

DEATH STAR INFILTRATION

MISSION IV #12



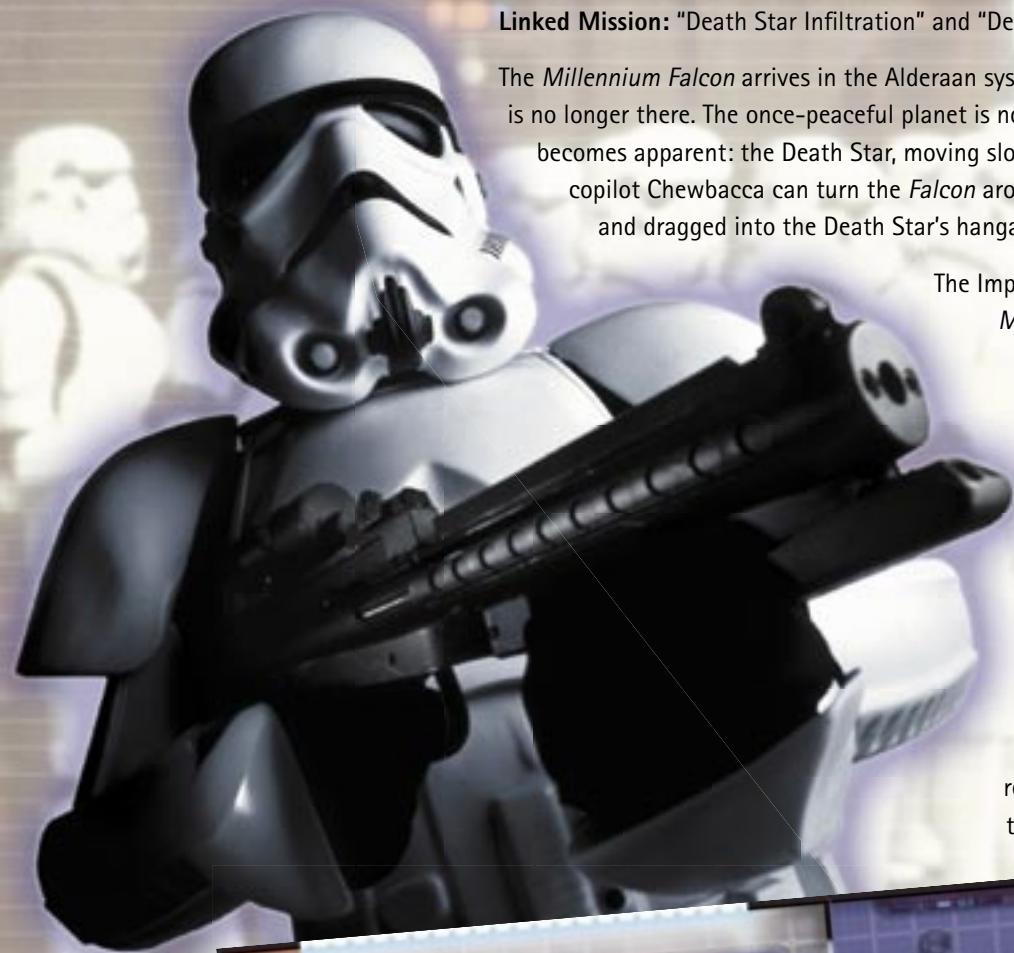
Linked Mission: "Death Star Infiltration" and "Death Star Escape" are linked missions

The *Millennium Falcon* arrives in the Alderaan system to the horrifying discovery that Alderaan is no longer there. The once-peaceful planet is now nothing more than rubble. The cause soon becomes apparent: the Death Star, moving slowly out of the system. Before Han Solo and his copilot Chewbacca can turn the *Falcon* around, though, the ship is caught in a tractor beam and dragged into the Death Star's hangar bay.

The Imperials are surprised to find no one aboard the *Millennium Falcon*. Though the ship's log claims that the crew abandoned ship shortly after lift-off, Darth Vader orders a more thorough search. But Han, Chewie, and the rest have been hiding in secret smuggling compartments under the floor plates, and with two mighty thumps, the big Wookiee knocks out the scanning crew before they can cry out for help.

Now all Luke, Obi-Wan, and the others need to do is get to a computer terminal and find out how to shut down the tractor beam reactor. Fortunately, there's a computer terminal in the Flight Control Center. Unfortunately, there are at least four stormtroopers between them and the Flight Control Center.

