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Game: **HELLBOY: THE BOARD GAME**

Publisher: **MANTIC GAMES (2019)**

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

HELLBOY
THE BOARD GAME

SETUP

Decide which **case file** to play and read out the briefing text. Each player chooses an **agent** (for solo games, choose 2 agents) and takes its **miniature** and **agent board** and 3 **action cubes**, a **target priority marker** and a **base clip** of the same colour. Attach the base clip to your miniature's base.

Miniatures are either **agents**, **minions** or **bosses**. The latter two are **enemies**. **Character** refers to any miniature.

Agents receive **requisition credits**. Use marker cubes to keep track of how many credits the team has to spend. Share the credits out as evenly as possible between players, putting any remainder in the middle of the playing area.

2 agents receive a total of 8 credits. 3 agents receive a total of 7 credits. 4 agents receive a total of 6 credits.

Players can spend their credits on requisition cards and backup agent cards, each of which has a **credit cost**. Any credits not spent on cards are lost. Players may share credits, and spend any in the middle of the playing area, as desired.

Draw from the *bottom* of the requisition deck. When discarding, shuffle requisition cards into the deck.

Backup agent cards are tied to the agent they are **supporting**. Decide whether your backup agents are starting the game giving **remote** or **direct support**, and flip the card so the appropriate face is showing.

Put your agent board in front of you with your 3 action cubes on top. Place your **starting cards** plus any requisition cards and backup agent cards you purchased next to the board.

Place the **HQ board** to one side of the playing area. Put the **impending doom marker** and the **information gathered marker** on the first spaces of the tracks. Put any unused requisition cards and the enemy cards near the board.

Place the **target priority marker** belonging to the agent with the highest **threat level** at the front of the target priority queue, with the others behind it in descending threat level order. If 2 agents have the same level, they choose which of them is placed further forward. The agent at the front of the target priority queue is the **lead agent**.

Put the **case file deck** on its space on the board, with the first card (briefing) visible. Do not shuffle the deck or look at the cards. Then flip over the top card of the deck, leaving it on top.

Select **deck of doom** cards that have an icon shown in the deck of doom setup section of the visible case file card. Icons showing an agent are also selected if that agent is taking part. Change the difficulty if desired. Shuffle the selected cards to create the **deck of doom**, and place it facedown on its space on the HQ board. Return unused cards to the box.

Prepare the encounter deck as shown on the case file card, taking random cards of the indicated icon, depending on the number of agents in play. Shuffle the cards to create the **encounter deck** for the game, and place it facedown on its space on the HQ board. Return unused cards to the box.

When a card is **in play,** its rules are active; place it above the HQ board as a reminder.

Set up **rooms** and **doors** to match the board layout shown on the case file card. Put the **starting area counter** on the indicated room, along with each player's agent miniature. **Deal a facedown card from the encounter deck into each room**, except the starting area.

Put any remaining components within reach. Then discard the top card of the case file deck and resolve the new top card to begin the first round of the game.

Trigger and reaction markers

If a card calls for a **trigger** and **reaction marker** to be used, place the trigger marker on the space of the indicated track, and the matching reaction marker on the card that is in play.

If the trigger marker is reached on the track, this triggers an effect on the card with the matching reaction marker. Both markers are then discarded. If the trigger marker should be on a space that has already been reached, immediately resolve the effect and do not place any markers.

Trigger markers (by themselves) can also be placed to remind players of the effects of cards that are in play.

THE ROUND CYCLE

The game is divided into **rounds**, each made up of 5 **phases**:

1. ENEMY PHASE

Activate each enemy on the board once. Activate minions in groups according to their type (all those from the card in slot A, then slot B, and so on). The lead agent decides the specific order in which the individual minions of each type are activated.

If a boss is on the board, activate it before all the minions have been activated. Draw the top card from its behaviour deck, resolve it, then discard it.

If a minion is in the same area as an agent when it is activated, it makes a **melee attack**. Otherwise, its behaviour depends upon its **tags**:

BRAWLER: The minion moves towards the nearest area containing an agent, its exact path chosen by the lead agent (if 2 or more areas containing agents are equally near, use target priority to pick one). If it moves into an area containing an agent it stops and then makes a melee attack.

