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May 2026

Game: **METAL GEAR SOLID: THE BOARD GAME**

Publisher: **CMON (2024)**

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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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TACTICAL ESPIONAGE ACTION METAL GEAR SOLID THE BOARD GAME

SETUP

A **stage** (sneaking stage or boss stage) is played in 1 game session. Each stage indicates how many players it supports, which characters can be used, its estimated completion time, and any specific setup instructions and special rules. Special rules always take precedence over standard rules.

The goal is to complete the objective(s) for the stage. Some stages may have optional objectives which give players additional rewards when completed.


Players fail a stage if any of these conditions occur (even as part of an action that completes their final objective):

- Any player character is **killed in action** (KIA).
- Players run out of time, revealing the **game over card**.
- A stage **failure condition** occurs.

Some stages have lettered **event tokens** on the map. When a player figure moves onto an event token, immediately resolve its corresponding labeled section in the **campaign book**. If this occurs in the middle of a player's action, they continue their action after resolving the event.

When a stage has been completed successfully, follow the instructions in the **stage cleared** section.

At the end of each game session (including VR missions), place all unlocked equipment cards in the **memory box**. These may be used in any subsequent stages (players decide collectively as a group how to divide up the equipment).

The **map** is divided into **zones** (orange border). Elevator shaft tiles, elevator tiles, and barracks tiles are part of the zone they are connected to. A zone is **active** if there is a player figure or a player's alerted **attention token**  is in that zone.

Player setup

Each player selects an available character and places that dashboard in front of them. Take the 4 matching **action tokens**, 4 **focus tokens**, and double-sided **attention token**.

Take any matching **starting equipment** and **memory box equipment cards** for the character, up to their equipment limit (starting equipment cards may be swapped with any number of memory box equipment cards as long as the characters stick to the equipment limit on their dashboard).

If an equipment card has a limited number of uses, place the indicated number of tokens of the corresponding type (**ammo**, **charge**, or **special**) on it. The number of tokens on a card can never go over the printed value.

If a single-use equipment card that has action tokens on it is discarded, place them on the player's dashboard. They cannot be used again until the player's next turn.

Place all dice and other tokens in a pool within reach of all players.

Sneaking stages setup

Place the **guard dashboard** near the map.

Separately shuffle blue and red **guard order cards**, as defined in the stage's setup. Stack the blue cards above the red cards to form the **guard order deck**, and place the deck near the indicated section of the guard dashboard.

Shuffle the **guard reaction deck** and place it next to the indicated section of the guard dashboard.

Boss stages setup

Read the stage setup instructions and place the indicated **boss dashboard**, shuffled **boss deck**, and **boss figure** next to the map.

Place the **boss reference card** shown in the stage setup over the highlighted portion on all player dashboards, covering the player actions that are not used during a boss stage.

After resolving a boss card, place it on the bottom of the boss deck unless instructed otherwise. Boss decks are never shuffled.

ROUND STRUCTURE

START OF THE ROUND

All players return all their action tokens to their available supply.


PLAYER PHASE

Players take their turns in any order. You must completely resolve your turn before the next player begins their turn.

PERFORM ACTIONS

Perform actions by assigning your action tokens to the actions on your player dashboard, equipment cards, and special action cards. You may take the same action more than once but must pay its cost each time. Some actions cost more than 1 action token to perform. You are not required to use all your action tokens during your turn.

NOISE CHECK

If you performed any number of noisy actions  you must perform a **noise check** at the end of your turn. You do not need to roll for noise if there are not any guards in your zone.

ENEMY PHASE

The Enemy phase begins after all players have taken their turns. This phase is resolved differently depending on the **stage** type:

BOSS STAGE


During the Enemy phase, resolve the boss's turn:

1. Draw and resolve the top card of the boss deck as instructed, following any additional rules for the stage as well as those on the boss dashboard.
2. After the boss has fully resolved their card and any additional effects, their turn is complete. If neither the players nor the boss have been defeated, begin a new round starting with the Player phase.

SNEAKING STAGE

During the Enemy phase, resolve the enemy's turn by drawing and resolving a guard order card from the top of the deck.


If the **Game Over** card is revealed, the game ends immediately: the players have run out of time and failed the stage. Otherwise, resolve each section of the guard order card as instructed.

After all guards in an active zone have activated, move on to the next active zone, until all guards in all active zones have activated. A zone is **active** if at least 1 player figure or  is in it.

Once all guards in all active zones have activated, the Enemy phase ends and the Player phase begins again.

ACTIONS



A player has 4 actions every turn and performs an action by placing the required action tokens in the corresponding slot. **You may take the same action multiple times.**




Some actions cost a number of multiple action tokens to perform (shown in the red circle next to the action). Some actions  are **noisy**.

