SPACE CADETS: AWAY MISSIONS
SCENARIO BOOKLET

Space Cadets: Away Missions has a wide variety of scenarios including one "starter scenario" for new players (Alien Probe). Each scenario depicts a momentous event in the history of the Space War fought by the Rocket Patrol against the Alien star-slavers. The missions are each stand-alone operations. Though they may be attempted in any order, players are encouraged to follow the chronicle of the Space War in historical sequence for maximum immersion. Based on extensive research conducted by the designers, it has been determined that the challenges faced by the Rocket Patrol will feel *significantly more realistic* if they unfold in proper context. Also, if you jump ahead there are storyline spoilers.

The first few scenarios have the fewest game mechanics, and new players are advised to start at the start. Fair warning: only the starter scenario is easy. The rest were designed with professional space adventurers in mind. Because the Rocket Patrol only accepts the best.

If you get discouraged, review the **Scaling for Difficulty Optional Rule** and consider ratcheting down the danger as you learn the ropes. It's sometimes easier to observe how obscure game features interact when you're not getting killed all the time.

After choosing a scenario, the players randomly select their Rocketeers and choose their starting Rocketeer items (see **Rocketeers and Starting Items**).

Scenario Booklet Contents

Every scenario has the same sections: **Objective & Setup Instructions**, a **Map Diagram**, and **Special Rules**.

Objective & Setup Instructions

- **Number of Rocketeers:** The minimum and maximum number of Rocketeers the scenario can accommodate. Note that this guideline is expressed in the number of Rocketeers it needs, not in the number of players. If one player wants to play a solo game (other than Tunnel of Terror, which is designed as a solo scenario), he or she must run at least two Rocketeers.
- **Objective:** Describes what the Rocketeers must accomplish in order to win the scenario.
- **Tiles Required:** lists all the specific tiles necessary to play the scenario.
- **Tile Markers:** Lists tile markers to be placed on the map during setup (sometimes face-up, sometimes face-down). When a tile marker is assigned face-up to a specific tile, it means the Rocketeers know the location of that Scenario tile, but it is still considered to be "unscanned". Some scenarios have specific tile markers mixed with decoys and hidden in a specific range of tiles.
- **Alien Token Pool:** Lists the total number of Alien tokens that will be distributed on the map prior to play, and any tokens that must be either:

  removed before creating the pool *or*

  included in the final token pool.

  Once the removed and included tokens have been set aside, mix the remaining Alien tokens together, and then randomly draw and add any included tokens until the total needed for the pool is reached.
- **Discovery Token Pool:** Uses the same procedure described above for the *Alien Token Pool*.
- **Alert Token Pool:** Specifies the Alert tokens to be mixed and placed randomly on the map at setup. If the scenario requires Alert tokens to be drawn during the Red Alert Stage, a new pool will be created for that purpose at that time.
- **Rocketeer Starting Tile:** Specifies the tile(s) in which all Rocketeers are placed after map setup. This tile always starts the game face-up and is always considered scanned.

Special Rules

All special rules that apply to a given scenario are presented in full within this section. It will contain all necessary details on Scenario tiles, and special exceptions to the standard rules for Aliens, Red Alert, Hatches, and so on.

Map Diagram

The Map Diagram shows how the map tiles are arranged on the table to create a scenario's playing area. Each tile in the diagram has an ID letter to clarify where to place Scenario tiles, tile markers, and tokens.

The Map Diagram Key defines icons used on the diagram to clarify the location of tile markers and other setup elements.

The Inset Box depicts which tiles have Alien, Discovery and Rocketeer tokens placed on them at setup.

Preparing the Map for Play

To create a scenario map:

1. Shuffle all of the Standard tiles, then randomly draw and place one tile (face-down) in each tile position shown on the Map Diagram. (Leave a little space between the tiles so that it's easier to flip them face-up during play.)
2. If a Scenario tile starts face-up in a specific location (e.g., the *Airlock* tile on page 4), replace the Standard tile in that location with the Scenario tile.
3. Mix each set of tile markers listed in the *Tile Markers* section, and then randomly place one marker face-down on each tile specified for that set (e.g., on page 6, the Elevator + 5 Decoys are mixed together and one marker is placed face-down in each of A, C, H, L, Q and S).
4. Place randomly drawn tokens from the Alien, Discovery, and Alert token pools face-down on the tiles as indicated by the Map Diagram, Map Key, or Inset Box.

Universal Scenario Rules

- **Tile Orientation:** Tiles that start face-up (or are flipped face-up during play) are always placed so their arrow points in the same direction as the arrow on the Rocketeer Starting Tile. The direction of the Rocketeer Starting Tile is chosen by *Rocketeer 1* on the first turn.
- **Bug Figure Limit:** The maximum number of Bug figures that can be in play at any time is 5 Bugs per Rocketeer in play, up to a maximum of 20 Bugs. Return Bug figures in excess of the limit to the game box during setup.
- **Muster Tile:** Aliens placed by Alert token or during the Red Alert Stage are placed on the Muster tile listed, with the exception of Bugs. Bugs are always placed on the tile with a vent symbol that is closest to the acting Rocketeer. During the Red Alert Stage, the Muster tile often changes.

Rocketeer Starting Item Advice

Selecting starting Rocketeer items can be tricky. Each scenario has different priorities and requirements, and the six Rocketeers have varying strengths and weaknesses. After experiencing a few games, players will want to experiment with different suites of gear. But the first time through, we have these recommendations.

All Rocketeers should always bring a weapon. *This game's focus is on fighting the enemy, and that requires a weapon. Weapons are also the primary source of Overkills.*

Certain Rocketeers should carry their personal items. Without his Tele-Radio, the Captain could only Command Rocketeers in his tile. Similarly, without her Head-Set, the First Officer could only Move Out the Rocketeers in her tile. The Doctor should usually take the Med-Pack.

If making successful IQ rolls is part of the scenario, Rocketeers should consider bringing the Tools or the Reference Book.

If assembling Schematics is important, at least one Rocketeer should bring an Air Knife in order to secure a sample of Alien Blood.

Spare Oxygen Tanks always come in handy.

Sometimes, the sheer numbers of attacking Aliens can overwhelm new Rocketeers. Stun Pellets can be invaluable in such circumstances.

All starting items are useful, but some can be superfluous on certain missions. If the Doctor is coming, for example, the Food Pills & Powdered Juice is probably unnecessary.

General Advice

Rocketeers must use all of their resources to win. O_2 is precious, but sometimes it must be spent to take one more vital action. Gear doesn't cost an AP to use, and many creative power combinations are possible.

But the Rocketeer's most important tool is Overkill. Creative use of Overkill Options is the key to a successful mission. Rather than spend an AP moving into an adjacent tile, spend it to fire your Ray Gun at an Alien in your own tile and get a free move from Hit-and-Run. As dreadful as it is to waste an action firing and missing, it is well worth the risk for the benefit of a series of creatively sequenced Overkills.

Putting it all out there, if you roll 5 dice, you have an 83% chance of hitting, and a 47% chance of getting an Overkill. That means 17% of the time you miss entirely. In other words, you are more than twice as likely to get an Overkill as you are to blow the roll completely. Of course, with a Sentinel stomping towards you and a Brain behind a hatch, it will feel like you blow it most of the time.

The Captain's Overkill (Command), and the First Officer's Overkill (Move Out) are both highly interactive and easy to confuse. Command is much more versatile. It can be saved, it can be used for any action, and it can be used during another Rocketeer's turn... but each Rocketeer can only use it once per Game Turn. Move Out must be used immediately, but it may be used multiple times per turn on the same Rocketeer.

Rocketeers and Starting Items

At the start of a game, after selecting a scenario, each player randomly draws one Rocketeer and takes that Rocketeer's figure and character sheet. Each player then:

- Places the indicated number of red HP and blue O_2 cubes in their respective boxes on the character sheet (available O_2 depends on the number of Rocketeers on the mission);
- Places AP markers as indicated in the Available slot of the Action Point display of the character sheet;
- Equips the Rocketeer. Unless the chosen scenario *specifies* the Rocketeers' starting items, each player is free to choose up to four Rocketeer item cards with which to equip his or her Rocketeer (only two of which can be Large items).
- Finally, all Rocketeer figures in play are placed in the Rocketeer Starting Tile(s)

Mercury: Alien Probe

My old ore-lifter was almost full, so it was moving slow and kicking up a huge dust cloud… but there was no doubt the meteor that landed during our shift was no meteor.

We were mining deposits on the hot side of Mercury, remember. And we sun-hogs—private contractors—don't spend a lot of time looking straight up. Not on Mercury, anyway.

Still, when that bogey shot across the horizon and hit, we knew in our bones something was up. First off, it came right out of the sun— a sector of space that had no meteors. And we didn't have any telemetry gear, but Augusta swore she saw the cockeyed thing decelerate before impact. Was it a life-boat or a busted satellite? No signal, no S.O.S… but we didn't hesitate to check it out. Call it the Code of Space if you want. It's a dangerous place, and you learn to count on your neighbors.

Thank goodness for the low-G environment on Mercury. Once we un-tethered the ore container, our battered little buggy managed some serious speed… which means we got there before those hideous critters popped the hatch and scattered.

I can't describe the feeling we had when we first realized that we were really looking at an alien spaceship. Humanity had been colonizing the nine planets for almost 50 years, without any sign of intelligent life. By today's standards the ship was small—way too small to cross interstellar space—so it was obvious to us that that landing was supposed to go unnoticed. Why else target us sun-hogs? There's so few of us, nobody would realize we were gone.

Their science was like nothing we had seen before. Power sources that made no sense—types of energy we never dreamed of! And as for the alien crew…

Well… I never thought I'd be happy about the hijacking problem we had a few years back. That's when the old Earth Space Commission issued us the atomic rifles.

--Mert Brumbaugh

Independent solar contractor

Map Diagram

Key
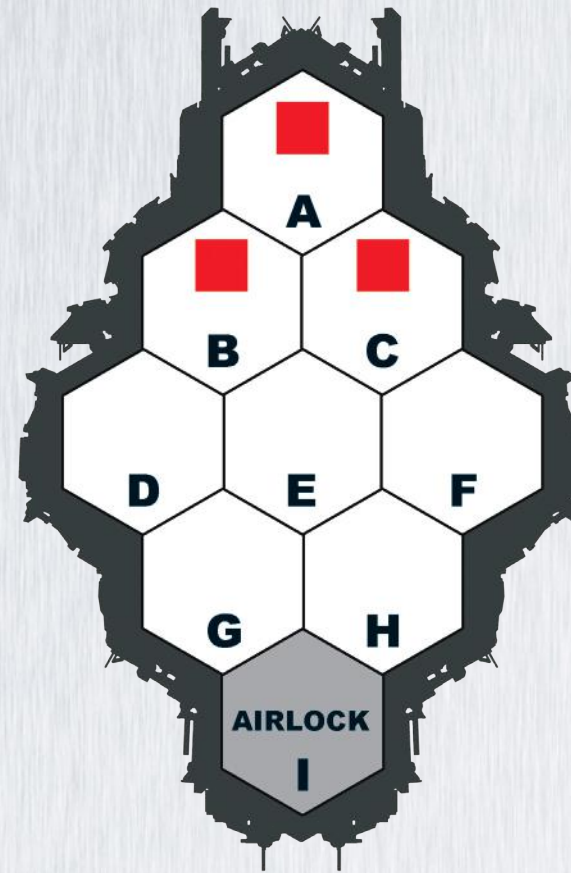
■ Possible location of Sentinel token

⬡ Face-up Tile

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Kill the Sentinel.

Tiles Required: *Airlock* - place face-up at I

Tile Markers: none

Alien Token Pool: 8 tokens; use the following:

1x Sentinel

3x Leader/2 Saucermen

4x 2 Saucermen/Bug

Mix the Sentinel token with two randomly drawn tokens. Randomly place these three tokens face-down in A, B, and C. Then, randomly place the remaining Alien tokens face-down in D through H.

Discovery Token Pool: 8 tokens; use the following:

Force Field Belt	Gravitational Wave Generator
Heat Ray	Mentality Helmet
Proton Blade	Telepathy Band
Time Warp	X-Ray Goggles

Alert Token Pool: none

Rocketeer Starting Tile: *Airlock* (I)

Special Rules

Alien Tokens

Ignore all Bugs listed on the Alien tokens. Bugs do not appear in this scenario.

Rocketeer Starting Items

Each Rocketeer is equipped only with an *Atomic Rifle* at the start (no other starting items may be selected).

Red Alert Stage

This scenario does not have a Red Alert Stage—keep playing until victory (the Sentinel is killed) or defeat (a Rocketeer is killed).

Attention Rocket Patrol!

Opening a hatch on the alien vessel isn't difficult, but it takes precious time. Try not to waste your efforts opening the same hatch more than once. If you plan the sequence of Rocketeers carefully, you'll open hatches more efficiently, and save your energy for what's important.

--Dr. Ingrid Naarveg, Emergency Science Council
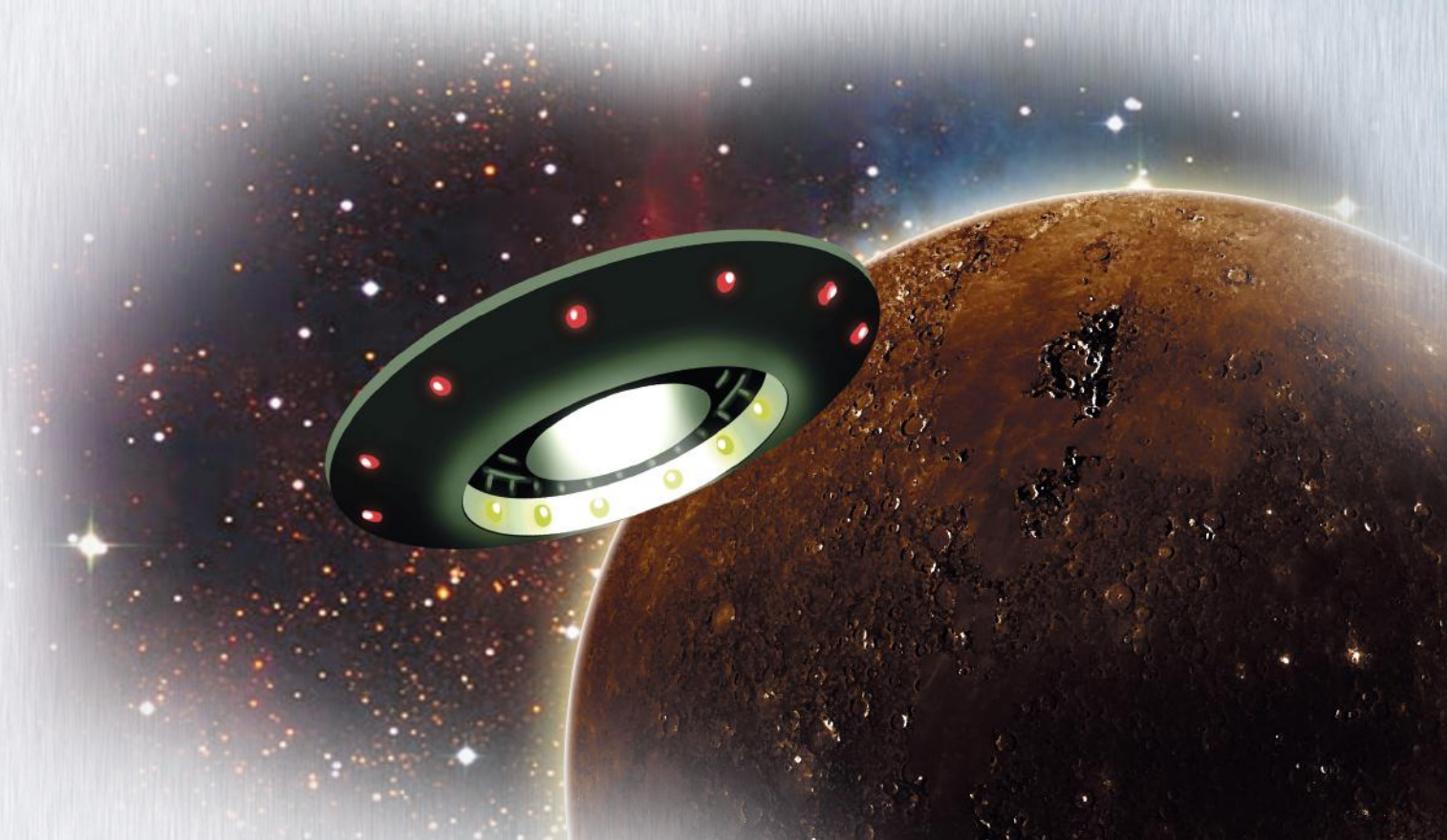
Venus: Escape from the Slave Saucer

Report from Captain Ben Riggs

Never liked crowds. Never had a fixed address, always roughing it in space along routes deprived of even basic civilities. I ran settler convoys as far out as Neptune, worked as a pilot flying civil defense against the Belter Pirates, and most recently on Venus assembling a fleet of big tankers for the Jovian moons. Let's just say it's a job with unpredictable hours, and it's toughened me up. So I have that background to thank for being able to fight off the alien drugs and open my eyes in those slaver cells. What I saw changed everything forever.

It was a demented people-factory, with ghastly green aliens throwing switches. A hundred thoughts at once… but I had to act, not think, if I wanted to survive. No time to stand in awe at the scale of the operation, to ponder the horrific science that reduced human civilians to mute Thralls, to wonder if, a lifetime ago, it was kidnappers such as these that stole away little Becky. Instead, only a bare instant to slap a fellow inmate awake, snatch up a crude cudgel, and together, flee to raise the alarm—to arrange some sort of rescue.

But we couldn't leave all those poor people behind. Honest, hardworking folks like you and me, enslaved to those gibbering creatures. We pulled the cybernetic control clamps—what we call wire, these days—from a couple of Thralls, and got them to follow us. A few even snapped back to their old selves and helped the escape. Freed as many of the poor devils as I could, but the aliens closed in and we had to flee or be recaptured. That was the day we founded the Rocket Patrol, and dedicated it to freeing all the human Thralls in space. We'll get them all back or my name isn't Ben Riggs.