RANGED: The minion makes a ranged attack against a visible agent within the enemy's range. If there are no visible agents in range, the minion moves towards the nearest area containing an agent, its exact path chosen by the lead agent (if 2 or more areas containing agents are equally near, use target priority to pick one). If it moves so that an agent becomes both visible and in range, it stops and then makes a ranged attack.

COWARDLY: The minion moves so that it is as far as possible from any areas containing agents. Its exact path is chosen by the lead agent, but it will not move into an area with an agent, and if it is already as far as it can be from any agents it will not move. It cannot enter any unexplored areas.

MOVE

Enemies move a number of adjacent areas up to their **MOVE**.

MELEE ATTACKS

The enemy targets a single agent in their area (use target priority if necessary). The target agent tests **DEFENCE** 🛡:

> **Downgrade 1 die for each enemy (other than the attacker) in the target agent's area.**

The agent suffers damage equal to the attacking enemy's **MELEE ATTACK** minus the test score. If at least 1 damage is inflicted, the agent is **hit** (which may trigger other rules).

RANGED ATTACKS

The enemy targets a single agent within **range** (use target priority if necessary). The target agent tests **DEFENCE** 🛡:

> **Upgrade 1 die for each other character in the target agent's area.**

> **Upgrade 1 die for each character in an area that is in the path of the shot and causing it to be obscured.**

The agent suffers damage equal to the attacking enemy's **RANGED ATTACK** minus the test score. If at least 1 damage is inflicted, the agent is **hit**.

ENEMIES ATTACKING ENEMIES: Do not make a roll. Instead, the target enemy suffers damage equal to the attacking enemy's **ATTACK** (*melee* if the enemies are in the same area, *ranged* otherwise) minus the target's **RESILIENCE**.

2. AGENT PHASE

Players spend their action cubes to make actions with their agents. They may discuss options and act in an order of their choice. The phase ends when all action cubes have been spent. If you do not want to spend all of your cubes, discard any unspent cubes.

The 6 **basic actions** each cost 1 action cube each and can be made by any agent. Each agent also has their own **unique actions** (with listed action cube costs). **Free actions** can be made without spending any action cubes.

BASIC ACTION: MOVE

Move up to 2 adjacent areas.

Each time your agent leaves an area containing any enemies, you must choose whether to **evade** each enemy. **For each enemy evaded, the agent suffers 1 damage.** Each enemy not evaded is moved with the agent into the adjacent area.

An agent in an area with multiple enemies may choose to evade some and not others (decide for each in turn).

If the area an agent is moving into does not have enough space for some or all enemies to move with the agent, the agent must evade all enemies that do not fit into the new area before moving.

Another agent in the area that is being left can spend an action cube to **distract** 1 enemy, letting the moving agent ignore it entirely.

BASIC ACTION: FIGHT

Pick an enemy in the agent's area to be the target. An agent with melee weapons can pick one to use before rolling. The agent tests **FIGHT** 👊:

> **Downgrade 1 die for each enemy (other than the target) in the attacking agent's area.**

The target suffers damage equal to the test score minus its **RESILIENCE**. If at least 1 damage is inflicted, the enemy is **hit**.

BASIC ACTION: SHOOT

This action is only available if there are no enemies in the agent's area, and the agent has a ranged weapon. If you have more than one ranged weapon, pick one before rolling.

Pick an enemy in a visible area to be the target. The agent tests **SHOOT** ◎:

> **Downgrade 1 die for each other character in the target's area.**

> **Downgrade 1 die for each character in an area that is in the path of the shot and causing it to be obscured.**

The target suffers damage equal to the test score minus its **RESILIENCE**. If at least 1 damage is inflicted, the enemy is **hit**.

BASIC ACTION: EXAMINE

This action is only available if there is a **clue counter** in the agent's area. The agent tests **EXAMINE** ◎:

> **Downgrade 1 die for each enemy in the same room as the agent.**

> **Downgrade 1 additional die for each enemy in the same area as the agent.**

On a 0-2, there is no effect. On a 3-5, discard the clue counter and advance the information gathered track.

