CALLISTO SOLO: USING THIS BOOK

This book explains the rule changes needed to play *Undaunted 2200: Callisto* solo and contains the solo setup instructions for every scenario in *Undaunted 2200: Callisto*. To use this book, you will need to be familiar with the main rulebook.

Callisto solo intends to provide a challenging opponent, even for experienced players of previous *Undaunted* games. The solo game is much more complicated than the multiplayer game, so we recommend familiarising yourself with the multiplayer game first. *Callisto Solo* is not designed to be a tutorial or a learning aid.

Faction-specific instructions are shown using coloured text boxes.

> Breakers-only text appears in a yellow box.

> LFA-only text appears in a blue box.

SETUP FOR SOLO

Each scenario in *Undaunted 2200: Callisto* solo has three sections:

SOLO SCENARIO X: SCENARIO TITLE

SOLO SCENARIO X: VS LFA

SOLO SCENARIO X: VS BREAKERS

To play an *Undaunted 2200: Callisto* solo scenario:

1. Choose a scenario and turn to the Scenario Title page.
2. Choose which faction you wish to play as. The bot will act as the other faction.
3. Gather the cards listed for your chosen faction, and create your starting deck and supply as normal.
4. Gather the cards listed for the bot faction, create the starting deck as normal, place the supply cards into bolster decks and label them with the matching letter tokens as the scenario describes.
5. Check for any setup changes and scenario special rules.
6. Set the game up as indicated. Note that this is the same as the multiplayer setup **except** for Scenario 5.
7. Turn to the matching spread for your chosen opponent. Check any bot rules, and then start your first round.

Unlike previous entries, *Undaunted 2200: Callisto* solo does not include any solo cards.

HOW TO PLAY

As in the multiplayer game, play takes the form of a series of rounds. Each round consists of three phases:

1. **Draw cards**
2. **Determine initiative**
3. **Take turns**

DRAW CARDS

Draw four cards from your deck as normal.

DETERMINE INITIATIVE

Select one card from your hand to play for initiative as normal. Then draw and reveal the top card of the bot's deck as its initiative bid.

Resolve the initiative bid as normal. If you win the bid, you take your turn first. If the bot wins the bid, it takes its turn first. Additionally, if the bot wins the bid, place the drawn card in its play area instead of in its discard pile.

YOUR TURN

Take your turn as normal, with the following change:

SUCCESSFULLY ATTACKING A BOT UNIT

If you successfully attack a bot unit, search the bot's discard pile for a card with the same name as the attacked unit and remove the card from the game. If there are no cards with the same name in the bot's discard, search the bot's deck. If there are no cards with the same name in the bot's deck, search the appropriate bolster deck.

As soon as the last card of a unit is removed from the game (meaning there are none in the discard pile, deck, or bolster deck), remove the associated combat counter from the board. Place the combat counter in your play area to represent the neutralised unit.

Then, if you have the initiative marker and you did not remove a combat counter from the board, place a control marker on the attacked unit. A combat counter can have multiple control markers placed on it.

BOT'S TURN

DRAWING CARDS

At the start of the bot's turn, draw three cards and add them to the bot's play area.

Place the highest initiative card furthest left, followed by cards descending in order of initiative value from left to right. If multiple cards have the same initiative value, arrange them in the order in which they were drawn.

In some scenarios, cards may have their initiative value adjusted. This will be indicated by 'Initiative Value: X' next to the unit name in their procedure. When placing cards in the bot play area, refer to this value instead of the value printed on the card.

Remember, there will be three cards in the bot play area if they did not win initiative.

Note: Initiative values are never adjusted for the purpose of the initiative bid.

//Initiative Order

The bot draws Scout Z, and wins initiative.

Then, three cards are drawn in the following order:

1. Navigator A
2. Gunner A
3. Stalker Y

They are placed into the play area in the order shown below. The Navigator procedure gives it an adjusted initiative value of 7, so it is placed furthest to the left. The Scout and the Stalker both have an initiative value of 6, but the Scout was drawn first so it is placed to the left of the Stalker. Gunner A has the lowest initiative (3), so it is placed last in the order.

NAVIGATOR
(INITIATIVE VALUE: 7)

1 < 4 buildings scouted: **SCOUT X** to unscouted building
[Enemy occupied > Contains citizens > Fewest enemies > Random].

2 Interference in play area: **RECON**.

3 Space does not contain a building: **SCOUT X** to:

  a) Enemy-occupied building
[Contains citizens > Fewest enemies > Random].

  b) Building

NAVIGATOR PROCEDURE

BOTS INITIATIVE BID

PLAY AREA

CHECKING FOR CONTROL MARKERS

If the bot did not win the initiative, check if any of the bot's combat counters have control markers on them:

For each control marker, check if there is a card matching the unit in the bot's play area.

If there is, place that card in the bot's discard pile.

If there are multiple cards matching the same unit, discard one card for each control marker.

Remove all control markers from all the bot's combat counters, regardless of whether a card was discarded or not (this represents the bot losing cards from its hand on your turn. It has the same effect as removing a card from your hand when a unit is successfully attacked).

TAKING ACTIONS

After placing the drawn cards, resolve each card from left to right, one at time.

For each card, check the procedure with the matching header on the 'vs LFA' or 'vs Breakers' page. Find the first numbered clause that applies, then resolve the associated action. In the rare case that no clause applies, the bot takes no action with this card.

Whenever a card is resolved, place it in the bot's discard pile. Repeat until there are no face-up cards in the bot's play area. The bot's turn is then finished.

3

DIFFICULTY SETTINGS

If you are finding the game too hard or too easy, you can change the difficulty as follows:

EASIER

The bot always discards the card it used for the initiative bid, even if it wins the bid.

HARDER ⚠️

At the start of the bot's turn, draw four cards, rather than three, and add them to the bot's play area. If the bot wins the initiative bid, there will be at least five cards in the bot's play area.

BOT ACTIONS AND PROCEDURES

BREAKDOWN OF THE BOT PROCEDURE:

Title: the unit type. →

DRONE

Clause: contains the conditions to check and the action to perform for this unit.

1 Interference in play area: **RECON**.

2 Matching card(s) in play area: **INSPIRE** **1**, next mech card.

Clause priority: the order in which to check the clauses until one is true.

STALKER

Condition: text followed by a colon that must be satisfied to take the action.

1 Interference in play area: **RECON**.

2 Space shared with enemy unit: **ATTACK** **2**.

3 Space secure: **SCOUT** **2** to:

Actions: words in capital letters that highlight the name of the action to perform.

a) Threatened objective.
[Fewest enemies > Random]

b) Unscouted objective
[Closest > Fewest enemies > Random].

c) Space closer to unscouted objective.
[Closest > Highest value > Fewest enemies > Random]

Destination 2 spaces away: select space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

4 **ATTACK** **2**.

Sub-clause: contains a specific version of the action for this unit to perform.

Tiebreaker: explains the order of conditions to check when breaking ties.

RESOLVING A BOT PROCEDURE

▶ **If the condition is false,** the clause does not apply and you do not resolve it. Continue to the next clause.

▶ **If the condition is true**, read through the rest of the clause and resolve the relevant action.

▶ If the action cannot be resolved, treat the clause as if the condition were false and continue to the next clause. It may be impossible to resolve the action if doing so would:

  ▷ break the game rules (such as moving a mech into an impassable space)

  ▷ have no effect (such as scouting spaces that have already been scouted)

  ▷ not achieve the aim of the clause (such as not moving closer to intended target). The bot will take a **CONTROL** action only if it will allow the bot to claim objective or victory points.

▶ If the action can be partially resolved (that is, if it would still create a meaningful change), you still resolve it. This is common for an **INSPIRE** ❷ action, where there may be only one matching card to Inspire.

▶ If a condition refers to a specific target (such as an enemy on the same space), direct the clause's action at that target unless otherwise specified in the action.

▶ Complex clauses are broken down into sub-clauses, each with its own effect. Sub-clauses are each preceded by a letter.

▶ If there are sub-clauses, find the first sub-clause that applies and resolve it.

▶ If none of the sub-clauses apply then the clause itself does not apply either, even if the condition is true.

▶ If an effect could be resolved in multiple ways, consult the tiebreakers listed in square brackets at the end of the relevant clause or sub-clause.

▶ If an effect specifies that a unit should move closer to [X] and multiple spaces meet this criterion, choose the space that is nearest to [X]. If multiple spaces are nearest, consult the tiebreakers.

CLAUSE OVER CARD TEXT, ALWAYS

Always use the number of times or number of dice specified by the clause's action, rather than the value printed on a card.

On rare occasions, the clause may even prompt an action that is not available on the printed card. This is intentional.

Each scenario has been adjusted to support the experience of playing against a bot. Most of the adjustments affect the strength of the actions, but occasionally they alter the way the bot interacts with the environment or moves around it.

These adjustments largely compensate for occasions when

(a) the randomised mechanics of a bot's selection are likely to be weaker than the free selection a human player is given (as with Inspire and Bolster actions) or

(b) the specifics of the bot's overall plan make it susceptible to failure if it loses a particular card to initiative draws.

We do not recommend using the solo-specific adjustments outside the solo versions of each scenario.

SOLO-SPECIFIC TERMINOLOGY

This section describes terminology specific to the Solo mode. The following section covers changes to actions.

Unless a card states otherwise, bot actions always refer to the bot's own side.

For example, 'scouted' refers to a space scouted by the bot. Conversely, 'enemy scouted' refers to a space scouted by you.

When an action keyword is used, all the restrictions that apply to that action in the normal game also apply to the bot.

For example, if a clause's action instructs the bot to move a unit, they may only move into or through spaces that they have scouted, even if this is not stated explicitly. Similarly, if the bot scouts a space, add an Interference card to its discard pile.

ENEMY UNIT

A combat counter belonging to you, the player.

▶ **Enemy control unit**: a combat counter belonging to you, that has the **CONTROL** ability.

MATCHING

A card or unit with the same squad designation as another card, unit, or spawn marker.

OBJECTIVE

Most commonly, an objective is a space with an objective point. In some scenarios, other spaces are treated as objectives too – the bot rules will tell you which spaces they are.

▶ **Controlled objective**: an objective controlled by the bot.

▶ **Enemy-controlled objective**: an objective controlled by you.

▶ **Occupied objective**: an objective that has at least one bot combat counter on it.

▶ **Enemy-occupied objective**: an objective that has at least one of your combat counters on it.

It is possible for an objective to be occupied by both factions, but it is **not** possible for an objective to be controlled by both factions.

▶ **Threatened objective**: an objective where **all** of the following are true:

▷ The objective is controlled by the bot.

▷ There are no bot combat counters in the space.

▷ At least one of your combat counters in the space has a **CONTROL** action or, in scenarios where your goal is to destroy certain targets in a space, at least one combat counter in the space can destroy the target.

SERGEANT Y

[1] Matching card(s) in play area: **INSPIRE** [2], next matching cards.

BOT PLAY AREA

Here, the player checks to see if the bot can perform the action with Sergeant Y.

There is at least one other Y unit in the bot's play area, so the condition is satisfied and the **INSPIRE** action will be performed.

In this situation, the Breaker bot considers the space to be a 'threatened objective': although the bot controls the objective, it has no combat counter there and the player has a Corp-Sec unit there.

POPULATION

The population of a space is the number of enemy personnel units in that space. It is commonly used when determining which space to attack.

Mechs and vehicles do not count when calculating population, because population only relates to attacks that target units without an armoured defence.

This space contains 3 units, but has a population of 2.

RANDOM

When instructed to resolve a decision randomly, assign the numbers on a die to each possible course of action such that each course of action has an equal probability of occurring. Then roll the die and resolve the action accordingly.

ROLL

Roll a d10 and resolve the action that matches the result.

If it is possible to resolve only one action, resolve that action without rolling

In this example the Breaker bot deems both possible targets (Corp-Sec Z and Corp-Sec Y) equally dangerous. To choose which target the bot will attack, the player chooses a d8, assigning 1-4 to Corp-Sec Z and 5-8 to Corp-Sec Y. The player rolls a 5, so the bot will **ATTACK** Corp-Sec Y.

SUPERVISOR

1 Roll [d10]:

	BOLSTER **3** , Roll [d10]:	
1–4	1–5	B
	6–10	C
5–10	COMMAND **2**	

To execute this clause, the player rolls a d10. The result is 3, so the action selected is **BOLSTER**. The **BOLSTER** action contains a further roll instruction, so the player rolls another d10. This time the result is 9, so the bolstered card must come from bolster deck C.

SECURE

A space is secure if **at least one** of the following is true:

- ▶ The bot does **not** control the space.
- ▶ The bot has combat counters in the space other than the unit performing the action.
- ▶ The player has no units with a **CONTROL** or **ATTACK** ability that would result in this space being threatened (see 'Objective') if other criteria were also met.

The bot will not leave spaces that are not secure, if doing so would mean that you could take control with a single **CONTROL** action.

> Some players find it easiest to think of secure as simply meaning the bot does not consider the space important. For example, the bot will not control spaces that are not objectives, and as such any non-objective space can be considered secure. Others may think of secure as the opposite of a threatened objective.

SELECT A TARGET

When instructed to **select a target**, choose a space within the specified range. If no range is specified, use the range of the chosen action as normal.

If there are multiple targets, consult the tiebreaker.

THRESHOLD ⬥X⬥ / ⬡Y⬡ / ⬤Z⬤

Combat actions usually show a threshold, which is the highest total defence value the bot will accept when deciding whether to perform a combat action against a target. In *Callisto*, this threshold depends on which dice are being used (see the elevation rules). The threshold is displayed as ⬥X⬥ / ⬡Y⬡ / ⬤Z⬤ , where X is used when rolling d8s, Y when rolling d10s, and Z when rolling d12s.
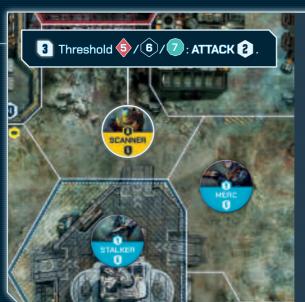
The LFA bot is attempting to perform an **ATTACK 2** action and must select a target. No range is specified, so the Ripper, the Survey Tech, and the Nailgunner are all possible targets.

The first thing to check is the defence value. The Survey Tech has the highest defence, while the Ripper and the Nailgunner are tied for the lowest. The player consults the next tiebreaker, which is the 'Dangerous Units' table.

3	Ripper
4	Nailgunner

This shows that the Ripper is the higher priority target. Therefore, the bot will make a 2-die Attack roll against the Ripper.

3 Threshold ⬥5⬥ / ⬡6⬡ / ⬤7⬤ : **ATTACK 2** .

The Breaker bot's Scanner is assessing whether to make an **ATTACK**. The bot is at a lower elevation than the Stalker unit shown, so the threshold is the first value, '5'. However, the Stalker is assessed as having a defence value of 8 (6 base defence plus 1 range bonus, plus 1 for being elevated (see changes to combat actions, p. 10). This is greater than the threshold of 5, so the action is not triggered.

There is also a check against the Merc. Because the Merc is at the same elevation as the bot, the threshold is 6. The Merc has a total defence value of 6 (5 base defence plus 1 range bonus). This is equal to the threshold for an attack on a level target, so the bot now performs the **ATTACK 2** versus the Merc.

X

To resolve an action of strength **X**, use the value printed for that action's strength on the card you are resolving.

Y

To resolve an action of strength **Y**, use a value provided in the procedure of the target unit (not the acting unit). The value to use will depend on the action.

SQUAD LEADER A

1 GUIDE **Y**, most dangerous matching unit.

This action box has a **GUIDE Y**, so the **GUIDE** action will use the associated value on the card targeted for the action instead of the value on the Squad Leader card. The **GUIDE** action borrows its value from a target's movement actions.

HEWER

1 MOVE **1**.

SCANNER

1 SCOUT **2**.

If the Hewer were the more dangerous unit, the value would be '1' from the Hewer's **MOVE 1**. If the Scanner were the more dangerous unit, the value would be '2' from its **SCOUT 2**.

COMMANDER

1 MOVE **X**, select destination within movement range:

a) Threatened objective.
[More enemies > Random]

b) Elevated.

This action box has a **MOVE X**. For the Commander A this would be a **MOVE 2**, and for the Commander L it would be a **MOVE 1**, with either commander then choosing a destination as specified.

CHANGES TO BOT ACTIONS

ALL COMBAT ACTIONS

When the bot takes a combat action and multiple units could be targeted, the target is decided by the following tiebreakers:

1. The lowest total defence value.
   ▷ When considering enemy units at a lower elevation than the attacker, deduct 1 from the defence.
   ▷ When considering enemy units at a higher elevation than the attacker, add 1 to the defence.
2. The most dangerous unit according to the table for that scenario.
3. Any target at a lower elevation than the attacker.
4. Randomise (see 'Random' on page 7)

SPECIAL ATTACKS

If playing against the LFA, the bot has access to mechs. Each mech has a slightly different Commander card. These differences affect how the cards are resolved.

Lyssa has two **SPECIAL ATTACK** options and no **SUPPRESS** action, so the bot chooses the most effective **SPECIAL ATTACK** option from the two available.

PULSE

Select a target within range (1) as normal. After a successful attack, move the targeted enemy unit to an enemy scouted space adjacent to the current space:

- ▶ Choose a space in order of: [Lowest cover defence > Unelevated > Nearest to bot units > Furthest from objective].
- ▶ If no spaces are possible, do not move the unit.

