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Game: **EARTH REBORN**

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The Character card designs are double-sided and set up so the back of each page is flipped and matches to print on two sides of one sheet.

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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EARTH REBORN

SETUP

Choose a **scenario** and build the map as shown using the board frame, appropriate floor tiles, and doors.

Each player chooses a **faction** and takes a **player aid screen** and the **character cards** for their characters in the scenario, placing them in front of their screen with their **Healthy** side faceup.

Position the matching **miniatures** on the map according to the scenario instructions.

Put all the **Order tiles** in the cloth bag and the **Command Point (CP) / Wound counters** in a pile (the **bank**).

Follow any other setup steps in the scenario instructions.

TURN SEQUENCE

1. INITIATIVE PHASE

Drawing Order Tiles

Each player secretly draws **Order tiles** from the bag and lays them faceup behind his screen until he has a total of 5 tiles.

If you have kept Order tiles from the previous turn, only draw enough tiles to reach 5 tiles in total.

Start with the player who has the **Initiative marker**, followed by the other players in clockwise order. If the bag is empty, return all tiles from the discard pile to the bag and resume drawing.

For the first turn only, a player may draw 5 new tiles from the bag, and return the tiles he initially drew to the bag.

Obtaining Command Points (CP)

Each player receives **CP counters** from the bank and places them behind his screen, determined by:

Your **base CP allowance** as specified in the scenario

Bonus CP, if any, for each character card under your control at the beginning of this phase (see the **Bonus CP icon**).

Determining Initiative

The scenario determines who receives the **Initiative** and plays the first round in the Activation phase. That player takes the **Initiative marker** and places it in front of his screen.

2. ACTIVATION PHASE

The Activation phase consists of a series of **rounds**. A round is one action chosen from the list below performed by one player. Actions generally require spending **Command Points** (CP).

The player currently performing an action is the **active player**.

Activate a Character (? CP)

You may **activate** a character you control. **Engage** its character card (rotate it clockwise 90°) on its first activation this turn.

Then perform *either or both* of the following options:

1. Assign an Order Tile

Choose an **Order tile** from behind your screen and place it below the character card. Only one new Order tile can be assigned per round of activation; but a character may have any number of Order tiles assigned to it at any given time.

Order tiles stay assigned until discarded in the Final phase.

If you forgo the option of assigning an Order tile when first activating a character, the character is **waiting for orders**. A tile may still be assigned to it in a later Activation round.

2. Execute One or More Orders

Take CP counters from behind your screen and place them next to a chosen **order section** from the assigned Order tiles. Then execute the order(s).

In a single round of activation, you can execute multiple orders from the same Order tile, or execute multiple orders from different assigned Order tiles. The orders can be the same or different types, but they need to be executed in sequence.

Place the CP on each order as you execute that order to keep your opponent guessing.

You may attach an Order tile to a character, yet spend no CP on it or any other Order tiles assigned to the character, saving the orders for a future activation round. CP may still be spent on it in a later Activation round.

Command Point Constraints

CP may only be spent on empty order sections (order sections that have not previously received CP). The number of CP counters in an individual section may not exceed the number shown on that order section.

The total number of CP spent on the character since the beginning of the turn may not exceed his **Maximum CP** per turn.

You may spend less CP on an order section than the maximum allowed for that section; remaining available CP there are lost.

Order Execution Constraints

An order section with more than 1 CP must be executed as a single order, and cannot be split into several orders of fewer CP.

Separate order sections *must* be executed as separate orders (even the same type), and cannot be merged into a single order.

The *Move* order is not subject to some of these constraints.

Reactivate Previously Activated Character (? CP)

Once every character under the player's control has been activated (all character cards engaged), you may **reactivate** a previously activated character. The character card stays engaged; you may assign an Order tile to it and spend CP.

Draw 1 Order Tile from the Bag (1 CP)

Return 1 CP from behind your screen to the bank. Then draw one Order tile from the bag and place it behind the screen.

If there are no more Order tiles in the bag, return all Order tiles from the discard pile back to the bag, then draw your tile.

During the Activation phase, there are no limits to the number of Order tiles you may have behind your screen. However, no more than 5 tiles may remain by the end of the turn.

Choose 1 Order Tile from the Discard Pile (2 CP)

Return 2 CP from behind your player's screen to the bank. Then search through the tiles in the order discard pile, secretly choose one, and place it behind your screen.

This action cannot be performed if the pile is empty.

Pass

Do nothing for this round. If you chose to Pass in a previous round you may still decide to act again in the next round.

If all players pass in succession, the Activation phase concludes and players proceed to the Final phase.

End of Round

When the active player has performed one of the above actions, it is the end of his round of Activation. Close all **Sliding doors** that have been opened this Activation round.

The opponent becomes the active player; it is now his turn to play a round with one of the actions above.

3. FINAL PHASE

Check for victory conditions by referring to the scenario rules.

Disengage character and equipment cards by rotating them counterclockwise 90°.

Move all Order tiles assigned to characters to the order discard pile, facedown.

Return all CP counters back to the bank, including all unused CP counters behind player screens.

All players discard Order tiles in excess of 5 from behind their screens, and may discard all or part of their remaining tiles. Announce and show the other players (facedown) how many tiles you are keeping behind your screen.

MOVE

For *every* CP spent on a *Move* order, a character gains as many **Movement Points** (MVP) as the Movement value on its card.

A character does not have to use all its MVP, but unused points are lost at the end of the order.

Unlike other orders, you may spend CP on *Move* order sections that already contain CP counters, and a *Move* order section containing more than 1 CP may be **split** into individual *Move* orders. Separate *Move* order sections from one or more Order tiles may also be merged to execute a single *Move* order.

Movement Restrictions

Moving to an adjacent square costs 1 MVP. Squares are *adjacent* if they touch on one side and are not separated by a wall or closed door. Diagonals are never used for movement.

Characters may pass through friendly or dead characters, but may not pass through enemy characters, walls, or closed doors. They cannot enter squares outlined with a yellow dotted line, unless the floor element has been destroyed. There can never be 2 figures in the same square at the end of a round.

A figure may change its facing any time during its movement without using MVP, as long as it always faces the side of a square, never diagonally. Facing is indicated by the direction the knife on the figure's base is pointing.

At the end of movement, choose a final facing for the figure. It stays in this position until the next *Move* order.

Doors

Small doors are 1 square wide, large doors are 2 squares wide. A door can never cover a double wall. Both types of doors (**sliding** and **wooden**) can be opened, and wooden doors can be closed, by a figure immediately facing the door using 1 MVP. Turn the marker over to indicate a wooden door is open, and slide the marker to the side to indicate a sliding door is open.

Characters cannot close sliding doors; they close automatically at the end of the Activation round. Wooden doors stay open unless closed by a character.

Doors with a **magnetic card** icon can only be opened if the character carries a magnetic card, or the door is destroyed. Any character can close a wooden magnetic door even if he is not carrying a magnetic card.

A player may transfer a magnetic card between characters at no MVP cost if one character moves through another friendly character. A character moving through a dead character marker may pick up a magnetic card on the dead character.

Exiting the Map

Except when forbidden by the scenario, characters can always exit the map by reaching any square 'outside' the frame during movement. He is then safe but may never return.

Any equipment cards or equipment markers he was carrying are removed from the game.

CLOSE COMBAT

Spend 1 or more CP on a *Close Combat* order section of a tile assigned to an activated character (the **attacker**) to attack one orthogonally adjacent enemy character (the **defender**) or to destroy adjacent floor elements.

You may not attack more than one enemy with a single *Close Combat* order. However, in a single Activation round, a character may perform close combat against 2 adjacent enemies by spending CP on 2 different *Close Combat* order sections.

1. Determine Combat Strength

The enemy's position dictates which inside circle arc on the figure's base determines **Combat Strength**:

Dark-blue: the figure's highest Combat Strength.
Light-blue: the figure's standard Combat Strength.
Grey: the figure's lowest Combat Strength.

Close combat weapons increase a character's Combat Strength. Look up the appropriate arc color on the Combat chart of the equipment card to determine the number of additional Combat dice or automatic hits granted by the weapon, and add these combat bonuses to the character's basic Combat Strength.

A character can carry more than one close combat weapon, but can only use one in a given *Close Combat* order.

2. Resolve Close Combat

Each player rolls **Combat dice** equal to their Combat Strength.

Striking Hard: If more than 1 CP is spent on the *Close Combat* order (requiring a *Close Combat* order section showing a number greater than 1), every CP in excess of 1 gives +1 combat die to the attacker.

Critical Hits

For each die showing a **critical hit**, automatically inflict one **wound** on the enemy. Place a wound counter from the bank on the character card.

The defender can inflict wounds on the attacker with critical hits, but not with normal hits.

Critical hits are always applied first and may result in the character's card being flipped to the **Wounded** side (possibly resulting in a lower Armor value for the normal hits).

Normal Hits

The defender counts all the normal hits he rolled on his Combat dice, plus any automatic hits, and adds them to his Armor value to determine his **Defensive value**.

The attacker counts all the normal hits he rolled on his Combat dice, plus any automatic hits, and compares his total hits against the Defensive value.

If the total hits **exceed** the Defensive value, the defender receives one wound for each hit that exceeded the value. If the hits are equal to or less than the value, nothing happens.

Wounded and Dead Characters

When a character card on its **Healthy** side has received wounds equal to its **Life Points** (LP), remove all wound counters from the card and flip it to its **Wounded** side. Any remaining hits are placed on the Wounded side.