Map Diagram
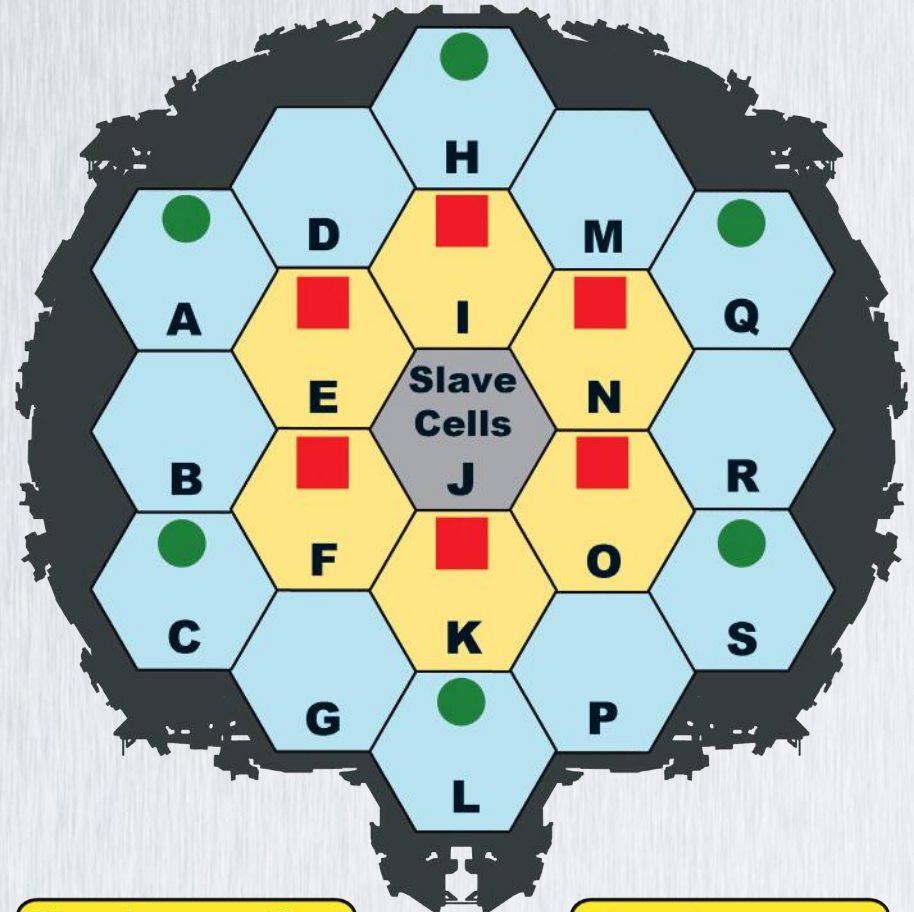
Place in every tile (except Slave Cells): 1 Alien token

Place in every Outer Ring tile: 1 Discovery token

Key

- ⬡ Outer Ring Tile
- ⬡ Inner Ring Tile
- ⬡ Face-up Tile
- 🟥 Rocketeer token(s)
- 🟢 Possible location of Elevator

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Obtain 6 Wire markers by **subduing** or **rescuing** 6 Thralls and then escape via the *Elevator*.

Tiles Required: *Elevator, Slave Cells* - place face-up at J

Tile Markers: *Elevator* + 5 Decoys – randomly place face-down at A, C, H, L, Q, S

Alien Token Pool: 18 tokens

Discovery Token Pool: 12 tokens; before drawing, remove the Replicator, the X-Ray Goggles, all 4 Mysterium, and all 6 Schematics.

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules.

Rocketeer Token Pool: Select the Rocketeer tokens listed below, mix them face down, and place (in clockwise order) one token face-down in each tile of the Inner Ring until all tokens have been placed:

- 1 *Ray Gun* per Rocketeer on the mission
- 1 *Reference Book*
- 1 *Tools*
- All participating Rocketeers' personal item tokens (Headset, Med-Pack, Soft-Focus Lens, Tele-Radio)

If more than two Rocketeers participate, some Inner Ring tiles will have more than one Rocketeer token.

Rocketeer Starting Tile: *Slave Cells* (J)

Special Rules

Bugs

Until a tile with a vent has been scanned, ignore all Bugs listed on each Alien token revealed.

Component Markers

As no Schematics appear in this scenario, Wire component markers are merely used to keep track of the number of Thralls that the Rocketeers subdue or rescue. The Alien Blood component markers are not used.

Elevator

To escape via the Elevator, the Rocketeers must fulfill all of the following conditions:

- all Rocketeers must occupy the tile;
- no non-*Stunned* Aliens can occupy the tile;
- one Rocketeer must spend an AP (to "push the button").

Inner Ring

Substitute one Thrall for the first Alien listed on every Alien token located on an Inner Ring tile. For example, if a token lists Sentinel, place 1 Thrall instead; if a token lists 3 Leeches, place 2 Space Leeches and 1 Thrall.

If players run out of Thrall figures, they can use a green cube to represent a Thrall.

> ### Rocketeer Item Reminder
>
> *The Captain, First Officer, Doctor, and Yeoman cannot use their personal Overkill Option outside the tile they occupy until they have retrieved their personal item.*

Outer Ring

Aliens listed on Alien tokens located on Outer Ring tiles are placed normally.

Red Alert Stage

When the Red Alert Stage begins, form a pool of all 12 Alert tokens.

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. The Muster tile is the *Elevator*. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Rocketeer Starting Items

All Rocketeers begin the scenario equipped only with an *Air Knife card*; no additional starting items can be selected.

> *Attention Rocket Patrol!*
>
> *You won't have access to your gear, obviously...so you'll have to rely on each other: your team-mate might have the item you need. And don't underestimate the importance of helping each other get through those awkward alien hatches. Sometimes just holding the door open for a friend can mean the difference between life and death!*
>
> *— Dr. Russell Marvin of the Rocket Patrol*
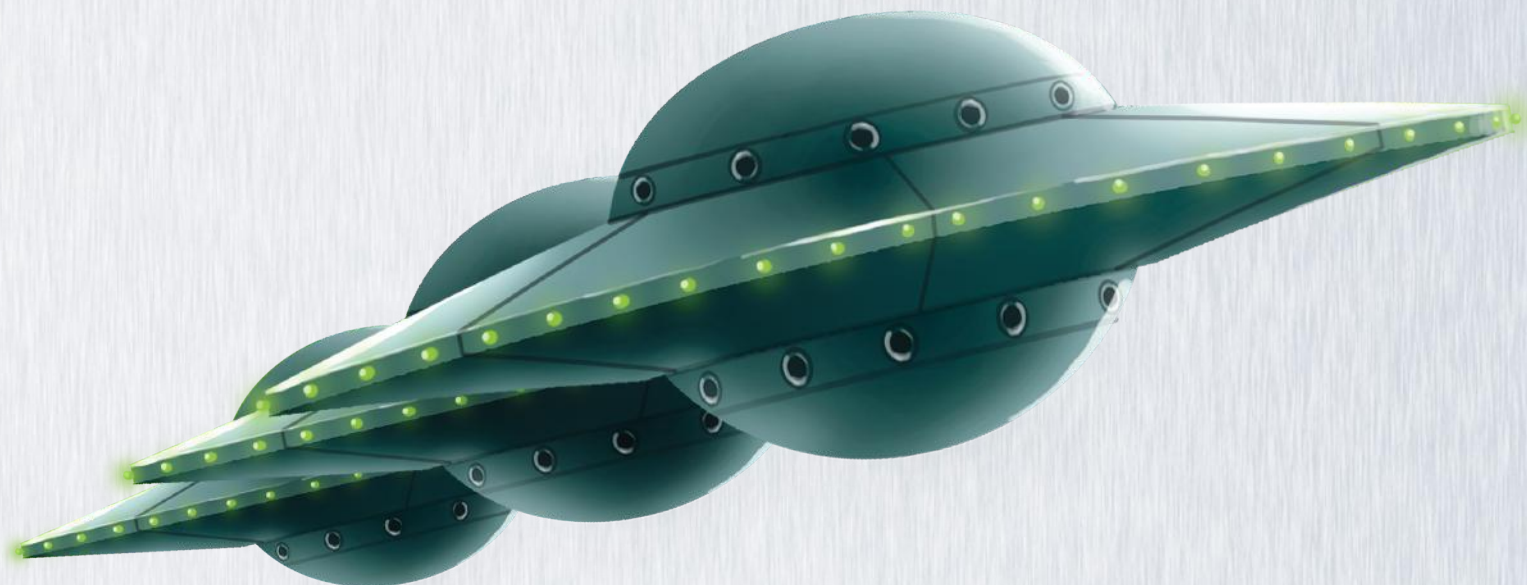
Earth: Orbital Platform

Report from Doctor Hugo Garcia

We really went in almost blind in that first raid on the enemy platform orbiting high above the Earth. We had identified seven separate entities in the alien hierarchy, but other than the Thrall—the enslaved human—we were woefully ignorant. So the Rocket Patrol sent us in to secure six biological samples: the Brain, the Leader, the Saucerman, the Sentinel, the Leech, and the Bug. Each of them more malicious and destructive than the next… but each needed to be properly categorized and studied.

We knew the Saucermen existed in superior numbers, but the Leader-type was clearly dominant. According to previous firefight accounts, the two were mentally linked and vulnerable to each other's famous psychic scream, but for rigorous analysis the Interplanetary Science Institute required specimens.

Our assault shuttle hooked on along one of the rotating struts, and the alien response was fierce. Nevertheless, we could not simply fire our atomic rifles at the enemy, but instead had to close in to bring our air knives into play. As you may surmise, deploying a knife against an erupted pod of furious Leeches is a tricky business. I managed to take down two of them, but a third sunk its beak into my leg and began to sprout. Before I knew it, I was facing three Leeches again. Fortunately, a quick-thinking Rocketeer launched himself across the low-gravity span at the heart of the rotating platform and interposed himself, saving my life and allowing us to withdraw to the shuttle with our mission accomplished.

Objective & Setup Instructions

Number of Rocketeers: 2-6

Objective: In order to win the scenario, Rocketeers must

- obtain an Alien Blood sample from each Alien type (except the Thrall). Use out-of-play Alien figures to record the samples taken.
- escape via the *Shuttlecraft*.

If 5-6 Rocketeers are on the mission, before escaping, they must additionally

- defeat the *Master Brain*;
- deactivate the *Synaptic Amplifier*; **and**
- deactivate *Thrall Control*.

Tiles Required: *Master Brain, Shuttlecraft, Synaptic Amplifier, Thrall Control*

Tile Markers:

Master Brain, Thrall Control, and *Synaptic Amplifier* – randomly place face-down at B, H, S

Monsters from the Id – place face-up at K

Alien Token Pool: 19 tokens. Start the pool with these 4 tokens: a 3 Leech token, 1 Sentinel, 1 random Brain, and 1 random Leader token. Then add 15 random tokens.

Discovery Token Pool: 19 tokens; remove all Schematics;

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules.

Rocketeer Starting Tile: *Shuttlecraft* (see the Special Rule below)

Map Diagram

Place in every tile (A-S):
1 Alien Token +
1 Discovery Token

Key

■ Possible location of Master Brain, Thrall Control, Synaptic Amplifier

⬡ Low-G Tile

◆ Monsters from the Id tile marker

Special Rules

Low-G Tiles

A Rocketeer that uses a Move Action to enter a Low-G tile can move again into another adjacent Low-G tile.

Master Brain

The *Master Brain* cannot be attacked, stunned, or subdued. Once its tile is scanned, it automatically broadcasts a *Mind Control* attack at range 2 on the Alien Turn.

To defeat the *Master Brain*, a Rocketeer must successfully perform a special IQ Action while in the same tile. This special IQ Action suffers a -2 dice penalty and cannot be performed while non-*Stunned* Aliens occupy the tile.

The Rocketeer that defeats the *Master Brain* gets one extra Non-Combat AP per turn for the rest of the game (use the *Master Brain* tile marker on the Action Points slot of the Rocketeer's Character Sheet as a reminder). This extra Non-Combat AP may not be traded.

Monsters from the Id

Whenever any Rocketeer enters this tile, he or she makes an immediate (free) IQ roll.

Pass (one or more successes) = Rocketeer loses 1 O_2 Overkills may be spent normally.

Fail (no successes) = Rocketeer gains 1 O_2

Red Alert Stage

When the Red Alert Stage begins, form a pool of all 12 Alert tokens.

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. The Muster tile is the *Shuttlecraft.* When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Shuttlecraft

After the map is completed, *Rocketeer 1* places the *Shuttlecraft* adjacent to any tile(s) on the outside of the Orbital Platform.

To escape via the *Shuttlecraft*:

- all Rocketeers must occupy the tile;
- no non-*Stunned* Aliens can occupy the tile;
- one Rocketeer must spend an AP (to "start the engine").

Synaptic Amplifier

Until a Rocketeer "turns off" this device with a successful IQ Action in this tile, Sentinels can move through hatches. The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

Thrall Control

Until a Rocketeer spends 1 AP in this tile to "turn off" the *Thrall Control*, treat all Thralls as War Thralls. The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

A War Thrall:

- attacks with 3 dice; Overkill Effect: *Grapple* (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts the Alien Turn in its tile.

Alien Radio Transmission Intercept

Our ignorant adversaries quail before us! Without samples of our bio-matter, they are powerless! If they fail to bring an Air Knife, they cannot succeed!

— Terrible Leader X'ugorix, Egg Cluster 2

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

Moon: Boarding Action

Of course when they called, I thought they were mocking me as a crackpot. All those alien papers I wrote. So when pressed I must admit that news of the mass-abductions was not entirely unwelcome! Indeed, inviting me on this mission was quite a vindication.

The alien mechanisms were miracles of a strange and unknowable science, not the least of which was the terrible mind-wire they used to enslave the poor Thralls. As for how I deciphered that first alien schematic, wounded and under fire, I think it had to do with the saucer itself: the sounds, the architecture and so on. Various symbolic associations seemed obvious there, and I was able to assemble the first neuronic hyperbolizer using principles derived from the cruel wire.

Having reconfigured it to human implementability, I'm pleased to report that the hyperbolizer functioned as intended, over-loading a Sentinel's pulsing neuro-cluster and dissipating its native savagery, rendering it helpless and vulnerable to massed atomic rifle fire. Of the alien saucer itself and the multitude of extra-terrestrials, both sentient and non-, I direct you to my paper Xenomorphological Observances.
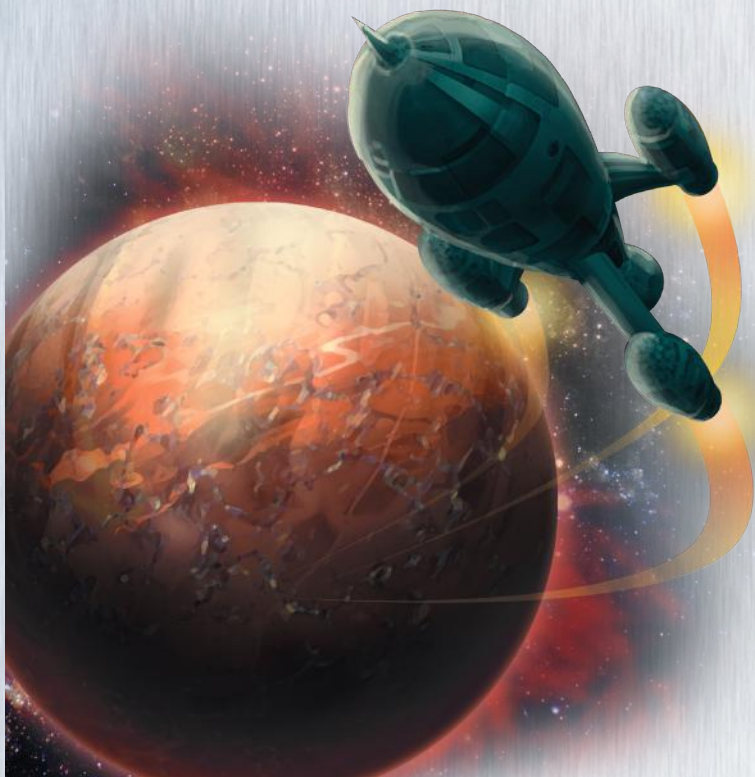
Map Diagram

Place in every tile (except Airlock): 1 Alien token + 1 Discovery Token

Tiles: H, D, M, A, I, Q, E, N, B, J, R, F, O, C, K, S, G, Airlock L, P

Key
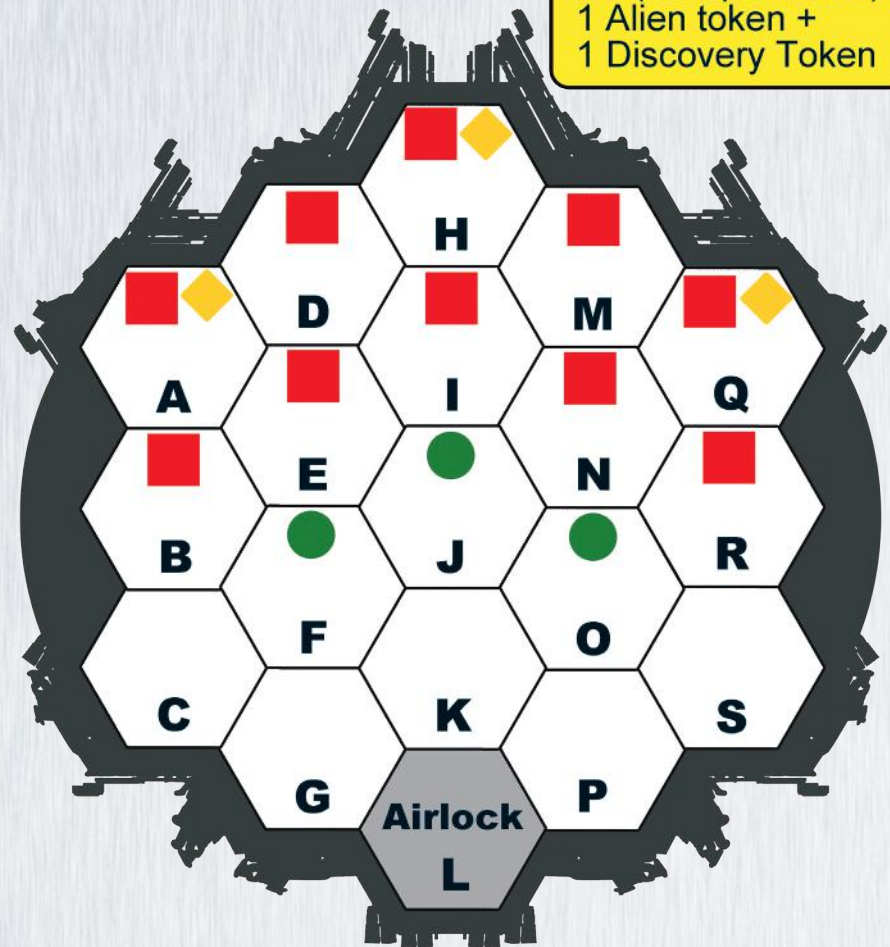
🟥 Alert token	🔶 Possible location of Elevator
⬡ Face-up Tile	🟢 Possible location of Thrall Control

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Rescue two Thralls, complete two Schematics, and escape via the *Elevator*.