AREA ATTACK

Target the space containing the highest population within a range of (2). If tied, target the space containing the most dangerous unit. If still tied, target the space containing the greater number of the most dangerous unit. If still tied, randomise.

Resolve the **AREA ATTACK** on every enemy unit in the chosen space.

BOLSTER (X)(A)

When instructed to **BOLSTER** without a specific deck, roll a die to determine which deck to **BOLSTER** from, according to the table that follows. **Roll 1 die for each BOLSTER required.** Therefore a **BOLSTER** (3) may result in a **BOLSTER** from 3 different decks if the table allows.

When instructed to **BOLSTER** from a specific bolster deck, place the top card of the indicated deck face up into the bot's discard pile.

If there are no cards in the indicated bolster deck,

BOLSTER at random from any other deck that the clause would be able to **BOLSTER** from.

Remember, the restriction of bolstering from a particular squad still applies:

> For example, Squad Leader A can only **BOLSTER** from bolster deck A. If that deck becomes empty, it can no longer take a **BOLSTER** action.

COMMAND (X)

Draw a card from the bot's deck and add it to the bot's play area.

Place it to the left of any cards with a lower initiative value, and to the right of any cards with an equal or higher initiative value.

If you would place the card to the left of the card you are resolving, instead place it immediately to the right of that card.

Repeat this process until you have drawn the specified number of cards.

INSPIRE (X)

Turn the indicated number of cards in the bot's play area sideways.

After resolving a card that is turned sideways, turn it upright and resolve it again. Then discard it as normal.

> If an action box states 'Matching card(s) in play area: **INSPIRE** (2), next matching cards', resolve the action as long as there is at least one matching card. If there is only one matching card, it will be Inspired only once.

RECON

Find an Interference card in the bot's play area and remove it from the game.

Then draw the top card from the bot's deck and add it face down to the bot's play area. It will not be resolved this turn.

At the start of the bot's next turn, after drawing three cards flip all the face-down cards face up. Arrange all the cards into initiative order as normal.

GUIDE (Y)

Move a target unit that is not the unit being resolved. Use the target unit card's highest numeric value for a movement action (**MOVE** or **SCOUT**). Use the target unit's highest-ranked destination selection, unless the clause specifies otherwise.

PATHFIND (X)

Place a control marker on its scouted side in each of the spaces selected. For each control marker placed, take an Interference card from the bot's supply and place it in the bot's discard pile. **PATHFIND** never causes a unit to move.

Xanthe is playing *Undaunted 2200: Callisto* Scenario 1: 'We'll Take It By Force If We Have To' against the LFA bot.

She draws a hand of four cards and selects her Survey Tech to bid for initiative. She then reveals the top card of the bot deck, which is Commander A. As Xanthe has the higher initiative, she takes her turn first. Both cards are discarded.

After Xanthe has completed her turn, she draws three cards for the bot, arranging them from left to right in initiative order in the bot's play area. The two Corp-Sec cards have the same initiative value, but since the Corp-Sec Z was drawn before the Corp-Sec Y, it is placed to the left of the other.

Xanthe then checks to see if any of the bot's combat counters have control markers on them. There are markers on both Corp-Sec Z and Scout Y. As there is a Corp-Sec Z card in the bot's play area, that card is discarded. Then, she returns both control markers to the supply.

She then resolves the two remaining cards in the bot play area, from left to right.

CAPTAIN

1. Roll [d10]:

1-4	BOLSTER 3, Roll [d10]:	
	1-3	Y
	4-6	Z
	7-10	M
5-10	COMMAND 2	

To start, Xanthe checks the first and only clause of the Captain procedure, which calls for a die roll to determine the bot action. She rolls a d10, and the result is a 2. This triggers a **BOLSTER** strength 3, with 3 further die rolls to determine which bolster decks to draw from. She rolls three d10 with results of 3, 5, and 6. So she draws one card from bolster deck Y and two cards from bolster deck Z, then places all three cards face up in the bot's discard. The Captain card is now discarded.

The next card is Corp-Sec Y. The first clause in its procedure has no condition, only an action: **CONTROL**. This action would have no effect, as the space is already controlled by the LFA, so Xanthe moves onto the next clause.

CORP-SEC

1. CONTROL.
2. Space controlled and enemy occupied: **ATTACK 1**.
3. Space secure: **MOVE 1** to:
   a) Threatened objective.
      [Highest value > Fewest enemies > Random]
   b) Uncontrolled objective.
      [Highest value > Fewest enemies > Elevated > Random]
   c) Space nearest to [**a)** > **b)**].
      [Furthest from enemy > Elevated > Highest cover > Random]
4. ATTACK 1.

The second clause has the condition 'Space controlled and enemy occupied'. This space isn't enemy occupied, so the condition isn't met, and the clause is not resolved.

The third clause has the condition 'Space secure'. As there are other bot combat counters in the space, it is considered secure, so Xanthe can resolve this clause.

She now needs to use the sub-clauses to determine exactly where to move the Corp-Sec counter. Sub-clause **a)** and **b)** are skipped, as none of the adjacent spaces are objectives, so she uses sub-clause **c)**. Looking at the first set of tiebreakers, there are no threatened spaces, so Corp-Sec Y will move closer to an uncontrolled objective. Both spaces adjacent to Corp-Sec Y would place it next to an objective, so Xanthe looks at the second set of tiebreakers.

Following these, neither space has a Corp-Sec present already, both spaces are equidistant to enemies, neither are elevated, and they have the same cover. As such the final tie breaker is 'Random'. Xanthe assigns 1-5 to one space, and 6-10 to the other, she rolls a d10 and gets the result of 7. The Corp-Sec Y thus uses its **MOVE 1** action to move into that space.

Xanthe discards the Corp-Sec Y card. With no more cards in the bot's play area, the bot turn ends and a new round begins.

SOLO SCENARIO 1:
WE'LL TAKE IT BY FORCE IF WE HAVE TO

STARTING CARDS Deck: D Supply: S

① BREAKERS // FORCE 1

SUPERVISOR	D				
SQUAD LEADER B	D				
RIPPER B	D	S	S	S	S
SURVEY TECH B	D	S	S		
NAILGUNNER B	D	S	S		

② BREAKERS // FORCE 2

SQUAD LEADER C	D				
RIPPER C	D	S	S	S	S
SURVEY TECH C	D	S	S		
NAILGUNNER C	D	S	S		

BREAKERS // OTHER

INTERFERENCE	D D	All others in S

BREAKERS BOLSTER DECK

DECK	CONTENTS
B	All units of Squad B
C	All units of Squad C

① LFA // FORCE 1

CAPTAIN	D				
SERGEANT Y	D				
CORP-SEC Y	D	S	S	S	S
SCOUT Y	D	S	S		
COMMANDER A	D				
GUNNER A	S	S			
NAVIGATOR A	S	S			

② LFA // FORCE 2

SERGEANT Z	D				
CORP-SEC Z	D	S	S	S	S
SCOUT Z	D	S	S		
COMMANDER V	D				
GUNNER V	S	S			
NAVIGATOR V	S	S			

LFA // OTHER

INTERFERENCE	D D	All others in S

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
A	All units of Squad A
V	All units of Squad V

LOCATION

// Callisto, IMU spaceport Gateway Epsilon

'Drop-ship on the ticker,' the Scanner growled, hoping his shivers in the bitter Callisto cold weren't mistaken by his comrades for fear. 'Five minutes out.'

'Let them come,' the other lookout said, flexing his hands to work feeling back into them before grasping his nail gun. 'If they think we're just going to roll over and give them the ice, they're in for a bloody surprise.'

The first shots will be fired at Gateway Epsilon.

Following the refusal of the Breakers to engage in any further negotiations – let alone stop selling the water ice to the Galilean government – the LFA Board of Investors have voted unanimously on interventionist action in order to protect their profit margin. Citing contract clauses pertaining to a criminal takeover of Callisto's surface, the LFA security firm has been assigned the task of conducting a suborbital deployment and claiming the latest shipment of water ice by force.

The shipment in question is being held in cryo-blocks in a series of storage silos at Gateway Epsilon, a secondary spaceport linking the Callisto moonside settlements with the orbital stations. A Galilean transporter shuttle is scheduled to take possession of the water ice and shift it into orbit. The LFA, however, has got to it first.

Deploying via security drop-ship on the landing pad to the east of the Gateway's twin storage facilities, a crack force of LFA corp-secs and scouts is preparing to establish a perimeter around the spaceport. To the north and south lie seemingly deserted shuttle bays and warehangers, while the ground in the middle alternates between bare, open dust and ice, and stacks of crates and storage containers.

Further west, on the far side of the primary facility, is a collection of Miner prefab dwellings and the port's security building. It is here that the Breakers overseeing Gateway Epsilon are gathered. Monitoring equipment has detected the approach of the LFA drop-ship, and orders from the IMU are unequivocal – the LFA must be stopped from stealing the water ice at all costs. Only through unyielding resistance will the LFA be made to understand that their monopoly is at an end.

For their part, most of the LFA personnel deploying to the surface expect the Breakers to back down, but their own instructions are equally clear: any resistance is to be met with maximum force. The contracts will be enforced, through violence if necessary.

LOCATION PREVIEW
// ACCESSING SATELLITE...

SETUP ICON KEY:

= Scouted marker (Breakers)

= Control marker (LFA)

= Scouted marker (LFA)

DANGEROUS BREAKER UNITS:

1	Ripper on an unoccupied controlled objective
2	Ripper on a non-enemy controlled objective
3	Ripper
4	Nailgunner
5	Survey Tech

LFA BOT PROCEDURES

CAPTAIN

1 Roll [d10]:

1–4	**BOLSTER** 3 , Roll [d10]:	
	1–3	Y
	4–6	Z
	7–8	A
	9–10	V
5–10	**COMMAND** 2	

SERGEANT

1 Matching card(s) in play area: **INSPIRE** 2 , next matching cards.

2 **BOLSTER** 2 in matching squad.

SCOUT

1 Interference in play area: **RECON**.

2 Space secure and < 7 objective points scouted: **SCOUT** 2 to:

a) Threatened objective.
[Highest value > Fewest enemies > Random]

b) Unscouted objective.
[Highest value > Nearest > Elevated > Highest cover > Random]

c) Space nearest to unscouted objective.
[Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

Destination 2 spaces away: select space to move through as per **c)**.

3 Threatened objective within 2 spaces: **SCOUT** 2 to threatened objective.
[Highest value > Elevated > Random]

4 Threshold 5 / 6 / 7 : **ATTACK** 1 .

5 **SCOUT** 2 towards preferred attack target.
[Objective > Elevated > Highest cover]

CORP-SEC

1 CONTROL.

2 Space controlled and enemy occupied:
ATTACK **1** .

3 Space secure: MOVE **1** to:

  a) Threatened objective.
    [Highest value > Fewest enemies > Random]

  b) Uncontrolled objective.
    [Highest value > Fewest enemies >
    Elevated > Random]

  c) Space nearest to [**a)** > **b)**].
    [No Corp-Sec present > Furthest
    from enemies > Elevated > Highest
    cover > Random]

4 ATTACK **1** .

COMMANDER

1 Threshold **6** / **7** / **8** : SPECIAL ATTACK **X** .

2 Threshold **7** / **8** / **9** : SUPPRESS **X** .

3 Space secure and not an objective:
MOVE **X** to:

  a) Threatened objective.
    [Most enemies > Random]

  b) Elevated.

4 BOLSTER **2** matching deck.

5 Space secure: MOVE **X** nearer to [**a)** > **b)**].

6 SUPPRESS **X** .

NAVIGATOR

1 Interference in play area: RECON.

2 Space secure: SCOUT **X** to:

  a) Elevated objective.

  b) Threatened objective.
    [Most enemies > Random]

  c) Space nearest to threatened objective.
    [Scouted > Enemy occupied > Enemy
    scouted > Nearest to enemy control units >
    Highest cover > Random]

Destination 2 spaces away: select a space to
SCOUT through as per **c)**.

GUNNER
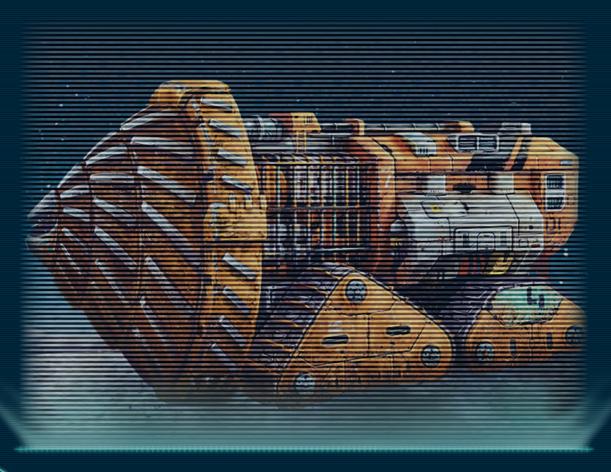
1 Threshold **6** / **7** / **8** : SPECIAL ATTACK **X** .

2 SUPPRESS **X** .

DANGEROUS LFA UNITS:

1	Corp-Sec with **control** on an unoccupied controlled objective
2	Corp-Sec with **control** on a non-enemy controlled objective
3	Mech
4	Corp-Sec
5	Scout

BREAKER BOT PROCEDURES

SUPERVISOR

1 Roll [d10]:

1–4	**BOLSTER 3** , Roll [d10]:		
	1–5	B	
	6–10	C	
5–10	**COMMAND 2**		

SQUAD LEADER B AND C

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit adjacent to unscouted objective: **PATHFIND 1** to the objective.
[Highest value > Elevated > Fewest enemies > Random]

3 **BOLSTER 2** in matching squad.

4 **SCOUT 2** using most dangerous matching unit, following its normal movement action priority.

SURVEY TECH

1 Interference in play area: **RECON**.

2 Space shared with enemy unit: **ATTACK 2** .

3 Space secure: **SCOUT 1** to:
  a) Threatened objective.
  [Fewest enemies > Random]
  b) Unscouted objective.
  [Highest value > Elevated > Fewest enemies > Random]
  c) Space nearest to unscouted objective.
  [Scouted > Elevated > Highest cover > Random]

4 Threshold ⬥5/⬡6/⬣7: **ATTACK 1** .

5 **SCOUT 1** towards preferred attack target.
[Objective > Elevated > Highest cover]

RIPPER

1 **CONTROL**.

2 Space shared with enemy mech: **ATTACK 2** , targeting mech.

3 Space controlled and enemy occupied: **ATTACK 1** .

4 Space secure: **MOVE 1** to:
  a) Threatened objective.
  [Fewest enemies > Random]
  b) Uncontrolled objective.
  [Highest value > Not occupied by control unit > Fewest enemies > Random]
  c) Enemy mech.
  [Fewest non-mech enemy units > Most dangerous mech]
  d) Space nearest to [**a)** > **b)** > **c)**].
  [Furthest from enemy > Elevated > Highest cover > Random]

5 **ATTACK 1** .

NAILGUNNER

1 Threshold ⬥5/⬡6/⬣7: **ATTACK 2** .

2 Threshold ⬥7/⬡8/⬣9: **SUPPRESS 4** .

3 Roll [d10]:

1–5	Find most dangerous enemy. [Nearest > Random] **MOVE 1** towards it. [Elevated > Highest cover > Random]
6–10	**SUPPRESS 4** , targeting most dangerous unsuppressed enemy.

SOLO SCENARIO 2: YOU'RE NOT WELCOME HERE

STARTING CARDS   Deck: [D]   Supply: [S]

❶ BREAKERS // FORCE 1

Unit					
SUPERVISOR	[D]				
SQUAD LEADER A	[D]				
HEWER A	[D]	[S]	[S]	[S]	[S]
SCANNER A	[D]	[S]	[S]		
BLASTER A	[D]	[S]	[S]		

❷ BREAKERS // FORCE 2

Unit					
SQUAD LEADER C	[D]				
RIPPER C	[D]	[S]	[S]	[S]	[S]
SURVEY TECH C	[D]	[S]	[S]		
NAILGUNNER C	[D]	[S]	[S]		

BREAKERS // OTHER

Unit		
INTERFERENCE	[D] [D]	All others in [S]

BREAKERS BOLSTER DECK

DECK	CONTENTS
A	All units of Squad A
C	All units of Squad C

❶ LFA // FORCE 1

Unit					
CAPTAIN	[D]				
SERGEANT Y	[D]				
CORP-SEC Y	[D]	[S]	[S]	[S]	[S]
STALKER Y	[D]	[S]			
COMMANDER H	[D]				
GUNNER H	[S]	[S]			
NAVIGATOR H	[S]	[S]			

❷ LFA // FORCE 2

Unit					
SERGEANT Z	[D]				
CORP-SEC Z	[D]	[S]	[S]	[S]	[S]
STALKER Z	[D]	[S]			
COMMANDER V	[D]				
GUNNER V	[S]	[S]			
NAVIGATOR V	[S]	[S]			

LFA // OTHER

Unit		
INTERFERENCE	[D] [D]	All others in [S]

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
M	Squad H Navigators and Gunners, Squad V Navigators and Gunners

LOCATION

// Callisto surface, Ice Dig Site Gamma 9

'More drop-ships inbound, including a mech lugger,' the Miner lookout said into the comms link, double-checking the scan results on the screen in front of her. 'Looks like they're about to touch down right where we want them...'