When a character card on its **Wounded** side has received wounds equal to that side's **LP**, the character is **dead**.

A character may go from Healthy to dead if it sustains wounds equal to or higher than the total LP on both sides of the card.

Remove the figure from the board and position the matching marker in its place, face side showing. Place the figure on its character card to show he is dead and cannot be activated.

If the dead character was carrying a magnetic card, the enemy character who eliminated him can take the card for free.

Destroying Floor Elements, Doors, and Walls

Any **floor element** with a **Defensive value icon** may be destroyed. Doors (except open doors) and wall sections may be destroyed.

The active player executes a *Close Combat* order with the target as defender. If a floor element spans multiple squares, a successful attack against one of the squares destroys the entire element. The combat is resolved in the same way as it would be against an enemy character, with the following distinctions.

The target does not roll dice and has no Combat Strength, Armor value, or LPs. Doors and floor elements have a Defensive value on an icon on the element itself. Single or double walls have a Defensive value of 10.

The Attacker rolls his Combat dice and adds up all hits as usual, but **each critical hit counts as 3 normal hits**. Add automatic hits as required.

If the total number of hits **equals or exceeds** the Defensive value, the target is destroyed. If lower, nothing happens.

Place a **destroyed floor element marker** on any square of a destroyed floor element; every square it was covering is now destroyed and its properties or special capabilities are canceled. All the squares are now considered normal floor.

Destroyed doors are removed from the game. If the door was covering a single wall, replace it with a **broken door marker**.

Destroyed single or double wall sections are covered with a short **broken wall marker**. Two short markers that are adjacent and in a straight line may be replaced with a long marker.

LINE OF SIGHT

To have **Line of Sight** (LoS) between a figure and a target square:

The target square must be within the figure's Arc of Sight (AoS). The red and orange arcs on the outer circle on a figure's base define his AoS; the white arc defines what is outside the AoS.

LoS between the figure and the target square must not be blocked by an obstacle. Draw a straight line from the center of the figure's square to the center of the target square (or place a **LoS check marker** on each square and connect the center red dots). LoS is blocked if the line crosses a closed door, a wall, or a square occupied by *any* figure. Dead characters do not block LoS.

Some floor elements with a **blocking LoS icon** also block LoS (though LoS can *reach* a figure standing on such a square).

If a diagonal LoS passes exactly between 2 squares, LoS is only blocked if *both* squares are blocking.

SHOOT

Only characters carrying **firing weapons** can shoot. Only one firing weapon can be used in a given *Shoot* order.

To perform a *Shoot* order with an activated or interrupting character (the **shooter**), spend 1-4 CP on a *Shoot* section of an Order tile assigned to him, and choose a **target** enemy figure, door, wall, or floor element.

1. Check LoS

Check that the shooter has a LoS to the target. If he does not, the *Shoot* order fails (the CP remain spent).

2. Determine Required Range

Count the squares to the target (not using diagonals), including the target's square but not the shooter's. You may shoot at an adjacent target.

You may shoot at a door or wall; if it is adjacent, range is 0 and targeting is automatically successful.

3. Roll for Targeting

Total the shooter's **Shooting value** and the **firing weapon's Shooting value** (if any), and add any other Shooting **bonuses**.

Improved Targeting: Each CP in excess of 1 gives +1 yellow die. Announce the extra CP before rolling; no more than 4 CP *in total* can be spent on a *Shoot* order section.

Roll dice (you may roll less dice if you wish)**, adding any automatic distance points:** If you roll at least one perfect shot, targeting is successful no matter the range. If the total distance rolled **equals or exceeds** the range, targeting is successful. In any other situation, targeting fails; CP spent on the *Shoot* order remain spent. You may roll fewer dice than you are entitled to.

Ammunition

If the shooter rolls at least one **out of ammo icon**, his weapon will need to be reloaded before firing again.

Only firing weapons with the **out of ammo icon** can run out of ammunition. *Engage* the equipment card to indicate it cannot fire by rotating it 90°. Only reloading it can *disengage* it.

Out of Ammo icon: Only firing weapons with this icon can be **reloaded**, and only during the carrying character's Activation, not during an Interruption.

Spend 1 CP and place it on the card of the activated character carrying the weapon, then *disengage* the equipment card. This CP counts towards the Maximum CP per turn for the character.

No Order tile section is used; you can perform a reload action in addition to other orders in the same round of Activation.

Fixed Ammo icon: Place a Wound counter on the equipment card *every time* it is fired. When the number of counters reaches the Ammo number remove the equipment card from the game (or, if **Search** is being used, faceup to the bottom of the Search pile).

When transferring a firing weapon from one character to another, the equipment card stays in the same state.

4. Roll for Damage

If targeting is successful, check the outer circle on the shooter's base to see if the target is in the red or orange fire arc (if exactly between the two, the shooter chooses which arc to use). Look up the matching red or orange damage icon on the equipment card, and roll Combat dice.

Pour It On: Each additional CP in excess of 1 gives +1 yellow damage die. Announce how many extra CP spent on the *Shoot* order you are using before rolling.

CP used to improve targeting cannot be used again to increase damage, and no more than 4 CP *in total* can be spent on a *Shoot* order section.

Critical Hits

For each die showing a **critical hit**, automatically inflict one **wound** on the target. Place a wound counter from the bank on the target's character card.

Critical hits are always applied first and may result in the character's card being flipped to the **Wounded** side (possibly resulting in a lower Armor value for the normal hits).

Normal Hits

The shooter counts all the normal hits he rolled on his Combat dice, plus any automatic hits, and compares them to the target's **Armor value**.

If the total hits **exceed** the target's Armor, the target receives one wound counter for each hit that exceeded the value. If the hits are is equal to or less than the Armor, nothing happens.

Shooting Floor Elements, Doors, and Walls

A shooter can target any closed door, wall or destroyable floor element in the same way as in Close Combat.

DUEL

Players **duel** to steal initiative, or **interrupt** each other's actions.

Players in the duel each secretly place CP counters from behind their screens in their hand, extend their closed fist over the table and simultaneously reveal their counters. The player who asked for the duel *must* bet a minimum of 1 CP. Whoever bet the most CP wins the duel. On a draw, nothing happens. All CP bet by both players go to the bank.

Dueling for Initiative

At the end of the Initiative phase, the player who doesn't have the Initiative marker can ask for a duel; the other player cannot refuse.

The winner gets the Initiative marker (until the next Initiative phase, when the scenario again specifies who gets it). On a draw, the player currently holding the marker keeps it.

Dueling for Interruption

During the Activation phase, the non-active player can ask for a duel if a character he controls (the **interrupting character**) meets one of the following conditions:

a. **An enemy character is activated in his LoS:** as soon as the active player declares which character he is activating (even before he assigns an Order tile to him).

b. **An activated enemy character enters his LoS** for the first time this round. He cannot ask later in the round if the activated character performs further movements or orders in the same character's LoS.

c. **An activated enemy character enters a square adjacent to him and in his LoS** for the first time this round. He cannot later in the round if the activated character performs further movements in adjacent squares.

The interrupting character's card does not become engaged as a result of the interruption; and it does not matter whether the character has been previously activated.

The non-active player can ask for a duel multiple times in a single round, from the same or different characters, as long as each duel is triggered at a different time in the round. The outcome of a previous duel does not prevent additional duels.

You may not ask for a duel if the interrupting character has already spent CP up to his maximum CP per turn.

You may not ask for a duel when the activated character is passing through a square occupied by another character, but you may once he exits the square, if he is still in LoS.

There can only be one interruption by one character under way at any given time. The non-active player must identify which character is interrupting before the duel can start.

Resolving a Duel for Interruption

If the active player wins the duel, or there is draw, nothing happens and he resumes his turn.

If the non-active player wins the duel, the activated character **pauses** and the non-active player can:

Assign a new Order tile to the interrupting character. Only one can be assigned to a character per Activation round. In the case of an interruption, the non-active player is in the context of the active player's Activation round. If the same interrupting character wins 2 duels in one round, a new Order tile can be assigned to him in only one of the interruptions.

Execute up to 2 red or gold colored Interrupting orders from any Order tiles assigned to the interrupting character.

The player may decide to execute no orders, either as a result of a mistake or because his duel was a bluff.

Once the Interrupting character has executed up to 2 orders, the activated character resumes his turn.

Order Colors

Black Orders can only be used for activated characters, while red and gold Orders can be used for activated characters *and* interrupting characters.

Pause

When the non-active player asks for a duel, before it resolves, the active player can choose the facing of the activated character. If the active player loses the duel, the character must keep that facing as long as he is **paused**, and can do nothing except defend himself if he is attacked. Note how many MVP and unused CP he has left. He resumes executing his orders from the point when he was interrupted.

If the activated character becomes Wounded while paused, take into account his new Movement value and Max CP per turn. Any partially executed order can be completed using his previous values, but any new orders are subject to the new values.

EQUIPMENT

Characters carry **equipment** cards (firing weapons, explosive weapons, close combat weapons, and special items) placed faceup below their character card. Place equipment markers on the character card; they follow all equipment card rules.

A character may carry any number of equipment cards if their total weight does not exceed his **weight allowance**. A character with a weight allowance of 0 can only carry equipment cards with a weight value of 0, or markers (which weigh nothing).

Dropping and Transferring Equipment

If a character violates the weight limit, he must immediately drop enough equipment cards to fall back within the limit. Dropping is immediate, costs nothing, can be done in the middle of an order, and is only possible when violating the weight limit. Remove the equipment cards from the game, (except in scenarios using **Search**).