"Death Star Infiltration" follows the arrival of Luke Skywalker, Obi-Wan Kenobi, Han Solo, Chewbacca, and the droids aboard the *Death Star*. Use the western half of the front side of the Death Star map for this scenario. Place the Cargo Bay tile as indicated on the map.



MAP KEY ■ Rebel Setup Area ■ Imperial Setup Area ● Rebel Goal

REBEL SETUP

The Rebel force consists of Obi-Wan, Luke, Han, Chewie, Artoo, and Threepio, for a total of 121 points. If the Rebel player chooses not to use the suggested forces listed below, she can build a 121-point force of her own, but it must include at least one character with the Lightsaber Sweep special ability and one character with the Override special ability.

The Rebel player must set up her characters west of the Imperial shuttle depicted on the *Death Star* map. Each Rebel character must be adjacent to at least one other Rebel character.

Rebels: Obi-Wan Kenobi	38
Luke Skywalker, Rebel	17
Han Solo	28
Chewbacca	24
R2-D2	8
C-3PO	6
Total	121

VICTORY CONDITIONS

The Rebel player wins by accomplishing two goals, in the order listed below.

Get Out of Sight: A farmboy, an old man in a robe, a scruffy-looking pilot, and a Wookiee can't help but attract attention in an Imperial military facility like the Death Star. All of the Rebel characters must reach the Flight Control Center without any Imperial characters raising the alarm. (See Special Scenario rules, below.)

Locate the Tractor Controls: Once in the Flight Control Center, the Rebel characters must access the Death Star computer system and locate the controls for the battlestation's tractor beam system. To do so, a character with the Override special ability must spend two consecutive rounds in any of the eight squares adjacent to the circular computer terminal (marked on the map). If the character succeeds, the Rebel player wins the scenario—but if the character is damaged during this time, the character must start over.



SPECIAL SCENARIO RULES

The following special rules are in effect for this mission.

Imperial Shuttle: The shuttle in the Hangar Bay provides cover. Characters may not move through spaces completely filled by the shuttle (though they may move through spaces only partially filled by the shuttle).

Hold Your Positions: The Imperial characters must remain in their starting positions until the alarm has been raised (though they are free to move around inside their designated setup areas).

Halt!: If a Rebel character ends his movement in the line of sight of an Imperial character no more than 6 squares away, the Imperial character raises the alarm.

Slight Weapons Malfunction: If a Rebel character attacks an Imperial character, and the Imperial character survives until his next activation, he raises the alarm.

IMPERIAL SETUP

The Imperial force consists of two squads, one in the Hangar Bay, and one in the Flight Control Center, worth a total of 92 points. If the Imperial player chooses not to use the suggested forces listed below, he can build a 92-point force of his own.

The Imperial player must set up the Hangar Squad anywhere on the elevator platform in the Hangar Bay. The Control Room squad must be set up anywhere in the Flight Control Center. The Patrol Squad must be set up in the east-west corridor that runs alongside the Flight Control Center and Hangar Bay, in the spaces indicated on the map.

Hangar Squad: 4 Stormtrooper	20
Control Room Squad: 3 Imperial Officer	42
Patrol Squad: 6 Stormtrooper	30
Total	92

VICTORY CONDITIONS

The Imperial player wins by accomplishing the goal listed below.

Kill the Rebel Scum: If the Imperial characters can defeat at least 60 points of Rebel characters (in any combination), the Imperial player wins the scenario.



SPECIAL SCENARIO RULES CONTINUED

Imperial Reinforcements: Once the alarm has been raised, the Imperial player may begin bringing in reinforcements. If the Imperial initiative roll is an odd number, place two additional stormtroopers at the southern end of the main corridor (by the Maintenance Station). If the Imperial initiative roll is an even number, place two additional stormtroopers on the Imperial symbol in the center of the eastern edge of the battle grid. These reinforcements are placed on the battle grid immediately before the Imperial player's first activation of the round.

Could You Come Here?: Once per round, instead of attacking, Han Solo can nominate one Imperial character within 8 squares. On the Imperial player's next turn, the Rebel player may move that character up to 6 squares. The Imperial character may not attack during that activation. If the Imperial character ends his move adjacent to Han Solo, Han can take an Attack of Opportunity against that character.

CAMPAIGN PLAY

If you are playing this mission as part of the *Ultimate Missions: Rebel Storm* campaign, the Rebel player has 135 points available from her pool of forces; the Imperial player has 100. Each player gets 1 Victory Point for winning the scenario. □