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Game: **REICHBUSTERS: RELOADED**

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SETUP

Choose a **mission**. A mission is part of 3 **campaigns** played in order, each in its own folder with specific information and rules. You can play a mission on its own, but you must be familiar with the rules of any previous campaigns.

The hero players work together and control a **commando** of 4 **heroes**. Choose 1 hero from each of the 4 **teams** (Alpha, Bravo, Charlie, and Delta), from among those allowed on the back of the **mission card**. For each hero, the player controlling them takes a **dashboard** and **miniature**. Take 2 **weapon tokens** and place them *functioning* (green) side up on the 2 Vril weapons, with the arrow pointing to the corresponding non-Vril weapon. Place 2 **basic action tokens** in the indicated slots. Shuffle their 10 **action cards** and place the deck facedown in the slot on the dashboard, then draw 2 cards and add them to your hand. Add the hero's 2 **feat cards** to your hand (feat cards are also action cards).

For the chosen mission, take the **listed** tiles and arrange them as shown to form the **board**. Place the **mission tracker** next to the board, with the mission tracker token on space 1, and the **discretion token** (you can use the alarm miniature instead) and the **endgame token** on the indicated spaces.

Place the corresponding **mission card** next to the board. Take the **enemy cards** for each type of enemy shown on the mission card, and place them next to the board in the indicated order (prepare enemy cards with the **Vrilmeister** subtitle in descending order, the card with the highest behavior number first, the others below).

Place all the miniatures of each enemy type shown nearby to form the **enemy reserve**.

Separately shuffle the **reinforcement cards** and **wound cards** and place the decks facedown nearby.

Shuffle the basic **loot cards** (marked with a star) with the additional loot cards listed in the mission, and place the deck facedown nearby. If specified in the mission, take the listed loot cards and place them faceup on the board.

Place the **door** tokens (or miniatures) on the board as shown in the mission. If specified, add **lock tokens**.

Take the listed **area accessory cards**, separate them by type, and shuffle any multiple of a type. Place a card of the corresponding type facedown on each indicated area of the board without looking at them. Return the rest to the box without looking at them.

Take the indicated **enemy tokens** and place them on the board as described in the mission, *level* side up, without looking at them. Place the rest next to the board without looking at them.

Place the **wound tokens** nearby, and any other listed tokens on the board as specified. Place the **dice** near the board.

Place the listed **miniatures** on the board as specified. These enemies are considered **inactive**.

Place the **hero miniatures** on the entrance tile.

If a hero's pile of action cards, wound cards, or reinforcement cards is ever empty, shuffle the cards from the corresponding discard pile to form a new pile. If a pile is empty and there are still cards to be drawn, form a new pile and draw the remaining cards from it.

GAME ROUND

Each **round** begins with the **heroes' turn**, then the **enemies' turn**, and finishes with an **upkeep turn**.

HEROES' TURNS

At the start of the heroes' turn, each hero has 2 **basic action tokens** and a hand of **action cards** which they can play to make actions, along with **loot cards** on their hero dashboard. There is no limit to the number of action cards a hero can hold.

Heroes can act freely, with players completing actions with the heroes in any order until they decide the heroes' turn is complete.

A hero can perform as many of these actions as they wish: **make a basic action**; **play an action card**; **play a loot card**; or **drop a loot card** (or token if allowed by the mission).

 This card can be played at any time during the heroes' turn.

 **Reaction**: This card can be played as a reaction during the heroes' turn or the enemies' turn, as indicated.

If an effect refers to a **hero** or **the heroes**, it also applies to the hero carrying out the action. If an effect refers to **another hero** or **the other heroes**, it does not apply to the hero carrying out the action. **Miniatures** refers to both heroes and enemies.

BASIC ACTIONS

An *operational* hero may perform one of the following actions. Once the action has been completed, place a **basic action token** on the corresponding slot on the hero's dashboard.

A hero cannot perform the basic actions *move* or *attack* twice in the same hero turn. However, they can play action or loot cards that will enable them move and/or attack several times in the same turn.

MOVE

Once per hero turn. Move the hero to an adjacent area. As soon as a hero moves into the LOS of an inactive enemy, turn the enemy token over and trigger an **enemy spawn**.

A hero in the same area as any enemies can leave the area without being blocked, but they cannot enter and leave an area containing any enemies in the same action (they may enter an area containing enemies with 1 move, then leave with a second move).

 **Awareness**: During the heroes' turn, the **first time** a hero enters LOS of an enemy with this icon on their enemy card, activate the enemy immediately (**MOVE** + **ATTACK**). This applies only once per heroes' turn and per enemy. It does not apply if other heroes enter this enemy's LOS in the same turn, or if the same hero enters this enemy's LOS again in subsequent turns.

An enemy activated during the heroes' turn by its awareness effect does not trigger an enemy spawning or the alarm.

ATTACK

Once per hero turn.

Melee attacks

Melee attacks are those with a range of 0.

1. **Choose the target of the attack**: This target must be in the same area as the attacking hero.
2. **Select the weapon** if the hero has several melee weapons. A hero can always perform a melee attack with their **bare hands** (with a dice pool of 1).
3. Perform an **attack test**.
4. If the attack test is a success, the target sustains a **wound**. If it is a fail, the attack misses and nothing happens.
5. If necessary, apply the effect of any remaining **overload**  results.

Ranged attacks

Ranged attacks are those with a range of 1 or more. To perform a ranged attack, a hero must be in an area containing no enemies.

1. **Choose the target of the attack**: The target must be in a different area from that of the attacking hero, and there must be a LOS between the 2 areas.
2. **Select the weapon** if the hero has any *functioning* weapons (not *jammed*) with sufficient range to reach the target.
3. Perform an attack test.
4. If the attack test is a success, the target sustains a **wound**. If it is a fail, the attack misses and nothing happens.
5. If necessary, apply the effect of any remaining **overload**  results.

Regardless of the attack and its result, if the weapon used has a **noise**  icon, move the **discretion token** back on the mission tracker by as many spaces as the number of icons. If the weapon has an **explosion**  icon, trigger the alarm immediately.

Support

When a hero performs an attack test, other *operational* heroes in the same area can play 1 **action card** from their hand to modify the test result. Only apply the modifier section of the action card.

DRAW

Draw the top 2 cards from the hero's action deck and add them to your hand. There is no hand limit.

OPEN/UNLOCK DOOR

A door is considered within the 2 areas it separates. The hero must be in an area containing a locked or closed door. To unlock a door, the hero must also have the **set of keys** token for a key lock, or the **code** token for a code lock.

If the door is locked and the hero holds the set of keys (or code) token, remove the lock token. The door is now **closed**.

If the door is closed, flip the door token to its *open* side. The door is now **open**.

It takes 2 successive actions to open a locked door. An open door cannot be closed or locked again. As soon as a hero opens a door and is in LOS of an inactive enemy, turn over the enemy token and trigger an **enemy spawn**.

As soon as a hero opens a door and is in LOS of a facedown **area accessory card**, turn over the card and trigger its effects.

PICK UP A LOOT CARD OR TOKEN

To make this action, a hero must be in the area of a loot card, or of a mission-specified token, and the area must contain no enemies.

Loot card: Turn the loot card faceup, if necessary. Place the card in a free slot on your dashboard, or replace one of your loot cards with it and place the replaced card faceup in the hero's area.

Mission-specified token: Place the token on your dashboard. It does not occupy a slot unless otherwise indicated.

If your hero does not want to pick up the loot card or token, leave it face up in the area.

A hero may not carry more than 3 loot cards simultaneously.

GIVE/TAKE A LOOT CARD OR TOKEN

A hero in the same area as another hero may give or take a loot card, or a mission-specified token, if the other hero accepts.

Loot card: If your hero receives a loot card, place it in a free slot on your dashboard, or replace one of your loot cards with it and place the replaced card faceup in the hero's area.