Following the opening of hostilities at Gateway Epsilon, an emergency session of the LFA Board of Investors voted unanimously to proceed with a full military response, followed by further votes authorising an escalation of force. More mechs, mothballed years ago, have been activated and rearmed, and deals have been signed with several more private military contractor firms.

These comprehensive preparations are considered little more than necessary due diligence by many senior members of the LFA. There is a general belief that the incident at Gateway Epsilon will prove to be an isolated one and that, having made their point, the Breakers will now be looking to open negotiations.

Following the directives of the more militant members of the Board, the LFA have settled on a new course of action, one that follows good business practice: cut out the middleman. Knowing the locations of all the current water-ice dig sites, the LFA have decided to seize one that the aerial scans show to be lightly defended – Ice Dig Site Gamma 9 – and force the local workers to continue extraction. In this way the LFA will be able to take control of the precious water ice at its source. Such a plan rests on the assumption that the Breakers are divided and have little in the way of coherent military plans or fighting power. In all such regards, the LFA are mistaken. Gamma 9 is a trap, baited and set. Armed Breaker forces have occupied tunnels beneath the dig site, deep enough so that their traces do not appear on the LFA scans. They intend to wait for an LFA drop and spring an ambush.

While anticipating little in the way of resistance, the LFA still desire a show of force, so they have assigned a Hades-class Combat Mechanoid Unit (CMU) and a team of private contractor snipers from the Stalker firm to accompany the drop force. They will be landing in the middle of ground the Breakers have already prepared. Gamma 9's ice pits are traversable only by a series of bridges and walkways, which can be swept by Breaker gunners waiting in the surrounding storage buildings and warehangers. Only with quick thinking and courage will LFA troops be able to avoid disaster.

As word reaches the defenders of Gamma 9 that LFA drop-ships are on their way, a final directive comes from the IMU – seemingly the bloodshed at Gateway Epsilon was not enough to show the LFA that they will rule the Breakers no longer. An even starker example is required. In the ensuing engagement, the Breakers are ordered to take no prisoners.

LOCATION PREVIEW
// ACCESSING SATELLITE...

SETUP ICON KEY:

⚙ = Control marker (Breakers)

▭ = Scouted marker (Breakers)

⬡ = Control marker (LFA)

⬡ = Scouted marker (LFA)

DANGEROUS BREAKER UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Unit with **control**
4	Nailgunner
5	Blaster
6	Survey Tech
7	Scanner

LFA BOT PROCEDURES

CAPTAIN

1 Roll [d10]:

1–4	**BOLSTER 3** , Roll [d10]:	
	1–4	Y
	5–8	Z
	9–10	M
5–10	**COMMAND 2**	

SERGEANT

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 **BOLSTER 2** in matching squad.

STALKER

1 Interference in play area: **RECON**.

2 Space shared with enemy unit: **ATTACK 2** .

3 Space secure: **SCOUT 2** to:
  a) Threatened objective.
    [Fewest enemies > Random]
  b) Unscouted objective.
    [Nearest > Highest value > Fewest enemies > Random]

Destination 2 spaces away: select a space to move through:
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

4 **ATTACK 2** .

CORP-SEC

1 **CONTROL**.

2 Space controlled and enemy occupied: **ATTACK 1** .

3 Space secure: **MOVE 1** to:
  a) Threatened objective.
    [Fewest enemies > Random]
  b) Uncontrolled scouted objective.
    [Not occupied by control unit > Highest value > Fewest enemies > Random]
  c) Space nearest to [**a)** > **b)**].
    [Furthest from enemy > Elevated > Highest cover > Random]

4 **ATTACK 1** .

COMMANDER

1 Threshold ⬢**6**/⬡**7**/⬢**8**: **SPECIAL ATTACK** ⬢ .

2 Threshold ⬢**7**/⬡**8**/⬢**9**: **SUPPRESS** ⬢ .

3 **BOLSTER** ⬢**2**Ⓜ .

4 Space secure: **MOVE** ⬢ towards nearest non-starting 2-point objective.

5 **SUPPRESS** ⬢ .

NAVIGATOR

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT** ⬢ to:

a) Threatened objective.
[Highest value > Most enemies > Random]

b) Unscouted objective.
[Highest value > Most enemies > Random]

c) Uncontrolled objective.
[Highest value > Most enemies > Random]

d) Space nearest to unscouted objective.
[Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Highest cover > Random]

Destination 2 spaces away: select a space to **MOVE** through as per **d)**.

GUNNER

1 Threshold ⬢**6**/⬡**7**/⬢**8**: **SPECIAL ATTACK** ⬢ .

2 **SUPPRESS** ⬢ .

DANGEROUS LFA UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Mech
4	Corp-Sec
5	Stalker

BREAKER BOT PROCEDURES

SUPERVISOR

1 Roll [d10]:

1–4	BOLSTER **3** , Roll [d10]:	
	1–5	A
	6–10	C
5–10	COMMAND **2**	

SQUAD LEADER A

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit not on an objective: **GUIDE [Y]** control unit towards nearest non-controlled objective.

3 **BOLSTER 2** in matching squad.

4 **GUIDE [Y]** using most dangerous matching unit.

SQUAD LEADER C

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit adjacent to unscouted objective: **PATHFIND 1** to objective. [Highest value > Elevated > Fewest enemies > Random]

3 **BOLSTER 2** in matching squad.

4 **SCOUT 2** using most dangerous matching unit, following its normal movement action priority.

SCANNER

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT 2** to:

a) Threatened objective. [Fewest enemies > Highest value > Random]

b) Unscouted objective. [Nearest > Highest value > Fewest enemies > Random]

Destination 2 spaces away: select a space to move through:
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

3 Threshold **5** / **6** / **7** : **ATTACK 1** .

4 **SCOUT 2** towards preferred attack target. [Objective > Elevated > Highest cover]

SURVEY TECH

1. Interference in play area: **RECON**.
2. Space shared with enemy mech: **ATTACK ②**, targeting mech.
3. Space shared with enemy unit: **ATTACK ②**.
4. Space secure: **SCOUT ①** to:
   a) Threatened objective.
      [Fewest enemies > Highest value > Random]
   b) Unscouted objective up to 2 spaces away.
      [Fewest enemies > Highest value > Random]
   c) Space nearest to unscouted objective.
      [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]
5. Threshold ⑤/⑥/⑦: **ATTACK ①**.
6. **SCOUT ①** towards preferred attack target.
   [Objective > Elevated > Highest cover]

HEWER

1. **CONTROL**.
2. Sharing objective with an enemy unit: **ATTACK ②**.
3. Space secure: **MOVE ①** to:
   a) Threatened objective.
      [Fewest enemies > Highest value > Random]
   b) Uncontrolled objective.
      [Not enemy controlled > Not occupied by control unit > Scouted > Highest value > Fewest enemies > Random]
   c) Space nearest to [a) > b)].
      [Furthest from enemy > Elevated > Highest Cover > Random]
4. Space shared with enemy unit: **ATTACK ②**.
5. **ATTACK ①**.

RIPPER

1. **CONTROL**.
2. Space controlled and enemy occupied: **ATTACK ①**.
3. Space secure: **MOVE ①** to:
   a) Threatened objective.
      [Fewest enemies > Random]
   b) Uncontrolled objective.
      [Highest value > Not occupied by control unit > Fewest enemies > Random]
   c) Enemy mech.
      [Fewest non-mech enemy units > Most dangerous mech]

   ...

   d) Space nearest to [a) > b) > c)].
      [Furthest from enemy > Elevated > Highest cover > Random]
4. Space shared with enemy mech: **ATTACK ②**, targeting mech.
5. **ATTACK ①**.

BLASTER

1. Space shared with enemy mech: **ATTACK ③**, targeting the mech.
2. Space within range ⦗②⦘ has population of 2 or more: **ATTACK ②**, targeting all enemy units in chosen space.
   [Highest population > Contains most dangerous enemy unit]
3. Space secure: **MOVE ①** to:
   a) Threatened objective.
      [Fewest enemies > Highest value > Random]
   b) Space with enemy mechs.
      [Elevated > Highest cover > Fewest enemies > Random]
   c) Within 2 of a space with 2 or more enemies.
      [Elevated > Highest cover > Nearest space with highest population > Random]
4. **ATTACK ②** within range ⦗②⦘.

NAILGUNNER

1. Threshold ⑥/⑦/⑧: **ATTACK ②**.
2. Threshold ⑦/⑧/⑨: **SUPPRESS ④**.
3. Roll [d10]:

1–5	Find most dangerous enemy. [Nearest > Random] **MOVE ①** towards it. [Elevated > Highest cover > Random]
6–10	**SUPPRESS ④**, targeting most dangerous unsuppressed enemy.

STARTING CARDS   Deck: D   Supply: S

❶ BREAKERS // FORCE 1

Unit					
SUPERVISOR	D				
SQUAD LEADER A	D				
HEWER A	D	S	S	S	S
SCANNER A	D	S	S		
BLASTER A	D	S	S		
DRILL CREW	D	S	S		

❷ BREAKERS // FORCE 2

Unit					
SQUAD LEADER C	D				
RIPPER C	D	S	S	S	S
SURVEY TECH C	D	S	S		
NAILGUNNER C	D	S	S		
DISRUPTER	D	S	S		

BREAKERS // OTHER

Unit		
INTERFERENCE	D D	All others in S

BREAKERS BOLSTER DECK

DECK	CONTENTS
A	All units of Squad A
C	All units of Squad C
S	Drill Crew, Disruptor

❶ LFA // FORCE 1

Unit					
CAPTAIN	D				
SERGEANT Y	D				
CORP-SEC Y	D	S	S	S	S
MERC Y	D	S	S	S	
COMMANDER C	D				
GUNNER C	S	S			
NAVIGATOR C	S	S			
COMMANDER H	D				
GUNNER H	S	S			
NAVIGATOR H	S	S			

❷ LFA // FORCE 2

Unit					
DRONE	D				
SERGEANT Z	D				
CORP-SEC Z	D	S	S	S	S
MERC Z	D	S	S	S	
COMMANDER V	D				
GUNNER V	S	S			
NAVIGATOR V	S	S			
COMMANDER A	D				
GUNNER A	S	S			
NAVIGATOR A	S	S			

LFA // OTHER

Unit		
INTERFERENCE	D D	All others in S

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
G	Gunners C, H, V, A
N	Navigators C, H, V, A

LOCATION

// Callisto Surface, Habitation Zone 33-C

'This is what we've all been waiting for,' the Trader captain said into the comms bead, his voice rising to a shout as he spoke over the fury of the drop-ship's engine. 'We're going to put these animals in their place! Remember what they did at Gamma 9!'

'Remember Gamma 9!' the rest of the drop team roared back, as the light over the side hatches blinked green.

The LFA response to the Breaker ambush at Gamma 9 was one of outrage. Senior executives were furious that the Breakers seem intent on protracted armed resistance, while rumours quickly spread through the LFA and its hired private firms that Gamma 9's defenders had executed prisoners in the engagement's aftermath.

Suggestions of retaliation were therefore met with approval at every level. A motion was passed that recognised every citizen living on Callisto's surface – whether they were paid-up members of the IMU or not – as being in league with violent criminal activity. This gave the LFA carte blanche to strike with impunity.

A miner Habitation Zone, designated 33-C, has been chosen to be the target of the LFA strike. Like most of the living areas on Callisto, Hab Zone 33-C is every bit the frontier settlement, consisting of a conglomeration of prefabricated habitation blocks within an atmospheric sheath. Basic amenities exist in the form of a comms tower array, a security hub, and some local stores and entertainment venues. For the miner families, it is as good as things get.

While the Board of Investors have stressed that civilians themselves are not to be hit – they will be needed to work in the ice pits after the rebellion is quashed – target restrictions on surface structures and private property have been lifted wholesale. The strike force is to level Hab Zone 33-C. To that end, LFA troops have been supplemented with more guns-for-hire – mercs with particular skills in urban combat and breacher warfare – as well as a Centurion class CMU.

As the attack begins, most of the armed Breakers in Hab Zone 33-C are on stand-down, visiting their families, but as the wailing claxon that usually signals the start or end of a work shift rings the alarm, they snatch their makeshift weapons and rally at the security hub. The settlement is not wholly unprepared: anticipating an LFA strike at some point, pits have been dug in and around the habitation blocks and filled with sharpened steel detritus. The Breakers hope that such rudimentary defences will act as a deterrent to the LFA's greatest assets: their combat mechanoid walkers. The CMUs will therefore have to tread carefully.

The LFA begin their landing on the settlement's edge, having learned the hard way not to attempt to drop in the midst of the Breakers. At the same time, realising the enemy's intent, the Breakers start a hurried evacuation of the habitation blocks, trying to get their families to safety before their homes are brought down with their loved ones still inside.

SPECIAL RULES

// REQUESTING DATA...

In this scenario, citizen markers represent citizens who need to be freed.

When a Breaker unit controls a space with a civilian marker, remove the marker and place it face up next to the board.

The Breakers win if they have removed all 6 civilian markers in this way.

The LFA win if they destroy 3 of the buildings.

Do not remove (or replace) a civilian marker if the LFA control one of the spaces or destroy a building.

LOCATION PREVIEW

// ACCESSING SATELLITE...

SETUP ICON KEY:

⬡ = Scouted marker (Breakers)

⬡ / ⬡ = Additional Units (Breakers)
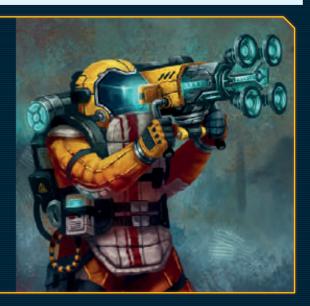
⬡ = Scouted marker (LFA)

⬡ = Pit Trap marker

⬡ = Building marker

⬡ = Civilian marker

SOLO SCENARIO 3: VS LFA

DANGEROUS BREAKER UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Unit with **control**
4	Disruptor
5	Drill
6	Nailgunner
7	Blaster
8	Survey Tech
9	Scanner

LFA BOT PROCEDURES

CAPTAIN

1 If any pit traps remain in place: **BOLSTER 3**. Roll [d10]:

1–5	Y
6–10	Z

2 Pit traps not in place and < 4 buildings scouted: **BOLSTER 3 N**.

3 Roll [d10]:

1–4	**BOLSTER 3**, Roll [d10]:	
	1–4	Y
	5–8	Z
	9–10	G
5–10	**COMMAND 2**	

DRONE

1 Interference in play area: **RECON**.

2 Matching card(s) in play area: **INSPIRE 1**, next mech card.

SERGEANT

1 Matching card(s) in play area: **INSPIRE 2**, next matching cards.

2 **BOLSTER 2** in matching squad.

NAVIGATOR
(INITIATIVE VALUE: 7)

1 < 4 buildings scouted: **SCOUT X** to unscouted building.
[Enemy occupied > Contains citizens > Fewest enemies > Random]

2 Interference in bot's play area: **RECON**.

3 Space does not contain a building: **SCOUT X** to:

a) Enemy-occupied building.
[Contains citizens > Fewest enemies > Random]

b) Building.
[Contains citizens > Fewest enemies > Random]

c) Space nearest to [**a)** > **b)**].
[Furthest from enemy > Elevated > Highest cover > Random]

Destination 2 spaces away: select a space to **SCOUT** through as per **c)**.

CORP-SEC

1 Space shared with building or pit trap: **ATTACK ①**, targeting the structure.

2 Space enemy occupied: **ATTACK ①**.

3 Space does not contain a building: **MOVE ①** to:

    a) Enemy-occupied building.
    [Contains citizens > Fewest enemies > Random]

    b) Building.
    [Contains citizens > Fewest enemies > Random]

    c) Pit trap.
    [Not occupied > Random]

    d) Space nearest to [**a)** > **b)** > **c)**].
    [Furthest from enemy > Elevated > Highest cover > Random]

4 **ATTACK ①**.

MERC

1 Space shared with building or pit trap: **ATTACK ②**, targeting the structure.

2 Space enemy occupied: **ATTACK ②**.

3 Space does not contain a building: **MOVE ①** to:

    a) Enemy-occupied building.
    [Contains citizens > Fewest enemies > Random]

    b) Building.
    [Contains citizens > Fewest enemies > Random]

    c) Pit trap.
    [Not occupied > Random]

    d) Space nearest to [**a)** > **b)** > **c)**].
    [Furthest from enemy > Elevated > Highest cover > Random]

4 **ATTACK ①**.

COMMANDER

1 Pit traps not blocking route and < 4 buildings scouted: **BOLSTER ② Ⓝ**.

2 Threshold **⑥**/**⑦**/**⑧**: **SPECIAL ATTACK Ⓧ**.

3 Threshold **⑦**/**⑧**/**⑨**: **SUPPRESS Ⓧ**.

4 Space does not contain a building: **MOVE Ⓧ** to:

    a) Building.
    [Most enemies > Random]

    b) Space that brings the special attack within enemy range.

    c) Space nearest to [**a)** > **b)**].

5 < 4 buildings scouted: **BOLSTER ② Ⓝ**.

6 Space secure: **MOVE Ⓧ** nearer to [**a)** > **b)** > **c)**].

7 **BOLSTER ② Ⓖ**.

