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# v1

Apr 2024

Game: **APEX LEGENDS: THE BOARD GAME**  
Publisher: **GLASS CANNON UNPLUGGED (2024)**

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# APEX

## LEGENDS

### THE BOARD GAME

#### GAME SETUP

Place the **4 map tiles** in the center of the play area. Place the **round board** nearby with the **round marker** on position 1 of the round track. Place the **initiative marker** next to the round board.

Place the **aim board** along one of the map edges. Shuffle all the **aim cards** and place the deck facedown next to the aim board.

Shuffle all the **ring movement cards** and place the deck facedown on the **entrance board**. Reveal the topmost card and place it on top of the deck so that the symbol is aligned with the matching symbol on the entrance board.

Place the **4 ring border miniatures** in the 4 corner spaces of the map, facing the inside.

#### STAGE 1: LEGEND LOADOUT

Follow the rules in the *Match Settings* book according to your chosen **game mode**.

**Determine the color of each squad** (alternatively legends may be assigned at random):

1. Each squad draws 1 aim card.
2. The squad with the higher value on their card chooses their color (on a tie, repeat the draw):
  - **Red** enters the map first, and always has the initiative on the map.
  - **Blue** makes the first pick in the legend draft (and places their legend on the entrance board first, if there is an entrance board in the chosen game mode).
3. Place the initiative marker on the leftmost red squad turn space on the initiative track.
4. Take all legend **draft cards** from the box and spread them faceup on the table.
5. The blue squad selects 1 legend and takes the matching legend draft card, placing it faceup next to their **legend board**. Repeat the process, alternating between squads, until all players have picked their legends. Then return any unused legend draft cards to the box.

Take your **squad identifier** in your squad color, a **help card**, your legend's **info sheet** and, if required by the game mode, a **player screen** in your squad color. Then, take all the components listed on your legend's info sheet. Shuffle your **feat deck** and place it facedown in the slot next to your legend board.

#### STAGE 2: MAP DROP

Follow the rules in the *Match Settings* book according to your chosen **game mode**.

#### STAGE 3: FINAL ENCOUNTER

##### TURNS

In each round, each squad performs a **turn**. On their turn, a squad performs these steps in order:

#### 1. RESOLVE INITIATIVE MARKER EFFECTS

Resolve the effects of any tokens and/or miniatures below the initiative marker. If there are several, resolve them one at a time, from top to bottom.

#### 2. LEGEND ACTIVATION

The squad activates each of their legends one at a time and only once, in any chosen order. A legend must complete its activation before another legend activates. When a legend has activated, flip their **draft card** facedown.

When active, a legend spends up to 2 **activation points** (AP) to perform actions. Each must be fully resolved before selecting a new one unless indicated otherwise. A legend on the map may also choose to **pass**, without performing any actions.

##### a. Standalone and paired basic actions

These are available to every legend and cost 1 AP each. Free actions do not cost any AP. You may perform the same action twice during an activation (for a total cost of 2 AP), unless indicated otherwise.

##### Move 2

##### Interact and move 1

##### Shoot (once per activation)

##### Use and move 1

##### Melee attack and move 1

##### Destroy 2 and move 1

##### Respawn (only when eliminated)

When 2 or more actions are connected by 'and', you may perform any, some, or all in the order of your choice.

##### b. Card actions, instants, and reactions

When using a card action, pay the AP cost shown.

**Ability card** actions are unique to each legend. They are never discarded and remain next to the legend board for the entire game.

**Feat card** actions are unique to each legend and are single-use. After use, place them on the feat discard pile.

**Weapon card** actions can only be used while the weapon is equipped (in a weapon slot on the legend board).

**INSTANT** actions enable a legend to take action during the activation of any legend. **REACTION** actions enable a legend to take action during an enemy shoot action.

##### c. Rush

**Once per activation** and with no AP cost, you may discard a feat card from your hand to perform a **move 1** action or to have 1 **extra movement point** when performing a move action. Disregard the main movement of the feat card and place it on the feat discard pile.

##### d. Dropping and picking up loot tokens

Before or after each of your actions (standalone basic, paired basic, free, or special), you may, at no AP cost:

- **Drop** any number of loot tokens from your backpack onto your space and/or neighboring spaces, in any combination. The number of loot tokens on a space is unlimited.
- **Pick up** any number of loot tokens from your space and/or adjacent spaces, in any combination.

#### 3. ADVANCE THE INITIATIVE MARKER

After completing the activation of all the legends from a squad, advance the initiative marker 1 position on the initiative track. If it is the red squad, advance the marker to the blue squad turn space. If it is the blue squad, advance the marker to the transition phase area, and proceed to the transition phase.

#### TRANSITION PHASE

Follow these steps in order:

1. *Skip this step when not using the ring or heat shields special feature.* Deal **HEALTH** damage to each legend outside the ring limits. The amount of damage depends on the position of the round marker and is shown at the bottom of the round track.
2. Each legend draws 1 **feat card** from their feat deck into their hand. There is no hand limit. If there are no cards left in your feat deck, do not draw a card.

