

Attn: Sector 5 Management
Cc: Collections Team, Procurement, Security Team
Subject: Campaign 0, the scramble for Ceteradyne.

The court case regarding the matter of Ceteradyne corp is settled. Ceteradyne is bankrupt, and their holdings around the mining planet, Gledi III are now in legal limbo. As we hold considerable leverage over Ceteradyne's assets, We need to ensure we can claim and recover from them.

The problem: as the recent scandals revealed, Ceteradyne was OVER-leveraged by a comically absurd amount. And many other companies have equally valid claims, and there's nowhere near enough assets to go around.

The only hope our company has to recover what they're owed is to beat our competitors to it. Every major creditor has made claims to the entire planet, and it's become clear the only way to enforce our claim is with employees on-site to secure and defend the assets from anyone else with ambition for free real estate.

You've been reassigned to lead the Collection Teams and secure the extremely lucrative mining, refining, and manufacturing facilities that had made Ceteradyne a seemingly unassailable industrial powerhouse over the last century.

However, the Security Team has detected transponders from other major companies approaching orbit along with you. And preliminary scans indicate they're not exactly carrying shiploads of bureaucrats.

You've received broad authorization to claim the emplacements by whatever means are available given your meager budget. As you secure assets, Corporate will send reinforcements and civil engineering contractors to further secure holdings and repair any damage. If you don't show progress very quickly however, Corporate will cut their losses and look to other, less expensive propositions for recovering their debts.

Gledi III is a rocky, dry, barely habitable world around a very unpredictable red dwarf star. Due to its geologic activity, Gledi III is a fantastically Lucrative source of rare and exotic ores. The air, however breathable, is very thin, which both provides less lift, and very little radiation shielding for aircraft and orbital infrastructure. What water the planet possesses is deep underground, and so combat is going to be restricted to largely land-based maneuvers.

The combat equipment available on the local market is extremely limited. Fortunately, the mines and manufactories are teeming with suddenly-unemployed personnel, ready to work for a new employer. Along with plenty of derelict supplies that have made it onto the grey market, including some cutting-edge Ceteradyne military tech.

The initial drop budget we were able to negotiate for you is €10,000. It's not much, but hopefully you can make the best of it. If you can make headway, I think Corporate will be willing to free up plenty more credits.

Best of luck!
-Procurement Manager

Caravel Combat Systems

Equipment Catalogue

Equipment Deliverable to: Gledi III



Caravel-Mech™ Walker Units

Dominate the battlefield with Caravel-Mech™ Walkers. These represent the cutting-edge of adaptable combat technology. Provide the best combat effectiveness in any terrain, any situation, any theatre of war.

Caravel-Mech™ Heavy Assault Walker

The firepower of a main battle tank, with the adaptability of a walker. Crush the opposition underfoot in your own Caravel-Mech™ Heavy Assault Walker

Cost Quote: ₺2500

Delivery cost: ₺250 to Gledi III

Heavy Assault Walker

Unit Flag

Class: Walker	Move Type: Walk
Ammo Cost: 4	Move Speed: 4
Fuel Cost: 4	Attack Range: 4

This unit ignores Barricades and Infantry Units during movement. If it enters a barricade square, replace that square with rubble. If it enters a square with an Infantry Unit, roll a d6 Attack against it & move it to an adjacent square

Troop Strength

Ammo

Fuel

12 ATK

12 DEF

Caravel-Mech™ Dual-Mode Convertible Scout/Police Model 3

Getting into and out of combat is the greatest challenge for any military. The Model 3 solves this challenge by combining the speed of wheeled vehicles with the all-terrain capabilities of a walker.

Cost Quote: ₺1000

Delivery Cost: ₺150 to Gledi III

Convertible Scout Walker

Unit Flag

Class: Walker	Move Type: Wheel/wlk
Ammo Cost: 2	Move Speed: 6/3
Fuel Cost: 3	Attack Range: 3

This unit may travel using wheeled or walking movement. At the beginning of the movement phase, choose either wheeled or walking movement for the duration of the turn.

Troop Strength

Ammo

Fuel

8 ATK

8 DEF



Ceteradyne™ Augmented Infantry Systems

Ceteradyne has long been the undisputed champion of powered armor and augmented soldier systems. And now, in coordination with Caravel Combat Systems, we can bring you the absolute highest quality battlefield systems for a fraction of the retail price.