STANDARD PLAYER ACTIONS



Sneak (1 action): Move 1 space.

Dash (1 action ): Move 2 spaces.

Hand-to-hand attack (1 action): Attack an adjacent figure. Roll . Deals 1 KO damage .

Combo attack (2 actions): Attack an adjacent figure. Roll  . Deals 1 KO damage .


Focus (X actions): Place X action tokens to refresh an inactive focus token, where X is equal to its refresh cost.

Drag body (1 action ): Pick up 1 guard token or dead body token  in your space or an adjacent space. Then, move 1 space and place the token in an empty adjacent space.

Interact (1 action): Interact with an element on the map with the interact icon in or on the edge of your space, such as elevators or locked doors.

Objects with a dice combination are **locked** and require an interact action and the roll of the indicated dice. Then, you may use this action again during your turn to reroll any number of those dice.


Once the dice match the combination, discard the locked object token. All locked objects must be unlocked in a single turn; if you move away from a locked object or your turn ends, all progress on the object is lost.

Knock (1 action): Place your attention token under your figure with its  side up. If it is already on the map, move it to your current space without changing its side.

MOVEMENT



All movement is orthogonal, never diagonal. Two figures can never occupy the same space.

When a figure moves into a space with another figure, it instead moves over (leapfrogs) that figure. **Leapfrogging over any number of adjacent figures is still considered 1 space of movement.**



When you leapfrog over any number of enemy figures, place your  under your figure after completing the move. **Each enemy that was leapfrogged attacks you.** LOS is not required for enemies making these attacks.




Adjacency of spaces or components means that they are in spaces next to each other orthogonally, not diagonally, and never across obstacles, such as walls or locked doors.


ATTENTION

Each player character has an **attention token** with a blue **investigate**  side and a red **alerted**  side.


When you make noise or are seen by a guard or camera, place your attention token on the map.

Any time you roll white dice  and any  are rolled, you draw attention to your space.

At the end of your turn, if there is a guard in your zone, make a **noise check**: roll  for each action token on your noisy actions . If any  are rolled, you draw attention to your current space.

Actions on some equipment, such as guns, rifles, grenades, and missiles are loud actions and require the active player to place their  under their figure after performing them.

If you draw attention, check your attention token and do 1 of the following:

- If your attention token is not on the map, place it under your figure with its blue  side up.
- If your attention token is already on the map, move it to your space without changing its side.



LINE OF SIGHT (LOS)

Players, enemies, and other game elements usually require LOS when targeting another element. To determine if something has LOS, they must fulfill these 2 conditions:

1. If the figure or token has a **facing**, check if it is facing towards the row or column its target is in (components that don't have a facing, such as player figures or laser sensors, face all directions).
2. Draw an imaginary box on the outer edge of both figures and/or tokens. There should be no obstacles anywhere within the box (such as walls or locked doors). Character or guard figures do not block LOS.

Cameras do not have LOS to their own space. **Obstacles** (including locked doors, trees, any feature in spaces surrounded by a red line, and walls indicated by either a red line or heavy black line) block both LOS and movement.


Enemy and token LOS

If a player is ever in LOS of a camera or a guard (even newly spawned or revived guards), they are **alerted** and your  must be placed under your figure. If you begin a move in LOS of a camera/guard or move through LOS of one as part of a move, place your  under your figure after completing the move.

Enemies become alerted if a player enters their LOS at any time during a sneaking stage. Enemies face the direction of the arrow on the base of their figure.

If a **camera** detects a player, guard token, or dead body token in its LOS, guards will either be alerted or investigate. Cameras only face 1 direction at a time, indicated by the orange or green vision cone on their token edges, which correspond to the color of the faceup side of the **camera facing token**. Each guard order card instructs players whether to flip the camera facing token (and thus change the direction of each camera's LOS).

Facedown **trap tokens** face all directions. If you enter the LOS of a trap token, flip it faceup. If a camera is revealed from a trap token, orient it so that neither of the vision cones of the camera are facing a wall.

If you enter a **laser sensor's** LOS, place your  under your figure.

ATTACKING

The attacker must first ensure that their target is within LOS. Other figures don't block LOS for firearm attacks.

Player attacks: Roll a number of dice indicated by the action or equipment card you are using.

Guard attacks: The player being attacked rolls as indicated on the guard dashboard. Guards only attack players during the Enemy phase or when a player leapfrogs over their figure.


Boss attacks: The player being attacked rolls a number of dice indicated on the boss dashboard and any additional dice as a result of special rules.

DAMAGE

For every dice result equal to or greater than the figure's **DEFENSE**, 1 damage is dealt.

Some effects that are not attacks (explosives, environmental, etc.) can damage both players and enemies. Since no dice are rolled, there is no attacker.

