



DROPFLEET

COMMANDER

OCCUPIED NEW YORK




TTCOMBAT

OCCUPIED SCOURGE SECTORS

In the hands of Scourge, New York continued to be one of the most important cities on Earth. The aliens made full use of everything mankind had built over a millennium. In addition, they raised a colossal structure of their own, known as the Tartarus. In the Financial District next to the old Freedom Tower, this alien edifice stands at almost 1,800m, making it the tallest building on the planet. Its true purpose is unknown, although it is surely crucial.

Scourge Sectors can be used in place of any sector on the board, though it is recommended to replace a whole cluster at a time, trying to match the type of Sectors replaced as closely as possible.

Each Scourge Sector has its own rules detailed below and these are designed for a more narrative focused game set during Battle for Earth. While fun and thematic, these rules may not be suitable for tournament play, though we certainly won't stop anyone from trying!

	SECTOR	HULL	ARMOUR	VALUE	SPECIAL
	TARTARUS	40	4+	10	IMPENETRABLE HALO
	SCOURGE ORBITAL BATTERY	6	4+	1	FIREWALL, SHARD FUSILLADE, DESTROY FROM WITHIN
	EMPIRE STATE BUILDING	12	3+	4	RESISTANCE COMMAND POST, PRICELESS ARTIFACT
	ONE WORLD TRADE CENTRE	14	4+	4	COMMS NEXUS, ENHANCED SCANNER UPLINK
	LIBERTY ISLAND	4	3+	4	ALL THE DETONATORS ARE HERE
	NOVA PROSPECT	12	5+	1	-

SCOURGE SECTOR SPECIAL RULES

Scourge Sectors have special rules which bring additional benefits or risks to the holder.

IMPENETRABLE HALO

While the Tartarus survives, no cluster on the table may be nuked. Any effect which would otherwise destroy a sector only inflicts 2D6 DP against the Tartarus.

FIREWALL

This sector has built in Defence Batteries and the holder may use the following.

If an enemy tries to land Ground Assets in a Cluster that contains a held Scourge Orbital Battery, roll 1D6 per held Scourge Orbital Battery for each Asset. On a roll of a 2+ it is destroyed and no token is placed. If the Asset is deployed by Dropships, then it is only destroyed on the roll of a 3+.

SHARD FUSILLADE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SHARD FUSILLADE	3+	4	2	F/S/R	ESCAPE VELOCITY

DESTROY FROM WITHIN

Once all Ground Combats have been resolved, the holder may choose to destroy the Sector. Any friendly tokens may be moved to another Sector in the cluster - if no other sectors remain, the tokens are destroyed.

RESISTANCE COMMAND POST

The holder may connect with and call on/coerce embedded local Resistance cells. At the end of the movement step of the Ground Combat Phase, the holder may place 3 infantry tokens in any single Sector on the table.

PRICELESS ARTEFACT

At the end of the game, as long as this has 8Dp or more remaining, the holder cannot lose the game - their total Vp is raised to equal their opponent's if lower.

COMMS NEXUS

The holder may misdirect enemy forces or coordinate feints of their own. At the end of the movement step of the Ground Combat Phase, the holder may move any enemy Infantry or Armour tokens in up to three Sectors to another Sector. This Sector also has the Scanner Uplink rule, except 6" is added to scan value

ENHANCED SCANNER UPLINK

This is the nexus for a network of orbiting and ground based scanners. All ships and other assets controlled by the holder gain +6" to their Scan Value. This effect is cumulative if you control multiple Sectors with this rule.

ALL THE DETONATORS ARE HERE...

At the beginning of the Ground Combat Step, the holder may inflict D6 lock 3+ hits on up to three different Sectors. Roll the D6 separately for each.