Mission-specified token: If your hero receives a token, place it on your dashboard (it does not occupy a slot).

UNJAM A WEAPON

Flip a *jammed* weapon token on the hero's dashboard to its *functioning* side. It is now functioning and can be used for attacks.

VRIL A WEAPON

Vril Device Blueprints area accessory cards allow heroes to transform their weapons into Vril weapons. To perform this action, a hero must have a non-Vril weapon on their dashboard, must be in the area of an area accessory card that allows a weapon to be Vrilled, and the area must contain no enemies.

Move the weapon token to the Vril version of the weapon of your choice on the hero's dashboard, and flip it *functioning* side up if this was not already the case. From now on, when this weapon is used for a test, you must add the indicated number of **red Vril dice** to your dice pool and add any successes rolled to the total.

A Vril weapon remains that way until the end of the mission, and can never become non-Vril again.

RECOVER

To perform the recover action, an *operational* or *down* hero must use both their 2 basic action tokens. Choose and discard 2 wound cards. If the hero now has fewer than 4 wound cards, stand their miniature back up. They are once again *operational*.

If the hero still has 4 or more wound cards, they remain **down**.

A down hero must carry out the recover action as the **first action** of the heroes' turn.

PLAY AN ACTION CARD

An **operational hero** can play as many **action cards** from their hand as they want. Action cards have icons indicating when they can be played, their effect, and the duration of the effect.

Non-feat action cards have an **action section** and a **modifier section**. *Feat* action cards only have an action section.

When a hero plays an action card with 2 sections, they must decide whether to apply the action section or the modifier section.

Action section

Apply the effect(s) at the top of the card. You do not have to apply all the effects; you can apply only certain effects and not others, or apply only parts of the selected effects. However, effects must always be applied in the order indicated (unless otherwise stated).

Playing an action card for its action section can make **noise**.

Modifier section

Apply the effect(s) at the bottom of the card. The modifier section can only be applied to enhance another action. You can play several action cards and apply their modifier sections during the same action, except when offering **support**.

PLAY A LOOT CARD

An **operational hero** can play as many **loot cards** from their dashboard as they want. Choose a loot card from the hero's dashboard and apply its effect.

Loot cards have icons indicating when they can be played, their effect, and the duration of the effect. Playing a loot card can make **noise**, depending on the card.

Dropping a loot card does not trigger its effect.

DROP A LOOT CARD OR TOKEN

An **operational hero** may drop as many of the **loot cards** or **tokens** indicated in the *mission* as they wish, at no cost, unless otherwise indicated. Choose a loot card or token from the hero's dashboard and place it faceup in their area.

Dropping a loot card does not trigger its effect.

ENEMIES' TURN

Activate enemies in the order of the selected mission card, from top to bottom.

Only activate each enemy type **once**, the first time it appears on the card (name in yellow, with values listed). If an enemy type is displayed several times, do not activate it when it is listed again (letter and name in white).

Follow these steps for each activation:

1. Surveillance

Pre-alarm phase only. For the enemy type activated, check whether at least 1 active enemy has LOS on an *operational* or *down* hero. If this is the case, trigger the alarm immediately.

2. Move

For the enemy type activated, move all active enemies according to their **target heroes**. An enemy's **MOVE** (in move points/MPs) is shown on their enemy card and on the mission card.

Crossing an area border costs 1 MP. Opening a closed (unlocked) door costs 1 MP. An enemy cannot unlock a locked door, unless specified otherwise.

Enemy miniatures of the same type may be in different groups once they have moved. A single miniature is also considered to be a group. This may cause an enemy spawn, if an active enemy comes into the LOS of an inactive enemy as it moves. In this case, newly-spawned active enemies move and attack during this enemies' turn if their type has not already been activated.

3. Attack

For the enemy type activated, perform an attack with all active enemies according to their **target heroes**. Each enemy group determines its target hero, which may be the same as or different from that of other groups of the same type. If several groups of enemies of the same type attack the same target hero with the same type of attack (melee or ranged), combine their attacks.

1. Choose an enemy miniature to be the main attacker.
2. Add up their **ATTACK** and **SUPPORT** values of each of the other attacking miniatures (shown on the enemy card and the mission card). The sum is the enemy's total **ATTACK**.
3. The target hero defends themselves with a **success threshold** equal to the enemy's total **ATTACK** value to determine whether they sustain a wound.

Enemy groups don't need to be in the same area to combine their attacks, they only need to be able to attack the same target hero with the same type of attack.

REINFORCEMENTS

Post-alarm phase only. When all enemy types have activated, bring in reinforcements.

1. Draw 1 reinforcement card. Each has 3 icons corresponding to the 3 **barracks** tiles around the board.
2. Trigger an **enemy spawn** in front of each barracks in order (Barracks A, then B, then C), in the area indicated by the arrow. If a letter shown on the reinforcement card does not appear on the mission card, ignore it. If the enemy reserve no longer contains a miniature of the type corresponding to a letter, ignore it.
3. Discard the reinforcement card.

UPKEEP TURN

This turn is the same in both the pre-alarm and post-alarm phases.

1. Discard all cards and tokens marked with the **game round duration** icon . Their effect is no longer active.
2. Heroes with 4 cards or less in their hand draw 1 action card. There is no hand limit.

3. Heroes retrieve the basic action tokens they played this round.

4. Each hero can perform a **free pick up action** to collect a faceup loot card in their area (or a mission-specified token), if the area contains no enemies.

5. Move the **mission tracker token** forward 1 space on the mission tracker.
 - If the token lands on the same space as the discretion token, **the alarm is triggered**.
 - The heroes **complete the mission** if the token is on the same space as the endgame token, or on a lower space, and the heroes have fulfilled the mission objective.
 - The heroes **fail the mission** if the token is on a space after the endgame token and they have not fulfilled the mission objective.

TARGET HERO

The **target hero** is the hero towards whom an enemy will move and try to attack during the enemies' turn.

The method of determining the target hero depends on the enemy's main attack type, indicated on their enemy card and on the mission card by an **ATTACK** value on a **yellow** background.

Melee attack

1. If the enemy is in the same area as a hero, that hero is the target hero. The enemy then uses their melee attack against the target hero.
2. Otherwise, the target hero is the hero the enemy can reach by crossing the fewest possible area borders. Move this enemy to reach or get closer to the target hero's area. The enemy will then use their melee attack against the target hero, if possible.

Ranged attack

1. If the enemy is in the same area as a hero, that hero is the target hero.
 - If an adjacent area contains no heroes, move this enemy into that area. The enemy will use their ranged attack against the target hero. If the enemy can move into several adjacent areas, choose the one that puts the heroes at the greatest disadvantage.
 - Otherwise, the enemy remains in the same area and uses their melee attack against the target hero.
2. If the enemy is not in the same area as a hero, has LOS on a hero without moving, and their ranged attack has enough range, that hero becomes the target hero. The enemy will use their ranged attack against the target hero.
3. If the enemy is not in the same area as a hero, or does not have LOS on a hero, or if their ranged attack does not have sufficient range, the target hero is the one on which the enemy can have LOS by crossing the fewest possible area borders:
 - If possible, move this enemy to an area that provides LOS, within range of the target hero and containing no heroes. The enemy will use their ranged attack against the target hero.
 - Otherwise, move this enemy closer to the target hero.

Tie-breaker

If several heroes can be chosen as the target hero:

1. The target hero is the *operational* hero with the most wound cards under their dashboard.
2. If several heroes can still be chosen, the target hero is the one with the fewest action cards in hand.
3. If several heroes can still be chosen, the players choose the target hero from the heroes tied.

HERO STATES

At the start of the mission, heroes are **operational** and act freely. They remain so as long as they have 3 permanent wounds or less.

When a hero sustains a fourth permanent wound, they are **down**. Lay the hero's miniature down in its area. Draw 2 action cards and add them to your hand, then choose 2 cards from your hand and remove them from the game. They can no longer be played during the mission.