During a *Move* order, a player may exchange equipment between characters at no MVP or CP cost if one character moves through another friendly character.

Character Death and Equipment

When a character dies, stack his equipment cards underneath his character card. Dead characters have no weight limit to check, and cannot receive equipment.

If a character is killed during close combat, the character that killed him may take any or all of his equipment at no cost.

During a *Move* order, a character moving through or stopping on a dead character marker may pick up equipment on the dead character at no cost.

EXPLOSIVE WEAPONS

Weapons and items with the **Explosive icon** cause an **explosion** when triggered. Apply all normal shooting steps; however damage is caused to an area of effect as represented on the equipment card, with the target square usually at its center.

Starting from the targeted square and moving outward, make a separate damage roll for every target (any friendly or enemy character, door, single wall section, double-wall section, or destroyable floor element) in every square of the area of effect.

Additional CP spent to **Pour it On** in an explosion only needs to be spent once to provide the bonus to *all* the rolls.

If there are more than 2 targets on a single square, roll separately for each target. Don't check damage for open doors. If a target spans more than one square, it only suffers damage once; choose one square and roll damage for that square only.

If a door, wall, or double wall separates 2 squares in the area of effect, the explosion cannot spread from the first square to the second unless the wall or door is destroyed by the explosion.

ICONOGRAPHIC PHRASING SYSTEM (IPS)

The **IPS line** (special abilities) of equipment cards and floor elements are triggered with an *Interact* order of at least the number of CP required by the conditions. If no CP are required, an *Interact* order is not necessary; the effect is automatic.

Character special abilities do not need *Interact* to be triggered.

Timing (RED): The **phase** in which the ability can be used.

Condition (PURPLE): The **conditions** that must be met before attempting the ability.

Chance (BLUE): How many **yellow or black dice** the activated or interrupting character must roll to attempt the ability. If the icon refers to a characteristic, the number of dice to roll, or the number of automatic hits, is specified on the character card next to the corresponding icon.

Threshold (GREEN): The **threshold level** for a successful test.

Effect (YELLOW): If timing is respected, the conditions are met, and the test is successful, the **effects** are applied.

INTERACT

The *Interact* order is used, among other actions, to trigger the IPS line of floor elements and special item equipment cards that require spending CP. To interact with a special item, a character must be carrying it.

To interact with a floor element, a character must be standing in front of it on the square with the **facing icon**, facing in the direction indicated by the red arc.

If a room shows an IPS line and no facing icon, the IPS line can be triggered from any square in the room, regardless of facing.

Executing an Interact Order

Spend enough CP on an *Interact* section on an Order tile to meet the IPS conditions, and apply any other IPS conditions.

Roll dice specified by the IPS, if any. Each additional CP spent on the *Interact* order section grants +1 die of the same color.

0 1 2 2 3 0 0 2 3 3 3

If the total test points equals or exceeds the IPS threshold, the effect is triggered. If not, nothing happens; CPs spent are lost.

Interact Restrictions

A special item can be triggered as many times as desired in the same turn or round, by the same or different characters. A floor element can only be triggered once per turn per character, whether the triggering is successful or not.

Switch ON: When the ON effect is triggered, place the ON marker on the secondary IPS line starting with the ON icon to show that it is now active.

Switch OFF: When the OFF effect is triggered, flip the ON marker to OFF: the secondary IPS line is now inactive.

If an equipment card or floor element has an ON marker on it, it can be switched OFF. A floor element can be switched ON by a character, and then OFF by another, in the same turn or round.

When more than one IPS line is available on the same card or element, the active player decides which he wishes to trigger. Only one IPS line can be triggered at a time.

Floor elements that can be destroyed (those that have a lose the special ability of their IPS line when they are destroyed.

The **timer icon** causes the effect to be delayed. When the IPS line is successfully triggered, place on the line as many Wound counters (called **time counters**) as are indicated in the timer icon. During each Final phase, remove one time counter from *all* IPS lines with time counters. When the last counter is removed from an IPS line, its effect is applied.

Electricity: This icon indicates that the special ability relies on electricity to function. Electrical power can be shut down to certain rooms or the whole building through the use of either the *Generator* floor tile or the *Wiring Plans* equipment card.

When the power is down in a room with an electricity icon, the IPS line on that floor element is disabled until the end of the turn, when the power comes back on again.

If the element had time counters on it and the power is down in this room, no counter is removed during the next Final phase.

Doors with a magnetic card icon connected to rooms where the electrical power is down can be opened by characters without magnetic cards; and sliding doors no longer close automatically. These doors only close automatically at the end of the Final phase in which the electrical power comes back.

If the electrical power is down in the whole building, all magnetic card doors and sliding doors are affected.

MISSION POINTS / MORALE POINTS

Teams may earn **Mission Points** (MP) which can then be spent as **Morale Points** to boost troop capabilities.

When a scenario uses MP, place each player's **MP marker** on their starting number on the **MP score track** on the board frame.

The scenario rewards players with MP when specific objectives are reached, or by using special items, spying, interacting with certain floor elements, or triggering certain special abilities.

SEARCH

Any character can use the *Search* order to search in any square if he is standing on a floor tile with a Room Type icon. You may not search outdoor squares, drillers, stairs, or sewer exits.

When a scenario uses the **Search** rule, after each player takes his equipment cards, one player shuffles all remaining equipment cards together under the table, then places what is now called the **Search deck** on the table. The other player may cut the deck. The top card of the Search deck is always visible.

In scenarios using the **Search** rule, all dropped equipment cards go to the bottom of the Search deck, in the order they were dropped, with the discarded equipment side faceup.

At any time a player can look at the back side of any equipment card carried by any character, friendly or enemy.

Executing a Search Order

Spend 1-4 CP on a *Search* section of an Order tile assigned to the activated or interrupting character, and check the character's Search value. Each additional CP spent beyond the first grants +1 black die.

Roll black dice, add all Search Points (SPs) rolled, plus any automatic SPs, and use them in addition to the rolled icons to search through the deck. Take the Search deck in hand with only the topmost card visible and the deck horizontal.

+0SP +2SP +3SP +3SP +3SP 1SpyPt

Use 1 SP to pass the topmost card to the bottom of the Search deck (same side faceup). If desired and at any time, use one of the special icons rolled (Flip, Shuffle, or Spy Point).

If the top card shows at least 1 **Room Type Where Found** icon matching a Room Type icon on the floor tile the character is searching, the character can take it, as long as the remaining unused SP are at least equal to the card's **Find Factor**.

Once an equipment card is taken, the Search order is over and all remaining SP or unused special icons are lost.

Players can take equipment cards of *any* color. Remember to check the character's weight limit. Discarded cards go to the bottom of the deck with the discarded equipment side faceup.

Flip the Search Deck over along the long edge.

Shuffle the Search Deck in the same way as during setup.

Spy Points obtained during a *Search* order can only be converted into MPs if the scenario is on foreign ground.

SPY POINTS

Spy points can be earned with: *Search*, *Torture*, some special abilities (from characters and floor elements), and special items.

Spy points must be used as soon as they are earned.

Each Spy point earned may perform one of the following:

Gain 1 Mission point (MP)

Secretly look at and sort the top 3 cards of the Search deck: Look at both sides secretly; all players will be able to see the top of the fourth card. Then place them in any order, any side faceup, and return them to the top of the deck. For 2 points, look at and sort the top 6 cards of the search deck, and so on.

Secretly view one of your opponent's Mission cards, randomly selected (he should not know which was viewed). For 2 points, view 2 different Mission cards from the same opponent, and so on. This can only be done when playing the SAGS.

CHARACTER SPECIAL ABILITIES

A character's **special ability** is an IPS line on their character card. Being wounded may result in losing or modifying a special ability.

A character must be activated to use his special ability.

A character does not need an *Interact* Order tile to use his special ability. Any CP that need to be spent are placed directly on the character's card and not on an Order tile. These CP count towards his Maximum CP per turn.

A character can use his special ability multiple times during the same turn and even during the same Activation round, as long as he can apply the IPS conditions each time. Any test must be performed *each time* to trigger the effect.

You may not gain additional dice for the test by spending additional CP, as you would on an Order tile.

If a character card has more than one IPS line, the player chooses which one to use.

An interrupting character can use his special ability; each time counts as one of the 2 orders he can execute during the Interruption. If he uses it twice, he can no longer execute any red or gold Order.

RADIO SCRAMBLING

Radio scrambling may be triggered by switching ON the **Portable Radio Scrambler** card or the fixed **Communication Room Radio Scrambler**. Both have the same IPS line.

During the Activation phase, the character must spend 1 CP on an *Interact* order, and perform a test using his *Technical* value. You may spend more than 1 CP, each extra CP adding +1 yellow die as usual.

If you score 3 or more test points, the Radio Scrambler is switched ON. Place an ON marker on the equipment card or floor element. It stays ON until switched OFF or destroyed.

A player who switches a Radio Scrambler ON scrambles the other player's faction's frequencies. Place the 6 **radio scrambling markers** matching your color behind your screen.

Initiative Phase: Radio Scrambling Setup

During the Initiative phase, each player who has switched ON a Radio Scrambler *must* dispatch his 6 radio scrambling markers, attaching one marker facedown to characters controlled by opponents (not dead or captured characters). If there are fewer than 6 opponents, excess markers are set aside, facedown.

A player dispatching scrambling markers is the **scrambling player**, and a player controlling a character receiving a marker is a **scrambled player**.

