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Game: **SIEGE OF THE CITADEL**

Publisher: **Modiphius (2021)**

SETUP

Each player picks a **corporation** to play and takes a **player tray**, **identification (ID) marker**, **corporation tokens**, and the **doomtroopers** for that corporation.

Players mix their ID markers together, facedown. Randomly select one: that player is instead the **dark legion player** for this mission and takes the dark legion ID marker. When playing a campaign, the role of the dark legion player changes from mission to mission.

Select a **mission** from the mission book. For a single mission, select any mission. For a campaign, start with mission 1 and advance through the series.

Set up the **sector tiles** as shown. Place the white **entrance tokens** (doomtroopers) and the red entrance tokens (dark legion reinforcements) next to the indicated entrance points.

The dark legion player takes the **event cards** listed in the mission brief, shuffles them, and draws 1 for each round listed under the mission's time limit to create the event card deck. Place this deck facedown in front of the dark legion player. The remaining event cards are not used.

The dark legion takes the **force cards** listed in the mission brief, shuffles them, and places the cards on sector tiles as instructed. The remaining force cards form a draw pile in front of the dark legion player.

For a single mission game, there is no need to track **rank** and **promotion points** (PPs) between missions. Players decide the rank of all the players before the mission starts.

When playing a campaign, all players keep their accumulated rank and PPs from previous missions. If this is the first mission of a new campaign, players start at rank 1 and PPs start at 0.

All players place the appropriate **rank card** in the lower slot of their player tray. If, at the start of a mission, one corporation player has a greater rank and more PPs than any other player, they receive the **commander token**.

For a single mission, the dark legion player uses the **dark legion reference board** corresponding to the rank of the corporation players. For a campaign, use the board with a rank equal to the *second-highest* corporation team rank. If there is only 1 corporation player, or multiple teams are tied for highest rank, that rank determines the rank of the dark legion board.

Each corporation player chooses 2 **doomtrooper characters** from their team, and places their character cards in their player tray card slots. Doomtroopers not selected are returned to the box and will not be used in this mission, but corporation players may choose different doomtroopers for each mission.

Each doomtrooper starts at full **health**: place a peg on the 5 space on the health track.

The corporation players select **equipment cards** for their doomtroopers. The **equipment bunker** (the equipment deck) is organized by rank and the current rank of a doomtrooper team determines which equipment cards are available to them.

A team receives the **credits** on their rank card at the start of each mission. Equipment may only be purchased at the start of a mission and any leftover credits are lost. After each mission, return all equipment cards to the bunker.

A doomtrooper can only have 1 weapon card. A doomtrooper's **attack specialty** is indicated by the icon on their card: if a weapon card does not have the same icon, they cannot equip that item.

Each doomtrooper can carry up to 3 non-weapon equipment cards. Each weapon card can be augmented by no more than 1 additional equipment augment card. Players may not select equipment cards their doomtroopers cannot equip. Each card selected must be assigned to an eligible doomtrooper or returned to the equipment bunker.

For a single mission, the corporation player to the left of the dark legion player makes the first selection; continue in order to the left. For a campaign, the team with the lowest rank and fewest PPs makes the first selection, followed by the next lowest, and so on. On a tie, randomly draw from the tied corporation's tokens.

After making the first selection, pass the deck to the next corporation in order, and so on. Each player selects 1 card at a time until all players have used all of their credits. After selecting a card, you must allocate equipment to one of your doomtroopers: place the cards on the appropriate space on their side of the tray.

When a doomtrooper is eliminated, all equipment they were carrying is lost and returned to the bunker. Equipment may not be given or exchanged between doomtroopers during a mission. The dark legion player does not select equipment.

If the mission brief indicates their use, shuffle the **secondary mission cards**. Each corporation player draws 2 cards and chooses 1 (unless otherwise stated in the mission brief). These are kept secret until completed successfully or failed.

Shuffle the **doomtrooper cards**; each corporation player draws the number of doomtrooper cards indicated on their rank card and keeps them secret.

GAME ROUND

1. DETERMINE PLAYER ORDER

Mix facedown the **corporation ID markers** and the **dark legion ID marker**. Select 1 and turn it faceup. That player takes their turn, then select another marker and that player takes their turn, and so on. After the last player's turn is over, the current round ends.

If both of a corporation player's doomtroopers are eliminated, remove that player's corporation marker from the mix. That player no longer participates in the current mission.