3. Move all the ability tokens on the **cooldown track** 1 position to the left. If a token is moved off the track, the cooldown is complete: return the token to the appropriate ability card.
4. **Advance the round marker** 1 position to the right on the round track and resolve the new marker position's effects:
  - a. **Trophy icon:** The game ends. Determine the result as indicated for the game mode.
  - b. **Square space:** When using the **ring** or **heat shields** special feature, resolve the effect of each icon on that space. Always advance the round marker 1 position to the right.
  - c. **Diamond space:** If there are any tokens below the new round marker position, resolve their effects.
5. Flip all legend draft cards faceup.
6. **Advance the initiative marker** to the next squad turn space.

#### ACTIONS

#### MOVE

The number after **MOVE** is your maximum number of **movement points** (MP). MP not used are immediately lost. Each move action must be resolved individually. When moving, you spend:

- 1 MP per space entered.
- +1 MP to move across an <OBSTACLE> placed on the same level or 1 level up.
- +1 MP to move across an intersection of **connected** components on the same level or 1 level up.
- +1 MP to move 1 level up.
- +0 MP to move down.

You may move (and measure) orthogonally or diagonally, on the same level or across levels, checking movement conditions 1 space at a time. You can **always** enter a **free space**. You may not move off the map, or enter a space if you do not have enough MP.

A space is at **distance 1** when it is touching your space, regardless of its level and any in-between obstacles.

A space is **adjacent** when it is at distance 1 and on the same level with no obstacles in-between. A legend is only adjacent to a building wall if they are on a space at the same level as its base.

A space is **neighboring** when it is at distance 1 and on the same or lower level with no obstacles in-between.

For edges, count the 2 spaces sharing the same edge, and for intersections, count the 4 spaces sharing the same intersection.

Object **tags** impose various movement restrictions:

<IMPASSABLE> You may not enter the space this object occupies.

<OBSTACLE> Adds an extra cost to movement.

<OCCUPY SPACE> A free space may contain components that do not have this tag (eg, loot tokens). You can enter a space with a miniature with this attribute (eg, a legend), but you cannot end your movement there. To move across such a space, you must have enough MP to enter and exit it.

<LEVEL> You can never directly move from level 0 to level 2. You can never move across a <LEVEL 1> component placed one or more levels higher than the level your legend is on. You may move down any number of levels.

<CONNECTIBLE> Buildings and/or objects with this tag sharing an intersection are **connected** (forming a 90° or 180° angle). If you move across connected components through an intersection they share, always count the component which imposes the lowest movement restriction. You cannot move across a shared intersection if both components prevent movement. Shared intersections of connected components that are on lower levels than the level your legend is on do not influence movement.

#### INTERACT

Do one or more of the following, once each and in any order:

- Interact with 1 <INTERACTIVE> object adjacent to your legend.
- Fit any number of **attachments** from your backpack onto your weapon.
- Return any number of weapon-fitted attachments to your backpack.

Backpack capacity limits and conditions for fitting attachments apply.

##### Interact with a closed supply bin

You interact with an adjacent closed supply bin to **loot** it:

1. Reveal 1 card from the **supply bin deck**.
2. Randomly draw the indicated **loot tokens** from the corresponding loot bags and place them near your legend board.
3. Draw 2 **weapon cards** from the weapons deck. Choose 1 to keep and place it near your legend board. Remove the other one from the game.
4. Keep or drop each of the loot tokens, and select 1 of the options for the chosen weapon card:
  - Replace an existing weapon.
  - Take the ammo from the chosen weapon.
  - Discard the new weapon card.
5. Place an **opened marker** on the supply bin (it can no longer be looted) and remove the supply bin card from the game.

#### SHOOT

The legend performing the shoot action is the **shooter**. The legend being shot at is the **target**. Follow these steps:

#### 1. AIM

- a. **Choose a target in line of sight:** Draw a LoS between the centers of the shooter and target spaces. You may only shoot at targets within an unblocked LoS.
- b. **Choose a weapon and spend ammo:** Choose a weapon with whose ammo marker is not on the 0 space of the ammo track. Slide the ammo marker for that weapon 1 space down on its ammo track (regardless of the weapon's fire rate).
- c. **Determine the to-hit difficulty:** Modify the to-hit difficulty on your weapon card (modifier effects are cumulative):
  - **Range:** Determine the distance to the target. For each space above or below the weapon's optimal range, increase the to-hit difficulty by 10.
  - **Optics:** If your weapon is equipped with an optics attachment and the target is within the optic's range, decrease the to-hit difficulty by the optic's value.
  - **Other modifiers:** Check for any other applicable effects.
- d. (Optional) **Play 1 ENHANCE-SHOOT card:** Apply effects as described on the card.

#### 2. ENEMY REACTION: BEFORE FIRING

The target can react by playing 1 **REACTION** card (ability or feat) with the keyword **BEFORE FIRING**.

Each of the target's squadmates can react by playing 1 card with both **BEFORE FIRING** and **SQUAD** on it.

A legend can react to multiple shoot actions in a given round.

Resolve the effects of any reaction cards played, if necessary resolving cards in an order chosen by the targeted squad. Place any feat reaction cards played on the feat discard pile.