Initiative Phase: Switching Radio Channels

Each scrambled player then gets one chance to **switch *one* radio channel**. He exchanges (facedown and without looking at them) 2 markers of the same color attached to 2 of his characters, or between a character he controls and any excess radio scrambling markers that were set aside. No marker is revealed.

Activation Phase: Radio Scrambling

When an activated or interrupting character with a scrambling marker has spent CP in excess of the CP Bonus on his character card, he *must* reveal the radio scrambling marker.

The radio frequency is clear: Nothing happens and the character can keep on acting normally.

The enemy is listening to this frequency: The scrambling player gains 1 Spy Point. The character can keep on acting normally.

The radio frequency is scrambled: The scrambled character cannot spend more CP than the CP Bonus on his character card. Removes all excess CP from the character before executing the order the CP were spent for, and place them behind your screen. You may also retrieve the Order tile you have just attached to this character, if it has no CP on it.

A character with a CP Bonus value of of 0 *must* reveal any scrambling marker attached to him as soon as he is activated or interrupting, even if he has just been activated as 'waiting for orders'. These effects are applied immediately.

If a player reveals an opponent's scrambling marker when he was not supposed to, the scrambling player earns +2 MP and the effect of the scrambling marker becomes applicable when and if the character it is attached to exceeds his CP Bonus.

Switch OFF and Reactivating a Radio Scrambler

To turn OFF the Portable Radio Scrambler, first get the equipment card from the character carrying it (usually by killing him); then execute the IPS line on the card to switch it OFF.

A player can switch OFF the Portable Radio Scrambler and then switch it ON again for his own team using the same or another character, by repeating the test with the same IPS line.

To turn OFF the Communication Room Radio Scrambler, a character must face the Radio Scrambler floor element on one of the 3 facing icons and execute the IPS line to switch it OFF.

The Communication Room Radio Scrambler cannot be reactivated by the same character that turned it OFF since it can only be triggered once per turn by the same character.

When the Radio Scrambler is switched OFF, remove the 6 corresponding radio scrambling markers from the game.

Electrical Power Down

When the power is down in the Communication Room or the whole building, the Communication Room Radio Scrambler ceases to function. The player who switched it ON immediately takes back his 6 radio scrambling markers behind his screen. He will be able to use them again during the next Initiative phase when the power comes back on.

Cutting the power does not switch OFF the Radio Scrambler, it just stops its effect until the next Initiative phase.

The Portable Radio Scrambler is not stopped when the power is down. If a character drops a Portable Radio Scrambler that is ON, the radio scrambling effect ceases immediately.

LARGE MINIATURES

Large figures cover 4 map squares. They cannot move sideways. Each square of forward movement costs 1 MVP, and each square of backward movement costs 2 MVP. Moving is only possible if both target squares are valid squares to move into.

Figures with a **Rotating Cost icon** on their character card must spend that many MVP to rotate either 90° or 180° in either direction. It cannot choose its facing for free at the end of a move, or when interrupted.

Large figures cannot use stairs (stairs up or down, sewer exits). They can, however, pass or stand on these squares.

A character has LoS to a large figure if it has LoS to at least one of its 4 squares. To check LoS from a large figure, draw a straight line from one of the figure's squares that contain a red or orange fire arc to the target, applying normal LoS rules.

If a large figure is standing in a doorway, the door can no longer be closed, automatically or manually.

A large figure on more than one floor tile receives the benefits and disadvantages of all the floor tiles. If a large figure standing on 2 or more floor tiles executes a *Search* order, the player *must* announce which room he is searching before rolling dice.

If an explosive weapon's area of effect impacts more than one square of a large figure, the opponent who fired the explosive chooses the target square when rolling for damage. The figure suffers damage from an explosion only on one square.

Mammoth MK II

The Mammoth's special ability is destroying walls and doors. Spend 1 CP and choose a target in the Mammoth's LoS and red fire arc: either a long wall section; up to 2 adjacent short wall sections; a large door (only one square need be targeted); a short wall section and an adjacent door; or 1 or 2 adjacent small doors.

Roll 3 yellow dice. If the result is **4 test points or more**, remove any targeted doors and/or place long or short broken wall markers on any targeted walls as appropriate. Defensive values of the targets are ignored.

The Mammoth's ammunition supply is only limited by the number of broken wall markers available: when they run out, it can no longer shoot or use its special ability.

CAPTURE

To **capture** a character, execute a normal *Close Combat* order against an adjacent, wounded enemy character. Announce this is an attempt to capture, not to inflict damage, before rolling the dice. The character attempting the capture is the **captor**. The target of the capture is the **victim**.

If the damage rolled would have been sufficient to kill the victim, he is captured. If not, he is not captured. No actual damage is applied to the victim in any case.

If the victim is successfully captured, place the victim's figure on the captor's character card and place a **prisoner marker** on his character card; he is now a **prisoner**. A prisoner has a weight value of 1 (check the captor's weight allowance).

The captor can take some or all of the prisoner's equipment cards or markers if he does not exceed his weight allowance. Equipment cards not taken are removed from the game, or go to the bottom of the Search deck if the scenario uses **Search**.

Prisoners

A prisoner cannot execute orders, does not provide Bonus CP during the Initiative phase, cannot be assigned Order tiles, cannot use his special ability, and cannot keep any equipment.

He is treated like an equipment and can be transferred between friendly characters as long as the new captor's weight limit is respected. A captor cannot carry more than one prisoner.

A captor can voluntarily free a prisoner for 0 MVP when executing a *Move* order. The freed Prisoner is placed on any valid square adjacent to the captor.

Freeing a Prisoner by Killing the Captor: As soon as a captor is dead, his prisoner becomes free and his figure is placed on the captor's cadaver square (the player regaining control of the prisoner chooses his facing). Remove the prisoner marker from his character card. Equipment carried by the dead captor can be divided between the freed prisoner and any of the adjacent characters who rescued him.

Assassinating a Prisoner: A captor can automatically kill his prisoner by executing a 1 CP *Close Combat* order(no die roll is necessary). Place the prisoner's character marker, with his face visible, on the captor's square.

Freeing a Prisoner by Capturing the Captor: If a captor is captured by another character, the prisoner is automatically freed, and the captor becomes a prisoner. Its figure is placed on its new captor's character card, and the freed prisoner figure is placed on the map in its place. All other rules for capturing and freeing a prisoner apply.

Capturing a Large Miniature

If a large figure is successfully captured, it stays on the map. Place a prisoner marker on the large figure's character card and the captor takes the card. Place the captor's miniature on the large figure's character card to symbolize that the captor is piloting it.

The captor must stay inside the large figure if he wants to keep it as a prisoner. He can move (control) the large figure using the large figure's Movement value, and he takes on its Armor value, Close Combat chart and weight allowance. He keeps his own Life Points, CP Bonus, and Maximum CP per turn.

For all other character statistics, the captor decides whether to use his own or the large figure's when needed.

If the large figure has built-in weapons, the captor can use them, and he can trigger the large figure's special ability as well as his own.

Other figures controlled by the captor's controlling player can move through the large figure as long as it remains his prisoner. Figures controlled by the player who originally controlled the large figure cannot move through the large figure as long as it remains a prisoner.

If the captor inside the large figure is captured or killed, the large figure is automatically freed.

If there is no captor inside the large figure at the end of any Activation round, it is automatically freed.

There can only be one captor inside the large figure but a transfer of captor can occur. This can only be done using a combined *Move* order with 2 characters. One character moves out of the large figure and another one enters it during the same Activation round.

TORTURE

Only Salemites can **torture** prisoners to obtain **Spy Points** (SP).

Spend 1-4 CP on an *Interact* order assigned to the captor. Each CP spent for torture grants 1 black **Torture die.**

If the captor is carrying the *Torture Kit* he gains +2 Torture dice. If he is in the Torture Chamber, he gains +2 Torture dice.

Spy Point icons on the rolled dice are used as normal; all other dice results are ignored.

A captor can torture the same prisoner multiple times in the same Activation round. A character friendly to the captor can take the prisoner from him to torture him more, and 2 captors can exchange their prisoners to take turns torturing them.

There is no limit to how many times the prisoner can be tortured.

COMBINATION

When a character executes an order, other characters can use **gold** order sections so they can all collectively perform a **combined order** in a single Activation round.

All the **combined characters** executing the combined order must be controlled by the active player, and they must all must execute the same order type *(Move, Close Combat, Shoot, Interact, Search, Torture)*. Characters cannot combine together to trigger a character's special ability.

The **activated character** is the one activated by the active player this Activation round. The order section he executes can be of any color, but the color of the order sections executed by all other combined characters *must* be gold, and they must use previously assigned Order tiles to participate in the combined order.

You must spend at least 1 CP on each order section of each combined character (including the activated character). You can spend more than 1 CP on some characters if the corresponding order sections assigned to them allow for more than 1 CP.

No character can exceed his Maximum CP per turn.

Except in the case of a combined *Move*, all dice granted by all combined characters executing a combined order are rolled all at once, adding all automatic bonuses if any.

You must spend all the CP you wish to spend on all combined characters before starting the order's actual execution.

You can execute more than one combined order in the same Activation round but each must be resolved independently.

A combined order cannot be executed during an interrupt.

A character can still execute a regular gold order by himself.

Combined Move

Moves more than one character in the same Activation round. The active player decides in which order to move, but he must complete the move of one character before moving another.

Each combined character moves according to the CP spent on his assigned Order tile. Each moving character can be subjected to a Interruption Duel, but only while it is his turn to move.