A down hero can only perform the recover action.

When a hero who is already down is the target of an attack, draw a wound card and slide it under the hero's dashboard as a **permanent wound** (do not apply its effects). Do not draw 2 action cards or remove 2 cards from your hand. Leave the hero miniature lying in its area.

ENEMY STATES

An enemy is either **inactive** or **active**.

Inactive

As long as an enemy hasn't spotted the heroes, they are **inactive** and represented on the board by an enemy token placed in an area, level side up.

Level 1 (green): Low in number and/or power.

Level 2 (orange): High in number and/or power.

Level 3 (red): Very high in number and/or power.

An enemy token can represent several enemies. Heroes don't know how many enemies are in an area, but they can estimate based on the token's color and level.

An enemy placed on the board during setup is considered inactive, even if a miniature is used to represent it.

An inactive enemy does not move or attack.

Turn the enemy token over and trigger an **enemy spawn** as soon as at least one of these conditions is met:

- An inactive enemy has LOS on at least 1 hero.
- An inactive enemy has LOS on at least 1 active enemy.
- The alarm is triggered.

Active

Once an enemy has spotted the heroes, they are **active** and represented on the board by a miniature (except for miniatures placed on the board during mission setup).

An active enemy moves and attacks during the enemies' turn, and can never revert to its inactive state.

NOISE AND THE ALARM

A mission is divided into 2 phases: a **pre-alarm** phase and a **post-alarm** phase.

If an action does not feature any of the noise icons (/ /), it does not generate noise. If a card enables a hero to make several attacks, the noise rule applies to all of them.

The noise rule only applies during the pre-alarm phase.

- If a card or weapon with the **explosion** icon is played or used, **the alarm is triggered**.
- If a card or weapon with any **noise** / icons is played or used, after the action has been completed move the discretion token back on the mission tracker by as many spaces as the number of noise icons.
- If the discretion token is on the same space as the mission tracker token or behind it, **the alarm is triggered**.
- During the Surveillance step of the enemies' turn, if an active enemy has LOS on a hero, **the alarm is triggered**.

When the alarm is triggered:

2. Flip the discretion token *Alarm!* side faceup (or use the alarm miniature) on the space at the top of the mission tracker.
2. Turn over all enemy tokens still on the board, starting with those within the closest range of the heroes. Then trigger an **enemy spawn** for each of them.

The mission is now in its **post-alarm phase**. From now on, ignore the / and icons. Enemies now receive reinforcements at the end of each enemies' turn.

TILES AND AREAS

Tiles represent rooms and areas in which heroes and enemies move and fight. A tile may contain 1 or more **rooms**, marked out by black walls, and a room may contain 1 or more **areas**, marked out by yellow and black striped area borders.

The **entrance tile** contains a single area. Exit and A/B/C Barracks tiles contain no areas. Entrance, Exit, Barracks and Watchtower tiles do not have a number.

When a miniature or token specified in the mission reaches the exit tile, remove it from the board. It cannot be brought back into play.

The precise position of a miniature or element within an area is irrelevant, and decorative elements have no effect on the game.

2 areas sharing the same area border are **adjacent**.

A **door token** with the *open* side up placed on a wall creates an area border between the 2 rooms or tiles, and makes the 2 areas adjacent on either side.

An area cannot have more miniature bases in it than it can physically contain. To be considered within an area, a miniature's base must be entirely within its borders.

A miniature must appear or end its move in an area that can accommodate it, but it can cross an occupied area if it ends its move in an area that can accommodate it.

LINE OF SIGHT (LOS) AND RANGE

To carry out an action that requires LOS, there must be a LOS between the area containing the miniature performing the action and the area containing the target.

LOS exists between 2 areas if an imaginary horizontal or vertical straight line can be drawn between them without being blocked.

There is no LOS between 2 areas if the straight line between them is a diagonal (neither completely horizontal nor vertical).

There is always a LOS between 2 adjacent areas.

There is no LOS between 2 areas if the straight line between them is blocked by:

- A black wall.
- A door token with the *closed* side up.
- A miniature from the opposing side. Heroes can draw a LOS through other heroes' miniatures, but not through enemies. Enemies can draw a LOS through other enemy miniatures, but not through heroes.

The **range** of a weapon or attack is the maximum number of area borders it can cross. The range between a miniature and its target is the number of area borders between them.

Ranged weapons have a minimum range of 1 and cannot hit targets in the same area or beyond their range (unless otherwise indicated). Melee weapons have a range of 0 and can only hit targets in the same area.

The first time a hero has LOS on an area containing a facedown **area accessory card**, turn the card over and trigger its effects.

TESTS

Most hero actions require **tests**. Enemies never perform tests.

When an action requires a hero to make an **attack test**, one or more icons indicate the type and number of dice to be rolled.

When an action requires a hero to make a **defense test**, roll 2 green defense dice.

To perform a test:

1. Determine the test **success threshold**:

Attack test: DEFENSE of the targeted enemy.

Defense test: Total **ATTACK** of the enemies.

Some enemies offer bonuses to other enemies which impact the success thresholds.

Other *operational* heroes in the same area can try to help an attack test succeed by playing a single action card from their hand for its modifier section.

2. Build the dice pool by taking the number and types of dice shown. Play action and loot cards to add dice to the pool.

Attack test: Take the dice indicated on the selected weapon or only 1 black attack die (1) if attacking with bare hands.

Defense test: Take 2 green defense dice (2).

3. Roll the dice pool.

4. Spend any **special results** (★ ★ for an attack test or ★ ☆ for a defense test), and set them aside.

Play action and loot cards to modify the result. Continue until you have played all the cards you want or can and have spent all the special results obtained.

5. Add up all the successes (★ ★ ★ ★ ★ for an attack test, or ☆ ☆ ☆ ☆ for a defense test).

Add 2 successes for each **special result** set aside (★ ★ ★ ☆).

Compare the success total with the success threshold. If the total number of successes is less than the success threshold, the test is a **fail**. If the total number of successes is greater than or equal to the success threshold, the test is a **success**.

For each remaining **overload** (🔥) result, the hero draws a permanent wound. Apply only the effect at the bottom of the wound card and slide it under your dashboard.

Special results

When you obtain a **special result** in a test:

- Spend each special result die** on one of the following, setting it aside as you do so:
 - **Rolling 1 more die:** Roll an additional die of the same type (1, 1, or 1) and add the number of successes obtained to the total. If you obtain a **special result** again, return to step 1. If you get successive special results, you can add 2 successes to your total several times over.
or
 - **Triggering an effect:** Some skills, weapons and loot cards have an effect that can only be triggered by spending a special result.
or
 - **Drop loot:** You can spend a special result to make one of the enemies killed during this test **drop a loot card**. If the mission card and the enemy card indicate that type of enemy can drop loot, draw a card from the loot card pile and place it faceup in the area where the enemy was killed.
or
 - **Cancel overload** (red Vril die only): Spend a ★ special result to cancel an **overload** (🔥) result.
- Add 2 successes** to the test's total successes for each special result die set aside.

DEFENSE AND WOUNDS

During the enemies' turn, heroes must make a **defense test** for each attack they are targeted by, using a pool of 2 green defense dice (2). Apply any card effects adding additional dice to the pool or modifying the success total.

If the defense test is a success, nothing happens. If it is a fail, the hero sustains a wound: draw 1 wound card from the wound deck.

Each wound card is divided into two sections, separated by a **damage threshold**: an immediate effect section at the top of the card, and a permanent effect section at the bottom.

Apply the effect(s) described at the top of the card immediately and only once. If an effect is impossible to apply, ignore it.

Calculate the difference between the hero's total successes and the enemy's **ATTACK** value. The result is the number of **damage points** sustained by the hero.