On a 6+, discard the counter and advance the track twice.

BASIC ACTION: CLEAR

This action is only available if there are no enemies in the agent's area. Remove 1 frog swarm or inferno from the area.

BASIC ACTION: INTERACT

This action is only available if there are no enemies in the agent's area. The agent interacts with a point of interest or piece of special scenery in their area. A card currently in play will provide instructions for interacting with a point of interest. If it does not, it cannot be interacted with.

FREE ACTION: TRADE

This action is only available if there are no enemies in the agent's area. Pick a starting or requisition card with a ↕ icon carried by the agent and give it to another agent in the same area. If the card has been flipped, it stays flipped.

The agent who takes the equipment puts it next to their agent board, then turns it sideways to show that it cannot be used in this phase. In the end phase the card is turned back and can be used as normal from then on.

FREE ACTION: EXPLORE

This action is only available if the agent is in an area with a door that leads to an unexplored room. Flip over the encounter card in the unexplored room. In a 4-area room, set up the contents of the first line in the area closest to the agent making the action. Set up the contents of the second line in the next area clockwise around the room, and so on.

In a 2-area room, set up the contents of the first and second lines in the area closest to the agent, and the contents of the third and fourth lines in the other area.

If the encounter card has any rules text the card is placed next to the room. Otherwise it is discarded.

If a card calls for **scenery**, set up a piece of generic scenery with a size equal to the number in brackets. Special scenery is only set up if it is referred to by its specific name.

3. REST PHASE

If there are any enemies on the board, the agents do not have time to rest: skip this phase.

Otherwise, at the start of the phase the players decide if they will **take time**. The majority of players must agree; if there is a split, the lead agent has the casting vote. **If the players choose not to take time,** skip this phase.

If any agents are **knocked out** and there are no enemies on the board, the agents *must* take time. Return any knocked out agents to the board and their target priority markers to the priority queue. Damage markers remain on their boards.

If the players take time, carry out the following steps:

A) REST ACTIONS

Each agent may make one of the following rest actions:

Investigate: Discard a clue counter in any explored area, and advance the information gathered track twice.

Recuperate: Roll 2 red dice and heal damage equal to the score.

Secure: Pick a single explored room on the board and remove all frog swarms and infernos from it.

B) AGENTS PREPARE

Agents can freely trade any requisition cards with the ⇕ icon. Starting cards are returned to their agent if they have been previously traded away.

Each agent can then move to any explored area on the board, as long as they do not move through any unexplored areas.

Finally, reset the target priority queue: place the marker belonging to the agent with the highest threat level at the front of the queue, with the others behind it in order of descending threat level.

c) Advance impending doom
Advance the impending doom track once.

4. DOOM PHASE

Draw the top card of the deck of doom and resolve it.

If the card is an **unexpected threat** and brings a boss into play, create its behaviour deck by shuffling together the behaviour cards with the matching icon. In the minion phase, the boss acts as it would during the confrontation.

5. END PHASE

A) REFRESH ACTION CUBES

Each player returns their 3 action cubes to their agent board. If an agent has any injuries with an action cube icon, they refresh 1 fewer action cube for each. Agents *always* refresh at least 1 action cube.

B) RESOLVE INFERNOS

In each area with an **inferno**, remove 1 clue, 1 frog swarm and any scenery in the area. Then roll a red die for each inferno. On a 0, it is removed. On a 1, 2 or 3, each character in that area takes that much fire damage.

Additionally, on a score of 3, place another inferno in each adjacent explored area that does not already contain one. These new infernos are not resolved this phase.

C) RESOLVE FROG SWARMS

Each **frog swarm** in the same area as an agent moves into an adjacent explored area, chosen by the lead agent. This area cannot contain any agents (if this is not possible, the frog swarm does not move).

Then, **for every 2 frog swarms on the board** (rounding down), **advance the impending doom track once.**

D) OTHER EFFECTS

Any other game effects that state that they take place in the end phase happen now. If there are multiple other effects, the lead agent chooses the order in which they are resolved.

