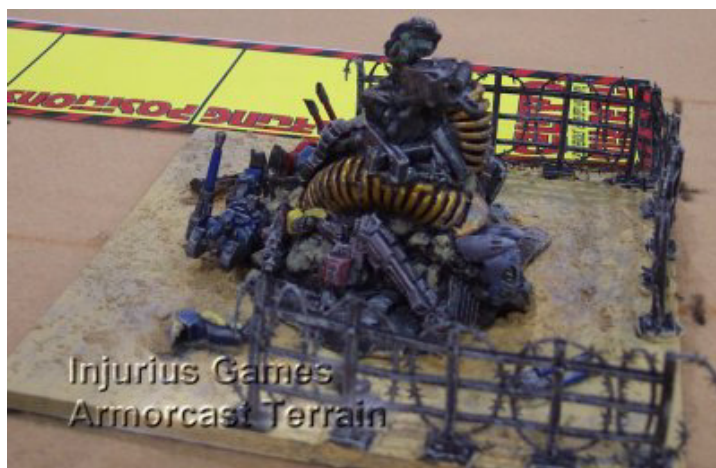
Other: Mecks cannot enter the Central Offices.

## **Terrain Allowances:**

The Central Office is a sturdy building, although damaged from the recent fighting. If you do not have a building to use for the command bunker, then you should assume that any Human in the 4-square Office area is Mostly Obscured.

## **Victory Conditions:**

The Humans are not expected to survive this scenario. If a Human reaches the Landing Zone with the Core, then the Humans win, regardless of damage done.



Otherwise, compare battle honors using the following table:

| Action                                       | Battle Honor Award |  |
|----------------------------------------------|--------------------|--|
| Human Elimination                            | 2 BH               |  |
| Runner Elimination                           | 1 BH               |  |
| Spartan Elimination                          | 2 BH               |  |
| Jumper Elimination                           | 4 BH               |  |
| The Core was removed from the Central Office | 1 BH               |  |
| The Core was within 6 zones of the LZ        | 4 BH               |  |
| The Core was within 3 zones of the LZ        | 6 BH               |  |
| The Core was destroyed                       | 0 BH               |  |

## **Balance (Use one or more of the following):**

Apply Battle Honors to one or both sides.

### Advantage Humans:

- Limit the number of Mecks that may activate on any turn to 3.
- Choose one or both random upgrades for the Humans instead of rolling.
- Place the LZ, and the Central Office on opposite board faces, as opposed to corners.

### Advantage Mecks:

- Assume Humans are security, not full blown soldiers. Remove Skill 12 upgrades.
- Give the Runners Terrain Following, and the Spartans JJ3.

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## Graphic Display of the battle area:

The Central Offices are in the upper left hand corner. The Computer Core is in the top left zone. Use any sort of 6" building available, but allow Humans to enter and exit through any of the 4 zone sides. While inside the building, they have full top cover, and are Mostly Obscured from all other shots.

The Landing Zone is in the bottom right hand corner. Humans may stay in the LZ, but if they leave the LZ and return, they are immediately removed from play.

The secret Meck deployment area is in the numbered zones in the middle of the map. It is recommended for the Meck player to keep a copy of this map to mark down the location of each hidden Meck.

