

# UNDAUNTED 2200

## CALLISTO

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Solo Mode by David Digby and Dávid Turczi

Narrative by Robbie MacNiven

# RULEBOOK

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First published in Great Britain in 2024 by OSPREY GAMES

Bloomsbury Publishing Plc

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1385 Broadway, 5th Floor, New York, NY 10018, USA

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More than a century has passed since NASA published a study hypothesising that two of Jupiter's moons might be capable of supporting life...

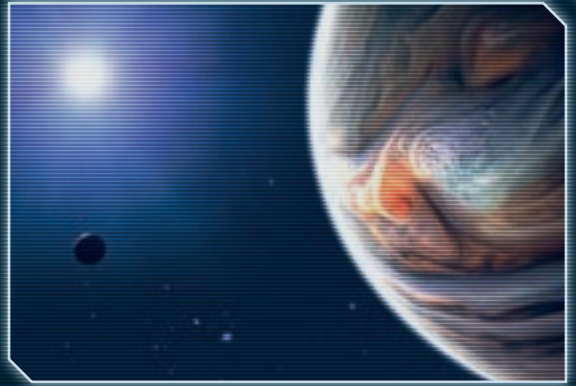
### // 2200 CE: Surface of Callisto

The Lunar Frontier Authority (LFA) and a local mining branch, known as the 'Breakers' are at loggerheads over access to Callisto's rich mineral deposits. While initially an equally lucrative agreement, the LFA began to exert more power and influence over the colony and the relationship between the two grew more fragile and agitated.

Now, tensions are at a breaking point. Protests have erupted, strikes have been held and contracts have been broken. The LFA has brought in private security forces and repurposed war machines to quell the uprising while the Breakers have begun to take matters into their own hands.

The battle for Callisto has begun.

In *Undaunted 2200: Callisto* you will command either the Breakers making a stand or the LFA's security forces attempting to bring the situation under control. Across a series of scenarios you will battle to claim, hold, and destroy certain objectives. Each scenario plays out on a different map, either on the surface of Callisto or in the space stations orbiting above it: you will need to master these territories to gain advantageous positions and achieve your objectives. To control your fighters, vehicles, and mechs, you will be playing cards from your personal deck; but as injuries mount, you will have to bolster your deck with new cards to reinvigorate your tiring forces.




\_Callisto in orbit over Jupiter



## WELCOME

**If you are new to the *Undaunted* series**, head to Components [page 6] to read about all the elements that will come up in your first game. Alternatively, to jump straight into your first game, go to Setup [page 12].

You can ignore the sections of this rulebook marked with  for your first game. The scenario book will tell you when you need to read them.

**If you have played *Undaunted* before**, here are the key elements that have changed from previous entries:

**Control:** Control works in the same way as in *Undaunted: Stalingrad*: you can take control of a space that your unit's combat counter is on (you cannot perform this action if your opponent controls the space **and** has a unit there.)

**Dice and Elevation:** *Callisto* uses d8s, d10s and d12s depending on whether you are targeting a higher [d8], level [d10] or lower [d12] target. (see pages 12 and 19)

Additionally, in *Callisto* no faces on the dice are automatic hits. If you roll a 10, it simply counts as 10.

# COMPONENTS



## // Accessing Component Database

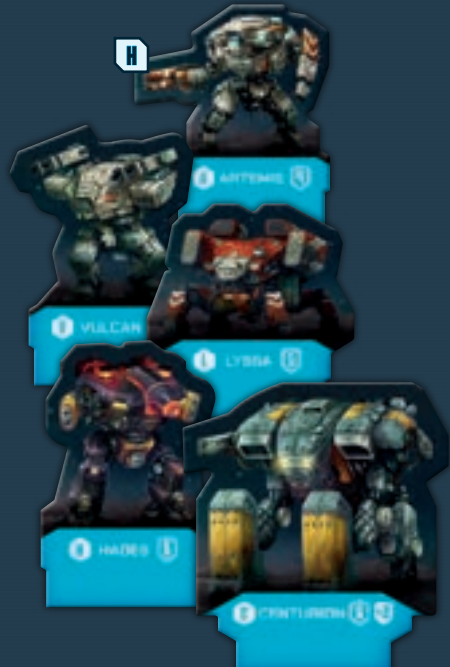
This section is intended as reference. To get playing faster, go to page 12 and refer to this section as needed.