2. PLAYER TURNS

CORPORATION PLAYER TURN

The first time in a mission that your corporation ID marker is drawn, place both of your doomtroopers outside 1 sector tile, next to a white entrance token. Both must enter through the same entrance. Then place one of your corporation tokens next to your entrance. More than one player can use the same entrance.

During your turn, your 2 doomtroopers perform up to 2 actions each: **MOVE** and/ or **ATTACK**, in any order. The same action may be performed more than once.

One doomtrooper must complete all of their actions before another acts. Some rules allow a doomtrooper to perform a **SPECIAL** action, which can be substituted for a **MOVE** or **ATTACK**.

During your turn, you may discard a **doomtrooper card** to either allow one of your doomtroopers to take 1 additional action, *or* for the card's special effect (not both). You may use only 1 doomtrooper card on your turn, though some cards can, in addition, be played on another player's turn.

MOVE ACTIONS

A doomtrooper may **move up to 3 squares in any direction** per **MOVE** action, including diagonally (even diagonally between 2 figures). A doomtrooper may not move through a dark legion creature or walls, but may move through their own corporation's doomtroopers, and through other corporation's doomtroopers if they have permission from that player.

A doomtrooper that moves off the map and is no longer on a sector tile is out of play for the rest of the mission.

A doomtrooper may not end a **MOVE** action on the same square as another doomtroooper, a dark legion creature, a trap, a turret, or any other token unless explicitly stated.

If a doomtrooper starts a **MOVE** action adjacent to one or more dark legion figures (not behind a wall), that doomtrooper is **blocked** and may only move 2 squares. Dark legion figures are not blocked by doomtrooper figures or other dark legion figures.

Unless specified otherwise, fixtures and fittings printed on a sector tile do not stop or block movement or affect combat. However, squares which are completely obstructed or completely vacant cannot be moved onto.

Doomtroopers may move through **doors** at no additional cost. The first doomtrooper to move through a door must draw a **door card** to see if the door was trapped. Once resolved, replace the card in the deck and shuffle.

If a doomtrooper **tech specialist** is the first doomtrooper to move through a door, any trap present is automatically disabled and no door card is drawn.

After moving through a door, whether or not a trap was triggered, the door token is removed from the map. Doors may not be attacked, unless otherwise stated.

Force card spawns

When a doomtrooper team ends a **MOVE** action on a map sector tile for the first time, reveal 1 force card in that sector and mark the sector with the appropriate corporation token. Other force cards remain facedown until other doomtrooper teams enter the sector tile.

The dark legion player places the figures listed on the card in any squares in that sector, except for squares adjacent to a doomtrooper. These figures may not move or attack until it is the dark legion player's turn. When a force card lists figures that are not available in the figure pool, those figures are not placed.

Once all the figures are deployed, place the force card faceup on the discard pile. If the force card draw pile is depleted, shuffle the discard pile and create a new draw pile.

ATTACK ACTIONS

A figure can only make one type of attack (**firearm**, **close combat**, **firearm**, or **tech**) during an **ATTACK** action. For each **ATTACK** action, declare 1 enemy figure as the target of the attack (unless a card allows you to target more than one target at a time).

A figure cannot perform an **ATTACK** action if it is off the map, but a figure can attack an enemy figure on a different sector tile.

1. Determine combat dice

Roll combat dice of the same color as the dice shown on your rank card, according to the type of attack. If a weapon card indicates 3 combat dice, all 3 of the combat dice shown on your rank card are rolled. If it indicates fewer than 3 dice, you may choose any combination of combat dice from those shown on your rank card.

When an attack uses more than 3 combat dice, the number and color of the extra combat dice are listed on the weapon card.

2. Roll and resolve combat dice

Roll the combat dice and counts the number of **hits** (explosion icons). If the number of hits is greater than the target's **DEFENSE** value, the attack is a success.

A number of powers, cards, or other effects allow you to reroll one or more combat dice. Rerolled dice cannot be rerolled again.

3. Armor check

Some targets also have a **defence die**. These targets may cancel 1 point of damage by rolling a **hit** icon on the die indicated; this is in addition to any **DEFENSE** value listed.

If after rolling defense dice, all points of damage are cancelled, the target suffers no damage and the attack is a failure.

4. Damage

If the attack inflicts at least 1 point of damage it is successful.

For each point of damage taken, a doomtrooper loses 1 **HEALTH**. If the health peg reaches the skull icon on their health track, the doomtrooper is eliminated and removed from the board.

If a dark legion figure suffers at least 1 point of damage, it is eliminated and removed from the board.