### 3. FIRE

- a. **Reveal aim cards:** Place them faceup in the aim board slots:
- Determine the starting slot (default is 0). For each **STABILITY** point of your weapon (attachments and card effects included), move the starting slot 1 slot to the left, up to a maximum of 3 slots.
  - Draw and place the number of aim cards indicated by the weapon's **FIRE RATE** in the starting slot. If this is a single number, it is the number of slots to use, and you place 1 card in each slot. If it is a pair of numbers, the first is the number of slots to use, and the second is the number of cards you place in each slot. All the cards placed in a single slot is referred to as a **shot**.
  - Repeat the previous step, up to the number of slots indicated by the **FIRE RATE**. Each time, place the next aim card(s) 1 slot to the right of the previous one(s). For each *recoil X* effect in play, shift the next aim card(s) 1 additional slot to the right.
- Each slot has a **STABILITY** modifier. If any aim cards would be placed beyond the rightmost slot, place them in that last slot.
- b. **Determine hits and headshots:** Check the outcome of each revealed aim card, one at a time (even when there are multiple cards in a slot), starting with the leftmost slot, and proceeding to the right.

#### Determine the number of regular hits (☒):

-  For every 2 **semi-hit icons** visible on all revealed aim cards, score 1 hit.
- Check each aim card for **automatic outcome icons**:
  -  If the target is at a lower level than the shooter, this card scores a hit.
  -  If the target is at a higher level than the shooter, this card is a miss.
  -  If the target is behind **cover**, this card is a miss.
- If there is no automatic outcome, add the value of the aim card to the **STABILITY** modifier of its slot. If the result is equal to or greater than the modified to-hit difficulty, you score a hit.

To track total hits, slide down the aim cards which missed.

#### Then determine the number of headshots (☒):

- For each of the aim cards that scored a hit and have a **headshot icon**, compare its value (ignoring modifiers) to the protection provided by the target's helmet:
- If the target's helmet token has an aim card value, the helmet provides protection against aim cards up to that value. Those cards do not score headshots.
  - The protection provided by a helmet is limited to the number of cards shown on its token. Any additional cards score a headshot, regardless of their value.
- c. **Deal damage:** Total the damage of each hit and headshot (as shown on the weapon card). The target takes damage by subtracting the damage on their shield and health points dial.

### 4. ENEMY REACTION: AFTER FIRING

If the target was not eliminated, they can react by playing 1 **REACTION** card (ability or feat) with the keyword **AFTER FIRING**. Each of the target's squadmates can react by playing 1 card with both **AFTER FIRING** and **SQUAD** on it (even if the target was eliminated). A legend can react to multiple shot actions in a given round.

Resolve the effects of any reaction cards played, if necessary resolving cards in an order chosen by the targeted squad. Place any feat reaction cards played on the feat discard pile.

### 5. RESET THE AIM DECK

Shuffle all used aim cards back into the aim deck.

#### USE

#### USE A GRENADE

To use a grenade from your backpack:

##### 1. Indicate the intended landing space

Take a **grenade token** from your backpack, flip it, and place it on a space of your choice, within the range shown on the token and facing the direction you choose. LoS is not required, the space may be on a different level, and it may be occupied.

##### 2. Determine the actual landing space

- Draw the number of aim cards indicated on the grenade token, one by one, placing them faceup in order next to the aim board.
- Starting with the first card drawn, relocate the grenade token 1 space on the map in the direction indicated by the arrow. If there is no arrow, do not relocate the token. This relocation is not restricted by buildings, walls, or any other components. If the token is relocated off the map, imagine an extension of the map and proceed with any remaining relocation steps.
- Repeat the step above for all the drawn aim cards. The final space is the grenade's landing space. If the grenade ends up on top of an object, it is considered to be at the object's level. If the grenade ends up outside the map, it is considered at ground level for damage dealing purposes.

##### 3. Deal damage

The grenade token indicates the size and shape of the area of effect and the damage inflicted on legends within that area. If the token ends up outside the map, imagine an extension of the map.

Reduce the **SHIELD** and/or **HEALTH** values of all legends affected as appropriate. Then remove the grenade token from the game and shuffle all used aim cards back into the aim card deck.

#### USE A CONSUMABLE

Take a consumable from your backpack, immediately resolve its effect, and remove the token from the game.

#### MELEE ATTACK

You may only target 1 enemy legend located in an adjacent space.

- Choose 1 adjacent enemy legend.
- Reveal 1 aim card.
- If the value on it is 40+, deal 4 **damage points** to that enemy, and **push them 1 space away**. Otherwise, the attack fails.
- Shuffle the aim card back into the aim deck.

##### Push

Relocate a enemy away from you in a straight line, 1 space at a time, and check for **collision**. If there isn't one, proceed to the next space and repeat the process up to the maximum number of spaces indicated by the effect. A **collision** occurs when:

- The enemy would be pushed out of the map, onto a higher level, onto an occupied space on the same level, across occupied edges or across intersections from connected components on the same level. Do not relocate the enemy onto that space.
- The enemy would be pushed onto an occupied space on a lower level. The player controlling the pushed legend places them on a free space neighboring the landing space.

When a collision occurs, the enemy legend takes **additional damage**: 4 if it is a melee attack, or the specific damage described on the card triggering the push effect. The push effect ends immediately, and no further spaces are checked.

#### DESTROY

You may **destroy** miniatures that have the **<DESTROYABLE>** tag.