8 **SUPPRESS Ⓧ**.

GUNNER

1 Threshold **⑥**/**⑦**/**⑧**: **SPECIAL ATTACK Ⓧ**.

2 **SUPPRESS Ⓧ**.

SOLO SCENARIO 3: VS BREAKERS

DANGEROUS LFA UNITS:

1	Unit with an armoured attack sharing a space with a building
2	Mech
3	Merc
4	Corp-Sec

BREAKER BOT PROCEDURES

SUPERVISOR

1. Roll [d10]:

1–4	BOLSTER 3 , Roll [d10]:		
		1–4	A
		5–8	C
		9–10	S
5–10	COMMAND 2		

SQUAD LEADER A AND D

1. Matching card(s) in play area: **INSPIRE** 2 , next matching cards.
2. Matching control unit not on an objective: **GUIDE** Y control unit towards nearest non-controlled objective.
3. **BOLSTER** 2 in matching squad.
4. **GUIDE** Y most dangerous matching unit.

SQUAD LEADER B AND C

1. Matching card(s) in play area: **INSPIRE** 2 , next matching cards.
2. Matching control unit adjacent to unscouted objective: **PATHFIND** 1 to objective.
3. **BOLSTER** 2 in matching squad.
4. **SCOUT** 2 using most dangerous matching unit, following its normal movement action priority.

DRILL CREW
(INITIATIVE VALUE: 7)

1. Objective shared with enemy unit: **ATTACK** 2 .
2. Space not an objective: **SCOUT** 1 , accompanied by up to 1 control unit and 1 scout unit [Scout A > C] (not leaving an objective unoccupied), to:
   a) Objective.
      [Unscouted > Most enemies > Random]
   b) Space nearest to objective.
      [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control unit > Highest cover > Random]
3. Sharing a space with an enemy: **ATTACK** 2 .

> In this scenario the Drill Crew are given an adjusted initiative value of 7, and as such are resolved ahead of a number of cards they otherwise would not be. They are still considered to have their normal initiative value for the purpose of the initiative bid.

SCANNER

1. Interference in play area: **RECON**.
2. Space not an objective: **SCOUT** 2 to:
   a) Unscouted objective.
      [Nearest > Fewest enemies > Random]
   b) Enemy-occupied objective.
      [Fewest enemies > Random]

   Destination 2 spaces away: select a space to move through:
   [Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]
3. Threshold 5 / 6 / 7 : **ATTACK** 1 .
4. Scout towards preferred attack target.
   [Objective > Elevated > Highest cover]

SURVEY TECH

1. Interference in play area: **RECON**.
2. Space not an objective: **SCOUT** ① towards:
   a) Enemy-occupied objective.
      [Fewest enemies > Random]
   b) Unscouted objective no more than 2 spaces away.
      [Fewest enemies > Random]
   c) Space nearest to unscouted objective.
      [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]
3. Space shared with enemy unit: **ATTACK** ②.
4. Threshold ⑤/⑥/⑦: **ATTACK** ①.
5. **SCOUT** ① towards preferred attack target.
   [Objective > Elevated > Highest cover]

HEWER

1. **CONTROL**.
2. Space not an objective: **MOVE** ① to:
   a) Enemy-occupied objective.
      [Fewest enemies > Random]
   b) Objective.
      [Not occupied by control unit > Fewest enemies > Random]
   c) Space nearest to [**a)** > **b)**].
      [Furthest from enemy > Elevated > Highest cover > Random]
3. Space shared with enemy unit: **ATTACK** ②.
4. **ATTACK** ①.

RIPPER

1. **CONTROL**.
2. Space not an objective: **MOVE** ① to:
   a) Enemy-occupied objective.
      [Fewest enemies > Random]
   b) Objective.
      [Not occupied by control unit > Fewest enemies > Random]
   c) Space nearest to [**a)** > **b)**].
      [Furthest from enemy > Elevated > Highest cover > Random]
3. Space shared with enemy mech: **ATTACK** ②, targeting the mech.
4. **ATTACK** ①.

BLASTER

1. Space shared with enemy mech: **ATTACK** ③, targeting mech.
2. Space within range ②ᐧ with population of 2 or more: **ATTACK** ②, targeting all enemy units in chosen space.
   [Highest Population > Contains most dangerous enemies]
3. Space not an objective: **MOVE** ① to:
   a) Objective.
      [Most enemies > Random]
   b) Enemy mech.
      [Elevated > Highest cover > Fewest enemies > Random]
   c) Within 2 of a space containing 2 or more enemies.
      [Elevated > Highest cover > Nearest space with highest population > Random]
   d) Elevated.
4. **ATTACK** ② within range ②ᐧ.

NAILGUNNER

1. Threshold ⑤/⑥/⑦: **ATTACK** ②.
2. Threshold ⑦/⑧/⑨: **SUPPRESS** ④.
3. Roll [d10]:

1–5	Find most dangerous enemy. [Nearest > Random] **MOVE** ① towards it. [Elevated > Highest cover > Random]
6–10	**SUPPRESS** ④, targeting most dangerous unsuppressed enemy.

DISRUPTOR

1. Space within range ③ᐧ contains 2 or more enemy units: **SUPPRESS** ③, targeting all enemy units in chosen space.
   [Contains most enemy units > Contains most dangerous enemy unit]
2. Threshold ⑤/⑥/⑦: **ATTACK** ①.
3. Threshold ⑦/⑧/⑨: **SUPPRESS** ③.
4. **SUPPRESS** ③.

STARTING CARDS   Deck: [D] Supply: [S]

① BREAKERS // FORCE 1

Unit	
SUPERVISOR	[D]
SQUAD LEADER A	[D]
SQUAD LEADER B	[S]
HEWER A	[D] [S] [S] [S] [S]
SCANNER A	[D] [S] [S]
BLASTER A	[S] [S] [S]
RIPPER B	[S] [S] [S] [S] [S]
SURVEY TECH B	[S] [S] [S]
NAILGUNNER B	[S] [S] [S]
DISRUPTER	[D] [S] [S]
HAULER CREW	[S] [S] [S]

② BREAKERS // FORCE 2

Unit	
SQUAD LEADER C	[D]
SQUAD LEADER D	[S]
RIPPER C	[D] [S] [S] [S] [S]
SURVEY TECH C	[S] [S] [S]
NAILGUNNER C	[D] [S] [S]
HEWER C	[S] [S] [S] [S] [S]
SCANNER D	[S] [S] [S]
BLASTER D	[S] [S] [S]
DRILL CREW	[D] [S] [S]

BREAKERS // OTHER

Unit	
INTERFERENCE	[D] [D] All others in [S]

BREAKERS BOLSTER DECK

DECK	CONTENTS
A	All units of Squad A
B	All units of Squad B, except Squad Leader B
C	All units of Squad C
D	All units of Squad D, except Squad Leader D
S	Squad Leader B, Squad Leader D, Hauler Crew, Drill Crew, Disruptor

① LFA // FORCE 1

Unit	
CAPTAIN	[D]
SERGEANT Y	[D]
CORP-SEC Y	[D] [S] [S] [S] [S]
SCOUT Y	[D] [S] [S]
MERC Y	[S] [S] [S] [S]
STALKER Y	[S] [S]
COMMANDER L	[D]
GUNNER L	[S] [S]
NAVIGATOR L	[S] [S]
COMMANDER H	[S]
GUNNER H	[S] [S]
NAVIGATOR H	[S] [S]
COMMANDER A	[S]
GUNNER A	[S] [S]
NAVIGATOR A	[S] [S]

② LFA // FORCE 2

Unit	
DRONE	[D]
SERGEANT Z	[D]
CORP-SEC Z	[D] [S] [S] [S] [S]
SCOUT Z	[D] [S] [S]
MERC Z	[S] [S] [S] [S]
STALKER Z	[S] [S]
COMMANDER C	[D]
GUNNER C	[S] [S]
NAVIGATOR C	[S] [S]
COMMANDER V	[S]
GUNNER V	[S] [S]
NAVIGATOR V	[S] [S]

LFA // OTHER

Unit	
INTERFERENCE	[D] [D] All others in [S]

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
M	Gunners L, H, V, C, A and Navigators L, H, V, C, A
Special	Place Commanders H, A, and V in a face-up display next to bolster deck M. Whenever the bot bolsters from bolster deck M, check the display of commanders. If the bolstered card matches a commander in the display, place the commander into the bot's discard pile instead of the drawn card. Shuffle the drawn card back into the bolster deck.

LOCATION

// Callisto Surface, Facility Zeta

'This operation is time-critical,' the LFA Sergeant said to his assembled squad. 'I know you all want to hit back after what happened at Gamma 9 and the hab zone, but this is a requisitions mission. We get in, and we get out! Once we've got the gear, we'll make them pay for their defiance.'

The ferocity of the fighting at Gamma 9 and during the LFA retaliation at Hab Zone 33-C shocked both sides. The LFA had assumed the Breakers were an undisciplined rabble who would collapse with the first display of serious force, while the IMU had thought that the expense incurred by military escalation would bring the LFA to the negotiating table once they realised the Breakers weren't simply going to fold.

Thanks to this, both sides realised at roughly the same time that they were in the midst of what would likely be a brutal, protracted conflict. And while both factions had already made some effort to ensure they would be ready should the worst happen, the need to acquire more weaponry and equipment rapidly became obvious.

The solution lay in Facility Zeta. Although most of the weaponry that had been brought with the initial Jovian Expedition had been mothballed in Callisto's orbital stations, as a contingency some had been stored in a series of bunkers on the moon's surface. The largest, labelled Facility Zeta, has lain abandoned for decades.

That state of disuse is now set to change. Old system logs indicate that a potential treasure trove is contained within the facility; with this awareness, LFA and Breaker forces are racing to lay claim to the bunkers. A strong LFA strike team, supported by drones and mechs, has been dispatched from orbit, while Breakers from the nearest dig site are closing in on Hauler transports. Both sides look set to arrive at the facility simultaneously.

Altogether there are six bunkers to secure, along with a surveillance tower and a series of rocky defences. Whichever faction secures the area and clears out the majority of the arms and ammunition contained in Facility Zeta will undoubtedly have an advantage as the war for Callisto becomes wholesale and unrestrained.

SPECIAL RULES

// REQUESTING DATA...

The objective for both factions is to score 4 victory points.

► Score 1 victory point for each enemy unit that you neutralise.

► Score 1 victory point for each controlled objective point, unless the structure on the space has been destroyed.

LOCATION PREVIEW

// ACCESSING SATELLITE...

SETUP ICON KEY:

⬡ = Scouted marker (Breakers)

⬡ = Scouted marker (LFA)

⬡ = Bunker marker

DANGEROUS BREAKER UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Unit with **control**
4	Disruptor
5	Hauler
6	Drill
7	Nailgunner
8	Blaster
9	Survey Tech
10	Scanner

LFA BOT PROCEDURES

CAPTAIN

1 Roll [d10]:

1–4	**BOLSTER 3**, Roll [d10]:	
	1–3	Y
	4–6	Z
	7–10	M
5–10	**COMMAND 2**	

DRONE

1 Interference in play area: **RECON**.

2 Matching card(s) in play area: **INSPIRE 1**, next mech card.

SERGEANT

1 Matching card(s) in play area: **INSPIRE 2**, next matching cards.

2 **BOLSTER 2** in matching squad.

SCOUT

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT 2** to:

a) Threatened objective.
[Fewest enemies > Random]

b) Unscouted objective.
[Nearest > Fewest enemies > Random]

Destination 2 spaces away: select a space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

3 Threshold 5 / 6 / 7: **ATTACK 1**.

4 **SCOUT 2** towards preferred attack target.
[Objective > Elevated > Highest cover]

STALKER

1 Interference in play area: **RECON**.

2 Space shared with enemy unit: **ATTACK 2**.

3 Space secure: **SCOUT 2** to:

a) Threatened objective.
[Fewest enemies > Random]

b) Unscouted objective.
[Nearest > Fewest enemies > Random]

Destination 2 spaces away: select a space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

4 **ATTACK 2**.

CORP-SEC

1 **CONTROL**.

2 Space shared with enemy-controlled objective that has armoured defence: **ATTACK** ①, targeting the objective.

3 Space controlled and enemy occupied: **ATTACK** ①.

4 Space shared with enemy vehicle: **ATTACK** ①.

5 Space secure: **MOVE** ① to:

  a) Threatened objective.
  [Fewest enemies > Random]

  b) Uncontrolled objective.
  [Not occupied by control unit > Fewest enemies > Random]

  c) Enemy vehicle.
  [Fewest non-vehicle enemy units > Most dangerous unit]

  d) Space nearest to [**a)** > **b)** > **c)**].
  [Furthest from enemy > Elevated > Highest cover > Random]

6 **ATTACK** ①.

MERC

1 **CONTROL**.

2 Space shared with enemy-controlled objective that has armoured defence: **ATTACK** ②, targeting the objective.

3 Space shared with enemy vehicle: **ATTACK** ②.

4 Space enemy occupied: **ATTACK** ②.

5 Space secure: **MOVE** ① to:

  a) Threatened objective.
  [Fewest enemies > Random]

  b) Uncontrolled objective.
  [Not occupied by control unit > Fewest enemies > Random]

  c) Enemy vehicle.
  [Fewest other enemy units > Most dangerous unit]

  d) Space nearest to [**a)** > **b)** > **c)**].
  [Furthest from enemy > Elevated > Highest cover > Random]

6 **ATTACK** ①.

COMMANDER

1 Threshold ⬡6/⟨7⟩/⬡8 : **SPECIAL ATTACK** Ⓧ.

2 Threshold ⬡7/⟨8⟩/⬡9 : **SUPPRESS** Ⓧ.

3 Space secure and not an objective: **MOVE** Ⓧ to:

  a) Threatened objective.
  [Most enemies > Random]

  b) Elevated.

  c) A space that brings the special attack within range of an objective.

  d) Objective.
  [Most enemies > Random]

4 **BOLSTER** ②Ⓜ.

5 Space secure: **MOVE** Ⓧ nearer to [**a)** > **b)** > **c)**].

6 **SUPPRESS** Ⓧ.

NAVIGATOR

1 Interference in bot's play area: **RECON**.

2 Space secure: **SCOUT** Ⓧ to:

  a) Threatened objective.
  [Most enemies > Random]

  b) Unscouted objective.
  [Most enemies > Random]

  c) Uncontrolled objective.
  [Most enemies > Random]

  d) Space nearest to unscouted objective.
  [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Highest cover > Random]

Destination 2 spaces away: select a space to **SCOUT** through as per **d)**.

GUNNER

1 Threshold ⬡6/⟨7⟩/⬡8 : **SPECIAL ATTACK** Ⓧ.

2 **SUPPRESS** Ⓧ.

DANGEROUS LFA UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Mech
4	Merc
5	Corp-Sec
6	Stalker
7	Scout

BREAKER BOT PROCEDURES

SUPERVISOR

1 Roll [d10]:

1–4	**BOLSTER** 3 , Roll [d10]:	
	1–2	A
	3–4	B
	5–6	C
	7–8	D
	9–10	S
5–10	**COMMAND** 2	

SQUAD LEADER A AND D

1 Matching card(s) in play area: **INSPIRE** 2 , next matching cards.

2 Matching control unit not on an objective: **GUIDE** Y control unit towards nearest non-controlled objective.

3 **BOLSTER** 2 in matching squad.

4 **GUIDE** Y most dangerous matching unit.

SQUAD LEADER B AND C

1 Matching card(s) in play area: **INSPIRE** 2 , next matching cards.

2 Matching control unit adjacent to an unscouted objective: **PATHFIND** 1 to objective. [Highest value > Elevated > Fewest enemies > Random]

3 **BOLSTER** 2 in matching squad.

4 **SCOUT** 2 using most dangerous matching unit, following its normal movement action priority.

HAULER CREW
(INITIATIVE VALUE: 7)

1 Objective shared with enemy unit: **ATTACK** 2 .

2 Space secure: **SCOUT** 1 , accompanied by up to 3 control or scout units (not leaving an objective unoccupied), towards:

  a) Threatened objective. [Fewest enemies > Random]

  b) Unscouted objective up to 2 spaces away. [Fewest enemies > Random]

  c) Objective. [Fewest enemies > Random]

  d) Space nearest to objective. [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

3 Space shared with enemy unit: **ATTACK** 2 .

4 **SUPPRESS** 3 .

DRILL CREW
(INITIATIVE VALUE: 7)

1 Objective shared with enemy unit: **ATTACK** ②.

2 Space secure: **SCOUT** ①,
accompanied by up to 3 control or scout units (not leaving an objective unoccupied), towards:

   a) Threatened objective.
    [Fewest enemies > Random]

   b) Unscouted objective up to 2 spaces away.
    [Fewest enemies > Random]

   c) Objective.
    [Fewest enemies > Random]

   d) Space nearest to objective.
    [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

3 Space shared with enemy-controlled objective that has armoured defence: **ATTACK** ②, targeting objective.

4 Space shared with enemy mech: **ATTACK** ②, targeting mech.

5 Space shared with enemy unit: **ATTACK** ②.

SCANNER

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT** ② to:

   a) Threatened objective.
    [Fewest enemies > Random]

   b) Unscouted objective.
    [Nearest > Fewest enemies > Random]

Destination 2 spaces away: select a space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

3 Threshold ⑤/⑥/⑦: **ATTACK** ①.

4 **SCOUT** towards preferred attack target.
[Objective > Elevated > Highest cover]

SURVEY TECH

1 Interference in play area: **RECON**.

2 Space shared with enemy-controlled objective that has armoured defence: **ATTACK** ②, targeting objective.

3 Space shared with enemy mech: **ATTACK** ②, targeting mech.

4 Space secure: **SCOUT** ①
towards:

   a) Threatened objective.
    [Fewest enemies > Random]

   b) Unscouted objective no more than 2 spaces away.
    [Fewest enemies > Random]

   c) Space nearest to unscouted objective
    [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

5 Space shared with enemy unit: **ATTACK** ②.

6 Threshold ⑤/⑥/⑦: **ATTACK** ①.

7 **SCOUT** ① towards preferred attack target.
[Objective > Elevated > Highest cover]

HEWER

1 **CONTROL**.