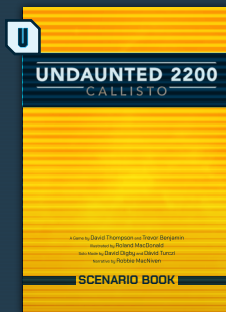
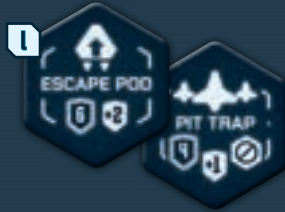
- A. 68 Breaker cards
- B. 13 Breaker personnel counters
- C. 21 Breaker control markers
- D. 2 Breaker standees



- E. 67 LFA cards
- F. 8 LFA personnel counters
- G. 21 LFA control markers
- H. 5 LFA standees



- I. 7 'Ready' standee bases
- J. 7 'Suppressed' standee bases
- K. 6 Building/Bunker markers
- L. 3 Escape pod/Pit trap markers
- M. 4 Comms markers
- N. 6 Civilian/Prisoner markers
- O. 1 Initiative marker
- P. 2 Commander markers
- Q. 4 Door markers
- R. 12 dice [4x d8, 4x d10, 4x d12]
- S. 4 Force markers
- T. 1 Rulebook
- U. 1 Scenario Book
- V. 1 Solo Book



## COMPONENTS IN DETAIL

This section is intended as reference. To get playing faster, go to page 12 and refer to this section as needed.

### CARDS

Cards in your deck represent the people, mechs, and vehicles in combat, the leaders behind the battle lines, other assets at your disposal, and the chaos and confusion of battle. You will begin the game with some cards in your deck and others in your personal supply, as specified by the scenario. Playing combat cards from your deck will let you seize the initiative, move your units, and fire upon the enemy. Command cards, such as the LFA's Captain, will let you bolster your forces by adding cards from your supply to your deck – but with every hit you take from enemy fire, you must permanently remove a card from your deck.

In *Callisto*, a **unit** is a small group of people or a piloted mech or vehicle. Each unit is represented by a single combat counter, and the individual personnel or crew in a unit are represented by two to five combat cards. A **squad** is a collection of units, typically under the command of a command card (a Sergeant or a Squad Leader). These squads are divided into two **forces**, which start the game in different positions. Both forces are controlled by the same player in a 2-player game, but they are controlled by separate players in a 4-player game.



## COMBAT CARDS

Combat cards represent individual people, vehicles, and mechs under your command, and each is associated with a combat counter.

1. **Title:** the role of the person or crew member.
2. **Initiative:** the value of the card when used to bid for initiative.
3. **Squad designation:** the squad that the person belongs to (if any), or the mech/vehicle that the crew member is in.
4. **Actions:** the possible effects from playing the card.
5. **Name:** the name and call sign of the person depicted, which has no gameplay effect.

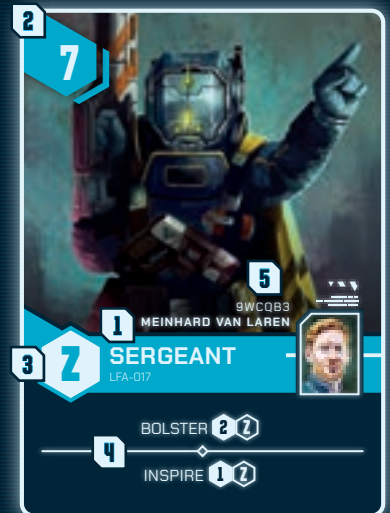


## COMMAND CARDS

Command cards represent people and assets that are not represented on the board, such as commanding officers. They are not associated with combat counters.

Command cards are distinguished from combat cards by the additional chevron on the initiative banner.

1. **Title:** the role of the person or the name of the asset.
2. **Initiative:** the value of the card when used to bid for initiative.
3. **Squad designation:** the squad the person belongs to (if any).
4. **Actions:** the possible effects from playing the card.
5. **Name:** the name and call sign of the person or asset, which has no gameplay effect.



## INTERFERENCE CARDS





Interference cards represent breakdowns in communication caused by the chaos of battle, made worse by spreading your forces over a large area. Interference cards cannot be used for anything except to bid for initiative. To remove them from the deck, you need to use the **RECON** action.


1. **Title**
2. **Initiative:** the value of the card when used to bid for initiative.





## BOARD SPACES


Each scenario uses a board broken up into spaces, which shows where your forces are fighting. The display to the side of the board shows the starting initiative, objectives, and starting counters for that scenario. Board spaces might house the various elements below.


- Boundaries:** the outer edge of the play area which cannot be crossed nor targetted across, by any unit.
- Elevation:** this determines which type of dice you will roll during combat actions. Elevated spaces are indicated with a secondary dashed line and the  icon. See page 19 for how they affect combat.
- Bridges:** these are elevated sections within an unelevated space. They are indicated with a dashed outline and the  icon. For full rules on bridges, see page 9.
- Impassable:** spaces that cannot be entered by certain combat counters. Vehicle and mech units cannot enter spaces that display the  icon. No units (including personnel) can enter spaces that display the  icon. In spaces with bridges, these icons apply at the elevation they are shown in.
- Objective points:** the strategic value of the space. You control an objective point if you have a control marker [control side up] on its space. They are worth the number of points displayed.
- Cover bonus:** the bonus added to a unit's defence when it is attacked in this space.
- Spawn points:** the location that each force's combat counters are added to the board when bolstered into a player's deck during gameplay.
- Setup icons:** which markers need to be added to the board during setup. Each scenario's key in the scenario book indicates which markers you will need. See the Tokens section on page 10 for their use in gameplay.


