SURFACE COMBAT
FREE MARS
MINI GAME SCENARIO RULES

PHOBOS RISING

1.0 INTRODUCTION
In this game *you* the player take command of a Rebel squadron attempting to complete missions critical to launching the rebellion on Mars. Your success will help ensure Mars is secure from Earth Federation forces and ready to support the Rebel fleet that will soon be gathering overhead.

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 Installations on the map via the Random Placement Procedure. If a cell already has an Installation, re-roll until it can be placed on a vacant cell. They start on their OPFOR (front) side.

3) Place the Nexus marker in the off map box.

4) Place the NET Alert marker on the "one" space of the NETRUN Track.

2. Mission
1) Set aside the *Phobos Rising* Mission card. Shuffle and pick one of the other Mission cards (keep it face down). Place the other Mission cards aside, face down.

2) Mission Victory

You win an individual mission by fulfilling the Objective(s) on the Mission card.

3) Campaign Victory

You win a Campaign by completing all four Mission cards. If the three preliminary missions have been successfully completed, the *Phobos Rising* Mission is the fourth and final mission.

Note: you must still conduct a successful NETRun to flip the Mission card up and place the Nexus marker as in other missions.

3. Ops Card Set Up
Pick out the *OPFOR Hyper Swarm* card, then shuffle the Ops card and deal 8 cards face down. This becomes the Ops deck. Shuffle the remaining cards with the *Hyper Swarm* card 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 Hyper Swarm starts in the Reserve deck.

4. Form Your Team
1) Start with 12 Team Points (TP).

2) Expend the Points to build your Team. You must select at least as many Cadre as Gear. You may, but are not required to, retain TP for later use. You may spend two TP to add one Op card from the Reserve deck to the bottom of the Ops deck (i.e. "buying time").

3) Shuttles and Exo-Humans may not be part of your starting Team; they can only be recruited once the game has begun.

5. Deploy Your Team
Use the Random Placement Table to determine a Cell. The cell can have an Installation or be empty. Place your Team there. Then begin the Scenario using the Sequence of Play.

3.0 RANDOM PLACEMENT
Various game functions will require you to utilize the Random Placement Procedure to place counters on the map.

Procedure
Roll two dice and use the results to generate a two digit number from "11" to "66." Locate the hex on the map with the two digit number (in white) and place the counter there.

4.0 UNIT TYPES

Friendly
Cadres:
  Leader: tactics and recruiting.
  Cyber: computer and electronic skills.
  Nano-Engineer: tools and fabrication skills.
  Weapons Specialist: expert marksman.
  Hot Pilot: expert flying/navigation skills.
  ExoHuman: genetically/mechanically enhanced.

Shuttles:
  Attack: heavily armed sub-orbital craft.
  Cyborg: craft with human-cybernetic interfaces.
  Utility: transport and service craft.
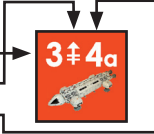 **Temporary Autonomous Zone**: A stealth base.

OPFOR
  Spatial Operations Group (SOG): space-borne commandos.
  Tactical Command (TAC). shock troops.
  Peacekeeping (PK). Militarized police and paramilitaries.
  Crawler: big machine with treads.

Friendly Cadre   **Friendly Vehicle**

COMBAT FACTOR
SPECIAL ABILITY
MOVEMENT

Combat factor (top or left number): how many dice the unit rolls in combat.

Special Ability (center icon, if any): special abilities (see below) the unit can employ.

Movement (bottom or right number): how many Cells the unit can move in an Operation.

If an "a" appears after the movement number, the unit moves by air and can ignore terrain.

The front of the counter shows it in its **Effective** state. The reverse is its **Crashed** state.

Special Abilities
These are indicated by symbols.

Leader (flag): Can conduct Recruit Action; provides bonus for Tactical Edge.

NETRUN (eyeball): Can conduct NETRun Action.

Nano-morph (wrench): Can conduct Repair and Build Actions.

Sniper (arrow): Provides certain Mission and Op Card resolution capabilities.

Hot Pilot (wing): Can provide additional movement for a shuttle.

GEAR

Gear represents weapons and equipment.

