

# SPACE COMBAT

# FREE MARS

## MINI GAME SCENARIO RULES

## CERES: OPERATION STOLEN BASE

### 1.0 INTRODUCTION

In this game **you** the player take command of a Rebel squadron attempting to gain control of the critical asteroid Ceres. The game system runs the OPFOR Federation forces.

### 2.0 SCENARIO ORDERS

The game is set up in the following order:

#### 1. Situation

- 1) Place all OPFOR combat units in the OPFOR bin.
- 2) Place all six Intercept markers on Nodes via the Random Placement Procedure. If a node already has an Intercept marker, re-roll until it can be placed on a vacant node. They start on their OPFOR side.
- 3) Place the NET Level marker on the "one" space of the NETRUN Index.

#### 2. Mission

- 1) Set aside the *Grand Slam!* Mission card. Shuffle and randomly pick one of the other Mission cards. Place it face down on the map. Place the other Mission cards aside, face down.
- 2) **Individual Scenario Victory**  
You win by completing the Mission Objective(s) before Ops cards run out.
- 3) **Campaign Victory**  
You win by completing all four Missions (over a span of missions). If the three preliminary missions have been successfully completed, the *Grand Slam!* Mission is the fourth and final mission.

#### 3. Ops Card Set Up

Pick out the Intervention and Nemesis cards, then shuffle the Ops card and deal 8 cards face down. This becomes the Ops deck. Shuffle the remaining cards with the Intervention and Nemesis cards to form the Reserve deck. As cards are revealed and discarded, create a Discard pile of cards facedown, above the Reserve deck.

**Note:** After your first mission, the number of cards starting in the Ops and Reserve decks may change. Count out the appropriate number of cards for each deck, making sure the Intervention and Nemesis cards start in the Reserve deck.

#### 4. Form Your Team

- 1) Start with 15 Assembly Points (AP).
- 2) Expend the Points to build your ships and pods. All pods must be placed on ships. You may, but are not required to, retain AP for later use. Note that one of the Missions requires an Orbital Base to be built so you may want to save 2 AP for that purpose in case it turns out to be your first mission.
- 3) The Martian Free Trader may not be part of your starting forces. It enters through Op card play.

#### 5. Deploy

All ships start at the Entry Point.

### 3.0 RANDOM LOCATION PROCEDURE

When called upon to place a unit via the Random Location Table, do the following:

- 1) **Roll one die.** This will give the Orbital in which the counter is placed.
- 2) **Roll a second die.** This will give the number of Nodes, clockwise from the Transition Track intersecting the Entry Point, on which the counter will be placed.

### 4.0 UNIT TYPES

#### Spaceships



**Attack Craft (AC)** are specially designed combat spacecraft.



**Assembler Ships (AS)** are equipped with nano-assemblers.



**Cyborg Ships (CB)** have a human/cybernetic interface to control its systems.



**Escorts (ESC)** are designed for general patrolling and interception duties.



**Miners (MR)** gather raw materials from the asteroids, using powerful lasers to cut away desirable sections and a catapult/rail launcher to send those pieces to Assembler Ships.



**Probes (PR)** have plenty of computer and sensor gear.



**Orbital Bases (OB)** are space stations.

**Martian Free Trader Enhanced Miner (MFT):** This is a special reinforcement if you fulfill the condition of the **Intervention** card. It has both Bombardment and Cyber capabilities.

#### Pods



**Fuel:** additional fuel cells.



**Swarms:** combination of fighters and drones.



**Troopers:** spaceborne assault troops plus short range shuttles.



**CyberWar:** NET and weapons enhancements.

### 5.0 HYPER CADRE

The Rebels start with one Hyper Cadre in all scenarios. It does not count against the Transport limit of a Spaceship. It has a Cyber value of "2." The Hyper Cadre can flip to its reverse side. It loses its special ability but can be restored by expending one AP per the Assembly

rule. An eliminated Hyper Cadre can't be replaced in the course of a Scenario. It is replaced at the start of each Campaign scenario.

## 6.0 ORBITAL BASE

1. The Rebel Orbital Base may be assembled during the Home Base Mission (exception to 17.2).
2. The Rebel Orbital Base can be used as a location to place assembled Rebel units.
3. The Orbital Base is otherwise treated as a spaceship with a movement of zero.

## 7.0 MARTIAN FREE TRADER INTERVENTION

If you pick the **Intervention** card, then you must take the action called for. If you succeed, add the MFT Enhanced Miner spaceship to that TF (it has both Bombardment and Cyberwar capabilities). Treat it as a friendly unit, except it may not be rebuilt if eliminated. Set aside the card for the remainder of the mission but shuffle it in for future missions. If it is drawn again, place 2 free pods with your TF.