Tiles Required: *Airlock* – place face-up at L; *Elevator, Thrall Control*

Tile Markers:

Elevator + 2 Decoys – randomly place face-down at A, H, Q

Thrall Control + 2 Decoys – randomly place face-down at F, J, O

Alien Token Pool: 18 tokens - Start the pool with 3 random Thrall tokens then add 15 random tokens

Discovery Token Pool: 18 tokens; remove 2 random Schematics
- Use 3 of the remaining 4 Schematics to start the pool (return the 4th Schematic to the remaining tokens)
- Add 2 *Mysterium* to the pool
- Mix the remaining tokens, then draw 13 and add them to the pool.

Alert Token Pool:
- 2 Rocketeers: Mix 4 Alert and 6 No Effect
- 3 Rocketeers: Mix 5 Alert and 5 No Effect
- 4 Rocketeers: Mix 6 Alert and 4 No Effect

 Note: the Muster tile is the *Airlock* (L)

Rocketeer Starting Tile: *Airlock* (L)

Special Rules

Elevator

To escape via the *Elevator*, the Rocketeers must fulfill all of the following conditions:
- all Rocketeers must occupy the tile;
- no non-*Stunned* Aliens can occupy the tile;
- one Rocketeer must spend an AP (to "push the button").

Red Alert Stage

When the Red Alert Stage begins:
- form a new pool of all 12 Alert tokens;
- the Muster tile immediately switches to the *Elevator* (the *Airlock* ceases to be the Muster tile).
- all non-sealed hatches in the *Airlock* (L) and the hatches it shares with adjacent tiles immediately and permanently open (place Hatch Destroyed markers);

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Thrall Control

Until a Rocketeer spends 1 AP in this tile to "turn off" the *Thrall Control*, treat all Thralls as War Thralls. The device cannot be turned off while non-*Stunned* Aliens occupy the tile. A War Thrall:
- attacks with 3 dice; Overkill Effect: *Grapple* (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts the Alien Turn in its tile.

Attention Rocket Patrol!

Seems to be a combat-intensive mission...but your priorities are all scientific. Bringing along your Reference Book and Tools is obvious...but an Air Knife might be essential to complete some alien Schematics.

— Captain Robert April of the Rocket Patrol
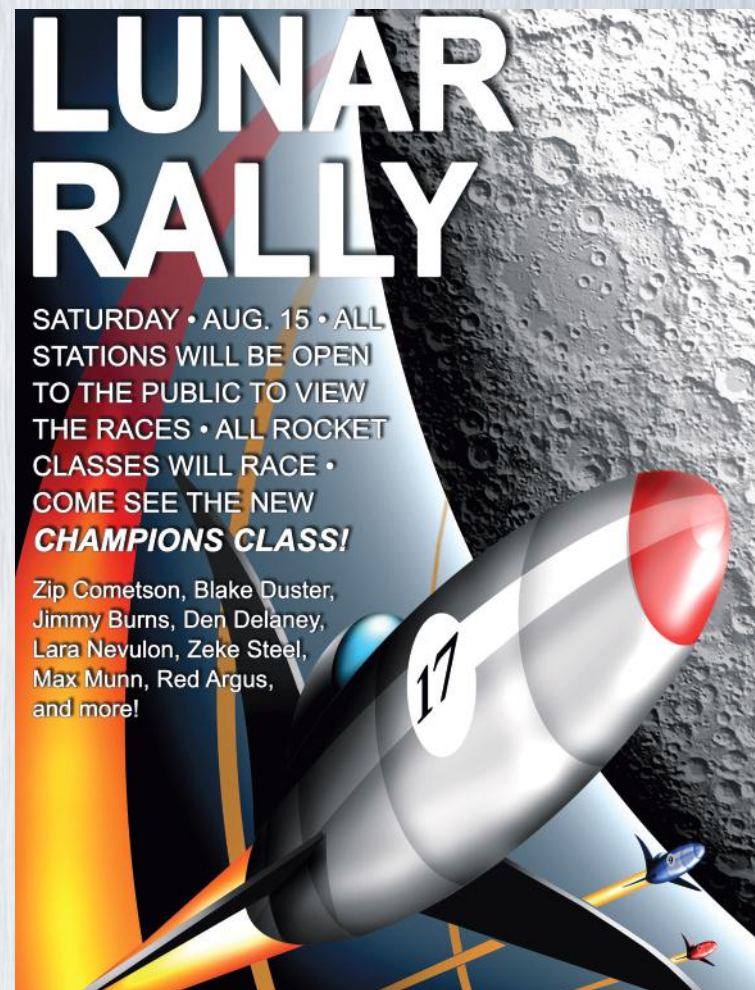
Moon: Boarding Action - 2

Objective & Setup Instructions

Number of Rocketeers: 5-6

Objective: Rescue two Thralls, complete two Schematics, and escape via the *Elevator*.

Tiles Required: two *Airlocks* – place one face-up at D and the other face-up at X; *Elevator, Thrall Control*

Tile Markers:

Elevator + 2 Decoys – randomly place face-down at A, J, U

Thrall Control + 2 Decoys – randomly place face-down at M, N, O

Alien Token Pool: 22 tokens

Start the pool with 4 random Thrall tokens then draw and add 18 random tokens

Discovery Token Pool: 22 tokens; remove 2 random Schematics

- Use the remaining 4 Schematics to start the pool
- Add 3 *Mysterium* to the pool
- Mix the remaining tokens, then draw 15 and add them to the pool for a total of 22.

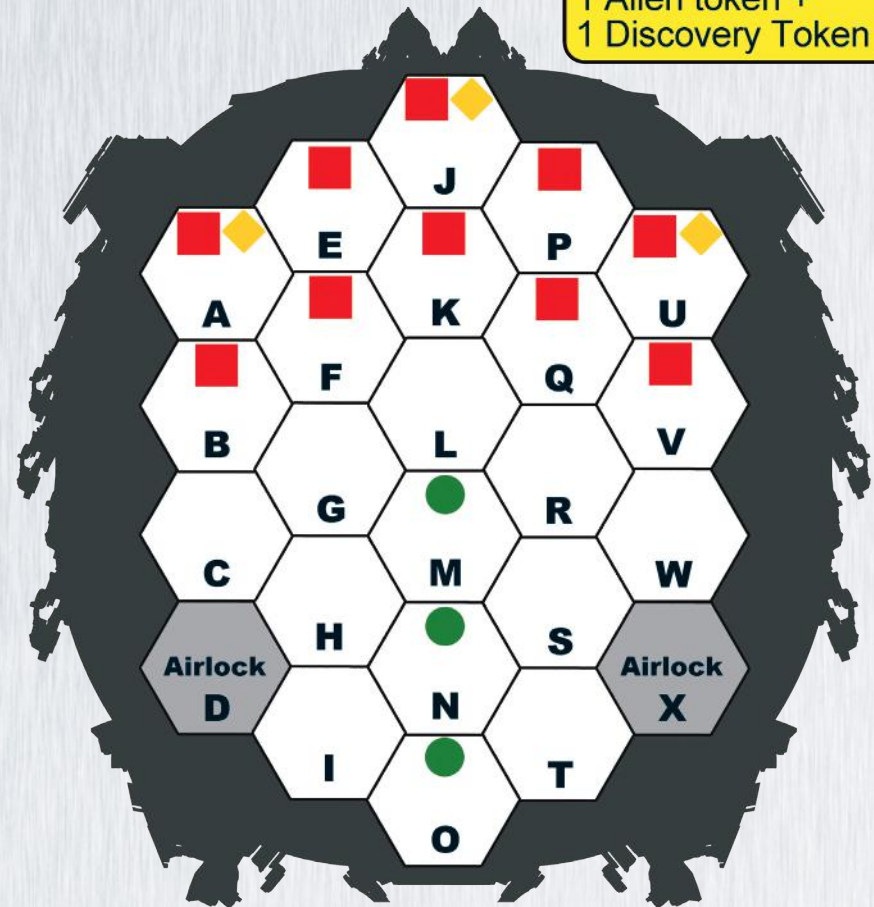**Alert Token Pool**: 6 Alert and 4 No Effect

Note: the Muster tile is the acting Rocketeer's starting tile, either *Airlock* (D), or *Airlock* (X).

Rocketeer Starting Tile: 3 Rocketeers start in one *Airlock* (D), the balance of the Rocketeers start in the other *Airlock* (X).

Map Diagram

Place in every tile (except Airlocks)
1 Alien token +
1 Discovery Token

Key

🟥	Alert token	🔶	Possible location of Elevator
⬡	Face-up Tile/ Airlock	🟢	Possible location of Thrall Control

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

Special Rules

Elevator

To escape via the *Elevator*, the Rocketeers must fulfill all of the following conditions:

- all Rocketeers must occupy the tile;
- no non-*Stunned* Aliens can occupy the tile;
- one Rocketeer must spend an AP (to "push the button").

Red Alert Stage

When the Red Alert Stage begins:

- form a new pool of all 12 Alert tokens;
- the Muster tile immediately switches to the Elevator (the *Airlocks* cease to be the Muster tiles).
- all non-sealed hatches in the *Airlocks* (D and X) and the hatches they share with adjacent tiles immediately and permanently open (place Hatch Destroyed markers);

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Thrall Control

Until a Rocketeer spends 1 AP in this tile to "turn off" the *Thrall Control*, treat all Thralls as War Thralls. The device cannot be turned off while non-*Stunned* Aliens occupy the tile. A War Thrall:

- attacks with 3 dice; Overkill Effect: *Grapple* (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts the Alien Turn in its tile

Attention Rocket Patrol!

Alien ferocity can never diminish our commitment nor daunt our resolve. Wave our banner proudly – plant that inspiring flag where everyone can see it. The larger your crew, the greater the inspiration!

— Speaker Joan Haydon of the Mars Arcology
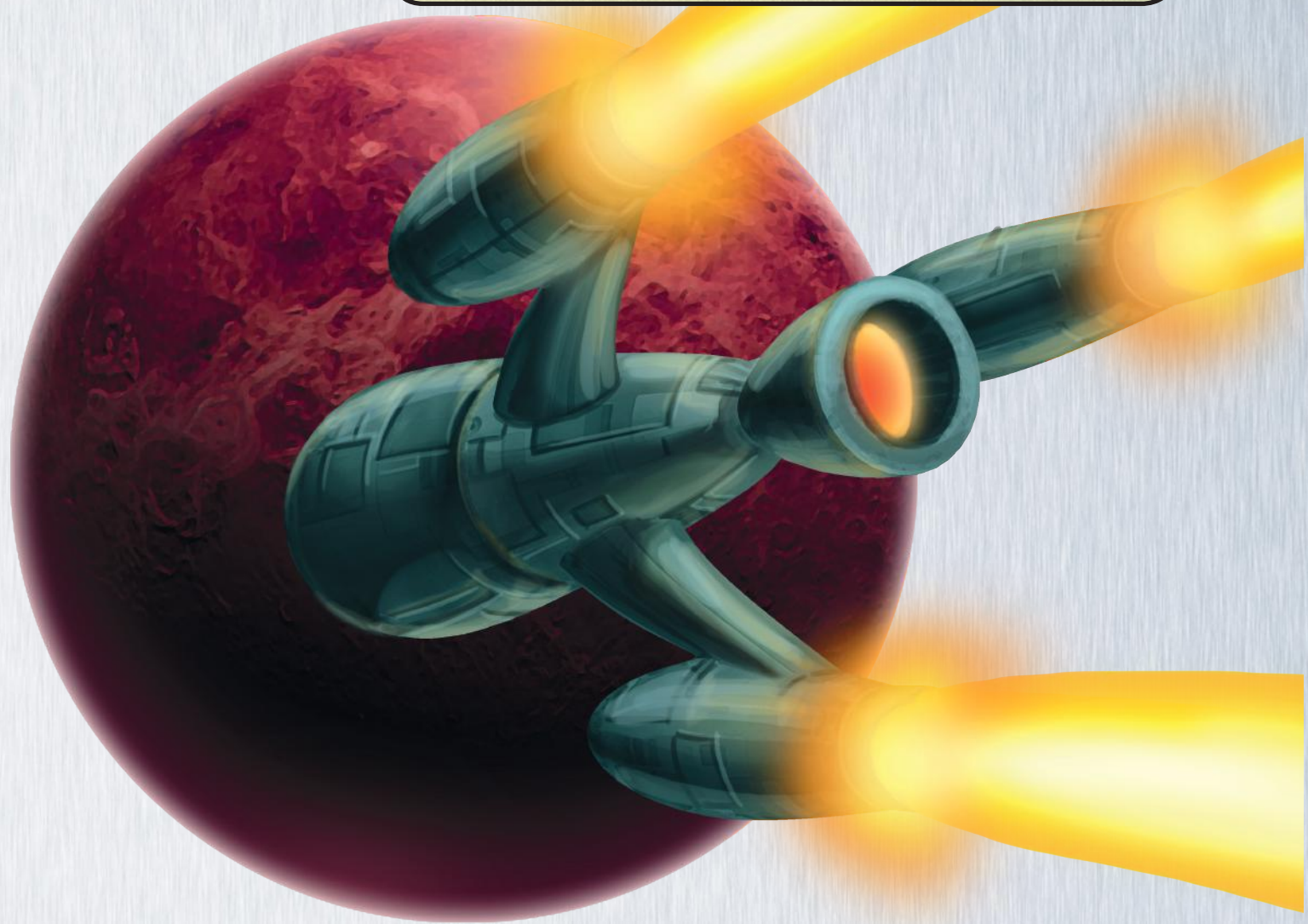
Mars: Space Station Attack

Report from Chief Lance DeSoto

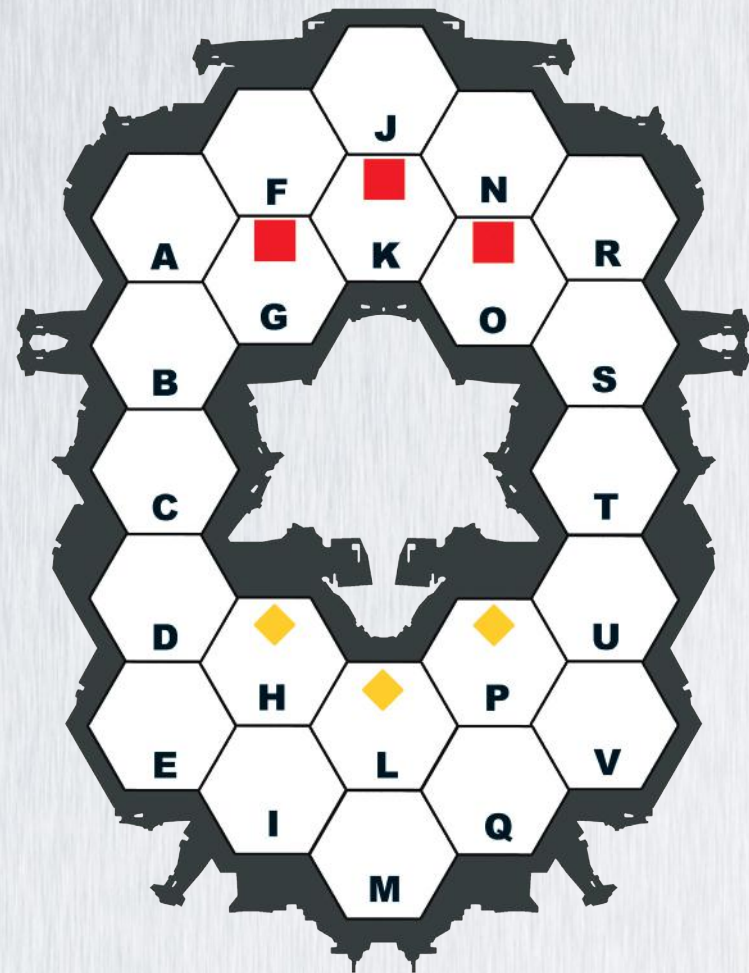The briefing laid it all out. A pack of alien slave ships was ready to leave Mars orbit. The brass upstairs had located their flight control station, and it was our job to disable it. I was thinking, great, no problem, just get me near it, and I'll handle it. You could say I'm a specialist at disabling things.

But this installation was massive—a huge wheel in space. So when we make our approach and the skipper asks me if I prefer port or starboard, I know we're gonna take it in the teeth. And sure enough, take it in the teeth we do. What a reception, right from point of insertion. Troops of Saucermen laying down a wicked crossfire, but the Rocket Patrol doesn't know failure... so in we go.

I swing myself into a strong position and I'm able to lay down a heavy fire against the little green creeps. But this is a commando raid—we have to hit and run. Until we get to the final stage, that is. If you've never been mind-controlled by an alien, consider yourself lucky. Let's just say I'm glad it wasn't me that went in there with that big alien Brain at the end.

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Destroy the *Astrogator*, defeat the *Master Brain*, and then escape via the *Shuttlecraft*.

Tiles Required: *Astrogator, Master Brain, Monsters from the Id, Thrall Control, Shuttlecraft*

Tile Markers: Create two sets of markers –

 Set 1 = *Master Brain, Monsters from the Id*, 1 Decoy

 Set 2 = *Astrogator, Thrall Control*, 1 Decoy

Place the sets in two face-down stacks (players should not know which set is in which stack).

Randomly place the markers of one stack at G, K, O. Randomly place the markers of the other stack at H, L, P.

Alien Token Pool: 22 tokens

Discovery Token Pool: 22 tokens; remove 2 random Schematics

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules

Rocketeer Starting Tile: *Shuttlecraft* (see Special Rule)

Map Diagram

Key

🟥 Location of Tile Marker set #1

🔶 Location of Tile Marker set #2

Place in every tile (A-V):
1 Alien Token +
1 Discovery Token

Special Rules

Astrogator

The *Astrogator* has Hit Points equal to the number of Rocketeers on the mission.

It is destroyed by reducing it to 0 HP with Combat Actions, but it cannot be attacked while non-*Stunned* Aliens occupy the tile.

Master Brain

The *Master Brain* cannot be attacked, stunned, or subdued. Once its tile is scanned, it automatically broadcasts a *Mind Control* attack at range 2 on the Alien Turn.

To defeat the *Master Brain*, a Rocketeer must successfully perform a special IQ Action while in the same tile. This special IQ Action suffers a -2 dice penalty and cannot be performed while non-*Stunned* Aliens occupy the tile.

The Rocketeer that defeats the *Master Brain* gets one extra Non-Combat AP per turn for the rest of the game (use the *Master Brain* tile marker on the Action Points slot of the Rocketeer's Character Sheet as a reminder). This extra Non-Combat AP may not be traded.

Monsters from the Id

Whenever any Rocketeer enters this tile, he or she makes an immediate (free) IQ roll.

Pass (one or more successes) = Rocketeer loses 1 O_2. Overkills may be spent normally.

