



THE ESOTERIC ORDER OF GAMERS

# ORDEROFGAMERS.COM



DON'T MISS A THING!



**YOUTUBE**

EsotericOrderGamers



**TWITTER**

@EOGamers



**FACEBOOK**

EOGamersFB



**INSTAGRAM**

orderofgamers

YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

It takes time and money and a lot of hard work, and I need your support to keep me going. If you find this game aid useful and enjoy my content, please consider making a donation, or regularly supporting me on Patreon and enjoying the privileges of being a member of the EOG community!



**DONATE**

[orderofgamers.com/shop/single-offering](https://orderofgamers.com/shop/single-offering)



**PATREON**

[patreon.com/esotericorder](https://patreon.com/esotericorder)

# v2

May 2022

Game: **HUMAN INTERFACE: BE A BETTER HUMAN**

Publisher: **Postindustrial Games (2019)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

Page 5: **Cyberwarfare/alarm tokens x2 front**

Page 6: **Optional rules x2 back**

These sheets are intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design  
for your next project, visit [universalhead.com](https://universalhead.com)

Created by Peter Gifford 'Universal Head'  
The Esoteric Order of Gamers



# HUMAN INTERFACE

## SETUP

Choose a game mode: **campaign** (cooperative) or **skirmish** (competitive). For campaign mode, choose a **mission** and set up map tiles and doors (with **state tokens** on their indicated spots).

Takes the specified or chosen character and OPFOR **ID cards**. Place every ID card in a **human universal dashboard (HUD)**.

Take the **miniatures** for each player and OPFOR character and place them on any designated starting spaces.

Take your character's listed **weapons**, **cybergear** and **neurochips**. If no specific equipment cards are mentioned in the mission instructions, refer to the **default equipment table**. A character can have up to 4 **equipment cards**, placed below the HUD. OPFOR characters may have a maximum of 2 equipment cards. Turn an equipment card facedown if it becomes disabled. **Neurochips** fit into the neurochip slots. A healthy character can have 2, and a crippled character 1. If a character has 2 neurochips when they become crippled, disable one by turning it facedown.

Set the **CYBERSHOCK** and **WOUNDS** dials on each HUD to starting values. Starting cybershock is the sum of the cybershock values on your cybergear cards, modified by special skills and equipment.

Place the **security terminal cards** close to their corresponding tokens on the board. During the game, place the defending cyberwarfare cards for each terminal on these cards.

The team hacker takes the **tactical network (TN)** board and takes and shuffles the **cyberwarfare (CW)** cards. They draw a starting hand up to the maximum hand size of 5 (unless specified otherwise).

Separately shuffle the **CanDo**, **adrenaline**, and **tactical response** decks and place them within reach of all players, along with any other decks and tokens specified in the mission.

## TESTS

**Standard test:** Draw a CanDo card. If the card's value is equal to or lower than the relevant skill value (**PHYSICAL**, **MENTAL** or **SPEED** with any modifiers), the test is successful. If the CanDo card is higher, the test fails.

**Opposed test against another character:** Compare the total of the skill value, modifiers and a drawn CanDo card. The character with the higher result wins and the defender always wins ties.

If you draw a CanDo card with a text effect, you may choose to resolve the effect before determining the results of the test. **Whenever a card with a value of 1 or 10 is drawn, reshuffle all the cards into a new deck.** Place used CanDo cards into a discard pile and reshuffle it to form a new deck when the deck runs out.

## GAME ROUND SEQUENCE

### 1. CYBERWARFARE PHASE

#### 1. STARTUP SEQUENCE

*During most missions, you may skip this phase.*

Check for any hostile virus/worm programs installed in your TN. If a virus/worm is present, all characters in that TN need to perform a **cybershock test**.

If a program has a special effect, your opponent chooses the character that is the target of the effect and applies it.

#### 2. CHECK SYSTEM RESOURCES



The hacker discards all remaining **system resource (SR)** tokens, then generates SR tokens as follows and places them on their HUD:

- +1 per conscious/stunned character in your team.
- +1 per point of the hacker's **MENTAL SKILL** above 5.
- +X per cybergear, special skill, neurochip, or other effect that generates SR to use.
- X for each hostile program installed in your TN.  
X = the **running cost** of that program.

If your hacker is unconscious (not stunned), remove all SRs from their card. A stunned character still generates SRs. If a character is disconnected from their TN, they no longer generate SRs.

### 3. INITIATIVE (SKIRMISH MODE ONLY)

Players may bid for **initiative**. Each player secretly takes up to 2 of their SR tokens and reveals them simultaneously. Each then draws a CanDo card and adds its value to their number of tokens. The player with the highest total has initiative. On a tie, draw new CanDo cards until there is a winner.

The player with initiative chooses the first player in the **cyberwarfare** and/or **real world phase**. That player also activates OPFOR first in the **OPFOR operations phase**.

### 4. CYBERWARFARE

*You may skip this phase if your team has no conscious hacker or does not wish to undertake cyberwarfare.*

The player with initiative chooses who goes first. If there are multiple hackers in the team, decide which one (the **main hacker**) will perform actions in this phase.

#### 1. DRAW NEW CYBERWARFARE CARDS

You may discard any unwanted CW cards from your hand and draw new cards until you have 5 in your hand (plus any number of cards granted by special skills or equipment).

#### 2. PERFORM A CYBERWARFARE ACTION

Starting with the player with initiative, each player may perform any of the following actions:

- Remove a program already installed in your TN, along with any associated **boosters**.
- Use a **sniffer** card (discard after use). Sniffer programs have a cost of X. For each SR spent, look at one of the cards from the top of the opposing deck, a facedown card in the enemy TN, or a facedown card on the security terminal card, then place the card(s) back facedown.
- Play a system resources **booster** card. If a card does not have a running cost, apply the result and discard the card.
- Install programs.
- Attack a terminal.
- Attack the enemy TN.
- Purge own TN.

Players can repeat CW actions any number of times as long as they have enough CW cards and/or SRs to install or run the programs.

In **skirmish mode** the player with initiative may perform 1 CW action, then the opposing player may perform one. After all players have taken an action, the first player may again take an action if they have enough SRs, and so on, until all have either passed or do not have any SR left.

There are 4 types of CW cards: red **offensive** programs (virus, worm); yellow **defensive** programs (ICE, bastion, IDS); blue and violet **support** cards (sniffer, SR and program strength boosters), and blank **bluffing** cards (no text).

Only conscious hackers can use SRs to attack a terminal, an enemy TN, or install programs to defend their own TN.

A terminal or an enemy TN may only be attacked with an offensive program. You may only defend against an attack with a defensive program. All programs are played facedown and remain so until revealed in a CW battle. SR tokens may be placed on the card and remain there until the card is revealed or discarded.

### 3. RESOLVING A CYBERWARFARE ACTION

A CW battle takes place when a program is used to attack a terminal, an enemy TN, or to purge a TN.

1. Play a program card from your hand or activate one from your TN.
2. Play or activate a booster program card.
3. Pay the cost of the programs in SRs (the **install cost** if the card is played from your hand, or the **running cost** if it is activated from the TN).
4. The defender may play a program card from their hand or activate one from their TN, along with a booster program card (paying the cost of these programs in SRs).
5. Both the attacker and the defender may add up to 2 SRs to played programs.
6. Reveal any facedown programs that have been paid for.
7. Draw 1 CanDo card each for both the attacking and defending programs.
8. For each program that takes part in the battle, find its total strength by adding up the:
  - Strength of the program as given on the CW card;
  - Strength added by paying additional SRs (up to 2);
  - Strength bonus from an attached booster program (if any);
  - Strength bonus from any applicable special rules on the program card, the character ID card, cybergear card, etc.;
  - Value of 1 CanDo card drawn.

