

PRC01 - Infiltrate the First Order Base

A New Threat

From the ashes of the Empire a new enemy has risen. They call themselves the First Order and look to impose their will on the galaxy, just as the Empire did before. The New Republic does not have intel on this new enemy, and it has assigned its special forces team, Predator Squadron, to infiltrate the First Order and bring back any intel, at any cost.

The Predator Squadron is an elite force of ace pilots and ground soldiers, uniquely qualified to fight the First Order in both ship to ship combat and ground battles. The fate of the galaxy sits in your skilled hands.

Scene 1 - The Shuttle

Neutral Territory

Mission Briefing:

In an asteroid field sits an old Empire refueling station. Intel says that this is along a hyperspace lane used by the First Order to their base in the Jegloon System. A shuttle, holding general supplies will stop to refuel, and Predator Squadron will jump in and engage. We show some Tie support, including some new models of the Galactic War style Tie Fighter.

Fly in, knock out the shuttle without destroying it. Destroy the comm relay so no one from the refueling station can alert other forces. After the shuttle has been disabled, hold ground until the end of round 12 when the Republic Carriers will arrive.

Mission Objectives:

1. Knock out the Comm Relay so First Order is unaware of the strike.
2. Disable the Shuttle (Shuttle down to 3 or less hull, but not destroyed)
3. Make it to round 12

Republic Victory

Last 12 rounds, disable the Shuttle and the Comm Relay.
Proceed the Mission "First Order Revealed"
If Comm Relay is left intact, add special rules to next mission.

First Order Victory

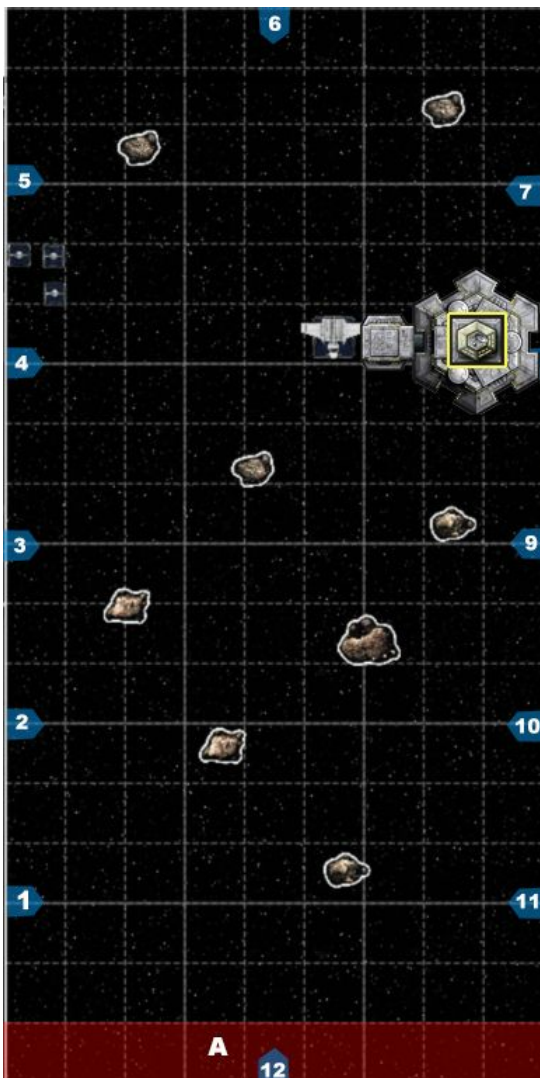
All republic ships are destroyed or the shuttle escaped to hyperspace.
Add Mission "Second Chance"
If Comm Relay is left intact, add special rules to next mission.

First Order Setup:

Refueling Station

Comm Relay 3 HP, 1 Auto Defense, +1 HP for every two pilots.

	Arrival	AI	Vector/Special	1	2	3	4	5	6	7	8	9	10
Shuttle	Setup	Refuel for 2 Rounds, then attack.		1		*	*	*	*	*	*	*	*
Alpha Tie/FO	Setup	Attack	2	1	1		1			1		6+1	
Beta Tie	Turn 2	Attack	Refueling Station	1	1		1		∧	1			
Defender	Turn 4	Attack	Elite						1				1
Gamma Tie	Turn 4	Escort	1d12	1	1		1			1		6+1	
Delta Tie/FO	Turn 8	Attack	1d12	1	1		1			1			
Decimator	Turn 10	Attack	1d12										



Strategy:

The Shuttle will battle as normal until the Comm Relay is destroyed. Then it will attempt to jump to hyperspace.

If the Comm Relay is still intact after round 8, the Decimator shows up at round 10.