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Game: **LEVEL 7 [OMEGA PROTOCOL] Second Edition**

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LEVEL 7

[OMEGA PROTOCOL]

SETUP

Choose a **mission** from the *Mission Guide* and assemble the map according to the diagram. In most missions, passage tiles are not placed during setup but only when a room is explored. (these passages are faded out). Place all **investigate markers** and the green commando passage tile on the map as shown.

In a 2 player game, one player is the **overseer** and the other plays as 3 or more **commandos**. In a 3 player game, one is the overseer and each of the others plays as 2 commandos. In a 4, 5 or 6 player game, one plays as the overseer and each of the others plays as 1 commando.

Sort all **adrenaline** and **wound tokens** into piles. The pile of adrenaline tokens is called the **bank**.

Shuffle the **investigate cards** and place the deck facedown near the map. Place the **round tracker** nearby with the purple **primary timer token** on the first space.

Overseer setup

Arrange your **dashboard** from the dashboard tiles specified in the mission. Arrange the specified enemy cards and figures to form your **reserves**. Mission rules may also add other enemies.

Select and place a **door marker** facedown on each door location indicated on the map, dividing the map into rooms. You have access to all door markers unless otherwise indicated by the mission's rules, but can always use all the unlocked door markers, and may place them in any door location. Door markers with an icon can be placed in any location as long as no room has 2 doors with the same icon.

Divide the specified **room cards** into the specified room stacks and set the unused room cards aside. Then place 1 room stack in each room, noting any special placement rules.

Take **adrenaline tokens** out of the bank as specified in the mission to form your starting **energy pool**.

Commando setup

The commando players agree on who plays each commando, then take the **commando figure**, **character sheet**, **kit deck**, and **stance deck** for each commando they will control in the game.

In addition to the custom kit decks, the common kit deck is available to any commando. Each commando can take a total value of kit cards determined by the number of commandos that start the mission. 3 commandos: 6 kit points each. 4 commandos: 5 kit points. 5 commandos: 4 kit points.

Place commandos on the map as directed by the mission.

GAME ROUND

1. TIMER PHASE

The **overseer** moves any **timer tokens** on the **round tracker** up 1 space at the beginning of every round except the first. Resolve any events triggered as a result.

Flip all **move tokens** with the red side up to the blue side.

2. COMMANDO PLANNING PHASE

1. Transfer adrenaline

All commandos transfer their adrenaline tokens to the overseer's energy pool.

If the pool is below the minimum number of tokens specified by the mission's **energy pool minimum**, add tokens from the bank until the minimum size is reached.

2. Assign initiative

The **commanding officer** assigns each **commando** an **initiative card**. The commando with the highest rank is the commanding officer. Ranks, from highest to lowest, are team leader, then countermeasures specialist, heavy support specialist, rifleman, and finally reconnaissance specialist.


3. Select stance cards

Each **commando** selects which **stance** to use for the round. You may use the same stance you used in the previous round.

A commando is either **active** (using a stance) or **downed** (wound tokens equal to their **VITALITY**). A **downed** commando must use the **downed card** in place of their stance until they have recovered. A dead commando is no longer active.

3. COMMANDO ACTIVATION PHASE

Each **commando** takes a turn in order of assigned initiative.

 During a commando's turn, they can perform actions by increasing their **adrenaline** by a set amount (take tokens from the bank and place them on their character sheet).

A commando must complete an action before beginning another. They can never have more tokens than the **MAX ADRENALINE** state of their stance. They do not have to perform any actions on their turn and can end their turn without reaching their **MAX ADRENALINE** limit.

Downed commandos take a turn as normal but are only allowed to perform move and trade actions.

Each commando action that places a marker on the map can be performed only once per turn. If there is already a marker in play of the same type, it is removed when a new marker of that type is put into play.

Kit cards may be used during a specific commando's turn (if the card provides an action), or at any time during the game (if the card doesn't specify when it can be used). To use a kit card, increase the commando's **ADRENALINE** according to the card's adrenaline cost. Basic weapon kit cards take the place of the corresponding weapon printed on a character sheet.