The program with the highest strength wins; on a tie, the defending program wins.

If the attacking program wins, the attack is successful. The loser discards all CW cards that have been used and both players discard all SR tokens used in this action.

If the defender does not have a defensive program card to play, does not have enough SRs to pay its cost, or chooses not to defend with a CW card, the defender uses only the CanDo card value with any applicable bonuses from special rules. This value cannot be boosted with SRs. If the attacker wins this way, the attack is successful.

### 2. REAL WORLD PHASE

**Each character has 2 action points (AP)** per turn. In coop mode, players may choose the activation order each turn.

Before any actions, the active player(s) can change the status of all doors in any room where they control the terminal. Each door may be changed either from open to closed, or unlocked to locked.



Then the active player activates each of their characters in turn. When a character completes its actions, mark it with an **activated token**.

When all their characters have been activated, the next player activates their models (or proceed to the **OPFOR operations phase**).

In addition, each active character has an **instinctive reaction** which may be used to counter an opponent reaction (eg, a **fast attack**). Reactions are not actions. They allow the *inactive* character to activate in response to any direct attack or enemy movement action.

A character may perform a maximum of 3 actions per turn, regardless of skills, abilities or cybergear that grant extra actions.

If a character performs an attack action their activation immediately ends and they lose any remaining APs. Some cybergear allows a character to perform actions subsequent to an attack.

Once all character's in the active player's team have been marked with an activated token, the active player(s) may once again choose to change the status of any doors in rooms where their team control the terminal.

### ACTION: MOVE (1 AP)

A character can move up to a number of squares equal to its **SPEED** per move action. If a character activates for a second (or subsequent) move action in a turn, they only move up to 2 squares, regardless of their **SPEED**. This applies to crippled characters as well.

A model must end its movement on an unoccupied square, and but can move through a square occupied by a friendly model. A model cannot move through squares occupied by enemies or neutral models unless otherwise stated.

A model may move orthogonally or diagonally, but must always move orthogonally through a doorway.

If character movement triggers a **fast attack** reaction from an enemy model while moving, then the character may utilize their **instinctive reaction**.

When a 1 square wide doorway is occupied by a model, only friendly models may move through. When 1 square of a 2 square wide doorway is occupied by a model, enemies may move through the unoccupied square as normal, except that the model may choose to take a **free fast attack** reaction against the moving model without placing a reacted token (in solo mode, enemy models holding a will always choose to do this).

### ACTION: ATTACK (1 AP)

**Ranged attack:** A character with a ranged weapon (with *effective* and *maximum* range bands) may perform a ranged attack action. Ranged weapons cannot target a model in an adjacent square, unless otherwise specified. The defending character can respond with a **dodge**, **take cover**, **fast attack** or **instinctive reaction**.

**Close combat (CC) attack:** Close combat is occurs when a character attacks a model in an adjacent square (some weapons increase the range to 2 squares). When the target is adjacent, ignore the TAC modifier.

#### RANGE

**Effective** range is used if the distance to the target character is not further away than the given value in squares. **Maximum** range starts beyond the effective range value and ends at the maximum range value. **CC** means the weapon can only be used in close combat.

#### LINE OF SIGHT (LOS)

All models have a 360° field of view. To determine LOS, draw an imaginary line between the centre points of the squares occupied by the active character and the target. If the line crosses a closed door, a wall, or a square with either an enemy or a neutral model, LOS is blocked. Friendly models do not block LOS.

#### ATTACK PROCEDURE

1. Check for **line of sight (LOS)** between the attacking and defending models.
2. Check the **range**, then perform a:
  - CC attack if the target is in an adjacent square,
  - Ranged attack if the target is not in an adjacent square.
3. Choose a weapon (depending on type of attack action).
4. Use the **PHYSICAL SKILL** of the attacking character. Include any modifiers from cybergear, weapons, neurochips, programs and special skills.
5. The target chooses a **reaction**:
  - If the reaction is **dodge** or **take cover**, it uses its **SPEED** +3 modifier and any other applicable modifiers.
  - If the reaction is **fast attack**, it uses its **PHYSICAL SKILL** -3 and any other applicable modifiers.
  - If the target has a **reacted token**, it can only react with an **instinctive reaction** using its **SPEED** with no modifiers.
6. In a ranged attack, apply the TAC modifier to the target's reaction. If you control the terminal corresponding to the room in which the target is located, treat the TAC modifier value as 0.

7. The attacking player and the defending player both draw a CanDo card and add its value to the appropriate skill.

8. The player with the higher value wins and inflicts damage. On a tie, defender wins.

Heavy weapons cannot be used in CC and a character using this type of weapon is treated as if they were fighting bare handed. Bare handed attacks are performed without a negative modifier to **PHYSICAL SKILL**. Damage is equal to **PHYSICAL SKILL** -2 (min 4).

Weapons with a **CC** keyword can be used in close combat without negative modifiers. All other weapons can be used in close combat with a -3 **PHYSICAL SKILL** modifier.

## DAMAGE

If the attacker wins, draw another CanDo card (or use the value of the card drawn in the attack test). Its value indicates the hit location. Subtract the **ARMOUR** value of that location (along with modifiers for equipment, abilities etc) from the **DAMAGE** value of the weapon at the range. The difference is how many **wounds** have been inflicted. Update the **WOUNDS** dial on the character's HUD.

**Hitting the head location always means 1 additional wound**, regardless of the **ARMOUR** value in that location.

## ACTION: AIMED ATTACK (2 AP)

Perform a standard ranged attack action or close combat action, with an additional +3 to the **PHYSICAL SKILL** of the attacker.

## ACTION: SPECIAL ATTACK (1 AP)

### GRENADES

Weapon cards describe how many grenades a character can have. The target (or a target square) must be in LOS and be in range. Perform a standard test using the sum of the attacker's **PHYSICAL SKILL**, a drawn CanDo card, and any applicable modifiers affecting this type of attack.

A grenade hits its target if the value obtained is greater than 3, plus 1 for each square of distance from the attacker to the target, plus 1 for each square crossed by the LOS that contains a model.

If the grenade misses, draw a CanDo card: on a 1, 9 or 10 the grenade falls 1 space behind the target. On 2-8 the grenade lands on one of the neighbouring spaces, counted in a clockwise direction. Grenades cannot go through walls and closed doors, instead landing in front of them.

### MINES

A character can use 1 mine per mission. The mine card is placed in the player's inventory upside down or as described in the mission. Place the mine on the same square as the character's model. The mine is active in the next **player phase** or in the **OPFOR operations phase**. A character can use any reaction based on **SPEED** (**dodge**, **take cover** or **instinctive reaction**) to avoid any damage.

## REACTIONS

Models can respond to an active character's actions with a **reaction**. If more than 1 enemy character has LOS to the active character, all of them may react (in any order).



If the character reacts with a **dynamic reaction** (**dodge**, **fast attack** or **take cover**), mark it with a **reacted token** to indicate they can no longer make these reactions this turn. A model may make any number of **instinctive reactions** per turn.