If the number of damage points sustained is equal to or greater than the **damage threshold** in the middle of the card, this is a **permanent wound**. Apply the effect described at the bottom of the card and slide it under the hero's dashboard in the slot provided. This effect remains active until the wound card is discarded.

If the number of damage points sustained is less than the damage threshold shown in the middle of the card, discard the wound card.

ENEMY SPAWNING

Enemies can appear because:

- an inactive enemy has LOS on a hero;
- an inactive enemy has LOS on an active enemy;
- the alarm has been triggered; or
- reinforcements are arriving in the post-alarm phase.

Enemies that spawn are automatically **active**. They can move and attack on the next enemies' turn.

When enemies must **spawn**:

1. Look at the **spawning letters** on the flipped enemy token or on the drawn reinforcement card.
2. For each letter, check the **mission card** and take a miniature of the corresponding type from the enemy reserve. If the enemy reserve no longer has a miniature of that type, ignore the letter.
3. Place all miniatures taken from the enemy reserve on the board, within the same area as the enemy token or in the area indicated by the arrow on the barracks tile.
4. Remove the enemy token from the game or discard the reinforcement card.
5. If any inactive enemies on the board now have LOS on these new active enemies, trigger an enemy spawning for them too.

ENEMY WOUNDS



When a hero's attack test targeting an enemy is a success, the enemy sustains a **wound**. Add a **wound token** to the enemy's base.

If the number of wounds received is greater than or equal to their **LIFE** value (shown on their enemy card and on the mission card), remove the miniature from the board and place it back in the enemy reserve.

If the enemy has the *Vrilmeister* subtitle, turn over or exchange their enemy card for the one indicating the next **behavior**. Ignore any excess wounds. If the behavior indicated is a **skull**, remove the miniature from the board.

If the enemy's **LIFE** is 1, or if the attack results in the enemy's destruction, there is no point in placing a wound token on its base.

ENEMY SUBTITLES

ALIEN: These extraterrestrials are controlled by enemies with the *Domination!* keyword (Alien Controller, Die Ausgebur, Augenmutter), giving them attack bonuses.

EXPERIMENT: These lab grown abominations are obedient Vril-soaked creatures who increase their attacks in the presence of enemies with the *Turn Up the Heat!* keyword (Scientist).

OFFIZIER: These are Projekt Vril's elite, fanatically defended by subordinates. Enemies with the *Bodyguard* keyword (Soldier, Sturm Angriff, Vril Acolyte) have their attack performance enhanced, and will risk their lives to prevent their superiors from sustaining any wounds.

TECHNO: These enemies have been developed or enhanced by Projekt Vril's finest engineers. Enemies with the *Reinforce!* keyword (Engineer) increase their **DEFENSE**.

VRILMEISTER: The most formidable units in the game. Wounds can weaken them or inspire renewed rage to destroy their opponents. They have several enemy cards (**behaviors**) and to defeat them, you must eliminate all of these cards.

EFFECTS

Effect duration



Infinite: The effect remains active for the duration of the mission, as long as the card or token is in play.



Game round: The effect remains active until the end of the enemies' turn. Discard the card or token during the upkeep turn. If it's an action card, place it in the discard pile of the hero who played it.



Immediate: Discard the card immediately after its effect has been played. If it's an action card, place it in the discard pile of the hero who played it.



Consumable: Remove the card from play immediately after its effect has been played. This card can no longer be played during this mission.



Repeatable: Repeat the effect until it fails, then discard the card. If it's an action card, place it in the discard pile of the hero who played it.

Effect tokens



Smoke token: There is no LOS between 2 areas if it crosses an area containing a smoke token, or if one of the 2 areas themselves contains a smoke token.
♦ Smoke tokens remain active for the duration of the mission.



Suppressing fire token: Enemies in an area containing a suppressing fire token do not move or attack.
♦ Suppressing fire tokens remain active until the end of the enemies' turn.

THE END OF THE GAME

The mission ends as soon as one of these conditions is met:

- If the heroes have completed their mission objectives and the mission tracker token is on the same space as the endgame token or any space behind it, the heroes have succeeded.
- If the heroes have not fulfilled their mission objectives before the mission tracker token reaches the space directly after the endgame token, the heroes have failed.
- If all 4 heroes are down, the heroes have failed.

Each mission has 3 **objectives** from easier to more challenging: Cadet, Veteran, and Legend. The heroes can try to achieve a harder objective if they are experienced and/or want a tougher mission. To complete an objective, the easier objective(s) must also have been achieved.

HERO SKILLS

COVER ME (BRAD): You can add ★ to the success total of an attack test made by another hero in your area.

CROWD CONTROL (FLAMIN' JOE): Once per attack test, you can spend ★ to move all enemies in your area to an adjacent area.

DUAL WIELDING (IRENA): When you perform an attack, you can choose 2 different targets. The success threshold of the attack test is equal to the sum of the **DEFENSE** values of the 2 targets. If the test is a success, both targets sustain a wound.

ELUSIVE (TANE): After being the target of an attack, you can move into an adjacent area away from the attacker.

FOCUSED (RED HAWK): When you perform an attack test, you can re-roll (of your choice once).

GENIUS (PROF.): When you make the draw action, draw 3 cards, add them to your hand, then discard an action card from your hand.

GUARDIAN (DOC): You can support another hero making a defense test in the same area.

HEAVY INFANTRY (HANS): Once per defense test, you may spend ☆ to add (2) to the test's success total.

MECH IMPLANTS (BOCHKA): If you fail a defense test, draw 2 wound cards and choose which one to apply. Discard the other one.

RAGE (BJÖRN): Once per melee attack test, you can spend ★ to roll an extra (2) and add any successes to the test's success total. If you obtain a special result again, the standard special result rules apply.

RALLY (SALLY): When you enter an area containing at least 1 enemy, a hero in an adjacent area can move into your area.

RESILIENT (KULBIR): During a defense test, you can re-roll every blank () and () once each.

RESOURCEFUL (QUENTIN): Once per heroes' turn, you can open a door by playing an action card and applying a *move one area* effect on it.

SQUAD LEADER (SARGE): You can support another hero making an attack test in an adjacent area.

STEEL SKIN (REMMY): Once per defense test, you can spend ☆ to roll an extra (2) and add any successes to the test's success total. If you obtain a special result again, the standard special result rules apply.

STRONG (BRICK): When making a defense test, you can add (1) to your dice pool. When making a melee attack test, you can add (1) to your dice pool.

VENGEANCE (CLAUDINE): Once per heroes' turn, you can move into an adjacent area if it contains at least 1 enemy.

VRIL EXPERIMENT (O'REILLY): When making an attack test, you can add (1) to your dice pool.

CAMPAIGN RULES I

PRISONERS



When their cell door is opened, a **prisoner** (miniature or **prisoner token**) heads for the **exit**. At the end of the heroes' turn, each prisoner moves 2 areas towards the exit. If necessary, they can instead open a door (except for cell doors) and move 1 area. A prisoner cannot enter or leave an area containing an enemy. A prisoners cannot perform any other actions nor sustain any wounds. It is neither a hero nor an enemy.

During the enemies' turn, if an enemy enters a prisoner's area, they stop their movement and attack a hero within range, if possible.

ESCORT



To **escort** a miniature, a hero must perform a **pick up** action in the miniature's area. Place the **escort token** on the hero's dashboard. The miniature now follows the hero as they move, without any penalties. It cannot move in any other way. A miniature that is escorted cannot perform any other actions, nor sustain any wounds. It is neither a hero nor an enemy.

A hero escorting a miniature may not play more than 4 action cards during the heroes' turn. If they have already played 4 or more cards when they take the escort token, they may not play any more during this heroes' turn.

Escort tokens can be given, taken, dropped and picked up as normal. If a hero with an escort token is *down*, place the token in their area.

ALIEN ENEMIES

Board set up

If specified in the mission, shuffle the **alien loot cards** listed, and place the deck facedown next to the board.

