




## GENERAL

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

## SCENARIO BOOKS & MAPS

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

### Scenario 2

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



## SOLO BOOK & MAPS

- When a mech is hit and the bot would have a choice of cards of cards to remove, choose [Navigator > Gunner > Commander]. Unless otherwise instructed, as in Scenario 6.
- “citizens” should always read “civilian”.
- Solo Book p.1- Step 4. Add: “Shuffle both starting decks and all bolster decks.”
- Solo Book p.2- Successfully Attacking a Bot Unit. Add: “After checking a face down deck, shuffle that deck.”

### Scenario 2

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

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

### Scenario 3

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

### Scenario 4

- Setup- Breaker Force 1: “Hewer C” should read “Hewer D”

### Scenario 7

- “The space with this equipment icon has a radio tower with **Guide**” should specify “...**Guide 1**”

### Scenario 3

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

### Scenario 4

- Setup- Breaker Force 1: “Hewer C” should read “Hewer D”

### Scenario 6

- Setup- “Drill Crew” should be “Hauler crew”

### Scenario 7



- “The space with this equipment icon has a radio tower with **Guide**” should specify “...**Guide 1**”

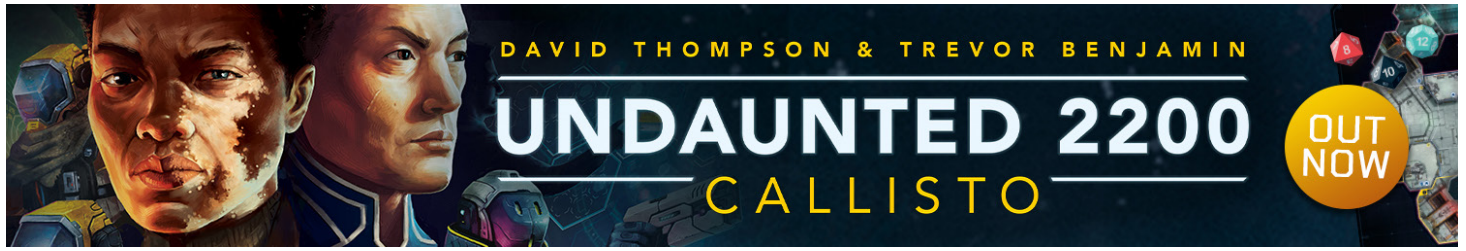
### Scenario 8

- “control station” should be “communications equipment” in all cases on p.63 & 64.

## FAQ

## GENERAL

- Does the illustration alone block fire?  
**No, unless dealing with the clearly bounded “rooms” in the later scenarios, line of sight is not a concern.**
- Can suppress or pulse target units on the other side of a door?  
**No. As with an Attack Action, units on the other side of a door, whether open or closed, cannot be targeted.**
- What token do I use when playing Navigator A/Gunner H etc.?  
**Use the corresponding standee, for example Navigator A, Gunner A, and Commander A are all ‘inside’ Mech A (“Artemis”), e.g. a Move action with a Navigator A card would move the Artemis mech.**
- Does the “Friendly defence bonus” from a Drill or similar extend to units on the foundation if the Drill is on the deck of a bridge space or vice versa.  
**No.**
- Does the cover bonus of a space apply if the defending units are inside the same space as the attacker?  
**Yes.**
- Do cover bonuses apply to Standees as well as Personnel Counters?  
**Yes.**
- What do these symbols ( /  = Additional Units [LFA]) refer to?  
**They correspond to spaces on the scenario map. The map will also tell you which units are deployed there, with others deployed in their Force spaces (1 or 2).**
- Where is the Casualty pile?  
**A Casualty pile is created by each player when they first take a casualty. The cards in it are face-down and effectively removed from game.**



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

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

## SOLO

- Does the neutralizing the bot work differently to a human player?  
**Yes, effectively you must exhaust its complete supply, not just units that have been bolstered.**
- When the bot must evaluate its own “most dangerous unit”, such as for deciding which unit the bot will Guide, which table will be used?  
**Use the “Dangerous Units” table of the opposite faction for the same scenario, i.e an LFA bot will check the table of its units on the “vs Breakers” pages of the corresponding scenario to know which of its units are “most dangerous”**
- Does a Scout action occur if the unit would move, but the spaces are already scouted?  
**Yes, if the Scout action would cause a unit to finish in a different place to where it started then that is an effect on the game, and so should not be skipped. The example on p.5 of the Solo book is confusing and can be disregarded, both scouting and movement are part of the Scout action (the example refers to a Pathfind only).**
- What is a “Special Attack”?  
**This term covers a range of attacks and is used where a procedure might apply to multiple different Mechs. In short, use whatever type of attack is mentioned on the corresponding card, often this will only be a regular ‘Attack’, in which case use that.**
- When taking a casualty: In the rare case that there is no matching card in the discard, deck, or bolster deck, but there is a face-down card in the bot’s play area due to a Recon action, when should that face-down card be checked?  
**Last, after Bolster Deck checks.**

- In the example diagram on p.3, where should the Scout card (used for initiative) go in the Play Area?  
**Between the Navigator and the Stalker.**
- Do Standees receive the same treatment as Combat Counters when placing a control marker etc?  
**Yes, Standees are also “Combat Counters”, however they are not “Personnel Counters”. See p.10 of the Rulebook.**
- Can Guide Y use the value from a Scout action?  
**Yes, but in doing so it only uses the value for the movement, it does not place scout markers in the process.**  
**N.B. In an earlier draft what became ‘Guide’ was intended to always use a movement value of 1, this was changed without adequately consulting David Digby, so our sincere apologies to him. Our experience is that in practice the procedures work regardless and so we suggest playing with the rules as written.**
- Which units are included in a Bolster deck that says “All units of Squad A”?  
**It specifically means all the cards marked Squad A that are also marked as being in the Supply of that scenario’s setup. Those not mentioned are not included, those marked as in the Deck should be in the bot’s starting deck.**

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