Each action's adrenaline cost is in parentheses:

Investigate (1): A commando on or adjacent to an investigate marker may draw an investigate card. Then discard the marker.


Move (1): A commando can perform as many move actions on their turn as their **MAX ADRENALINE** stat allows.

A commando can perform any number of move actions together as 1 **combined move** action, with a total cost of the individual move actions combined.

Open a door (1): When a commando is on or adjacent to a door marker, they can attempt to open the door. The overseer turns over the marker, and the commando resolves the text on it. If there is a challenge to open the door and the commando fails it, the door is not opened and the marker remains on the map.

If the door is opened, the attached room is revealed and the overseer resolves the room stack. Discard the door marker.

The overseer may be granted the ability to open doors to hidden rooms. Resolve the new room's cards as normal, then remove the door marker without resolving it. If there are no hidden rooms, the overseer can open any door unless the door is specifically listed as one they cannot open.

Trade (1): A commando can give a card with a trade icon  to an adjacent active commando.

Attack (2): When a commando performs an attack action, they choose what weapon they will use and the target of the attack, then determine if the target is within their line of sight.

They then make an attack roll with the dice granted by their weapon and any abilities, and determine if the target is damaged.

If an ability allows a commando to make a free attack, the attack does not cost adrenaline. This does not affect any additional adrenaline costs, such as for aiming.

Revive (2): An active commando adjacent to a **downed** commando can perform a revive action. The **downed** commando immediately recovers and replaces their **downed** marker on the map with their figure; but they keep the **downed** stance card until they choose a new stance in the next **Commando Planning** phase.

Heal (2): The commando may perform a heal action to discard 1 wound token.

4. OVERSEER PHASE

1. Refresh dashboard

Remove adrenaline tokens from each dashboard tile well.

Each tile's **refresh rate** indicates how many tokens are removed from it and returned to the bank when it refreshes.

2. Spawn enemies

Spend adrenaline to spawn enemies using your available dashboard spawn abilities.

To spawn an enemy, activate the dashboard ability by paying its cost, then take the enemies being spawned from the reserves and place them on the map according to the ability's rules.

An enemy can't be spawned unless there is a matching figure in the reserves. Enemies can be spawned in hidden rooms only if allowed by a mission's special rules.

When spawning an enemy from a vent or passage, place it on or in an adjacent space. That enemy counts as having moved into that space.

The number of clones the overseer can spawn using a dashboard ability is limited by the number of commando characters being played in the game.

3. Activate enemies

In a game with 4 or 5 commando characters, remove 1 wound token from each enemy at the start of the Activation phase.

Activate any or all enemy figures by spending adrenaline from your energy pool.

You may activate each enemy on the map once during this step. Pay the appropriate activation cost to the bank before activating it. When an enemy activates, it can perform either a move action or a combat action.

Move Spend 1 adrenaline token to have an enemy figure perform a move action.

A clone on a vent space can move to any other vent space within a number of tiles equal to its remaining MPs. It can then continue moving following the normal rules.

Combat Spend the **combat activation cost** on the enemy's stat card to have an enemy figure take a move action and then an attack action using one of the weapons listed on its stat card.


When an enemy targets a commando with a melee attack and the commando is at or above their stance's **MAX ADRENALINE**, add a red die to that enemy's attack dice pool.

When a clone attacks a target that was attacked by another clone of the same type during the same Activating Enemies step, roll an additional black die during the attack roll. This bonus is not cumulative, no matter how many clones of the same type attack.

4. Discard adrenaline

If you have more than 15 adrenaline tokens in your energy pool, discard down to 15.

MOVEMENT

Speed  indicates the number of movement points (MPs) a figure or marker has available each time it takes a move action. Not all MPs must be spent, but remaining MPs are lost when the figure takes another action (even another move action).

Moving into an adjacent space costs 1 MP. Some abilities and terrain can require the expenditure of additional MPs to move out of a space.

Only 1 diagonal movement can be used during a turn, and a figure cannot move diagonally between 2 spaces occupied by non-friendly figures or walls.

