

# SPACE CADETS

## Mission 6 Nemesis Must Die!

We have been contacted by a highly placed officer within the enemy's ranks. She has decided to defect to our cause, and claims to have detailed knowledge of the Nemesis ship. With luck, we can use that information to destroy Nemesis once and for all. She has left her ship in an escape pod, but her absence was discovered sooner than we hoped, and our rescue team is out of position.

We need you to use tractor beams to retrieve the escape pod before it is destroyed. If you succeed in that task, determine Nemesis's weakness, and then destroy it.



Start any square along this edge with any facing.

◆ Ship Starting Speed: 2

◆ Nemesis Marker: 4

◆ Special Rules: The map starts completely explored. The single ships in the first two tiles are placed in the center square. The third tile is set up normally, with the crystal in the center and the two enemy ships adjacent.

The crystal represents the escape pod. An enemy ship that is not locked onto the players will move towards the crystal and stop when it is adjacent. An enemy that is adjacent to the crystal and NOT locked onto the players will cause 1 point of damage to the escape pod.

If the escape pod receives 7 points of damage before it is successfully tractorbeamed, it is destroyed and the players lose the Mission.

If the players succeed in retrieving the escape pod before it is destroyed, they can begin to configure the ship systems to destroy Nemesis.

To complete this phase of the mission, the players earn points for accomplishing the following goals:

◆ Engineering:

1 point: Gain 14 Energy from the Engineering Tile placement

2 points: Gain 15 Energy from the Tile placement

Note: Does not count batteries. Points awarded during Step 4.

◆ Shields:

1 point: Total Shield strength 10-12

2 points: Total Shield strength 13+

Points awarded during Step 4

◆ Jump:

1 point: Get 5-of-a-kind during Step 8

2 points: Get 5-of-a-kind during Step 8 without using a 30-second extension

Each Station only counts the highest award it has won, and once earned, the points cannot be lost.

*Example: The total strength of all four shields adds up to 14, so the players earn two points. Next turn the shields add up to 11. The players still have two points for the Shields. If they had gotten 11 points first, and then 14 points the next turn the 1 point award would be upgraded to 2 points.*

If the players have achieved a total of 3 points the ship is configured and Nemesis can be destroyed.

Roll a die to determine how Nemesis is destroyed:

Die Roll	Objective
1-2	Have a Superlock on Nemesis and have a torpedo land in the last section of the Weapon Track
3-4	Do 20 points of damage to Nemesis in a single turn
5-6	Be in the same square as Nemesis and hit it for 10 points of damage in a single turn

◆ Objective: Destroy Nemesis and jump out of the sector.