## 8.0 OPFOR NEMESIS

1. The **OPFOR Nemesis** Ops card is a modified OPFOR card. If picked, you must implement a NET Check and if it succeeds, then:
  - 1) Engage in Combat normally, but the OPFOR gets the additional Tactical Edge modifier on the card.
  - 2) If your Team wins the combat, the card is permanently removed from play for the rest of the Mission and Campaign. Otherwise, it is reshuffled into the Ops deck (not discarded!).

## 9.0 WHAT DOESN'T KILL YOU...

After each Campaign game win, start the next Campaign with one less Operation, that is, start with 7 Op cards after your first win, 6 after your second and so on. Remember you can buy an Operation for 2 AP.

## 10.0 "I NEED A LITTLE HELP HERE ..."

If it's your first time leading a Rebel Task Force, we'll make it a little easier for you with these variants. You can pick one or more to taste.

1. **Special Actions:** when you roll for NETRun or Quantum, each positive results in an action choice (e.g. two positive results on a NETRun means you could flip the Mission card face up and gain one Op card).
2. **Burnouts:** Positive results cancel Burnouts. This can be played as required or optional. If required, each positive cancels one burnout and you are left either with positives or burnouts (or they were even and cancelled out). If optional, you can choose to apply one positive result, use the rest to cancel burnouts, and then apply the remaining burnouts or positives.
3. Start with more AP or cards in the Op deck. You could start with 18 AP and 10 Ops cards.




### CREDITS

**System Design:** Joseph Miranda  
**Developer:** Christopher Cummins  
**Playtesting:** Chris Cummins, Kenneth Hartman, Roger Mason, Chris Perello, Terence Redieu & Craig Smuda  
**Map Graphics:** Joe Youst  
**Counter Graphics:** Justin Adri, Chris Cummins, Kelly Mai  
**Rules Booklet:** Callie Cummins & Lisé Patterson  
**Cover Design:** Chris Dickson

## SPACESHIP

**Weapons Systems (left number):** the basic amount of combat power of the unit.

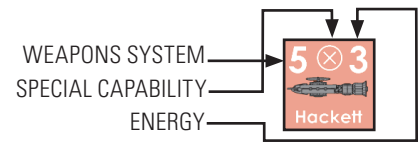
**Special Capability (center icon):**

-  — Cyberwar [eyeball]
-  — Nano-Assembly [crossed wrenches]
-  — Orbital Bombardment Weapons [target reticle]

**Energy (right number):** the basic number of points the unit can move in a turn.

### Counter Flip

The front of the Spaceship counter shows it in its **combat effective** state. The reverse is its **disrupted** state. (Note that a disrupted unit may lose a special ability.)



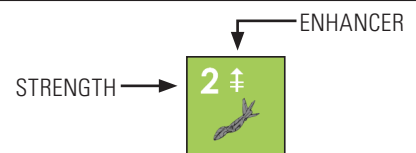
## POD

There are several different types of Pods.

Some have a number indicating how many dice to roll for combat (Swarms or CyberWar) or Spaceborne Assault attempts. CyberWar pods add one to any rolls for attempts involving CyberWar, Fuel pods add one to movement allowance.

### Counter Flip

The front of the Pod counter shows a different type of unit than the reverse.

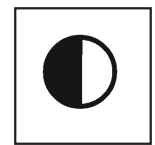


## OPFOR INTERCEPT POINT MARKERS

OPFOR focus for interception and defense. The reverse side has an enhancer pod.



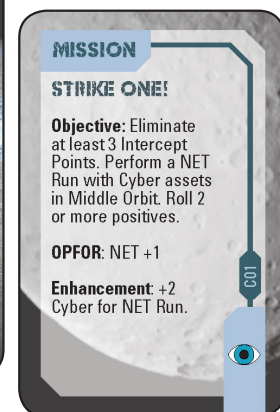
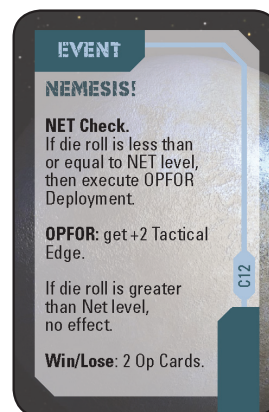
FRONT



BACK

### Counter Flip

The **front** of the counter shows it in its **unknown** state. The reverse in its **known** state.



ENHANCER FOR  
FUTURE MISSIONS