Terrain

Some terrain tokens may be targeted with an **ATTACK** action; their **DEFENSE** values are on the dark legion reference board or in the mission brief.

If an **ATTACK** action against terrain rolls more hits than the terrain **DEFENSE**, the terrain tokens are removed from the sector tile and any PPs awarded as appropriate. Debris tokens cannot be targeted.

Friendly fire

A doomtrooper team receives a **reckless maneuver token** for each point of damage inflicted against another doomtrooper (even their own). This counts as -3 PPs to the doomtrooper at the end of the mission unless stated otherwise in the mission briefing.

CLOSE COMBAT ATTACK

To initiate a **close combat** attack, the attacker selects an enemy figure in an adjacent square, orthogonally or diagonally, but not behind terrain or a wall.

Close combat specialist

Overrun: After a close combat specialist eliminates a dark legion unit, they may perform an **overrun** for free. The specialist may immediately advance into the square vacated by the eliminated unit. This is not considered a **MOVE** action.

Charge: After a close combat specialist ends a **MOVE** action adjacent to an enemy figure, they may perform a **charge** attack for their next action in this round. The specialist may use 1 additional white combat die while performing a close combat attack against the adjacent enemy figure. The **MOVE** action and charge attack must occur in the same turn.

FIREARM ATTACK

Doomtroopers may not make **firearm** attacks against adjacent dark legion creatures, but while adjacent they may still perform a firearm attack against another non-adjacent dark legion creature.

The target figure must be in **range** and the attacking figure have **line of sight** (LOS) to the target. A weapon's minimum range in squares is the red number, and the maximum is the black.

Check LOS by drawing an imaginary straight line from the center of the attacker's square to the center of the target's square. If the line does not go through a wall or any part of a square occupied by another figure, there is a clear LOS. LOS is not blocked if it goes through the point of 2 diagonal squares with figures in them, nor when the diagonal squares contain 1 figure and a wall or an empty square and a wall/figure. Check the rulebook p18 for LOS guidelines for stairs.

Figures automatically gain **cover** if a firearm attack against them draws its LOS through a marker providing cover. **Figures in cover increase their DEFENSE by 1.**

Firearm specialist

Concentrated fire: After a firearms specialist makes a firearm attack, they may choose to immediately attack the same figure with their next firearm attack to perform **concentrated fire**. For the rest of that player's turn, the specialist gains 1 additional white combat die, for free. This bonus is cumulative.

TECH ATTACK

Tech specialists have access to hacking weapons that can attack dark legion creatures: see the corresponding equipment card for more details.

Many tech weapons can target figures more than 1 square from the attacker, but these are not considered firearm attacks, so the attacking figure does not need LOS to the target.

When performing a tech attack, tech specialists need to be orthogonally adjacent to a wall. All the squares in the first 2 steps of the staircase sector tile count as adjacent to walls.

Tech specialist

Door hacks: Tech specialists automatically disable door traps as they move through them using a **MOVE** action, preventing the need to draw a door card.

Terminal hacks: Tech specialists may use an **ATTACK** action to hack into a terminal if they are standing adjacent to the terminal and they have LOS to it. The difficulty of the terminal hack is on the dark legion reference board.

Concentrated tech attacks: After a tech specialist makes a tech attack, they may choose to immediately attack the same figure with their next tech attack to perform a **concentrated tech attack**. For the rest of that player's turn, the specialist gains 1 additional white combat die, for free. This bonus is cumulative.

DARK LEGION PLAYER TURN

1. DRAW AND RESOLVE THE TOP EVENT CARD

Read the top event card out loud and resolve it.

Drawing the last event card from the event card deck signals the last round of the mission. If the card does not detail which dark legion reinforcements to place, draw 1 force card for each corporation player for the reinforcements. If the draw pile is exhausted, shuffle and create a new draw pile.

2. PLACE INITIAL REINFORCEMENTS

When adding reinforcements, place them off the board, outside sector entrances marked with a red entrance token or as otherwise stated. Different reinforcement figures may enter through different dark legion entrances.

If any figures are not available, the place as many of them as possible. If there are no figures of the correct type available, do not place any figures.

3. REVEAL A FACEDOWN FORCE CARD

Reveal 1 facedown force card on a sector tile, if any remain. The figures listed are placed in any square in the sector not adjacent to a doomtrooper. **When there are no more facedown force cards, skip this step.**

If any figures are not available, the place as many of them as possible. If there are no figures of the correct type available, do not place any figures.