Drop alien loot

You can spend a **special result** to make one of the enemies killed during this test drop an alien loot card. The mission card and the enemy card indicate whether that type of enemy can drop alien loot. If they do, draw a card from the alien loot card pile and place it faceup in the area where the enemy was killed.

UBERKOLOSS-X

Set up

Arrange the Uberkoloss-X enemy cards in a cross (torso in the middle, left arm to the left, right arm to the right, legs below and head on top) and place the **defense token** next to the value 40 space on the head card.

Attack (heroes)

Attacks that target all miniatures or enemies in an area only target one of Uberkoloss-X's limbs. The attacking hero must announce which limb they are targeting when making an attack.

Uberkoloss-X has the *massive* keyword, so each active limb counts as a separate target.

Move

Uberkoloss-X always faces the points of the compass: north, south, east or west. It never moves or faces diagonally.

During the Move step of the enemies' turn, Uberkoloss-X uses its full **MOVE** to turn and face its target hero. If it is already facing this hero, it moves towards them:

- If Uberkoloss-X has not yet been wounded: the target hero is the last hero who played.
- If Uberkoloss-X has been wounded: the target hero is the last hero who wounded it.

Uberkoloss-X has the *unstoppable* keyword, so it passes through walls and doors as it moves.

ATTACK PHASE

During the Attack step of the enemies' turn, each of Uberkoloss-X's active limbs makes an attack.

Uberkoloss-X has no main attack. Determine the target hero separately for each limb and make the attack likely to inflict the most wounds, if possible. The target hero(es) may therefore be different from the one(s) chosen during the Move step.

Resolve attacks in the order shown below. Each of Uberkoloss-X's limbs can only attack in certain directions:

1. **Head:** Uberkoloss-X's area, front area.
2. **Left Arm:** Uberkoloss-X's area, front area and left area.
3. **Right Arm:** Uberkoloss-X's area, front area, right area.
4. **Legs:** Uberkoloss-X's area.

Uberkoloss-X cannot attack areas behind it.

Wounds

Uberkoloss-X is defeated when its head is destroyed. Its head has a variable **DEFENSE** value which decreases when its other limbs are destroyed.

When a hero's attack targeting one of Uberkoloss-X's limbs is a success, modify the normal rules as follows:

- **Right arm, left arm and leg cards:** If the behavior indicated on the card is a **skull**, remove this card from play and move the Uberkoloss-X head defense token by 1 space to indicate the lower value. This limb is no longer active.
- **Head card:** The first time the head card is turned over (to indicate its 1 behavior), don't move the defense token. The second time the head card is turned over (to indicate a **skull**), Uberkoloss-X is killed: remove its miniature from the board.

CAMPAIGN RULES II

WATCHTOWERS

Areas and LOS

A watchtower tile consists of 3 areas: **ground**, **base**, and **platform**.

The ground and the base areas form a single area. This single area and the platform are adjacent.

LOS to and from the base and the platform are the same as those to and from the ground. LOS to and from the platform is not blocked by miniatures from the opposing side.

Move (heroes and enemies)

To **move up to the platform area**, a miniature must be in the ground or base area and make their move:

- A hero must perform a **move** action or play an action card and apply a move effect on it.
- Enemies must spend 1 point from their **MOVE** value as if they were crossing an area border.

To leave the platform area:

- A hero can:
 - Move down to the base area by making a move action or playing an action card and applying a move effect on it.
 - Jump onto the ground area: roll **1**. On a result of **1**, the hero sustains a permanent wound.
- An enemy must:
 - Move down to the base area, spending 1 point from its **MOVE** value as if crossing an area border. Enemies cannot jump.

Attack (heroes and enemies)

A hero in the platform area can add **+** to their success total when making a ranged attack test targeting a lower area.

An enemy in the platform area can add +1 to their **ATTACK** when making a ranged attack targeting a lower area.

No miniature (hero or enemy) can make a melee attack between the platform area and a lower area.

TRAIN

When the mission includes **train tiles** (engine, cars, car roofs), modify the standard rules as follows.

Areas and LOS

There is LOS between all roof areas. If a **trapdoor**, represented by a secret passage token, is on a roof tile, the roof area and all corresponding car interior areas are considered adjacent, and there is a LOS between the roof area and the car areas.

Move (heroes and enemies)

To climb up or down a roof with a **trapdoor**:

- A hero must perform a **move** action or play an action card and apply a move effect on it.
- Enemies must spend 1 point from their **MOVE** value as if they were crossing an area border.

To **move from one roof to the next**, or to a previous one, a miniature must **jump**:

- A hero must perform a **move** action or play an action card and apply a move effect on it.
- Enemies must spend 1 point from their **MOVE** value, as if they were crossing an area border.
- Roll **2**:
 - **1** + **1**: The miniature jumps, with no further effect.
 - **1** + **1**: The miniature is killed and permanently removed from the game.
 - **1** + **Other result**: The miniature jumps and sustains a wound. For heroes, this wound is permanent.

Other combinations of results: The miniature jumps and sustains a wound. For heroes, apply its immediate effect only, then discard the card.

Reinforcements

Reinforcements do not arrive via barracks tokens but via 3 **truck tokens**, which chase the heroes and move with them.

Truck tokens are always placed in the same order (A>B>C from the rear to the front of the train), and always opposite 3 successive car tiles.

At the start of the enemies' turn, place truck B opposite the car tile containing the hero closest to the engine (if possible), and place trucks A and C opposite the adjacent cars.

Reinforcements always spawn in the area inside the corresponding car closest to the engine.

ALIEN PORTAL

To activate this portal and use it as an exit, a hero must drop an **Alien Heart** loot card in their area.

To use the portal once it has been activated, a hero must make a **move** action or play an action card and apply a move effect on it.

CAMPAIGN RULES III

The campaign takes place underground on an alien planet. The Vrilmeisters have built several facilities here, which are similar to their usual installations. These are the **terrestrial** tiles.

Aside from these facilities, the surroundings are totally dark and unknown to humans. These correspond to **alien tiles** (N1a, N2a/b to N6a/b, N9a/b to N13a/b, N15a/b to N21a/b, N23a/b to N24a/b, and 38a).

To leave the **alien exit tile**, a hero on it must make a **move** action or play an action card and apply a move effect on it. Remove that hero from the board; they cannot be brought back into play.

Board set up

The **discretion token** and **reinforcement cards** are not used.

Place the **alien mission tracker** near the board. Place the mission tracker token on space 1, and the endgame token on the space indicated in the mission.

Shuffle the listed **environment tokens** and place them facedown on the board as described in the mission, without looking at them.

Environment tokens

As soon as a hero has an environment token within LOS, turn it over and apply its effects to the area in which it is located. The effect remains active for the duration of the mission.



Alien web: Heroes in this area cannot spend basic action tokens to move.



Unstable terrain: Heroes and non-alien enemies entering this area cannot leave it until the next turn.



Alien spores: Each hero ending their turn in this area sustains an attack with a value of 5.



Tunnel network: A hero in this area can make a **move** action to: move to another revealed tunnel network or discard this token and move the mission tracker back by 1 space.



Echo chamber: Heroes in this area must reroll all blank results once each.

LOS

On alien tiles only, a miniature's LOS (hero or enemy) is limited to the miniature's area and all adjacent areas. An area not in a miniature's LOS is in darkness and cannot be targeted.

If an alien tile area is adjacent to a terrestrial tile area (separated by an open door), it is illuminated and can be used to draw LOS.

Noise and the alarm

Aliens have no alarms, so there are no pre- or post-alarm phases.

If a card or weapon with the **explosion** or **noise** / icon is played or used by a hero:

- **In a terrestrial tile area:** Trigger an enemy spawn in all adjacent areas (terrestrial and alien) by flipping over any enemy tokens present.
- **In an alien tile area:** Nothing happens.