Fail (no successes) = Rocketeer gains 1 O_2

Red Alert Stage

When the Red Alert Stage begins, form a pool of all 12 Alert tokens.

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. The Muster tile is the *Shuttlecraft*. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Shuttlecraft

After the map is completed, *Rocketeer 1* places the *Shuttlecraft* adjacent to any tile(s) on the outside of the Space Station (the *Shuttlecraft* cannot be placed inside the Station's open center).

To escape via the *Shuttlecraft*:

- all Rocketeers must occupy the tile;
- no non-*Stunned* Aliens can occupy the tile;
- one Rocketeer must spend an AP (to "start the engine").

Thrall Control

Until a Rocketeer spends 1 AP in this tile to "turn off" the *Thrall Control*, treat all Thralls as War Thralls. The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

A War Thrall:

- attacks with 3 dice; Overkill Effect: *Grapple* (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts the Alien Turn in its tile.

> *Attention Rocket Patrol!*
>
> *Do not forget that a few alien species have even more trouble with those hatches than we do. If a pod of leeches erupts on the other side of a bulkhead, ignore their frustrated squealing and move on!*
>
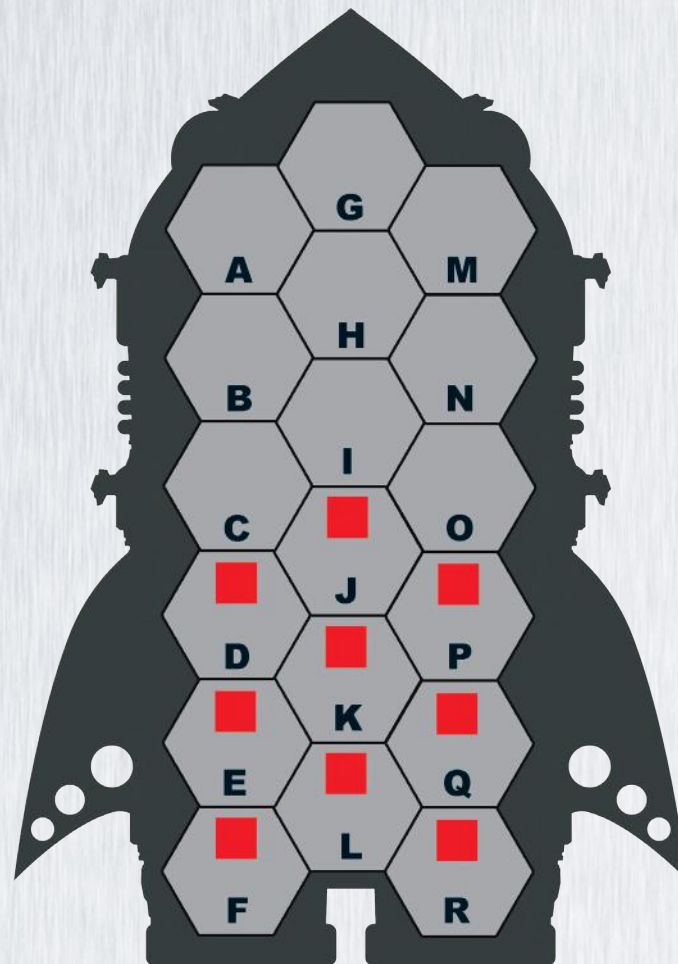> — *Dr. Patricia Benett, Lunar Advisory Board*

Report from Yeoman Cookie Hannah

Is it the worst thing that can happen to you? Is it the ultimate number-one fear of all space travelers? Yes. Waking up from cryo-sleep with your spaceship crawling with aliens. The worst.

I really am very professional, I'm very proud of my service record, but I screamed my head off. My shipmates and I jumped out of our tubes, drew our side-arms and started defending ourselves. Ray guns are primarily short-range weapons, which meant we had to take the fight to the enemy. The little green monsters seemed to hit us in waves with Leeches as a disgusting undertow.

That was when I was most thankful for my training in x.u.a.i., or "sway." I trusted in the methodology, applied the xenometric universal an-aesthetic imperative, and was gratified when the alien creatures collapsed. The Brain-in-a-Jar was able to resist my entreaties at first, but my ray gun helped redirect his attention and down he went…

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Clear the Rocket Ship of Aliens before the ship self-destructs.

Tiles Required: 18 random Standard tiles; *all tiles are face-up at the start of this scenario.*

Tile Markers: none

Alien Token Pool: 17 tokens; remove all Event tokens

Discovery Token Pool: none

Alert Token Pool: 5 Alert and 4 No Effect

Note: The Muster tile is the Alert token's tile.

Rocketeer Token Pool: Use the following steps to distribute the Rocketeer tokens:

    1. Remove the following tokens from the pool:
- All Ray Gun and all Air Knife tokens
- Atomic Rifle tokens in excess of the number of Rocketeers in play
- All remaining personal item tokens (Med-Pack, Headset, Soft-Focus Lens, Tele-Radio) for Rocketeers not on the mission.

    2. Draw and place one face-down Rocketeer token in each tile (except G).

Rocketeer Starting Tile: G

Map Diagram

Key

🟥 Alert Token

⬡ Face-up Tile

Place in every tile (except G):
1 Alien Token +
1 Rocketeer Token

Special Rules

Bugs

If the starting tile has no vent, ignore all Bugs listed on each Alien token revealed until a tile with a vent has been scanned.

Red Alert Stage

Set aside a pool of 10 unused cubes.

During Red Alert, Rocketeers each discard one cube from the pool in their Scanning Phase.

The ship self-destructs (all players lose) at the instant the last cube is discarded.

Rocketeer Starting Items

Each Rocketeer begins the scenario equipped only with a *Ray Gun* card and the card for his or her personal item (if any); no additional starting items can be selected.

Scanning

As all tiles are face-up at the start of this scenario, when Rocketeers perform the Scanning Phase they will only flip the token(s) in the scanned tile.

War Thralls

All Thralls in this scenario are treated as War Thralls.

A War Thrall:

- attacks with 3 dice; Overkill Effect: *Grapple* (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts the Alien Turn in its tile.

Attention Rocket Patrol!

In such a desperate situation, grab anything that's not bolted down and meet up in a central location to make exchanges and form a plan. You don't want distributing your own gear to distract you from your mission.

— Lt. Jerry Farman of the Astro Corps.

Attention Rocket Patrol!

Sadly, more than a few self-destruct sequences were completed before infested rockets were cleared of aliens. Do not wait for the fuse to be lit before you are roused to extreme action. From the instant you awaken, time is of the essence!

— Professor Jacob Barnhardt, Earth Science Council

Ganymede: Night of the Beast

Report from Doctor Hugo Garcia

This one was different. No stealthy approach, no movement to capture civilians. This one was launched with a single deadly purpose in mind: destroy the Rocket Patrol. It was a huge vessel, designed to deliver a herd of amplified Sentinels right to our doorstep. Well, the Rocket Patrol prefers to make its own plans, and we had no intention of letting them overrun our flight control base on Ganymede.

The initial phase of our assault went off like clockwork – enemy resistance was nullified and we managed to destroy every one of the proto-Sentinel spawning chambers we found. Then we felt the summons: a massive pressure, an invisible steel band around our minds, impossible to resist.

Before we were even aware of it, our whole squad was stumbling forward blindly, stupidly, into a chamber swarming with the enemy. We fought them off desperately, but we couldn't silence that terrible booming voice or turn away from the horrible glaring eye. The Tribunal. The deck shuddered as it barked out its oppressive extra-terrestrial logic, and to our absolute horror, we felt ourselves moved by its arguments.

With newly-awakened Sentinels emerging from their sheaths all around us, I'm amazed any of us were clear-headed enough to defend ourselves against that glaring, alien malice.
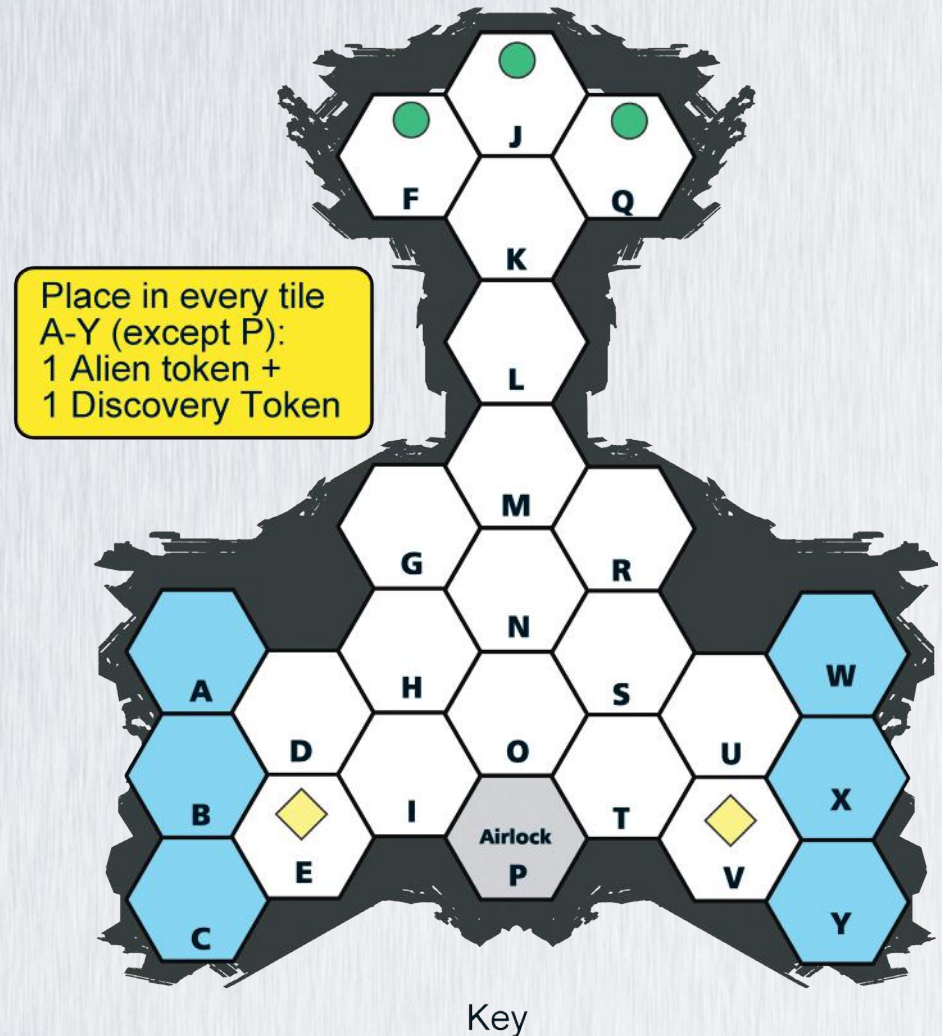
Objective & Setup Instructions

Number of Rocketeers: 2-6

Objective: Terminate the Alien Sentinel campaign by destroying the *Spawning Vats* aboard the Alien dreadnought.

Tiles Required: *Airlock* – place face-up at P; *Spawning Vats, Synaptic Amplifier, Tribunal*

Tile Markers:

Synaptic Amplifier and *Tribunal*: randomly place face-down at E, V
Spawning Vats + 2 Decoys – randomly place face-down at F, J, Q

Alien Token Pool: 18 tokens (24 tokens with 5-6 Rocketeers)

Discovery Token Pool: 18 tokens (24 tokens with 5-6 Rocketeers); remove 2 random schematics

Alert Token Pool: none

Rocketeer Starting Tile: *Airlock* (P)

Map Diagram

Place in every tile A-Y (except P):
1 Alien token +
1 Discovery Token

Key

⬡ Face-up Tile	◇ Possible location Synaptic Amplifier and Tribunal
⬡ Disregard unless playing with 5-6 Rocketeers	● Possible location of Spawning Vats

Special Rules

Sentinel Spawning

At the end of every Alien turn, place 1 Sentinel figure on every face-up Discovery token.

Spawning Vats

To destroy the *Spawning Vats* and win the scenario, a Rocketeer must start his or her turn in the tile and obtain 1 success with a (free) dice roll made at the start of his or her turn. The number of dice rolled is equal to the Rocketeer's current HPs.

Rocketeers cannot attempt to destroy the Spawning Vats while non-*Stunned* Aliens occupy the tile.

Synaptic Amplifier

Until a Rocketeer "turns off" this device with a successful IQ Action in this tile, Sentinels can move through hatches.

The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

Tribunal

Once it has been scanned, the *Tribunal* summons all Rocketeers. After any Sentinel spawning on face-up Discovery tiles has been completed, each Rocketeer moves 1 tile toward the *Tribunal*, moving through closed hatches as if they were open (and prioritizing lower numbered tiles when given a choice).

To disable the *Tribunal*, Rocketeers must defeat all of its **arguments**. The *Tribunal* has a number of "argument cubes" equal to the number of Rocketeers on the mission.

To argue with the Tribunal, Rocketeers in the *Tribunal* tile must spend a **Combat Action to make an IQ roll**. Overkills may be spent to remove additional argument cubes, or on the Rocketeer's Overkill Option. Once it has been disabled, Rocketeers are no longer summoned.

The *Tribunal* cannot be argued with while non-Stunned Aliens occupy the tile.

> *A single Rocketeer is but a finger. Together, you are a mighty fist.*
>
> --Master Lumm, Enkidu Crater Institute

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

Jupiter: Tyranno, King of Space!

Report from First Officer Annie Fletcher

There was no doubt I was going to join the Rocket Patrol. Space is in my blood. I'm a Lunie, I was born out here and I love it. These days, there are bunches of kids born out here. But when I was whelped, it was real frontier-style. My parents were nuts, out there in the belt. Anyway, scuttlebutt was there were kidnappings for years. Folks disappearing without a whisper. Now of course everyone's saying they knew it was aliens all along but don't believe it. Nobody expected star slavers.

Growing up out here, you learn to rely on each other, and that's what life is like in the Rocket Patrol. It's dangerous, but that's what your shipmates are for. By the time they sent us to Jupiter, we thought we were used to Sentinels. We had all cleared a few saucers by then, and saucers always have Sentinels. They're dreadful and they're unstoppable, but take it from me, they're really not. Of course, they spring down a corridor like lightning—it's easy to forget how fast they are. And there's nothing to be ashamed of when a Sentinel rampages up to you and you panic. It's biology.

Nobody knows why they don't attack the Saucermen. They're a completely unrelated species—scientists say they're from a different home planet. So it's my theory that they're slaves, subjects of the Leader race just like the Saucermen and Thralls.

Anyway, space gossip always said he was out there somewhere… a giant monster, the king of space. We Lunies called him Tyranno and told stories about belters who dig too deep and wake him up. Scary stuff for kids.

So command ships us to Jupiter, local settlers tell us about increased Sentinel activity, and we uncover a saucer hidden between two towering cloud banks of liquid metallic hydrogen. We were expecting to find some big brutes in there, but these monsters were synaptically enhanced. Bursting through hatches, coming at you from all sides—smart Sentinels, and I never want to see anything like them again. But even they were nothing next to Tyranno. The biggest thing that ever lived, filling the cabin from deck to bulkhead, with tentacles that spanned the width of the whole saucer. And no amount of training can prepare you for that particular grasping terror.

Map Diagram

Place in every tile (except Airlock):
1 Alien token +
1 Discovery token

Key
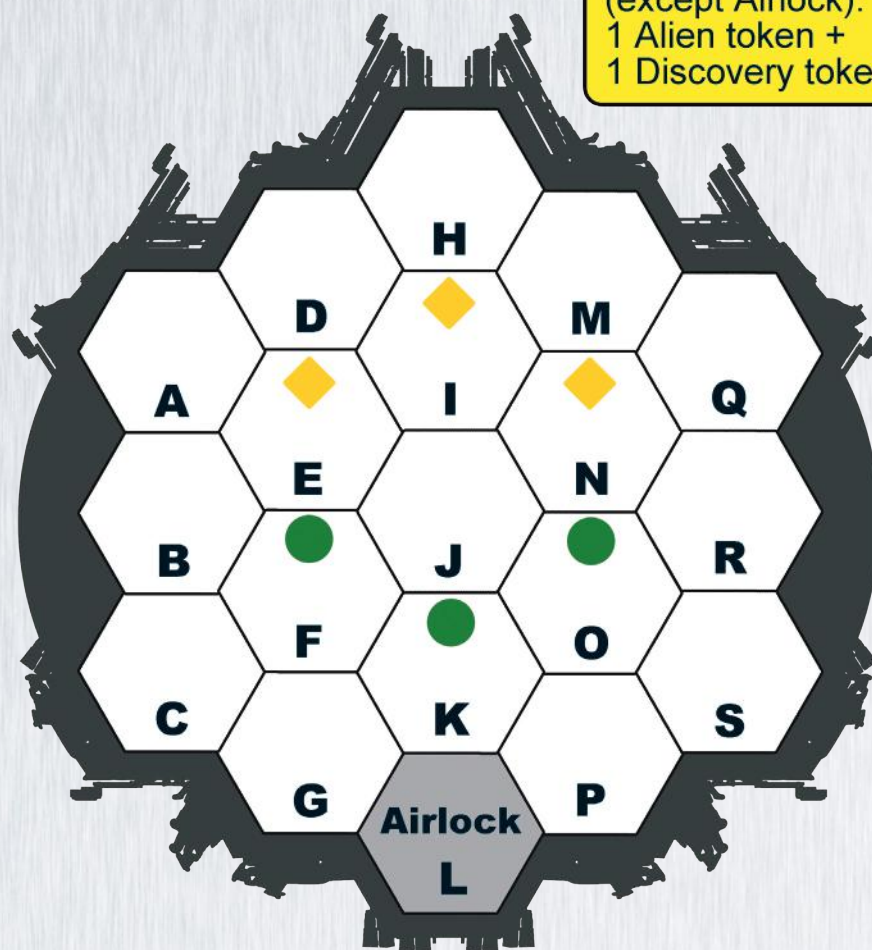
🔶 Possible location of Tyranno

🟢 Possible location of Synaptic Amplifier

⬡ Face-up Tile

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Obtain an Alien Blood sample from *Tyranno*, plus kill *Tyranno* and 4 Sentinels.

Tiles Required: *Airlock* - place face-up at L; *Synaptic Amplifier, Tyranno*

Tile Markers:

Tyranno + 2 Decoys – randomly place face-down at E, I, N

Synaptic Amplifier + 2 Decoys – randomly place face-down at F, K, O

Alien Token Pool: 18 tokens

Start the pool with these 10 tokens: all 3 Sentinel tokens, 3 random Brain tokens, 3 random Thrall tokens, and the *Unnatural Growth* token.

Next, from the remaining tokens:

- remove 2 random Brains (2 Rocketeers) *or*
- remove 1 random Brain (3 Rocketeers).