ATTACK EFFECTS

HURL

Hurl moves the target into an adjacent explored area chosen by the agent who attacked (or the lead agent, if the attack was by an enemy). Each other character in that area suffers damage equal to the roll of an orange die. If there is scenery in the area the character is hurled into, it is destroyed and the character suffers damage equal to the scenery piece's size.

STUN

Lay a stunned character on its side in the same area.

> **When an agent attacks a stunned enemy, they gain 1 upgrade.**

> **When a stunned agent defends against an attack, they suffer 1 downgrade.**

When a stunned enemy is activated, they stand up and do nothing else. A stunned agent cannot make any actions. They can **stand up by spending 2 action cubes in the agent phase**.

Stunned backup agents *must* use their action cube to stand up, and can do nothing else in that round.

FIRE

Always place an inferno in the target area after an attack which causes fire damage has been resolved. If the attack targets multiple areas, each gets an inferno.

When making a ranged fire attack, agents can target visible unoccupied areas: inflict no damage, but place an inferno.

DAMAGE

AGENT DAMAGE

For each damage suffered by an agent, take a **damage marker** from the damage pool and place it in the first empty space on their **health track**, wound side showing.

If all spaces on the health track are filled with wounds, flip the first (furthest to the left) wound to its injury side.

Each injury has either a **skill icon** or an **action cube icon**.

> **When an agent tests a skill, downgrade 1 die for each injury on their health track that has a matching skill icon.**

When an agent refreshes action cubes in the end phase, they receive 1 fewer cube for each injury with an action cube icon.

KNOCKED OUT

Once all the spaces on an agent's health track contain an injury, the next damage they suffer causes them to be **knocked out**. Remove their miniature from the board and their marker from the target priority queue (shuffling any others forward as necessary).

HEALING

If an agent is allowed to heal damage, they may flip the last (rightmost) injury on their health track so that it becomes a wound. If they do not have any injuries, remove the last wound on their health track instead.

ENEMY DAMAGE

For each damage an enemy suffers, put a damage marker next to the model or on their base. If an enemy heals damage, remove that many damage markers. As soon as the number of damage markers equals or exceeds the enemy's **HEALTH**, they are defeated and removed from the board.

MAKING TESTS

UPGRADE →

○ (yellow) ■ (orange) ⬡ (red) ⊹

← **DOWNGRADE**

Take the set of 3 test dice that match your agent's skill level, and the blue effect die. Apply any upgrades or downgrades, then roll the dice, apply the effect die, and total the number of pips to get the test score.

Resolve the outcome of the test based on the test score.

For each **upgrade**, 1 die in the test is improved; for each **downgrade**, 1 die in the test is worsened. Upgrades and downgrades cancel out.

If a yellow die is downgraded, it is discarded and not rolled at all. If a test that starts with yellow dice has three or more downgrades, only the effect die is rolled.

A single die can never be upgraded or downgraded more than once per roll.

THE EFFECT DIE
The result on the effect die affects the roll before the test score is calculated:

- 💀 **Catastrophe:** Discard the highest-scoring test die.

- ✴ **Plus one:** Add 1 to the test score.

- ✴ **Plus two:** Add 2 to the test score.

- 🔄 **Re-roll:** Re-roll any number of test dice. Decide which ones to re-roll before re-rolling any dice; new results replace the old ones even if they are worse.

- X2 **X2 double:** Double the highest-scoring test die.

- 🕇 **BPRD:** A wild card result that lets you pick any other result from this list and apply it. Some rules may allow you to spend a BPRD icon when making a roll: if you do, you cannot also use it as a wild card.

BOOSTING AND ASSISTING

Whenever an agent makes a test, they can spend action cubes to **boost** their chances of success.

> **Each action cube spent grants 1 upgrade.**

Other agents in the same area can each spend 1 action cube in the same way to **assist** them.

TARGET PRIORITY

Whenever the rules call for target priority to be used to select an agent, the agent at the front of the queue (the bottom space) is selected as long as they are eligible. If not, the next in line is selected, and so on.

When an agent is selected using target priority, their marker is moved to the back of the queue, with the other markers moving forward accordingly.

BACKUP AGENTS

REMOTE SUPPORT

When the agents **take time**, any backup agents providing remote support **check in**.