When a figure takes damage, place **hit damage tokens** on their dashboard (players and bosses) or next to their figure (guards). A figure with damage equaling or exceeding their **HEALTH** is defeated.

If a character is defeated, they are **killed in action** (KIA) and the players fail the stage. If a guard is defeated, replace their figure with a .

When a player deals damage but does not KO or defeat a guard before the end of their turn, the enemy is **alerted** and the player's **1** must be placed under their figure at the end of their turn. Enemies can be alerted even if they have no LOS to players.

KO DAMAGE

When a guard is dealt **KO damage**, place 1 **1** next to their figure for each KO damage.

If a guard is dealt KO damage equal to or exceeding their **HEALTH**, the guard is **knocked out**. Replace their figure on the map with a guard token, 2-star side faceup **1**.

A KO'ed guard ignores damage from equipment cards and cannot be attacked by players.

If a boss is dealt KO damage, it is treated as standard damage instead.

FOCUS TOKENS

Each character has a set of unique **focus tokens**. Players may use any number of focus tokens at no cost by flipping them from their active side to their inactive (grayed out) side.

Focus tokens that affect dice can be used by a player at any time they are rolling dice for themselves or an enemy targeting their figure. To refresh and flip a focus token back to its active side, perform the **focus** action and pay the action cost shown on the inactive side of the token.

Focus tokens that move player figures can only be used during a player's turn.

1 is not a number and cannot be modified by focus tokens with +/- effects. However, this result can be rerolled by reroll effects from focus tokens.

EQUIPMENT CARDS

Some equipment cards unlocked by completing stages can only be used by specific characters. If a card shows a character's portrait on the front side, only that character can equip it.

GUARDS

RESOLVING A GUARD ORDER CARD

SECTION I: GUARD ACTION

Resolve the guard action that matches the icons shown:

Waken guard (active zones)



Remove each **1** and spawn a guard in its place.

Then, flip all **1** to their **1** side.

Radio-in (active zones)



The **guard count** in each zone's barracks represents how many guards should be patrolling that zone. For each active zone, count the guard figures (**1** and **1** do not count).

For each guard less than the guard count in an active zone, spawn a guard on the **1** space in the barracks.

Lost contact (all zones):



For every 3 **1** on the map, take the top guard order card, reveal it, and place it on the bottom of the deck.

Stay alert (active zones):



All players within 2 spaces of a guard, without obstacles in-between, must place or move their **1** under their figure. If their **1** is already on the map, nothing happens.

Spawning a guard

If an effect causes a guard to spawn in a specific space, place a guard figure if there are none there. If it cannot be placed, place it in an adjacent space that has no figures in it. If there are multiple such spaces, the players choose which space to place it in.

If a guard is still not able to be placed because there are no eligible spaces or there are no guard figures left in the supply, instead take the top guard order card, reveal it, and place it at the bottom of the deck.

If you need to spawn more than multiple guards, spawn each guard 1 at a time.

When a guard figure is taken from the supply and placed on a icon on the map, the icon dictates the guard's facing. Otherwise, the players may orient the guard in any direction that is not facing obstacles such as walls or locked doors.

SECTION II: CAMERAS



Ignore this section if there are no cameras on the map. If there are, this icon indicates whether the **camera facing token** will be flipped this Enemy phase or not.

Cameras are always checking their LOS, so do not forget to check LOS for all cameras when the camera facing token is flipped.

SECTION III: ACTIVATE GUARDS

Activate guards in all active zones, starting with the zone closest to the **guard priority token** (which represents the top left corner of the map). Guards in that zone activate from top to bottom, left to right, starting with the guards in the top row closest to the guard priority token. If there is more than 1 guard in that row, they activate from left to right.

When a guard activates, they become the **active guard** and complete actions according to their **guard mode**.

GUARD ACTIVATION

DETERMINE GUARD MODE

Check these conditions to determine the active guard's mode:

Alert mode

There is at least 1 1 in the active guard's zone.

The active guard is in **alert mode**. They will attempt to move into the space of the nearest **1** in their zone, moving spaces up to the **RED** number on the guard order card, along the shortest path.

Investigate mode

The active guard is not in alert mode and is the nearest or tied for nearest guard to any 1, or there are any 1/1 in their LOS or in the LOS of a camera in their zone.

The active guard is in **investigate mode**. They will attempt to move into the space with the nearest **1** in their zone, moving spaces up to the **BLUE** number on the guard order card, along the shortest path if they are the nearest or tied for nearest guard to it.

Otherwise, they will instead attempt to move towards the nearest **1/1** in their LOS or the LOS of a camera in their zone by the same means.

Patrol mode

The active guard is neither in alert nor investigate mode.

The active guard is in **patrol mode**. A guard in patrol mode does not have a target space they are moving towards. Instead, they patrol their zone for any signs of intrusion, moving spaces equal to the **BLUE** number on the guard order card.