Combined Close Combat

Each combined character must be adjacent to the defender. If the defender is attacked on different arcs, the defender chooses which color arc to use: dark blue, light blue or grey.

Roll all Combat dice granted by all combined characters, adding any automatic hits. If the defender rolls any critical hits, he decides how to distribute them among the attackers.

Combined Shoot

Each combined character must have LoS to the same target and shoot at the same target. Separately determine each shooter's required range to the target.

Roll separately for each shooter to see if targeting is successful. For each that is successful, check whether the target is in the red or orange fire arc to determine Combat dice and automatic hits. Roll all Combat dice granted by all combined characters, adding any automatic hits, and resolve damage normally.

Combined Search

All combined characters must be on the same floor tile. A large figure can be partly on the same room tile as the others.

Roll all black dice granted by all the combined characters, adding any automatic Search points. Search through the Search deck as usual. Only one equipment card can be taken. The active player chooses which character gets the card.

If the black dice provide Spy Points, they can be converted into MP only if all combined characters are on foreign ground.

If a floor tile's special ability provides extra black dice, each combined character benefits from this bonus cumulatively.

Combined Interact with Equipment Card

One of the combined characters (the **carrier**) must be carrying the equipment. All others must be adjacent to him.

If the IPS condition is to spend 2 CP or more, only the carrier needs to spend the CP. All other combined characters need only spend 1 CP: each additional CP gives one extra die.

If the IPS condition asks to spend only CP from one faction, only characters of that faction can be combined to interact with this equipment.

If the IPS condition asks for a cadaver, the carrier must be immediately facing the cadaver.

If the equipment's effect is to be applied to a character, any *one* combined character can benefit; the active player chooses which. On any case the equipment card remains with its carrier.

Any marker left on the map is placed under the carrier. An effect triggered in a floor tile is triggered where the carrier is standing. An area of effect is triggered centered on the carrier.

If a floor tile's special ability provides extra yellow dice, each combined character standing on this tile benefits from this bonus cumulatively.

Combined Interact with Floor Element

If a floor element shows only one facing icon, you may *not* combine characters to interact with it. If there is more than one facing icon, *each* combined character must be standing on a facing icon, correctly facing the floor element.

If a room has no facing icon, all combined characters must be standing in the room, but only one can benefit from the effect.

If the IPS Condition is to spend 2 CP or more, only the activated character needs to spend the CP. All other combined characters need only spend 1 CP: each additional CP gives one extra die.

Combined Torture

Only Salemite characters can be involved in the torture. The prisoner's captor must be one of the combined characters, and all other combined characters must be adjacent to the captor.

Each CP spent on each combined character's *Interact* order provides +1 Torture die.

Each combined character in the Torture Chamber gains +2 additional Torture dice. If a combined character has the Torture Kit, only he gains +2 Torture dice.

MULTIPLE LEVELS

A character standing on a **stairs up/down tile** can use one MVP to move directly to the corresponding stairs down/up tile on the connecting level.

The square occupied by a figure standing on a stair tile is treated as a normal floor square, and other figures on the same level can have LoS to the figure. The figure can also have LoS to other figures on the same level, and the corresponding stair tile on the connecting level.

A figure standing on a stair tile can be attacked in **close combat** by any enemy adjacent figures on the same level or by an enemy standing on the corresponding stair tile on the connecting level. When close combat occurs through stair tiles, there is no facing, and each controlling player may choose *any* close combat color arc. This is also applicable in the case of a combined close combat involving one character attacking through stair tiles.

A figure standing on a stair tile can **shoot** at any enemy standing on the corresponding stair tile. The range is 1 square, and the target is *always* considered to be in the shooter's orange fire arc, no matter the facing of each figure.

If a stair tile is in an explosive weapon's red damage zone, the AoE is applied as normal, and the effect extends only to the corresponding stair tile on the connecting level. When rolling for damage there, consider the square to be in the red zone.

1. INITIATIVE PHASE

Drawing Order Tiles

Starting with the player with the **Initiative marker** and going clockwise, each player secretly draws **Order tiles** until he has **5 tiles** faceup behind his screen.

Obtaining Command Points (CP)

Each player takes **CP counters** behind his screen:

Your **base CP allowance + Bonus CP** for each character card under your control at the beginning of this phase

Determining Initiative

The player dictated by the scenario takes the **Initiative marker** and plays the first round in the Activation phase.

2. ACTIVATION PHASE

Activate a Character (? CP)

You may **activate** a character you control.

Engage its character card (rotate it clockwise 90°) on its first activation this turn.

Then perform *either or both* of the following options:

1. Assign an Order Tile

Assign one of your **Order tiles** to the character card.

2. Execute One or More Orders

Assign CP counters to a chosen **order section** from the assigned Order tiles. Then execute the order(s).

Command Point Constraints

CP may only be spent on empty sections; the counters in a section may not exceed the number shown.

A character may not spend more than his **Maximum CP**.

You may spend less CP on an order section than the maximum allowed; remaining available CP there are lost.

Order Execution Constraints

An order section with more than 1 CP must be executed as a single order, and cannot be split into several orders.

Separate order sections *must* be executed as separate orders (even the same type).

Reactivate Previously Activated Character (? CP)

Once all your character cards have been engaged, you may **reactivate** a previously activated character.

Draw 1 Order Tile from the Bag (1 CP)

Choose 1 Order Tile from the Discard Pile (2 CP)

Secretly choose one of the tiles in the order discard pile.

Pass

If all players pass in succession, the Activation phase concludes and players proceed to the Final phase.

End of Round

When the active player has performed one of the above actions, it is the end of his round of Activation. Close all **Sliding doors** that have been opened this round.

His opponent is now the **active player**.

No more than 5 Order tiles may remain behind your screen by the end of the turn.

EARTH REBORN

3. FINAL PHASE

Check for victory conditions in the scenario rules.

Disengage character and equipment cards.

Discard all Order tiles assigned to characters, facedown.

Return all CP counters back to the bank, including all unused CP counters behind player screens.

Players discard Order tiles in excess of 5 from behind their screens, and may discard all or part of their remaining tiles.

CLOSE COMBAT

1. Determine Combat Strength

Check the arc on the figure's base:

Dark-blue: the figure's highest Combat Strength.
Light-blue: the figure's standard Combat Strength.
Grey: the figure's lowest Combat Strength.

Add close combat weapon combat bonuses.

2. Resolve Close Combat

Players roll **Combat dice** equal to their Combat Strength.

Striking Hard: Each CP in excess of 1 gives +1 combat die to the attacker.

For each die showing a **critical hit**, inflict one **wound** on the enemy. The defender can inflict wounds with criticals, but not with normal hits.

Defender counts all normal hits + any automatic hits + Armor value to find **Defensive value**.

Attacker counts all the normal hits + any automatic hits. If this **exceeds** the Defensive value, the defender receives one wound for each hit that exceeded the value.

SHOOT

1. Check LoS

2. Determine Required Range

Count the squares to the target (not using diagonals).

3. Roll for Targeting

Shooter's **Shooting value** + **firing weapon's Shooting value** + any Shooting **bonuses**.

Improved Targeting: Each CP in excess of 1 gives +1 yellow die (maximum 4 CP in total).

Roll dice (you may roll less dice if you wish)**, adding any automatic distance points:** If you roll at least one perfect shot, targeting is successful no matter the range. If the total distance rolled **equals or exceeds** the range, targeting is successful. In any other situation, targeting fails; CP spent on the *Shoot* order remain spent. You may roll fewer dice than you are entitled to.

If an **out of ammo icon** on the dice is rolled, the weapon must be reloaded before firing again.

Out of Ammo: Only firing weapons with this icon can be run out of ammo and be **reloaded**.

Fixed Ammo: the weapon can fire only a number of times equal to the number.

4. Roll for Damage

Look up the matching red or orange arc damage icon on the equipment card, and roll Combat dice.

Pour It On: Each additional CP in excess of 1 gives +1 yellow damage die (maximum 4 CP in total).

For each die showing a **critical hit**, inflict one **wound** on the enemy.

The shooter counts all normal hits + any automatic hits.
If the total **exceeds** the target's Armor, the target receives one wound for each hit that exceeded the value.

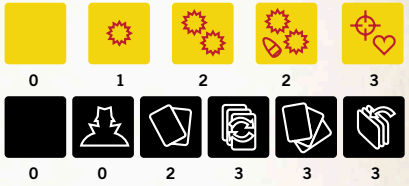
INTERACT

To interact with a special item, a character must carry it.

To interact with a floor element, character must stand on the **facing icon**, facing the red arc.

Spend enough CP on an *Interact* section on an Order tile to meet the IPS conditions.

Roll dice specified by the IPS. Each additional CP spent on the *Interact* order grants +1 die of the same color.



If the total test points equals or exceeds the IPS threshold, the effect is triggered. If not, nothing happens.

SEARCH

Spend 1-4 CP on a *Search* section of an Order tile, and check the character's Search value. Each additional CP spent beyond the first grants +1 black die.

Roll black dice: SPs rolled + any automatic SPs. Use them in addition to rolled icons to search the deck.

Use 1 SP to pass the top card to the bottom of the deck. Use the special icons rolled (Flip, Shuffle, or Spy Point).

To take the top card, a **Room Type Where Found** icon must match the searched Room Type, and there must be enough remaining unused SP to equal to its **Find Factor**.

Once an card is taken, the Search order is over and all remaining SP or unused special icons are lost.