Make the test noted on their card; if a 🕇 is rolled on the effect die, they fail to check in, the test counts as a 0, and the backup agent card is discarded.

After making this test, you can **call in** a backup agent. Flip their card, and put their backup agent counter in the same area as the agent they are supporting.

DIRECT SUPPORT

A backup agent giving direct support is represented on the board by a backup agent counter and treated as a character in all respects. They receive 1 action cube when they are first set up, and 1 in each end phase (use black marker cubes).

They can only make move, fight, shoot (they are always considered to have a ranged weapon), examine or clear actions. Any tests they make are on yellow dice unless there is a skill level icon on their card showing a different test die. **Once per round, as a free action, a backup agent can move to the same area as the agent they are supporting**.

Backup agents can use their action cube to give an **assist** (and can receive assists from other agents). They cannot carry requisition or starting cards. They can be targeted by enemy attacks, but are never chosen when using target priority. If a backup agent is in the same area as the agent they are supporting, any damage taken by that agent can instead be applied to the backup agent (the controlling player decides). Backup agents suffer damage in the same way as enemies. When the damage reaches their health they are defeated and removed from the board and their card discarded.

When the agents take time, a player can send away any of their backup agents giving direct support. Flip their card to the remote support side, and remove their counter from the board. Their remote support rule cannot be used this phase.

When a backup agent is sent away, they heal all damage. If a backup agent is not sent away when the agents take time, they heal damage equal to the roll of a red die.

THE GAME BOARD

Each separate board tile is a **room**, usually divided into 2 or more **areas**. The edge of a room tile is its **wall**: characters generally can't move, see or attack through a wall.

Each area can hold up to 6 characters (including backup agents). If an area is **full**, characters cannot enter it. Any **scenery** reduces the number of characters an area can hold.

A character can only be in one area at a time, and the exact position of the miniature within the area does not matter.

Adjacent rooms can be connected by **doors**, which must always be placed between 2 neighbouring areas, as centrally as possible. A door creates a break in the wall of each room it joins. As long as the room on the other side has been explored, characters can move, see and attack through a door, ignoring the wall beneath the door counter.

Any 2 areas that are touching (including areas that touch diagonally, but not including areas separated by a wall) are **adjacent**. 2 areas that touch across a door are adjacent, but as the door does not stretch the full length of the area this does not apply diagonally.

Rooms generally start with a facedown encounter card in them to show that they are **unexplored**. Characters can't move into, see into, attack into or interact with unexplored rooms in any way unless the rules specify otherwise.

Doors leading into unexplored areas are only used to make explore actions.

If a target area needs to be **visible** to a character, trace an straight line between the centre of the target area and the centre of the character's area. If this line does not cross a wall, the area is visible. If the line passes through any areas (other than the character's area and the target area) which contain models, the area is visible and also **obscured**.

Outdoor tiles are treated as rooms, but do not have walls for visibility purposes. Explore actions made from one outdoor tile to another can be made from any area on the adjoining edge (no door is required).

OTHER COUNTERS AND COMPONENTS

INFERNOS: Infernos mark areas that are on fire. An area can never have more than 1 inferno. **When an agent leaves an area containing an inferno, they suffer 2 fire damage** (enemies do not suffer this damage).

> While in the same area as an inferno, an agent suffers an additional downgrade on any tests they make.

FROG SWARMS: When an agent makes a test, they receive a downgrade for each frog swarm in their area.

INSIGHT MARKERS: If you make an action that moves the information gathered track to a position containing an insight marker, take it and put it next to your agent board.

DESTRUCTION COUNTERS: If a destruction counter is placed in an area, remove any frog swarms, clue counters and scenery in the area from play. An area cannot contain more than 1 destruction counter, and they cannot be cleared.

An agent moving (not hurled) **into an area with a destruction counter must either spend an action cube or suffer 1 damage**. An enemy moving into an area with a destruction counter immediately ends their move.

RUNNING OUT OF COMPONENTS

Infernos, frog swarms and destruction counters: Instead of placing a new piece, the lead agent moves one from elsewhere on the board.

Clue counters and scenery: If a clue counter or scenery piece is not available, it is not set up.