4. ACTIVATE THE DARK LEGION FORCES

Each dark legion figure may perform the number of actions shown on the dark legion reference board (usually 2).

Dark legion figures may **MOVE** and/or **ATTACK** in any order or take one of those actions twice. A figure must complete all of its actions before another figure is activated.

5. DISCARD THE EVENT CARD

Discard the event card at the end of the dark legion player's turn so the card acts as a reminder for any game effects it may have.

MOVE ACTIONS

Dark legion figures move up to 3 squares per **MOVE** action, diagonally or orthogonally in any direction. They may not move through doomtroopers, but they can move through other dark legion figures.

Dark legion figures may not end a **MOVE** action on the same square as another dark legion creature, a doomtrooper, a trap, a turret, or any other token unless explicitly stated.

Doors on the map automatically open when a dark legion figure is on an adjacent square, without setting off any traps. The doors will close again if no dark legion creature remains adjacent.

ATTACK ACTIONS

Dark legion figures can engage a doomtrooper using their **firearms** or **close combat** dice, as indicated by the dark legion reference board. Dark legion figures can only make 1 type of attack (**firearm** or **close combat**) during an attack action. They do not make tech attacks. Unless otherwise stated by an equipment or event card, only 1 enemy figure can be targeted by each attack. A figure cannot perform an attack action while it is off the map.

Close combat attack: The target of the attack must be in a square orthogonally or diagonally adjacent to the attacker and not hidden by terrain or a wall.

Firearm attack: Dark legion figures need LOS to their target for a firearm attack, and cannot make firearm attacks against adjacent doomtroopers, but while adjacent they may still perform a firearm attack against another non-adjacent doomtroopers. Firearm attacks have a range of 16 squares, unless stated otherwise.

Special attacks: Some dark legion creatures may have special attacks listed in the mission brief.

1. Determine combat dice

Check the current dark legion rank reference board for the color and number of combat dice.

2. Roll and resolve combat dice

Attacking and damage work the same way as doomtrooper attacks. The dark legion player rolls the combat dice and counts the number of hits rolled. If the number of hits is greater than the target's **DEFENSE**, the attack is successful and the targeted doomtrooper loses 1 health for each hit above their **DEFENSE**.

Unless otherwise stated, doomtroopers have a DEFENSE of 1.

3. Doomtrooper armor checks

If there are any hits remaining, the target may attempt an **armor check** by rolling their **DEFENSE** die. On a **hit** icon, 1 additional point of damage is canceled.

Even if the armor check succeeds, any excess damage is still applied and the doomtrooper loses 1 health for each point of damage suffered.

3. CHECK FOR END OF MISSION

After all players have had their ID marker drawn and individual turns have been completed, check to see if the current mission has been completed.

PROMOTION POINTS AND RANK

Both the corporation players and the dark legion player track PPs earned during the mission on their player tray.

Doomtroopers immediately receive PPs for each dark legion creature eliminated, as shown on the dark legion reference board.

The dark legion player immediately receive 1 PP for each point of health lost by a doomtrooper, even if that health is later recovered. They also immediately receives an **additional 2 PPs if a doomtrooper loses their last point of health and is eliminated.**

These points are awarded regardless of how the doomtrooper was defeated (even if it was friendly fire).

A doomtrooper may go up a **rank** during a mission. If the doomtrooper goes above 9 on their PP tracker, replace their rank card with the next rank card in sequence. The doomtrooper immediately benefits from their new rank's combat dice values and **DEFENSE** die. Credits and doomtrooper cards are determined before the mission and are not changed.

PPs beyond what was necessary to increase in rank carry over into the new rank.

If a doomtrooper team is reduced to rank 1 and no PPs, ignore any further deductions.

Doomtroopers cannot progress beyond rank 12; at rank 12 add a corporation token to the rank card each time you progress beyond 9 PPs and reset to 0 as usual.

COMPLETING A MISSION

Unless the mission brief states otherwise, drawing the last dark legion event card signals the end of the mission. If this occurs before all corporation players have had a turn, resolve the rest of the round normally. Once the final ID marker has been drawn, that player completes their turn, then the mission is over.

To determine the winner of a single mission game, players determine their total earned PPs:

Doomtrooper: Tracked in-game PPs + primary mission bonuses or penalties (as commander) + secondary mission bonuses or penalties + secondary mission bonuses or penalties (as commander) + 3 PPs for each reckless maneuver token.

Dark legion: Tracked in-game PPs + primary mission bonuses or penalties.