2 Objective shared with an enemy unit: **ATTACK** ②.

3 Space secure: **MOVE** ① to:

   a) Threatened objective.
    [Fewest enemies > Random]

   b) Uncontrolled objective.
    [Not occupied by control unit > Fewest enemies > Furthest from enemy > Random]

   c) Space nearest to [**a)** > **b)**].
    [Furthest from enemy > Elevated > Highest cover > Random]

4 Space shared with enemy unit: **ATTACK** ②.

5 **ATTACK** ①.

RIPPER

BLASTER

NAILGUNNER

DISRUPTOR

RIPPER

1 **CONTROL**.

2 Space shared with enemy-controlled objective that has armoured defence: **ATTACK** ②, targeting objective.

3 Space shared with enemy mech: **ATTACK** ②, targeting mech.

4 Space controlled and enemy occupied: **ATTACK** ①.

5 Space secure: **MOVE** ① to:
- **a)** Threatened objective.
  [Fewest enemies > Random]
- **b)** Uncontrolled objective.
  [Not occupied by control unit > Fewest enemies > Random]
- **c)** Enemy mech.
  [Fewest non-mech enemy units > Most dangerous mech]
- **d)** Space nearest to [**a)** > **b)** > **c)**].
  [Furthest from enemy > Elevated > Highest cover > Random]

6 **ATTACK** ①.

BLASTER

1 Space shared with enemy controlled objective that has armoured defence: **ATTACK** ③, targeting objective.

2 Space shared with enemy mech: **ATTACK** ③, targeting mech.

3 Space within range ⟨2⟩ has population of 2 or more: **ATTACK** ②, targeting all enemy units in chosen space.
[Highest population > Contains most dangerous enemy unit]

4 Space secure: **MOVE** ① to:
- **a)** Threatened objective.
  [Fewest enemies > Random]
- **b)** Enemy mech.
  [Elevated > Highest cover > Fewest enemies > Random]
- **c)** Within 2 of a space with 2 or more enemies.
  [Elevated > Highest cover > Nearest space with highest population > Random]
- **d)** Space nearest to [**a)** > **b)** > **c)**].
  [Elevated > Highest cover > Random]

5 **ATTACK** ② within range ⟨2⟩.

NAILGUNNER

1 Threshold ⑤/⑥/⑦: **ATTACK** ②.

2 Threshold ⑦/⑧/⑨: **SUPPRESS** ④.

3 Roll [d10]:

1–5	Find most dangerous enemy. [Nearest > Random] **MOVE** ① towards it. [Elevated > Highest cover > Random]
6–10	**SUPPRESS** ④, targeting most dangerous un-suppressed enemy.

DISRUPTOR

1 Space within range ⟨3⟩ contains 2 or more enemy units: **SUPPRESS** ③, targeting all enemy units in chosen space.
[Contains most enemy units > Contains most dangerous enemy unit]

2 Space secure: **MOVE** ① to:
- **a)** Threatened objective.
  [Fewest enemies > Random]
- **b)** Within 3 of a space containing 2 or more enemies.
  [Elevated > Highest cover > Nearest space with highest population > Random]
- **c)** Space nearest to [**a)** > **b)**].
  [Elevated > Highest cover > Random]

3 Threshold ⑤/⑥/⑦: **ATTACK** ①.

4 **SUPPRESS** ③.

SOLO SCENARIO 5: BREAKOUT

STARTING CARDS   Deck: 🄳   Supply: 🅂

① BREAKERS // FORCE 1

Unit						
SUPERVISOR	D					
SQUAD LEADER A	D					
SQUAD LEADER B	S					
HEWER A	D	S	S	S	S	
SCANNER A	D	S	S			
BLASTER A	D	S	S			
RIPPER B	S	S	S	S	S	
SURVEY TECH B	S	S	S			
NAILGUNNER B	S	S	S			

② BREAKERS // FORCE 2

Unit						
SQUAD LEADER C	D					
SQUAD LEADER D	S					
RIPPER C	D	S	S	S	S	
SURVEY TECH C	D	S	S			
NAILGUNNER C	D	S	S			
HEWER D	S	S	S	S	S	
SCANNER D	S	S	S			
BLASTER D	S	S	S			
DISRUPTOR	D	S	S			

BREAKERS // OTHER

Unit		
INTERFERENCE	D D	All others in S

BREAKERS BOLSTER DECK

DECK	CONTENTS
A	All units of Squad A
B	All units of Squad B, except Squad Leader B
C	All units of Sqaud C
D	All units of Squad D, except Squad Leader D
S	Squad Leader B, Squad Leader D, Disruptor

① LFA // FORCE 1

Unit						
CAPTAIN	D					
SERGEANT Y	D					
CORP-SEC Y	S	S	S	S	S	
SCOUT Y	S	S	S			
MERC Y	D	S	S	S		
STALKER Y	D	S				
COMMANDER A	D					
GUNNER A	S	S				
NAVIGATOR A	S	S				
COMMANDER V	S					
GUNNER V	S	S				
NAVIGATOR V	S	S				

② LFA // FORCE 2

Unit						
DRONE	S					
SERGEANT Z	D					
CORP-SEC Z	S	S	S	S	S	
SCOUT Z	S	S	S			
MERC Z	D	S	S	S		
STALKER Z	D	S				
COMMANDER H	D					
GUNNER H	S	S				
NAVIGATOR H	S	S				
COMMANDERC	S					
GUNNER C	S	S				
NAVIGATOR C	S	S				

LFA // OTHER

Unit		
INTERFERENCE	D D	All others in S

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
M	Gunners V, C, A, Navigators V, C, A, Drone
H	Gunner H and Navigator H
SPECIAL 1	Place Commanders C and V in a face-up display next to bolster deck M. Whenever the bot bolsters from bolster deck M, check the display of commanders. If the bolstered card matches a commander in the display, place the commander into the bot's discard pile instead of the drawn card. Shuffle the drawn card back into the bolster deck.
SPECIAL 2	For each of deck Y and deck Z, separate out the Merc and Stalker cards from the other combat cards. Shuffle the Merc and Stalker cards, and then place them face down on top of their respective decks.

SPECIAL RULES

// REQUESTING DATA...

During setup, place a prisoner marker in the indicated space. This represents a Breaker who has been taken prisoner by the LFA.

Place an escape pod marker in each of the three indicated spaces. Escape pods are structures, so they can be destroyed by using an **ATTACK** action with the ⓧ icon.

▶ When a Breaker unit exits a space containing the prisoner, they can move the prisoner marker with them.

▶ The Breakers win if they move the prisoner to a space with an escape pod that has not been destroyed.

LOCATION

// Callisto Orbit, Corporation Containment Platform T6

'Thirty seconds to impact,' the Breaker Squad Leader warned his dig unit, old workmates turned brothers-in-arms. 'Remember, we're here to get the overseer out! Getting personal can wait until we've got him to the escape pods!'

The engagement at Facility Zeta was the military definition of confused and desperate. As both sides collided in their efforts to strip the bunkers bare of arms and armaments, one Breaker overseer was cornered by a team of LFA contractors. Operating on standard capture protocols (a necessity given that LFA intelligence was still catching up with just how well-armed and fully entrenched the Breakers were), the overseer was quickly seized and evacuated with the LFA when they withdrew.

When the IMU first chose a military response, many of the roles and ranks already employed in the mining organisations were ported over into the Union's new paramilitary force. Overseers therefore tended to be the equivalent of a squad leader, and the capture of one was a coup for the LFA. They imagined, incorrectly, that after getting their prisoner to a secure orbital station – Corporation Containment Platform T6 – that he would be beyond the reach of his compatriots.

The Breakers intend to disabuse the LFA of that notion. Using an old lug freighter with orbital capabilities, the IMU has authorised a daring rescue operation. The plan is bold – ram-board Platform T6, locate the overseer, and extract him back to moonside using the platform's own escape pods before LFA reinforcements can mobilise.

Of course, such an operation is fraught with risk. T6 is well-garrisoned, and its layout is largely unknown to the strike team. They will have to navigate the security checkpoints and, if necessary, use their mining tools to bore through reinforced blast doors and bulkheads. Hitting hard and fast is essential. The LFA, meanwhile, would do well to follow protocol and seal off compromised sections of the platform while destroying its escape pods, thus cutting off the only route of evacuation.

Given the poor odds of survival, there were some concerns among the IMU that not enough Breakers would volunteer for the mission. In reality, it is now oversubscribed – the hardworking folk of Callisto are no strangers to desperate excursions into the unknown to rescue one of their own from a collapsed tunnel or mining sink. With that same gritty determination, the strike team prepares to enter orbit.

LOCATION PREVIEW
// ACCESSING SATELLITE...

VS LFA SETUP

Place an extra LFA scouted marker on the space indicated below.

SETUP ICON KEY:

⬡ = Scouted marker (Breakers)

⬡ = Scouted marker (LFA)

▢ / ⬡ = Additional Units (LFA)

⬡ = Escape Pod marker

⬡ = Prisoner marker

⟞⬦⟝ = Door marker

LFA BOT RULES

LFA Key card: the LFA bot considers the east door into the prison to be open for all rules.

Parachuting Troops: when the LFA bot spawns Corp-Sec Z or Scout Z, place them in the Z unit starting space, not the designated spawn point used by the other units.

DANGEROUS BREAKER UNITS:

1	Unit sharing a space with the prisoner
2	Ripper
3	Disruptor
4	Survey Tech
5	Nailgunner
6	Hewer
7	Scanner
8	Blaster

LFA BOT PROCEDURES

CAPTAIN

1 Cards remain in bolster deck H: **BOLSTER** **2** **H** and **2** **Z** .

2 Roll [d10]:

1–3	**BOLSTER 3** , Roll [d10]:	
	1–5	Y
	6–8	Z
	9–10	M
4–10	**COMMAND 2**	

DRONE

1 Interference in play area: **RECON**.

2 H card in play area: **INSPIRE** **1** **H** .
[Commander > Gunner > Navigator]

3 Matching card(s) in play area: **INSPIRE 1** , next mech card.

SERGEANT

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 **BOLSTER 2** in matching squad.

COMMANDER (NOT H)
(INITIATIVE VALUE: 7)

1 **SPECIAL ATTACK** **X** .

2 **MOVE** **X** towards nearest enemy unit.
[Elevated > Highest cover > Most enemies]

3 **BOLSTER** **2** **M** .

4 **SUPPRESS** **X** .

STALKER Y AND SCOUT Y

1 Eastern escape pod not scouted: **SCOUT 2** towards eastern escape pod.

2 Interference in play area: **RECON**.

3 Space shared by enemy unit and prisoner, threshold **7** / **9** / **11** : **ATTACK** **X** that unit.

4 **SCOUT 2** towards prisoner.

5 **ATTACK** **X** .

STALKER Z AND SCOUT Z

1 Westernmost escape pod not scouted: **SCOUT 2** towards westernmost escape pod.

2 Interference in play area: **RECON**.

3 Space shared by enemy unit and prisoner, threshold **6** / **8** / **10** : **ATTACK** **X** that unit.

4 **SCOUT 2** towards prisoner.

5 **ATTACK** **X** .

CORP-SEC Y AND MERC Y

1 Space shared with escape pod:
ATTACK [X] escape pod.

2 **MOVE** [1] towards eastern escape pod.
[Elevated > Highest cover > Southerly]

3 Space shared with escape pod door:
ATTACK [X] escape pod door.

4 Space shared by enemy unit and prisoner,
threshold [7]/[9]/[11] : **ATTACK** [X] that unit.

5 **MOVE** [1] towards prisoner.

6 **ATTACK** [X] .

CORP-SEC Z AND MERC Z

1 Space shared with escape pod: **ATTACK** [X]
escape pod.

2 **MOVE** [1] towards westernmost escape pod.
[Elevated > Highest cover]

3 Space shared by enemy unit and prisoner,
threshold [6]/[8]/[10] : **ATTACK** [X] that unit.

4 **MOVE** [1] towards prisoner.

5 **ATTACK** [X] .

COMMANDER H
(INITIATIVE VALUE: 4)

1 **PULSE** [2] [↕] : Target enemy units in same
space as prisoner, if possible. Push each unit.
[Adjacent to Hades > Unelevated > Furthest
from its intended destination]

2 Hades not adjacent to west door of prison:
MOVE [1] towards west door of prison.

3 Cards remain in bolster deck H:
BOLSTER [2] [H] .

4 **MOVE** [1] adjacent to an enemy unit.
[Sharing space with prisoner > Nearest
prisoner > Nearest escape pod > Lowest
defence > Random]

5 **BOLSTER** [2] [M] .

NAVIGATOR H

1 Hades has no current target for attack and
nearest enemy unit is 2 spaces away:
SCOUT [1] to space adjacent to enemy unit.
[Nearest to prisoner > Elevated > Furthest from
most enemies > Nearest to escape pod]

2 Interference in play area: **RECON**.

3 Hades has no current target for attack and
nearest enemy unit is more than 2 spaces
away: **SCOUT** [1] nearer to space adjacent to
enemy unit.
[Nearest to prisoner > Elevated > Furthest from
more enemies > Nearest to escape pod]

NAVIGATOR (NOT H)

1 Interference in play area: **RECON**.

2 **SCOUT** [X] towards enemy unit.
[Sharing space with prisoner > Nearest to
prisoner > Nearest to escape pod > Lowest
defence > Random]

GUNNER

1 **SPECIAL ATTACK** [X] .

2 **SUPPRESS** [X] .

BREAKER BOT RULES

Adaptive Deployment: The Breaker bot uses spawn point 1 for Squads A and D, and spawn point 2 for Squads B and C.

Whenever a Breaker unit moves while sharing a space with the prisoner, also move the prisoner.

DANGEROUS LFA UNITS:

1	Merc
2	Corp-Sec
3	Stalker
4	Scout
5	Mech

BREAKER BOT PROCEDURES

SUPERVISOR

1 Roll [d10]:

1–4	**BOLSTER 3** , Roll [d10]:	
	1–6	C
	7–8	A
	9–10	S
5–10	**COMMAND 2**	

SQUAD LEADER A AND D

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 **BOLSTER 2** in matching squad.

3 **GUIDE Y** most dangerous matching unit.

SQUAD LEADER B AND C

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit is adjacent to unscouted space between a) it and the prisoner or b) the prisoner and an escape pod: **PATHFIND 1** .

3 **BOLSTER 2** in matching squad.

4 **SCOUT 2** using most dangerous matching unit, following its normal movement action priority.

SCANNER

1 Scouted escape pod within 2 spaces is occupied by enemy unit with armoured attack: **SCOUT 2** to escape pod.

2 Space shared with escape pod and enemy unit: **ATTACK 1** .

3 Interference in play area: **RECON**.

4 Space shared with **DOORS** equipment and the door nearest C units is closed: Open door.

5 Space not shared with **DOORS** equipment: **SCOUT 2** towards **DOORS** equipment.

6 **ATTACK 1** .

SURVEY TECH

1 Any unit shares a space with prisoner: **SCOUT 1** towards nearest escape pod.

2 Space shared with closed door: **ATTACK 2** , targeting door.

3 Space not shared with prisoner: **SCOUT 1** towards prisoner.

4 Interference in play area: **RECON**.

5 Space shared with enemy unit: **ATTACK 2** .

6 **ATTACK 1** .

HEWER

1 Space shared with **DOORS** equipment and the door nearest C units is closed: Open door.

2 Space not shared with **DOORS** equipment: **MOVE 1** towards **DOORS** equipment. [Highest cover > Random]

3 Space shared with enemy unit: **ATTACK 2** .

4 **ATTACK 1** .

RIPPER

1. Space shared with closed door: **ATTACK** (2), targeting door.

2. Space shared with prisoner: **MOVE** (1) towards nearest escape pod.
   [Highest cover > Furthest from enemy > Random]

3. Space not shared with prisoner: **MOVE** (1) towards prisoner.
   [Highest cover > Furthest from enemy > Random]

4. Space shared with enemy mech: **ATTACK** (2), targeting mech.

5. **ATTACK** (X).

BLASTER

1. Adjacent escape pod occupied by enemy unit with armoured attack: **MOVE** (1) to escape pod.

2. Space shared with enemy unit: **ATTACK** (2) / (3) [unit / mech].

3. Not in elevated space: **MOVE** (1) to elevated space.
   [Highest cover > Random]

4. Space within range (2) has population of 2 or more: **ATTACK** (2), targeting all enemy units in chosen space.
   [Highest population > Contains most dangerous enemy unit]

5. Mechs occupy adjacent escape pod or **DOORS** equipment: **MOVE** (1) towards mechs.
   [Elevated > Highest cover]

6. **ATTACK** (2) within range (2).