The guard moves in the direction they are facing as far as they can. If they would move into obstacles such as a wall or locked door, or there are no more available spaces in the direction they would move, the guard will find a new path.

- On a **1**, regardless of movement remaining: Turn the guard to face the indicated direction and continue their movement, if any.
- On a visible **1** with remaining movement: Ignore the icon and do not rotate.
- On a visible **1** having exhausted all available movement without gaining LOS to a player: The guard will find a new path.

Locked door tokens cover **1** icons in their space, causing guards to ignore the icon.

MOVEMENT

The bottom portion of the guard order card shows the maximum number of spaces the guard moves, unless they are required to stop.

If the active guard is in alert mode, use the **RED** number. In all other cases, use the **BLUE** number.

Check LOS and reaction

The active guard ends their movement after they either attack a player, resolve any guard reaction, or are unable to move any further.

- Check for LOS to a player:** Any time the active guard has or gains LOS to a player, place the player's **1** under their figure (if it is not already there). If there is more than 1 player in the active guard's LOS, they attack the nearest player.
- Check for guard reactions:** Any time the active guard is on any **attention 1/1** or **guard 1/1** tokens, they resolve a **guard reaction**.

If an active guard needs to resolve an attack and a guard reaction at the same time, always resolve the attack first.

Guard rotation when facing an obstacle

If a guard figure is blocked (facing obstacles such as a wall or locked door), rotate it to face the closest space from its current direction that is not blocked. If there is more than 1 such space, rotate it in the direction of the arrow on the guard order card until it is not blocked.

Shortest path

Any time players need to determine the path a guard takes to a space or when determining distance, the shortest path is always used. The shortest path is the one with the fewest number of spaces between 2 spaces on the map, that does not cross obstacles like walls or locked doors.

Guards can also **leapfrog** over other guards, though this is not taken into account when determining the shortest path.

If there is more than 1 path that has the fewest number of spaces, the shortest path is the path that requires the fewest turns. If there is more than 1 path that has the fewest number of spaces and requires the fewest number of turns, the players may decide which path to use.

Any time an active guard would move into the next space on the shortest path to their target space, they will turn to face the direction of that space. The guard will only move along this path, including while leapfrogging. If there are no available spaces on this path, the guard **must** end their movement.

Guard leapfrogging

Guards can leapfrog over other guards (even around corners) but cannot leapfrog over player figures.

When a guard encounters other guard figures, the active guard first checks to see if there is a space for them to move into after leapfrogging, following all movement rules for the mode they're in.

When leapfrogging over guards, the active guard will face away from the last space they leapfrogged over. While a guard may gain LOS to a player during a leapfrog, they must always complete the leapfrog first.

This may cause the guard to no longer have LOS to the player. The guard will still end their movement.

Ending movement

When an active guard ends their movement, they will always face the next space of the shortest path, unless they have LOS to a player. If a guard is facing obstacles such as a wall or locked door, they will find a new path.

After ending their movement, if the guard has not gained LOS to a player, they end their activation.

Finding a new path

An active guard may need to **find a new path** when they would not be able to move further in the current direction, or when they end their movement on a **1**. They do this by turning either left or right to face a direction that has at least 1 unoccupied space they can potentially move into (eg, around corners).

If there are available paths both to the left and right, the active guard turns in the direction **1/1** shown on the guard order card.

If there are no paths to the left or right, the active guard turns in the direction **1/1** on the guard order card until they face a path they can move into.

If they have turned 360° around without finding a path, they end their activation.

GUARD REACTION

Draw the top **guard reaction card** from the deck.

Resolve each **attention 1/1** and **guard 1/1** token in the space as instructed by the card, one at a time, top to bottom, until there are no tokens remaining in the guard's space or the guard moves to another space due to an effect of the card.

After resolving the guard's reactions, the active guard ends their movement.

Guards only react to tokens in their space during their activation.

If you run out of guard reaction cards, place the discard pile facedown to form a new deck.

ATTACKING A PLAYER

The guard attacks the nearest player in their LOS, according to the shortest path.

That player rolls **1/1** (as indicated on the guard dashboard), suffering 1 damage for each roll equal to or greater than the player's **DEFENSE**. Mark the damage by placing damage tokens on the player's dashboard.

When a player takes damage equal to or greater than their **HEALTH**, that player is **killed in action (KIA)** and the players fail the stage.

After resolving the attack, check to see if the guard is on an **1/1** or **guard 1/1**. If so, proceed to **guard reaction**.

Otherwise, the guard has completed their activation.

METAL GEAR SOLID

START OF THE ROUND

All players return all their action tokens to their available supply.

PLAYER PHASE



Players take their full turns in any order.