Finally, mix all remaining tokens, then draw 8 and add them to the pool.

Discovery Token Pool: 18 tokens; remove 1 random Schematic and the Neuronic Hyperbolizer Schematic token. Give the Neuronic Hyperbolizer Schematic card to a Rocketeer.

Alert Token Pool: none

Rocketeer Starting Tile: *Airlock* (L)

STAY INSIDE OR GO FOR A RIDE.

This message provided by the Rocket Patrol Civil Defense Auxiliary

Special Rules

Alien Tokens

When a token lists a Brain, substitute 1 Sentinel and ignore all other Aliens listed (Brains-in-a-Jar do not appear in this scenario).

Red Alert Stage

When the Red Alert Stage begins, *all non-sealed hatches on the map* immediately and permanently open. As this effect covers the map and lasts for the rest of the scenario, it is not necessary to place Hatch Open markers.

Synaptic Amplifier

Until a Rocketeer "turns off" this device with a successful IQ Action in this tile:

- Sentinels can move through hatches
- Tyranno ignores all hatches for line of sight purposes

The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

Tyranno

Tyranno is an enhanced Sentinel with hit points equal to twice the number of Rocketeers in the scenario. It can't move, but it attacks **every** Rocketeer in its line of sight with 6 dice. Its Overkill Option and Effect are the same as a Sentinel (*Stagger* and *Terror* respectively).

Tyranno ignores all hatches for line of sight purposes until the Synaptic Amplifier is turned off.

Tyranno attacks before any other Sentinel acts.

Tyranno cannot be attacked while non-*Stunned* Aliens occupy its tile.

Attention Rocket Patrol!

That Electro-Mine's looking handy, but even the best of us panic when those brutes start to rampage. Stun Pellets and spare O$_2$ might save your hide! And don't forget an Air Knife if you dream of getting that Neuronic Hyperbolizer to work.

— Colonel Steve Zodiac, quadrant XL-5

Objective & Setup Instructions

Number of Rocketeers: 5-6

Objective: Obtain an Alien Blood sample from *Tyranno*, plus kill *Tyranno* and 4 Sentinels.

Tiles Required: two *Airlocks* – place one face-up at D, and the other face-up at X; *Synaptic Amplifier, Tyranno*

Tile Markers:

Tyranno + 2 Decoys – randomly place face-down at F, K, Q

Synaptic Amplifier + 2 Decoys – randomly place face-down at G, M, R

Alien Token Pool: 22 tokens

Start the pool with all 3 Sentinel tokens, 5 Brain tokens, 3 random Thrall tokens, and the *Unnatural Growth* token. Draw 10 more random Alien tokens and add them to the pool.

Discovery Token Pool: 22 tokens; remove 1 random Schematic and the Neuronic Hyperbolizer Schematic token. Give the Neuronic Hyperbolizer Schematic card to a Rocketeer.
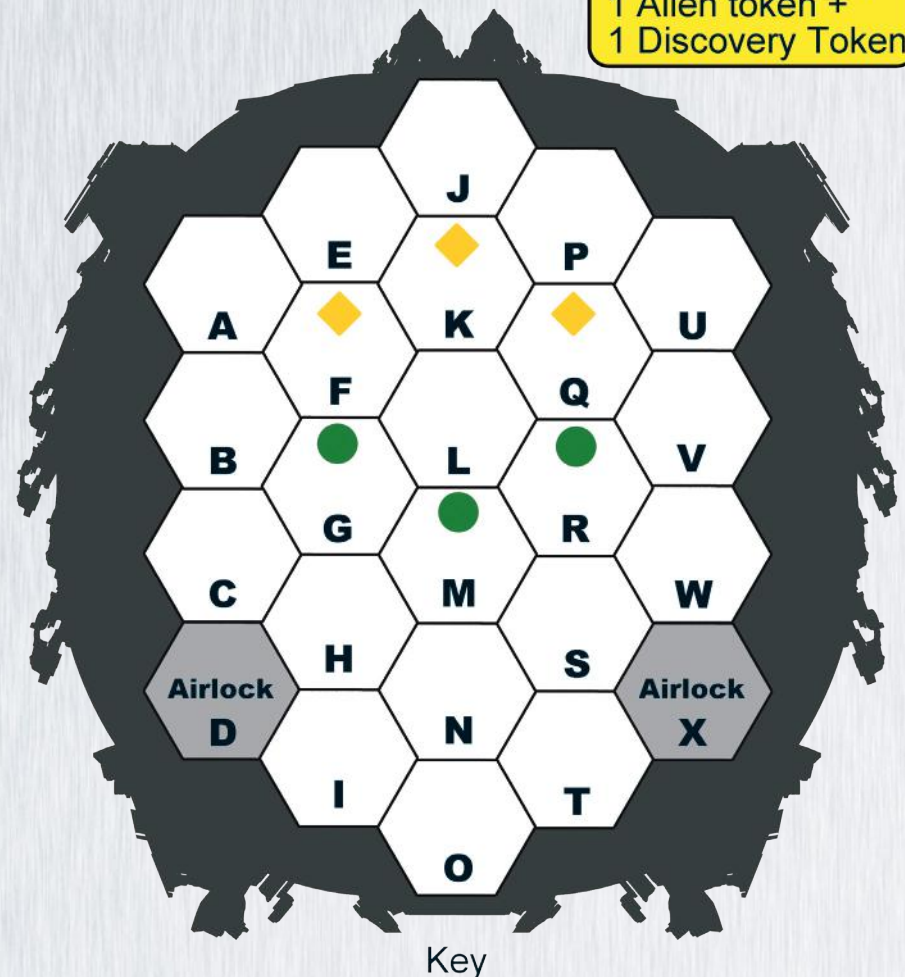
Alert Token Pool: none

Rocketeer Starting Tile: 3 Rocketeers start in one *Airlock* (D), the balance of the Rocketeers start in the other *Airlock* (X). The Airlocks should be oriented in the same direction.

Map Diagram

Place in every tile (except D and X):
1 Alien token +
1 Discovery Token

Key

◆ Possible location of Tyranno

● Possible location of Synaptic Amplifier

⬡ Face-up Tile/ Airlock

Special Rules

Alien Tokens

When a token lists a Brain, substitute 1 Sentinel and ignore all other Aliens listed (Brains-in-a-Jar do not appear in this scenario).

Synaptic Amplifier

Until a Rocketeer "turns off" this device with a successful IQ Action in this tile:

- Sentinels can move through hatches
- Tyranno ignores all hatches for line of sight purposes

The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

Red Alert Stage

When the Red Alert Stage begins, *all non-sealed hatches on the map* immediately and permanently open. As this effect covers the map and lasts for the rest of the scenario, it is not necessary to place Hatch Open markers.

Tyranno

Tyranno is an enhanced Sentinel with hit points equal to twice the number of Rocketeers in the scenario. It can't move, but it attacks **every** Rocketeer in its line of sight with 6 dice. Its Overkill Option and Effect are the same as a Sentinel (*Stagger* and *Terror* respectively).

Tyranno ignores all hatches for line of sight purposes until the Synaptic Amplifier is turned off.

Tyranno attacks before any other Sentinel acts.

Tyranno cannot be attacked while non-*Stunned* Aliens occupy its tile.

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

Attention Rocket Patrol!

The only thing worse than the gut-twisting panic you feel when a Sentinel rages up to you is the look on your teammates' eyes when you see they're suffering the same panic. Don't let a Sentinel charge into a group of you! Take the fight to him!

— Chief Joyce Walker, Solar Defense Squadron

23

Saturn: Sleeper Ship

Report from Captain Ben Riggs

> We'd been pushing them back on all planets, so we knew they'd been holding back companies of Thralls for something special. Then we bagged a Master Brain that revealed a key piece of intelligence. A fleet of alien sleeper ships—which the aliens used for mass Thrall transport—was to rendezvous on the far side of Saturn and leave the system, perhaps forever. So the decision was made for us. The Rocket Patrol took advantage of the native ground and laid an elaborate ambush in the rings of Saturn and we struck the sleeper ships with everything we had.
>
> Naturally, we couldn't risk those ships getting damaged: the cargo was precious, after all. And since all Thralls can have their full humanity restored to them, we were utterly determined to uphold our oaths and bring them all home. These particular slaves had been forced to undergo special upgrades, which transformed the slow-foot Thralls into the far deadlier War Thralls… so we had to use special tactics.
>
> All the sleeper ships had the same layout. Three pods in a row, with airlock aft, the Thrall control room far forward, and a lot of awakening War Thralls in between. Halfway up the pipe the party got separated and I had to race back to pull a Rocketeer's fat out of the fire. Happily, our medico managed to win through to the control room before we fell under those relentless fists or I wouldn't be here today. But it all ended on a confused note. Our specialist determined that the shipment of Thralls was heading sunward— towards human space. It didn't make sense! Reluctantly, we had to conclude that the aliens had a major base hidden somewhere within the inner solar system.

Map Diagram

Place in every tile (except Airlock):
1 Alien token +
1 Discovery Token
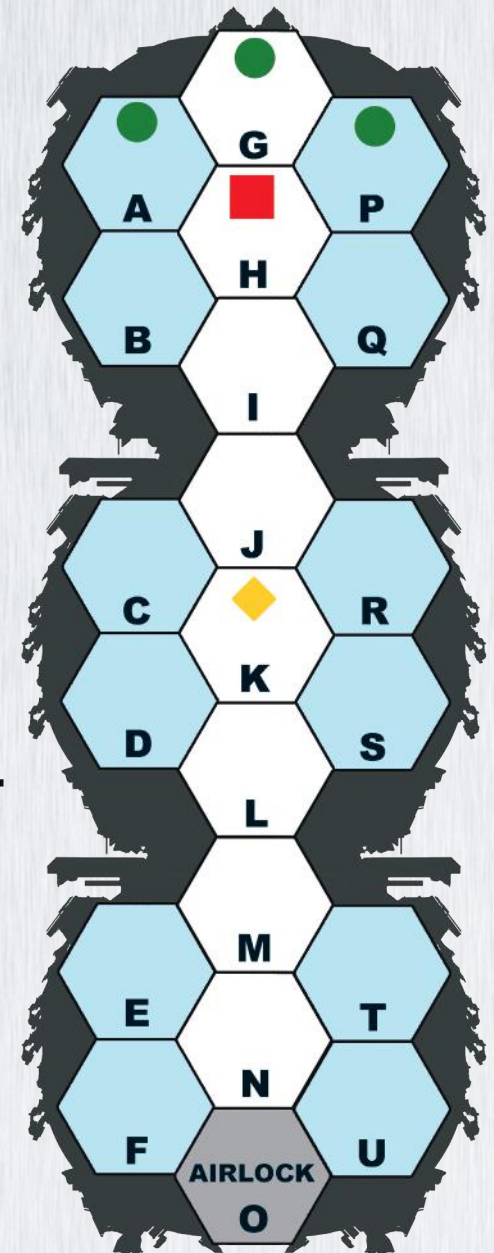
Key

- ⬡ Sleep Chamber Tile
- ⬡ Face Up Tile
- 🟥 Master Brain Location
- 🔶 Synaptic Amplifier Location
- 🟢 Possible Thrall Control Location

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Turn off the *Thrall Control*.

Tiles Required: *Airlock* – place face-up at O; *Master Brain, Synaptic Amplifier, Thrall Control*

Tile Markers:

Thrall Control + 2 Decoys – randomly place face-down at A, G, P

Master Brain – place face-up at H

Synaptic Amplifier – place face-up at K

Alien Token Pool: 20 tokens

Discovery Token Pool: 20 tokens; remove 2 random Schematics

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules.

Rocketeer Starting Tile: *Airlock* (O)

Special Rules

Master Brain

The *Master Brain* cannot be attacked, stunned, or subdued. Once its tile is scanned, it automatically broadcasts a *Mind Control* attack at range 2 on the Alien Turn.

To defeat the *Master Brain*, a Rocketeer must successfully perform a special IQ Action while in the same tile. This special IQ Action suffers a -2 dice penalty and cannot be performed while non-*Stunned* Aliens occupy the tile.

The Rocketeer that defeats the *Master Brain* gets one extra Non-Combat AP per turn for the rest of the game (use the *Master Brain* tile marker on the Action Points slot of the Rocketeer's Character Sheet as a reminder). This extra Non-Combat AP may not be traded.

Red Alert Stage

When the Red Alert Stage begins, form a pool of all 12 Alert tokens.

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. The Muster tile is *Thrall Control*. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Sleep Chambers

The twelve *Sleep Chamber* tiles have the following effects:

- For Alien tokens revealed in *Sleep Chambers*, add 1 War Thrall to the Aliens listed;
- At the *end* of each Alien Turn, place 1 War Thrall in each scanned *Sleep Chamber* tile that still has a Discovery token in it.

If players run out of Thrall figures, they can use a green cube to represent a Thrall.

Synaptic Amplifier

Until a Rocketeer "turns off" this device with a successful IQ Action in this tile, War Thralls can move through hatches.

The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

Thrall Control

A Rocketeer must spend 1 AP in this tile to "turn off" the *Thrall Control* (ending this scenario). The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

All Thralls in this scenario are War Thralls.

A War Thrall:

- attacks with 3 dice; Overkill Effect: *Grapple* (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts the Alien Turn in its tile.

Attention Rocket Patrol!

A tricky assignment. Once those War Thralls start to awaken, you may regret leaving behind your Reference Book and Tools. Of course, spare O$_2$ and an Accelerator Hypo might avoid the issue.

— Commander Wilbur Zero, Operational Commander-in-Chief of the World

HE WANTS IT

BUT THE ROCKETEERS WON'T LET HIM HAVE IT

Join the fight. Join the Rocketeers!

Uranus: Bug Hunt

Report from Professor Russell Pelham

We had long speculated as to the role and provenance of the Bug species within the alien hierarchy. Their bizarre swarming pattern often makes their movements predictable, which has benefitted hundreds of veteran Rocket Patrolmen during the war. Were they simple parasites? From what we had observed, the Bugs were only aggressive to humans. They exerted no hostility to any alien or Thrall. What was their role? What urges prompted their unknowable agenda?

The Bugs, the numberless, ever-swarming, buzzing, voracious, murderous Bugs! How I loathe them!

Naturally, when the Rocket Patrol leadership proposed the expedition to destroy the alien Hive Queen in a saucer hidden in elliptical orbit above Uranus, I volunteered! I am a man of science, so a chance to observe the Queen, even as I lit her up with a flame gun, would be gratifying indeed.

Xeno-taxonomists have long wondered why the unspeakable teeming monstrosities tolerate the other species… and why the Bugs exist at all on spaceships. I submit it was the will of the Queen—the indescribably vicious, hateful, horrible Queen. I should report that I am pleased I brought the flame gun.

Incidentally, we detected none of the Leech-type alien life-forms in the hive ship. Possible explanations abound in all directions. I see both the Bugs and the Leeches as entirely separate and distinct from the Saucermen and Leaders. Whether it was the Brains who assembled this hellish menagerie we can only guess.

Map Diagram

Place in every tile (except Airlock): 1 Alien token + 1 Discovery Token

Key
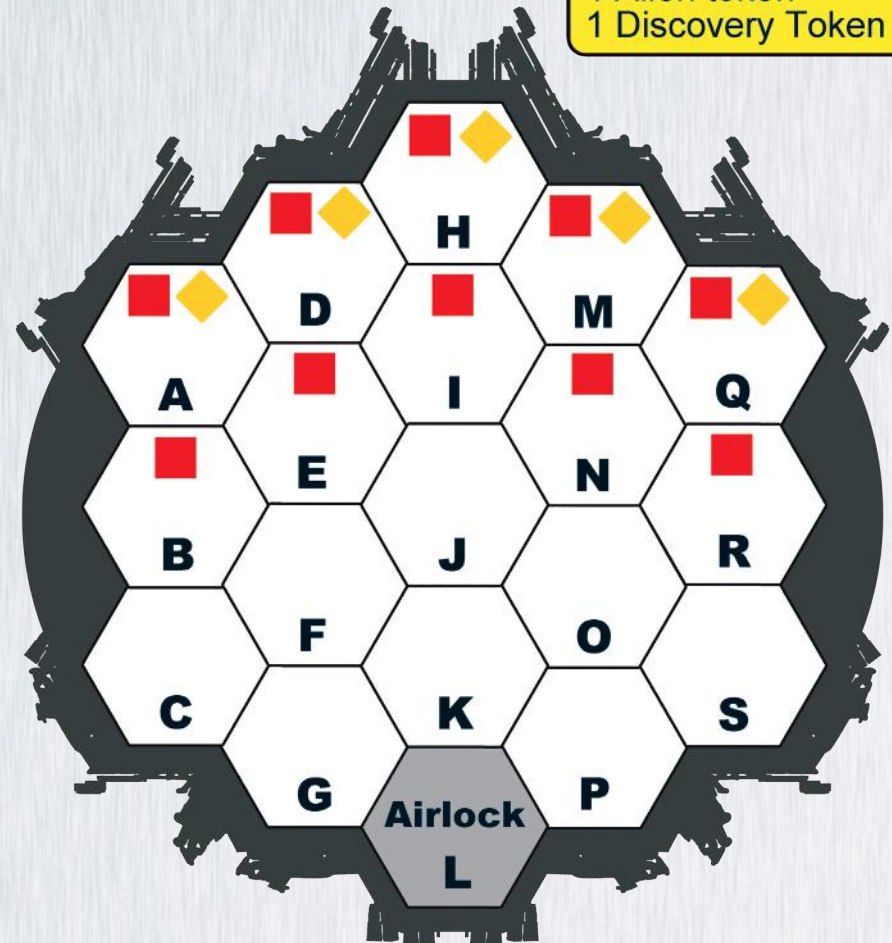
◆ Possible location of Hive Queen ⬡ Face-up Tile

■ Alert Token

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Kill the *Hive Queen*.

Tiles Required: *Airlock* – place face-up at L; *Hive Queen*

Tile Markers: *Hive Queen* + 4 Decoys – randomly place face-down at A, D, H, M, O

Alien Token Pool: 18 tokens

Discovery Token Pool: 18 tokens; remove 2 random Schematics

Alert Token Pool: 4 Alert and 6 No Effect

Note: The Muster tile is the *Airlock* (L); once the *Hive Queen* tile has been scanned, use it as the Muster tile for Bugs.

Rocketeer Starting Tile: *Airlock* (L)

Special Rules

Alien Tokens

Treat all Alien tokens as having 1 additional Bug listed on them. For example, if the token says Brain / Leader / Saucerman, it should read Brain / Leader / Saucerman / Bug.

In addition, substitute 1 Bug for each Leech listed on a token (Space Leeches do not appear in this scenario). For example, if the token says 3 Leeches, it should read 4 Bugs.