The maximum number of miniatures that can be destroyed with a single action is specified by the number after the tag.

- Choose between using a **weapon with ammo** or a **hand-to-hand attack**. In case of multiple targets, you must use the same attack for all targets.
  - When using a weapon, all targets must be in LoS and within the optimal range of the weapon (you do not spend ammo).
  - When using hand-to-hand attack, all targets must be adjacent to your legend or on your legend's space.
- Resolve any effects associated with the target's destruction.
- Return the miniatures of the destroyed targets to their owners' supplies.
- If there are ability tokens corresponding to the destroyed miniatures under the initiative track, immediately place them in the cooldown track.

#### RESPAWN

Once your legend is eliminated, you may spend 1 AP to perform a **respawn** action and return them to the map.

If you are eliminated during your activation and have AP left, you can immediately spend 1 AP to perform this action. Otherwise, in your next activation, you must perform the respawn action first.

The following rules apply:

- Place your legend miniature on a free space on the map adjacent to the **respawn beacon** closest to a squadmate. If there is more than 1 at the same distance, choose. If there is no squadmate on the map, choose any respawn beacon.
- Upon respawning, you may spend any remaining AP as usual.

#### LINE OF SIGHT (LOS)

Draw an imaginary line, using a bird's eye view, from the center of the space occupied by your legend (the **source**) to the center of the **target** space or the target intersection. Identify any **<BLOCKAGES>** the line crosses and assess their effects.

You have LoS if there is no effective **<BLOCKAGE>** along this line. An effective **<BLOCKAGE>** blocks LoS both ways: source and target cannot see each other.

Objects providing **<COVER>** do not block LoS.

**Connected components:** Two components sharing an intersection are **connected** (forming a 90° or 180° angle); if LoS crosses the intersection and **both** are **<BLOCKAGES>**, they affect LoS.

**45° rule:** A **<BLOCKAGE>** touched by the LoS on its corner only has no effect on LoS.

**<BLOCKAGES> higher** than the source and the target block LoS.

Whenever the **<BLOCKAGE>** is **not higher** than the source and the target, check the following specific cases to see if they result in a blocked LoS; if none do, the source and target can see each other. The model at a higher level is in the **upper space** and the other model is in the **lower space**.

##### Upper space and <BLOCKAGE> at the same level

To determine which spaces are blocked from LoS:

- Starting from the upper space, determine the distance to the **farthest <BLOCKAGE> edge** (eg, the top of a wall) **along the LoS that is at that same level**. If the distance is 0, it does not count as a **<BLOCKAGE>**, and there is LoS.

- Imagine a line passing along the **<BLOCKAGE>** edge and extending to both sides of the map. Then, determine the shortest distance from the upper space to that line, orthogonally. That distance is X.
- Note the level difference between the upper and the lower spaces:
  - If there is a 1 level difference, LoS is blocked to all spaces between the **<BLOCKAGE>** and the lower space that are within X of the **<BLOCKAGE>**.
  - If there is a 2 level difference, LoS is blocked to all spaces between the **<BLOCKAGE>** and the lower space that are within X\*2 of the **<BLOCKAGE>**.

**LoS from level 2 to ground level with a <BLOCKAGE> on level 1**  
The LoS to the ground level space immediately behind the level 1 **<BLOCKAGE>** is blocked. No other spaces are blocked from the LoS.

#### COVER

Objects with the **<COVER>** attribute provide **cover**. A target is behind cover in these situations:

- The LoS crosses a **<COVER>** object and the target is adjacent to the object.
- The LoS crosses an intersection of connected objects, at least one of the objects provides **<COVER>**, and the target is adjacent to that object.

#### LIFE AND DEATH

Track changes **SHIELD** or **HEALTH** by adjusting the dials. You may never exceed their limits; excess points are lost.

 The starting **SHIELD** value and initial limit is 20. Any damage sustained by your legend usually first impacts their shield. Whenever you equip a **new body shield**, the value on the new gear token becomes the new shield limit. Once shield points reach 0, the shield no longer provides protection and any remaining or future damage directly reduces **HEALTH**.

 The starting **HEALTH** value is 40, which is always the health limit. Whenever you take damage without being equipped with a shield, your shield status is 0, or the damage bypasses the shield, deduct the points on the health dial.

**<SHIELD>** indicates that the damage impacts only the shield (with no effect on health, even if the shield is destroyed).

**<HEALTH>** indicates that the damage bypasses the legend's shield, directly impacting health.

Whenever you take damage that would reduce your **HEALTH** to 0 and your **knockdown shield** is active (**deathbox icon** ☒ faceup), it automatically prevents the amount of damage shown on the token. Apply the remaining damage, if any. Then, flip the knockdown shield token to its **exhausted** side (it no longer provides protection)

##### Elimination

Once your **HEALTH** points reach 0, your legend is eliminated. Immediately perform these steps:

- Remove the legend miniature from the map.
- If their knockdown shield is **exhausted**, flip it (so that it becomes active again).
- Set **SHIELD** to 20 and **HEALTH** to 40.

Next, the enemy squad takes your deathbox token, flips it to the **victory point** side, and places it next to their legend boards. Each victory point token is worth 1 VP.