Perform actions

Perform actions by assigning your action tokens to the actions on your player dashboard, equipment cards, and special action cards. You may take the same action more than once but must pay its cost each time. Some actions cost more than 1 action token to perform. You are not required to use all your action tokens during your turn.



Sneak (1 action): Move 1 space.

Dash (1 action ): Move 2 spaces.


Hand-to-hand attack (1 action): Attack an adjacent figure. Roll  Deals .




Combo attack (2 actions): Attack an adjacent figure. Roll  Deals .

Focus (X actions): Place X action tokens to refresh an inactive focus token (X = its refresh cost).

Drag body (1 action ): Pick up 1 guard token or  in your space or an adjacent space. Then, move 1 space and place the token in an empty adjacent space.

Interact (1 action): Interact with a map element with the interact icon in or on the edge of your space. Objects with a dice combination are **locked** and also require rolling the indicated dice. Then, you may use this action again during your turn to reroll any number of those dice. Once the dice match the combination, discard the locked object token. All locked objects must be unlocked in a single turn.

Knock (1 action): Place your attention token under your figure  side up, or if it is already on the map, move it to your current space without changing its side.

At the end of your turn, if there is a guard in your zone, make a **noise check**: roll  for each action token on your noisy actions . If any  are rolled, you **draw attention** to your current space.

ENEMY PHASE

This phase begins after all players have taken their turns, and it is resolved differently depending on the **stage** type:

Boss stage

Draw and resolve the top card of the boss deck as instructed, following any additional rules. After the boss has fully resolved their card and any additional effects, their turn is complete. If no one has been defeated, begin a new round.


Sneaking stage

Draw and resolve a guard order card and resolve each section. After all guards in an active zone have activated, move on to the next active zone. Once all guards in all active zones have activated, begin a new round.

MOVEMENT

All movement is orthogonal, never diagonal. Two figures can never occupy the same space.

When a figure moves into a space with another figure, it instead moves over (leapfrogs) that figure. **Leapfrogging over any number of adjacent figures is considered 1 space of movement.**





When you leapfrog over any number of enemy figures, place your  under your figure after completing the move. **Each enemy that was leapfrogged attacks you** (LOS is not required).

GUARDS





RESOLVING A GUARD ORDER CARD

Section I: Guard action



Waken guard (active zones)

 Remove each  and spawn a guard in its place. Then, flip all  to their  side.




Radio-in (active zones)

 For each active zone, count the guard figures ( and  do not count). For each guard less than the zone's **guard count**, spawn a guard on the .


Lost contact (all zones):

 For every 3  on the map, take the top guard order card, reveal it, and place it on the bottom of the deck.

Stay alert (active zones):

 All players within 2 spaces of a guard (without obstacles in-between) must place or move their  under their figure. Nothing happens if their  is on the map.

Section II: Cameras

 If there are cameras on the map, this icon indicates whether the **camera facing** token is flipped or not.







Section III: Activate guards

Activate guards in all active zones, starting with the zone closest to the **guard priority** token and going top to bottom, left to right. When a guard activates, they become the **active guard** and complete actions according to their **guard mode**.

GUARD ACTIVATION

Determine guard mode





Alert mode: There is at least 1  in the active guard's zone. They move spaces up to the **RED** number, along the shortest path to the nearest .

Investigate mode: The active guard is not in alert mode and is the nearest/tied nearest guard to any , or there are any  /  in their LOS or in the LOS of a camera in their zone. They move spaces up to the **BLUE** number, along the shortest path to the nearest  if they are the nearest/tied nearest guard to it. Otherwise, they will attempt to move towards the nearest  /  in their LOS or the LOS of a camera in their zone.




Patrol mode: The active guard is neither in alert nor investigate mode. They move forward spaces equal to the **BLUE** number.

Check LOS and reaction





The active guard ends their movement after they attack a player, resolve any guard reaction, or they cannot move further.

- **Check for LOS to a player:** Any time the active guard has or gains LOS to a player, place the player's  under their figure.
- **Check for guard reactions:** Any time the active guard is on any ,  or  tokens, they resolve a **guard reaction**.

Guard reaction

Draw a **guard reaction card** and resolve each ,  and  token in the space, until there are none remaining in the guard's space or the guard moves to another space.

Attacking a player

The guard attacks the nearest player in LOS. Roll 2  suffering 1 damage for each result that equals or exceeds **DEFENSE**. Then, if the guard is on an ,  or , proceed to **guard reaction**. Otherwise, the guard has completed their activation.

METAL GEAR SOLID

START OF THE ROUND

All players return all their action tokens to their available supply.

PLAYER PHASE



Players take their full turns in any order.



Perform actions

Perform actions by assigning your action tokens to the actions on your player dashboard, equipment cards, and special action cards. You may take the same action more than once but must pay its cost each time. Some actions cost more than 1 action token to perform. You are not required to use all your action tokens during your turn.