 Building marker

 Bunker marker

 Comms marker

 Civilian marker


 Prisoner marker

 Escape pod marker

 Pit trap marker

 Door marker

 Scouted markers

 Control markers




Additional Unit counters



Additional Mech counters

## EQUIPMENT

Some spaces contain special equipment, which personnel can use to perform combat actions or support actions.

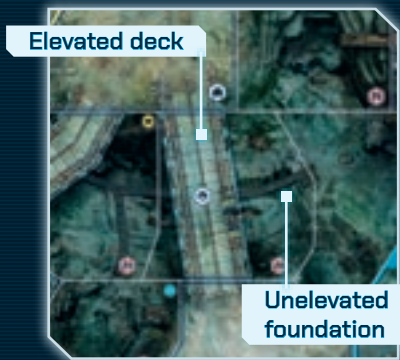
When a personnel unit is in a space they control that contains the equipment icon , you can play their combat card to perform the action associated with the equipment, which is shown to the edge of the board. This is instead of performing an action listed on the combat card or hunkering down.

**You cannot play combat cards representing vehicle or mech units to use equipment.**




Equipment icon and its associated action.





## BRIDGES

Bridge spaces are divided into an elevated section (a **deck** ) and an unelevated section (a **foundation**).

The two elevated  spaces touching the bridge's deck are its **supports**.

The two sections of a bridge can have different defence bonuses and other properties. *For example, the deck may be passable while the foundation is not.*

### MOVEMENT

Units can only enter and exit a bridge's deck from one of its supports.

Units cannot move directly from a bridge's foundation to one of its decks, or the other way around.

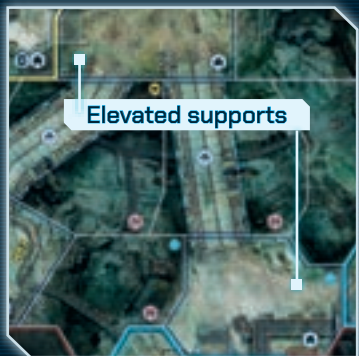
Units can pass under the bridge's deck. The two 'halves' of a bridge's foundation make up a single connected region.

A scouted space is always considered scouted at all elevations, regardless of any bridges.

### COMBAT

Units on a bridge's deck cannot attack units on the bridge's foundation, and vice versa.

A bridge's foundation and deck count as a single space when calculating range.



\_Decks, foundations and supports.

### LONG BRIDGES

Multiple bridge decks may be connected to create a long bridge. In these cases, you can move from one deck to an adjacent deck within the same bridge.






\_A long bridge, comprising two decks.

## TOKENS

### COMBAT COUNTERS

Combat counters represent units on the board, which you control using your combat cards. Units of people are represented by personnel counters, while mechs and vehicles are represented by standees.

1. **Title:** the role of the unit.
2. **Squad Designation:** the squad the person, vehicle, or mech belongs to (if any).
3. **Defence:** the value your opponent must roll to successfully hit the combat counter with a combat action. Personnel units have a standard defence  and standees have an armoured defence .
4. **Ready/suppressed:** the unit's status. Personnel counters are suppressed when they are face down. Vehicle and mech standees are suppressed when they have a suppression base attached. A suppressed unit cannot take other actions until its counter has been returned to its ready state, either by flipping the personnel counter or by removing the suppressed base from the standee.
5. **Friendly defence bonus:** a defence bonus  that is provided to friendly personnel units in the standee's space. This bonus applies only if the standee providing it is in a ready state.

Unlike most units, each LFA mech unit has three types of combat card: navigator, gunner, and commander. These cards are linked to their combat counter through their squad designation.



### INITIATIVE MARKER

The initiative marker indicates which player has the initiative this round and takes their turn first.



### FORCE MARKERS

Force markers indicate which cards in your supply belong to which force. Place them during setup as indicated.



### COMMANDER MARKERS

Used only in 4-player games, the commander markers indicate which player on a team is the commander this round. This player draws an extra card and bids for initiative.



Breaker scouted



Breaker controlled



LFA scouted



LFA controlled



Civilian marker



Prisoner marker

## CONTROL MARKERS

Control markers show which spaces you have scouted and which you control. You are not limited by the number of markers.

1. **Scouted:** your units can use a **MOVE** or **GUIDE** action to enter this space.
2. **Controlled:** your units can use a **MOVE** or **GUIDE** action to enter this space, and you control any objective points in the space.

## PEOPLE MARKERS

Both Civilian markers and Prisoner markers represent non-combat personnel on the board, who will be referred to by some objectives..