### FAST ATTACK

A character or OPFOR can choose this reaction at any point of an active character's move or attack action. Perform a **ranged attack** or **close combat attack** with a -3 modifier, plus any other modifiers.

If the fast attack reaction was in response to a move action, the moving character uses an **instinctive reaction** based on their **SPEED** for the opposed attack test, and may continue their movement as normal after resolving it (if still alive).

### TAKE COVER

A character can choose this reaction at any point during an opposing model's move or attack action.

If the active character performs a move action and appears in the LOS of an opposing figure, that figure can declare this reaction and move 1 space directly away from the active character (or closer if that removes them from the active character's LOS).

If the reacting character has been attacked, make an opposing test based on their **SPEED** +3 modifier, plus any other modifiers.

If the score is equal to or higher than the attacker's score, the reactive character may move 1 space directly away from the opposing character or into a square that provides cover or blocks LOS between the models. The attack misses.

### DODGE

A **dodge** reaction can only be declared when the reacting model is the target of an attack action by an active player character. The dodging character performs an opposed roll using their **SPEED** +3. If the dodging character wins, the attack fails.

### INSTINCTIVE REACTION

An **instinctive reaction** can be performed an unlimited number of times per turn, by both active and passive characters. A character attacked by an attack action or a fast attack reaction, unless using another reaction, always uses the instinctive reaction in an opposed test.

Use the reacting character's **SPEED** without a modifier during the opposed test. The higher total wins, and the defender wins ties. A player may forego their other reactions at any time, and use the instinctive reaction to *not* place a reacted token next to their character and save the other reactions for use later in the same turn.

**OPFOR units always use a dodge reaction against the first attack they receive**, adding the +3 modifier, and afterwards use the instinctive reaction for the rest of the turn.

## 3. OPFOR PHASE

## 1. OPFOR OPERATIONS

**OPFOR models activate during this step.** If the mission specifies it, draw a card from the **tactical response deck**. From now on, until a new card is drawn, the effects on the card apply.

Players may openly discuss and choose freely the order in which they activate OPFOR. In skirmish mode, the player with the initiative decides.

Unless otherwise specified, **OPFOR models have 2 actions** and carry out a combination of either: move-move / move-attack / or just 1 attack action.

OPFOR models always attack the nearest player character. If 2 characters are the same distance away, draw a CanDo card to decide. In skirmish mode, the player with initiative chooses.

### OPFOR ACTIVATION PROCEDURE

1. Pick an OPFOR model to activate.
2. If the model has a player character in LOS and effective range, perform an attack action, then end the model's activation.
3. If the model has a player character in LOS and beyond effective range, perform a move action at full **SPEED** towards the nearest player character and perform an attack action if it allowed.
4. If the model has no LOS to any player characters, perform a move at full **SPEED** and using the shortest way possible, towards the room with most **alarm tokens** on the board. If a player character comes into LOS during this move, the OPFOR will then change direction if necessary, and move towards that player character. If after the first move a player character is in LOS, perform an attack action. If there is no player character in LOS after the first move action, perform a second move action.

If, at the end of the **OPFOR phase**, the number of OPFOR characters has dropped below the level specified in the mission's **security protocol**, place the appropriate number of models on the OPFOR entry points, so that all indicated models are on the board.

If there is more than 1 OPFOR entry point, draw a CanDo card for each entry point and place the model at the point with the highest value drawn. If there are more models in this place, put the model on the adjacent space, remembering that it will have its **SPEED** reduced by 1 in the following turn (place a -1 **SPEED modifier token** near the model as a reminder).

OPFOR models, unless used in the skirmish mode, use the **WOUNDS** value in parentheses (usually 1) and cannot use adrenaline character skills or skill cards. Cybershock does not affect OPFOR models. If using the OPFOR characters in skirmish mode as player characters, use all of their rules normally.

## 2. CLEAN UP

1. Check if the mission's winning conditions have been met.
2. Close (but not lock) all doors that can be closed.
3. Remove all alarm tokens from the board.
4. Remove all activated, reacted, and stunned tokens from the board and character cards.

## WOUNDS

When a characters **WOUNDS** are reduced to 0, flip their character card to the **crippled** (red) side, set their **WOUNDS** dial to the new value, and flip 1 neurochip face down if they have 2.

A crippled character reduced to 0 **WOUNDS** becomes **unconscious** and no longer takes part in the game. Place the model on its side; it is immune to all attacks, does not block LOS, and its square is considered empty.



**Stunned** characters cannot take any actions except the instinctive reaction until the end of the turn. Place a **stunned token** next to the model. The model still generates SRs.

## TEAMS, CLASS AND SKILLS

A **team** is a group of characters of the same **faction**.

In a skirmish game you have to follow these restrictions, but in a campaign follow the instructions in the mission booklet: the team must include a **leader** and a **hacker**.

You may have a maximum of 1 team leader, a maximum of 2 hackers, and 0-2 **ronin**, 0-2 **skimmers**, and 0-2 **uberboys**.

You can have 0-2 drone or heavy assault drones from the same faction, a maximum of 1 if from a different faction.

**Mercenary** faction characters may use if the player has their ID card and model. You may add up to 1 mercenary per 2 faction models in the team.

### CLASS

A character usually belongs to a single class, but some may have 2. Class determines their availability, their role in the team, and the kind of weapons or special abilities they can use.

### SKILLS

**Standard:** Actions and abilities that can only be performed by the character that possesses them.

**Adrenaline:** Actions and abilities that the character can perform by consuming **adrenaline points**.

## CYBERSHOCK

The special rules of some cybergear may make a character perform a **cybershock test** whenever that piece of gear is used.

Some offensive programs and weapons may also force a test after a successful attack, or to use the special ability.

Moreover, if a TN is infected by a hostile offensive program, each character in the team must perform a cybershock test at the startup sequence step.

Perform a cybershock test by drawing a CanDo card. If the result is greater than the **MENTAL SKILL** of the character, their **CYBERSHOCK** level is raised by 1.

If a character's **CYBERSHOCK** reaches 10 the player no longer controls the character for the rest of the game. Instead, activate that character in the OPFOR operations phase. The character follows all rules for the OPFOR models, and retains all equipment and skills that they had.

## TERMINALS

**Basic terminals** are white. **Security terminals** are coloured and numbered.

A controlled security terminal changes the TAC modifier to all reactions against ranged attacks inside the control zone to 0. It controls the room it is in, all adjacent rooms and hallways (including diagonally), and all doors of the same colour and number.

If the control zones of 2 terminals overlap, players may benefit from both TAC bonuses.

A security terminal has a **terminal strength** on its terminal card, which is how many cyberwarfare cards protect it.

## DOORS

The colour and a number on a door corresponds to the security terminal controlling it.

If a door has no corresponding terminal, it is considered closed but unlocked. All other doors start off closed and locked unless otherwise stated by the mission.

Unlocked doors open to any character and can be closed by any character.

Locked doors only open to a character if the team's hacker is in control of the corresponding security terminal, by a character equipped with a special neurochip in the **real world phase**, or by the use of certain adrenaline cards.

Closed doors block LOS and open doors do not block LOS.

Opening doors is not an action and does not interrupt other actions. Place open doors perpendicular to the wall.

All doors close (but remain unlocked) automatically in the **clean-up phase**.