THE ENEMIES' TURN

There is **no post-alarm phase**. On the enemies' turn, follow these steps:

1. Surveillance.
2. Move.
3. Attack.
4. Reinforcements (only if specified in the mission).

Enemy spawn

Enemies can spawn when an inactive enemy has LOS on a hero, or an inactive enemy has LOS on an active enemy, or because of noise.

On alien tiles only:

- Do not remove the enemy token from the game; leave it faceup in the area.
- Once all enemies in this area have been killed, no new enemies can spawn as long as a hero has this enemy token in LOS.
- As soon as the heroes lose LOS on this enemy token:
 - Spawn the enemies corresponding to the enemy token, then remove it from the game.
 - Carry out the Move step for these new enemies, then resume the heroes' turn.

KEYWORDS

ABLATIVE SHIELD: This enemy sustains no wounds caused by a weapon or card featuring the  icon.

ACCURATE: This weapon or card can be used to carry out a ranged attack by drawing a LOS through enemy areas. This attack also ignores the *Meatshield* and *Bodyguard* keywords.

AREA ATTACK: When this enemy makes an attack, all heroes in the target hero's area must defend themselves against the attack.

ARMLESS...: This enemy cannot open doors.

ARMOR: This enemy can only suffer wounds caused by attacks made with a weapon or loot card with the *Armor-Piercing* keyword.

ARMOR-PIERCING: After a success on an attack test made with this weapon or card, this attack inflicts 1 wound to a miniature with the *Armor* keyword, or 2 wounds to a miniature without the *Armor* keyword.

AUGEN HANDLER: During an enemy spawn, when this enemy spawns, also spawn an Augen enemy in the same area.

BERSERK: This enemy can perform 2 attacks per turn with each of its active limbs (head, right arm, left arm, legs).

BODYGUARD: When performing an attack, a hero cannot target an enemy with the *Offizier* subtitle in the same area as an enemy with the *Bodyguard* keyword.

Also, each enemy with the *Offizier* subtitle adds 1 to the **ATTACK** of each enemy with the *Bodyguard* keyword if they are within LOS.

BOMB: When this enemy performs a melee attack, or sustains a wound caused by a ranged attack, it explodes:

- All miniatures in the area sustain 1 wound. For heroes, this wound is permanent.
- Place the enemy with the *Bomb* keyword in the enemy reserve.

When an enemy with the *Bomb* keyword sustains a wound caused by a melee attack, it does not explode.

BOOSTED SHIELD: This enemy adds 6 to its **DEFENSE** when it is the target of a ranged attack.

BRUTAL: When a hero sustains wounds caused by a melee attack from an enemy with this keyword, they retrieve only 1 basic action token at the next upkeep turn.

BURST: Once per attack test, this weapon enables the hero to spend  to inflict wounds successively on several enemies. Follow these steps:

1. Roll an extra  and add the successes obtained to the test's success total (if you obtain a special result again, the standard special results rules apply).
2. If the attack test is a success, calculate the remaining successes by subtracting the target's **DEFENSE** from the test's success total.
3. If the remainder is greater than 0, select another target in the same area as the previous one. Otherwise, burst ends.
4. Determine whether the attack test against this other target is a success or a fail, by comparing the remainder and the target's **DEFENSE**.
5. If the attack test is a success, return to step 2.

Each attack test makes **noise**.

CAUTIOUS: During the enemies' Move step, this enemy cannot enter a hero's area.

 Also, when a hero enters their area, the enemy moves to an adjacent area to get away from the hero, if possible.

CONFUSION: When this enemy inflicts a wound on a hero, the hero discards a card from their hand. If their hand is empty, they discard the first card from their action card pile.

CRITICAL HIT: Once per attack test, this weapon enables the hero to spend  or  to succeed on the attack test.

DEADLY: Once per attack test, this weapon enables the hero to spend  to add  to the test success total.

DOMINATION!: This enemy adds their **SUPPORT** to the attacks of every other enemy with the *Alien* subtitle in the area.

DOUBLE IMPACT: Once per attack test, this weapon enables the hero to spend  to roll an extra  and add any successes obtained to the test's success total. If you obtain a special result again, the standard rules for special results apply.

DUELIST: This enemy adds 4 to their **DEFENSE** against melee attacks.

DUG IN: This enemy adds 1 to their **DEFENSE** if they are in the same area as at least 1 enemy soldier or zombie.

EASILY DISTRACTED: This enemy subtracts 2 from their **DEFENSE** for each hero in the area.

EVASIVE: If this enemy is in the same area as other enemies without this keyword, this enemy cannot be targeted. This enemy can also only be wounded if the hero spends  during the attack test.

FIRESTORM: During an attack test, you target all miniatures in an area. Make 1 attack test. Each miniature uses its **DEFENSE** independently.

FRESH BLOOD: When an enemy soldier in the same area as this enemy is defeated and returned to the enemy reserve, place an enemy zombie in the same area.

GRAB: When this enemy makes an attack, move the target hero into the enemy's area, ignoring any restrictions.

KNOCK BACK: When this enemy inflicts a wound on a hero, move that hero to an adjacent area away from the attacker. If this move is not possible, the hero sustains a second wound with 2 damage points.

If the wound card drawn by the hero also has this keyword, they are knocked back twice (or they sustain an additional wound if the move is impossible).

LASER: This enemy shoots a devastating beam of concentrated light in a straight line. One hero in each area crossed by this beam is the target of this attack. After resolving the ranged attack against the target hero:

- Choose another target hero in a different area and in the same direction as the first attack.
- Make a ranged attack against this new target hero.
- Repeat the ranged attack as long as you can choose another target hero in the same way.

LETHAL: During an attack test, this weapon or card enables the hero to re-roll every blank  and  once each.

LIFE DRAIN: Once per attack test, this weapon enables the hero to spend  or  to discard one of their wound cards.

MASSIVE: This enemy is made up of several limbs (head, right arm, left arm, legs), connected to its torso. Each limb is considered a separate target.

MASTER OF THE HORDE: This enemy adds 1 to the **SUPPORT** of every other enemy in their area.

MEATSHIELD: When making a ranged attack, a hero cannot target another miniature in the same area as this enemy.

MENTAL SHIELD: This enemy adds 4 to its **DEFENSE** when it is the target of a ranged attack.

PISTOL WHIP: This ranged weapon or a card enables the hero to make a melee attack against an enemy in the same area. This attack makes no **noise**.

PRECISE: During an attack test, this weapon enables the hero to add 1 success to the test's success total for each blank  and  result.

PUNCH THROUGH: This enemy ignores the  results of hero defense tests.

PURSUIT: This enemy adds 1 to their **MOVE** if they have a hero in their LOS.

QUICK ATTACK: Once per turn, this weapon allows the hero to spend  or  to perform a second attack with that weapon. Resolve the first attack before moving on to the second.

REGENERATION: At the end of the enemies' turn, this enemy discards a wound token. If they have the *Vrilmeister* subtitle and discard their final wound token, they resume their previous behavior if possible.

REINFORCE!: This enemy adds 1 to the **DEFENSE** of each enemy with the *Techno* subtitle on the same tile.

RELENTLESS: This enemy ignores **suppressing fire** tokens.

RESILIENT: During a defense test, this card enables the hero to re-roll every blank  and  result once each.

RICOCET: During an attack test, this weapon allows the hero to spend  to target all enemies in the target's area. Make 1 attack test and compare the success total to the **DEFENSE** of each enemy in the area.

RUTHLESS: During the enemies' turn, this enemy attacks instead of moving if they have a hero in LOS. They can therefore attack twice during the same enemies' turn.

SHOCKWAVE: During an attack test, this weapon enables the hero to spend  or  to target all miniatures (heroes and enemies) in the target's area. Make 1 attack test and compare the success total with the **DEFENSE** of each miniature in the area to determine whether the test is a success or a fail for each target.