NAILGUNNER

1. Not in elevated space: **MOVE** (1) to elevated space.
   [Highest cover > Random]

2. Threshold (6)/(7)/(8): **ATTACK** (2).

3. **SUPPRESS** (4).

DISRUPTOR

1. Not in elevated space: **MOVE** (1) to elevated space.
   [Highest cover > Random]

2. Space within range (3) has population of 2 or more: **SUPPRESS** (3), targeting all enemy units in chosen space.
   [Highest population > Contains most dangerous enemy unit]

3. Threshold (5)/(6)/(7): **ATTACK** (1).

4. **SUPPRESS** (3) within range (3).

5. **ATTACK** (1).

SOLO SCENARIO 6: DUST THEM OFF

STARTING CARDS   Deck: [D]   Supply: [S]

❶ BREAKERS // FORCE 1

SUPERVISOR	[D]
SQUAD LEADER A	[S]
SQUAD LEADER B	[D]
HEWER A	[S] [S] [S] [S] [S]
SCANNER A	[S] [S] [S]
BLASTER A	[S] [S] [S]
RIPPER B	[D] [S] [S] [S] [S]
SURVEY TECH B	[D] [S] [S]
NAILGUNNER B	[D] [S] [S]

❷ BREAKERS // FORCE 2

SQUAD LEADER C	[D]
SQUAD LEADER D	[S]
RIPPER C	[D] [S] [S] [S] [S]
SURVEY TECH C	[D] [S] [S]
NAILGUNNER C	[D] [S] [S]
HEWER D	[S] [S] [S] [S] [S]
SCANNER D	[S] [S] [S]
BLASTER D	[S] [S] [S]
DRILL CREW	[D] [S] [S]

BREAKERS // OTHER

INTERFERENCE	[D] [D] All others in [S]

BREAKERS BOLSTER DECK

DECK	CONTENTS
A	All units of Squad A, except Squad Leader A
B	All units of Squad B
C	All units of Squad C
D	All units of Squad D, except Squad Leader D
S	Squad Leader A, Squad Leader D, Hauler Crew

❶ LFA // FORCE 1

CAPTAIN	[D]
SERGEANT Y	[D]
CORP-SEC Y	[D] [S] [S] [S] [S]
SCOUT Y	[D] [S] [S]
MERC Y	[D] [S] [S] [S]
STALKER Y	[S] [S]
COMMANDER L	[S]
GUNNER L	[S] [S]
NAVIGATOR L	[S] [S]
COMMANDER H	[S]
GUNNER H	[S] [S]
NAVIGATOR H	[S] [S]
COMMANDER A	[S]
GUNNER A	[S] [S]
NAVIGATOR A	[S] [S]

❷ LFA // FORCE 2

SERGEANT Z	[D]
CORP-SEC Z	[D] [S] [S] [S] [S]
SCOUT Z	[D] [S] [S]
MERC Z	[D] [S] [S] [S]
STALKER Z	[S] [S]
COMMANDER C	[S]
GUNNER C	[S] [S]
NAVIGATOR C	[S] [S]
COMMANDER V	[S]
GUNNER V	[S] [S]
NAVIGATOR V	[S] [S]

LFA // OTHER

INTERFERENCE	[D] [D] All others in [S]

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
Special	Place all mech cards face up

SPECIAL RULES

// REQUESTING DATA...

All the LFA's mech units start the game deactivated. To indicate this, put their standee into their suppressed base.

Mech units that are deactivated cannot be bolstered. Deactivated mechs can be targeted.

When an LFA unit controls a space, activate any deactivated mechs on that space by taking off their suppressed base. These units can now be bolstered as normal.

⬡ The spaces with equipment (lasers) have **ATTACK** [2] [2] 🏹

LOCATION

// Callisto Surface, CMU Decommissioning Plant

'Spotters have confirmed it,' the Squad Leader said as they gazed through their magnifiers out over the barren dirt towards the depot platforms. 'The LFA are already in situ and activating the mechs. We have to go in now, hit them hard and fast, or they'll begin shuttling gear into orbit. Break those tin cans today, and we won't have to fight them tomorrow.'

The mothballing of Combat Mechanoid Units (CMUs) in the decades following the successful colonisation of Callisto saw many machines put into storage in orbital stations, but the most dilapidated equipment was essentially dumped on the moon's surface at a series of decommissioning plants. Here, CMUs with mechanical or system defects were left to slowly rust in Callisto's frigid environment.

The war changed this. In the early engagements it became apparent that the mechs already being used by the LFA were barely combat-worthy. Malfunctions combined with a lack of correct weaponry and ammunition, or missing defensive systems, all hampered the effectiveness of the LFA mechs.

The deterioration only intensified as the war escalated and further stresses and strains were put on CMUs and their pilots. Even if a mech

functioned correctly, if it was damaged there was insufficient material to make repairs. Mechs with a history of malfunctioning were cannibalised in an effort to keep the more reliable CMUs active, but this reduced the overall number of mechs available to the LFA and saw pilots taking shift rotations on the same units.

The only potential fix for these problems lies in the old CMU decommissioning plants on the moon's surface. An LFA team has now been dispatched to one of these with orders to locate the mechs mothballed in the warehangers and claim them. They must then shift them via shuttle into orbit, where they can be disassembled for desperately needed parts.

The Breakers have become aware of the enemy landing and have dispatched a rapid reaction force to thwart the LFA's efforts. Disrupt and destroy are the orders of the day, but fulfilling them will be no easy task. Much of the area around the plant depot is exposed open ground. The LFA have also successfully repurposed a heavy fixed-location laser, formerly used to repair mechs, as a weapon that now acts as a form of point defence while the LFA shift CMUs and parts towards their waiting bulk lifters.

The Breaker attack will almost certainly be costly, but if the LFA are able to enhance their mech compliment, the tide may turn irrevocably in their favour.

SPECIAL RULES (CONT.)

// RESUMING DATA TRANSFER...

Escape: To escape, you must take a movement action that would move the standee from a space with the 🛰 icon. Only LFA mechs are allowed to escape.

When a standee escapes, find all its associated combat cards in your hand, play area, deck, discard pile, and supply. Remove all these cards from the game. Then place the standee in front of you to show that it has escaped.

If a standee is removed from the board because it has been neutralised, it has not escaped.

LOCATION PREVIEW

// ACCESSING SATELLITE...

SETUP ICON KEY:

⬡ = Scouted marker (Breakers)

⬡ = Scouted marker (LFA)

Ⓐ / Ⓛ / Ⓗ / Ⓒ / Ⓥ = Additional Units (LFA)

LFA BOT RULES

The Priority: The LFA consider all deactivated mechs to be an objective. A threatened objective is a mech sharing a space with a Breaker unit that has an armoured attack. If you hit a deactivated mech, remove the mech from the board.

Once a **CONTROL** action has been used to activate a mech, you must remove all 5 cards of that mech from the discard, deck, and supply to neutralise the mech as normal. When a mech escapes, immediately remove all that mech's Navigator and Gunner cards from the bot's deck. When an active mech is hit, remove:
[Gunner > Navigator > Commander]

DANGEROUS BREAKER UNITS:

1	Unit with an armoured attack sharing a space with an objective
2	Unit with an armoured attack sharing a space with a mech
3	Blaster
4	Survey Tech
5	Ripper
6	Hauler
7	Scanner
8	Nailgunner
9	Hewer

LFA BOT PROCEDURES

CAPTAIN

1. If at least 1 mech is active:
BOLSTER 3 , any active mech cards.
[Commander > Navigator > Gunner > Random]

2. Roll [d10]:

1–3	**BOLSTER 3** , Roll [d10]:	
	1–5	Y
	6–10	Z
4–10	**COMMAND 2**	

DRONE

1. Commander or Navigator in play area: **INSPIRE 1** , mech to **MOVE** or **SCOUT**.
2. Interference in play area: **RECON**.
3. Matching card(s) in play area: **INSPIRE 1** , next mech card.

SERGEANT

1. Matching card(s) in play area: **INSPIRE 2** , next matching cards.
2. **BOLSTER 2** in matching squad.

SCOUT

1. Interference in play area: **RECON**.
2. Mech within 2 spaces is within 2 unscouted spaces of an escape: **SCOUT 2** , shortest route between that mech and escape.
3. Space contains laser and there is a legal enemy target: **ATTACK 2 2 ⚡** , using laser.
4. **SCOUT 2** to:
   a) Threatened objective.
   [Nearest > Fewest enemies > Random]
   b) Unscouted objective.
   [Nearest > Fewest enemies > Random]
   c) Laser.
   [Fewest enemies > Nearest enemy > Random]
   d) Escape.
   [Nearest mech > Fewest enemies > Random]
   Destination 2 spaces away: select space to move through.
   [Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]
5. Threshold 5 / 6 / 7 : **ATTACK 1** .
6. **SCOUT 2** towards preferred attack target.
   [Objective > Elevated > Highest cover]

STALKER

1 Interference in play area: **RECON**.

2 Space contains laser and there is a legal enemy target: **ATTACK** (2)(2)⌖, using laser.

3 Space shared with an enemy unit: **ATTACK** (2).

4 **SCOUT** (2) to:
- **a)** Threatened objective.
  [Nearest > Fewest enemies > Random]
- **b)** Unscouted objective.
  [Nearest > Fewest enemies > Random]
- **c)** Laser.
  [Fewest enemies > Nearest enemy > Random]

Destination 2 spaces away: select space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

5 **ATTACK** (2).

CORP-SEC

1 **CONTROL**. This activates a mech.

2 Space contains laser and there is a legal enemy target: **ATTACK** (2)(2)⌖ using laser.

3 Space is enemy occupied: **ATTACK** (1).

4 **MOVE** (1) towards:
- **a)** Threatened objective.
  [Furthest from enemy > Fewest enemies > Random]
- **b)** Objective.
  [Furthest from enemy > Not occupied by control unit > Fewest enemies > Random]
- **c)** Active mech.
  [Nearest > Most enemies > Fewest units > Random]
- **d)** Space nearest to [**a)** > **b)** > **c)**].
  [Furthest from enemy > Elevated > Highest cover > Random]

5 **ATTACK** (1).

MERC

1 **CONTROL**. This activates the mech.

2 Space contains laser and there is a legal enemy target: **ATTACK** (2)(2)⌖ using laser.

3 Space is enemy occupied: **ATTACK** (2).

4 **MOVE** (1) towards:
- **a)** Threatened objective.
  [Nearest > Fewest enemies > Random]
- **b)** Objective.
  [Nearest > Not occupied by control unit > Fewest enemies > Random]
- **c)** Active mech.
  [Nearest > Most enemies > Fewest units > Random]
- **d)** Space nearest to [**a)** > **b)** > **c)**].
  [Furthest from enemy > Elevated > Highest cover > Random]

5 **ATTACK** (1).

COMMANDER

1 **MOVE** (X) towards nearest escape.
[Route scouted > Highest cover > Fewest enemies]

2 **BOLSTER** (2), active mechs only.
[Commander > Navigator > Gunner]

3 Threshold (6)/(7)/(8): **SPECIAL ATTACK** (X).

4 **SUPPRESS** (X).

NAVIGATOR

1 **SCOUT** (1) towards nearest escape.
[Route scouted > Not enemy scouted > Highest cover > Fewest enemies]

2 Interference in play area: **RECON**.

GUNNER

1 Threshold (6)/(7)/(8): **SPECIAL ATTACK** (X).

2 **SUPPRESS** (X).

SOLO SCENARIO 6: VS BREAKERS

BREAKER BOT RULES

The Priority: The Breakers consider all deactivated mechs to be an objective. If the Breaker bot hits a deactivated mech, remove the mech from the board.

DANGEROUS LFA UNITS:

1	Mech
2	Merc
3	Corp-Sec
4	Stalker
5	Scout

BREAKER BOT PROCEDURES

SUPERVISOR

1 Roll [d10]:

1–4	**BOLSTER 3** , Roll [d10]:	1–2	A
		3–4	B
		5–6	C
		7–8	D
		9–10	S
5–10	**COMMAND 2**		

SQUAD LEADER A AND D

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit not on an objective: **GUIDE V** control unit towards nearest non-controlled objective.

3 **BOLSTER 2** in matching squad.

4 **GUIDE V** most dangerous matching unit.

SQUAD LEADER B AND C

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit adjacent to unscouted objective: **PATHFIND 1** to objective.
[Highest value > Elevated > Fewest enemies > Random]

3 **BOLSTER 2** in matching squad.

4 **SCOUT 2** using most dangerous matching unit, following its normal movement action priority.

HAULER CREW
(INITIATIVE VALUE: 7)

1 Objective shared with enemy unit: **ATTACK 2** .

2 **SCOUT 1** , accompanied by up to 3 control or scout units (not leaving an objective unoccupied), towards:

  a) Threatened objective.
    [Fewest enemies > Random]

  b) Unscouted objective up to 2 spaces away.
    [Fewest enemies > Random]

  c) Objective.
    [Fewest enemies > Random]

  d) Space nearest to objective.
    [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

3 **SUPPRESS 3** .

SCANNER

1 Interference in play area: **RECON**.

2 **SCOUT 2** to:

  a) Objective.
    [Fewest units > Fewest enemies > Random]

  b) Enemy mech.
    [Fewest non-mech enemy units > Most dangerous mech]

  c) Laser.
    [Fewest enemies > Nearest enemy > Random]

  d) Space nearest to [**a)** > **b)** > **c)**].
    [Furthest from enemy > Elevated > Highest cover > Random]

Destination 2 spaces away: select a space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

3 Space contains laser, and enemy mech is legal target: **ATTACK 2 2** , using laser.

...

…

4 Space contains laser, and enemy unit is legal target: **ATTACK 2**, using laser.

5 Threshold ⑤/⑥/⑦ : **ATTACK 1**.

6 **SCOUT 2** towards preferred attack target.
[Objective > Elevated > Highest cover]

SURVEY TECH

1 Space shared with enemy mech:
ATTACK 2 2 |Ï, targeting mech.

2 Interference in play area: **RECON**.

3 **SCOUT 1** to:

  a) Objective.
[Fewest units > Fewest enemies > Random]

  b) Enemy mech.
[Fewest non-mech enemy units > Most dangerous mech]

  c) Laser.
[Fewest enemies > Nearest to enemy > Random]

  d) Space nearest to [**a)** > **b)** > **c)**].
[Furthest from enemy > Elevated > Highest cover > Random]

4 Space shared with enemy unit: **ATTACK 2**.

5 Space contains laser, and enemy mech is legal target: **ATTACK 2 2 |Ï**, using laser.

6 Space contains laser, and enemy unit is legal target: **ATTACK 2 2 |Ï**, using laser.

7 Threshold ⑤/⑥/⑦ : **ATTACK 1**.

8 **SCOUT 1** towards preferred attack target.
[Objective > Elevated > Highest cover]

HEWER

1 Space contains laser, and enemy mech is legal target: **ATTACK 2 2 |Ï**, using laser.

2 Space contains laser, and enemy unit is legal target: **ATTACK 2 2 |Ï**, using laser.

3 **MOVE 1** to:

  a) Laser.
[Fewest enemies > Nearest enemy > Random]

  b) Objective.
[Fewest units > Fewest enemies > Random]

  c) Enemy mech.
[Fewest non-mech enemy units > Most dangerous mech]

  d) Space nearest to [**a)** > **b)** > **c)**].
[Furthest from enemy > Elevated > Highest cover > Random]

4 **ATTACK 1**.

RIPPER

1 Space shared with enemy mech: **ATTACK 2**, targeting mech.

…

…

2 Space contains laser, and enemy mech is legal target: **ATTACK 2 2 |Ï**, using laser.

3 Space contains laser, and enemy unit is legal target: **ATTACK 2 2 |Ï**, using laser.

4 **MOVE 1** to:

  a) Objective.
[Fewest units > Fewest enemies > Random]

  b) Enemy mech.
[Fewest non-mech enemy units > Most dangerous mech]

  c) Laser.
[Fewest enemies > Nearest enemy > Random]

  d) Space nearest to [**a)** > **b)** > **c)**].
[Furthest from enemy > Elevated > Highest cover > Random]

5 **ATTACK 1**.

BLASTER

1 Space shared with enemy mech: **ATTACK 3**, targeting mech.

2 Space within range (2̂) has population of 2 or more: **ATTACK 2**, targeting all enemy units in chosen space.
[Highest population > Contains most dangerous enemy unit]

3 **MOVE 1** to:

  a) Objective.
[Fewest enemies > Random]

  b) Enemy mech.
[Elevated > Highest cover > Fewest enemies > Random]

  c) Within 2 of a space containing 2 or more enemies.
[Elevated > Highest cover > Nearest space with highest population > Random]

  d) Space nearest to [**a)** > **b)** > **c)**].
[Elevated > Highest cover > Random]

4 Space contains laser, and enemy mech is legal target: **ATTACK 2 2 |Ï**, using laser.

5 Space contains laser, and enemy unit is legal target: **ATTACK 2 2 |Ï**, using laser.

6 **ATTACK 2** within range (2̂).