You cannot perform any action (including reactions and instants) or use any card while your legend is not on the map. You may still return to action by performing a **respawn** action.

## WEAPONS

### WEAPONS AND AMMO

Weapon cards are placed in the 2 slots to the right side of the legend board. Each slot may contain 1 weapon card only.

When you want to fit an attachment onto a weapon and its corresponding slot is already occupied, you can either drop the existing attachment or place it in an empty slot in your backpack.

Track the ammo in each weapon on the ammo track to its left: 0 (unloaded) to 5 (fully loaded). Move the marker upward when gaining ammo and downward when spending ammo. The marker cannot be moved below 0 or above 5.

When you obtain a weapon card, choose one of these options:

- **Replace a weapon.** Replace a weapon card in an slot with the new weapon card. If both weapons have the same ammo type, add the ammo value on the new weapon card to the value of the ammo marker.  
Otherwise, set the ammo marker to the value shown on the new weapon card. Then, discard the replaced weapon card.
- **Take ammo from the new weapon.** If any of your weapons use the same ammo type as the new one, you may freely distribute the newly acquired ammo among them.
- **Discard the new weapon.**

Remove discarded weapon cards from the game. Any attachments fitted onto discarded weapons may be placed in a slot on another weapon card, placed in the backpack, or dropped.

### ACTIONS AND EFFECTS

**Passive effect:** Usually applied whenever the weapon is used in a shoot action. Effects may require specific conditions to be met. Check for the condition only once, before revealing any aim cards.

**Special action:** These can be performed by a legend during their activation by spending the indicated AP. If the card contains any instructions linked with 'and', you may perform them in any order. If the special action allows you to shoot and you choose to do so, you must use the weapon with that special action.

When resolving multiple cards within a shoot action, any passive effects of the weapon in use start at the beginning of the action, and any other cards count as having been played subsequently.

### ATTACHMENTS

**Barrel stabilizers** increase stability and make it easier to score a hit.

**Extended magazines / shotgun bolts** increase the fire rate.

**Optics** decrease the to-hit difficulty for specified ranges, making it easier to score a hit.

**Stocks** increase the damage of scored hits.

You can only fit an attachment onto a weapon if it matches the icon in the weapon's attachment slot. Some attachment slots may feature additional requirements:

- **Ammo type:** only attachments with the displayed ammo type icon may be fitted in them.
- **Node system:** The attachment node must match at least 1 white node on the attachment slot.

If all the requirements are met, you can place the attachment token in the attachment slot and its effects are applied when you shoot the weapon..

Printed attachments are active and cannot be transferred or discarded. You may place an attachment token on top of a printed attachment if all the fitting requirements are met; the printed attachment is then no longer active). If you later discard the token from the slot, the printed attachment becomes active again.

## AREA OF EFFECT (AOE)

Grenades and certain effects have an **area of effect**, depicted on the token or card. The red diamond is the source space, and the grid indicates the spaces potentially affected (including the source space).

If the marker generating the AoE has an **<AERIAL>** tag, the full area shown on the token/card is affected, regardless of **<BLOCKAGES>** and **<LEVELS>**. Otherwise, the AoE does not extend beyond **<BLOCKAGES>** or to **<LEVELS>** higher or lower than that of the AoE's source. Rules regarding connected components apply.

## CARDS

Feats and abilities on their respective cards can only be performed by legends that are on the map.

**Free, special, and enhance-shoot actions** Identified by a **black** label. They can only be performed during a legend's activation.

**Free actions** do not require AP.

**Special actions:** Pay the AP cost to resolve the action.

**Enhance cards:** These can only be played *in addition* to the effect specified after the keyword. You can only play 1 enhance card to boost an action.

### Reactions

Identified by the **REACTION** label. They can only be performed to react to an enemy shoot action. They are always optional.

Each legend can only perform 1 **BEFORE FIRING** and/or 1 **AFTER FIRING** reaction in response to each shoot action.

**Squad:** The reaction card is played when either you or a squadmate is targeted. If **SQUAD** is not on the card, you may only perform that action when *you* are the target.

**Before firing:** The reaction card is played in the *enemy reaction - before firing* step of shooting.

**After firing:** The reaction card is played in the *enemy reaction - after firing* step of shooting.

### Instants

Identified by the **INSTANT** label. A legend can perform instants during any activation, as long as the condition on the card is met.

### Feat cards

To perform a feat, select a feat card from your hand and resolve it. Then place that card faceup on the feat discard pile next to your legend board.

You may discard a feat card from your hand, once per activation and with no AP cost, to perform a **rush** action.

### Ability cards

Each legend has 2 unique legend ability cards: 1 **tactical** and 1 **ultimate**. To perform an ability you must have at least 1 of its ability tokens in your supply (not below the initiative track, or on the cooldown track).

You must comply with *all* the conditions described on an ability card to perform that ability. If you need to place a miniature that has the **<PERSISTENT>** attribute and you do not have it in your supply, take the miniature from the map instead. Follow the placement instructions on the card:

**Place on a space/intersection:** Place on *any space/intersection*, regardless of its occupation.

**Place on a free space/free intersection:** Place on a space or intersection that is not occupied. For connected components forming a 180° angle, only the outer intersections are free. For those forming a 90° angle, the shared intersection may only be used to place miniatures outside of the angle.

