

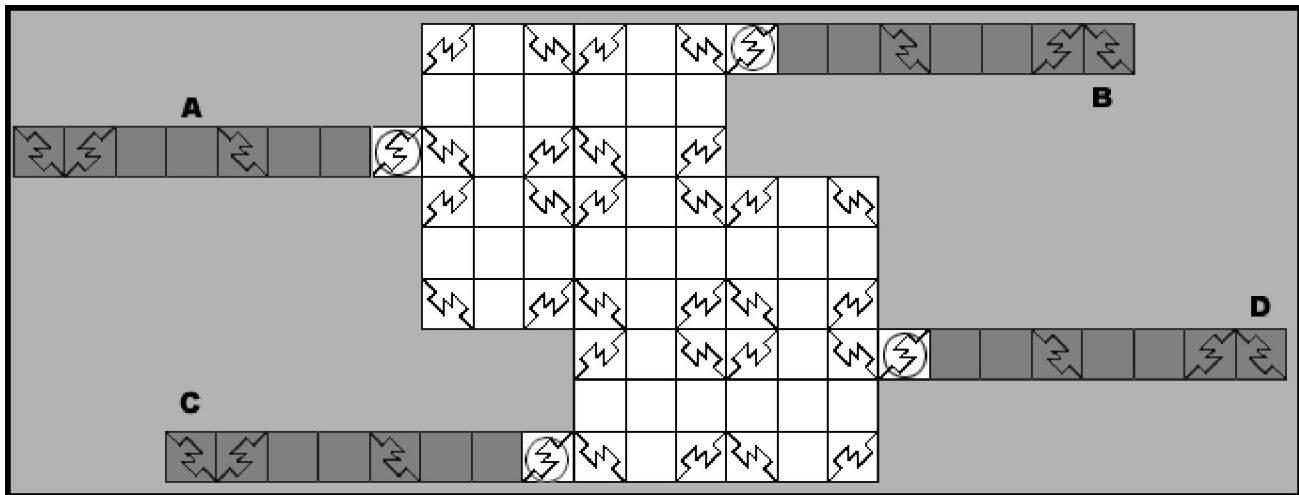


Lucky Seven

An advanced scenario for

Dark Horizon: Notice of Termination

Each team has 7 figures, and the map has 7 rooms. The goal is simple - control a majority of the rooms when time runs out!



Agent Forces

- U.T. with shotgun and access card
- Annie with SMG and access card
- Sparky with flamer
- Bilson with shotgun and access card
- Seymour with autopistol
- Rif Skapper with shotgun and access card
- Lin So with SMG

Agent Setup: Agents start in any of the shaded squares in halls C and D.

CorpGuard Forces

- 3 CorpGuard Reggies with RinoHyde, TMA and targeting eye mods, SMGs and access cards.
- 1 CorpGuard 'cheen with RinoHyde and servo mods, shotgun and access card.
- 1 CorpGuard Reggie heavy weapons expert with RinoHyde, TMA and targeting eye mods, lazrifle and access card.
- 1 elite CorpGuard with lazrifle and access card.

CorpGuard Setup: Corpguard forces begin in any of the shaded squares or halls A and B.

Victory Conditions

This mission is won by the team that has more figures in the center square (the patterned TT square) of the most rooms at the end of the game. Only figures in the center square of each room are counted toward victory. This game lasts 3 turns.

Strategy Tips

The figures don't need to be in their final positions until the end of turn three. Use each agent to its fullest, but be sure they get they get back on time!

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