## STRUCTURE MARKERS

Structure markers represent infrastructure of key tactical significance which can be destroyed. Structures may be:

- ▶ Comms towers
- ▶ Buildings
- ▶ Bunkers
- ▶ Escape pods
- ▶ Pit traps
- ▶ Doors



Comms tower marker



Building marker



Bunker marker



Escape pod marker



Pit trap marker





Door marker

## Doors

Doors are a special type of structure. During setup, place a door marker over them to mark them as closed.

Doors can be opened in two ways:

- ▶ By taking a **DOORS** action in one of the related equipment  spaces on the board. Performing this action allows you to open one door of your choice, anywhere on the board.
- ▶ By performing a successful **ATTACK** action with the  icon on the door, from either of the two spaces connected by it. Performing this action allows you to destroy the door.

When a door has been opened or destroyed, remove the door marker. Doors cannot be closed once they have been opened. Units are unable to move through closed doors.

**Units cannot attack units through a door, whether it is opened or closed.**



# SETUP



## // Executing setup...

These rules describe the 2-player game. You can find the changes for the 4-player team game on page 23.

- 1. Choose a scenario:** Pick a scenario from the scenario book. We recommend that you play the scenarios in order, starting with scenario 1, but they can be played out of order. Place the board for that scenario in the middle of the table between the two players. Check the scenario book for any rules reminders or special scenario rules before continuing with setup.
- 2. Choose a faction:** Both players choose a faction and take all the cards, combat counters, force markers and control markers indicated in the scenario book for both forces in their chosen faction.
- 3. Place tokens:** Place the combat counters, control markers, and any additional tokens on the board as indicated by the board icons and the scenario book key. Make sure they are all the correct side up. Keep any unused control markers in a supply near the board.
- 4. Take initiative:** Give the initiative marker to the faction indicated on the board.
- 5. Assemble decks:** Find the 'Starting Cards' table in the scenario book for your faction. Take all the cards marked as 'Deck' [  ], shuffle them, and place the deck face down in front of you. Leave a space next to it for a face-up discard pile.
- 6. Assemble supplies:** Find all the cards marked as 'Supply' [  ] for your faction and place them nearby, face up. Use the force markers to group cards by force and then by squad. The content of your supply is open information.
- 7. Return remaining cards:** All leftover cards can be returned to the box.
- 8. Play:** Check the objectives for each faction shown on the board, and start round 1.

**LFA supply**

**LFA starting deck**

**Scenario board**

**MISSION CONTROL**  
 SCENARIO 1: THE FORCE IS AWAKED TO  
 LOCATION: CANTON PLAZA  
 STARTING INITIATIVE: 1

**LFA**  
 CONTROL: 1  
 DEFENSE: 1  
 INTERFERENCE: 1  
 SABOTEUR: 1

**BREAKERS**  
 CONTROL: 1  
 DEFENSE: 1  
 INTERFERENCE: 1  
 MALGUNNER: 1

**LFA**  
 CONTROL: 1  
 DEFENSE: 1  
 INTERFERENCE: 1  
 SABOTEUR: 1

**Breaker starting deck**

**Breaker supply**

**Scenario 1: We'll Take It By Force If We Have To**, with the tokens, starting decks and supplies set up according to the scenario book.

# HOW TO PLAY



Play takes the form of a series of rounds, during which both players will play cards to move units, attack opposing units, and grab objectives. Each round consists of three phases:

1. Draw cards
2. Determine initiative
3. Player turns

Once the last phase is complete, the round is over and the next round begins. This continues until a player has won by satisfying an objective.

## DRAW CARDS

Both players draw four cards from their deck to form a hand.

Whenever you need to draw a card but your deck is empty, shuffle your discard pile into a deck. Never shuffle the cards in your play area into a deck.

## DETERMINE INITIATIVE

Both players secretly select one card from their hand and reveal it simultaneously. The player who selected the card with the highest initiative takes the initiative marker, flipping it so it shows their faction's symbol. That player will perform actions first during this round.

In the case of a tie, the player who already has the initiative marker keeps the initiative.

Both players discard their chosen card to their respective discard piles.

## PLAYER TURNS

The player with the initiative marker plays cards from their hand, one at a time, into a play area in front of them.

Once they have no more cards in their hand that they can (or wish to) play, their turn ends. All cards left in their hand and all cards in the play area are moved face up into that player's discard pile.

The player without the initiative then takes their turn in the same way.

**You cannot save cards in your hand for future rounds.**

Whenever you play a card, use it to do one of the following:

- ▶ **Card action:** choose one of the listed actions and perform it in full.
- ▶ **Ready:** if the unit associated with the card is suppressed, ready it.
- ▶ **Hunker down:** return the card to your supply.

## INTERFERENCE

You **cannot** play Interference cards during your turn.

