

What happened to X5R-73?

"When we entered science station X5R-73 we immediately noticed the silence. No alarm was beeping, no computer telling us the malfunctioning of the artificial gravity boosters. We made our way through the station that lay hidden in orbit of an asteroid to avoid too many curious eyes.

When we found the first bodies, we could not see any trace of a fight or how these people had died. Then we saw them - another team had been sent and they were in shambles. Instead of fighting us, they were straight heading for the emergency escape pods, running past us, with panic in their eyes.

Then the alarm started blaring and the gas started to pour in like a wave of poisonous doom..."

Whatever the purpose of X5R-73 has been or what happened to its crew, it doesn't matter. You need to get off the station as fast as possible. Forget your ship, the emergency pods are the only way to leave alive.

This mission is best played on a 48" by 48" table.

In the middle of the table is a 2" x 2" square simulating an escape hatch that is the only way to be save from the poison gas.

Rules:

The gravity boosters on X5R-73 are failing and there is almost zero gravity, double the range of your first move characteristics.

Recoil and impact hits: If you get hit by a weapon with a damage characteristic (range or melee) the impact causes you to be pushed back the damage value in inches (additionally to all damage received - handle the damage first before handling the pushing back). The gunner is pushed back half of the damage value (rounded down) due to the recoil.

This pushback move immediately ends when a terrain feature is touched by the base of the model. There is no damage received due to hitting a terrain feature, we are in zero G after all.

Poison Gas:

Whatever has triggered the defense mechanism of the station (or why it was implemented in the first place) is unknown, but it rapidly fills the station with geen, poisonous gas.

At the end of each round, the poison gas moves in +6" from EACH table side (i.e. in round 2 12" etc) slowly covering the whole table.

If at the end of the round the poison gas touches the base of a model, that model must win a PH roll or go unconscious (and probably be left on the station...)

Escape:

The 2" x 2" is the only way that leads to the emergency escape pods. To open the hatch *any* model in direct contact can attempt a WIP roll to open the hatch (it should not be too difficult to pull the lever and turn it left...or was it push and right?)

Once a model ends its movement in contact with the *open* hatch, you can declare that the model leaves and heads to the emergency pods. Place the model aside.

End of the game:

The game ends, when the whole table is flooded with poison gas.

If only one player was able to send models through the hatch, then this player wins, as there is no struggle to get to the pods.

If both players were able to send models through the hatch, roll a D20 and add +5 for each model that has escaped. The player with the highest result wins, as his models find the pods faster, or lay an ambush or sabotage the pods of the other player. A natural roll of 20 is always a catastrophic failure.