Standing next to a door does not prevent it from being opened. A character may, however, prevent a door from closing at any time if they are standing next to it and choose to.

Unless stated otherwise, OPFOR units can always open locked doors, even if a player controls the corresponding terminal.

## ADRENALINE RUSH

Place your **adrenaline cards** next to your HUD. Draw 1 adrenaline card whenever you:

**Hit and wound:** Each time you wound an enemy model.

**Hit and eliminate:** Each time you eliminate a model. This does not stack with the previous condition.

**Secure objective:** Each time you secure a mission objective.

In addition, **each time the hacker wins a CW battle**, they draw 1 adrenaline card.

You can use adrenaline cards to trigger their own effects, or play their value to trigger your special skills or CanDo card text effects. Unused point values are lost.

If the total value of a character's **adrenaline cards** ever exceeds 8, make a **standard PHYSICAL SKILL test**. If failed, discard all of the adrenaline cards and suffer 1 wound.





## 1. CYBERWARFARE PHASE

### 1. STARTUP SEQUENCE

If a virus/worm is in your TN, all characters in that TN need to perform a **cybershock test**.

### 2. CHECK SYSTEM RESOURCES

Discard all remaining SR tokens, then generate new ones:

- +1 per conscious/stunned character in your team.
- +1 per point of the hacker's **MENTAL SKILL** above 5.
- +X per cybergear, special skill, neurochip, or other effect that generates SR to use.
- X for each hostile program installed in your TN.  
X = the **running cost** of that program.

### 3. INITIATIVE (SKIRMISH MODE ONLY)

Bid for **initiative** with up to 2 SR tokens + 1 CanDo card. The winner has initiative and chooses the first player in the **cyberwarfare** and/or **real world phase**. They also activate OPFOR first in the **OPFOR operations phase**.

### 4. CYBERWARFARE

The player with initiative chooses who goes first.

#### 1. DRAW NEW CYBERWARFARE CARDS

Discard any unwanted CW cards from your hand and draw new cards until you have 5.

#### 2. PERFORM A CYBERWARFARE ACTION

Each player may perform any of the following actions:

- Remove a program (+ boosters) already installed in your TN.
- Use a **sniffer** card (cost X). For each SR, look at one of the cards from the top of the opposing deck, a facedown card in the enemy TN, or a facedown card on the security terminal.
- Play a system resources **booster** card.
- Install programs.
- Attack a terminal.
- Attack the enemy TN.
- Purge own TN.

Only conscious hackers can use SRs to attack a terminal, an enemy TN, or install programs to defend their own TN.

#### 3. RESOLVING A CYBERWARFARE ACTION

A CW battle takes place when a program is used to attack a terminal, an enemy TN, or to purge a TN.

- Play a program card or activate one from your TN.
- Play or activate a booster program card.
- Pay the SR cost of the programs (the **install cost** if played from your hand, or the **running cost** if activated from the TN).
- The defender may play a program card from their hand or activate one from their TN, along with a booster program.
- Both the attacker and the defender may add up to 2 SRs to played programs.

- Reveal any facedown programs that have been paid for.
- Draw 1 CanDo card each for both the attacking and defending programs.
- For each program that takes part, find its total strength:
  - Strength of the program as given on the CW card;
  - Strength added by paying additional SRs (up to 2);
  - Strength bonus from an attached booster program (if any);
  - Strength bonus from any applicable special rules on the program card, the character ID card, cybergear card, etc.;
  - Value of 1 CanDo card drawn.

The program with the highest strength wins (defender wins ties).

## 2. REAL WORLD PHASE

Each character has 2 AP per turn (max 3 actions). In coop mode, players may choose the activation order each turn.

Before any actions, the active player(s) can change the status of all doors in any room where they control the terminal. Then the active player activates each of their characters in turn, marking them with an **activated token** when done.

If a character performs an attack action their activation immediately ends and they lose any remaining APs.

Finally, the active player may again choose to change the status of any doors in rooms where their team control the terminal.

### ACTION: MOVE (1 AP)

Move up to a number of squares equal to **SPEED**. If a character activates for a second (or subsequent) move action in a turn, or they are crippled, they only move up to 2 squares.

If character movement triggers a **fast attack** reaction from an enemy model, the character may make an **instinctive reaction**.

### ACTION: ATTACK (1 AP)

**Ranged attack:** Ranged weapons cannot target a model in an adjacent square. The defending character can respond with a **dodge, take cover, fast attack or instinctive reaction**.

**Close combat (CC)** attacks a model in an adjacent square. When the target is adjacent, ignore the TAC modifier.

**Effective** range is used if the distance is not further away than the given value in squares. **Maximum** range starts beyond the effective range value and ends at the maximum range value.

#### ATTACK PROCEDURE

- Check for LOS between the attacking and defending models.
- Check the **range**, then perform a CC attack if the target is in an adjacent square, or a ranged attack if the target otherwise.
- Choose a weapon (depending on type of attack action).
- Use the **PHYSICAL SKILL** of the attacker + modifiers.
- The target chooses a **reaction**:
  - If the reaction is **dodge or take cover**, it uses its **SPEED** +3 modifier and any other applicable modifiers.
  - If the reaction is **fast attack**, it uses its **PHYSICAL SKILL** -3 and any other applicable modifiers.
  - If the target has a **reacted token**, it can only react with an **instinctive reaction** using its **SPEED** with no modifiers.
- In a ranged attack, apply the TAC modifier to the target's reaction. If you control the terminal corresponding to the room where the target is located, the TAC modifier is 0.
- The attacking player and the defending player both draw a CanDo card and add its value to the appropriate skill.
- The player with the higher value wins and inflicts damage. On a tie, defender wins.



## 1. CYBERWARFARE PHASE

### 1. STARTUP SEQUENCE

If a virus/worm is in your TN, all characters in that TN need to perform a **cybershock test**.

### 2. CHECK SYSTEM RESOURCES

Discard all remaining SR tokens, then generate new ones:

- +1 per conscious/stunned character in your team.
- +1 per point of the hacker's **MENTAL SKILL** above 5.
- +X per cybergear, special skill, neurochip, or other effect that generates SR to use.
- X for each hostile program installed in your TN.  
X = the **running cost** of that program.

### 3. INITIATIVE (SKIRMISH MODE ONLY)

Bid for **initiative** with up to 2 SR tokens + 1 CanDo card. The winner has initiative and chooses the first player in the **cyberwarfare** and/or **real world phase**. They also activate OPFOR first in the **OPFOR operations phase**.

### 4. CYBERWARFARE

The player with initiative chooses who goes first.

#### 1. DRAW NEW CYBERWARFARE CARDS

Discard any unwanted CW cards from your hand and draw new cards until you have 5.

#### 2. PERFORM A CYBERWARFARE ACTION

Each player may perform any of the following actions:

- Remove a program (+ boosters) already installed in your TN.
- Use a **sniffer** card (cost X). For each SR, look at one of the cards from the top of the opposing deck, a facedown card in the enemy TN, or a facedown card on the security terminal.
- Play a system resources **booster** card.
- Install programs.
- Attack a terminal.
- Attack the enemy TN.
- Purge own TN.

Only conscious hackers can use SRs to attack a terminal, an enemy TN, or install programs to defend their own TN.