You **can** select an Interference card when determining initiative.

The only way to remove an Interference card from your deck is to take a **RECON** action (see page 17).

Usually, an Interference card will stay in your hand until the end of your turn, when you will discard it as normal.



## PLACING COMBAT COUNTERS

Each unit belongs to a force, as specified by the scenario. When you take a card action with a combat card and the corresponding combat counter is not on the board, immediately place that counter in the space showing its force's spawn icon. Then perform the action as normal.



*\_Scenario 4: This Won't be a Short War*  
showing the Breakers Force 1 & 2 spawn area

## HUNKER DOWN

When you hunker down, return that card to your supply. It is then no longer part of your deck until you choose to take a **BOLSTER** action to add it to your deck again.

Be careful when hunkering down with a card that has the **BOLSTER** action, because you might not be able to add it to your deck later!

*You cannot hunker down with Interference cards.*

*Do not place a combat counter when you hunker down.*

## SUPPRESSED

When a personnel unit is suppressed, flip it face down. When a standee is suppressed, attach a suppression base. Suppressed units cannot perform actions.

When you play a combat card associated with a suppressed unit, instead of performing actions you must either:

- a) ready the unit by removing the suppression base or flipping it face up, or
- b) hunker down to return the card to your supply.



# CARD ACTIONS

When the name of an action is followed by **1**, the action has a numerical value.

For example, **MOVE 1**.

When the name of an action is followed by **1A**, the action has a numerical value and a squad that the action must be applied to.

For example, **BOLSTER 1A**.

## MOVEMENT ACTIONS

### MOVE **1**

Move the unit's combat counter up to **1** spaces.

All spaces you move to or through must be scouted or controlled by your faction.

If a vehicle has the **1V** icon, you may transport friendly personnel counters with it. When the vehicle performs the Move action, choose up to **1V** friendly, ready, personnel counters in the vehicle's space and move them into the new space with the vehicle standee.

**You cannot transport suppressed units or other standees.**

**A vehicle or mech cannot move to or through a space with a **PA** icon.**

### SCOUT **1**

Move the unit's combat counter up to **1** spaces.

If any space you move to or through does not contain one of your control markers, place a control marker there with its scouted side up. For each control marker placed during this action, take an Interference card from your supply and place it in your discard pile.

If there are not enough Interference cards in your supply, take as many as there are available.

### GUIDE **1A**

Choose any one friendly **personnel** unit. Move the chosen unit's personnel counter up to **1** spaces.

If the card specifies a squad, you must move a personnel counter from that squad.

All the spaces you move the counter into must be scouted or controlled by your faction.


**You cannot guide a suppressed combat counter.**






## SUPPORT ACTIONS

### BOLSTER

Take up to  cards from your supply and add them to your discard pile.  
If the card specifies a squad, you must take cards from that squad only.

### COMMAND

Draw up to  cards from your deck and add them to your hand. You can play those cards as normal this turn.

If your deck runs out before you finish drawing, shuffle your discard pile into a new face-down deck and continue drawing. **Do not shuffle any cards in your play area into your deck.**

### CONTROL

Take control of the space that the unit's combat counter is on (you cannot perform this action if your opponent controls the space **and** has a unit there).

Flip your control marker to its controlled side.


If your opponent controlled that space, also flip their control marker back to its scouted side.

### INSPIRE

Choose up to  cards in your play area and add them to your hand. You can play these cards as normal this turn.

If the card specifies a squad, you must choose cards in your play area from that squad only.

### PATHFIND

Choose up to  spaces. Each space must be adjacent to at least one other chosen space, and at least one of them must be adjacent to a unit in the designated squad.

If any of your chosen spaces do not contain your control markers, place a control marker in each space on its scouted side. For each control marker you have just placed, take an Interference card from your supply and place it in your discard pile.

If you need to take more Interference cards than are available in your supply, take as many as there are available.

**The PATHFIND action never causes a unit to move.**

### RECON

Choose an Interference card from your hand and set it aside. It will not be used for the rest of the scenario. Then draw a card from your deck. You can play this card as normal this turn.

If your deck is empty, shuffle your discard pile into a deck and continue drawing. Do not shuffle any cards in your play area into your deck.

If you have no Interference cards in your hand, you cannot perform this action.




## COMBAT ACTIONS


### ATTACK / PULSE / SUPPRESS

When you perform any of these combat actions, take the following steps:

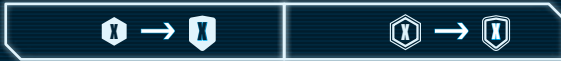
#### 1. CHOOSE TARGET

Choose any eligible enemy combat counter on the board as the target for the attack.



If the combat action has a  icon, you must target a **personnel** unit.


If the combat action has a  icon, you must target a **vehicle** or **mech** unit.

If the combat action has both icons ( and ), you can target either type of combat counter.