Primary mission points: Collectively, the corporation players check to see if the primary mission was successful, as outlined in the mission brief. If it was, each corporation player gains the number of PPs listed. If the mission failed, check to see if the dark legion player earns any additional PPs.

If the mission is failed, the doomtrooper player with the **commander token** is demoted 1 rank (the equivalent of a 10 PP penalty). They must replace their current rank card with the rank card 1 lower than their current rank. They do not alter the position of their PP tracking peg.

Secondary mission points: Individually, the corporation players determine if they successfully completed their secondary missions (if present). Each has its own rewards and may list penalties if the mission failed. In some case, the dark legion player may earn PPs for failed secondary missions.

The player with the most PPs is the victor.

On a tie between the dark legion player and 1 or more corporation players, the dark legion player wins the mission. If 1 or more corporation players are tied, those players share a joint win.

CAMPAIGN VICTORY

In a campaign, as the players complete missions, their doomtroopers advance in rank. Note that doomtrooper cards cannot be saved from mission to mission.

Determine the total number of missions in a campaign prior to starting the first mission. 5 missions are recommended for a short campaign, 10 for a longer campaign. Optionally, choose a number of missions equal to the number of players participating, so everyone has an opportunity to play as the dark legion player.

It is recommended to start the campaign at rank 1, but players may choose to begin at rank 2 or higher. If so, all players, including the dark legion player, start at the same rank with the same number of starting PPs.

After each mission in a campaign, players announce their current rank and PP total, but a final winner is not declared until after the campaign's last mission. After that mission's tally, the player with the highest rank and PPs is the winner of the campaign. If one or more corporation players are tied, those players share a joint win.

AI / SOLO / COOPERATIVE RULES

Players may band together with their corporations and use the ai cards to control the forces of the dark legion.

If playing solo, it is advisable that you control 2 corporations instead of just one.

Place the **compass token** to indicate the direction of north for the mission. On each AI card there are a pair of compass results: a primary (gold) and a secondary (silver) direction, used to locate specific elements on the board. So, to pinpoint a doomtrooper, refer to the primary direction (eg, the easternmost doomtrooper); if there's more than 1 target, use the secondary direction to choose one (eg, the northernmost of several easternmost doomtroopers).

Follow **action selection instructions** in priority order. First, follow the first instruction; if the conditions are not appropriate then follow the second instruction; if these conditions are not appropriate, follow the third instruction (if present).

Reveal a new AI card for each new dark legion figure action.

The **matrix** refers to the grid of spaces on a tile: A to H for the columsn left to right, and 1 to 8 for the rows top to bottom.

The **corporation target icon** is used if you have to target a corporation, or resolve a tiebreak between corporations.

If the dark legion player must to make a decision on a corporation player's turn, reveal an AI card to determine the result.

DARK LEGION TURN

In solo and coop mode, the Dark Legion turns follows the usual steps, but every time a decision that would normally be enacted by a dark legion player is required, reveal the top card of the AI deck, follow the instructions, then place it in the discard pile.

1: Draw an event card and resolve as usual

If the event card requires a decision, reveal the top card from the ai deck and follow the instructions. If you are required to target a doomtrooper, target a dark legion unit, target a tile, or target an entrance use the compass system to determine the result.

If you are required to target a square use the matrix. If you are required to target a corporation, use the corporation icon.

2: Place initial reinforcements as usual

To determine where the reinforcements enter the game board, use the compass system to identify Dark Legion entrance tokens.

Step 3: reveal a facedown force card

Identify the sector tile nearest to the doomtroopers (including any they are currently on) and still contains force cards. Use the compass system if necessary to identify the tile. Reveal the top force card there and place any dark legion reinforcements using the matrix. Normal placement rules apply. If any rules are breached, reveal another AI card until all the rules are followed.

Step 4: activate the dark legion forces

Reveal the top AI card and place it apart. This tie breaker card will determine the order of activation for the dark legion forces using the compass system.

For each dark legion creature action, reveal another AI card to determine their actions. When executing an attack, the target doomtrooper is always the nearest one to the attacking unit. If 2 or more doomtroopers are eligible targets, use the tie breaker AI card and the compass system.

5: Return all AI cards to the AI card deck and shuffle the deck

GAME ROUND

1. DETERMINE PLAYER ORDER

Mix up the **corporation and dark legion ID tokens** and select one: that player takes their turn. Continue doing this until all players have taken a turn, when the rounds ends.