#### 3. RESOLVING A CYBERWARFARE ACTION

A CW battle takes place when a program is used to attack a terminal, an enemy TN, or to purge a TN.

- Play a program card or activate one from your TN.
- Play or activate a booster program card.
- Pay the SR cost of the programs (the **install cost** if played from your hand, or the **running cost** if activated from the TN).
- The defender may play a program card from their hand or activate one from their TN, along with a booster program.
- Both the attacker and the defender may add up to 2 SRs to played programs.

- Reveal any facedown programs that have been paid for.
- Draw 1 CanDo card each for both the attacking and defending programs.
- For each program that takes part, find its total strength:
  - Strength of the program as given on the CW card;
  - Strength added by paying additional SRs (up to 2);
  - Strength bonus from an attached booster program (if any);
  - Strength bonus from any applicable special rules on the program card, the character ID card, cybergear card, etc.;
  - Value of 1 CanDo card drawn.

The program with the highest strength wins (defender wins ties).

## 2. REAL WORLD PHASE

Each character has 2 AP per turn (max 3 actions). In coop mode, players may choose the activation order each turn.

Before any actions, the active player(s) can change the status of all doors in any room where they control the terminal. Then the active player activates each of their characters in turn, marking them with an **activated token** when done.

If a character performs an attack action their activation immediately ends and they lose any remaining APs.

Finally, the active player may again choose to change the status of any doors in rooms where their team control the terminal.

### ACTION: MOVE (1 AP)

Move up to a number of squares equal to **SPEED**. If a character activates for a second (or subsequent) move action in a turn, or they are crippled, they only move up to 2 squares.

If character movement triggers a **fast attack** reaction from an enemy model, the character may make an **instinctive reaction**.

### ACTION: ATTACK (1 AP)

**Ranged attack:** Ranged weapons cannot target a model in an adjacent square. The defending character can respond with a **dodge, take cover, fast attack or instinctive reaction**.

**Close combat (CC)** attacks a model in an adjacent square. When the target is adjacent, ignore the TAC modifier.

**Effective** range is used if the distance is not further away than the given value in squares. **Maximum** range starts beyond the effective range value and ends at the maximum range value.

#### ATTACK PROCEDURE

- Check for LOS between the attacking and defending models.
- Check the **range**, then perform a CC attack if the target is in an adjacent square, or a ranged attack if the target otherwise.
- Choose a weapon (depending on type of attack action).
- Use the **PHYSICAL SKILL** of the attacker + modifiers.
- The target chooses a **reaction**:
  - If the reaction is **dodge or take cover**, it uses its **SPEED** +3 modifier and any other applicable modifiers.
  - If the reaction is **fast attack**, it uses its **PHYSICAL SKILL** -3 and any other applicable modifiers.
  - If the target has a **reacted token**, it can only react with an **instinctive reaction** using its **SPEED** with no modifiers.
- In a ranged attack, apply the TAC modifier to the target's reaction. If you control the terminal corresponding to the room where the target is located, the TAC modifier is 0.
- The attacking player and the defending player both draw a CanDo card and add its value to the appropriate skill.
- The player with the higher value wins and inflicts damage. On a tie, defender wins.

Heavy weapons cannot be used in CC. Bare handed attacks suffer no negative modifier to **PHYSICAL SKILL**. Damage is equal to **PHYSICAL SKILL** -2 (min 4). Non-CC weapons can be used in CC with -3 **PHYSICAL SKILL**.

If the attacker wins, draw another CanDo card (or use the value of the card from the attack test) to find the hit location. Subtract that location's **ARMOUR** value from the weapon's **DAMAGE** value at the range. The difference is the **wounds** inflicted. **Hitting the head location always +1 wound**, regardless of **ARMOUR**.

### ACTION: AIMED ATTACK (2 AP)

Perform a standard ranged attack action or close combat action, with an additional +3 to **PHYSICAL SKILL**.

### ACTION: SPECIAL ATTACK (1 AP)

#### GRENADES

The target (or a target square) must be in LOS and be in range. Perform a standard test using the attacker's **PHYSICAL SKILL** + a drawn CanDo card + applicable modifiers.

A grenade hits if the value is greater than 3, plus 1 for each square of distance from the attacker to the target, plus 1 for each square crossed by the LOS that contains a model.

If the grenade misses, draw a CanDo card: on a 1, 9 or 10 the grenade falls 1 space behind the target. On 2-8 the grenade land on one of the neighbouring fields, counting clockwise.

#### MINES

A character can use 1 mine per mission. Place the mine on the same square as the character's model. It is active in the next **player phase** or in the **OPFOR operations phase**. A character can use any reaction based on **SPEED (dodge, take cover or instinctive reaction)** to avoid any damage.

### REACTIONS

Models can respond to an active character's actions with a **reaction**. If more than 1 enemy character has LOS to the active character, all of them may react (in any order).



If the character reacts with a **dynamic reaction (dodge, fast attack or take cover)**, mark it with a **reacted token** to indicate they can no longer make these reactions this turn.

#### FAST ATTACK

A character or OPFOR can choose this reaction at any point of an active character's move or attack action. Perform a **ranged attack or close combat attack** at -3, plus any other modifiers.

If the fast attack reaction was in response to a move action, the moving character uses an **instinctive reaction** based on their **SPEED** for the opposed attack test, and may continue their movement as normal after resolving it (if still alive).

#### TAKE COVER

A character can choose this reaction at any point during an opposing model's move or attack action. If the active character performs a move action and appears in the LOS of an opposing figure, that figure can declare this reaction and move 1 space directly away from the active character (or closer if that removes them from the active character's LOS).

If the reacting character has been attacked, make an opposing test based on their **SPEED** +3 modifier, plus any other modifiers.

If the score is equal to or higher than the attacker's score, the reactive character may move 1 space directly away from the opposing character or into a square that provides cover or blocks LOS between the models. The attack misses.

#### DODGE

A **dodge** reaction can only be declared when the reacting model is the target of an attack action by an active player character.

The dodging character performs an opposed roll using their **SPEED** +3. If the dodging character wins, the attack fails.

#### INSTINCTIVE REACTION

An **instinctive reaction** can be performed an unlimited number of times per turn, by both active and passive characters. A character attacked by an attack action or a fast attack reaction, unless using another reaction, always uses the instinctive reaction in an opposed test.

Use the reacting character's **SPEED** without a modifier during the opposed test. The higher total wins, and the defender wins ties. A player may forego their other reactions at any time, and use the instinctive reaction to *not* place a reacted token next to their character and save the other reactions for use later in the same turn.

**OPFOR units always use a dodge reaction against the first attack they receive**, adding the +3 modifier, and afterwards use the instinctive reaction for the rest of the turn.

### PLACE ALARM TOKENS

Place an alarm token in every room or corridor that the player characters are located in at the end of this phase (1 token per character unless otherwise specified).

## 3. OPFOR PHASE

### 1. OPFOR OPERATIONS

**OPFOR models activate**. If the mission specifies it, draw a card from the **tactical response deck**.

Players may choose the order in which they activate OPFOR. In skirmish mode, the player with the initiative decides.

**OPFOR models have 2 actions** and carry out a combination of either: Move-move / move-attack / or just 1 attack action.