Sneak (1 action): Move 1 space.

Dash (1 action ): Move 2 spaces.


Hand-to-hand attack (1 action): Attack an adjacent figure. Roll  Deals .




Combo attack (2 actions): Attack an adjacent figure. Roll  Deals .

Focus (X actions): Place X action tokens to refresh an inactive focus token (X = its refresh cost).

Drag body (1 action ): Pick up 1 guard token or  in your space or an adjacent space. Then, move 1 space and place the token in an empty adjacent space.

Interact (1 action): Interact with a map element with the interact icon in or on the edge of your space. Objects with a dice combination are **locked** and also require rolling the indicated dice. Then, you may use this action again during your turn to reroll any number of those dice. Once the dice match the combination, discard the locked object token. All locked objects must be unlocked in a single turn.

Knock (1 action): Place your attention token under your figure  side up, or if it is already on the map, move it to your current space without changing its side.

At the end of your turn, if there is a guard in your zone, make a **noise check**: roll  for each action token on your noisy actions . If any  are rolled, you **draw attention** to your current space.

ENEMY PHASE

This phase begins after all players have taken their turns, and it is resolved differently depending on the **stage** type:

Boss stage

Draw and resolve the top card of the boss deck as instructed, following any additional rules. After the boss has fully resolved their card and any additional effects, their turn is complete. If no one has been defeated, begin a new round.


Sneaking stage

Draw and resolve a guard order card and resolve each section. After all guards in an active zone have activated, move on to the next active zone. Once all guards in all active zones have activated, begin a new round.

MOVEMENT

All movement is orthogonal, never diagonal. Two figures can never occupy the same space.

When a figure moves into a space with another figure, it instead moves over (leapfrogs) that figure. **Leapfrogging over any number of adjacent figures is considered 1 space of movement.**





When you leapfrog over any number of enemy figures, place your  under your figure after completing the move. **Each enemy that was leapfrogged attacks you** (LOS is not required).

GUARDS





RESOLVING A GUARD ORDER CARD

Section I: Guard action



Waken guard (active zones)

 Remove each  and spawn a guard in its place. Then, flip all  to their  side.

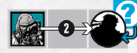


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Lost contact (all zones):

 For every 3  on the map, take the top guard order card, reveal it, and place it on the bottom of the deck.

Stay alert (active zones):

 All players within 2 spaces of a guard (without obstacles in-between) must place or move their  under their figure. Nothing happens if their  is on the map.

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 If there are cameras on the map, this icon indicates whether the **camera facing** token is flipped or not.







Section III: Activate guards

Activate guards in all active zones, starting with the zone closest to the **guard priority** token and going top to bottom, left to right. When a guard activates, they become the **active guard** and complete actions according to their **guard mode**.

GUARD ACTIVATION

Determine guard mode





Alert mode: There is at least 1  in the active guard's zone. They move spaces up to the **RED** number, along the shortest path to the nearest .

Investigate mode: The active guard is not in alert mode and is the nearest/tied nearest guard to any , or there are any  /  in their LOS or in the LOS of a camera in their zone. They move spaces up to the **BLUE** number, along the shortest path to the nearest  if they are the nearest/tied nearest guard to it. Otherwise, they will attempt to move towards the nearest  /  in their LOS or the LOS of a camera in their zone.




Patrol mode: The active guard is neither in alert nor investigate mode. They move forward spaces equal to the **BLUE** number.

Check LOS and reaction





The active guard ends their movement after they attack a player, resolve any guard reaction, or they cannot move further.

- **Check for LOS to a player:** Any time the active guard has or gains LOS to a player, place the player's  under their figure.
- **Check for guard reactions:** Any time the active guard is on any ,  or  tokens, they resolve a **guard reaction**.



Guard reaction



Draw a **guard reaction card** and resolve each ,  and  token in the space, until there are none remaining in the guard's space or the guard moves to another space.


Attacking a player

The guard attacks the nearest player in LOS. Roll 2  suffering 1 damage for each result that equals or exceeds **DEFENSE**. Then, if the guard is on an ,  or , proceed to **guard reaction**. Otherwise, the guard has completed their activation.


ATTENTION

Each player has an **attention token** with a blue **investigate**  side and a red **alerted**  side. When you make noise or are seen by a guard or camera, place your attention token on the map.

If a player is ever in LOS of a camera or a guard (even newly spawned or revived guards), they are **alerted**: place your  under your figure. If you begin a move in LOS of a camera/guard or move through LOS of one during a move, place your  under your figure after completing the move.

Actions on some equipment are loud actions and require you to place your  under your figure after performing them.

If you **draw attention**:


- If your attention token is not on the map, place it under your figure with its blue  side up.
- If your attention token is already on the map, move it to your space without changing its side.


