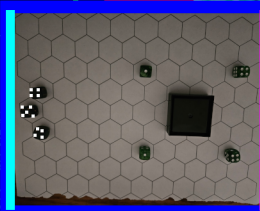


-CAMPAIGN-



[Mission 1]
On the Blue Side deploy 2 JM, and one JX Cannon Mass Production
Choose your Player Character, and give them 2 Perks.
If they die you lose the mission.

See the attached image on where to place the enemies.
They are numbered based on their type.

[1] is Anti-MS Tank
[4] is Fryor Duo.

After the first wave of enemies has been destroyed, spawn 2 more
Fryor Duos where the first two Fryor Duos started at.
Destroy all the enemies to beat the mission.

[Mission 2]
Note that the mission takes place on a 4 hex wide arena.
On the Blue Side deploy 2 JM, and one JX Cannon Mass Production
Choose your Player Character, and give them 2 Perks.
If they die you lose the mission.

See the attached image on where to place the enemies.
They are numbered based on their type.
[4] is Fryor Duo.

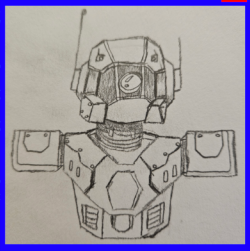
After the first wave of enemies has been destroyed, spawn 2 more
Fryor Duos on the pink side of the hex arena, touching the edge.
Destroy all the enemies to beat the mission.



[Mission 3]
On the Blue Side deploy 2 JM, and one JX Cannon Mass Production
Choose your Player Character, and give them 2 Perks.
If they die you lose the mission.

See the attached image on where to place the enemies.
They are numbered based on their type.
[4] is Fryor Duo.

All Fryor Duo have the following Perks this mission: Extra Armor, 1-coating
Destroy all the enemies to beat the mission.



Of Rust and Darkness

Extra Missions Pack #1 - Stray Attack!

Mission 5 - something wicked.
Wave 1 is three Fryor Duo's spawn in on the right, and move towards the left as fast as they can. They are trying to escape at all costs.

wave 2 is some kinda thing ...
Stray - Saly
4 AP
7 movement
12 defense
when this creature is damaged, roll 1d6, if 6 roll on the damage table for the attacking mech.
Win condition: Destroy the Stray.

Mission 6 - new toys -

Prototypes JXC2, JM Cannon, and JA
Have been released to your team after defeating the first Stray.

JXC2 is a JX Cannon with x4 cannons, and more armor (12)

JM Cannon is a JM with x2 Cannons, and more armor (12)

JA is a new kind of Mech with a Beam Rifle, and x2 Beam Sabers
AP 3, Movement 10, Defense 10, Beam Rifle x1, Beam Saber x2

Deploy the JXC2, JM Cannon, and JA.

Two Strays are on the battlefield
[1] Zeke - 4AP, 4 Movement, 10 Defense, Ranged Attack x2, Only Melee damages it.
[2] Kidd - 4AP, 4 Movement, 10 Defense, Melee Attack x2, Only Ranged damages it.

Win condition: Destroy both strays.

Mission 7 - Varik

The JXXXX. Transformable from a JX Cannon-type to a JM-type all range Mech. Its Cannons can detach in this mode to be used as remote weapons. It can use a new style pilot connection system so that the pilot can move up to 3 times faster, but the Mech's weapon systems can't keep up, so a steady weapon rotation is needed.

JXXXX, AP 3, Movement 10, Defense 12, Cannons x4 | beam rifle | beam sword, when using beam rifle/sword apply the funnels Perk.

It's been stolen by the last Stray, Varik. Find and destroy the JXXXX and Varik.

Of Rust and Darkness

Extra Missions Pack #2 - Great Unknowns

After all was said and done the JXXXX out performed the JA. The Earth Forces abandoned Stray hybrid technology after the reports came in. Unknown and unloved, they were quickly forgotten in the wars to come. The Earth Forces swiftly defeated The Space Forces, and found itself splitting in two, and fighting among itself. A strange signal received from the outer fringes of the split empire would come and go, and no one would understand what it was until far too late.

Watch the world die.

Mission A - Tin-cans part 1

You pilot the greatest weapon the world has ever seen. The JXXXX is yours, and just to be safe the Blue Earth has given you 2 JMs and a Fryor Duo.

Your enemies are 4 Fryor Cannons and 2 Anti-MS Tanks.

Mission B - Tin-cans part 2

The pounding and pressure felt were indescribable, and the headache felt like you were gonna break out. The world broke, a hole was pierced through reality, and standing in the doorway was...

Stray? - Watch the World Die
AP 10, Movement 10, Defense 10, "High-beam Cannon"
Perks: Newtype.

Win condition: Destroy Watch the World Die.

Mission C - We are not alone.

The corpse was studied and studied. The hole it crawled out of quickly closed up after it died. It was not a Stray. The first thing they seemed to find out was that the corpse was useless as a weapon, or as anything really.

That was 8 months ago.

Two weeks ago another hole came open in the south pole. The creature has been captured and subdued leaving the hole intact.

You're to go through the hole and check out a place of interest. What looks like a small city.

Ally Forces: JXXXX, Fryor Duo x2, Fryor Cannon x1

Enemies in the area: shadowy formless humanoid giants.

Number: 2d6

AP 2, Movement 1, Defense 6, "beam rifle" | "beam saber" x2

Tactics: they pick off the weakest first

HEX MODULE (v1)

Select a Unit, and two Perks as your Character.

Roll 1d20, and compare the result to the Unit List. If the result is lower then the number of units continue; otherwise the hex has no enemies, and you may select another hex.

Roll 1d3: Place the Unit rolled on the d20 and the D3's value of Anti MS Tanks on the battlefield. If the 1d3 was a 6 instead put another of the d20 Unit on the battlefield.