Hive Queen

The *Hive Queen* cannot move or attack. She has 4 HP and cannot be attacked while there are non-*Stunned* Aliens in her tile. She provides no Overkill Option as a target.

As soon as the *Hive Queen*'s tile is revealed, all newly entering Bugs will appear in that tile, regardless of Rocketeer proximity to other vent tiles.

Bug Limit Reminder

As with all other scenarios, only include 5 Bug figures for every Rocketeer in play. If all Bugs are in play when an Alien token calls for a new Bug to be placed, remove the Bug farthest from the new Bug's placement tile and use its figure for the new Bug. If two Bugs are equidistant, remove the figure on the tile with the lowest inventory number.

Red Alert Stage

When the Red Alert Stage begins:

- form a new pool of all 12 Alert tokens;
- the Muster tile remains the *Airlock* (L), except for Bugs, which continue to be placed in the *Hive Queen* tile.
- all non-sealed hatches in the *Airlock* (L) and the hatches it shares with adjacent tiles immediately and permanently open (place Hatch Destroyed markers);

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Attention Rocket Patrol!

Ugh...those ghastly horrors give me the creeps. If I were going, I'd pack my Flame Gun and Stun Pellets. And a Holster for my Ray Gun.

— Admiral Maureen Robinson, Space Command

Neptune: Rocket Ship Assault

Report from Chief Lance DeSoto

This one was as nuts as anything I ever seen. We were one of the last scouting rockets to fly the search pattern before they pulled the plug on the whole operation. If you think Neptune is sparsely populated now, you should have seen it then: a million miles from nowhere. That's where we were when the alien attack saucer bracketed us in a tractor-ray and latched on aft.

We had about one second to gear up and find cover before the first rank of green assault troops hit. There were so many hostiles, we knew we had to seize the initiative if we were going to survive. With friendly control of the hatchways, it was possible to ambush advancing Saucermen and withdraw further up the rocket. But these guys came in numbers like you wouldn't believe, with Leaders driving them all the way.

Then I felt that terrible gray sleepy feeling and I knew my ship-mates and I were being mind-controlled! It was a War Thrall stomping up the corridor—but it was the Brain it was carrying that was blanketing us in that poisonous psychic cloud. It's times like that I'm glad of the rigorous training we get in the Rocket Patrol. I'm also glad to have spare O_2, an Accelerator Hypo and Atomic Rifle, but that goes without saying.

Map Diagram

Key
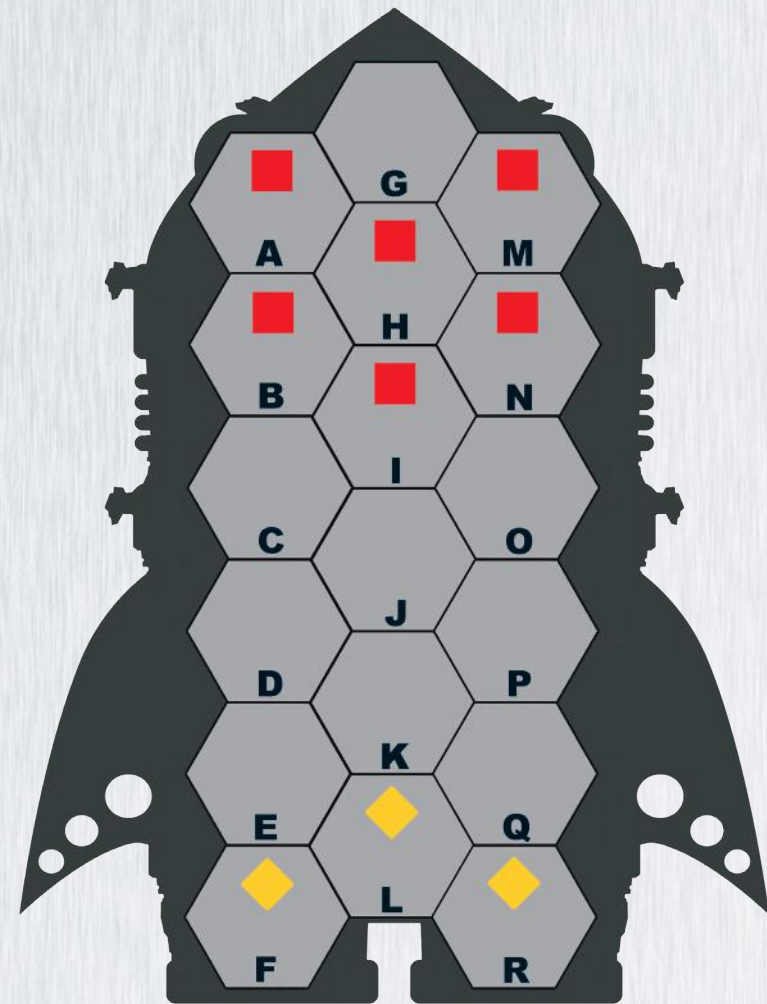
◆ Allien Entry Tile   ■ Rocketeer token set

⬡ Face-up Tile

Scenario Sequence of Play

1. All Aliens act (in order of sentience).
2. All stunned Aliens recover. All Hatch Open and Hatch Locked markers are removed.
3. Players perform their Rocketeer Turns per the normal sequence of play. (Exception: Rocketeers don't perform the Scanning Phase.)
4. All Rocketeer AP markers are reset.
5. The next stack of Alien tokens is assigned to the Alien Entry tiles and the listed Aliens are placed on the tiles.
6. When Step 5 is complete, begin a new Game Turn

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Eliminate all attacking Aliens.

Tiles Required: 18 random Standard tiles; all tiles are face-up at the start of the scenario.

Tile Markers: none

Alien Token Pool: Remove *Power Out* and *Time Distortion*

Randomly create 7 face-down stacks of 3 tokens each.

(For a 3- or 4-Rocketeer game, create 8 stacks of 4 tokens each).

Randomly assign 1 token from the first stack to each Alien Entry tile (F, L, and R) and place the listed Aliens in each tile.

(In a 3- or 4-Rocketeer game, place the 4th token on tile L)

Place the remaining stacks off-map

Discovery Token Pool: All. No tokens start on the map; whenever an Alien Leader is killed, it drops a random Discovery token (face-up) on its current tile.

Alert Token Pool: none

Rocketeer Starting Items: Each Rocketeer begins the scenario equipped only with a *Ray Gun card*; no additional starting items can be selected.

Create 6 sets of Rocketeer tokens as follows:

1. A*tomic Rifles* equal to the number of Rocketeers in play
2. 2 *Oxygen Tanks*
3. All personal item tokens for the Rocketeers in play (*Tele-Radio, Med-Pack, Headset, Soft-Focus Lens*)
4. 2 *Tools, Tape Recorder, Reference Book*
5. 2 *Stun Pellet, Electro-Mine, Demo Charge*
6. *First Aid Kit, Space-Bandages, Food Pills & Powdered Juice, Accelerator Hypo*

Randomly assign one set of tokens (face-up) to each of the 6 tiles shown on the map diagram (A, B, H, I, M, N).

Rocketeer Starting Tile: G

Special Rules

Alien Tokens

Substitute 1 Saucerman for each Leech or Bug listed on a token (Space Leeches and Bugs do not appear in this scenario).

If players run out of Saucerman figures, they can use a green cube to represent a Saucerman.

Hatches

Hatches are "friendly" to Rocketeers and "hostile" to Aliens.

Rocketeers may move through hatches without opening them. Adjacent hatches do not block line of sight for Rocketeers.

Hatches block all Alien movement and line of sight. This affects the standard Alien Protocols for Leaders and Saucermen (see the **Rocket Ship Assault Protocols** Special Rule).

Red Alert Stage

This scenario does not have a Red Alert Stage.

Rocket Ship Assault Protocols

Hatches in this scenario affect the standard Alien Protocols for Leaders and Saucermen as follows:

Closed hatches block movement and line of sight.

When determining the nearest Rocketeer for movement, Leaders and Saucermen will ignore a Rocketeer that cannot be reached by an open path in favor of one that can (regardless of distance).

(An open path is one that can be traced across the map from the tile the Alien occupies to the tile the Rocketeer occupies without crossing a closed hatch.)

In a tile from which no Rocketeer can be reached by an open path, the first Leader or Saucerman to act will use its entire turn to open the most useful hatch (place an Open Hatch marker; treat the Alien as *Stunned*).

Sequence of Play

This scenario uses a revised sequence of play for the Game Turn – see the sidebar on the facing page.

War Thralls

All Thralls in this scenario are treated as War Thralls. A War Thrall:

- attacks with 3 dice; Overkill Effect: *Grapple* (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts the Alien Turn in its tile.

Nereid: Extraction Mission
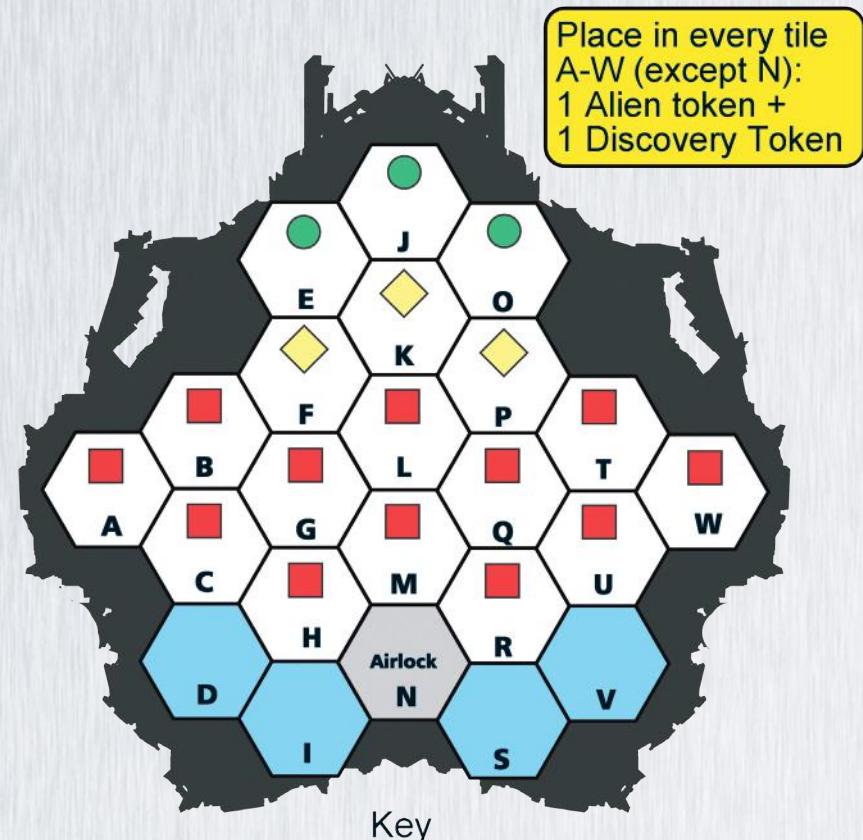
Report from Yeoman Cookie Hannah

Command scrambled us to intercept the new enemy Thrall assault carrier as it was breaking orbit from that moon of Neptune. Seems they had nabbed a V.I.P. on their last raid, and we were ordered to perform an extraction mission before the green creeps realized who they had.

Unfortunately, this new vessel contained extremely advanced hardware. It was designed to amp up the poor Thralls, boost them far beyond their limits even as War Thralls. Since it's against the Oath of the Rocket Patrol to harm humans, it was my job to "sway" them to my way of thinking and keep them out of harm's way.

Or at least that's what I was telling myself when my scan revealed a Hive Queen and her royal escort of about a million Bugs. I had a tough choice to make – should I hang back and clear the Bugs or press on to the Slave Cells in the bow?

Well, I didn't want those razor-sharp pests nipping at my heels for the rest of the mission… and there's nothing in the Oath about not harming Bugs.

Objective & Setup Instructions

Number of Rocketeers: 2-6

Objective: Locate, rescue and retrieve an important hostage vital to the war effort. Rescue a Thrall in the *Slave Cells* tile and transport that Rescued Thrall back to the *Airlock*.

Tiles Required: *Airlock* – place face-up at N.

Hive Queen, *Psi-Agitator*, *Synaptic Amplifier*, and *Tribunal* shuffled face-down with 8 Standard tiles and place at A, B, C, G, H, L, M, Q, R, T, U, W.

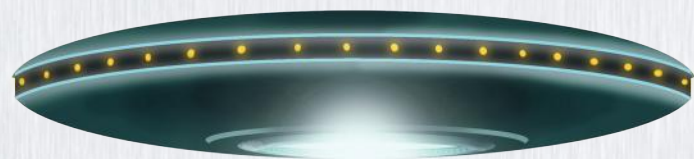This scenario also requires *Slave Cells* and *Thrall Control*

Tile Markers: *Thrall Control* + 2 Decoys – placed face-down at F, K, P

Slave Cells + 2 Decoys – placed face-down at E, J, O

Alien Token Pool: 18 tokens (22 tokens with 5-6 Rocketeers) – Start the pool with all 8 Thrall tokens

Discovery Token Pool: 18 tokens (22 tokens with 5-6 Rocketeers); remove 2 random schematics

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules

Rocketeer Starting Tile: *Airlock* (N)

Map Diagram

Place in every tile A-W (except N):
1 Alien token +
1 Discovery Token

Key

⬡ Face-up Tile

🟥 Possible locaton of Hive Queen, Psi-Agitator, Synaptic Amplifier and Tribunal

🟢 Possible location of Slave Cells

🔶 Possible location of Thrall Control

🔷 Disregard unless playing with 5-6 Rocketeers

Special Rules

Hive Queen

Once the *Hive Queen* tile has been scanned, and until she is destroyed, treat all Alien tokens as having 1 additional Bug listed on them. For example, if the token says Brain/Leader/Saucerman, it should read Brain/Leader/Saucerman/Bug.

The *Hive Queen* cannot move or attack. She has 4 HP. Her Overkill Option is Exterminate.

The *Hive Queen* cannot be attacked while non-Stunned Aliens occupy her tile.

Psi-Agitator

Until a Rocketeer spends 1 O_2 to disable the *Psi-Agitator* while in its tile, all Thralls and War Thralls can move and attack on the same turn.

The *Psi-Agitator* cannot be disabled while non-*Stunned* Aliens occupy the tile.

Red Alert Stage

When the Red Alert Stage begins, form a pool of all 12 Alert tokens.

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. The Muster tile is the *Airlock*. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Slave Cells

The moment it is scanned and at the end of every Alien turn, increase the number of Thrall (or War Thrall) figures in the *Slave Cells* tile until they equal the number of Rocketeers on the mission.

Synaptic Amplifier

Until a Rocketeer "turns off" this device with a successful IQ Action in this tile, Thralls and War Thralls can move through closed hatches.

The device cannot be turned off while non-*Stunned* Aliens occupy the tile.

Thrall Control

A Rocketeer must spend 1 AP in this tile to "turn off" the *Thrall* Control. The device cannot be turned off while non-*Stunned* Aliens occupy the tile. Until *Thrall* Control is turned off, all *Thrall* function as War Thralls.

A War Thrall:
- attacks with 3 dice; Overkill Effect: Grapple (target Rocketeer cannot leave the tile by spending an AP for a Move Action);
- cannot be rescued, only subdued; and
- picks up & carries 1 Brain-in-a-Jar that starts Alien Turn in its tile.

Tribunal

Once it has been scanned, the *Tribunal* summons all Rocketeers. At the end of the Alien turn, after any Sentinel spawning on face-up Discovery tiles has been completed, each Rocketeer moves 1 tile toward the *Tribunal*, moving through closed hatches as if they were open (and prioritizing lower numbered tiles when given a choice).

To disable the *Tribunal*, Rocketeers must defeat all of its **arguments**. The Tribunal has a number of "argument cubes" equal to the number of Rocketeers on the mission.

To argue with the *Tribunal*, Rocketeers in the Tribunal tile must spend a **Combat Action to make an IQ roll**. Overkills may be spent to remove additional argument cubes, or on the Rocketeer's Overkill Option. Once it has been disabled, Rocketeers are no longer summoned.

The *Tribunal* cannot be argued with while non-*Stunned* Aliens occupy the tile

Attention Rocket Patrol!

There's always more to do on a mission than you have time for. Don't get distracted – always keep your objective in mind.

— Colonel Bliep, Zero-Zero Island

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

Pluto: Tunnel of Terror!

Report from First Officer Annie Fletcher

I know that the top brass got all sorts of vital info from that Pluto landing, but we lost a good man that day—one of our best.

Bill Tracy was a hero. His rocket fighter was hit over the frozen methane mountains on Pluto's dark side, and his crash-landing revealed evidence of a hidden alien installation buried under the surface. Bill launched a space flare so the Rocket Patrol knew what he was planning, then he tightened his belt and began the most effective one-man commando raid in the history of the RP.

From what the eggheads can piece together, he penetrated the aliens' innermost defensive safeguards. Then he was able to pin-point the location of their mysterious Command Ship, way outside in the reaches of the Kuiper Belt—and transmit his final message.

Friends, we only have nine planets. Bill Tracy's sacrifice ensured they'll never take even the smallest one away from us.

Objective & Setup Instructions

Number of Rocketeers: this is a one-Rocketeer scenario.

Objective: Enter 10 tiles and survive the following Alien Turn.

Tiles Required: *Airlock*

Tile Markers: none

Alien Token Pool: all

Discovery Token Pool: Remove the *Teleporter* Schematic token

Alert Token Pool: none

Rocketeer Starting Tile: *Airlock*

Map Setup

Place the *Airlock* face-up on the table. This is the only tile in play at the start of the scenario—the player builds the map as the Rocketeer scans it.

Shuffle all of the Standard tiles and place them in a face-down draw deck.

Each time the Rocketeer scans a tile, draw the top tile from the deck and place it face-up on the table.

The first tile is placed adjacent to the *Airlock*. Each subsequent tile is placed adjacent to the previously placed tile to create a single, straight line of tiles

Map Reduction

The map will never have more than 6 tiles in play ("active") at the end of each Scanning Phase.

Each time the Rocketeer scans and adds a 7th tile to the map, immediatelyremove the tile farthest from the new tile from the table (the *Airlock* will always be the first tile removed).

When a tile is removed:

- All Aliens occupying the tile are placed on the adjacent active tile
- If the Rocketeer occupies the tile, the game immediately ends and the Rocketeer loses.

Map Building & Reduction Example
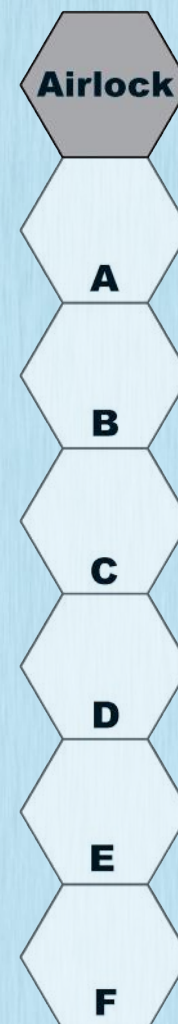
At setup, only the Airlock is on the table.