2. PLAYER TURNS
CORPORATION PLAYER TURN

Your 2 doomtroopers perform up to 2 actions each: **MOVE** and/or **ATTACK**, in any order. The same action may be performed more than once. Sometimes a doomtrooper may perform a **SPECIAL** action, which can be substituted for a **MOVE** or **ATTACK**.

During your turn, you may discard a **doomtrooper card** to either allow one of your doomtroopers to take 1 additional action, *or* for the card's special effect (not both).

MOVE ACTIONS

A doomtrooper may **move up to 3 squares in any direction** per **MOVE** action, including diagonally (even diagonally between 2 figures).

A doomtrooper may not move through a dark legion creature or walls, but may move through their own corporation's doomtroopers, and through other corporation's doomtroopers if they have permission from that player. A doomtrooper may not end a **MOVE** action on the same square as another doomtroooper, a dark legion creature, a trap, a turret, or any other token unless explicitly stated.

If a doomtrooper starts a **MOVE** action adjacent to one or more dark legion figures (not behind a wall), that doomtrooper is **blocked** and may only move 2 squares. Dark legion figures are not blocked by doomtrooper figures or other dark legion figures.

Doomtroopers may move through **doors** at no cost. The first doomtrooper to move through a door draws a **door card** to see if the door was trapped. Then shuffle the card back into the deck.

If a doomtrooper **tech specialist** is the first doomtrooper to move through a door, no door card is drawn.

Force card spawns

When a doomtrooper team ends a **MOVE** action on a map sector tile for the first time, reveal 1 force card in that sector and mark the sector with the appropriate corporation token. The dark legion player places the figures listed on the card in any squares in that sector, except for squares adjacent to a doomtrooper

ATTACK ACTIONS

A figure can only make one type of attack (**firearm**, **close combat**, **firearm**, or **tech**) during an **ATTACK** action.

1. Determine combat dice

Roll combat dice of the same color as the dice shown on your rank card, according to the type of attack.

2. Roll and resolve combat dice

Roll the combat dice and counts the number of **hits** (explosion icons). If the number of hits is greater than the target's **DEFENSE** value, the attack is a success.

3. Armor check

Some targets also have a **defence die**. These targets may cancel 1 point of damage by rolling a **hit** icon on that die; this is in addition to any **DEFENSE** value listed.

4. Damage

If the attack inflicts at least 1 point of damage it is successful. For each point of damage taken, a doomtrooper loses 1 **HEALTH**. If a dark legion figure suffers at least 1 damage, it is eliminated.

Friendly fire: A doomtrooper team receives a **reckless maneuver token** for each point of damage inflicted against another doomtrooper (even their own).

CLOSE COMBAT ATTACK

To initiate a **close combat** attack, the attacker selects an enemy figure in an adjacent square, orthogonally or diagonally, but not behind terrain or a wall.

Close combat specialist

Overrun: After the specialist eliminates a dark legion unit, they may perform an **overrun** for free and immediately advance into the square vacated by the eliminated unit.

Charge: After the specialist ends a **MOVE** action adjacent to an enemy figure, they may perform a **charge** attack for their next action in this round. Use 1 additional white combat die while performing a close combat attack against the adjacent enemy figure. The **MOVE** and charge must occur in the same turn.

FIREARM ATTACK

Doomtroopers may not make **firearm** attacks against adjacent dark legion creatures, but while adjacent they may still perform a firearm attack against another non-adjacent dark legion creatures.

The target figure must be in **range** and the attacking figure have **line of sight** (LOS) to the target. Check LOS by drawing a straight line from the center of the attacker's square to the center of the target's square. If the line does not go through a wall or any part of a square occupied by another figure, there is a clear LOS.

Figures automatically gain **cover** if a firearm attack against them draws its LOS through a marker providing cover. **Figures in cover increase their DEFENSE by 1.**

Firearm specialist

Concentrated fire: After the specialist makes a firearm attack, they may choose to immediately attack the same figure with their next firearm attack to perform **concentrated fire**. For the rest of that player's turn, they gain 1 additional white combat die, for free. This bonus is cumulative.

TECH ATTACK

Tech weapons targeting figures more than 1 square away are not firearm attacks, so LOS is not required.

When performing a tech attack, tech specialists need to be orthogonally adjacent to a wall. All the squares in the first 2 steps of the staircase sector tile count as adjacent to walls.

Tech specialist

Door hacks: The specialist automatically disables door traps as they move through them using a **MOVE** action.

