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UNDAUNTED 2200
CALLISTO

OUT NOW

Changes or additions are marked in magenta.

GENERAL

- The Red Triangle on the Civilian/Prisoner markers should be disregarded. It does not prevent entry into the space.
- The icon on Pit trap markers, prevents access by Vehicle and Mech units. It should be considered as a icon.

RULEBOOK

- Rulebook p.16- The text "If a vehicle has the icon… or through a space with a icon." Should be under the Scout Action header rather than the Move action.

SCENARIO BOOK & MAPS

- Scenario book p.4- "In the **Hits** field…" should say "In the **Casualties** field…"
- Scenario book p.5- "Subtract one from the total for each full three **hits**…" should say "Subtract one from the total for each full three **casualties**…"
- Scenario book p.12 Vehicle transport- "…when performing the **MOVE** action." Should say "…when performing the **SCOUT** action."

SCENARIO 2

- The LFA needs **7 objective points**, not 5.
- The Hades Mech should be in Force 1, as shown in the Scenario book.
- The Vulcan Mech should be in Force 2, as shown in the Scenario book.

SCENARIO 3

- LFA Force 1 and Force 2 should be as shown on the board.

SCENARIO 4

- Setup- Breaker Force 2: "Hewer C" should read "Hewer D"

SCENARIO 7

- "The space with this equipment icon has a radio tower with **Guide**" should specify "…**Guide 1**"

SOLO BOOK & MAPS

- When a mech is hit and the bot would have a choice of cards of cards to remove, choose [Navigator > Gunner > Commander]. Unless otherwise instructed, as in Scenario 6.
- "citizens" should always read "civilian".
- The attack information portion of Disruptor Suppress Clauses should be , they are not limited to supressing personnel only.
- The Bot Procedure for all Gunner entries, add "3) SPECIAL ATTACK X"
- Solo Book p.1- Step 4. Add: "Shuffle both starting decks and all bolster decks."
- Solo Book p.2- Successfully Attacking a Bot Unit. Add: "After checking a face down deck, shuffle that deck."
- Solo Book p.11- Solo Play Example, the Corp-Sec procedure shown should be the one on p.15.

SCENARIO 2

- The LFA needs **7 objective points**, not 5.
- The Hades Mech should be in Force 1, as shown in the Scenario book.
- The Vulcan Mech should be in Force 2, as shown in the Scenario book.

SCENARIO 3

- LFA Force 1 and Force 2 should be as shown on the board.
- The Breakers consider all spaces containing a civilian to be an objective.

SCENARIO 4

- Setup- Breaker Force 2: "Hewer C" should read "Hewer D"

SCENARIO 6

- Setup- "Drill Crew" should be "Hauler crew"
- LFA procedure for Drone is redundant.

SCENARIO 7

- "The space with this equipment icon has a radio tower with **Guide**" should specify "…**Guide 1**"

SCENARIO 8

- "control station" should be "communications equipment" in all cases on p.63 & 64.
- Clause Priority #4 for the Breaker Disruptor is redundant.

FAQ

GENERAL

- Does the illustration alone block fire?
  No, unless dealing with the clearly bounded "rooms" in the later scenarios, line of sight is not a concern.

- Can suppress or pulse target units on the other side of a door?
  No. As with an Attack Action, units on the other side of a door, whether open or closed, cannot be targeted.

- Can you use the Pathfind ability to scout spaces through a closed door?
  Yes, doors block movement but not the remote surveillance squad leaders are thematically doing as part of Pathfind.

- Can you use a card for initiative bid if there is no combat counter for it on the board?
  Yes.

- What is a Combat Counter/Personnel Counter/Standee?
  'Personnel counters' the disks that represent groups of people, 'standees' are the punchboard cut-outs that represent vehicles and mechs. 'Combat counters' are all types of unit on the board (i.e. both the personnel and the standees).

- Can you take control of a space if the opponent has a unit there?
  It depends: If the space is uncontrolled by either player then yes, you can. If the space is controlled by your opponent then no, you cannot.

- What token do I use when playing Navigator A/Gunner H etc.?
  Use the corresponding standee, for example Navigator A, Gunner A, and Commander A are all 'inside' Mech A ("Artemis"), e.g. a Move action with a Navigator A card would move the Artemis mech.

- Does the "Friendly defence bonus" from a Drill or similar extend to units on the foundation if the Drill is on the deck of a bridge space or vice versa.
  No.