ATTACKING & DAMAGE



The attacker's target must be within LOS. Other figures don't block LOS for firearm attacks.

For every dice result equal to or greater than the figure's **DEFENSE**, 1 damage is dealt.

Some effects that are not attacks (explosives, environmental, etc.) can damage both players and enemies. Since no dice are rolled, there is no attacker.

When a figure takes damage, place **hit damage tokens** on their dashboard (players and bosses) or next to their figure (guards). A figure with damage equaling or exceeding their **HEALTH** is defeated. If a character is defeated, they are **killed in action** (KIA) and the players fail the stage. If a guard is defeated, replace their figure with a .

When you deal damage but do not KO or defeat a guard before the end of your turn, the enemy is **alerted** and your  must be placed under your figure at the end of your turn. Enemies can be alerted even if they have no LOS to players.

When a guard is dealt **KO damage**, place 1  next to their figure for each KO damage. If a guard is dealt KO damage equal to or exceeding their **HEALTH**, the guard is **knocked out**. Replace their figure on the map with a guard token, 2-star side faceup . A KO'ed guard ignores damage from equipment cards and cannot be attacked by players.

If a boss is dealt **KO damage**, treat it as standard damage.

FOCUS TOKENS


You may use any number of your unique **focus tokens** at no cost by flipping them from their active side to their inactive side.

Those that affect dice can be used at any time you are rolling dice for yourself or an enemy targeting your figure. To refresh a focus token back to its active side, perform the **focus** action and pay the action cost shown on the inactive side.


SPECIAL ABILITIES

SNAKE

Actions

Silent takedown (2 actions): If Snake is behind an adjacent guard, replace the guard with a .

Focus tokens




- Reroll any 1 die.
- +2 to the result of any 1 die.
- -2 from the result of any 1 die.
- Roll -1  or move 1 space.

MERYL


Starting equipment

Meryl may start each stage with the *Light Assault Rifle* and *Handgun (.50 Cal)*. Start each sneaking stage with the **disguise reference card**. Place the *Disguised Meryl* figure near her dashboard.

Actions

Gain disguise (2 actions): If Meryl is adjacent to a  or  and her  is not on the map, replace her figure with the *Disguised Meryl* figure.

Focus tokens


- +2 to the result of any 1 die.
- +/-1 to the result of any 1 die.
- Gain 1 additional action this turn.
- Roll +1  (can be used before or after a roll).

OTACON

Starting equipment


Otacon may start each stage with the *ADV Stealth Camouflage* and *Rations*. Depending on the stage, when playing Otacon, a stage setup will instruct players to shuffle and place one of the **system decks** near his dashboard. There is a regular system deck used for sneaking stages, as well as specific decks of system cards for bosses when playing Otacon.

Actions


Hack terminal (1 action): While on or adjacent to a terminal, attempt to hack it by rolling 4  plus any additional dice from other effects. Otacon may perform this action again to reroll any number of these dice. Once the results match the terminal's dice combination, flip it to its hacked side.

All terminals must be hacked in a single turn. If Otacon moves away from a terminal or his turn ends, all progress on hacking that terminal is lost.

System search (1 action): While on or adjacent to a hacked terminal, draw 1 system card. Otacon can have up to 3 system cards next to his dashboard at a time. Return 1 to the top or bottom of the system deck when a fourth card is drawn.

Access systems (1 action): While on or adjacent to a hacked terminal with at least 1 system card faceup next to Otacon's dashboard, roll up to 4 . Each rolled die may be allocated to an empty dice slot on any faceup system card with a value matching the die result.



Allocated dice remain on system cards from round to round, but may be removed at any time, including to be rolled as part of another **access systems** action.

The total number of  on system cards and to roll cannot normally exceed 4, but this total can be temporarily increased with abilities that grant additional dice.



Once all dice slots on a system card are covered, Otacon may resolve an effect at any time during his turn or when a condition on the system card is met. This effect can be equal to or less than the **level** of the hacked terminal in the same or an adjacent space. After resolving the effect, remove all dice from the system card and return it to the bottom of the system deck.



If Otacon moves away (or an effect causes him to disconnect) from a hacked terminal, all dice from all system cards are discarded. Then, all system cards are returned to the top or bottom (player's choice) of the deck, in any order.


Focus tokens

- +/-1 to the result of any 1 die.
- +/-2 to the result of any 1 die.
- Reroll any 1 .
- Roll -1  or move 1 space.


ATTENTION

Each player has an **attention token** with a blue **investigate**  side and a red **alerted**  side. When you make noise or are seen by a guard or camera, place your attention token on the map.