SHODDY KIT: This weapon *jams* at the end of each ranged attack, unless the hero spends a . When the weapon jams, flip the corresponding weapon token, *jammed* side up.

STILL NOT DEAD: When the enemy experiment 10-80A is defeated, every other miniature in its area sustains a wound. For heroes, this wound is permanent. Then replace its miniature on the board and its enemy card with those of experiment 10-80B.

STUN: Once per attack test, this weapon enables the hero to spend  to place a **suppressing fire** token in the target's area.

TANGLE: A hero in the area of this enemy can no longer move.

TOXIC: At the end of the heroes' turn, every hero in this enemy's area is the target of an attack with a value of 5.

TURN UP THE HEAT!: This enemy adds 1 to the **ATTACK** and **SUPPORT** values of every other enemy with the *Experiment* subtitle in its LOS.

UNSTABLE: When this enemy is defeated and removed from the board, all miniatures (heroes and enemies) in its area sustain a wound.

UNSTOPPABLE: During the enemies' turn, this enemy passes through walls, locked doors, and closed doors while moving towards the target hero, as if drawing a LOS straight through.

Use a **rubble token** to replace a destroyed door and indicate a destroyed wall. A rubble token is considered an open door.

VRIL ACID: When this enemy performs a ranged attack, they ignore the target hero's loot cards which modify the target hero's defense test.

VULNERABLE: When the enemy Uberkoloss-X is attacked by a hero located in an area behind them, add 5  to the success total of the attack test.



GAME ROUND

HEROES' TURNS

A hero can perform as many of these actions as they wish: **make a basic action**; **play an action card**; **play a loot card**; or **drop a loot card** (or token if allowed by the mission).

Can be played at any time during the heroes' turn.

Reaction: Can be played as a reaction during the heroes' turn or the enemies' turn, as indicated.

BASIC ACTIONS

MOVE

Once per hero turn. Move the hero to an adjacent area. As soon as a hero moves into the LOS of an inactive enemy, trigger an **enemy spawn**.

A hero cannot enter and leave an area containing any enemies in the same action (they may enter an area containing enemies with 1 move, then leave with a second move).



Awareness: The first time a hero enters LOS of this enemy, activate the enemy immediately (**MOVE + ATTACK**). This applies once per heroes' turn and per enemy and does not trigger an enemy spawning or the alarm.

ATTACK

Once per hero turn.

1. **Choose the target:** For melee attacks, the target must be in the same area. For ranged attacks, the target must be in a different area, and there must be a LOS between the 2 areas.
2. **Select the weapon.** For melee attacks, the hero can always use their **bare hands**. For ranged attacks, the weapon must be *functioning* and have range to the target.
3. Perform an **attack test**.
4. If the attack test is a success, the target sustains a **wound**.
5. Apply the effect of any remaining **overload** results.

If the weapon has a **noise** (/) icon, move the **discretion token** back by as many spaces as the number of icons. If the weapon has a **explosion** icon, trigger the alarm immediately.

Support: Other *operational* heroes in the same area can play **1 action card** to modify the attack test result. Only apply the modifier section of the action card.

DRAW 2 ACTION CARDS

OPEN/UNLOCK DOOR

To unlock a door, the hero must also have the **set of keys** token for a key lock, or the **code** token for a code lock. If so, the door is now closed. Alternatively, this action opens a closed door.

An open door cannot be closed or locked again. As soon as a hero opens a door and is in LOS of an inactive enemy, trigger an **enemy spawn**. As soon as a hero opens a door and is in LOS of a facedown area **accessory card**, trigger its effects.

PICK UP A LOOT CARD OR TOKEN

The hero must be in the area of the loot card or token, *and* the area must contain no enemies.

A hero may not carry more than 3 loot cards simultaneously.

GIVE/TAKE A LOOT CARD OR TOKEN

A hero in the same area as another hero may give or take a loot card, or a mission-specified token, if the other hero accepts.

UNJAM A WEAPON

Flip a *jammed* weapon token to its *functioning* side.

VRIL A WEAPON AND OVERLOAD

The hero must have a non-Vril weapon on their dashboard, must be in the area of an area accessory card that allows a weapon to be Vriiled, *and* the area must contain no enemies. Move the weapon token to the Vril version and turn it green side up.

RECOVER

The hero must use both their 2 basic action tokens. Choose and discard 2 wound cards. If they now have fewer than 4 wound cards, stand their miniature back up and become *operational*.

A down hero must carry out the recover action as the first action of the heroes' turn.

PLAY AN ACTION CARD

An **operational hero can play as many action cards from their hand as they want**. When a hero plays an action card with 2 sections, they must decide which to apply. You can play several action cards and apply their modifier sections during the same action, except when offering **support**.

PLAY A LOOT CARD

An **operational hero can play as many loot cards from their dashboard as they want**.

DROP A LOOT CARD OR TOKEN

An **operational hero may drop as many of the loot cards or tokens indicated in the mission as they wish**, at no cost.

ENEMIES' TURN

Activate each enemy type once in the order of the mission card, from top to bottom. **Follow these steps for each activation:**

1. Surveillance

Pre-alarm phase only. For the enemy type activated, check whether at least 1 active enemy has LOS on an operational or down hero. If this is the case, trigger the alarm immediately.

2. Move

For the enemy type activated, move all active enemies according to their **target heroes**. Crossing an area border costs 1 MP. Opening a closed (unlocked) door costs 1 MP. An enemy cannot unlock a locked door, unless specified otherwise.

3. Attack

For the enemy type activated, perform an attack with all active enemies according to their **target heroes**. Each enemy group determines its target hero.

1. Choose an enemy miniature to be the main attacker.
2. Total the **ATTACK** and **SUPPORT** values of each of the other attacking miniatures. The sum is the enemy's total **ATTACK**.
3. The target hero defends themselves with a **success threshold** equal to the enemy's total **ATTACK** value.

REINFORCEMENTS

Post-alarm phase only. When all enemy types have activated, draw 1 reinforcement card, then trigger an **enemy spawn** in front of each barracks in order (A, then B, then C). If a letter shown does not appear on the mission card, ignore it. If the enemy reserve has no miniature of the correct type, ignore it. Finally, discard the reinforcement card.



GAME ROUND

HEROES' TURNS

A hero can perform as many of these actions as they wish: **make a basic action**; **play an action card**; **play a loot card**; or **drop a loot card** (or token if allowed by the mission).

Can be played at any time during the heroes' turn.

Reaction: Can be played as a reaction during the heroes' turn or the enemies' turn, as indicated.

BASIC ACTIONS

MOVE

Once per hero turn. Move the hero to an adjacent area. As soon as a hero moves into the LOS of an inactive enemy, trigger an **enemy spawn**.

A hero cannot enter and leave an area containing any enemies in the same action (they may enter an area containing enemies with 1 move, then leave with a second move).



Awareness: The first time a hero enters LOS of this enemy, activate the enemy immediately (**MOVE + ATTACK**). This applies once per heroes' turn and per enemy and does not trigger an enemy spawning or the alarm.

ATTACK

Once per hero turn.

1. **Choose the target:** For melee attacks, the target must be in the same area. For ranged attacks, the target must be in a different area, and there must be a LOS between the 2 areas.
2. **Select the weapon.** For melee attacks, the hero can always use their **bare hands**. For ranged attacks, the weapon must be *functioning* and have range to the target.
3. Perform an **attack test**.
4. If the attack test is a success, the target sustains a **wound**.
5. Apply the effect of any remaining **overload** results.

If the weapon has a **noise** (/) icon, move the **discretion token** back by as many spaces as the number of icons. If the weapon has a **explosion** icon, trigger the alarm immediately.

Support: Other *operational* heroes in the same area can play **1 action card** to modify the attack test result. Only apply the modifier section of the action card.