NAILGUNNER

1 Space contains laser, and enemy mech is legal target: **ATTACK 2 2 |Ï**, using laser.

2 Space contains laser, and enemy unit is legal target: **ATTACK 2 2 |Ï**, using laser.

3 Threshold ⑤/⑥/⑦ : **ATTACK 2**.

4 Threshold ⑦/⑧/⑨ : **SUPPRESS 4**.

5 **MOVE 1** towards nearest laser.
[Elevated > Highest cover > Random]

SOLO SCENARIO 7: WE MUST CONTROL THE STARS

STARTING CARDS — Deck: D Supply: S

① BREAKERS // FORCE 1

Unit	Cards
SUPERVISOR	D
SQUAD LEADER A	D
SQUAD LEADER B	S
HEWER A	D S S S S
SCANNER A	D S S
BLASTER A	D S S
RIPPER B	S S S S S
SURVEY TECH B	S S S
NAILGUNNER B	S S S
HAULER CREW	D S S

② BREAKERS // FORCE 2

Unit	Cards
SQUAD LEADER C	D
SQUAD LEADER D	S
RIPPER C	D S S S S
SURVEY TECH C	D S S
NAILGUNNER C	D S S
HEWER D	S S S S S
SCANNER D	S S S
BLASTER D	S S S
DISRUPTOR	S S S
DRILL CREW	D S S

BREAKERS // OTHER

Unit	Cards
INTERFERENCE	D D All others in S

BREAKERS BOLSTER DECK

DECK	CONTENTS
A	All units of Squad A,
B	All units of Squad B, except Squad Leader B
C	All units of Squad C
D	All units of Squad D, except Squad Leader D
S	Squad Leader B, Squad Leader D, Hauler Crew, Drill Crew, Disruptor

① LFA // FORCE 1

Unit	Cards
CAPTAIN	D
DRONE	S
SERGEANT Y	D
CORP-SEC Y	D S S S S
SCOUT Y	D S S
MERC Y	S S S S
STALKER Y	S S
COMMANDER L	D
GUNNER L	S S
NAVIGATOR L	S S
COMMANDER A	D
GUNNER A	S S
NAVIGATOR A	S S

② LFA // FORCE 2

Unit	Cards
SERGEANT Z	D
CORP-SEC Z	D S S S S
SCOUT Z	D S S
MERC Z	S S S S
STALKER Z	S S
COMMANDER C	D
GUNNER C	S S
NAVIGATOR C	S S
COMMANDER V	D
GUNNER V	S S
NAVIGATOR V	S S
COMMANDER H	S
GUNNER H	S S
NAVIGATOR H	S S

LFA // OTHER

Unit	Cards
INTERFERENCE	D D All others in S

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
M	Gunners L, H, V, C, A, Navigators L, H, V, C, A (all shuffled), Drone (placed on top, after shuffling)
Special	Place Commander H face up next to bolster deck M.
	When the bot first draws an H unit card from bolster deck M, instead add Commander H to the discard pile and shuffle the drawn card back into the bolster deck.

LOCATION

// Callisto Surface, Miner Spaceport Gateway Alpha 1

'Our objectives are therefore simple,' the LFA Director said to the assembled Corporation officers, bringing the briefing to a close. 'Control Gateway Alpha 1 and we control orbit. Control orbit, and we can strike with impunity at any point on the surface we desire. We'll finally be able to bring these damn criminals to justice. Any questions?'

The daring raid by the Breakers on Corporation Containment Platform T6 shocked the LFA, who had believed up to that point that the Union had no viable means of striking their orbital stations. Nor was the T6 raid an isolated incident – in the weeks that followed further attacks occurred on listening stations, biotics platforms, and even a supply and rearmament station. Usually these were crude ram-and-run attacks, with basic heavy-duty orbital lugger craft being used as a delivery system for Breaker squads who then stormed the station before using its own escape pods or shuttles to transport themselves back down to Callisto's surface.

As these attacks continued, the LFA decided to prioritise retaliation. Before the hostilities began, the primary surface spaceport on Callisto was Gateway Alpha 1, and it remains the location where most of the luggers used by the Breakers are stored: some on the port's hardpan and landing pad and some in a series of warehangers. Indeed, the location is similar to the secondary spaceport, Gateway Epsilon, where the first shots of the war were fired.

The LFA have therefore resolved to strike Alpha 1 and seize control of it. Ideally, it will provide a beachhead for ferrying more combat assets down to the surface. At the very least, the LFA intend to torch the luggers and stop the Breakers using Alpha 1 as a literal launch pad for future attacks on LFA orbital platforms. Contrary to their botched Epsilon operation, the LFA intend to land outside the spaceport's boundaries and establish themselves before moving to seize control of the area.

Alerted at the last minute to the impending LFA assault, the IMU has authorised the mobilisation of its reserve towards Alpha 1. Their orders are to secure the spaceport and drive off the LFA landing. If they are able to do so, the chance of continuing to take the war to the LFA will remain. If not, despite the Breakers having access to secondary spaceports on the surface, they will struggle to continue to mount consistent offensive operations.

SPECIAL RULES

// REQUESTING DATA...

⚙ The space with this equipment icon has a laser with **ATTACK** ⬡2 ⬡2 ⬡2.

⚙ The space with this equipment icon has a radio tower with **GUIDE**.

LOCATION PREVIEW

// ACCESSING SATELLITE...

SETUP ICON KEY:

⬡ = Scouted marker (Breakers)

⬡ = Scouted marker (LFA)

DANGEROUS BREAKER UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Unit with **control**
4	Disruptor
5	Hauler
6	Drill
7	Nailgunner
8	Blaster
9	Survey Tech
10	Scanner

LFA BOT PROCEDURES

CAPTAIN

1 Roll [d10]:

	BOLSTER **3**, Roll [d10]:	
	1–3	Y
1–5	4–6	Z
	7–10	M
6–10	**COMMAND 2**	

DRONE

1 Interference in play area: **RECON**.

2 Matching card(s) in play area: **INSPIRE 1**, next mech card.

SERGEANT

1 Matching card(s) in play area: **INSPIRE 2**, next matching cards.

2 **BOLSTER 2** in matching squad.

SCOUT

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT 2** to:

a) Threatened objective.
[Highest value > Fewest enemies > Random]

b) < 10 objective points scouted: unscouted objective.
[Highest value > Nearest > Elevated > Random]

c) < 10 objective points scouted: space nearest to unscouted objective.
[Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

Destination 2 spaces away: select a space to move through as per **c)**.

3 Threshold ⬥**5**/⬡**6**/⬢**7**: **ATTACK 1**.

4 **SCOUT 2** towards preferred attack target.
[Objective > Elevated > Highest cover]

STALKER

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT 2** to:

  a) Threatened objective.
[Highest value > Fewest enemies > Random]

  b) < 10 objective points scouted: unscouted objective.
[Highest value > Nearest > Elevated > Random]

  c) < 10 objective points scouted: space nearest to unscouted objective.
[Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

Destination 2 spaces away: select space to move through as per **c)**.

3 **ATTACK 2**.

CORP-SEC

1 **CONTROL**.

2 Space controlled and enemy occupied: **ATTACK 1**.

3 Space secure: **MOVE 1** to:

  a) Threatened objective.
[Highest value > Fewest enemies > Random]

  b) Uncontrolled objective.
[Scouted > Highest value > Not occupied by control unit > Fewest enemies > Random]

  c) Space nearest to [**a)** > **b)**].
[Furthest from enemy > Elevated > Highest cover > Random]

4 **ATTACK 1**.

MERC

1 **CONTROL**.

2 Space shared with enemy vehicle: **ATTACK 2**.

3 Space enemy occupied: **ATTACK 2**.

4 Space secure: **MOVE 1** to:

  a) Threatened objective.
[Highest value > Fewest enemies > Random]

  b) Uncontrolled objective.
[Highest value > Not occupied by control unit > Fewest enemies > Random]

  c) Enemy vehicle.
[Fewest non-vehicle enemy units > Most dangerous vehicle]

  d) Space nearest to [**a)** > **b)** > **c)**].
[Furthest from enemy > Elevated > Highest cover > Random]

5 **ATTACK 1**.

COMMANDER

1 Threshold **6**/**7**/**8** : **SPECIAL ATTACK X**.

2 Threshold **7**/**8**/**9** : **SUPPRESS X**.

3 Space secure and not an objective: **MOVE X** to:

  a) Threatened objective.
[Highest value > Most enemies > Random]

  b) Objective.
[Most enemies > Random]

  c) Adjacent to either space of launch pad LZ01 Alpha.
[Highest cover > Most enemies > Random]

  d) Nearest to either space of launch pad LZ01 Alpha.
[Highest cover > Most enemies > Random]

4 **BOLSTER 2 M**.

5 Space secure: **MOVE X** nearer to [**a)** > **b)**].

6 **SUPPRESS X**.

NAVIGATOR

1 Interference in play area: **RECON**.

2 Space secure and not an objective: **SCOUT X** to:

  a) Threatened objective.
[Highest value > Most enemies > Random]

  b) Objective.
[Most enemies > Random]

  c) Adjacent to either space of launch pad LZ01 Alpha.

  d) Space nearest to unscouted objective.
[Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Highest cover > Random]

Destination 2 spaces away: select space to move through as per **d)**.

GUNNER

1 Threshold **6**/**7**/**8** : **SPECIAL ATTACK X**.

2 **SUPPRESS X**.

SOLO SCENARIO 7: VS BREAKERS

DANGEROUS LFA UNITS:

1	Corp-Sec with **control** on an unoccupied controlled objective
2	Corp-Sec with **control** on a non-enemy controlled objective
3	Mech
4	Merc
5	Corp-Sec
6	Stalker
7	Scouts

BREAKER BOT PROCEDURES

SUPERVISOR

1 Roll [d10]:

1–5	BOLSTER **3** , Roll [d10]:	
	1–3	A
	4	B
	5–7	C
	8	D
	9–10	S
6–10	COMMAND **2**	

SQUAD LEADER A AND D

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit not on an objective: **GUIDE Y** control unit towards nearest non-controlled objective.

3 **BOLSTER 2** in matching squad.

4 **GUIDE Y** most dangerous matching unit.

SQUAD LEADER B AND C

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit adjacent to unscouted objective: **PATHFIND 1** to the objective.

3 **BOLSTER 2** in matching squad.

4 **SCOUT 2** using most dangerous matching unit, following its normal movement action priority.

HAULER CREW
(INITIATIVE VALUE: 7)

1 Objective shared with enemy unit: **ATTACK 2** .

2 Space secure: **SCOUT 1** , accompanied by up to 3 control or scout units (not leaving an objective unoccupied), to:

  a) Threatened objective.
    [Highest value > Most enemies > Random]

  b) < 10 objective points scouted: unscouted objective.
    [Highest value > Most enemies > Random]

  c) Objective.
    [Highest value > Most enemies > Random]

3 Space shared with enemy unit: **ATTACK 2** .

4 Threshold **7** / **8** / **9** : **SUPPRESS 3** .

5 Space secure: **SCOUT 1** nearer to [**a)** > **b)** > **c)**].
[Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Highest cover > Random]

DRILL CREW
(INITIATIVE VALUE: 7)

1 Objective shared with enemy unit: **ATTACK** ②.

2 Space secure: **SCOUT** ①, accompanied by up to 3 control or scout units (not leaving an objective unoccupied), to:
- **a)** Threatened objective.
  [Highest value > Most enemies > Random]
- **b)** < 10 objective points scouted: unscouted objective.
  [Highest value > Most enemies > Random]
- **c)** Objective.
  [Highest value > Most enemies > Random]

3 Space shared with enemy mech: **ATTACK** ②, targeting mech.

4 Space shared with enemy: **ATTACK** ②.

5 Space secure: **SCOUT** ① nearer to [**a)** > **b)** > **c)**].
[Scouted > Enemy occupied > Enemy scouted > Closer to enemy control units > Highest cover > Random]

SCANNER

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT** ② to:
- **a)** Threatened objective.
  [Highest value > Fewest enemies > Random]
- **b)** < 10 objective points scouted: unscouted objective.
  [Highest value > Fewest enemies > Random]
- **c)** < 10 objective points scouted: space nearest to unscouted objective.
  [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

Destination 2 spaces away: select space to move through as per **c)**.

3 Threshold ⑤/⑥/⑦: **ATTACK** ①.

4 **SCOUT** ② towards preferred attack target.
[Objective > Elevated > Highest cover]

SURVEY TECH

1 Interference in play area: **RECON**.

2 Space shared with enemy mech: **ATTACK** ②, targeting mech.

3 Space secure: **SCOUT** ① to:
- **a)** Threatened objective.
  [Highest value > Fewest enemies > Random]
- **b)** < 10 objective points scouted: unscouted objective.
  [Highest value > Fewest enemies > Random]
- **c)** < 10 objective points scouted: space nearest to unscouted objective.
  [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

4 Threshold ⑤/⑥/⑦: **ATTACK** ①.

5 **SCOUT** ① towards preferred attack target.
[Objective > Elevated > Highest cover]

HEWER

1 **CONTROL**.

2 Space shared with enemy unit: **ATTACK** ②.

3 Space secure: **MOVE** ① to:
- **a)** Threatened objective.
  [Highest value > Fewest enemies > Random]
- **b)** Uncontrolled objective.
  [Highest value > Not occupied by control unit > Fewest enemies > Random]
- **c)** Enemy mech.
  [Fewest non-mech enemy units > Random]
- **d)** Space nearest to [**a)** > **b)** > **c)**].
  [Furthest from enemy > Elevated > Highest cover > Random]

4 **ATTACK** ①.

RIPPER

BLASTER

NAILGUNNER

DISRUPTOR

RIPPER

1. **CONTROL**.
2. Space shared with enemy mech: **ATTACK** ②, targeting mech.
3. Space controlled and enemy occupied: **ATTACK** ①.
4. Space secure: **MOVE** ① to:
   a) Threatened objective.
      [Highest value > Fewest enemies > Random]
   b) Uncontrolled objective.
      [Highest value > Not occupied by control unit > Fewest enemies > Random]
   c) Enemy mech.
      [Fewest non-mech enemy units > Most dangerous mech]
   d) Space nearest to [**a)** > **b)** > **c)**].
      [Furthest from enemy > Elevated > Highest cover > Random]
5. **ATTACK** ①.

BLASTER

1. Space shared with enemy mech: **ATTACK** ③, targeting mech.
2. Space within range ⟨2⟩ has population of 2 or more: **ATTACK** ②, targeting all enemy units in chosen space.
   [Highest population> Contains most dangerous enemy unit]
3. Threshold ⑥/⑦/⑧: **ATTACK** ② within range ⟨2⟩.
4. Space secure: **MOVE** ① to:
   a) Threatened objective.
      [Highest value > Fewest enemies > Random]
   b) Enemy mech.
      [Highest cover > Fewest enemies > Random]
   c) Within 2 of a space containing 2 or more enemies.
      [Elevated > Highest cover > Nearest space with highest population > Fewest enemies > Random]
   d) Space nearest to [**a)** > **b)** > **c)**].
      [Elevated > Highest cover > Random]
5. **ATTACK** ② within range ⟨2⟩.

NAILGUNNER

1. Threshold ⑤/⑥/⑦: **ATTACK** ②.
2. Threshold ⑦/⑧/⑨: **SUPPRESS** ④.
3. Roll [d10]:

1–5	Find most dangerous enemy. [Nearest > Random] **MOVE** ① towards it. [Elevated > Highest cover > Random]
6–10	**SUPPRESS** ④, targeting most dangerous unsuppressed enemy.

DISRUPTOR

1. Space within range ⟨3⟩ that contains 2 or more enemy units: **SUPPRESS** ③, targeting all enemy units in chosen space.
   [Most enemies > Contains most dangerous enemy unit]
2. Space secure: **MOVE** ① to:
   a) Threatened objective.
      [Highest value > Fewest enemies > Random]
   b) Within 3 of a space containing 2 or more enemies.
      [Elevated > Highest cover > Nearest space with highest population > Fewest enemies > Random]
   c) Space nearest to [**a)** > **b)**].
      [Elevated > Highest cover > Random]
3. Threshold ⑤/⑥/⑦: **ATTACK** ①.
4. **SUPPRESS** ③.