Terminal hacks: The specialist may use an **ATTACK** action to hack into a terminal if they are standing adjacent to the terminal and they have LOS to it. The difficulty of the terminal hack is on the dark legion reference board.

Concentrated tech attacks: After the specialist makes a tech attack, they may choose to immediately attack the same figure with their next tech attack to perform a **concentrated tech attack**. For the rest of that player's turn, the specialist gains 1 additional white combat die, for free. This bonus is cumulative.

DARK LEGION PLAYER TURN

1. DRAW AND RESOLVE THE TOP EVENT CARD

Read the top event card out loud and resolve it.

Drawing the last event card from the event card deck signals the last round of the mission. If the card does not detail which dark legion reinforcements to place, draw 1 force card for each corporation player for the reinforcements.

2. PLACE INITIAL REINFORCEMENTS

When adding reinforcements, place them off the board, outside sector entrances marked with a red entrance token or as otherwise stated. Different reinforcement figures may enter through different dark legion entrances.

3. REVEAL A FACEDOWN FORCE CARD

Reveal 1 facedown force card on a sector tile, if any remain. The figures listed are placed in any square in the sector not adjacent to a doomtrooper. **When there are no more facedown force cards, skip this step.**

4. ACTIVATE THE DARK LEGION FORCES

Each dark legion figure may perform the number of actions shown on the dark legion reference board (usually 2).

Dark legion figures may **MOVE** and/or **ATTACK** in any order or take one of those actions twice. A figure must complete all of its actions before another figure is activated.

5. DISCARD THE EVENT CARD

MOVE ACTIONS

Dark legion figures move up to 3 squares per **MOVE** action, diagonally or orthogonally in any direction.

They may not move through doomtrooper figures, but they can move through other dark legion figures. Dark legion figures may not end a **MOVE** action on the same square as another dark legion creature, a doomtrooper, a trap, a turret, or any other token unless explicitly stated.

Doors on the map automatically open when a dark legion figure is on an adjacent square, without setting off any traps. The doors will close again if no dark legion creature remains adjacent.

ATTACK ACTIONS

Dark legion figures can engage a doomtrooper using their **firearms** or **close combat** dice, as indicated by the dark legion reference board.

Dark legion figures can only make 1 type of attack (**firearm** or **close combat**) during an attack action. They do not make tech attacks.

Close combat attack: The target of the attack must be in a square orthogonally or diagonally adjacent to the attacker and not hidden by terrain or a wall.

Firearm attack: The dark legion figure needs LOS to their target, and cannot make firearm attacks against adjacent doomtroopers, but while adjacent they may still perform a firearm attack against another non-adjacent doomtroopers. Firearm attacks have a range of 16 squares, unless stated otherwise.

Special attacks: Some dark legion creatures may have special attacks listed in the mission brief.

1. Determine combat dice

Check the current dark legion rank reference board for the color and number of combat dice.

2. Roll and resolve combat dice

Attacking and damage work the same way as doomtrooper attacks. The dark legion player rolls the combat dice and counts the number of hits rolled. If the number of hits is greater than the target's **DEFENSE**, the attack is successful and the targeted doomtrooper loses 1 health for each hit above their **DEFENSE**.

Unless otherwise stated, doomtroopers have a DEFENSE of 1.

3. Doomtrooper armor checks

If there are any hits remaining, the target may attempt an **armor check** by rolling their **DEFENSE** die. On a **hit** icon, 1 additional point of damage is canceled.

Even if the armor check succeeds, any excess damage is still applied and the doomtrooper loses 1 health for each point of damage suffered.

PROMOTION POINTS AND RANK

The corporation and the dark legion track PPs earned during the mission on their player trays.

Doomtroopers immediately receive PPs for each dark legion creature eliminated, as shown on the dark legion reference board.

The dark legion player immediately receives 1 PP for each point of health lost by a doomtrooper.

They also immediately receive an **additional 2 PPs if a doomtrooper loses their last point of health and is eliminated**. These points are awarded regardless of how the doomtrooper was defeated (even if it was friendly fire).

SPECIAL WEAPONS

TENTACLE KIT

To attack with the tentacle kit, the doomtrooper must be adjacent to a wall of the citadel. This tech attack can target a dark legion figure 2-3 squares away and does not require LOS.

The doomtrooper player rolls combat dice against the dark legion figure's **DEFENSE** value as usual. If successful, the dark legion figure is eliminated and a **trap token** is placed on the vacant square. Later, any doomtrooper or dark legion figure passing through this square is attacked according to the dark legion reference board.