Tile A is placed during the Scanning Phase of the Rocketeer's 1st turn. Tile B is placed during the Scanning Phase of the Rocketeer's 2nd turn, and so on.

In the Scanning Phase of turn 6, when tile F is placed, the Airlock is removed from the table. All Aliens on the Airlock are placed in tile A.

Special Rules

Alien Tokens

As each new tile is added to the map, randomly draw one token and place the listed Aliens in the tile.

Bugs

If there are no tiles with vents currently on the map, ignore all Bugs listed on each Alien token revealed until a new vent tile is scanned.

Discovery Tokens

Place one randomly drawn token face-up in each new tile as it's added to the map.

Red Alert Stage

This scenario does not have a Red Alert Stage.

Rocketeer Starting Items & O_2

The Rocketeer starts the scenario equipped with 6 Rocketeer items (only two of which may be Large) and 6 blue O_2 cubes.

Attention Rocket Patrol!

The Tunnel of Terror? My advice is to avoid it completely!

— Major Roger Healy, Earth Command

Multi-Player Variant

The scenario can be played as a competitive "race" by several players.

Each player creates and uses his or her own separate map. The second and subsequent players should use the second Airlock, Shuttlecraft, or similar vent tile as their starting tile.

When selecting starting items, players alternately choose one item at a time, starting with the player with the higher-ranked Rocketeer.

Because the players are running separate, parallel games, the Rocketeers cannot cooperate in any way (no item, card, or O_2 exchanges are allowed).

HERE WE COME!

Join the fight.
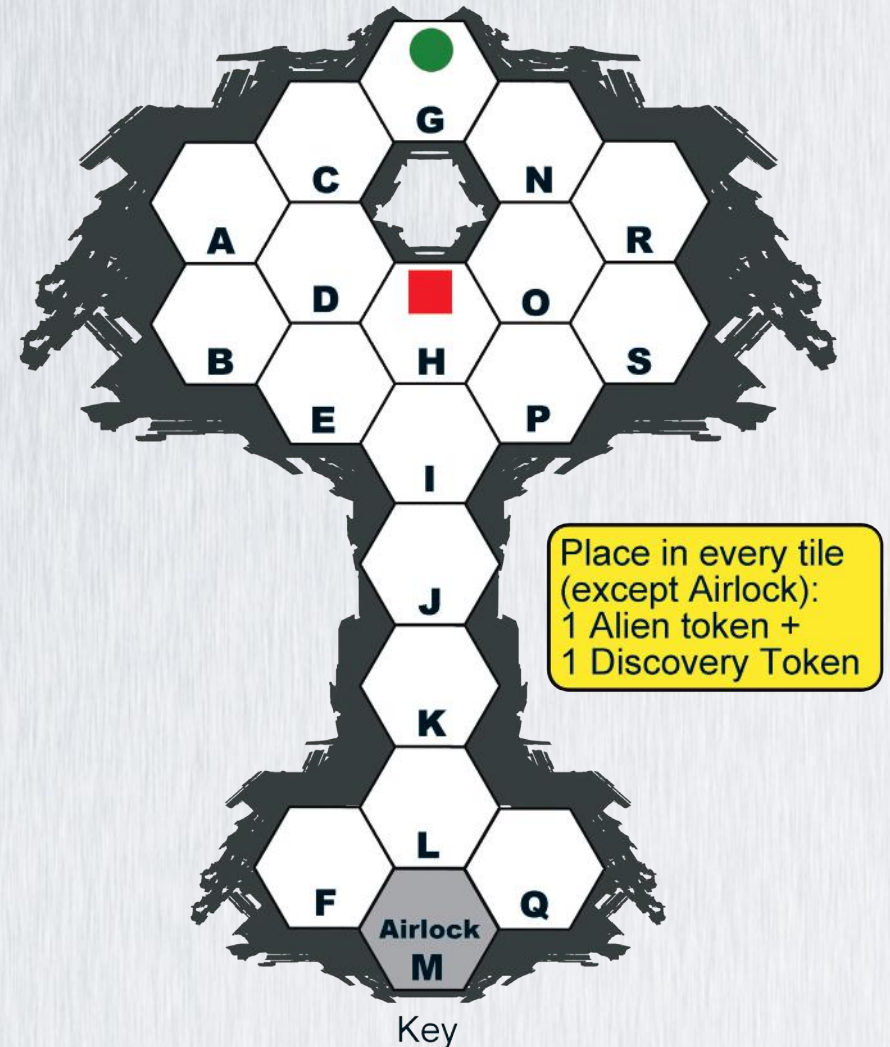Join the Rocketeers.

Kuiper Belt: Command Ship

Report from Doctor Hugo Garcia

We have discovered a remarkable clue: the Saucermen and Leaders are not merely related species but are in reality different stages on the evolutionary ladder of the same creature. Based on information uncovered in the Tunnel of Terror, we have located the unique alien Command Ship, on which the lowly Saucermen are structurally enhanced using molecular science, and transformed into the deadly Leaders.

All reports describe the lowly, malicious Saucermen engaging in this process with a single-minded avidity, as they are elevated to the lofty status of evil alien troop Leader. Nevertheless, their cries of hateful agony are heard to ring out as they undergo their bone-rending upgrade. Twisted and improved, the new Leaders stride from the chamber and take charge.

This hideous process must be stopped and the cruel creatures it supports must be cast from our solar system forever. If we can force our way past their defenses and disable the sensitive equipment in the Astrogator, we should be able to send the Command Ship and all its inhabitants spiraling out of control into the galactic void where they will never be seen again.

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Destroy the *Astrogator*.

Tiles Required: *Airlock* – place face-up at M; *Astrogator, Monsters from the Id*

Tile Markers: *Astrogator* – place face-up at G

Monsters from the Id – place face-up at H

Alien Token Pool: 18 tokens

Discovery Token Pool: 18 tokens; remove 2 random Schematics

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules.

Rocketeer Starting Tile: *Airlock* (M)

Map Diagram

Place in every tile (except Airlock):
1 Alien token +
1 Discovery Token

Key

● Location of the Astrogator Tile marker

⬡ Face-up Tile/ Airlock

🟥 Location of the Monsters from the Id Tile marker

Special Rules

Astrogator

The Astrogator has Hit Points equal to the number of Rocketeers on the mission.

It is destroyed by reducing it to 0 HP with Combat Actions, but it cannot be attacked while non-*Stunned* Aliens occupy the tile.

Leaders

Leaders do not move Saucermen in this scenario.

Monsters from the Id

Whenever any Rocketeer enters this tile, he or she makes an immediate (free) IQ roll.

Pass (one or more successes) = Rocketeer loses 1 O_2. Overkills may be spent normally.

Fail (no successes) = Rocketeer gains 1 O_2

Red Alert Stage

When the Red Alert Stage begins:

- form a pool of all 12 Alert tokens;
- the Muster tile is the *Monsters from the Id* tile (H) (a Saucerman placed there immediately transforms into a Leader—see the **Saucermen** Special Rule).

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Saucermen

The Movement Protocols for Saucermen are changed: they must move toward the *Monsters from the Id* tile instead of the nearest Rocketeer.

When a Saucerman enters the *Monsters from the Id* tile it immediately transforms into a Leader (replace the figure). This transformation takes place whether or not the *Monsters from the Id* tile has been scanned.
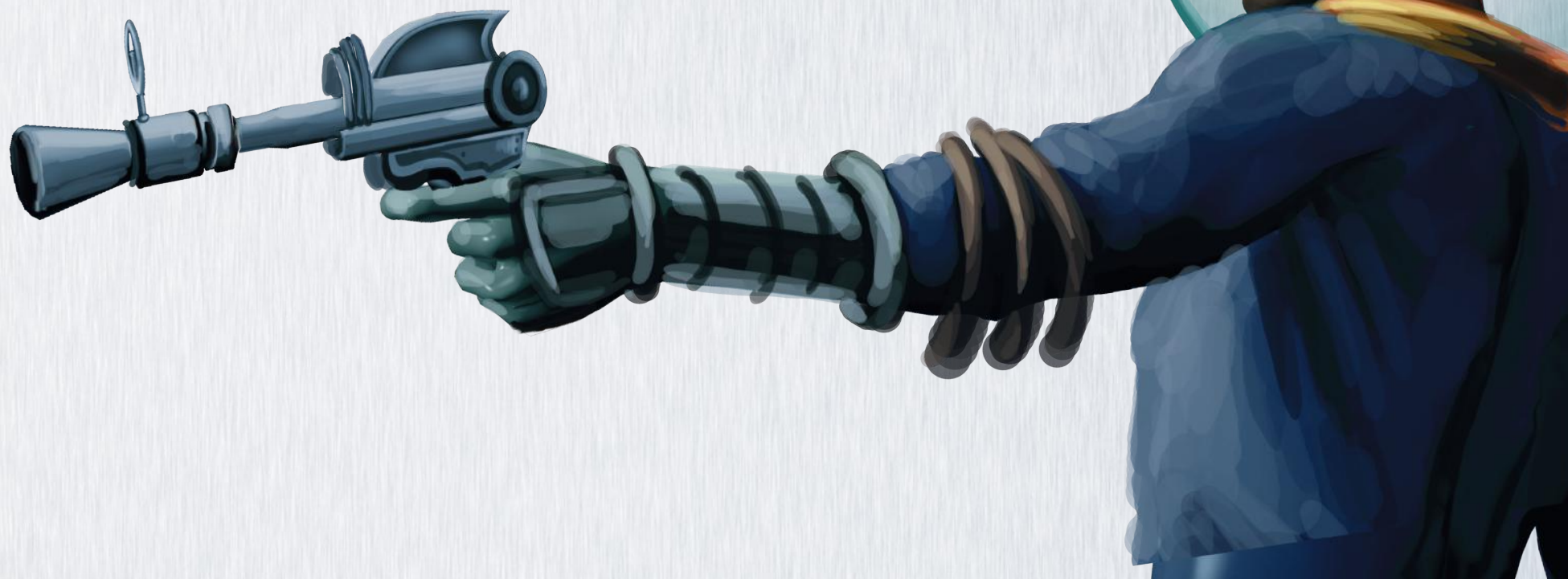
The Attack Protocols for Saucermen are unchanged.

(Note that on the turn a Saucerman enters the *Monsters from the Id* tile, it will move as a Saucerman but attack as a Leader.)

Attention Rocket Patrol!

For this operation to succeed we must move faster and they must move slower! Bring an Accelerator Hypo and Stun Pellets.

— Major Matthew Mason, of the Astro Corps.

Kuiper Belt: Command Ship - 2

Objective & Setup Instructions

Number of Rocketeers: 5-6

Objective: Destroy the *Astrogator*.

Tiles Required: two *Airlocks* - place face up at B and Y; *Astrogator, Monsters from the Id*

Tile Markers: *Astrogator* – place face-up at G

        Monsters from the Id – place face-up at H

**Alien Token Pool:** 23 tokens

Discovery Token Pool: 23 tokens; remove 2 random Schematics

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules.

Rocketeer Starting Tile: 3 Rocketeers start in one *Airlock* (B), the balance of the Rocketeers start in the other *Airlock* (Y). The Airlocks should be oriented in the same direction.

Map Diagram

Place in every tile (except Airlocks):
1 Alien token +
1 Discovery Token

Key
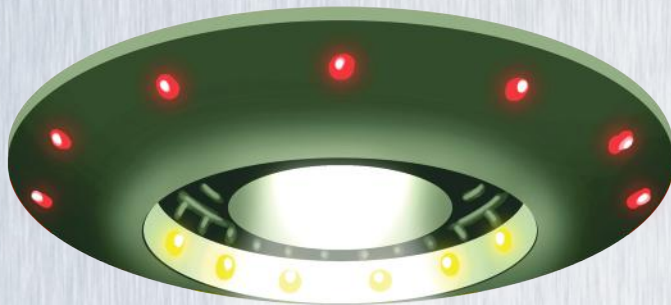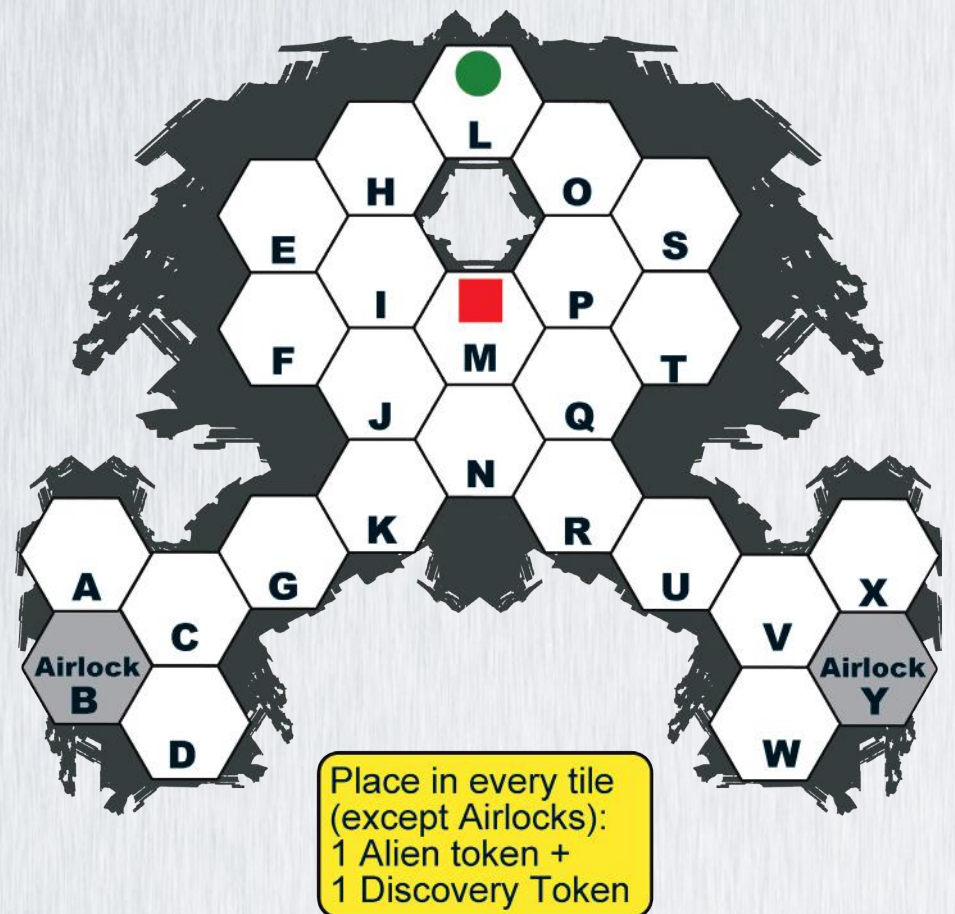
🟢 Location of the Astrogator Tile marker

🟥 Location of the Monsters from the Id Tile marker

⬡ Face-up Tile/ Airlock

36

Special Rules

Astrogator

The Astrogator has Hit Points equal to the number of Rocketeers on the mission

It is destroyed by reducing it to 0 HP with Combat Actions, but it cannot be attacked while non-*Stunned* Aliens occupy the tile.

Leaders

Leaders do not move Saucermen in this scenario.

Monsters from the Id

Whenever any Rocketeer enters this tile, he or she makes an immediate (free) IQ roll.

Pass (one or more successes) = Rocketeer loses 1 O_2 Overkills may be spent normally.

Fail (no successes) = Rocketeer gains 1 O_2

Red Alert Stage

When the Red Alert Stage begins:

- form a pool of all 12 Alert tokens;
- the Muster tile is the *Monsters from the Id* tile (H) (a Saucerman placed there immediately transforms into a Leader—see the **Saucermen** Special Rule).

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Saucermen

The Movement Protocols for Saucermen are changed: they must move toward the *Monsters from the Id* tile instead of the nearest Rocketeer.

When a Saucerman enters the *Monsters from the Id* tile it immediately transforms into a Leader (replace the figure). This transformation takes place whether or not the *Monsters from the Id* tile has been scanned.

The Attack Protocols for Saucermen are unchanged.

(Note that on the turn a Saucerman enters the *Monsters from the Id* tile, it will move as a Saucerman but attack as a Leader.)

> *Attention Rocket Patrol!*
>
> *You don't have to love your officers, but following their orders will keep you alive. If the Captain gives you a command, move! If your First Officer tells you to move out, you move out!*
>
> — *Col. Tom Edwards, mission briefing*

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

Invisible Planet: Trilon

Report from Yeoman Cookie Hannah

Despite the massive search patterns, we were never able to sniff out the alien staging base. Right up until the end, they were still able to show up out of the blue and snatch some people away. Then the scientists got hold of the tapes captured during the attack on the Command Ship, and used them to crack the most secret alien code: the frequency of the Invisible Planet. The wild sensor readings of recent months were finally explained. It turns out the alien base had been looming over the asteroid belt all along! Shrouded by incredible inhuman science, a small planetoid hung in a deviant orbit above the plane of the elliptic, completely invisible. Now, with the right frequency applied to our sensor gear, all its secrets were exposed.

As for me, I knew my rocket was heading for the Invisible Planet and it was a big deal. But they gave us special filters for our space helmets, so it's not like anything looked invisible. Which isn't to say that it wasn't a really eerie, alien place. High in the yellow atmosphere we could see the sun reflecting through the creepy crystalline Trilons. Then just as we came down, we saw rows of empty barracks… which made us cheer since we knew the Battle of Saturn is what turned the tide.

Inside the Trilon, pools of Leeches slowed our progress from the first chamber to the last, the squealing horrors demanding constant vigilance just as the clammy grip of alien mind control was felt by the party. We couldn't withdraw to Leech-filled chambers behind us and didn't have the juice to press forward. It was fight or die for the Rocket Patrol that day, and fight we did. We destroyed the Leech's Spawning Vats and gave the Professor enough time to analyze and dominate a wounded Brain-in-a-Jar. This proved to be a huge help, with the Brain exposing all sorts of secrets and even aiding the subdual of other brains. Those dreadful brooding alien intellects, lurking behind armies of slave races, controlling the fates of thousands… bent on enslaving the human race as well! Without the Rocket Patrol to stop them, they'd turn us all into Thralls.