- Does the cover bonus of a space apply if the defending units are inside the same space as the attacker?
  Yes.

- Do cover bonuses apply to Standees as well as Personnel Counters?
  Yes.

- Do additional cover bonuses from structures markers apply to Standees as well as Personnel Counters?
  Yes.

- Does the Friendly defence bonus from Standees apply to other Standees?
  No.

- What do these symbols (/ = Additional Units (LFA)) refer to?
  They correspond to spaces on the scenario map. The map will also tell you which units are deployed there, with others deployed in their Force spaces (1 or 2).

- Where is the Casualty pile?
  A Casualty pile is created by each player when they first take a casualty. The cards in it are face-down and effectively removed from game.

- Does Hunkering Down the last card of a unit cause the combat counter to be removed from the board?
  No, once in play a combat counter will only be removed by neutralization of the unit (excepting any scenario specific rules).

- Can you move a unit off of a Bridge Deck onto the Bridge Foundation with the Pulse Action?
  No. The Pulse Action can only move targets to spaces they could legally move to.

- Can you do a combat action from a Bridge Deck space to a Bridge Foundation space if that if the Bridge Foundation is a different space to the Bridge Deck, or vice versa?
  Only if it is a different bridge, i.e. you cannot attack from the deck to the foundation of a long bridge (Rulebook p.9)

- Do you have to scout the Bridge Deck and Bridge Foundation separately?
  No, a scouted marker applies to both the any deck/foundation in that space.

- Does controlling a space with an opponent's force's spawn icon prevent the unit entering play?
  No.

- Can you use the Captain/Supervisor to Bolster/Command a teammate's deck?
  Yes, though Command may only be done if they are yet to play this round (full details at 'Changes To Actions' Rulebook p.23)

- Can you split a Bolster between both team members?
  Yes, as long as any squad restrictions are maintained and each bolstered card goes into the discard of the player to whom that card bolstered card belongs.

- How many hits are required to destroy a structure?
  One.

SOLO

• Does neutralizing the bot work differently to a human player?
Yes, effectively you must exhaust its complete supply, not just units that have been bolstered - though the bot is neutralized when the final card is removed, not when none can be found to be removed.

• When the bot must evaluate its own "most dangerous unit", such as for deciding which unit the bot will Guide, which table will be used?
Use the "Dangerous Units" table of the opposite faction for the same scenario, i.e an LFA bot will check the table of its units on the "vs Breakers" pages of the corresponding scenario to know which of its units are "most dangerous"

• Does a Scout action occur if the unit would move, but the spaces are already scouted?
Yes, if the Scout action would cause a unit to finish in a different place to where it started then that is an effect on the game, and so should not be skipped. The example on p.5 of the Solo book is confusing and can be disregarded, both scouting and movement are part of the Scout action (the example refers to a Pathfind only).

• When a bot unit has to "move toward the nearest objective", do unscouted objectives count?
Yes.

• What is a "Special Attack"?
This term covers a range of attacks and is used where a procedure might apply to multiple different Mechs. In short, use whatever type of attack is mentioned on the corresponding card, often this will only be a regular 'Attack', in which case use that.

• When taking a casualty: In the rare case that there is no matching card in the discard, deck, or bolster deck, but there is a face-down card in the bot's play area due to a Recon action, when should that face-down card be checked?
Last, after Bolster Deck checks.

• In the example diagram on p.3, where should the Scout card (used for initiative) go in the Play Area?
Between the Navigator and the Stalker.

• Do Standees receive the same treatment as Combat Counters when placing a control marker etc.?
Yes, Standees are also "Combat Counters", however they are not "Personnel Counters". See p.10 of the Rulebook.

• Can a card, such as the Gunner H if evaluating a 'Suppress X', perform an action if an X value does not exist for that card?
No, the value is null and so the line should be skipped.

• Can Guide Y use the value from a Scout action?
Yes, but in doing so it only uses the value for the movement, it does not place scout markers in the process.
N.B. In an earlier draft what became 'Guide' was intended to always use a movement value of 1, this was changed without adequately consulting David Digby, so our sincere apologies to him. Our experience is that in practice the procedures work regardless and so we suggest playing with the rules as written.

• Which units are included in a Bolster deck that says "All units of Squad A"?
It specifically means all the cards marked Squad A that are also marked as being in the Supply of that scenario's setup. Those not mentioned are not included, those marked as in the Deck should be in the bot's starting deck.