Minions: Set up a minion of the next type instead. If there is no card in the next slot, loop back to slot A. If all active minion types have all their minis on the board, no more can be set up.

SCENERY

Each scenery piece is either **generic** or **special** (yellow glow and a yellow number). The **size** of a scenery piece shows the amount of space it takes up in an area, reducing the number of characters that can be in the area.

If an agent is in the same area as a piece of scenery when targeted by a ranged attack, any damage they would suffer is first applied to the scenery instead.

If an agent targets an enemy with a shoot action while the enemy is in the same area as a piece of scenery, any damage is first applied to the scenery.

Track the amount of damage scenery has taken by placing damage markers on it; once it has a number of damage markers equal to its size, it is destroyed and removed from play. An damage remaining is suffered by the target.

SPECIAL SCENERY

BOOKCASE: When this scenery is set up, place 2 clue counters on it. Agents can examine these clue counters as normal (no interact action is required). If the bookcase is destroyed, any remaining clue counters on it are removed.

CABINET: When this scenery is set up, place 2 marker cubes on it. When an agent interacts with this scenery, remove a marker cube and then heal 2 damage (in total) from that agent and/or another agent in the same area. Once both cubes are removed, you can no longer interact with this scenery.

COMMS ARRAY: When this scenery is set up, place a marker cube on it. When an agent interacts with this scenery, they test **EXAMINE 👁** on 2 or less, set up a minion B in the starter area. On 6+, remove the marker cube, then look at once facedown encounter card before returning it facedown to its room. Once the cube has been removed, the scenery can no longer be interacted with.

FORBIDDEN TOME: When an agent interacts with this scenery, roll the effect die. On a ⭐ or ⭐ advance the information gathered track by that amount. On ☠, advance the impending doom track.

GENERATOR: If the generator is destroyed, each character in the same area suffers 4 damage and is stunned. Each other character in the same room suffers 2 damage. **Roger** can absorb its electrical power by interacting with the generator: if he does, reset his **vital spark tracker**. He can only do this once per game.

ORRERY: When an agent interacts with this scenery, roll the effect die. On a ⭐ or ⭐ or look at that many cards from the top of the deck of doom, without changing their order. On a ☠, the agent is stunned.

PLINTH: When this scenery is set up, place a marker cube on it. When an agent interacts with it, remove the cube, shuffle the unused requisition cards and draw the bottom one. The agent takes this card.

ROCKSLIDE: This cannot be removed or destroyed, and does not prevent models in its area from suffering damage. It only affects the number of models that can be placed in its area.

SUIT OF ARMOUR: When this scenery is set up, place a marker cube on it. When an agent interacts with it, remove the cube and roll the effect die. On ⭐ or ⭐ advance the information gathered track by that amount. On ☠, place a minion A in the same area.

WRITING DESK: When this scenery is set up, place 2 marker cubes on it. When an agent interacts with this scenery, remove 1 cube and advance the information gathered track by 1. If the scenery is destroyed, any remaining cubes on it are removed. Once both cubes are removed, you can no longer interact with this scenery.

THE CONFRONTATION

To set up the confrontation:

1. CLEAR AND FLIP THE HQ BOARD

Move the case file deck (not including discarded cards) to the in-play area. Put the impending doom marker and target priority markers to one side. Keep the enemy cards and any other cards in the in-play area in position. Clear everything else (including any discarded cards) off the HQ board.

Flip the board over to reveal the **confrontation board**. Align it so that all enemy cards are still in their slots beneath it, and all in-play cards are still in place above it.

2. SET TARGET PRIORITY

Reset the target priority queue.

3. PREPARE THE BOSS

Place the appropriate **boss enemy card** faceup in the boss card space of the confrontation board. Construct the **behaviour deck** by shuffling together the behaviour cards with the icons shown on the boss card, and put it on the behaviour deck space on the confrontation board.

Use the impending doom marker on the confrontation track to track its remaining health (instead of damage markers).

4. OTHER INSTRUCTIONS

Follow any other instructions on the case file card.

FIGHTING THE CONFRONTATION

During the confrontation, skip the rest and doom phases.