Ceteradyne Power Armor Infantry

Faster, Stronger, more powerful, more dangerous. That's the principal behind Ceteradyne's patented power armor system. Bring vehicular-grade weaponry to the battlefield in the hands of your regular troops.

Cost Quote: €500

Delivery to Gledi III: €50

Augmented Infantry

Unit Flag

Class: Armor Inf

Ammo Cost: 1

Fuel Cost: 1

Move Type: Walk

Move Speed: 3

Attack Range: 3

Unit may enter an Obstacle Square at the cost of it's entire Movement

Troop Strength

Ammo

Cargo

6

ATK

8

DEF

Fuel

Ceteradyne Heavy Weapons System

Cutting-edge anti-armor and anti-material weaponry in the hands of your boots-on-the-ground. That's what Ceteradyne's latest Heavy Weapons System provides. Firepower comparable to artillery or heavy armor, with the go-anywhere versatility of the best trained soldiers.

Cost Quote: €1200

Delivery to Gledi III: €50

Augmented Anti-Armor Infantry

Unit Flag

Class: Armor Inf

Ammo Cost: 1

Fuel Cost: 1

Move Type: Walk

Move Speed: 3

Attack Range: 3

Unit may enter an Obstacle Square at the cost of it's entire Movement

Troop Strength

Ammo

Cargo

10

ATK

8

DEF

Fuel



Armored Support by Unified Systems™

Warfare has been decided by the presence of heavy weapons on the battlefield for centuries. We can supply the latest and most powerful mechanized armor systems to support even the most demanding combat and security roles.

Cerberus Main Battle Tank

Cost Quote: ₺2000

Delivery to Gledi III: ₺250

Main Battle Tank

Unit Flag	Class: Tank Ammo Cost: 4 Fuel Cost: 4	Move Type: Track Move Speed: 6 Attack Range: 4	
	This unit ignores Barricades and Infantry Units during movement. If it enters a barricade square, replace that square with rubble. If it enters a square with an Infantry Unit, roll a d6 Attack against it & move it to an adjacent square		

Troop Strength

Ammo

Fuel

12 ATK

12 DEF

Black-Cat Medium Tank

Cost Quote: ₺1500

Delivery to Gledi III: ₺200

Medium Interceptor Tank

Unit Flag	Class: Tank Ammo Cost: 3 Fuel Cost: 3	Move Type: Track Move Speed: 7 Attack Range: 4	
	This unit can enter squares with Barricades at the cost of its entire Movement. If it does so, replace the Barricade with Rubble.		

Troop Strength

Ammo

Fuel

10 ATK

10 DEF

Brindle Infantry Fighting Vehicle

Cost Quote: ₺1000

Delivery to Gledi III ₺200

Infantry Fighting Vehicle

Class: APC Ammo Cost: 2 Fuel Cost: 2	Move Type: Tracked Move Speed: 6 Attack Range: 3-8	Unit Flag	

Passengers

Cargo

Troop Strength

Ammo

Fuel

8 ATK

8 DEF



Artillery by GBF Interstellar™

Heavy SPG

Cost Quote: ₺1500

Delivery to Gledi III: ₺200

Heavy Mechanized Gun

Unit Flag	Class: Artillery	Move Type: Tracked
	Ammo Cost: 2	Move Speed: 6
	Fuel Cost: 2	Attack Range: 3-8
	Shots Per Turn: 6	



Troop Strength

Ammo

Fuel

12
ARTY

8
DEF

Fast-Deploy™ Howitzer

Cost Quote: ₺1750

Delivery to Gledi III: ₺150

Mechanized Howitzer

Unit Flag	Class: Artillery	Move Type: Wheel
	Ammo Cost: 2	Move Speed: 8
	Fuel Cost: 2	Attack Range: 3-8
	Shots Per Turn: 8	



Troop Strength

Ammo

Fuel

10
ARTY

8
DEF



Dynatek-Ford Land Systems

Dynatek Auto-Mortar System

Cost Quote: ¢1000

Delivery to Gledi III: ¢100

Mechanized Auto-Mortar

Unit Flag	Class: Technical	Move Type: Wheel
	Ammo Cost: 2	Move Speed: 8
	Fuel Cost: 1	Attack Range: 2-6

Shots Per Turn: 8

Troop Strength

Ammo

Fuel

8 ARTY

6 DEF

2468 Ford F-150, Lone-Star Edition

Cost Quote: ¢250

Delivery to Gledi III: ¢50

Mechanized Scouts

Unit Flag	Class: Technical	Move Type: Wheel
	Ammo Cost: 1	Move Speed: 10
	Fuel Cost: 1	Attack Range: 3

This unit may Reconnoiter and make a Direct Attack against one enemy Unit in the same turn.