EARTH REBORN

CHARACTERS

Nick Bolter

When activated, Bolter can convert 1 MP into 4 CP (lower the NORAD MP marker 1 point, and take 4 CP from the bank to place behind the player's screen).

These CP can be used by the NORAD player any way he wants. Bolter can do this as many times as desired, as long as there are MP available. You are not limited in the number of CP you can have behind your screen. If the bank runs out, use any other means to count CP.

Vasquez

When activated, if Vasquez has LoS to Franck Einstein, she can try to take control of him indefinitely. Spend 2 CP, roll 3 yellow dice, and if 5 or more test points are rolled, Franck Einstein becomes controlled by the NORAD player until the end of the game (and cannot pass through Salemite figures anymore).

If Vasquez is Wounded, she only needs to spend 1 CP and a successful roll of 3 test points or more to turn Einstein into a traitor.

When Vasquez takes control of Einstein, he keeps all CP and Order tiles already played on him this turn.

Mammoth MK II

Deployment phase: when the Mammoth marker is revealed, one of the 4 squares of the Mammoth's figure base must cover the square with the Mammoth marker. The figure can also be partly outside the map, with a maximum of 2 base squares outside the board's frame.

When the Mammoth dies, its controller decides on which of the 4 squares to place the character cadaver marker.

James Woo

When James Woo is in a Science Room or Officer Section, he can spy by spending 2 CP. This is automatically successful and gives him 1 Spy Point.

When James Woo is Wounded, the same action costs him 3 CP.

Jessica Hollister

When activated, Hollister can convert 1 MP into 4 CP (lower the Salemite MP marker 1 point, and take 4 CP from the bank to place behind the player's screen).

These CP can be used by the Salemite player any way he wants. Hollister can do this as many times as desired, as long as there are MP available. You are not limited in the number of CP you can have behind your screen. If the bank runs out, use any other means to count CP.

Franck Einstein

Franck Einstein is a traitor.

If Einstein's card is not engaged, the NORAD player can spend 2 CP during his turn to receive Spying information from him.

The NORAD player spends 2 CP on Einstein's character card, engages it, rolls 2 black dice, and if 4 or more test points are rolled, the NORAD player receives 2 Spy Points.

The CP spent by the NORAD player on Einstein's card count toward Einstein's Maximum CP per turn.

This traitor ability can only be used once per turn by the NORAD player, since it involves engaging Einstein's card.

When Einstein is Wounded, his traitor spying ability functions the same way, but it requires 3 CP from the NORAD player and only provides 1 Spy Point.

This ability can only be used while Einstein is under Salemite control.

Franck Einstein's Maximum CP per turn is always 5 CP, no matter who controls him or how they were spent.

Einstein is not a zombie.

Cherokee Bill

Cherokee Bill carries a flamer and is a traitor.

If Bill's card is not engaged, the NORAD player can spend 2 CP during his turn to activate Bill as a NORAD Character.

The 2 CP spent are placed on Bill's character card. Bill then becomes a traitor and gets a Maximum CP per turn of 6 CP per turn that only the NORAD player can spend on him.

Bill remains a NORAD Character until the Final phase of this turn, after which he returns to Salemite control. When acting as a traitor, Bill cannot pass through Salemite characters.

When Bill is Wounded his special ability changes. If Bill's card is not engaged, the NORAD player can spend 2 CP during his turn to receive Spying information from him.

The NORAD player spends 2 CP on Cherokee's character card, engages it, then receives 2 Spy Points.

The CP spent by the NORAD player on Bill's card count toward Bill's Maximum CP per turn.

This traitor ability can only be used once per turn by the NORAD player, since it involves engaging Bill's card.

Professor John Kendall Jr

Professor Kendall must be immediately facing a cadaver to be able to turn it into a zombie. A cadaver is represented by a skull icon printed on a floor tile or by a character marker placed on the board.

Kendall spends 2 CP, and if he successfully performs the Scientific test, the cadaver is re-animated as a zombie. A dead character marker is removed from the board and replaced with an available zombie figure. On a floor element, place an Empty Grave marker on the appropriate square and place an available zombie figure on top. The Empty Grave marker indicates that the square on which it is placed no longer contains a cadaver that can be reanimated as a zombie.

If a dead character marker is still holding equipment when reanimated as a zombie, the new zombie only keeps the equipment he can carry while respecting the Weight Limit rule. Each equipment card in excess is discarded to the bottom of the Search pile.

A dead zombie cannot be reanimated as a zombie again. Dead character markers cannot be moved by characters.

Jeff Deeler

During the Initiative phase, each zombie Deeler has in his LoS receives 2 CP from the bank. These can be spent only by the targeted zombie(s), and raises the Maximum CP per turn that can be spent on each of these zombies.

When Deeler is Wounded, each zombie in LoS during the Initiative phase receives a +3 CP Bonus instead of +2.

Jack Saw

Saw is a zombie. He can use his saw-arm to cut through adjacent doors or walls in his dark blue arc. The 2 IPS lines are 2 different options from which Saw can choose.

For 2 CP, roll 6 yellow dice. If 10 or more test points are rolled, Saw destroys an adjacent wall. Place a short Broken Wall marker.

For 1 CP, with no test or dice roll, Saw can destroy *any* adjacent door. Remove the door from the board, or flip it on its destroyed side if it covers a single wall.

Zombies

You can never generate more zombies than you have zombie figures and zombie character cards. Therefore in the basic game the Salemite player can never control more than 2 zombie figures at the same time.

You cannot generate a 'Jack Saw' zombie using the *Zombie Serum* or Professor Kendall's special ability.

EQUIPMENT

Ammunition

A character carrying ammunition cannot run out of ammo.

Bazooka

If the Mammoth MK II is hit by the bazooka, its Armor value loses 2 points. This also applies if you combine a bazooka with other weapons in a combined *Shoot* order.

Chainsaw

Spend 1 CP and perform a successful Technical test to destroy *any* type of door. The carrier must be adjacent to the door and it must be in its dark blue or light blue arc.

The chainsaw can be used as a close combat weapon.

Deadly Virus

Spend 1 CP and perform a successful Scientific test to switch ON the deadly virus. Once it is ON, place 4 Wound counters on the card as time counters. Place the deadly virus marker on the square occupied by the carrier. At each Final phase following the Activation of the deadly virus, remove a time counter. When the last counter is removed, place the card at the bottom of the Search pile and remove the deadly virus marker from the board.

Each character entering a floor tile section containing a deadly virus marker receives 2 Wounds. Each character still standing on a floor tile section containing a deadly virus marker during the Final phase receives 2 Wounds.

Flamer

The flamer uses a special type of explosive area of effect (AoE), as pictured on the card. The AoE starts on the first square in front of the shooter and spreads as indicated. There is no LoS and no targeting roll necessary. A flamer cannot be used to destroy walls and sliding doors though it can destroy any other type of floor element.

Gas Mask

Spend 1 CP to switch ON the gas mask (put it on). The carrier is now immune to all gas effects such as the deadly virus or toxic gas capsule.

Infrared Goggles

Spend 1 CP and perform a successful Technical test to switch ON the goggles. The carrier is now not affected by the smoke grenade effect and his LoS extends into, through, and beyond the smoke grenade's AoE.

Jet Pack

Spend 1 CP and perform a successful Technical test to switch ON the jet pack. The carrier immediately gets 6 squares of flying movement, and can pass over enemy characters and any square outlined with a yellow dotted line (but not walls).

If the jet pack is triggered with a combined order, only the carrier benefits. Itt may not be transferred to a friendly character during the flying movement.

Place a Wound counter on the card each time it is successfully activated; it may be activated 5 times. The Mammoth MK II cannot use the jet pack.

Kevlar Armor

The carrier gets a permanent Armor value of 5 (replacing its original Armor value on the character card).

Laptop Computer

Spend 1 CP, engage this card, and perform a successful Technical + Scientific test. Gain 4 Mission Points if the test is successful. Disengage the laptop at each Final phase. Transferring the laptop doesn't disengage it.

Magnetic Card

Has the same effect as a magnetic card marker, allowing the carrier to open all doors with a magnetic card icon.

Magnetic Disrupter

Spend 1 CP and perform a successful Technical test to switch ON the disrupter. It affects the entire tile where the carrier is standing. Any shooting actions involving a shooter or a target standing in that floor tile are prevented. At the next Final phase, the disrupter is automatically switched OFF. It needs to be switched ON again on the next turn to be in effect again.

Medical Kit

Spend 1 CP and perform a successful Scientific test to gain 2 Life Points. The carrier can heal himself or any character he is immediately facing. If the character is brought back from Wounded to Healthy, his new characteristics are immediately applicable.

Mines

Spend 1 CP and perform a successful Technical test to place a Mine marker on the carrier's square. The marker is switched ON at the following Final phase. Once ON, any character entering the square triggers the mine explosion. Each card provides 2 mines. Place a Wound counter on the card each time a Mine marker is successfully placed on the board.

Morphine

Spend 1 CP and perform a successful Scientific test to gain 4 Life Points. The carrier can heal himself or any character he is immediately facing. If the character is brought back from Wounded to Healthy, his new characteristics are immediately applicable.

Motion Detector

The carrier can treat all Black-colored orders from Order tiles attached to him as if they were Red.

Plastic Explosive

Spend 1 CP and perform a successful Technical test to switch ON the plasticexplosive. Place the card beside the board and place the Plastic Explosive marker on the square occupied by the carrier. At the next Final phase, the plastic explodes (place the card faceup at the bottom of the Search pile).