**Attach to:** Place the miniature on a space occupied by the target of the effect. That miniature is now **connected** to that target, and both target and miniature are always displaced together. Miniatures stay with targets upon elimination and return to the Map with them.

**In range:** The target space or intersection must be at the indicated distance, or within the indicated range from your legend.

**In LoS:** your legend must have unblocked LoS to the target.

### Zones

Some abilities create a **zone** on the map around their miniatures. This has a diamond shape, with its edges connecting all 4 vertices of the ability miniature, and is at the same level as the miniature.

All legends or objects that are on spaces crossed by the edge of the zone are considered to be in the zone (intersections are not affected). A space can be simultaneously affected by more than 1 zone.

A zone alters the rules within its area, as detailed on the corresponding ability card. The effects associated with certain zones apply only if:

- At least 1 legend is in the zone, or
- LoS crosses one of the zone's edges and LoS upper space is at the same level as the zone (in this case, the action is performed "through the zone").

### Time properties

Ability effects may be triggered at different points in time, and have different durations. This is specified by **green** label(s). An effect with no such labels is resolved immediately.

**Duration 'X':** The effect described becomes active immediately and is active for X turns. Place the ability token below the initiative track, X turns ahead of the initiative marker, and below any token(s) already placed there. The ability remains active during that many turns. When the initiative marker is above the ability token (in the *resolve initiative marker effects* phase of a turn) that effect ceases.

**Delay 'X':** The effect described is resolved X turns after the ability is performed. Place the ability token below the initiative track, X turns ahead of the initiative marker, and below any token(s) already there. Whenever the initiative marker is above the ability token, the effect is triggered in the *resolve initiative marker effects* phase of a turn.

### Cooldown

The ability token used to perform the ability undergoes a cooldown period before it can be used again. Track the cooldown for all ability tokens on the cooldown track. Use this procedure for cooldown:

1. Return any corresponding ability-related markers or miniatures from the map to your supply, unless the miniature is **<PERSISTENT>** (in that case, it remains on the map).
2. Place the corresponding ability token on the cooldown track position indicated on the ability card.
3. In each transition phase, move all the ability tokens on the cooldown track 1 space to the left.
4. When the ability token moves out of the cooldown track, the cooldown is complete. Place the ability token on the corresponding ability card. You may now use it again.

## LOOT AND GEAR

### LOOT

Loot token rarity is identified by color: **common** (grey), **rare** (blue), **epic** (purple), and **legendary** (gold).

There are 4 types: **gear**, placed in the gear slots of your legend board (cannot be placed in backpack slots); **attachments**, placed

either in a backpack slot or in a weapon card attachment slot; and **grenades** and **consumables**, both placed in a backpack slot. The latter two are both sometimes referred to as **items**.

Whenever a legend obtains a loot token, they may:

- Keep it, placing it in the designated slot on their legend board or their weapon cards, or
- Drop it on the your space and/or neighboring spaces, in any combination. The number of loot tokens on a space is unlimited.

When your legend is on the map, and you obtain a loot token, you either keep it or drop it (it is never discarded).

### GEAR

The upper part of your legend board has slots for 3 different gear tokens: a **helmet**, a **body shield**, and a **knockdown shield**. You can only have 1 gear token of each type.

When you obtain a new gear token, either keep it (dropping the existing gear token of the same type), or drop it.

Non-common body shield tokens and knockdown shield tokens are double-sided. When you drop one or pick one up, do not flip it. When you obtain a double-sided shield token from elsewhere, keep it or drop it with the front side up.

### BACKPACK

The backpack is the 8 slots on the lower part of your legend board, where you place your attachments, grenades, and consumables. Each backpack slot may contain only 1 loot token.

Whenever you want to keep a loot token, and there are no slots available, you can drop a loot token from the backpack to make room for the new one.

## GAME MODES

### 2 VS 2 OR 3 VS 3

**Battle royale:** This mode lets you choose the weapons that best fit your style and improve them with attachments found in supply bins. Finding stronger gear and becoming more powerful is essential, but you will also need the skill and the tactical approach required to successfully draw out and eliminate your opponents.

**Team deathmatch:** A classic, fast-paced mode in which you begin with a predefined weapon loadout and a set of items. Without having to worry about getting to supply bins and upgrading your equipment, the objective is as straightforward: find, pursue, and eliminate the legends from the enemy squad.

**Capture the flag:** This mode starts you off with a pre-equipped weapon and a useful set of starting items. You then set up a base, pull up a flag, and alternate turns, defending your flag from the enemy and switching to the offensive to capture theirs.

### 3 VS 3

**Assassination:** Each player assumes a specific role at the start of the game: 2 legends become **guards**, and the third acts as the squad's **leader**. Each role comes with unique abilities, which need to be used wisely so as not to reveal the identity of each legend to the enemy squad too early in the match. Bluff and play tactically if you wish to mislead the opposing guards into exposing their leader while hiding and protecting yours at the same time.

### 2 VS 4

**Boss mode:** An asymmetrical mode in which one squad consisting of 4 legends is pitted against one with only 2. The 2 legends act as **bosses** and start out with superior, pre-equipped weapons, more health and shields, and also special feat cards. The other squad has to take advantage of their strength in numbers to try and take down each boss before becoming overwhelmed themselves.

