used for a custom scene following “Protect the Engineers” as a quasi-sequel to “The Horde” (shenanigans from me reviving a dead table: PtE was played in the downtime-space between missions 1 & 2, to on-board new players without erasing every achievement of the retained ones)

the HUC mechs downed in the previous scene are encountered blocking the road, salvaged and refitted, led by the Chau’s comp/con, which escaped evergreen

the termite and architect classes are from Field Guide to Suldan and Field Guide to Castor & Pollux, respectively