#### OPFOR ACTIVATION PROCEDURE

1. Pick an OPFOR model to activate.
2. If the model has a player character model in LOS and effective range, perform an attack action, then end the activation.
3. If the model has a player character model in LOS and beyond effective range, perform a move action at full **SPEED** towards the nearest character, and perform an attack action if allowed.
4. If the model has no LOS to any player characters, perform a move at full **SPEED** and the shortest way possible, towards the room with most **alarm tokens**.

If a player character comes into LOS during this move, the OPFOR will then change direction if necessary, and move towards that player character. If after the first move a player character is in LOS, perform an attack action. If there is no player character in LOS after the first move action, perform a second move action.

If, at the end of the phase, the number of OPFOR characters has dropped below the mission's **security protocol**, place the appropriate number of models on the OPFOR entry points.

OPFOR models, unless used in the skirmish mode, use the **WOUNDS** value in parentheses (usually 1) and cannot use adrenaline character skills or skill cards. Cybershock does not affect OPFOR models.

If using the OPFOR characters in skirmish mode as player characters, use all of their rules normally.

### 2. CLEAN UP

1. Check if the mission's winning conditions have been met.
2. Close (but not lock) all doors that can be closed.
3. Remove all alarm tokens from the board.
4. Remove all activated, reacted, and stunned tokens from the board and character cards.

Heavy weapons cannot be used in CC. Bare handed attacks suffer no negative modifier to **PHYSICAL SKILL**. Damage is equal to **PHYSICAL SKILL** -2 (min 4). Non-CC weapons can be used in CC with -3 **PHYSICAL SKILL**.

If the attacker wins, draw another CanDo card (or use the value of the card from the attack test) to find the hit location. Subtract that location's **ARMOUR** value from the weapon's **DAMAGE** value at the range. The difference is the **wounds** inflicted. **Hitting the head location always +1 wound**, regardless of **ARMOUR**.

### ACTION: AIMED ATTACK (2 AP)

Perform a standard ranged attack action or close combat action, with an additional +3 to **PHYSICAL SKILL**.

### ACTION: SPECIAL ATTACK (1 AP)

#### GRENADES

The target (or a target square) must be in LOS and be in range. Perform a standard test using the attacker's **PHYSICAL SKILL** + a drawn CanDo card + applicable modifiers.

A grenade hits if the value is greater than 3, plus 1 for each square of distance from the attacker to the target, plus 1 for each square crossed by the LOS that contains a model.

If the grenade misses, draw a CanDo card: on a 1, 9 or 10 the grenade falls 1 space behind the target. On 2-8 the grenade land on one of the neighbouring fields, counting clockwise.

#### MINES

A character can use 1 mine per mission. Place the mine on the same square as the character's model. It is active in the next **player phase** or in the **OPFOR operations phase**. A character can use any reaction based on **SPEED (dodge, take cover or instinctive reaction)** to avoid any damage.

### REACTIONS

Models can respond to an active character's actions with a **reaction**. If more than 1 enemy character has LOS to the active character, all of them may react (in any order).



If the character reacts with a **dynamic reaction (dodge, fast attack or take cover)**, mark it with a **reacted token** to indicate they can no longer make these reactions this turn.

#### FAST ATTACK

A character or OPFOR can choose this reaction at any point of an active character's move or attack action. Perform a **ranged attack or close combat attack** at -3, plus any other modifiers.

If the fast attack reaction was in response to a move action, the moving character uses an **instinctive reaction** based on their **SPEED** for the opposed attack test, and may continue their movement as normal after resolving it (if still alive).

#### TAKE COVER

A character can choose this reaction at any point during an opposing model's move or attack action. If the active character performs a move action and appears in the LOS of an opposing figure, that figure can declare this reaction and move 1 space directly away from the active character (or closer if that removes them from the active character's LOS).

If the reacting character has been attacked, make an opposing test based on their **SPEED** +3 modifier, plus any other modifiers.

If the score is equal to or higher than the attacker's score, the reactive character may move 1 space directly away from the opposing character or into a square that provides cover or blocks LOS between the models. The attack misses.

#### DODGE

A **dodge** reaction can only be declared when the reacting model is the target of an attack action by an active player character.

The dodging character performs an opposed roll using their **SPEED** +3. If the dodging character wins, the attack fails.

#### INSTINCTIVE REACTION

An **instinctive reaction** can be performed an unlimited number of times per turn, by both active and passive characters. A character attacked by an attack action or a fast attack reaction, unless using another reaction, always uses the instinctive reaction in an opposed test.

Use the reacting character's **SPEED** without a modifier during the opposed test. The higher total wins, and the defender wins ties. A player may forego their other reactions at any time, and use the instinctive reaction to *not* place a reacted token next to their character and save the other reactions for use later in the same turn.

**OPFOR units always use a dodge reaction against the first attack they receive**, adding the +3 modifier, and afterwards use the instinctive reaction for the rest of the turn.

### PLACE ALARM TOKENS

Place an alarm token in every room or corridor that the player characters are located in at the end of this phase (1 token per character unless otherwise specified).

## 3. OPFOR PHASE

### 1. OPFOR OPERATIONS

**OPFOR models activate**. If the mission specifies it, draw a card from the **tactical response deck**.

Players may choose the order in which they activate OPFOR. In skirmish mode, the player with the initiative decides.

**OPFOR models have 2 actions** and carry out a combination of either: Move-move / move-attack / or just 1 attack action.

#### OPFOR ACTIVATION PROCEDURE

1. Pick an OPFOR model to activate.
2. If the model has a player character model in LOS and effective range, perform an attack action, then end the activation.
3. If the model has a player character model in LOS and beyond effective range, perform a move action at full **SPEED** towards the nearest character, and perform an attack action if allowed.
4. If the model has no LOS to any player characters, perform a move at full **SPEED** and the shortest way possible, towards the room with most **alarm tokens**.

If a player character comes into LOS during this move, the OPFOR will then change direction if necessary, and move towards that player character. If after the first move a player character is in LOS, perform an attack action. If there is no player character in LOS after the first move action, perform a second move action.

If, at the end of the phase, the number of OPFOR characters has dropped below the mission's **security protocol**, place the appropriate number of models on the OPFOR entry points.

OPFOR models, unless used in the skirmish mode, use the **WOUNDS** value in parentheses (usually 1) and cannot use adrenaline character skills or skill cards. Cybershock does not affect OPFOR models.

If using the OPFOR characters in skirmish mode as player characters, use all of their rules normally.

### 2. CLEAN UP

1. Check if the mission's winning conditions have been met.
2. Close (but not lock) all doors that can be closed.
3. Remove all alarm tokens from the board.
4. Remove all activated, reacted, and stunned tokens from the board and character cards.



## TYPES OF CYBERWARE BATTLES

### ATTACK THE TERMINAL

Use this action if you want to take control of a security terminal to take advantage of the TAC modifier in nearby rooms and hallways and be able to unlock all corresponding doors.

An attack against a terminal may be performed directly (when a hacker is standing on the same square or next to the square with the terminal), or remotely (from any location on the board).

Remote hacking suffers a -3 to the attack strength.

In a skirmish mode, each team attacks a terminal separately. Draw a number of cards for each team equal to the terminal's defence strength (if not stated, base terminal defence strength is 1).

a. **Draw CW cards from the OPFOR deck** equal to the terminal defence strength and place them facedown next to the terminal card. In skirmish mode, draw cards for each attacking player.

b. **Resolve a CW battle.** The terminal does not need to pay the card's running cost and does not add SRs to boost its strength.

