You Have 20 Seconds To Comply!

The Redeemers have initialised a program to bring an Olympian online in the Robotics Bay. When the upload is complete the Olympian will be released from it's containment field instructed to assault the Refuge, signalling all robot sentries to do likewise. We're fortunate our Technicians decoded the upload to give us warning, though we may have a traitor in our midst, someone feeding the cult information as to our whereabouts. It is vital we act fast! An Engineer who used to work that level has given us a blue print to locate an Exo-Loader and some fuel pods. If you act fast enough, we could prevent the Olympian from becoming active.

Objective

Destroy the Olympian. The Exo-Loader can be used to carry the fuel pods. Detonate all three pods at the containment field to destroy the Olympian, before it comes online. Only all three pods detonating simultaneously will cause a powerful enough explosion to breach the containment field and destroy the Olympian. While the field is in effect and the Olympian is offline, the Olympian cannot otherwise be harmed until it comes online.

Setup

Tokens (5)
3 Survivors - 4 Swarmer, 3 Swarmer, 4 Jaegar, 3 Icarus
4 Survivors - 4 Swarmer, 4 Jaegar, 4 Icarus, 2 SIP
5+ Survivors - 4 Swarmer, 4 Jaegar, 4 Icarus, 3 SIP

The Radar Token in the Robotics Bay does not move. It represents 4 Artemis Robot Sentries. They activate and appear on the board as an intrusion counter measure when the first player to enter the room ends their turn.

Note: This game uses both the GEP & Robot Sentry Radar Spawn Tokens. Despite the prior presence of Redeemers, none of the cult are in the vicinity now.

Special Conditions

Kaboom! The Red Objectives in Security, the Redeemer Shrine and Engineering are fuel pods. Each of these will inflict 5 damage when detonated with no armour saves allowed. If all 3 pods are detonated at the containment field, the Olympian is destroyed and the game is won. Detonate the fuel pods by rolling a 5 or 6 in a ranged attack on them. They can only be carried when piloting the Exo Loader.

Exo-Loader! The Blue Objective nearest the door in Engineering is the Loader. When piloted this may carry a single fuel pod. Picking up a pod costs 1 action. Dropping it off costs 1 action.

Power Up! The Blue Objectives in Engineering and Security are power cells. These are in addition to the ones in the deck, and don't take up inventory space. Put the Objective 'tear up' on your dashboard. Turn it 90 degrees for one use, and remove it for the second.

Don't trip up! The Green Objectives in Engineering, the Redeemer Shrine and the corridor are trip-wire positions. The first person to enter these zones must test resolve. If they fail they take 2 damage from an explosive charge, are stunned and must roll the injury dice. Survivors in adjacent zones take 1 damage from shrapnel and must roll the injury dice. A Scout may re-roll a single failed Resolve check per test.

Containment Field: The Red Objective in the Robotics Bay is the containment field. Place the Olympian in this room. Should the Olympian come online it does so with the following rules:

Signal! A Radial 4 Noise Token moves with the Olympian.
Combat Reflexes grant it 4 actions instead of 3 and it may use all of them to attack if it is in range. It attacks anyone who attacked it during a round, but will otherwise move via the fastest route to the exit.

Heavy Duty Combat the Olympian has 15 Health and a 3+ armour save. If the Olympian exits the map through Security the survivors lose the game.

Uploading... Before the Olympian is actve place a Resolve token on it's dashboard set to 20. At the end of each game round, lower this by one. Should this reach zero, at the end of the game round the Olympian is made active.

It's gone a bit quiet... If there are no Radar Spawn Tokens on the map at the end of a game round, roll a dice. Spawn a Radar Token according to the following rules on a single dice roll: 1 - Security 2 - Engineering - 3 & 4 - Redeemer Shrine - 5 - Primus Cell 6 - Robotics Bay.
In this game if the Event is a Spawn in a room not included in the scenario, draw again until you get a card that can be played.

Hard Mode: Reduce the upload time from 20 game rounds to 15 Increase the Olympian Health from 15 to 20.

Fire Event Card: The effect of fire in a zone containing a fuel pod is that at the end of the game round roll a dice. On a 6 the fuel pod explodes.

Mission Complete
Through a blazing inferno, the immolating Olympian crashes to the ground, a pile of twisted metal. The Redeemers are insidious in their machinations but this time they have failed in their objective. The Refuge is safe, but with the cult knowing our location, it will only be a matter of time before they try something new. We need to find the rat in the house fast!