SOLO SCENARIO 8: OF SURFACE AND SPACE

STARTING CARDS   Deck: [D]   Supply: [S]

❶ BREAKERS // FORCE 1

Unit	Cards
SUPERVISOR	[D]
SQUAD LEADER A	[D]
SQUAD LEADER B	[S]
HEWER A	[D] [S] [S] [S] [S]
SCANNER A	[D] [S] [S]
BLASTER A	[D] [S] [S]
RIPPER B	[S] [S] [S] [S] [S]
SURVEY TECH B	[S] [S] [S]
NAILGUNNER B	[S] [S] [S]
DRILL CREW	[D] [S] [S]
HAULER CREW	[S] [S] [S]

❷ BREAKERS // FORCE 2

Unit	Cards
SQUAD LEADER C	[D]
SQUAD LEADER D	[S]
RIPPER C	[D] [S] [S] [S] [S]
SURVEY TECH C	[D] [S] [S]
NAILGUNNER C	[D] [S] [S]
HEWER D	[S] [S] [S] [S] [S]
SCANNER D	[S] [S] [S]
BLASTER D	[S] [S] [S]
DISRUPTER	[S] [S] [S]

BREAKERS // OTHER

Unit	Cards
INTERFERENCE	[D] [D] All others in [S]

BREAKERS BOLSTER DECK

DECK	CONTENTS
A	All units of Squad A
B	All units of Squad B, except Squad Leader B
C	All units of Squad C
D	All units of Squad D, except Squad Leader D
S	Squad Leader B, Squad Leader D, Hauler Crew, Drill Crew, Disruptor

❶ LFA // FORCE 1

Unit	Cards
CAPTAIN	[D]
DRONE	[S]
SERGEANT Y	[D]
CORP-SEC Y	[S] [S] [S] [S] [S]
SCOUT Y	[D] [S] [S]
MERC Y	[D] [S] [S] [S]
STALKER Y	[S] [S]
COMMANDER L	[D]
GUNNER L	[S] [S]
NAVIGATOR L	[S] [S]
COMMANDER V	[S]
GUNNER V	[S] [S]
NAVIGATOR V	[S] [S]

❷ LFA // FORCE 2

Unit	Cards
SERGEANT Z	[D]
CORP-SEC Z	[S] [S] [S] [S] [S]
SCOUT Z	[D] [S] [S]
MERC Z	[D] [S] [S] [S]
STALKER Z	[S] [S]
COMMANDER H	[D]
GUNNER H	[S] [S]
NAVIGATOR H	[S] [S]
COMMANDER A	[D]
GUNNER A	[S] [S]
NAVIGATOR A	[S] [S]
COMMANDER C	[S]
GUNNER C	[S] [S]
NAVIGATOR C	[S] [S]

LFA // OTHER

Unit	Cards
INTERFERENCE	[D] [D] All others in [S]

LFA BOLSTER DECK

DECK	CONTENTS
Y	All units of Squad Y
Z	All units of Squad Z
M	Gunners L, H, V, C, A and Navigators L, H, V, C, A
Special	Place Commanders C and V in a face-up display next to bolster deck M.
	Whenever the bot bolsters from bolster deck M, check the display of commanders. If the bolstered card matches a commander in the display, place the commander into the bot's discard pile instead of the drawn card. Shuffle the drawn card back into the bolster deck.

LOCATIONS

// Callisto Surface, Crater Hills
// Callisto Orbit, Corporation Communications Array Cyclon 1A

'We know where they're hiding,' the LFA captain said to his corp-sec, strapped into the transport bay as the drop-ship started its final, juddering descent. 'We're going on a little daytrip to the IMU itself, to pay them back for the all the honest Corps blood they've shed. We end this war today!'

The war for Callisto will come to a head with an unprecedented simultaneous engagement between Breaker and LFA forces that takes place both on the surface and in orbit.

With the conflict growing so protracted, and no resolution in sight, the IMU has decided to use the last of its surface-to-orbit capabilities to launch a strike against the primary LFA orbital comms hub, Corporation Communications Array Cyclon 1A. Their hope is that doing so will cut the other orbital platforms off from each other and leave the LFA currently employed in moonside operations isolated from their central command. This would give the Breakers a decisive edge.

Concurrently, LFA intel has finally been able to identify what they believe to be the Breaker headquarters of the IMU, deep in an area known as the Crater Hills. More so than any other surface in the Solar System, Callisto's upper layers have been pockmarked by millions of years of void debris strikes. Some areas have been subjected to so much damage that they have formed small-scale mountain ranges, despite the moon's lack of tectonic activity. In one such rugged area, known colloquially as the Hills, LFA drones have pinpointed what they believe is the locus of the Collective's paramilitary command. An immediate strike has been authorised.

Unwittingly, both sides are now mounting their offensives at the same time. On the surface, LFA troops know they will have to move quickly, before the Breakers recognises the danger it is in and evacuates. The Crater Hills are well-garrisoned and replete with spike traps and pitfalls, while the tunnels and rough-cut passageways underneath are ideally suited to the Breakers' defensive efforts.

At the same time, storming Cyclon 1A will be no easy task. The Breakers chosen for the orbital raid will have to pay in blood for every corridor and blast door captured. If, however, they can secure the station's primary control room and then its multiple comms stations, they will not only wreck the LFA's wider command and control capabilities but also leave the strike force down in the Crater Hills cut off and in danger of being annihilated.

The war for Callisto hangs in the balance.

SPECIAL RULES

// REQUESTING DATA...

The map is split into two separate areas: the LFA's space station and Crater Hills on Callisto. **Units cannot move or attack between the two areas.**

Two spaces on the space station contain **communications equipment** that supports the LFA units on Callisto. When one of these structures is destroyed, all units in LFA Force 2 (those on Callisto) are **immediately suppressed**. Flip all personnel counters in LFA Force 2 face down and attach suppression bases to all LFA Force 2 standees.

Similarly, two spaces on Callisto contain communications equipment that supports the Breaker units on the space station. When one of these structures is destroyed, all units in Breaker Force 1 (those on the space station) are **immediately suppressed.** Flip all personnel counters in Breaker Force 1 face down and attach suppression bases to all Breaker Force 1 standees.

LOCATION PREVIEW

// ACCESSING SATELLITE...

SETUP ICON KEY:

- ⚙ = Control marker (Breakers)
- ▬ = Scouted marker (Breakers)
- ▢ / ⚙ = Additional Units (Breakers)
- ⬡ = Control marker (LFA)
- ▬ = Scouted marker (LFA)
- ▢ / ⚙ = Additional Units (LFA)
- ▤ = Communications Equipment marker
- ✦ = Pit Trap marker
- ⎯▭⎯ = Door marker

SCENARIO 8: VS LFA

LFA BOT RULES

Master Keycard: The LFA bot considers doors exiting buildings to be open and doors entering buildings to be closed. It does not use door buttons.

DANGEROUS BREAKER UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Unit with **control**
4	Disruptor
5	Hauler
6	Drill
7	Nailgunner
8	Blaster
9	Survey Tech
10	Scanner

LFA BOT PROCEDURES

CAPTAIN

1 Roll [d10]:

1–4	**BOLSTER 3** , Roll [d10]:	
	1–3	Y
	4–6	Z
	7–10	M
5–10	**COMMAND 2**	

DRONE

1 Interference in play area: **RECON**.
2 Matching card(s) in play area: **INSPIRE 1** , next mech card.

SERGEANT

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.
2 **BOLSTER 2** in matching squad.

SCOUT

1 Interference in play area: **RECON**.
2 Space secure: **SCOUT 2** to:
  a) Threatened objective.
    [Fewest enemies > Random]
  b) Unscouted objective.
    [Closest > Highest value > Fewest enemies > Random]
  c) Space closest to unscouted objective.
    [Closest > Highest value > Fewest enemies > Random]

Destination 2 spaces away: select space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

3 Threshold 5 / 6 / 7 : **ATTACK 1** .
4 Objectives scouted: **SCOUT 2** towards preferred attack target.
[Objective > Elevated > Highest cover > Random]

STALKER

1 Interference in bot's play area: **RECON**.
2 Space shared with enemy unit: **ATTACK 2** .
3 Space secure: **SCOUT 2** to:
  a) Threatened objective.
    [Fewest enemies > Random]
  ...

...

b) Unscouted objective.
[Closest > Fewest enemies > Random]

c) Space closer to unscouted objective.
[Closest > Highest value > Fewest enemies > Random]

Destination 2 spaces away: select space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

4 ATTACK **2**.

CORP-SEC

1 CONTROL.

2 Space shared with door: ATTACK **1**, targeting door.

3 Space controlled and enemy occupied: ATTACK **1**.

4 Space shared with enemy vehicle: ATTACK **1**.

5 Space secure: MOVE **1** to:

a) Threatened objective.
[Fewest enemies > Random]

b) Uncontrolled objective.
[Not occupied by control unit > Scouted > Fewest enemies > Random]

c) Space containing enemy vehicle.
[Fewest other enemy units > Most dangerous vehicle]

d) Space closest to [**a)** > **b)** > **c)**].
[Furthest from enemy > Elevated > Highest cover > Random]

6 ATTACK **1**.

MERC

1 CONTROL.

2 Space shared with closed door: ATTACK **2**, targeting door.

3 Space shared with enemy vehicle: ATTACK **2**.

4 Space enemy occupied: ATTACK **2**.

5 Space secure: MOVE **1** to:

a) Threatened objective.
[Fewest enemies > Random]

b) Uncontrolled objective.
[Scouted > Not occupied by control unit > Fewest enemies > Random]

c) Space containing enemy vehicle.
[Fewest other enemy units > Most dangerous vehicle]

...

...

d) Space closest to [**a)** > **b)** > **c)**].
[Furthest from enemy > Elevated > Highest cover > Random]

6 ATTACK **1**.

COMMANDER

1 Threshold **6**/**7**/**8**: SPECIAL ATTACK **X**.
[Lyssa considers closed doors adjacent to it to be an enemy, with no threshold.]

2 Threshold **7**/**8**/**9**: SUPPRESS **X**.

3 Space secure and not an objective: MOVE **X** to:

a) Threatened objective.
[Most enemies > Random]

b) Objective.
[Scouted > Most enemies > Nearest enemies > Random]

c) Elevated.

d) Space closest to [**a)** > **b)** > **c)**] within the movement range.

4 BOLSTER **2** **M**.

5 SUPPRESS **X**.

NAVIGATOR

1 Interference in bot's play area: RECON.

2 Space secure: SCOUT **X** to:

a) Threatened objective.
[Most enemies > Random]

b) Unscouted objective.
[Most enemies > Random]

c) Uncontrolled objective.
[Most enemies > Random]

d) Space closest to unscouted objective.
[Scouted > Enemy occupied > Enemy scouted > Closest to enemy control units > Highest cover > Random]

Destination 2 spaces away: select space to move through as per **d)**.

GUNNER

1 Threshold **6**/**7**/**8**: SPECIAL ATTACK **X**.

2 SUPPRESS **X**.

BREAKER BOT RULES

Master Keycard: The Breaker bot considers doors exiting buildings to be open and doors entering buildings to be closed. It does not use door buttons.

DANGEROUS LFA UNITS:

1	Unit with **control** on an unoccupied controlled objective
2	Unit with **control** on a non-enemy controlled objective
3	Mech
4	Merc
5	Corp-Sec
6	Stalker
7	Scout

BREAKER BOT PROCEDURES

SUPERVISOR

1 Roll [d10]:

	BOLSTER **3** , Roll [d10]:	
	1–2	A
1–4	3–4	B
	5–6	C
	7–8	D
	9–10	S
5–10	**COMMAND 2**	

SQUAD LEADER A AND D

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit not on an objective: **GUIDE V** control unit towards nearest non-controlled objective.

3 **BOLSTER 2** in matching squad.

4 **GUIDE V** most dangerous matching unit.

SQUAD LEADER B AND C

1 Matching card(s) in play area: **INSPIRE 2** , next matching cards.

2 Matching control unit adjacent to unscouted objective: **PATHFIND 1** to the objective. [Highest value > Elevated > Fewest enemies > Random]

3 **BOLSTER 2** in matching squad.

4 **SCOUT 2** using most dangerous matching unit, following its normal movement action priority.

DRILL CREW
(INITIATIVE VALUE: 7)

1 Objective shared with enemy unit: **ATTACK 2** .

2 Space secure: **SCOUT 1** , accompanied by up to 3 control or scout units (not leaving an objective unoccupied), to:

   a) Threatened objective.
   [Fewest enemies > Random]

   b) Unscouted objective within 2 spaces.
   [Fewest enemies > Random]

   c) Objective.
   [Fewest enemies > Random]

   d) Space nearest to an objective.
   [Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

3 Space shared with an enemy controlled objective with armoured defence: **ATTACK 2** targeting the objective.

4 Space shared with enemy mech: **ATTACK 2** , targeting mech.

5 Space shared with enemy unit: **ATTACK 2** .

HAULER CREW
(INITIATIVE VALUE: 7)

1 Objective shared with enemy unit: **ATTACK 2** .

2 Space secure: **SCOUT 1** , accompanied by up to 3 control or scout units (not leaving an objective unoccupied), to:

   a) Threatened objective.
   [Fewest enemies > Random]

   ...

...

b) Unscouted objective no more than 2 spaces away.
[Fewest enemies > Random]

c) Objective.
[Fewest enemies > Random]

d) Space nearest to an objective.
[Scouted > Enemy occupied > Enemy scouted > Closer to enemy control units > Elevated > Highest cover > Random]

3 Space shared with enemy unit: **ATTACK 2**.

4 **SUPPRESS 3**.

SCANNER

1 Interference in play area: **RECON**.

2 Space secure: **SCOUT 2** to:

a) Threatened objective.
[Fewest enemies > Random]

b) Unscouted objective.
[Nearest > Highest value > Elevated > Fewest enemies > Random]

Destination 2 spaces away: select space to move through.
[Highest cover > Elevated > Enemy occupied > Enemy scouted > Random]

3 Threshold ◆5◆ / ⬡6 / ⬡7 : **ATTACK 1**.

4 **SCOUT 2** towards preferred attack target.
[Objective > Elevated > Highest cover]

SURVEY TECH

1 Space shared with closed door: **ATTACK 2**, targeting door.

2 Space shared with control station when 3 or more enemy units on the other map are unsuppressed: **ATTACK 2**, targeting control station.

3 Interference in play area: **RECON**.

4 Space shared with enemy mech: **ATTACK 2**, targeting mech.

5 Space secure: **SCOUT 1** to:

a) Threatened objective.
[Fewest enemies > Random]

b) Unscouted objective up to 2 spaces away.
[Fewest enemies > Random]

c) Control station.

d) Space nearest to an unscouted objective.
[Scouted > Enemy occupied > Enemy scouted > Nearest to enemy control units > Elevated > Highest cover > Random]

...

...

6 Space shared with enemy unit: **ATTACK 2**.

7 Threshold ◆5◆ / ⬡6 / ⬡7 : **ATTACK 1**.

8 **SCOUT 1** towards preferred attack target.
[Objective > Elevated > Highest cover]

HEWER

1 **CONTROL**.

2 Objective shared with enemy unit: **ATTACK 2**.

3 Space secure: **MOVE 1** to:

a) Threatened objective.
[Fewest enemies > Random]

b) Uncontrolled objective.
[Not occupied by control unit > Fewest enemies > Furthest from enemy > Random]

c) Space nearest to [**a)** > **b)**].
[Furthest from enemy > Elevated > Highest cover > Random]

4 Space shared with enemy unit: **ATTACK 2**.

5 **ATTACK 1**.

RIPPER

BLASTER

NAILGUNNER

DISRUPTOR

RIPPER

1. **CONTROL**.
2. Space shared with a control station when 3 or more enemy units on the other map are unsuppressed: **ATTACK 2**, targeting control station.
3. Space shared with closed door: **ATTACK ②**, targeting door.
4. Space shared with enemy mech: **ATTACK ②**, targeting mech.
5. Space controlled and enemy occupied: **ATTACK 1**.
6. Space secure: **MOVE 1** to:
   a) Threatened objective.
      [Fewest enemies > Random]
   b) Uncontrolled objective.
      [Not occupied by control unit > Fewest enemies > Random]
   c) Enemy mech.
      [Fewest non-mech enemy units > Most dangerous mech]
   d) Control station.
   e) Space nearest to [**a)** > **b)** > **c)** > **d)**].
      [Furthest from enemy > Elevated > Highest cover > Random]
7. **ATTACK 1**.

BLASTER

1. Space shared with closed door: **ATTACK ②**, targeting door.
2. Space shared with control station when 3 or more enemy units on the other map are unsuppressed: **ATTACK 2**, targeting control station.
3. Space shared with enemy mech: **ATTACK ③**, targeting mech.
4. Space within range (2) has population of 2 or more: **ATTACK 2**, targeting all enemy units in chosen space.
   [Most enemies > Contains most dangerous enemy unit]
5. Space secure: **MOVE 1** to:
   a) Threatened objective.
      [Fewest enemies > Random]
   b) Enemy mech.
      [Elevated > Highest cover > Fewest enemies > Random]
   c) Within 2 of a space containing 2 or more enemies.
      [Elevated > Highest cover > Nearest space with highest population > Random]
   ...

...
   d) Control station.
   e) Space nearest to [**a)** > **b)** > **c)** > **d)**].
      [Elevated > Highest cover > Random]
6. **ATTACK 2** within range (2).

NAILGUNNER

1. Threshold 5/6/7: **ATTACK 2**.
2. Threshold 7/8/9: **SUPPRESS 4**.
3. Roll [d10]:

1–5	Find most dangerous unsuppressed enemy. [Closer > Random] **MOVE 1** towards it. [Elevated > Highest cover > Random]
6–10	**SUPPRESS 4**, targeting most dangerous unsuppressed enemy.

4. **ATTACK 2**.

DISRUPTOR

1. Space within range (3) that contains 2 or more enemy units: **SUPPRESS 3**, targeting all enemy units in chosen space.
   [Most enemies > Contains most dangerous enemy unit]
2. Space secure: **MOVE 1** to:
   a) Threatened objective.
      [Highest value > Fewest enemies > Random]
   b) Within 3 of a space containing 2 or more enemies.
      [Elevated > Highest cover > Nearest space with highest population > Random]
   c) Space nearest to [**a)** > **b)**].
      [Elevated > Highest cover > Random]
3. Threshold 5/6/7: **ATTACK 1**.
4. Threshold 5/6/7: **SUPPRESS 3**.
5. **SUPPRESS 3**.