

## Enemy Contact

**Mission Briefing:** Still stung by the loss of Spica to the Malvernians six decades ago, the Rach Empire has used the current chaos to launch an effort to recover the planet. An uncontested landing allowed the Kong dur Track battle group to set up shop and begin looking for the enemy. The Malvernians, caught unaware, are likewise trying to locate the Rach positions. The following is what happens when two blind recon units suddenly find themselves face to face with each other. A quick cry for assistance and the slugs start to fly as surrounding units race to join the fray from their current patrol positions.

**Game Length:** 8 turns

**Play Area:** 4' wide by 6' long with 1"-2" hills and small clusters of trees at each end. The middle 2' of the area should be Open Terrain with a few trees to provide cover.

### Special Rules:

- Each player should deploy his Recon Section as normal and place 1 card in the Initiative Deck. Place all other Sections aside, off of the table, grouped by section.
- Place one card with each off-table Section. Search the deck for the matching cards of the same color, these three cards will form your Reserve Deck. Shuffle these cards and place them face down separately from the Initiative Deck.
- At the end of each turn, both players draw the top card from their Reserve Decks and add them to the Initiative Deck without looking at them. Shuffle the Initiative Deck and begin the next turn.
- When a new card is drawn from the Initiative Deck, the appropriate player should retrieve the matching Section and deploy the models in Base-to-Base contact with his table edge. The Section may then proceed with its Activation, using both of its Actions as normal.
- Repeat the previous two points until all Sections have been deployed.
- After a Section has been deployed, it is no longer tied to the card it had in the Reserve Deck and may be Activated by any card in the Initiative Deck.

### Example

- Pre-Game Set Up - *Steve puts the King, Queen and Jack of Hearts in front of his three off-table sections. He then searches the deck and retrieves the King, Queen and Jack of Diamonds for his Reserve deck.*
- Turn One – *Steve activates his Recon Section when their card comes up. At the end of the turn, he takes the top card from his Reserve Deck and puts it in with the Initiative Deck. His opponent does the same then shuffles the deck.*
- Turn Two - *The first Initiative Card is turned over revealing the Ace of Diamonds, the card Steve started with in his Initiative Deck. He only has the one Recon Section on the table, so he Activates it and resolves their actions. The second card is turned over revealing the Jack of Diamonds, which is tied to Steve's Armor Section. He gets the Models that make up his Armor Section and place them all on the table so that their hex bases are touching the table edge. He then declares and resolves their actions for the turn.*
- Turn Three – *Steve's Ace of Diamonds is his first card flipped. It is not tied to either of his Reserve Sections, so he may choose which Section he will activate. He has both his Recon and Armor Sections on the table, and decides to activate the Armor Section first.*

**Malvernians**  
Defenders  
Fanaticism Doctrine

**RACH**  
Attacker  
Children of the Storm Doctrine

**Task Forces**

<p><b>Tohkix Recon</b> Puma Spartan Stalker Kahn</p> <p><b>Tohkix Flight</b> Ghast x2</p> <p><b>Tohkix Command</b> Revenant Assassin Wight Stalker</p> <p><b>Tohkix Support</b> Outlaw x4</p>	<p><b>Taun A</b> Kahn x2 Jackal Warden</p> <p><b>Taun B</b> Kharl x2</p> <p><b>Taun C</b> Dictator '70 Emperor Tyrant Spartan</p> <p><b>Taun D</b> Blitz x3</p>
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**Deployment**

<p>Initial Deployment no less than 12" and no more than 24" from the Defender's edge of the board.</p> <p>Reserve units are deployed at the Defending edge of the board on their turn.</p>	<p>Initial Deployment no less than 12" and no more than 24" from the Attacker's edge of the board.</p> <p>Reserve units are deployed at the Attacking edge of the board on their turn.</p>
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**Objectives**

<p>Total points of destroyed Enemy Models and remaining friendly models. Most points wins.</p>	<p>Total points of destroyed Enemy Models and remaining friendly models. Most points wins.</p>
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