

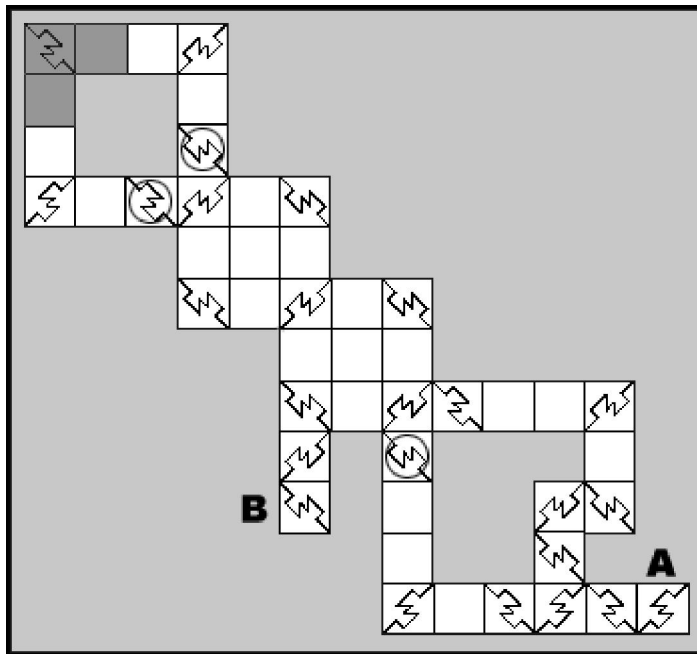


Ladies First

A basic scenario for

Dark Horizon: Notice of Termination

Rif and U.T. are true gentlemen, and will hold off the opposition until Lin So has exited the board. But she'd better hurry, time's short!



Agent Forces

- U.T. with shotgun and access card
- Rif Skapper with shotgun and access card
- Lin So with SMG

Agent Setup: Agents enter the board at square A.

CorpGuard Forces

- 2 CorpGuard 'cheens with RinoHyde armor and targeting eye implants, SMGs and access cards.
- 1 CorpGuard 'cheen with RinoHdye armor, servo and targeting eye mods, SMG and access card.

CorpGuard Setup: Corpguard forces begin in any of the shaded squares.

Victory Conditions

The agents must get Lin So off the board at square B. This game lasts 2 turns.

Special Rules

If you have Escape, then don't use the rules for running in this scenario (the scenario was designed for Notice of Termination which doesn't include rules for running).

Strategy Tips

This game lasts but 2 turns, and Lin So has 15 squares to cover in that time. Note that she has only 8 action points with which to cover this ground. Even though one of the agents with the TMA mod will (probably) be moving ahead of Lin So to open the door and hold off the guards, Lin So will need to use every single impulse to get off the board.

For more information about Dark Horizon,
please visit APE Games at <http://www.apegames.com>