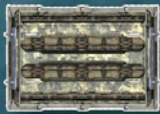


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DIRECTORATE DEPLOYMENT ZONE



AQUAN PRIME DEPLOYMENT ZONE



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INTRODUCTORY SCENARIO

This simple Scenario is designed to use the contents of a *Battle for Proteus Prime Two Player Battle Box* (SGS PFBB01) and one additional *Scenery Box* (SGS PFTB01). The gaming table is 4' x 4' and the terrain should be laid out as shown in the Scenario Map.

Both Commanders deploy their forces in their respective shaded colored rectangular deployment Zones, 8" into the tabletop, and using the rules for deployment as defined in the *Firestorm Planetfall Core Rulebook*. The scenario will last for 5 Turns **OR** until a Commander's Zero Hour Tracker has reached **ZERO**. Both Commanders begin the game with their Tracker set to **15**.

Commanders will score against their opponent by securing Objectives (shown as buildings or a crashed shuttle on the map) and killing enemy squadrons.

Each Force has a Primary Objective they can attempt to capture in their opponent's Deployment Zone. This is worth 6 points each turn.

In addition, a player can capture their opponent's Primary Objective, scoring 1 point per turn.

The crashed shuttle is worth 3 points to EITHER side and acts as the focal point to this small engagement.

This Scenario is a basic 'meet and greet' engagement and will allow Commanders to learn how to select, activate, move and shoot models. Both sides are only deploying a single Core Helix each.