Weapon: this will have a number representing its combat strength.

For example: the Survival Kit has a combat strength of "1".

Special Capability: this will have a symbol representing its special ability.

Some Gear has both a combat strength and a special ability, or more than one ability. You can use that Gear for any of its attributes.

One shot weapons: an asterisk (*) means the Gear may be used only once and then is returned to the Recruit Bin.

Backprinting: Each Gear has a different type of Gear on the reverse. You choose which side to use, but can only change to the other side by Recruit Special Action and spending 1 TP.

OPFOR Unit

These are the enemy units.

← COMBAT FACTOR

← TACTICAL EDGE

Combat factor (top or left number): the basic amount of combat power of the unit.

Tactical Edge (bottom or right number): the unit's ability to include Tactical Edge die rolls.

The front of the counter shows it in its **Combat Effective** state. The reverse in its **Crashed** state.

Installation Markers

Physical infrastructure and environmental complexes. The front side shows the OPFOR controlled side; the reverse the Friendly icon to add to action or mission attempts, or the ability to recruit.
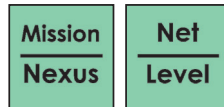
FRONT   BACK

Special Markers

Team: the position of your Team on the map.
Nexus Marker: the focus of Mission activity.
NET marker: the current level of your penetration into the NET.

5.0 SPECIAL UNITS

1. Special units start in the Special Units box. You can recruit them under special circumstances. They include ExoHuman and the TAZ.

2. Once in play, Special Units are Rebel controlled for all purposes. If eliminated, they are returned to the Special Units box (and may be recruited again)

3. ExoHuman

Your Team can only recruit an Exo-Human by successfully performing a Recruit special action in the Lab Installation or the TAZ. Treat the ExoHuman as a Cadre. (Note that it retains its Nano-Morph ability when crashed.)

4. Temporary Autonomous Zone (TAZ)

Your Team can recruit a TAZ by successfully performing a combined Cyber and Nano-morph action special in any Cell not containing an Installation.

5. TAZ Functions

1) The TAZ functions as a friendly controlled Installation—it never becomes OPFOR controlled. It does not move with the Team but stays in its Cell of placement.

2) If your Team ends a move in a TAZ drawing an Ops card is optional (that is, you may choose not to draw an Ops card).

3) The TAZ gives all friendly Nano-morph and Cyber actions "plus one" to their value.

4) You can conduct Recruit actions in a TAZ.
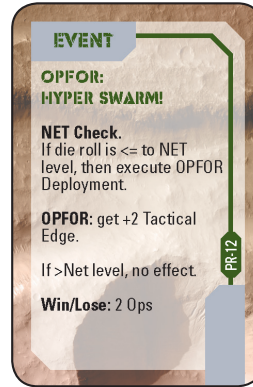
ENHANCER FOR FUTURE MISSIONS

6. You may remove a TAZ from the map and place it back in the Special Units box during any Special Actions phase in which you have the Team in its Cell. This requires no special action. It may be recruited again (this provides an opportunity to change the TAZ location).

6.0 OPFOR HYPER SWARM

1. If the *OPFOR Hyper Swarm* Ops card is picked, you must implement a NET Check. If it succeeds, then engage in combat with the following modifiers.

1) The OPFOR units picked equal the number of OPFOR controlled Installations (instead of the NET level).

2) If your Team wins the combat, the card is permanently removed from play (and gain two Ops cards). If your Team loses, lose two Ops cards then reshuffle the *Hyper Swarm* card back into the Ops deck (do not discard!).

7.0 CHALLENGE CARD NOTES

Pilot Challenge Success. If you do not have a shuttle to trade, gain +2 Pilot skill for rest of the current mission.

Nano-Morph Challenge Failure: "or lose one gear."

8.0 WHAT DOESN'T KILL YOU ...

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

9.0 "I NEED A LITTLE HELP HERE ..."

If it's your first time leading a Hyper Team, 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 Quamtum, each positive results in an action choose (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, and use the rest to cancel burnouts, and then apply he remaining burnouts or positives.

3) Start with more TP or cards in the Op deck. You could start with 15 TP and 10 Ops cards.