#### RANGE

Combat actions with a  icon have a restricted range. For these actions, the target must also be within  spaces of the attacking unit.

For example, a combat action showing  can target a standee in the same space as the attacking unit. It cannot target personnel, and it must target units in its own space.

#### AREA ATTACKS




When performing a combat action with the  icon, choose a space within range on the board, rather than an individual unit. **All enemy combat counters** of the indicated class or classes that are in the chosen space are targeted. Perform a separate combat action against each combat counter in any order, following the remaining steps as normal.

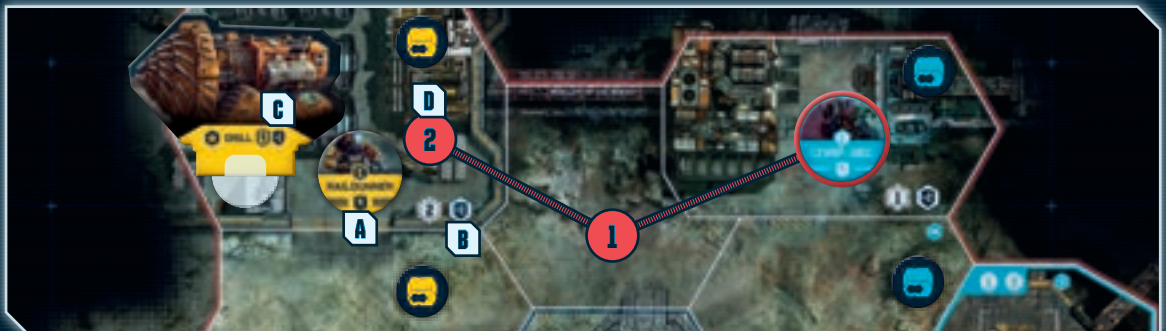
**Do not perform attacks against any friendly units or structures that are in the space.**





For example, when performing the Blaster's **ATTACK**  , choose a space up to two spaces away and perform a separate attack on each enemy personnel counter in that space, rolling two dice for each attack.

#### 2. DETERMINE TOTAL DEFENCE VALUE

A combat counter's total defence value is the sum of its base defence, any cover bonus, and the range bonus.

-  **Base defence:** the value printed on the combat counter.
-  **Cover bonus:** the value printed on the space the combat counter is in.
-  **Additional cover bonus:** the value printed on certain structures or combat counters in the same space as the combat counter.
- Range bonus:** the number of spaces between the combat counter and the attacker, not including the attacker's space.



\_Corp-Sec Z targets Nail Gunner C whose total defence equals 8.  +  +  + 

### 3. ROLL ATTACK DICE

Determine which type of dice to roll by comparing the elevation of the attacking combat counter and the target:



**Low target (d12):** if the attacker is in an elevated space and the target is in an unelevated space, use the green 12-sided dice.



**Level target (d10):** if the attacker and target are both in elevated spaces or both in unelevated spaces, use the black 10-sided dice.



**High target (d8):** if the attacker is in an unelevated space and the target is in an elevated space, use the red 8-sided dice.

Roll the number of dice indicated by the value of the combat action.

If any of the dice rolled show a number that is equal to or greater than the total defence value, the combat action is successful.

How many dice are successful does not matter.

**No face on a dice is an automatic success, unlike in previous *Undaunted* games.**

### 4. DETERMINE RESULTS

If the combat action was unsuccessful, the action ends.

If the combat action was successful, the results depend on the type of action:

#### ATTACK

If the successful action was **ATTACK**, you inflict a casualty on the targeted unit.

Your opponent must find a card that matches the attacked combat counter and place it face down in their casualty pile.

- ▶ If possible, they must remove the card from their **hand**.
- ▶ Otherwise, they must remove it from their **discard pile**.
- ▶ Otherwise, they must remove it from their **deck**. They must then shuffle their deck.
- ▶ If they do not have a card of that unit in their deck, the unit is **neutralised** instead. Remove the combat counter from the board and remove all the matching cards from the supply. Place the combat counter in front of you (the attacker) to show that you have neutralised it.

You can only inflict one casualty in an **ATTACK**, no matter how many dice are successful.

If there is more than one matching card in a searched area, the defender may choose which card to place face down in their casualty pile.

If you inflict a casualty on a mech, the defender may remove a navigator, gunner, or commander.

You may check the cards in your casualty pile whenever you like, but you cannot look through your opponent's casualty pile.

#### PULSE

If the successful action was **PULSE**, inflict a casualty as you would with an **ATTACK**.

In addition, as the attacker, you may also move the targeted unit into an adjacent space that is scouted or controlled by the opponent. If you move a suppressed unit, ready it.

When a combat counter is moved due to **PULSE**, any civilian marker in the same space must move with it.

#### SUPPRESS

If the successful action was **SUPPRESS**, no casualties are inflicted. Instead, suppress the attacked combat counter. If it is a personnel unit, flip it face down. If it is a standee, attach a suppression base.