Power Fist

Spend 1 CP and perform a successful Technical test to destroy any type of door with a Defensive value of 4 or less. The carrier must be adjacent to the door and facing it in its dark-blue or light-blue arc. The fist can be used as a Close Combat weapon.

Secret Files

A NORAD character can spend 2 CP and perform a successful Technical test to gain 2 Spy Points usable any way he wants. Discard the card to the bottom of the Search pile after a successful test.

Smoke Grenades

A smoke grenade can be thrown in the carrier's red or orange fire arc with the same effect. The grenade does not cause damage but prevents all LoS in the indicated area of effect, although the effect does not extend through walls or closed doors.

If a door is opened/destroyed or a wall is destroyed, the effect extends through it as indicated on the card. If this same door is later closed, the effect no longer spreads beyond the door.

The smoke grenade effect lasts 2 turns. Place the Smoke Grenade marker in the targeted square with the #2 facing up when thrown. Flip the marker to its other side at the Final phase of the first turn. Remove the marker from the board at the Final phase of the 2nd turn.

Targeting Lens

The carrier gets +1 yellow die for all targeting rolls.

Taser

A Taser can shoot in the shooter's red or orange fire arc with the same effect. It does not cause damage but paralyzes the targeted character. Roll for targeting as normal; if successful, roll 2 yellow dice (adding any additional dice from extra CP spent on the *Shoot* order). If the final score is 3 test points or more, the targeted character is paralyzed and loses 2 CP this turn.

Put 2 CP counters from the bank on the targeted character's card. These CP count towards the Maximum CP per turn this character is entitled to. You can tase a character more than once in the same round or turn.

A taser shot and normal shooting cannot be combined during a combined *Shoot* order.

Technical Toolbox

The character carrying this equipment gains +2 yellow dice for all technical tests.

Time Bomb

Spend 1 CP and perform a successful Technical test to switch ON the time bomb. Place this card beside the board and place the Time Bomb marker showing the number 2 side on the square occupied by the carrier.

At the next Final phase, switch the marker to its other side. At the 2nd Final phase the bomb explodes (place the card face up at the bottom of the Search pile).

If a character is standing on a Time Bomb marker, he can switch OFF the bomb by spending 1 CP and performing the same Technical test.

If a time bomb is successfully switched OFF this way, the character can pick up and carry the Time Bomb equipment card previously set aside.

Torture Kit

The carrier gets +2 black dice for all Torture rolls.

Toxic Gas Capsule

Spend 1 CP and perform a successful Scientific test to switch ON the toxic gas capsule. The carrier and other characters standing in the 4 adjacent squares receive 2 Wound counters. Other characters standing in the orange damage zone receive one Wound counter.

If a large miniature occupies more than one square in the area of effect, it only receives 2 Wound counters in total.

The effect of the toxic gas capsule is instantaneous and doesn't last. Place the equipment card faceup at the bottom of the Search pile after resolving its effect.

U.S. Constitution

During the Initiative phase, the player controlling the carrier draws Order tiles until he has 6 behind his screen.

Wiring Plans

If the carrier is standing in a Technical Room he can try to activate the bottom IPS line of this card: Spend 3 CP and perform a successful Technical + Scientific test to shut down the electrical power in the whole building.

If the carrier is standing in any other type of room, he can try to activate the upper IPS line of this card: Spend 1 CP and perform a successful Technical + Scientific test to shut down the electrical power in the room he is standing in.

Zombie Control Device

Spend 1 CP and perform a successful Technical test to switch this equipment ON. If the character carrying it has a zombie in LoS, he can now engage the zombie control device to boost this zombie's CP this turn. Take 3 new CP from the bank dedicated to this zombie and usable anytime he is activated this turn. These extra CP can be spent beyond the zombie's Maximum CP per turn.

Zombie Serum

Only the Salemite Player can use the Zombie Serum.

The carrier must be immediately facing a cadaver (represented by a skull icon directly printed on a floor tile, or a character marker representing a dead character).

The carrier spends 1 CP and if he successfully performs a Scientific test, the cadaver is re-animated as a zombie. A dead character marker is removed from the board and replaced with an available zombie figure. On a floor element, place an Empty Grave marker on the appropriate square and place an available zombie figure on top. The Empty Grave marker indicates that this square no longer contains a cadaver that can be reanimated as a zombie.

If a dead character marker is still holding equipment when reanimated as a zombie, the new zombie only keeps the equipment he can carry while respecting the Weight Limit rule. Each equipment card in excess is discarded to the bottom of the Search pile.

A dead zombie cannot be reanimated as a zombie again.

Dead character markers cannot be moved by characters.

In case of a combined order to use the zombie serum, only the carrier needs to be immediately facing the cadaver.

FLOOR TILES

Armory

A character searching in this room adds +1 black die to his *Search* roll.

Cemetery

Each grave holds one cadaver that can be turned once into a zombie with the IPS lines of Pr. Kendall or the *Zombie Serum*. The character must be immediately facing a tomb.

Chemistry Lab

A character standing in this room has +2 yellow dice to his Scientific value for any Scientific test.

Command Post

During the Initiative phase, if at least one NORAD character occupies this room with no Salemite character present, the NORAD player receives +2 CP; and vice versa.

Communication Room

Once the radio scrambler is ON in this room, a character need not stand on a facing icon or even be in this room for the radio scrambling to remain active.

Cryogenic Chamber

This room provides one cadaver that can be turned into a zombie with the IPS lines of Pr. Kendall or the *Zombie Serum*. The character must stand correctly on the facing icon. If the electrical power is down here, cadavers are not accessible and cannot be turned into zombies.

Generator

A character correctly standing on the facing icon can spend 1 CP and perform a Technical test (roll as many yellow dice as his Technical value). If he rolls 3 or more test points, the electrical power is down in the whole building until the Final phase. The generator cannot be destroyed.

Infirmary

Spend 1 CP and perform a successful Technical + Scientific test to gain 2 Life Points. The character performing this action can heal himself or any other character standing on a facing icon in this room. If the character is brought back from Wounded to Healthy, his new characteristics are immediately applicable.

Missile Room

A character correctly standing on a facing icon can spend 2 CP and perform a Technical test. If successful, place an ON marker on this floor element and 2 CP markers as time counters. At each Final phase, remove one time counter. When the last one is removed, the missiles are launched. If this was an objective, gain the MP indicated. Otherwise, this has no effect.

Morgue

This room provides 2 cadavers that can be turned into zombies with the IPS lines of Pr. Kendall or the *Zombie Serum*. The character must stand correctly on the facing icon.

Officers' Quarters

During the Initiative phase, for each character standing in this room, the controlling player can spend 1 MP to gain 4 CP from the bank and place them behind his screen. You cannot use this ability if one or more enemy characters are occupying the room with you.

Patient Room

A character standing anywhere in this room can spend 1 CP and perform a successful Scientific test to gain 1 Life Point. The character performing this action can heal himself or character he is immediately facing. If the character is brought back from Wounded to Healthy, his new characteristics are immediately applicable.

Robot Assembly Workshop

A character correctly standing on the facing icon gets +1 black die when searching in this room. Any character standing in the room receives +2 yellow dice on all Technical tests.

Satellite Com Room

A character correctly standing on the facing icon can spend 2 CP and perform a Technical test. If successful, gain a Spy Point you can use any way you want.

Secret Safe Room

A character standing anywhere on one of the 4 squares *inside* the safe gets +2 black dice when searching in this room.

Walls around this room cannot be covered with doors during the construction of the map in the S.A.G.S. game mode.

Sewers Exit

Once a character has reached this floor tile, he can exit the map through the sewers by spending one more MP. Remove the figure from the game; it can never return. It is considered to have exited the map from its edge, and has the same effect.

Torture Chamber

Salemite characters standing in this room receive +2 black dice when torturing a captured character. This bonus is cumulative per character standing and torturing in the room.

Video Surveillance Room

A character correctly standing on a facing icon can try to switch on the equipment in order to observe the enemy. Spend 1 CP and perform a Technical test. If successful, take 4 CP from the bank and place them behind your screen.

Zombie Lab

The zombie lab initially provides 4 cadavers that can be turned into zombies with the IPS lines of Pr. Kendall or the *Zombie Serum*. The character must stand correctly on one of the facing icons. Each facing icon gives access to 2 different cadavers. The active player chooses which one of the 2 cadavers is to be reanimated.

If the electrical power is down in this room, cadavers are not accessible and cannot be turned to zombies.

COL. NICK BOLTER

7 +4

4 4 5 6

CLOSE	RANGED	
+2	+1	+1
+1		+2
+1		+2

Convert 1 MP into 4 CP.

These CP can be used by the NORAD player in any way.

Bolter can do this as many times as desired, as long as there are MP available. You are not limited in the number of CP you can have behind your screen.

-1 +4 -4

LT. VASQUEZ

5 +2

3 3 6 4

CLOSE	RANGED	
+2	+2	+2
+1		+1
+0		+3

May take control of Einstein (2CP).

If Vasquez has LOS to Einstein, roll 3 yellow dice.

On 5+ test points, Einstein is controlled by the NORAD player until the end of the game. Keep all CP and Order tiles already played on him this turn.

If Vasquez is wounded, she only needs 1 CP and a roll of 3+ points to turn Einstein into a traitor.

-2 +3 5 -3

JAMES WOO

5 +2

3 4 5 4

CLOSE	RANGED	
+1	+1	+2
+1		+2
+1		+2

Spy (2 CP).