# APEX

## LEGENDS

### THE BOARD GAME

#### URNS

### 1. RESOLVE INITIATIVE MARKER EFFECTS

### 2. LEGEND ACTIVATION

The squad activates each of their legends one at a time and only once, in any chosen order. When active, a legend spends up to 2 AP to perform actions. A legend on the map may also **pass**.

#### a. Standalone and paired basic actions

Cost 1 AP each. You may perform the same action twice for a total cost of 2 AP, unless indicated otherwise.

#### Move 2

<b>Interact and move 1</b>	<b>Melee attack and move 1</b>
<b>Shoot (once per activation)</b>	<b>Destroy 2 and move 1</b>
<b>Use and move 1</b>	<b>Respawn (only when eliminated)</b>

When 2 or more actions are connected by 'and', you may perform any, some, or all in the order of your choice.

#### b. Card actions, instants, and reactions

#### c. Rush

**Once per activation** and with no AP cost, you may discard a feat card from your hand to perform a **move 1** action or to have 1 **extra movement point** when performing a move action.

#### d. Dropping and picking up loot tokens

Before or after each of your actions, you may, for 0 AP, **drop** from your backpack and/or **pick up** any number of loot tokens onto/from your space and/or neighboring spaces.

### 3. ADVANCE THE INITIATIVE MARKER

#### TRANSITION PHASE

1. *Skip this step when not using the ring or heat shields special feature.* Deal **HEALTH** damage to each legend outside the ring limits, depending on the position of the round marker.
2. Each legend draws 1 **feat card** into their hand.
3. Move all the ability tokens on the **cooldown track 1** position to the left. If a token is moved off the track, the cooldown is complete: return the token to the appropriate ability card.
4. **Advance the round marker 1** position to the right on the round track and resolve the new position's effects.
5. Flip all legend draft cards faceup.
6. **Advance the initiative marker** to the next squad turn space.

#### ACTIONS

#### MOVE

When moving, you spend:

- 1 MP per space entered.
- +1 MP to move across an **<OBSTACLE>** on the same level or 1 level up.
- +1 MP to move across an intersection of **connected** components on the same level or 1 level up.
- +1 MP to move 1 level up.
- +0 MP to move down.

**Distance 1:** The space is touching your space, regardless of its level and any in-between obstacles.

**Adjacent:** The space is at distance 1 and on the same level with no obstacles in-between. A legend is only adjacent to a building wall if they are on a space at the same level as its base.

**Neighboring:** The space is at distance 1 and on the same or lower level with no obstacles in-between.

#### Tags

**<IMPASSABLE>** You may not enter this space.

**<OBSTACLE>** Adds an extra cost to movement.

**<OCCUPY SPACE>** A free space may contain components that do not have this tag. You can enter a space with a miniature with this attribute, but you cannot stop there; you must have enough MP to enter and exit such a space.

**<LEVEL>** You can never directly move from level 0 to level 2. You can never move across a **<LEVEL 1>** component placed one or more levels higher than the level your legend is on. You may move down any number of levels.

**<CONNECTIBLE>** If you move across connected components through an intersection they share, always count the component which imposes the lowest movement restriction. You cannot move across a shared intersection if both components prevent movement. Shared intersections of connected components on lower levels than your level do not influence movement.

#### INTERACT

- Interact with 1 adjacent **<INTERACTIVE>** object.
- Fit any **attachments** from your backpack onto your weapon.
- Return any weapon-fitted attachments to your backpack.

#### Interact with an adjacent closed supply bin to loot it

1. Reveal 1 card from the **supply bin deck**.
2. Randomly draw the indicated **loot tokens** from the corresponding loot bags and place them near your legend board.
3. Draw 2 **weapon cards** from the weapons deck. Choose 1 to keep and place it near your legend board. Remove the other one from the game.
4. Keep or drop each of the loot tokens, and select 1 of the options for the chosen weapon card:
  - Replace an existing weapon.
  - Take the ammo from the chosen weapon.
  - Discard the new weapon card.
5. Place an **opened marker** on the supply bin (it can no longer be looted) and remove the supply bin card from the game.

#### SHOOT

### 1. AIM

- a. **Choose a target in LoS:** You may only shoot at targets within an unblocked LoS.
- b. **Choose a weapon and spend ammo:** Choose a weapon and slide its ammo marker 1 space down on its ammo track.
- c. **Determine the to-hit difficulty:** Modify the to-hit difficulty on your weapon card:
  - **Range:** For each space above or below the weapon's optimal range, increase the to-hit difficulty by 10.
  - **Optics:** If the target is within your optic's range, decrease the to-hit difficulty by the optic's value.
  - **Other modifiers:** Check for any other effects.
- d. (Optional) Play 1 **ENHANCE-SHOOT** card.

# APEX

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4. Keep or drop each of the loot tokens, and select 1 of the options for the chosen weapon card:
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  - **Other modifiers:** Check for any other effects.
- d. (Optional) Play 1 **ENHANCE-SHOOT** card.