Activate the boss before any other minion types on the board. Instead of the normal minion rules, draw the top card of the behaviour deck and resolve it, then discard it. If the deck runs out, reshuffle the discards to form a new deck.

As there is no rest phase, knocked out agents don't automatically come back. Instead, when an agent is knocked out, put one of their action cubes in the area they were in.

At the start of each agent phase, each knocked out agent's player rolls 3 orange dice.

If any of the dice are blank, the agent remains knocked out. If there are no blank faces, return the agent to the area where their action cube was and remove the cube from the board. Put their target priority marker at the back of the queue. The agent immediately refreshes their action cubes as though it were the end phase (returning 3 to their agent board, -1 for each action cube injury they have) and can act as normal this phase.

Unless the confrontation card says otherwise, the confrontation (and the game) ends if all enemies on the board are defeated (the agents win) or if all of the agents are knocked out at the same time (the agents lose).

HELLBOY
THE BOARD GAME

THE ROUND CYCLE

1. ENEMY PHASE

Activate each enemy on the board once. Activate bosses first (draw a behaviour card), then minions in groups according to type.

A minion in the same area as an agent makes a **melee attack**. Otherwise, behaviour depends upon its **tags**. Exact paths of movement are chosen by the lead agent. Use target priority if necessary.

BRAWLER minions move towards the nearest area with an agent. If it moves into an area containing an agent it stops and makes a melee attack.

RANGED minions make a ranged attack against a visible agent within range. If there are none, it moves towards the nearest area with an agent. If it moves so that an agent becomes both visible and in range, it stops and makes a ranged attack.

COWARDLY minions move to be as far possible from any areas with agents. They do not move into an area with an agent or enter unexplored areas, and do not move if they are already as far as possible from any agents.

MOVE

Enemies move a number of areas up to **MOVE**.

MELEE ATTACKS

Enemy targets 1 agent in area. Test agent's **DEFENCE** 🛡:

> < 1 die for each enemy (not the attacker) in the target agent's area.

Damage = attacking enemy's **MELEE ATTACK** minus test score. 1+ damage means the agent is **hit**.

RANGED ATTACKS

Enemy targets 1 agent in **range**. Test agent's **DEFENCE** 🛡:

> \> 1 die for each other character in the target's area.
> \> 1 die for each character in an area in the shot's path.

Damage = attacker's **RANGED ATTACK** minus test score. 1+ damage means the agent is **hit**.

ENEMIES ATTACKING ENEMIES: No roll; the target suffers damage = attacker's **ATTACK** (*melee* if enemies in the same area, *ranged* otherwise) minus target's **RESILIENCE**.

2. AGENT PHASE

The 6 **basic actions** each cost 1 action cube each. Each agent also has their own **unique actions**. **Free actions** can be made at no cost in action cubes.

BASIC ACTION: MOVE

Move up to 2 areas. Each time you leave an area with enemies in it, you must choose whether to **evade** each enemy.

For each enemy evaded, you suffer 1 damage. Each enemy not evaded moves with you.

Another agent in the area being left can spend an action cube to **distract** 1 enemy so you can ignore it.

BASIC ACTION: FIGHT

Pick an enemy in your area to be the target. You can pick a melee weapon to use before rolling. Test **FIGHT** 👊:

> < 1 die for each enemy (not the target) in your area.

Damage = test score minus target's **RESILIENCE**. 1+ damage means the enemy is **hit**.

BASIC ACTION: SHOOT

Only if no enemies in agent's area, and the agent has a ranged weapon. If you have more than one ranged weapon, pick one before rolling. Pick an enemy in a visible area to be the target. Test agent's **SHOOT** 🎯:

> < 1 die for each other character in target's area.
> < 1 die for each character in an area in the shot's path.

Damage = test score minus target's **RESILIENCE**. 1+ damage means the enemy is **hit**.

BASIC ACTION: EXAMINE

Only available if there is a clue counter in your area. Test **EXAMINE** 👁:

> < 1 die for each enemy in the same room.
> < 1 additional die for each enemy in the same area.

0-2: no effect. 3-5 discard the clue counter and advance the information gathered track. 6+, discard the counter and advance the track twice.