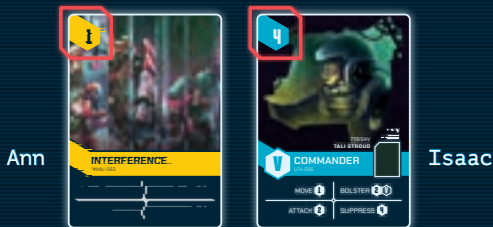
If the combat counter is already suppressed, the action has no effect.

## EXAMPLE ROUND

Scenario 1: 'We'll Take It By Force If We Have To'.

Ann (Breakers) and Isaac (LFA) each draw a hand of four cards from their decks. They each choose a card from their hand and reveal it simultaneously:

Isaac's Commander V has the highest initiative value, so he places the initiative marker in front of him and gets to play his cards first. Ann and Isaac both discard the cards they used to bid for initiative.



Isaac has the following cards left in hand:



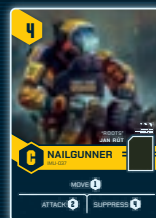
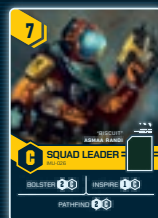
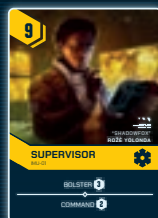
Isaac wants to push forward and claim the high ground in the centre of the board. He plays his Scout Y card and chooses to use the **SCOUT 2** action. The **SCOUT** action allows Isaac to move the unit up to two spaces, including into previously unscouted ones. He moves the unit two spaces, first into the already scouted space **A**, and then into space **B**. There is no LFA control marker in space **B**, so he places a marker in there with the scouted side face up. Because he has placed a control marker, he takes one Interference card from his supply and places it in his discard pile.

With the spaces ahead now scouted, Isaac plays his Corp-Sec Z card to take the **MOVE 1** action and moves his Corp-Sec Z unit into space **A**.

Isaac cannot use the Interference card left in his hand, so he ends his turn. He discards the Interference as well as the cards in his play area.



Ann now takes her turn. She has the following cards in hand:



Ann is keen to drive back Isaac's advance and inflict some damage, so plays her Nailgunner C for a **MOVE** 1 into space C. Having improved her chances of a getting a hit, Ann now uses Squad Leader C to **INSPIRE** 1, selecting Nailgunner C.

The **INSPIRE** action allows her to take a matching card back into her hand to be played again, so Ann is now able to play Nailgunner C for a second time. This time, she chooses to perform an **ATTACK** 2, following the steps below.

The **INSPIRE** action allows her to take a matching card back into her hand to be played again, so Ann is now able to play Nailgunner C for a second time. This time, she chooses to perform an **ATTACK** 2, following the steps below.



### 1. Choose Target

Ann has two targets she is considering for her **ATTACK**.

The Scout Y is at a higher elevation, so Ann's Nailgunner C would roll a d8.

The Corp-Sec Z is at the same elevation, so Ann's Nailgunner C would roll a d10.

Ann decides to target Scout Y, despite the height disadvantage, as its closer position will give a lower range bonus to its defence.

### 2. Determine Total Defence Value

Ann calculates Scout Y's defence by adding together its base defence of 5, cover bonus of 0, and range bonus of 1. This gives a total defence value of 6, meaning that Ann needs to roll a 6 or above with at least one of the two dice from Nailgunner C's **ATTACK** action.

$$5 + 1 = 6$$

### 3. Roll Attack Dice

Nailgunner C is in an unelevated space and Scout Y is in an elevated space, so Scout Y is a high target. Ann therefore rolls the d8 8. She rolls a 3 and 7.

3 is lower than Scout Y's defence value of 6, so it fails.

7 is higher than Scout Y's defence value of 6, so the **ATTACK** is successful!

### 4. Determine Casualties

Isaac has no cards in his hand, so searches in his discard. He takes a Scout Y card from there and removes it from the game.

Next, Ann plays her Supervisor. Thinking it wise to protect her now aggressively positioned Nailgunner C, she chooses the **BOLSTER** 3 action. This allows her to add two Nailgunner C cards and one Ripper B card to her discard from her supply.



With no cards left in hand, Ann ends her turn and puts all cards in her play area into her discard pile. Now that both players have taken their turns, the next round begins.

# GAME END

Each scenario specifies one or two possible victory conditions. As soon as a faction achieves one of the victory conditions, the game ends immediately without completing the round.

In the first scenario, both players' objective is to either control 5 objective points or neutralise 3 enemy units. Later scenarios introduce other primary objectives, and each player's objectives may be different.

## CONTROL OBJECTIVE POINTS

If you control a space, you control all the objective points (  /  ) on that space.