Map Diagram
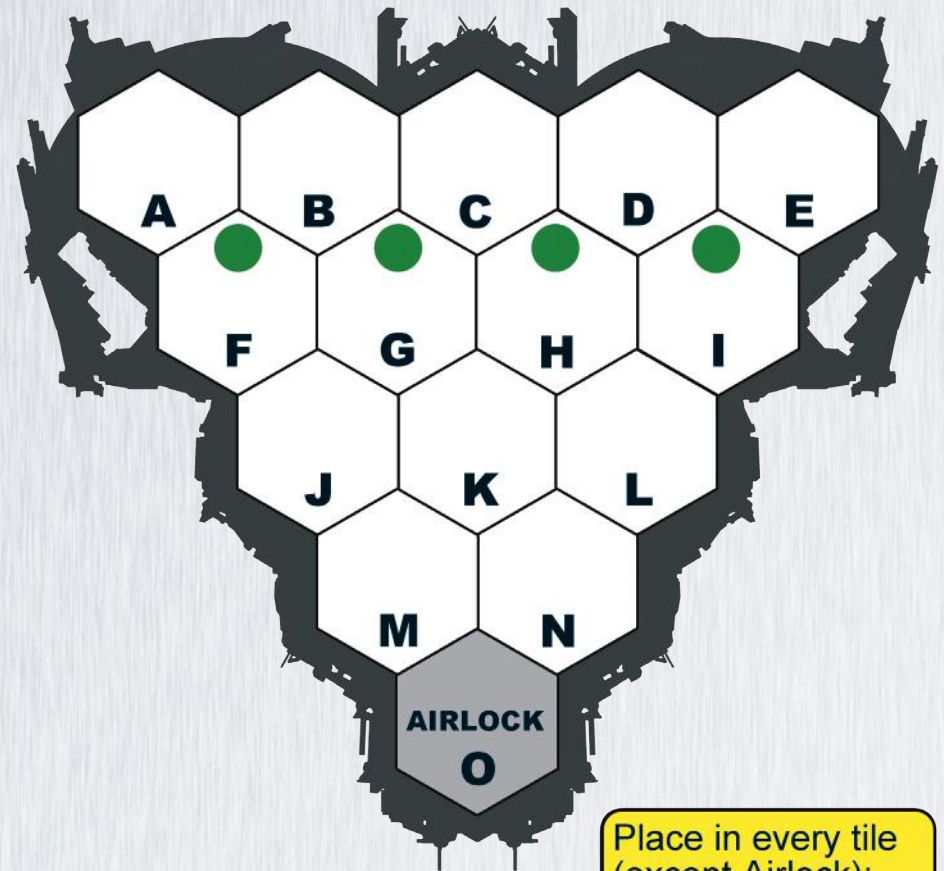
Place in every tile (except Airlock):
1 Alien token +
1 Discovery Token

Key

⬡ Face-up Tile/Airlock   🟢 Possible location of Breeding Vats and Psi Agitator

Objective & Setup Instructions

Number of Rocketeers: 2-4

Objective: Dominate 3 Brains-in-a-Jar

Tiles Required: *Airlock* - place face-up at O, *Psi Agitator, Spawning Vats*

Tile Markers: *Spawning Vats, Psi-Agitator* + 2 Decoys – randomly place face-down at F, G, H, I

Alien Token Pool: use these 14 tokens: all 5 Brain and all 7 Leech tokens, Unnatural Growth, and 1 randomly drawn token.

Discovery Token Pool: 14 tokens; remove 2 random Schematics

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules.

Rocketeer Starting Tile: *Airlock* (O)

Special Rules

Alien Tokens

When a token lists a Bug, substitute 1 Space Leech instead (Bugs do not appear in this scenario).Players can use Bug figures as Space Leeches if they run out of Space Leech figures.

Until the *Spawning Vats* are destroyed, add one Space Leech to the Aliens listed on each Alien token. For example, if a token lists 3 Leeches, place 4 Space Leeches; if it lists 2 Saucermen / Bug, place 2 Saucermen and 2 Space Leeches.

Psi-Agitator

Until a Rocketeer spends 1 O_2 to disable the *Psi-Agitator* while in its tile, all Space Leeches move 2. The device cannot be disabled while non-*Stunned* Aliens occupy the tile.

Red Alert Stage

When the Red Alert Stage begins:

- form a pool of all 12 Alert tokens;
- the Muster tile is the *Airlock* (O);
- all non-sealed hatches in the *Airlock* (O) and the hatches it shares with adjacent tiles immediately and permanently open (place Hatch Destroyed markers);

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. When all 12 Alert tokens have been used, Rocketeers will draw random Alien token instead.

Spawning Vats

Until a Rocketeer destroys the *Spawning Vats*, 1 Space Leech is added to every scanned tile that still has a Discovery token on it at the end of each Alien Turn.

To destroy the *Spawning Vats*, a Rocketeer must start his or her turn in the Spawning Vats tile and obtain 1 success with a (free) dice roll made at the start of his or her turn. The number of dice rolled is equal to the Rocketeer's current HPs (any Overkills can be spent on the Rocketeer's Overkill Option).

Rocketeers cannot attempt to destroy the *Spawning Vats* while non-*Stunned* Aliens occupy the tile.

Invisible Planet: Trilon - 2

Objective & Setup Instructions

Number of Rocketeers: This scenario is for 6 Rocketeers only

Objective: Dominate 3 Brains-in-a-Jar *and* defeat the *Master Brain*.

Tiles Required: both *Airlocks* - place face-up at A and CC, *Shuttlecraft* - place face-up at JJ, *Master Brain, Psi Agitator, Spawning Vats*
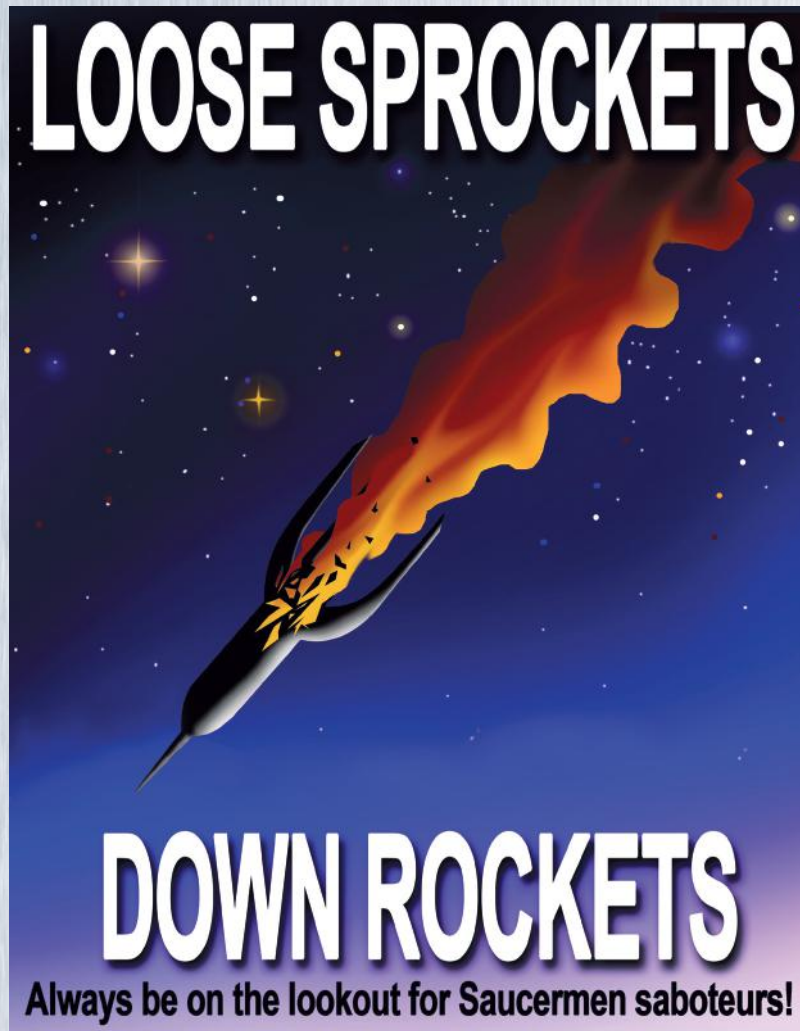
Tile Markers: *Spawning Vats, Master Brain,* and *Psi-Agitator* – randomly place at M, R, S
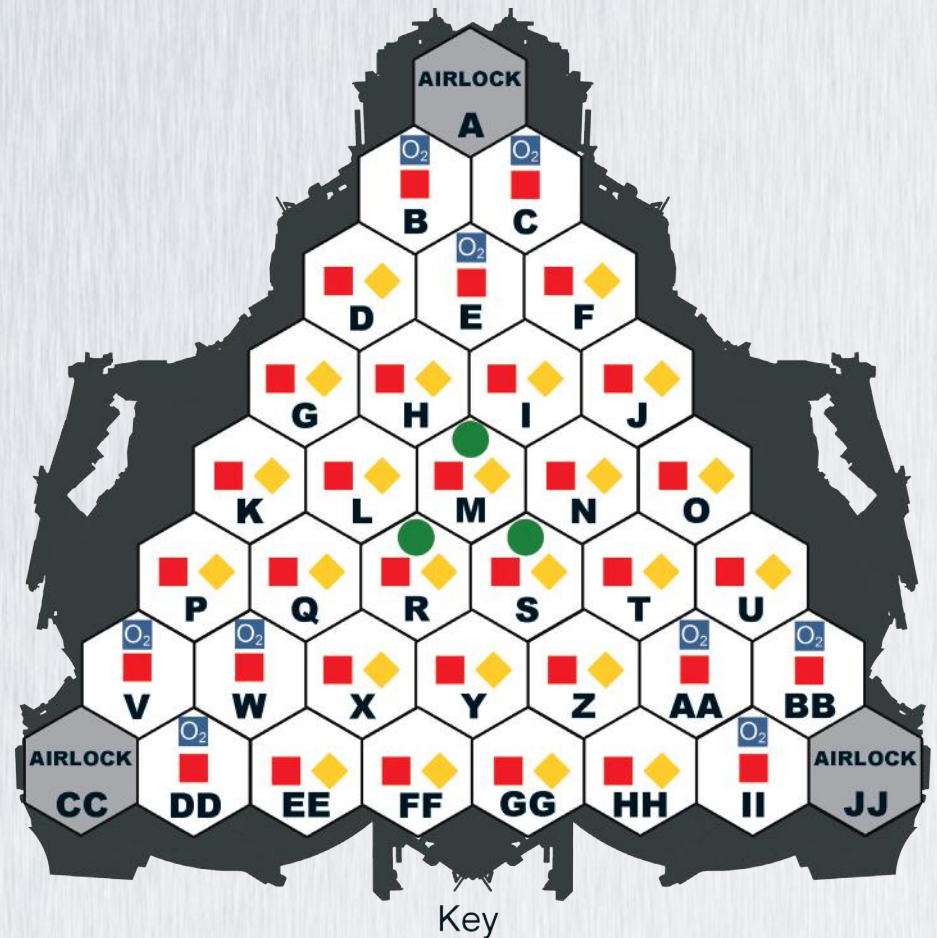
Alien Token Pool: 33 tokens

Discovery Token Pool: 24 tokens

Alert Token Pool: None at start, but see Red Alert Stage in Special Rules.

Rocketeer Starting Tiles: A, CC, and JJ (two Rocketeers start on each tile). The three tiles should be oriented in the same direction.

Map Diagram

Key

◯ Face-up Tile

🟥 1 Alien Token

🔶 1 Discovery Token

🟢 Possible location of Breeding Vats, Psi-Agitator or Master Brain

O₂ 1 O₂ Cube

Special Rules

Alien Tokens

When a token lists a Bug, substitute 1 Space Leech instead (Bugs do not appear in this scenario). Players can use Bug figures as Space Leeches if they run out of Space Leech figures.

Until the *Spawning Vats* are destroyed, add one Space Leech to the Aliens listed on each Alien token. For example, if a token lists 3 Leeches, place 4 Space Leeches; if it lists 2 Saucermen / Bug, place 2 Saucermen and 2 Space Leeches.

Master Brain

The *Master Brain* cannot be attacked, stunned, or subdued. Once its tile is scanned, it automatically broadcasts a *Mind Control* attack at range 2 on the Alien Turn.

To defeat the *Master Brain*, a Rocketeer must successfully perform a special IQ Action while in the same tile. This special IQ Action suffers a -2 dice penalty and cannot be performed while non-*Stunned* Aliens occupy the tile.

The Rocketeer that defeats the *Master Brain* gets one extra Non-Combat AP per turn for the rest of the game (use the *Master Brain* tile marker on the Action Points slot of the Rocketeer's Character Sheet as a reminder). This extra Non-Combat AP may not be traded.

Psi-Agitator

Until a Rocketeer spends 1 O_2 to disable the *Psi-Agitator* while in its tile, all Space Leeches move 2. The device cannot be disabled while non-*Stunned* Aliens occupy the tile.

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

Red Alert Stage

When the Red Alert Stage begins:

- form a pool of all 12 Alert tokens;
- the Muster tile is the active Rocketeer's Starting Tile;
- all non-sealed hatches in all three of the Rocketeer Starting tiles (A, CC and JJ), and the hatches they share with adjacent tiles, immediately and permanently open (place Hatch Destroyed markers).

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase. When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead.

Spawning Vats

Until a Rocketeer destroys the *Spawning Vats*, 1 Space Leech is added to every scanned tile that still has a Discovery token on it at the end of each Alien Turn.

To destroy the *Spawning Vats*, a Rocketeer must start his or her turn in the Spawning Vats tile and obtain 1 success with a (free) dice roll made at the start of his or her turn. The number of dice rolled is equal to the Rocketeer's current HPs (any Overkills can be spent on the Rocketeer's Overkill Option).

Rocketeers cannot attempt to destroy the *Spawning Vats* while non-*Stunned* Aliens occupy the tile.

Attention Rocket Patrol!

By the time we realized that subduing the Brains instead of dominating them delayed our objective, it was almost too late. In order to secure our third target, we had to endure the onrushing tide of squirming alien reinforcements.

—*Dr. Douglas Martin, Space Command*

Invisible Planet: Espionage

Report from Captain Ben Riggs

What we learned from the subdued Brains in the Trilon threw all the other theories out the window. The Space Leeches are actually the direct offspring of Brains, purposely malformed by extensive breeding to serve as bestial slaves. This repellent disregard for the interests of their own offspring is only too typical of the power-mad Brains. Naturally, the immature creatures don't possess a fraction of the fully formed Brain's psychic power… but the Space Leech still exerts a measurable aura of intellectual enervation. Thus, the Brains deploy their mutated children to pacify all other slave races. A depraved and unwholesome arrangement or my name's not Ben Riggs.

We know the Leeches dampen our own mental processes. The evidence now seems to indicate that all the other alien life-forms in the hierarchy are enslaved through the dual effects of mind-control and Leech IQ drain. The purpose is clear: to ensure the Leaders never rebel. Such directed cross-breeding has had dire consequences for the Brains, for fewer and fewer Space Leeches reach maturity, and it is expected that the sterile Brains will soon become non-viable.

Before the aliens learn that we have penetrated their defenses, it is essential that we achieve a comprehensive understanding of their technology. It is a vital step in our road to final victory in the solar system.

Objective & Setup Instructions

Number of Rocketeers: 2-6

Objective: Complete all 6 Schematics.

Tiles Required: *Airlock* (face-up)

Tile Markers: none

Alien Token Pool: all

Discovery Token Pool: all

Alert Token Pool: none at start, but see Red Alert Stage in Special Rules.

Rocketeer Starting Tile: *Airlock*

Map Setup

Place the *Airlock* face-up on the table. This is the only tile in play at the start of the scenario—players build the map as the Rocketeers scan it.

Shuffle all of the Standard tiles and place them in a face-down draw deck.

Each time a Rocketeer scans, choose an open "tile space" on the table to place a new tile.

The chosen tile space must:

- be adjacent to the *Airlock* and/or a previously placed tile and
- qualify as being "nearest" to the Rocketeer's current tile.

The player then draws the top tile from the deck and places it face-up on the table.

Scan Example

At game start, when a Rocketeer occupies the Airlock, only the "tile spaces" adjacent to the Airlock (A–F) qualify as "nearest" to his or her tile.

Tile space G could qualify as "nearest" only during the Scanning Phase of a Rocketeer that occupies a tile that had been placed at D or F.
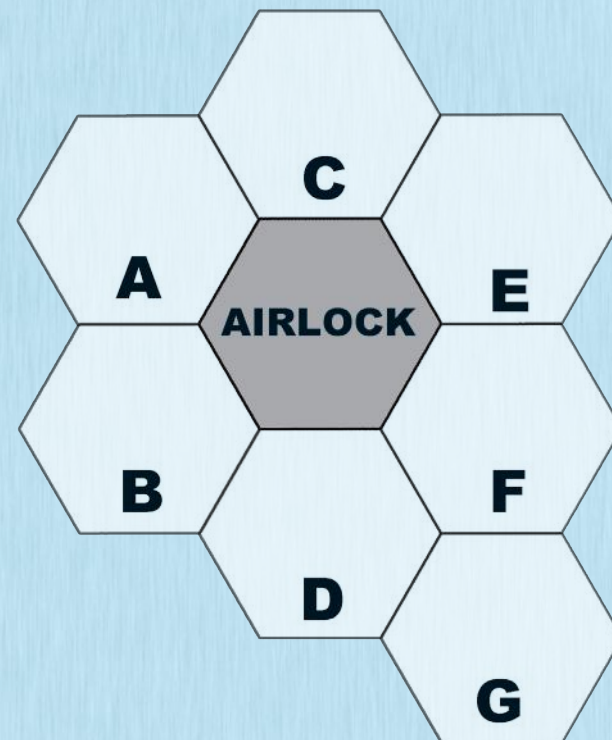
Special Rules

Alien Tokens

As each new tile is added to the map, randomly draw one token and place the listed Aliens in the tile.

Used Alien tokens should be set aside in a new draw pile for possible re-use during the Red Alert Stage.

Discovery Tokens

Place one randomly drawn token face-up in each new tile as it's added to the map. Once all 25 tokens have been used, no additional Discovery tokens will be placed when a new tile is added to the map.

Red Alert Stage

When there are no more Standard tiles to draw during a Rocketeer's Scanning Phase, Red Alert Stage begins:
- form a pool of all 12 Alert tokens;
- the Muster tile is the acting Rocketeer's current tile;

During Red Alert, Rocketeers draw 1 Alert token in their Scanning Phase.

When all 12 Alert tokens have been used, Rocketeers will draw a random Alien token instead. The Muster tile remains the acting Rocketeer's tile.

Attention Rocket Patrol!

Gentlemen, Ladies...weapons will keep you alive during this secret mission. But acquiring components and constructing the Schematics may require an Air Knife, Reference Book, and Tools.

— Dr. Zarkov, Earth Science Council

Unreasonable Fear Reminder

When 5 or 6 Rocketeers play, ignore the effects of the Unreasonable Fear event.

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