

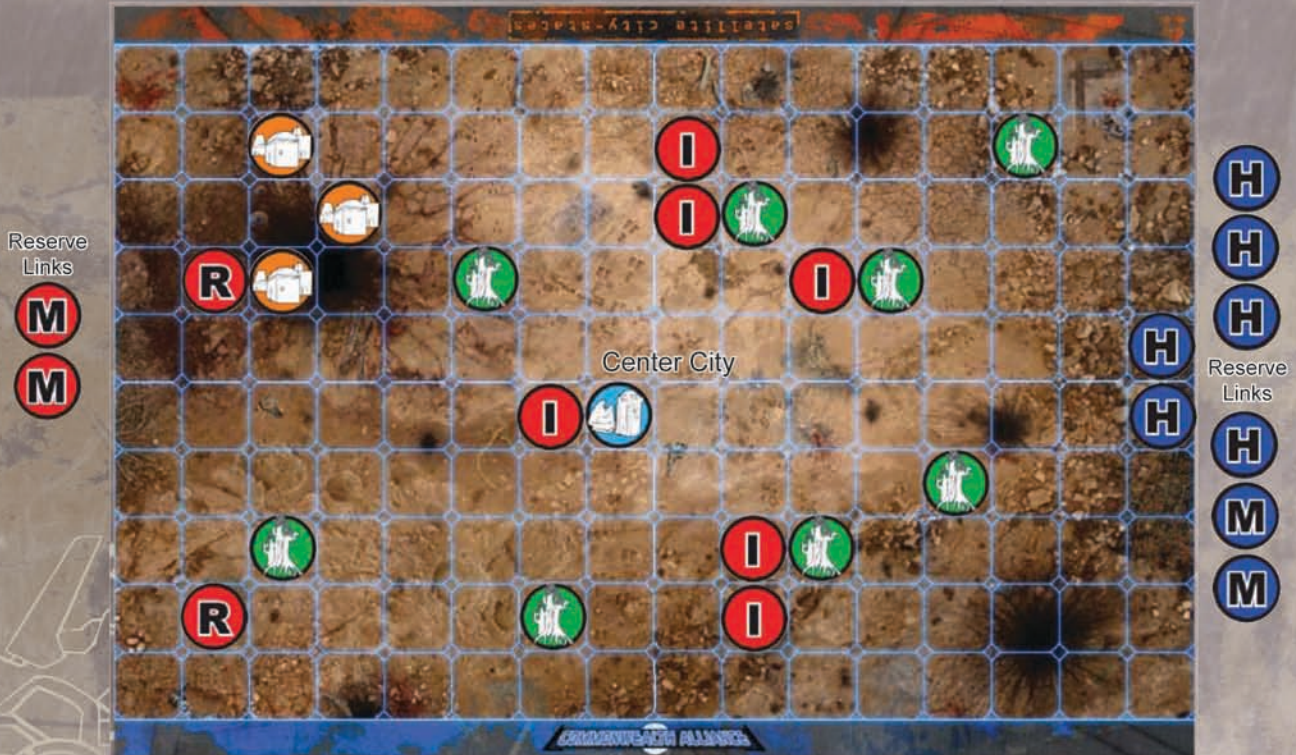
# ABADDON™

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## Mission #17<sub>web</sub> - Center City

An elite force called “The Mastecs” of the Commonwealth Alliance, have just completed a hard fought battle. They are down on power, and have taken damage, but before the Links can refit, the group is called to put down rebel activity in south quad near Center City.



### Briefing Notes

- Two-player mission.
- Satellite City-States deploy units as on map. Two Medium Links are in reserve to the left side of map.
- Commonwealth Alliance deploy two heavy links as on map, other Links are in reserve to the right side of map.
- Commonwealth Alliance takes the first turn.

### Objective:

- Satellite City-States - eliminate all enemy Heavy Links on the battlefield.
- Commonwealth Alliance - 20 Victory Points. Each Commonwealth Link adjacent to the sector with Center City terrain, at the start of the Commonwealth Alliance turn, collects a 1-point Victory Point counter.

### Special Rules:

- Commonwealth Heavy Links on the map have 3 power crystals, each reserve Link only has 2 power crystals.
- The Mastecs have a strong command network. After Commonwealth player rolls activation dice any one die that did not roll Command may be changed so it reads Command.
- Units in reserve must be activated to move onto the map. It costs one movement to enter a sector along its side of the battlefield. Satellite City-States Medium Links may only enter after a friendly unit has been eliminated.

### Satellite City-States

- 2x Medium Links
- 2x Recon Links
- 6x Infantry Squads
- 5x Weapon System Cards

### Commonwealth Alliance

- 6x Heavy Links
- 2x Medium Links
- 3x Weapon System Cards