Commando figures and markers, the sentry drone, and the Lab Tech can move through spaces containing other commando figures and markers, the sentry drone, and/or the Lab Tech. Only commandos with special abilities can move through a space containing an enemy figure. A commando can never end a movement action in the same space as another figure or combatant marker.

Enemy figures can move through other enemy figures, but cannot end a move in the same space as another enemy figure. Only enemies with special abilities can enter a space containing a non-friendly figure, but they cannot end a movement in the same space as a non-friendly figure. Enemies can move through spaces containing combatant markers, even if those markers are non-friendly, but they cannot end a movement action in the same space as a combatant marker.

Move tokens: Each time a commando takes a move action, flip 1 of their 3 move tokens from the blue side to the red side. Once all of their move tokens have been flipped to the red side, a move action costs the commando 1 **additional adrenaline**.

Commando abilities that grant free move actions instead reduce the cost of move actions by 1 (min 0). Move actions that cost 0 adrenaline still require a move token to be flipped.

When using a combined move action, flip a move token for every move action included in the combined move action.

Facing: A figure's **facing** can be changed during its activation at the beginning or end of an action at no adrenaline cost. If a commando may take a move action during another player's turn, they can change their facing before or after the move without increasing their adrenaline.


Distance and adjacency: Any spaces that share a side or corner are **adjacent**. When counting the distance between 2 spaces, you cannot use more than 1 diagonal and cannot include any wall spaces or pass through a door.


COMBAT

1. DECLARE WEAPON AND TARGET

Declare 1 non-friendly figure or marker in your LOS as the target and which weapon your figure is using for the attack.

When attacking an enemy that occupies more than 1 space, declare which specific space is being targeted.

You may only make a **melee attack**  vs an adjacent space.

You may make a **ranged attack**  vs any non-friendly target within your weapon's range, including adjacent targets. When counting range, only count up to 1 diagonal.

A player who wants to use an ability to increase a target's **DEFENSE** must use it after the attack has been declared but before dice are rolled.


2. CHECK LINE OF SIGHT (LOS)


The arrow on a figure's base is its **forward facing**, the direction of its **field of vision**: a V-shaped field of diagonal spaces moving out from the front of the figure. A figure without this indicator has a field of vision that extends in every direction.

A target must be within the attacker's field of vision in order to be in its LOS. Melee and ranged attacks (and some abilities) require targets to be within a figure's LOS.

If the target is in the attacker's field of vision, draw 2 lines from 1 corner of the attacker's space that is also in its field of vision to 2 *different* corners of the target's space. These cannot pass through the attacker's or target's space and cannot be drawn along the same path as another line. When a figure that occupies more than 1 space is either the attacker or defender, declare which of the spaces the figure occupies is being used to determine LOS.

If neither of the 2 lines pass through the door art on a door marker, through a wall space, between the door art on a door marker and an adjacent wall, or between 2 adjacent wall spaces, the attacker has LOS to the target. Otherwise LOS is blocked and the attacker cannot attack the target. A LOS line can touch wall corners and can go along a wall. Only the door art on a door marker and wall spaces block LOS. Figures and combatant markers do not interfere with LOS.

Cover bonus: Draw a line from any corner of the target's space that is adjacent to a wall (or implied wall space) to any corner of the attacker's space. These cannot pass through the attacker's or target's space. If any such line can be drawn that passes through the wall adjacent to the target, the target gains a **cover bonus of +1 to RANGED DEFENSE** . Melee targets and figures that occupy more than 1 space never gain a cover bonus.

 **EMI:** If you or your target is on an EMI tile, you must remove a black die from your ranged attack rolls.



If there are no black dice in the roll, remove a red die instead. If the distance between a commando and the target includes 4 or more spaces on an EMI tile, your LOS is blocked.


3. ROLL DICE

Create your **attack dice pool** by gathering all the dice listed on your weapon, then roll your **attack roll**. If an ability allows you to add dice to the pool, do so before the roll.

You may then use any reroll abilities you have to modify the results. The defending player then has the opportunity to use their own reroll abilities. This continues until both players have finished using their reroll abilities. Then count the number of hits showing on all the dice to determine your **attack total**.