If you control the number of objective points listed in your scenario overview, you win immediately.

## NEUTRALISE ENEMIES

The scenario will tell you which enemy combat counters you need to neutralise in order to win. You will need to either neutralise specific combat counters or neutralise a certain number of combat counters.

To neutralise a combat counter, you must remove it from the board by performing successful combat actions.

When you neutralise a combat counter, place it in front of you to show that you have neutralised it.



# RULES FOR 4 PLAYERS

This section explains how to play with four players, in two teams of two. The game is played in the same way as the 2-player game, with the following exceptions.

Any communication with your teammate must be open, so that your opponents can hear. You may not communicate secretly, which includes passing notes and showing each other your cards.

## SETUP

Each player chooses a force and builds their own starting deck and supply as outlined in the scenario. However, they share a supply of Interference cards with their teammate.

One player on each team is designated as the commander and has the command marker. At the start of the game the commander on each team will be the player with the Captain (LFA) or the Supervisor (Breakers) in their starting deck. The role of the commander will alternate between the players throughout the game.

## HOW TO PLAY

As in the two-player game, play takes the form of a series of rounds. Each round consists of the same three phases:

1. Draw cards
2. Determine initiative
3. Player turns

### DRAW CARDS

The two commanders draw four cards from their deck to form a hand.

The two non-commanders instead draw three cards.

### DETERMINE INITIATIVE

Only the commanders bid for initiative. They do so exactly as in the two-player game.

The team whose commander wins the initiative will take actions first during this round.

### PLAYER TURNS

Players take turns as they would in the two-player game, in the following order:

1. The commander of the team with the initiative
2. The opposing commander
3. The remaining player on the team with the initiative
4. The remaining player on the opposing team

### Transferring Command

When you would move the Captain (LFA) or the Supervisor (Breakers) into your discard pile for any reason, instead place it in your teammate's discard pile. Then give your teammate the commander marker. From the next round, they will be the commander.

**Remember that the commander draws more cards, bids for initiative, and always takes their turn before their teammate.**

### Changes To Actions

You can use the **BOLSTER** action to target your teammate's supply, as long as any squad restrictions on the action are met. Cards bolstered from your teammate's supply are placed in your teammate's discard.

You can use the **COMMAND** action to target your teammate's deck, as long as they are yet to play this round. Cards commanded from your teammate's deck are drawn into your teammate's hand. The **COMMAND** action cannot target your opponent's deck.








Anything that impacts or targets 'friendly personnel' includes your teammate. For example the **GUIDE** action, or transporting their units.

# QUICK REFERENCE (2 PLAYERS)










## ROUND STRUCTURE

1. **Draw Cards** – both players draw 4 cards to form a hand.
2. **Determine Initiative** – both players play 1 card simultaneously to determine initiative.
3. **Player Turns** – both players take turns playing all cards from their hands to perform actions.

## MOVEMENT ACTIONS





- MOVE**  Move up to  scouted / controlled spaces.
- SCOUT**  Scout up to  spaces (placing scouted markers along the way). Take an Interference card for each marker placed.
- GUIDE**   Move another friendly combat counter up to  scouted / controlled spaces.




## SUPPORT ACTIONS

- BOLSTER**   Add up to  cards from your supply to your discard pile (matching squad).
- COMMAND**  Draw up to  cards from your deck to play this turn.  
Take control of the space that your combat counter is in (you cannot perform this action if your opponent controls the space **and** has a unit there).
- CONTROL** Flip your control marker to its controlled side.  
If your opponent controlled that space, flip their control marker back to its scouted side.
- INSPIRE**   Return up to  cards in your play area to your hand to play again.
- PATHFIND**   Add scouted markers in up to  contiguous spaces from targeted friendly combat counter's space. Take an Interference card for each marker placed.
- RECON** Remove an Interference card in your hand from the game, and draw a card.

## COMBAT

1. **Choose Target** – choose any eligible combat counter.

 = personnel     = mech / vehicle     = range     = area attack

2. **Determine Defence Value** – base () + cover ( +1) + bonus ( +1) + range.
3. **Roll Attack Dice** – low target (d12), level target (d10), high target (d8).
4. **Determine Results** – if any dice face is equal or greater than total defence value, the combat action is successful:

**ATTACK:** Remove the combat counter's card from their hand > discard > deck or, if unable, remove counter from the board.

**PULSE:** Inflict a casualty as with **ATTACK**, you may also move the targeted combat counter to an adjacent space (scouted or controlled by opponent).

**SUPPRESS:** Flip the attacked personnel counter, or attach the standee base clip.

### BOARD ICONS



Equipment



Elevation



Objective Points



Bridge Deck



Cover Bonus



Spawn point

### SETUP ICONS



Building marker



Civilian marker



Bunker marker



Prisoner marker



Comms marker



Escape pod marker



Scouted markers



Pit trap marker



Control markers



Door marker