DRAW 2 ACTION CARDS

OPEN/UNLOCK DOOR

To unlock a door, the hero must also have the **set of keys** token for a key lock, or the **code** token for a code lock. If so, the door is now closed. Alternatively, this action opens a closed door.

An open door cannot be closed or locked again. As soon as a hero opens a door and is in LOS of an inactive enemy, trigger an **enemy spawn**. As soon as a hero opens a door and is in LOS of a facedown area **accessory card**, trigger its effects.

PICK UP A LOOT CARD OR TOKEN

The hero must be in the area of the loot card or token, *and* the area must contain no enemies.

A hero may not carry more than 3 loot cards simultaneously.

GIVE/TAKE A LOOT CARD OR TOKEN

A hero in the same area as another hero may give or take a loot card, or a mission-specified token, if the other hero accepts.

UNJAM A WEAPON

Flip a *jammed* weapon token to its *functioning* side.

VRIL A WEAPON

The hero must have a non-Vril weapon on their dashboard, must be in the area of an area accessory card that allows a weapon to be Vriiled, *and* the area must contain no enemies. Move the weapon token to the Vril version and turn it green side up.

RECOVER

The hero must use both their 2 basic action tokens. Choose and discard 2 wound cards. If they now have fewer than 4 wound cards, stand their miniature back up and become *operational*.

A down hero must carry out the recover action as the first action of the heroes' turn.

PLAY AN ACTION CARD

An **operational hero can play as many action cards from their hand as they want**. When a hero plays an action card with 2 sections, they must decide which to apply. You can play several action cards and apply their modifier sections during the same action, except when offering **support**.

PLAY A LOOT CARD

An **operational hero can play as many loot cards from their dashboard as they want**.

DROP A LOOT CARD OR TOKEN

An **operational hero may drop as many of the loot cards or tokens indicated in the mission as they wish**, at no cost.

ENEMIES' TURN

Activate each enemy type once in the order of the mission card, from top to bottom. **Follow these steps for each activation:**

1. Surveillance

Pre-alarm phase only. For the enemy type activated, check whether at least 1 active enemy has LOS on an operational or down hero. If this is the case, trigger the alarm immediately.

2. Move

For the enemy type activated, move all active enemies according to their **target heroes**. Crossing an area border costs 1 MP. Opening a closed (unlocked) door costs 1 MP. An enemy cannot unlock a locked door, unless specified otherwise.

3. Attack

For the enemy type activated, perform an attack with all active enemies according to their **target heroes**. Each enemy group determines its target hero.

1. Choose an enemy miniature to be the main attacker.
2. Total the **ATTACK** and **SUPPORT** values of each of the other attacking miniatures. The sum is the enemy's total **ATTACK**.
3. The target hero defends themselves with a **success threshold** equal to the enemy's total **ATTACK** value.

REINFORCEMENTS

Post-alarm phase only. When all enemy types have activated, draw 1 reinforcement card, then trigger an **enemy spawn** in front of each barracks in order (A, then B, then C). If a letter shown does not appear on the mission card, ignore it. If the enemy reserve has no miniature of the correct type, ignore it. Finally, discard the reinforcement card.

UPKEEP TURN

- Discard all cards and tokens marked with .
- Heroes with 4 cards or less in their hand draw 1 action card.
- Heroes retrieve basic action tokens they played this round.
- Each hero can perform a **free pick up action** to collect a faceup loot card/token in their area, if there are no enemies.
- Move the **mission tracker token** forward 1 space:
 - If it lands on the same space as the discretion token, **the alarm is triggered**.
 - The heroes **complete the mission** if the token is on the same space or a lower space as the endgame token, and they have fulfilled the mission objective.
 - The heroes **fail** if the token is on a space after the endgame token and they have not fulfilled the objective.

TESTS

- Determine the test **success threshold**:
Attack test: DEFENSE of the targeted enemy.
Defense test: Total ATTACK of the enemies.
 Other *operational* heroes in the same area can help an attack test succeed by playing 1 action card for its modifier section.
- Attack test:** Take the dice indicated on the selected weapon or only 1 black attack die  if attacking with bare hands.
Defense test: Take 2 green defense dice .
 Play action/loot cards to add dice to the pool.
- Roll the dice pool.
- Spend any **special results** (  for attack or  for defense), and set them aside. Play action/loot cards to modify the result.
- Add up all the successes (     for attack,    for defense).

Add 2 successes for each special result set aside.

If the total number of successes is less than the success threshold, the test is a **fail**. If the number is meets or exceeds the success threshold, the test is a **success**.

For each remaining **overload**  result, the hero draws a permanent wound. Apply only the effect at the bottom of the wound card and slide it under your dashboard.

Special results

When you obtain a **special result** in a test:

- Spend and set aside each result on one of the following:
 - Rolling 1 more die** of the same type; add successes to the total. If you obtain a **special result** again, return to step 1.
 - Triggering an effect**.
 - Drop loot:** Spend a special result to make one of the enemies killed during this test **drop a loot card**, if the enemy card indicates that type of enemy can drop loot.
 - Cancel overload** (red Vril die only): Spend a  special result to compensate for an **overload**  result.
- Add 2 successes to the test's total successes for each result.

Defense and wounds

If the defense test is a fail, draw 1 wound card from the wound deck. Apply the top effect(s) immediately and only once.

The difference between the hero's total successes and the enemy's **ATTACK** is the number of **damage points** the hero sustains. If this meets or exceeds the **damage threshold** in the middle of the card, this is a **permanent wound**: apply the bottom effect and slide it under the hero's dashboard.

TARGET HERO

The **target hero** (TH) is the hero towards whom an enemy moves and tries to attack. The choice depends on the enemy's main attack type (**ATTACK** value on a **yellow** background).

Melee attack

- If the enemy is in the same area as a hero, that hero is the TH. The enemy uses their melee attack against them.
- Otherwise, the TH is the hero the enemy can reach by crossing the fewest possible area borders. Move this enemy to reach or get closer to the TH's area and use its melee attack against them, if possible.

Ranged attack

- If the enemy is in the same area as a hero, they are the TH.
 - If an adjacent area contains no heroes, move this enemy there, and then use their ranged attack against the TH. If they can move into several adjacent areas, choose the one that puts the heroes at the greatest disadvantage.
 - Otherwise, the enemy remains in the same area and uses their melee attack against the TH.
- If the enemy is not in the same area as a hero, has LOS on a hero without moving, and has enough range, that hero is the TH and the enemy uses their ranged attack against them.
- If the enemy is not in the same area as a hero, does not have LOS on a hero, or doesn't have enough range, the TH is the one on which they can have LOS by crossing the fewest possible area borders:
 - If possible, move this enemy to an area with LOS and range of the TH and containing no heroes. They will use their ranged attack against the TH.
 - Otherwise, move this enemy closer to the TH.

Tie-breaker

- The TH is the *operational* hero with the most wound cards.
- If several can still be chosen, the TH is the one with the fewest action cards in hand.
- If several can still be chosen, players choose the TH hero.

EFFECTS

Effect duration

-  **Infinite:** The effect remains active for the duration of the mission, as long as the card or token is in play.
-  **Game round:** The effect remains active until the end of the enemies' turn. Discard the card or token during the upkeep turn. Action cards go to the discard pile of the hero who played it.
-  **Immediate:** Discard the card immediately after its effect has been played. Action cards go to the discard pile of the hero who played it.
-  **Consumable:** Remove the card from play immediately after its effect has been played. This card can no longer be played during this mission.
-  **Repeatable:** Repeat the effect until it fails, then discard the card. Action cards go to the discard pile of the hero who played it.

Effect tokens

-  **Smoke token:** There is no LOS between 2 areas if it crosses an area containing this token, or if one of the 2 areas themselves contains this token. Smoke tokens remain active for the duration of the mission.
-  **Suppressing fire token:** Enemies in an area containing a this token do not move or attack. Suppressing fire tokens remain active until the end of the enemies' turn.

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