If the attack on the terminal is successful:

- The defensive program card is discarded.
- If there is more than 1 defensive program card, the player may repeat the attack.
- If there are still defensive program cards and the player decides not to repeat the attack, draw new defensive cards up to the terminal's strength and place facedown.
- If there are no more defending program cards in the terminal, the player takes control of the terminal, and may install the attacking cards in the terminal to defend against further attacks.
- Later in the game, during the CW phase, the player controlling the terminal can replace their cards with other cards from their hand (paying the appropriate install cost in SR).

If the attack on the terminal is unsuccessful:

- If a defensive program has been drawn, it will remain faceup in the terminal until removed by a successful attack. Attack by another team will result in drawing a separate card(s).
- If an offensive program has been drawn, it will try to attack the hacker's own TN immediately after the unsuccessful attack. Conduct the *Attack a Tactical Network* action against the hacker's TN.
- If the attack on the hacker's TN fails, discard the offensive program. Draw another card to protect the terminal in case of another attack against it.

### PURGE A TACTICAL NETWORK

Use this action if you want to destroy a hostile program in your own TN.

Play a defensive program from your hand or activate and pay the running cost of one that is already installed in your TN. If necessary, discard one of your programs to create a space to install a defensive program from your hand.

Resolve a CW battle.

### ATTACK A TACTICAL NETWORK

Use this action if you want to install a program in a hostile TN.

**Resolve a CW battle.** If the attacker won, and the defender still has defensive programs that they declare they will play or activate in their TN, repeat the CW battle. If the defender does not have a free space in their TN, they must discard one of their own CW cards occupying the space with the highest number. Note that more spaces may be infected by hostile CW cards.

If the defender didn't play or activate a CW card in the first CW battle, they cannot play or activate another program. If the defender no longer has any defensive programs they can play or activate, the attack is successful. Install the offensive program.

**From this point on, the TN is infected.** If the installed offensive program card has special effects, they affect the owner of that TN, and they must pay the running cost of the hostile program in each **check system resources step**. The consequences of infecting the TN are implemented each turn in the **startup sequence step of the cyberwarfare phase**, until the TN is cleaned of the infecting program.

**Each time the TN is infected, the hacker and their team members receive 1 wound each and increase their cybershock by 1 point** (in addition to all other effects).

If the attacking hacker has lost the fight, decided not to continue the attack, or is not able to activate and pay the running cost of their cards with SRs, they are treated as having lost and must discard all cards used in the attack.

### INSTALL PROGRAMS

If the TN is not infected by hostile programs, the hacker may use this action to play a program (optionally with a booster), into their TN, or add a booster to an already installed program.

Place the chosen CW card(s), facedown, on the first available space in your TN. Pay the install cost. They remain running in the background; you do not need to pay their running cost until you choose to activate them for a CW battle.

You may have as many programs installed as permitted by available space. Booster cards are attached to a single program, and occupy the same space with them in the TN.

Defensive programs may be pre-installed this way to defend against attacks, either from a terminal or an opposing player. Offensive programs may be pre-installed for use in subsequent turns during an attack for a lesser cost.

**Optional:** You may place up to 2 SR tokens on programs running in the background. These SRs are not discarded in the **check system resources step**, so may be carried over to subsequent turns. You may only use them to boost this particular program's strength during a CW battle.

## ALARM TOKENS



**Alarm tokens** determine the movement and the behaviour of OPFOR units. Place an alarm token in every room or corridor that the player characters are located in at the end of the **real world phase** (1 token per character unless otherwise specified).

Alarm tokens may also be generated by CW cards, gear special effects or actions performed by the player characters.

**# tokens    Action performed**

- |    |   |
|----|---|
| +2 | Terminal takeover, using a heavy weapon or grenade, ranged attack action.                               |
| +1 | Close combat without using a ranged attack weapon, forcing open a door, presence of a player character. |
| +X | Active cyberware cards that have special effects generating alarm tokens.                               |
| -X | Active cyberware cards that have special effects cancelling alarm tokens.                               |



## TYPES OF CYBERWARE BATTLES

### ATTACK THE TERMINAL

Use this action if you want to take control of a security terminal to take advantage of the TAC modifier in nearby rooms and hallways and be able to unlock all corresponding doors.

An attack against a terminal may be performed directly (when a hacker is standing on the same square or next to the square with the terminal), or remotely (from any location on the board).

Remote hacking suffers a -3 to the attack strength.

In a skirmish mode, each team attacks a terminal separately. Draw a number of cards for each team equal to the terminal's defence strength (if not stated, base terminal defence strength is 1).

a. **Draw CW cards from the OPFOR deck** equal to the terminal defence strength and place them facedown next to the terminal card. In skirmish mode, draw cards for each attacking player.

b. **Resolve a CW battle.** The terminal does not need to pay the card's running cost and does not add SRs to boost its strength.

If the attack on the terminal is successful:

- The defensive program card is discarded.
- If there is more than 1 defensive program card, the player may repeat the attack.
- If there are still defensive program cards and the player decides not to repeat the attack, draw new defensive cards up to the terminal's strength and place facedown.
- If there are no more defending program cards in the terminal, the player takes control of the terminal, and may install the attacking cards in the terminal to defend against further attacks.
- Later in the game, during the CW phase, the player controlling the terminal can replace their cards with other cards from their hand (paying the appropriate install cost in SR).

If the attack on the terminal is unsuccessful:

- If a defensive program has been drawn, it will remain faceup in the terminal until removed by a successful attack. Attack by another team will result in drawing a separate card(s).
- If an offensive program has been drawn, it will try to attack the hacker's own TN immediately after the unsuccessful attack. Conduct the *Attack a Tactical Network* action against the hacker's TN.
- If the attack on the hacker's TN fails, discard the offensive program. Draw another card to protect the terminal in case of another attack against it.

### PURGE A TACTICAL NETWORK

Use this action if you want to destroy a hostile program in your own TN.

Play a defensive program from your hand or activate and pay the running cost of one that is already installed in your TN. If necessary, discard one of your programs to create a space to install a defensive program from your hand.

Resolve a CW battle.

### ATTACK A TACTICAL NETWORK

Use this action if you want to install a program in a hostile TN.

**Resolve a CW battle.** If the attacker won, and the defender still has defensive programs that they declare they will play or activate in their TN, repeat the CW battle. If the defender does not have a free space in their TN, they must discard one of their own CW cards occupying the space with the highest number. Note that more spaces may be infected by hostile CW cards.

If the defender didn't play or activate a CW card in the first CW battle, they cannot play or activate another program. If the defender no longer has any defensive programs they can play or activate, the attack is successful. Install the offensive program.

**From this point on, the TN is infected.** If the installed offensive program card has special effects, they affect the owner of that TN, and they must pay the running cost of the hostile program in each **check system resources step**. The consequences of infecting the TN are implemented each turn in the **startup sequence step of the cyberwarfare phase**, until the TN is cleaned of the infecting program.

**Each time the TN is infected, the hacker and their team members receive 1 wound each and increase their cybershock by 1 point** (in addition to all other effects).

If the attacking hacker has lost the fight, decided not to continue the attack, or is not able to activate and pay the running cost of their cards with SRs, they are treated as having lost and must discard all cards used in the attack.

### INSTALL PROGRAMS

If the TN is not infected by hostile programs, the hacker may use this action to play a program (optionally with a booster), into their TN, or add a booster to an already installed program.