Troop Strength

Ammo

Fuel

6 ATK

6 DEF



2460 Ford F-650

Cost Quote: ¢200

Delivery to Gledi III: ¢50

Supply Trucks

Class: Truck	Move Type: Wheel	Unit Flag
Ammo Cost: NonCom	Move Speed: 10	
Fuel Cost: 1	Attack Range: NonCom	

Cargo

Troop Strength

Fuel

Passengers

DEF 4



Stallion-Remi Infantry Systems

Gledi III infantry delivery costs: ¢50/unit

Fuel delivery cost: ¢25/token

Ammunition delivery cost: ¢50/token

Infantry Mortar Kit:

Cost Quote: ¢500

Standard Infantry Kit:

Cost Quote: ¢100

Infantry Mortar Team

Unit Flag

Class: Infantry

Ammo Cost: 1

Fuel Cost: 1

Move Type: Walk

Move Speed: 2

Attack Range: 2-6

Shots Per Turn: 4

Troop Strength

Ammo

Fuel

8 ARTY

DEF 4

Regular Infantry

Unit Flag

Class: Infantry

Ammo Cost: 1

Fuel Cost: 1

Move Type: Walk

Move Speed: 2

Attack Range: 2

This Unit may enter an Obstacle Square at the cost of it's entire Movement Phase

Troop Strength

Ammo

Fuel

Cargo

4 ATK

DEF 4

Gledi III Mercenary Labor Market Analysis:

	Availability:	Wage Rate:
Initial Hires	250	¢25
In-Combat Hires	250	¢50
Late-Combat Hires	100	¢100
Last-Ditch Hires	100	¢250

Scenario 1: Secure the Space Elevator

Completion bonuses:

-€5,000,

-Halved deployment and withdrawal costs for the rest of the campaign.

-Belligerent "A" positioning for scenario 2

Completion Conditions: Maintain at least one Infantry-type unit on each anchor, and exclude all enemy units from the terminal for 3 consecutive turns.

Failure conditions: If all 4 anchors are destroyed, the scenario is failed, and neither side is eligible for the completion bonus.

Special Circumstances: the map is centered around a 3x3 complex denoted as the Space Elevator Terminal. These squares count as non-evacuated Urban terrain for the purposes of movement and combat. There are also 4 squares with buildings on them denoted as the Space Elevator Anchors. These squares count as obstacles, and are destructible terrain. Their defense die is a d20, and any defense roll lower than a 6 is rounded up to a 6 for this purpose.

—(Flavor Text)---

Scenario 2a: Gold Rush

Completion bonuses:

-€15,000

-option to re-challenge scenario 1 before continuing to scenario 3

Completion Conditions: exclude all enemy units from the mine complex for 3 consecutive turns.

Failure Conditions: none

Special circumstances: The mine complex is a network of connected tunnels, the entrances for which count as fortification terrain. The mine complex can only be entered by non-mechanized Infantry or augmented infantry. No artillery can be used inside the mine complex. The mine complex has its own mini-map, and all terrain inside the mine counts as obscured terrain.

—(flavor text)---

Scenario 2b: Science Fair

Completion bonuses:

-€1000 per prototype exfiltrated from the Ceteradyne Labs.

-€500 per Lab Building destroyed

Failure Conditions: If all the prototypes on the map are destroyed before any player can exfiltrate one, then neither player is eligible for the lab building destruction bonus.

Special Circumstances: There are five former Ceteradyne research facilities on the map, these buildings are considered Urban terrain, and they are destructible terrain with a d12 defense die, and any defense roll lower than 4 is rounded up to 4 for this purpose.

Each research facility has 4 "prototype" tokens placed on it at the beginning of the scenario. These tokens can be loaded, unloaded, and carried as cargo in the same way as if they were 4 supply tokens. If the research facility a token is currently in, or the unit carrying a token is destroyed, so is the token it's carrying. Like supplies, the prototype tokens can be targeted individually if unloaded or cached, and they have a single d4 defense die for this purpose.