If a player is ever in LOS of a camera or a guard (even newly spawned or revived guards), they are **alerted**: place your  under your figure. If you begin a move in LOS of a camera/guard or move through LOS of one during a move, place your  under your figure after completing the move.

Actions on some equipment are loud actions and require you to place your  under your figure after performing them.

If you **draw attention**:


- If your attention token is not on the map, place it under your figure with its blue  side up.
- If your attention token is already on the map, move it to your space without changing its side.


ATTACKING & DAMAGE



The attacker's target must be within LOS. Other figures don't block LOS for firearm attacks.

For every dice result equal to or greater than the figure's **DEFENSE**, 1 damage is dealt.

Some effects that are not attacks (explosives, environmental, etc.) can damage both players and enemies. Since no dice are rolled, there is no attacker.

When a figure takes damage, place **hit damage tokens** on their dashboard (players and bosses) or next to their figure (guards). A figure with damage equaling or exceeding their **HEALTH** is defeated. If a character is defeated, they are **killed in action** (KIA) and the players fail the stage. If a guard is defeated, replace their figure with a .

When you deal damage but do not KO or defeat a guard before the end of your turn, the enemy is **alerted** and your  must be placed under your figure at the end of your turn. Enemies can be alerted even if they have no LOS to players.

When a guard is dealt **KO damage**, place 1  next to their figure for each KO damage. If a guard is dealt KO damage equal to or exceeding their **HEALTH**, the guard is **knocked out**. Replace their figure on the map with a guard token, 2-star side faceup . A KO'ed guard ignores damage from equipment cards and cannot be attacked by players.

If a boss is dealt **KO damage**, treat it as standard damage.

FOCUS TOKENS


You may use any number of your unique **focus tokens** at no cost by flipping them from their active side to their inactive side.

Those that affect dice can be used at any time you are rolling dice for yourself or an enemy targeting your figure. To refresh a focus token back to its active side, perform the **focus** action and pay the action cost shown on the inactive side.


SPECIAL ABILITIES

SNAKE

Actions

Silent takedown (2 actions): If Snake is behind an adjacent guard, replace the guard with a .

Focus tokens




- Reroll any 1 die.
- +2 to the result of any 1 die.
- -2 from the result of any 1 die.
- Roll -1  or move 1 space.

MERYL


Starting equipment

Meryl may start each stage with the *Light Assault Rifle* and *Handgun (.50 Cal)*. Start each sneaking stage with the **disguise reference card**. Place the *Disguised Meryl* figure near her dashboard.

Actions

Gain disguise (2 actions): If Meryl is adjacent to a  or  and her  is not on the map, replace her figure with the *Disguised Meryl* figure.

Focus tokens


- +2 to the result of any 1 die.
- +/-1 to the result of any 1 die.
- Gain 1 additional action this turn.
- Roll +1  (can be used before or after a roll).

OTACON

Starting equipment


Otacon may start each stage with the *ADV Stealth Camouflage* and *Rations*. Depending on the stage, when playing Otacon, a stage setup will instruct players to shuffle and place one of the **system decks** near his dashboard. There is a regular system deck used for sneaking stages, as well as specific decks of system cards for bosses when playing Otacon.

Actions


Hack terminal (1 action): While on or adjacent to a terminal, attempt to hack it by rolling 4  plus any additional dice from other effects. Otacon may perform this action again to reroll any number of these dice. Once the results match the terminal's dice combination, flip it to its hacked side.

All terminals must be hacked in a single turn. If Otacon moves away from a terminal or his turn ends, all progress on hacking that terminal is lost.

System search (1 action): While on or adjacent to a hacked terminal, draw 1 system card. Otacon can have up to 3 system cards next to his dashboard at a time. Return 1 to the top or bottom of the system deck when a fourth card is drawn.

Access systems (1 action): While on or adjacent to a hacked terminal with at least 1 system card faceup next to Otacon's dashboard, roll up to 4 . Each rolled die may be allocated to an empty dice slot on any faceup system card with a value matching the die result.



Allocated dice remain on system cards from round to round, but may be removed at any time, including to be rolled as part of another **access systems** action.

The total number of  on system cards and to roll cannot normally exceed 4, but this total can be temporarily increased with abilities that grant additional dice.

Once all dice slots on a system card are covered, Otacon may resolve an effect at any time during his turn or when a condition on the system card is met. This effect can be equal to or less than the **level** of the hacked terminal in the same or an adjacent space. After resolving the effect, remove all dice from the system card and return it to the bottom of the system deck.

If Otacon moves away (or an effect causes him to disconnect) from a hacked terminal, all dice from all system cards are discarded. Then, all system cards are returned to the top or bottom (player's choice) of the deck, in any order.

Focus tokens

- +/-1 to the result of any 1 die.
- +/-2 to the result of any 1 die.
- Reroll any 1 .
- Roll -1  or move 1 space.