

CHRONICLE 002

Mission Bloks

These are mission ideas for the GM. Use these to help form your stories and campaigns. This Section is for Chronicle 002 Mission.

1-3 Players

Assassination

Mission: Kill the local Magistrate

Rules: No Mechs

Enemies: 10 Colonial Security/4 Colonial Marines

Loot: Data on Cybermorphs

Commando Raid

Mission: Hit the local colonial armory.

Rules: No Mechs

Enemies: 10 Colonial Marines or 15 Colonial Security

Loot: 1d10 Weapons/Armor

Rescue

Mission: UEU Fleet Officer has been captured by unfriendly Colonists. Kill enemies and retrieve officer.

Rules: No Mechs

Enemies: 10 Colonial Marines, 4 Colonial Security

Loot: UEU Officer, Cybermorph Data

Sabotage

Mission: Hit a Cybermorph refueling station and destroy it.

Rules: None

Enemies: 20 Drones, 5 Archons, 15 Sky Drones

Loot: Energy Cells, Data on Cybermorphs

Scout Mission

Mission: Infiltrate behind enemy lines and gather intel. All civilians are expendable.

Rules: No Mechs

Enemies: 10 Drones, 3 Enforcers

Loot: Valuable details to enemy movement

CHRONICLE 002

Traitor

Mission: The base has been hit several times in the last month. There is an inside man. Smoke them out.

Rules: No Mechs

Enemies: 1 Scarecrow

Loot: Cybermorph Data

3-8 Players

Colony Ambush

Mission: Hit Colonial Marine unit that has been aiding the Cybermorphs. Convoy will be traveling through vulnerable forest area. Kill everyone.

Rules: No Mechs

Enemies: 20 Colonial Marines, 1 Advocate, 2 Advocate Commandos

Loot: Cybermorph Advocate, 2d10 Colonial Marine armor/weapons

Desert Ambush

Mission: The Cybermorphs have set up a solar collector, but require one last part. Hit convoy en route to collector.

Rules: STUBs Only

Enemies: 15 Drones, 5 Sky Drones, 2 Archons

Loot: Solar Collector (as long as players don't blow it up), Cybermorph Data

Double Trouble

Mission: Operation: Mars is underway. Infiltrate UEU research laboratory and retrieve all data.

Rules: Mechs for above ground mission, No mechs once in facility (located miles under Mars)

Enemies: (In Facility) 10 UEU Shock Troopers, 1 Fleet Officer, 20 Drones, 2 Enforcers, 15 Xmorph Demons (Above Facility) 20 Sky Drones, 15 Drones, 8 Archons, 5 Hbot Ghosts (SRs)

Loot: Xmorph Data, Hbot Data, UEU Staff (maybe, if you can convince them players aren't the enemy).

CHRONICLE 002

Hold the Line

Mission: The Cybermorphs are trying to claim the polar region of a colony. Hold the line until backup can arrive (50 turns).

Rules: STUBS, Artillery, no larger mechs.

Enemies: 40 Sky Drones, 30 Drones, 3 Enforcers, 1 Hbot Exile, 4 Scarecrows (2 already infiltrated)

Loot: None, you live.

The Push

Mission: All fighters are to engage the Cybermorphs in all sectors and hit them hard and fast.

Rules: None

Enemies: 30 Sky Drones, 5 Hbot Ghosts (SRs)

Loot: Cybermorph Data

Rescue Mission Mars

Mission: Break through the Cybermorph Front and rescue scientists trapped underneath Mars.

Rules: None

Enemies: 5 Hbot Ghosts (SRs), 1 Hbot Ghost (Super SR), 5 Hbot Ghost (Bulldog), 5 Archons, 15 Sky Drones, 20 Drones

Loot: RLF Scientists, Data on Cybermorphs

Revenge

Mission: A group of Hbot Exiles have been spotted on a mining colony. Destroy all but one. Prevent civilian casualties.

Rules: None

Enemies: 20 Sky Drones, 5 Hbot Exiles

Loot: 1 Hbot Exile POW, Cybermorph Data, Hbot Data