When James Woo is in a Science Room or Officer Section, he can spy by spending 2 CP.

This is automatically successful and gives him 1 Spy Point.

When wounded, the same action costs him 3 CP.

-2 1 -2

MAMMOTH MK II

4 +1

6 6 4 1 8

CLOSE	RANGED	
+4	+4	+0
+1	+4	+1
+0	+2	+1

Destroy walls and doors (1CP). Target in LoS and red fire arc: a long wall section; up to 2 adjacent short wall sections; a large door; a short wall and an adjacent door; or 1 or 2 adjacent small doors.

Roll 3 yellow dice. On 4+ test points , remove targeted doors and/or place long or short broken wall markers on any targeted walls as appropriate. Ignore defensive values.

-1 +3 4 -4

LT. VASQUEZ

4 +2

2 3 4 3

CLOSE	RANGED	
+1	+2	+2
+0		+1
+0		+2

May take control of Einstein (2CP).
If Vasquez has LOS to Einstein, roll 3 yellow dice.
On 5+ test points, Einstein is controlled by the NORAD player until the end of the game. Keep all CP and Order tiles already played on him this turn.

If Vasquez is wounded, she only needs 1 CP and a roll of 3+ points to turn Einstein into a traitor.

-1 +3 3

COL. NICK BOLTER

5 +3

3 3 3 4

CLOSE	RANGED	
+1	+2	+1
+1		+2
+0		+1

MAMMOTH MK II

3 +0

4 3 3 1 8

CLOSE	RANGED	
+2	+2	+0
+1	+4	+1
+0	+2	+0

Destroy walls and doors (1CP). Target in LoS and red fire arc: a long wall section; up to 2 adjacent short wall sections; a large door; a short wall and an adjacent door; or 1 or 2 adjacent small doors.

Roll 3 yellow dice. On 4+ test points , remove targeted doors and/or place long or short broken wall markers on any targeted walls as appropriate. Ignore defensive values.

-1 +3 5

JAMES WOO

4 +1

2 3 4 3

CLOSE	RANGED	
+2	+2	+1
+1		+1
+0		+1

Spy (2 CP).
When James Woo is in a Science Room or Officer Section, he can spy by spending 2 CP.
This is automatically successful and gives him 1 Spy Point.
When wounded, the same action costs him 3 CP.

-3 1

JESSICA HOLLISTER

6 +4

3 | 4 | 5 | 5

CLOSE	RANGED		
+1	+2	+0	
n/a		+1	
+1		+4	

Convert 1 MP into 4 CP.

These CP can be used by the Salemite player in any way.

Hollister can do this as many times as desired, as long as there are MP available. You are not limited in the number of CP you can have behind your screen.

-1 | +4 | -3

CHEROKEE BILL

6 4 +0

2 | 4 | 4 | 2

CLOSE	RANGED		
+1	+2	+0	
+1	+3	+1	
+1	+2	+4	

The NORAD player can turn Cherokee Bill traitor (2CP).

If Bill is not engaged and still under Salemite control, the NORAD player spends 2 CP during his turn to activate him as a NORAD character with a maximum CP of 6. He remains NORAD until the Final phase of this turn, when he reverts to Salemite control.

If Bill is wounded and not engaged, the NORAD player can spend 2 CP to receive 1 Spy Point from him.

-2 | -1

PROF. JOHN KENDALL JR.

4 +1

2 | 4 | 3 | 3

CLOSE	RANGED		
+1	+2	+3	
+1		+2	
+0		+3	

Turn a cadaver into a zombie (2CP).

If immediately facing a cadaver (skull icon or character marker), spend 2 CP and successfully perform a Scientific test to re-animate it as a zombie.

A dead zombie cannot be reanimated as a zombie again. Dead character markers cannot be moved by characters.

-2 | 4 | -2

FRANCK EINSTEIN

5 +0 5 +0

4 | 5 | 5 | 4

CLOSE	RANGED		
+4	+1	+2	
+3		+2	
+1		+3	

The NORAD player can turn Einstein traitor (2CP).

If Einstein is not engaged and still under Salemite control, the NORAD player spends 2 CP, engages him and rolls 2 black dice. On 4+ test points, NORAD player receives 2 Spy Points.

CP spent by the NORAD player on Einstein count toward Einstein's Maximum CP per turn.

If Einstein is wounded, this requires 3CP and provides 1 Spy Point.

-2 | +2 | 4 | 2 | -2

CHEROKEE BILL

2 | 3 | +0

2 | 2 | 4 | 1

CLOSE	RANGED		
+1	+1	+0	
+1	+3	+1	
+1	+2	+2	

The NORAD player can turn Cherokee Bill traitor (2CP).
If Bill is not engaged and still under Salemite control, the NORAD player spends 2 CP during his turn to activate him as a NORAD character with a maximum CP of 6. He remains NORAD until the Final phase of this turn, when he reverts to Salemite control.

If Bill is wounded and not engaged, the NORAD player can spend 2 CP to receive 1 Spy Point from him.

-2 | 1

JESSICA HOLLISTER

4 | +3

3 | 3 | 3 | 3

CLOSE	RANGED		
+1	+1	+0	
n/a		+1	
+0		+2	

FRANCK EINSTEIN

4 | +0 | 4 | +0

3 | 5 | 5 | 3

CLOSE	RANGED		
+3	+0	+1	
+1		+1	
+2		+1	

The NORAD player can turn Einstein traitor (2CP).
If Einstein is not engaged and still under Salemite control, the NORAD player spends 2 CP, engages him and rolls 2 black dice. On 4+ test points, NORAD player receives 2 Spy Points.

CP spent by the NORAD player on Einstein count toward Einstein's Maximum CP per turn.

If Einstein is wounded, this requires 3CP and provides 1 Spy Point.

-3 | +2 | 4 | 1

PROF. JOHN KENDALL JR.

4 | +0

2 | 2 | 2 | 2

CLOSE	RANGED		
+1	+1	+2	
+0		+1	
+0		+1	

Turn a cadaver into a zombie (2CP).
If immediately facing a cadaver (skull icon or character marker), spend 2 CP and successfully perform a Scientific test to re-animate it as a zombie.

A dead zombie cannot be reanimated as a zombie again. Dead character markers cannot be moved by characters.

-2 | 4

JEFF DEELER

5 +2

3 3 4 3

CLOSE	RANGED	
+2	+1	+1
+1		+2
+2		+1

Give CP to zombies.

During the Initiative phase, each zombie Deeler has in his LoS receives a 2 CP bonus from the bank.

These can be spent only by the targeted zombie(s), and raises the Max CP per turn that can be spent on each of these zombies.

When Deeler is wounded, each zombie in LoS during the Initiative phase gets a +3 CP Bonus instead of +2.

+2 -2

JACK SAW

4 +0

2 6 3 3

CLOSE	RANGED	
+4	+1	+0
+2		+0
+2		+1

Zombie. Destroy walls and doors (1 or 2 CP).

Destroy adjacent doors or walls in his dark blue arc. Choose one:

1 CP: No test or dice roll, destroy any adjacent door.

2 CP: Roll 6 yellow dice. On 10+ test points, destroy an adjacent wall (place a short Broken Wall marker).

-1 1 -2 +6 10 1 -2

ZOMBIE 1

3 +0

2 4 3 0

CLOSE	RANGED	
+3	+0	+0
+2		+0
+1		+0

Zombie.

You can never generate more zombies than you have zombie figures and character cards.

You cannot generate a 'Jack Saw' zombie using Zombie Serum or Professor Kendall's special ability.

-1

ZOMBIE 2

3 +0

2 4 3 0

CLOSE	RANGED	
+3	+0	+0
+2		+0
+1		+0

Zombie.

You can never generate more zombies than you have zombie figures and character cards.

You cannot generate a 'Jack Saw' zombie using Zombie Serum or Professor Kendall's special ability.

-1

JACK SAW

3 +0

1 | 6 | 2 | 2

CLOSE	RANGED	
+2	+0	+0
+1		+0
+1		+0

Zombie. Destroy walls and doors (1 or 2 CP).

Destroy adjacent doors or walls in his dark blue arc. Choose one:

1 CP: No test or dice roll, destroy any adjacent door.

1 CP: Roll 6 yellow dice. On 12+ test points, destroy an adjacent wall (place a short Broken Wall marker).

-1 | 1 | -1 | +6 | 12 | 1

JEFF DEELER

4 +0

2 | 4 | 3 | 3

CLOSE	RANGED	
+1	+1	+1
+2		+2
+1		+1

Give CP to zombies.

During the Initiative phase, each zombie Deeler has in his LoS receives a 2 CP bonus from the bank.

These can be spent only by the targeted zombie(s), and raises the Max CP per turn that can be spent on each of these zombies.

When Deeler is wounded, each zombie in LoS during the Initiative phase gets a +3 CP Bonus instead of +2.

+3

ZOMBIE 2

2 +0

2 | 3 | 2 | 0

CLOSE	RANGED	
+2	+0	+0
+1		+0
+0		+0

Zombie.

You can never generate more zombies than you have zombie figures and character cards.

You cannot generate a 'Jack Saw' zombie using Zombie Serum or Professor Kendall's special ability.

ZOMBIE 1

2 +0

2 | 3 | 2 | 0

CLOSE	RANGED	
+2	+0	+0
+1		+0
+0		+0

Zombie.

You can never generate more zombies than you have zombie figures and character cards.

You cannot generate a 'Jack Saw' zombie using Zombie Serum or Professor Kendall's special ability.