BASIC ACTION: CLEAR

Only if no enemies in agent's area. Remove 1 frog swarm or inferno from the area.

BASIC ACTION: INTERACT

Only if no enemies in agent's area. Interact with a point of interest or special scenery in your area if possible.

FREE ACTION: TRADE

Only if no enemies in agent's area. Pick a ↕ card carried by the agent and give it to another agent in the same area. Flipped cards stay flipped.

When you receive a card turn it sideways to show that it cannot be used in this phase. In the end phase turn it back; it and can be used as normal from then on.

FREE ACTION: EXPLORE

Only if the agent is in an area with a door leading to an unexplored room. Flip over the encounter card in the unexplored room, and set up the room's contents. If the card has any rules text place it next to the room.

3. REST PHASE

If there are any enemies on the board, skip this phase.

Otherwise, the players may decide to **take time**. If any agents are **knocked out** and there are no enemies on the board, the agents *must* take time.

Return any knocked out agents to the board (damage remains) and their target priority markers to the priority queue.

If the players take time:

a) Each agent may make 1 rest action

Investigate: Discard a clue counter in any explored area, and advance the information gathered track twice.

Recuperate: Heal 2 red dice worth of damage.

Secure: Pick 1 explored room on the board and remove all frog swarms and infernos from it.

b) Agents prepare

Agents can freely trade any ⇅ requisition cards. Return starting cards to their agent if they have been previously traded away.

Each agent can then move to any explored area on the board (if they do not move through any unexplored areas).

Reset the target priority queue.

c) Advance impending doom

Advance the impending doom track once.

4. DOOM PHASE

Draw the top card of the deck of doom and resolve it.

5. END PHASE

a) Refresh up to 3 action cubes

If an agent has any injuries with an action cube icon, they refresh 1 fewer action cube for each. *Always* refresh at least 1 action cube.

b) Resolve infernos

In each area with an **inferno**, remove 1 clue, 1 frog swarm and any scenery there, then roll a red die:

0 = it is removed; 1-3 = each character in that area takes that much fire damage.

Additionally, on a 3, place another inferno in each adjacent explored area that does not already contain one.

c) Resolve frog swarms

Each **frog swarm** in the same area as an agent moves into an adjacent explored area with no agents in it, chosen by the lead agent.

Then, **for every 2 swarms on the board** (round down), **advance the impending doom track once**.

d) Other effects

MAKING TESTS

💀 **Catastrophe:** Discard the highest-scoring test die.

✸ **Plus one:** Add 1 to the test score.

✸ **Plus two:** Add 2 to the test score.

↻ **Re-roll:** Re-roll any number of test dice. New results replace the old even if they are worse.

X2 **X2 double:** Double the highest-scoring test die.

🕸 **BPRD:** Wild: pick any other result from this list and apply it. Some rules may allow you to spend a BPRD icon when making a roll: if you do, you cannot also use it as a wild card.

BOOSTING AND ASSISTING

Whenever an agent makes a test, they can spend action cubes to **boost** their chances of success.

   Each action cube spent grants > **1 die**.

Other agents in the same area can each spend 1 action cube in the same way to **assist**.

INJURIES

Each injury has either a **skill icon** or an **action cube icon**.

   When you test a skill, < **1 die for each injury on your health track that has a matching skill icon.**

ATTACK EFFECTS

Hurl

Hurl moves the target into an adjacent explored area. Each other character in that area suffers damage equal to the roll of an orange die. Scenery in the area is destroyed and the character suffers damage equal to its size.

Stun

Lay a stunned character on its side in the area.

   Agent attacks a stunned enemy: gain > **1 die.**

   Stunned agent defends against an attack, < **1 die.**

Stand up by spending 2 action cubes in the agent phase. When a stunned enemy is activated, they stand up and do nothing else.

Fire

Always place an inferno in the target area after an attack which causes fire damage has been resolved. If the attack targets multiple areas, each gets an inferno.

When making a ranged fire attack, agents can target visible unoccupied areas: inflict no damage, but place an inferno.

TARGET PRIORITY

When an agent is selected using target priority, their marker is moved to the back of the queue, with the other markers moving forward accordingly.