## 2. ENEMY REACTION: BEFORE FIRING

The target can play 1 **REACTION** card with the keyword **BEFORE FIRING**. Each of the target's squadmates can play 1 card with both **BEFORE FIRING** and **SQUAD** on it.

## 3. FIRE

### a. Reveal aim cards:

- Determine the starting slot (default 0). For each **STABILITY** point of your weapon, move the starting slot 1 slot to the left, up to a maximum of 3 slots.
- Draw and place the number of aim cards indicated by the weapon's **FIRE RATE** in the starting slot.  
If this is a single number, it is the number of slots to use, and you place 1 card in each slot.  
If it is a pair of numbers, the first is the number of slots to use, and the second is the number of cards you place in each slot. All the cards placed in a single slot is referred to as a **shot**.
- Repeat up to the number of slots indicated by the **FIRE RATE**. Each time, place the next aim card(s) 1 slot to the right of the previous one(s). For each *recoil X* effect in play, shift the next aim card(s) 1 additional slot to the right.

If any aim cards would be placed beyond the rightmost slot, place them in that last slot.

- b. **Determine hits and headshots:** Check each revealed aim card, one at a time (even with multiple cards in a slot), starting with the leftmost slot.

### Determine the number of regular hits (🎯):

-  For every 2 **semi-hit** icons visible on all revealed aim cards, score 1 hit.
- Check each aim card for **automatic outcome icons**:
  -  If the target is at a lower level than the shooter, this card scores a hit.
  -  If the target is at a higher level than the shooter, this card is a miss.
  -  If the target is behind **cover**, this card is a miss.
- Add the card's value to its slot's **STABILITY** modifier. If the result equals or exceeds the to-hit difficulty, you hit. Slide down the aim cards which missed.

### Then determine the number of headshots (🎯):

For each of the aim cards that scored a hit and have a **headshot icon**, compare its value (ignoring modifiers) to the target's helmet protection:

- If the target's helmet token has an aim card value, the helmet provides protection against aim cards up to that value. Those cards do not score headshots.
- The protection provided by a helmet is limited to the number of cards shown on its token. Any additional cards score a headshot, regardless of their value.

- c. **Deal damage:** Total the damage of each hit and headshot (as shown on the weapon card). The target takes damage by subtracting the damage on their shield and health points dial.

## 4. ENEMY REACTION: AFTER FIRING

If the target was not eliminated, they can play 1 **REACTION** card with the keyword **AFTER FIRING**. Each of the target's squadmates can play 1 card with both **AFTER FIRING** and **SQUAD** on it (even if the target was eliminated).

## 5. RESET THE AIM DECK

Shuffle all used aim cards back into the aim deck.

## USE

### USE A GRENADE IN YOUR BACKPACK

- Take a **grenade token**, flip it, and place it in a space of your choice within the range shown and facing the direction you choose. LoS is not required, the space may be on a different level, and it may be occupied.

- Draw the number of **aim cards** shown on the token, placing them faceup in order next to the aim board.

Starting with the first card drawn, relocate the grenade token 1 space on the map in the arrow's direction (if any). This is not restricted by any components. If the token is relocated off the map, imagine an extension of the map and proceed with any remaining relocation steps.

Repeat for all the drawn aim cards. If the grenade ends up on top of an object, it is considered to be at the object's level. If it ends up off the map, it is considered to be at ground level.

- The token shows the grenade's **AoE** and **damage**. If the token ends up outside the map, imagine an extension of the map.

### USE A CONSUMABLE IN YOUR BACKPACK

#### MELEE ATTACK

You may only target 1 enemy legend located in an adjacent space. Reveal 1 aim card: if the value is 40+, deal **4 damage points** to that enemy, and **push them 1 space away**. Otherwise, the attack fails. Shuffle the aim card back into the aim deck.

A **collision** occurs when the enemy would be pushed out of the map, onto a higher level, onto an occupied space on the same level, across occupied edges or across intersections from connected components on the same level. Do not relocate the enemy onto that space. One also occurs when the enemy would be pushed onto an occupied space on a lower level. The player controlling the pushed legend places them on a free space neighboring the landing space.

When a collision occurs, the enemy legend takes **additional damage**: 4 if it is a melee attack, or the specific damage described on the card triggering the push effect. The push effect ends immediately, and no further spaces are checked.

#### DESTROY

Choose between using a **weapon with ammo** or a **hand-to-hand attack** (use the same attack for all targets). Then choose **<DESTROYABLE>** miniatures as targets, up to the maximum number indicated. All targets must be in LoS and within the optimal range of a weapon (do not spend ammo). When hand-to-hand, targets must be adjacent or on your space.

Resolve any destruction effects, then return the destroyed miniatures to their owners. If there are ability tokens corresponding to the destroyed miniatures under the initiative track, immediately place them in the cooldown track.

#### RESPAWN

Once your legend is eliminated, you may spend 1 AP to perform a **respawn** action and return them to the map.

If you are eliminated during your activation and have AP left, you can immediately spend 1 AP to respawn. Otherwise, in your next activation, you must perform the respawn action first.

- Place your legend miniature on a free space on the map adjacent to the **respawn beacon** closest to a squadmate. If there is more than 1 at the same distance, choose. If there is no squadmate on the map, choose any respawn beacon.
- Upon respawning, you may spend any remaining AP as usual.

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