4. APPLY DAMAGE

Compare the attack total to the target's **RANGED DEFENSE**  if the attack was a ranged attack or to the target's **MELÉE DEFENSE**  if the attack was a melee attack. If the total equals or exceeds the target's **DEFENSE**, the attack causes 1 wound to the target.

 When a commando is wounded, place a **wound token** on their sheet. When an enemy is wounded, place a wound token next to the figure on the map.

If an enemy has a second number in its **DEFENSE** stats, if the attack total equals or exceeds the second number, the figure takes 2 wounds instead of 1.

Wounds and vitality

When the number of wound tokens on a commando's character sheet equals their **VITALITY** , they are **downed**.

When an enemy figure has a number of wound tokens equal to its **VITALITY**, it is **destroyed**. Remove it from the map and back into the overseer's reserves.

Downed

A **downed** commando immediately replaces their figure with their **downed marker** and their current stance with a **downed card**. Move all their adrenaline to the overseer's energy pool, then **every ability on the overseer's dashboard refreshes once**.

A **downed** commando's turn immediately ends. They later take a turn as normal, but are only allowed to perform move and trade actions. They do not choose a stance card during the Commando Planning phase until they have recovered.

They can be attacked only after the mission's Crisis Point has been triggered. If they are successfully attacked, they are **killed** and removed from the map. If all commandos are **downed** or killed at the same time, the overseer immediately wins.

Recovery

For a **downed** commando to recover, an active commando must perform a **revive** action from an adjacent space.

The **downed** commando replaces their **downed marker** with their figure. They continue using the **downed card** until the next Commando Planning phase, at which point they become active again, remove 1 wound token from their character sheet, and must select a stance from their stance deck.

OVERSEER DASHBOARD

Each ability on the overseer's **dashboard** explains when it can be used or if it is a **spawn ability**. Spawn abilities can only be used during the overseer's phase before the Activating Enemies step.

Each dashboard ability has a **ready cost** (dark green circle): the number of adrenaline tokens the overseer must spend from their energy pool to activate the ability.

A dashboard ability without any adrenaline tokens on it is **ready** and available for the overseer to use by paying its ready cost. The overseer moves the required number of adrenaline tokens from their energy pool into the **dashboard well** of the ability being activated. The ready cost must be paid first and cannot be paid if there are adrenaline tokens on the ability.

Each turn during the Refresh the Dashboard step, the overseer refreshes their dashboard by removing adrenaline tokens from each ability to the bank equal to its **refresh value** (light green circle). After an ability has been completely refreshed (meaning it has no adrenaline tokens remaining), the overseer can once again use it by paying its ready cost.

Dashboard abilities with adrenaline tokens are **committed**. For the overseer to use an ability that is committed, they must pay its **committed cost** (orange circle), which is typically more than its ready cost. To pay committed costs, they move tokens from their energy pool directly to the bank.

SPAWNING ENEMIES



The overseer may use **spawn actions**—granted by enemy cards in a room stack and spawn abilities on the overseer dashboard—to place enemies on the map. An enemy can only be spawned if there is a matching figure available in the reserves.

An enemy spawned from a room card can be placed in any space on the tiles that make up the room.

An enemy spawned from a dashboard ability must be placed following the ability's rules. Since these abilities allow an enemy to be placed on, or adjacent to, a vent or passage, a commando figure on a marker does not prevent its use.

Enemies cannot be spawned in a wall space, and can only be spawned in hidden rooms if allowed by the mission's special rules.

STAT CHALLENGES

When attempting a **stat challenge**, roll a number of black dice equal to the specified stat. If the number of hits rolled equals or exceeds the target number, you pass the challenge.

Each stat challenge roll may be **boosted** once. The commando increases their adrenaline by 1 and rolls 1 extra black die.

DICE

Dice can be added or removed from a roll only before the roll is made. You are not limited to the dice included in the game.

If an ability allows you to reroll, you must use the result of the reroll. A roll can be affected by more than 1 reroll ability, but each reroll-granting ability can be used only once per roll.

THE MAP

DOORS

Each **door marker** marks a border between 2 rooms. Figures and markers can move onto a door marker but cannot normally move through the line that represents a door.