Place the chosen CW card(s), facedown, on the first available space in your TN. Pay the install cost. They remain running in the background; you do not need to pay their running cost until you choose to activate them for a CW battle.

You may have as many programs installed as permitted by available space. Booster cards are attached to a single program, and occupy the same space with them in the TN.

Defensive programs may be pre-installed this way to defend against attacks, either from a terminal or an opposing player. Offensive programs may be pre-installed for use in subsequent turns during an attack for a lesser cost.

**Optional:** You may place up to 2 SR tokens on programs running in the background. These SRs are not discarded in the **check system resources step**, so may be carried over to subsequent turns. You may only use them to boost this particular program's strength during a CW battle.

## ALARM TOKENS



**Alarm tokens** determine the movement and the behaviour of OPFOR units. Place an alarm token in every room or corridor that the player characters are located in at the end of the **real world phase** (1 token per character unless otherwise specified).

Alarm tokens may also be generated by CW cards, gear special effects or actions performed by the player characters.

**# tokens    Action performed**

- |    |   |
|----|---|
| +2 | Terminal takeover, using a heavy weapon or grenade, ranged attack action.                               |
| +1 | Close combat without using a ranged attack weapon, forcing open a door, presence of a player character. |
| +X | Active cyberware cards that have special effects generating alarm tokens.                               |
| -X | Active cyberware cards that have special effects cancelling alarm tokens.                               |



BE A BETTER HUMAN

## OPTIONAL ADVANCED RULES

### ADVANCED CYBERWARFARE

**Skirmish mode only:** Add the 2 blank CW cards to each faction's CW deck and increase a player's hand size to 7 cards. The blank cards are never discarded and remain either in the TN or in the player's hand. These cards are used to bluff opponent(s).

### INCREASED DIFFICULTY LEVELS

Players can agree to increase the difficulty level of missions: either select an option or randomly pick one.

**Increase security protocol level** (the number of OPFORs on the board during a mission) by 1 or 2.

**Increase terminal base defence** by 1 CW card for all security terminals.

### ADVANCED HIT LOCATION

To improve immersion and be consistent with the look of some models, use this rule to differentiate between left and right limbs. When determining hit locations, a result of 5 hits the left arm, 6 hits the right arm, 1/2 the left leg and 3/4 the right leg.

### LOOTING GEAR



After eliminating enemy models in combat, players may pick up their gear. When a player's character is eliminated, place a **letter token** on the square they occupied.

Place all their gear and weapon cards (except cybergear and neurochips) aside in a pile and put the other matching letter token on top of it.

To pick up the gear, perform a special action (0 APs) in the square with the letter token to add any items from the pile to your inventory, or exchange ones you have (as long as this complies with the equipment rules).

If a player wants to collect an item dropped by an OPFOR model, state this when that model is eliminated, and treat the gear in the same way as above. Otherwise the OPFOR gear is lost.

### SECURITY BREACH

Alarm tokens are not placed for the presence of player characters if their hacker is in control of the security terminal corresponding to the location.

### FORCING LOCKED DOORS

In addition to the *Doorbreaker* neurochip and the *Kick the door down* adrenaline card, characters with a cyberarm or cyberlegs can spend 1 AP to force open a locked door.

Draw a CanDo card and add the character's **PHYSICAL SKILL**. If the total is greater than the door's base defence of 13, remove the door from the game. Otherwise the action fails.

### SECRET AGENDA CARDS

**Secret agenda cards** are additional secret goals that players can complete during the mission. If not disallowed by a mission's rules, players draw a random secret agenda card and place it facedown on the table. During the final scoring after the mission is finished (or earlier if the goal can be achieved during the mission), reveal the card is revealed and add its point value to the general score.

**Collateral damage cards** are specific to certain missions. Their effect is activated instantly and lasts for the duration specified on the card or until other factors influence it. They are usually activated after an objective is completed, a terminal successfully hacked or other important events. After its effects cease, place the card on a discard pile.

**Unexpected events cards** are short-term effects that have a positive or negative impact on the turn that they are drawn. They are randomly drawn at the beginning of each turn during phase 1 (unless stated otherwise in the mission rules), and their effect lasts until the moment described on the card, or until a new card is drawn, at which point place the card on a discard pile.

**Hidden objectives cards** are specific to certain missions. Unless started otherwise, they are activated when objectives are uncovered. After use, place the card on a discard pile.



BE A BETTER HUMAN

## OPTIONAL ADVANCED RULES

### ADVANCED CYBERWARFARE

**Skirmish mode only:** Add the 2 blank CW cards to each faction's CW deck and increase a player's hand size to 7 cards. The blank cards are never discarded and remain either in the TN or in the player's hand. These cards are used to bluff opponent(s).

### INCREASED DIFFICULTY LEVELS

Players can agree to increase the difficulty level of missions: either select an option or randomly pick one.

**Increase security protocol level** (the number of OPFORs on the board during a mission) by 1 or 2.

**Increase terminal base defence** by 1 CW card for all security terminals.

### ADVANCED HIT LOCATION

To improve immersion and be consistent with the look of some models, use this rule to differentiate between left and right limbs. When determining hit locations, a result of 5 hits the left arm, 6 hits the right arm, 1/2 the left leg and 3/4 the right leg.

### LOOTING GEAR



After eliminating enemy models in combat, players may pick up their gear. When a player's character is eliminated, place a **letter token** on the square they occupied.

Place all their gear and weapon cards (except cybergear and neurochips) aside in a pile and put the other matching letter token on top of it.

To pick up the gear, perform a special action (0 APs) in the square with the letter token to add any items from the pile to your inventory, or exchange ones you have (as long as this complies with the equipment rules).

If a player wants to collect an item dropped by an OPFOR model, state this when that model is eliminated, and treat the gear in the same way as above. Otherwise the OPFOR gear is lost.

### SECURITY BREACH

Alarm tokens are not placed for the presence of player characters if their hacker is in control of the security terminal corresponding to the location.

### FORCING LOCKED DOORS

In addition to the *Doorbreaker* neurochip and the *Kick the door down* adrenaline card, characters with a cyberarm or cyberlegs can spend 1 AP to force open a locked door.

Draw a CanDo card and add the character's **PHYSICAL SKILL**. If the total is greater than the door's base defence of 13, remove the door from the game. Otherwise the action fails.

### SECRET AGENDA CARDS

**Secret agenda cards** are additional secret goals that players can complete during the mission. If not disallowed by a mission's rules, players draw a random secret agenda card and place it facedown on the table. During the final scoring after the mission is finished (or earlier if the goal can be achieved during the mission), reveal the card is revealed and add its point value to the general score.

**Collateral damage cards** are specific to certain missions. Their effect is activated instantly and lasts for the duration specified on the card or until other factors influence it. They are usually activated after an objective is completed, a terminal successfully hacked or other important events. After its effects cease, place the card on a discard pile.

**Unexpected events cards** are short-term effects that have a positive or negative impact on the turn that they are drawn. They are randomly drawn at the beginning of each turn during phase 1 (unless stated otherwise in the mission rules), and their effect lasts until the moment described on the card, or until a new card is drawn, at which point place the card on a discard pile.

**Hidden objectives cards** are specific to certain missions. Unless started otherwise, they are activated when objectives are uncovered. After use, place the card on a discard pile.