A tech specialist may only maintain 2 traps on the board at the same time. If a third trap is to be placed, one of the previous traps must first be removed. A doomtrooper or dark legion figure may not end their move action on a square with a trap token.

The tentacle kit also provides a blade for a small close combat attack.

MANUS KIT

The manus kit encases a detached necromutant's forearm, which it uses to access the citadel's defenses. It works like a tentacle kit, and in addition barbed spores attack all figures in accessible squares adjacent to the trap (including doomtrooper figures).

Roll 1 combat die of the player's choice once for each square. Barb combat dice may not be rerolled.

VIOLATOR SWORD

A violator sword can be used in close combat to either target a single dark legion figure or swung in a circle, starting with 1 target figure adjacent to the attacker, then going clockwise or counter-clockwise around the doomtrooper. The attack strikes all figures in adjacent squares and only stops if it strikes a wall or has attacked each adjacent figure once.

The doomtrooper rolls 3 combat dice plus the combat die indicated on the weapon card. The number of hits rolled are applied against all figures. All targeted dark legion figures with a **DEFENSE** value less than the number of hits rolled are eliminated.

Doomtrooper figures hit by the attack can attempt an armor check to negate 1 point of damage.

GEHENNA PUKER

The gehenna puker firearm attack inflicts hits on all targets in its line of fire, which is a straight line in a diagonal or orthogonal direction. The gehenna puker attack always fills its entire range of 7 squares.

The doomtrooper rolls combat dice once to determine the number of hits inflicted against every figure in the line of fire. All targeted dark legion figures with a **DEFENSE** value less than the number of hits rolled are eliminated.

Doomtrooper figures in the line of fire may attempt an armor check to negate one of the hits.

TALON COMBO KIT

All combo kits may be equipped by multiple types of doomtrooper specialists. The talon combo kit may be equipped by a firearm specialist or a tech specialist and allows either to do an enhanced tech attack or, alternatively, a firearm attack with a powerful deathlockdrum.

To tech attack a target with a trap, the doomtrooper must be adjacent to a wall of the citadel and within 2-3 squares of the target. A target of the deathlockdrum must be in LOS and in this combo the weapon's range is reduced.

Both attacks use 1 white die in addition to the player's combat dice.

NIMROD AUTOCANNON

The 2 barrels of the nimrod autocannon allow a doomtrooper to target 1 or 2 figures with the same firearm attack between 4 and 12 squares away. The weapon is too unwieldy to use against dark legion creatures up to only 3 squares away.

The doomtrooper must have a LOS to both targeted figures and the targets must be no further than 4 squares apart. If only 1 figure is targeted, the combat dice are rolled twice against 1 figure. If 2 figures are targeted, the combat dice are rolled separately against each.

EQUIPMENT CARDS

GRENADE LAUNCHER

A grenade launcher is a special piece of equipment mounted on a plasma carbine. When used in a firearm attack, the doomtrooper targets a square within LOS, up to 8 squares away.

The combat dice are rolled once to determine the number of hits applied to any figure in the target square. Figures in squares adjacent to the target square suffer 1 fewer point of damage. Figures on the other side of a wall are not affected. Dark legion figures in or adjacent to the target square with a **DEFENSE** value less than the number of hits rolled are eliminated.

Doomtroopers may attempt an armor check to negate 1 point of damage from the attack.

May only be equipped to plasma carbine.

SMOKE GRENADE

Take 1 **SPECIAL** action to throw to the floor in your current sector: the entire sector fills with smoke. Place a **smoke grenade token** on the sector All **MOVE** actions in the sector are reduced to 2 squares. No firearm attacks are possible.

The smoke grenade token is removed from play at the end of the round. Discard after 1 use.

TIME BOMB

Take 1 **SPECIAL** action to place the time bomb and set the timer. Place the time bomb token in an empty accessible square adjacent to your doomtrooper. The bomb does not block or impede movement.

The bomb explodes in the next round, at the start of the dark legion player's turn. The explosion inflicts a trap attack (according to the dark legion reference board) to any figure on the square with the bomb and all figures in adjacent squares not protected by walls. Discard after 1 use.

DISRUPTOR

A fearsome underslung weapon mounted to the barrel of appropriate firearms, it alters the target's atomic structure to inflict severe wounds.

During a firearm attack, all targets are prevented from rolling their defense die, if applicable.

This cannot be fitted to a nimrod autocannon or a grenade launcher.