A door can be opened by a commando, the overseer, or by an event. Door markers begin the game facedown and closed; they are flipped and resolved when the door is opened.

After a door marker's rules have been resolved or its stat challenge successfully resolved, reveal and resolve the room stack, then remove the door marker from the game. If a door marker's stat challenge is failed, the marker remains on the map. Each attempt to open a door requires a separate action.

If the overseer or a mission event opens a door, remove the marker from the game without resolving its rules.

ROOMS

A **room** is any unexplored area of the map, and they are divided and defined by door markers.

Goal rooms are defined in the mission; opening the door to a goal room ends the mission.

A room with a facedown room stack is **hidden**. It is revealed when any one of the doors that define it is opened. When the first door is opened, the overseer reveals and resolves the cards in that room's stack in their priority order: starting with any cards in priority group 1, then group 2, and finally group 3. There are 5 categories of cards as follows:



Spawn cards Each spawn card in a room stack allows the overseer to take a spawn action to place the listed enemies on the tiles that make up the room.



Objective cards The setup diagram for a mission that uses objectives indicates the places where an objective tile can appear (called **objective zones**), but the actual location of an objective is not revealed until the commandos explore the map.

When a room with an objective card is revealed, the overseer places the matching objective tile on the map in that room's objective zone (as marked on the mission map).



Trap cards Each type of marker the overseer is allowed to place by a trap card has its own rules for how it can be placed on the tiles that make up that room.



Vent cards The overseer can place vent markers in any space on the tiles that make up the room except on wall and objective spaces.

Clear Cards In some missions the overseer adds **Clear** room cards to certain room stacks to help hide the location of objectives from the commandos.

WALLS

A wall has a red glow inside the border of the space and is impassable. The edges of the map are implied wall spaces and considered walls. No figure can move into a wall space.

MAP ELEMENTS

Combatant markers represent **downed** commandos and drones. At the end of every move action, only 1 figure or combatant marker can be in a space on the map.

All other markers are **terrain markers**. Figures and combatant markers can end a move a terrain marker's space, and multiple terrain markers can be in the same space.



Clone nest

If a tile has this icon, any time a dashboard enemy spawn ability is used there, add 1 clone of any kind.



Electromagnetic interference (EMI)

If a tile has an EMI icon, or if the overseer places an EMI marker on any space, the tile is filled with EMI.

Faulty intel

When the overseer resolves a **Faulty Intel** card in a room stack, they can flip over one of the tiles that make up the room that has the faulty intel icon. If there are no tiles in the room with the faulty intel icon, the card has no effect.



Clone Nest



EMI



Peril



Rubble



Vent

Environmental dangers



Corrosive gas Clouds of dangerous gases are represented by groups of up to 9 gas terrain markers. All the gas markers that are touching form 1 cloud.

An active commando moving into or beginning a turn in a **corrosive gas cloud** gains 1 wound token.

Room cards may allow the overseer to place gas markers. Each can be placed anywhere on the tiles that make up the room, except in a wall or objective space. The space for each marker must share a side with spaces for at least 2 others. The markers from a room card must form a single cloud.



Peril A space with this icon indicates a damaged part of the facility that constitutes a **hazard**.

Investigate markers



Commandos on or adjacent to these markers can interact with them to draw **investigate cards**.



Passage tiles

These provide entrance and exit points for the commandos and enemies in a mission. Enemy passages are red; commando passages are green.

Passages in hidden rooms are not placed until the room is revealed. Both types of passage markers can serve as exits; mission rules explain how and when they become exits.

Rubble



Rubble markers affect only the spaces they occupy, not the entire tile. Some tiles have rubble printed on them, and the overseer dashboard ability **Cave In** allows the overseer to place rubble terrain markers on a tile. A figure must spend an **extra point of movement** to move out of a rubble space.

Vents



Some tiles have a vent printed on them, and a vent card in a room stack allows the overseer to place a vent terrain marker on any space in that room except wall and objective spaces.

LEVEL 7

(OMEGA PROTOCOL)

GAME ROUND

1. TIMER PHASE

Move timer tokens once space on the round track.

