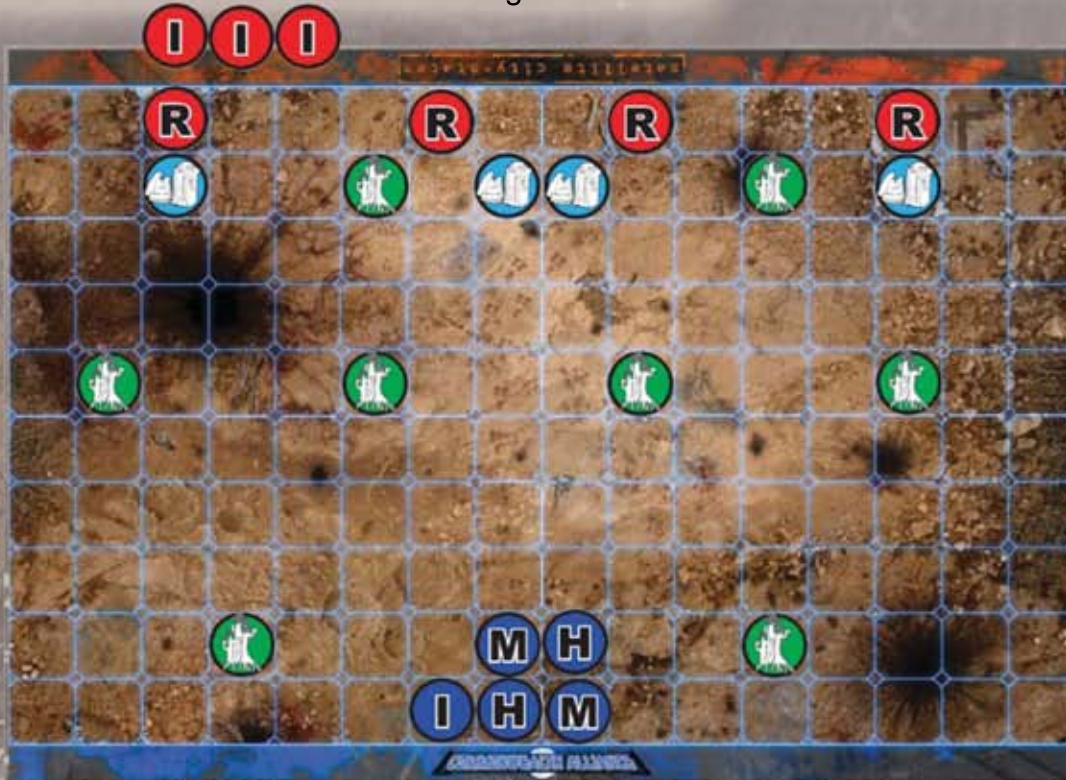


## Mission #18web - Jungles of Proserpine

SkyEye reports a Satellite City-States power complex deep in the Jungle of Proserpine. Your company has been ordered to destroy the base. Intelligence, however, reports the sighting of the City-States Elite Recon Hussars of Chicago in the area.



### Briefing Notes

- Two-player mission.
- Both players deploy their units as on the map. The three Satellite City-States Infantry Squads are in reserve.
- Commonwealth Alliance takes the first turn.

### Objective:

- Satellite City States: Destroy all Commonwealth Alliance forces.
- Commonwealth Alliance: Destroy three of the four city terrain features that represent power stations. A power station is destroyed and removed from the battlefield by either scoring 3 damage in a single ranged attack or using a Command activation die when a unit is in an adjacent hex. A Power Station may only shield with a d8, and may never battle.

### Special Rules:

- Lay flat a single forest terrain piece in each forest terrain sector. Forest sectors may be moved onto and are considered concealing terrain. Infantry & Recon units on concealing terrain add 1 to their battle or shielding die roll. Medium & Heavy Links do not receive this addition and must use two movement points to enter concealing terrain. Concealing terrain blocks Line-of-Sight.
- The Satellite Forces are Elite. After the Satellite player rolls activation dice, any one die that does not roll Command may be changed so it reads Command.
- The Satellite player may place and order a reserve unit onto any unoccupied concealing terrain sector when his activation dice rolls Infantry or Command.

### Satellite City-States

- 4x Recon Links
- 3x Infantry Squads
- 5x Weapon System Cards

### Commonwealth Alliance

- 2x Heavy Links
- 2x Medium Links
- 1x Infantry Squad
- 5x Weapon System Cards