Flip all **move** tokens with the red side up to the blue side.

2. COMMANDO PLANNING PHASE

1. TRANSFER ADRENALINE

Commandos transfer their adrenaline tokens to the overseer's energy pool. Add tokens from the bank up to the mission's energy pool minimum.

2. ASSIGN INITIATIVE

Commanding officer assigns commandos initiative cards.

3. SELECT STANCE CARDS

Each commando selects which stance to use for the round.

3. COMMANDO ACTIVATION PHASE

Each commando takes a turn in order of their initiative.

Perform actions or use kit cards by increasing **adrenaline**. You cannot have more tokens than your stance's **MAX ADRENALINE**.

Downed commandos may only move and trade.

Investigate (1): Draw an investigate card after discarding an investigate marker you are on or adjacent to.

Move (1): A commando can perform as many move actions on their turn as their **MAX ADRENALINE** stat allows.

A commando can perform any number of move actions together as 1 **combined move** action, with a total cost of the individual move actions combined.

Open a door (1): A commando on or adjacent to a door marker can attempt to open the door. The overseer turns over the marker, and the commando resolves its text. If there is a challenge to open the door and the commando fails it, the door is not opened and the marker remains.

If the door is opened, reveal the attached room and the overseer resolves the room stack. Discard the door marker.

Trade (1): Give a card with a trade icon to an adjacent active commando.

Attack (2): Choose a weapon and a target within LOS. Make an attack roll with the dice granted by the weapon and any abilities, and determine if the roll has damaged the target. If an ability allows a free attack, the attack does not cost adrenaline.

Revive (2): An adjacent *downed* commando immediately recovers (but keeps the downed stance card).

Heal (2): Discard 1 wound token.

4. OVERSEER PHASE

1. REFRESH DASHBOARD

Remove adrenaline tokens from each dashboard tile well equal to the tile's **refresh rate**.

2. SPAWN ENEMIES

Spawn enemies using available dashboard spawn abilities.

Pay the ability's **ready cost** from your energy pool to the tile well, then place enemies from the reserves on the map as instructed.

Enemies can be spawned in hidden rooms only if allowed by the mission. Enemies spawned from a vent or passage are placed on or in an adjacent space.

To use an ability that is **committed** (ie, has adrenaline tokens), pay its **committed cost** from your energy pool to the bank.

3. ACTIVATE ENEMIES

In a game with 4 or 5 commando characters, remove 1 wound token from each enemy.

Activate any or all enemy figures.

You may perform either a move action or a combat action once with each enemy by paying the appropriate adrenaline cost from your energy pool to the bank.

Move: Spend 1 adrenaline token to have an enemy figure take a move action.

A clone on a vent space can move to any other vent space within a number of tiles equal to its remaining MPs; it can then continue moving.

Combat: Spend the **combat activation cost** on the enemy's stat card to have an enemy figure take a move action and then an attack action using one of its weapons.

When an enemy targets a commando with a melee attack and the commando is at or above their stance's **MAX ADRENALINE**, add a red die to that enemy's attack dice pool.

When a clone attacks a target that was attacked by another clone of the same type during this step, roll an **additional black die** (not cumulative).

4. DISCARD ADRENALINE

Discard down to 15 adrenaline tokens in your energy pool.

STAT CHALLENGES

Roll black dice equal to the specified stat. You pass if the number of hits equals or exceeds the target number.

Each stat challenge roll may be **boosted** once. The commando increases their adrenaline by 1 and rolls 1 extra black die.

LEVEL 7

(OMEGA PROTOCOL)

GAME ROUND

1. TIMER PHASE

Move timer tokens once space on the round track.

Flip all **move** tokens with the red side up to the blue side.

2. COMMANDO PLANNING PHASE

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Each commando selects which stance to use for the round.

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Investigate (1): Draw an investigate card after discarding an investigate marker you are on or adjacent to.

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Revive (2): An adjacent *downed* commando immediately recovers (but keeps the downed stance card).

Heal (2): Discard 1 wound token.

4. OVERSEER PHASE

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2. SPAWN ENEMIES

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Pay the ability's **ready cost** from your energy pool to the tile well, then place enemies from the reserves on the map as instructed.

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To use an ability that is **committed** (ie, has adrenaline tokens), pay its **committed cost** from your energy pool to the bank.

3. ACTIVATE ENEMIES

In a game with 4 or 5 commando characters, remove 1 wound token from each enemy.

Activate any or all enemy figures.

You may perform either a move action or a combat action once with each enemy by paying the appropriate adrenaline cost from your energy pool to the bank.

Move: Spend 1 adrenaline token to have an enemy figure take a move action.

A clone on a vent space can move to any other vent space within a number of tiles equal to its remaining MPs; it can then continue moving.

Combat: Spend the **combat activation cost** on the enemy's stat card to have an enemy figure take a move action and then an attack action using one of its weapons.

When an enemy targets a commando with a melee attack and the commando is at or above their stance's **MAX ADRENALINE**, add a red die to that enemy's attack dice pool.

When a clone attacks a target that was attacked by another clone of the same type during this step, roll an **additional black die** (not cumulative).

4. DISCARD ADRENALINE

Discard down to 15 adrenaline tokens in your energy pool.

STAT CHALLENGES

Roll black dice equal to the specified stat. You pass if the number of hits equals or exceeds the target number.

Each stat challenge roll may be **boosted** once. The commando increases their adrenaline by 1 and rolls 1 extra black die.

MOVEMENT

Only 1 diagonal movement can be used during a turn, and a figure cannot move diagonally between 2 spaces occupied by non-friendly figures or walls.

Commando figures and markers, the sentry drone, and the Lab Tech can move through spaces containing other commando figures and markers, the sentry drone, and/or the Lab Tech. Enemies can move through other enemies.

Only figures with special abilities can move through a space containing a non-friendly figure. Enemies can move through spaces containing non-friendly combatant markers. Figures may not end their move in the same space as another figure or combatant marker.

A figure's **facing** can be changed during its activation at the beginning or end of an action at no adrenaline cost.

When counting between 2 spaces, do not use more than 1 diagonal, include any wall spaces, or pass through a door.


Move tokens: Each move action, flip 1 move token from blue to red. Once all of move tokens have been flipped to red, a move action costs **1 additional adrenaline**.


Abilities that grant free move actions instead reduce the cost of move actions by 1 (min 0). Move actions that cost 0 adrenaline still require a move token to be flipped.

When using a combined move action, flip a move token for every move action included in the combined move action.

COMBAT


1. Declare weapon and target


Melee attack  against an adjacent space.

Ranged attack  against a target within weapon range (only count up to 1 diagonal), including adjacent targets.

2. Check line of sight (LOS)

The target must be within the attacker's **field of vision** to be in its LOS. Draw 2 lines from 1 corner of the attacker's space that is also in its field of vision to 2 *different* corners of the target's space. These cannot pass through the attacker's or target's space and cannot be drawn along the same path as another line. If neither of the 2 lines pass through the door art on a door marker, through a wall space, between the door art on a door marker and an adjacent wall, or between 2 adjacent wall spaces, the attacker has LOS to the target.



Cover bonus: Draw a line from any corner of the target's space that is adjacent to a wall to any corner of the attacker's space, and not through the attacker's or target's space. If such a line can be drawn that passes through the wall adjacent to the target, the target gains **+1 to RANGED DEFENSE** . Melee targets and figures that occupy more than 1 space never gain a cover bonus.

 **EMI:** If you or your target is on an EMI tile, remove a black die from your ranged attack rolls. If there are none, remove a red die instead. If the distance between you and your target includes 4 or more spaces on an EMI tile, LOS is blocked.


3. Roll dice

Create your weapon's **attack roll**. If an ability allows you to add dice, do so before the roll. Use any reroll abilities you have to modify the results. Then count the number of hits showing on all the dice to determine your **attack total**.

4. Apply damage

If the total equals or exceeds the target's **RANGED DEFENSE**  (ranged) or **MELEE DEFENSE**  (melee), the attack causes 1 wound to the target.

If an enemy has 2 **DEFENSE** stats, if the attack total equals or exceeds the second number, it takes 2 wounds.

Wounds and vitality: When a commando's number of wound tokens equals their **VITALITY** , they are **downed**.

When an enemy has wound tokens equal to its **VITALITY**, it is **destroyed** and placed back into the overseer's reserves.

Downed: If active, their turn ends. Replace their figure with their **downed marker** and their stance with a **downed card**. Move all their adrenaline to the overseer's energy pool, then **every ability on the overseer's dashboard refreshes once**.

They do not choose a stance card until they have recovered, and can be attacked only after the mission's Crisis Point has been triggered; if successfully attacked, they are **killed**. If all commandos are **downed** or killed at once, the overseer wins.

Recovery: A **revived** commando replaces their marker with their figure. Continue using the downed card until the next Commando Planning phase, when they become active again, remove 1 wound, and select a stance.

MAP ELEMENTS



Clone nest: Any time a dashboard enemy spawn ability is used on the tile, add 1 clone of any kind.



Electromagnetic interference (EMI): The entire tile is filled with EMI.



Corrosive gas: An active commando moving into or beginning a turn in gas gains 1 wound token.



Peril: A space with this icon indicates a damaged part of the facility that constitutes a **hazard**.



Investigate markers: Commandos on or adjacent to these markers can draw **investigate cards**.



Rubble: Affect only the spaces they occupy. Spend an extra MP to move out of a rubble space.

Faulty intel: When the overseer resolves a *Faulty Intel* card in a room stack, they can flip over one of the tiles that make up the room that has the faulty intel icon.



Clone Nest



EMI



Peril



Rubble



Vent



Passage tiles: These provide entrance and exit points for the commandos and enemies in a mission. Enemy passages are red; commando passages are green.

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
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
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ABILITIES & EFFECTS

ASSIST

If a clone or hybrid is within a 5 space aura (ignore walls and LOS) of a figure with **assist**, the overseer may spend 1 adrenaline to add a black die to their attack and may spend 2 adrenaline to reroll the attack.

CONTROL

The cost of activating a clone or hybrid within a 5 space aura (ignore walls and LOS) of a figure with **control** is reduced by 1 (to a minimum of 0).

DOWNED

A **downed** commando replaces their figure with their **downed marker** and their current stance with a **downed card**. Move all their adrenaline to the overseer's energy pool, then **every ability on the overseer's dashboard refreshes once**.

The commando takes a turn as normal, but may only perform move and trade actions. They do not choose a stance card until they have recovered. They can be attacked only after the mission's Crisis Point has been triggered. If successfully attacked, they are **killed**.

DRIVE

The cost of any dashboard ability used on an enemy within a 5 space aura (ignore walls and LOS) of a figure with **drive** is reduced by 1 (to a minimum of 1).

EXPLOSIVE [X]

An **explosive** affects an area within X spaces (follow the rules for counting distance). If a space has cover from the space the explosive marker is in, it is not affected.

Instead of making a normal attack vs a target's **DEFENSE**, make 1 roll using the explosive's dice pool for each figure or marker in the area affected. An affected figure or marker takes wounds equal to the number of hits rolled.

A *downed* commando who is hit is killed, even if the Crisis Point has not been triggered.

HAZARD [X]

If a figure/combatant marker is in a space where a **hazard** is placed or moves into a space with a hazard, they roll dice equal to the rating of the hazard, and suffer a number of wounds equal to the number of hits rolled.

A figure/combatant marker cannot roll for hazard damage more than once a turn, even if it moves into multiple hazard spaces. A *downed* commando who takes a wound from a hazard is killed, even if the Crisis Point has not been triggered.

KNOCKBACK

A target damaged by an attack with the **knockback** ability can be moved 1 square in any direction by the attacker.

REACH

A melee weapon with **reach** can be used to make attacks against targets up to 2 squares away (in addition to attacking adjacent targets).

STEALTH

To attack a figure with **stealth**, an attacker must be within 4 spaces or have an ability that ignores stealth.

SURE-FOOTED

A **sure-footed** figure does not spend an extra movement point to move out of rubble.

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