



# EARTH UNDER SIEGE

## FLASHPOINT

RULEBOOK



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## Object of the game

In Earth Under Siege: Flashpoint, the players take the role of an Operative of AEGIS (Allied Earth Ground and Interdimensional Security), a military organization formed from the allied nations of Earth to deal with the global threat of the Xethan invasion. Players will carry out various missions to strike back against the invaders, while simultaneously attempting to reveal the mystery of the enemy origins and their connection to the Vormacht.

Earth Under Siege: Flashpoint is a cooperative campaign game for 1-4 players who control a team of Operatives that improve over time. Being a cooperative game, players will be playing against the game itself, with all players winning or losing together.

## Winning and Losing

Earth Under Siege: Flashpoint is played over a series of missions that form a campaign. To win a mission, players must complete all mandatory objectives listed in the mission briefing and leave the map via an Extraction Point (see page 8 of the Campaign Book). The players lose a mission if any of the following occur:

- If all Operatives on the board are **downed** and all mandatory Objectives have not been completed (see page 8 of the Campaign Book).
- If players would need to draw a **Threat** card and the **Threat** deck is empty (see page 23).
- If players cannot spawn a full Unit of Enemies when they would need to do so (see page 20).

### BREAKING TIES

Whenever there are two or more equal choices when resolving an effect, the players always decide which target(s) are affected, or which order the effects are resolved in, with the exception of choosing targets for Enemy attacks (see page 31).

### GOLDEN RULE

If the text of a card or mission ever contradicts the rules of the game, the card or mission text takes precedent.

# List of Components

Operatives x6



Vormacht Fireteam x6



Headhunter x2



1 Campaign Book



1 Overlord Dashboard



Stalkers x6



Warbringer x2



12 Dice (6 White, 3 Red, 2 Black, 1 D6)



1 Base Record Sheet



Overlords x2



Spotter Drones x6



Marauder x2



1 Escalation Track / Wave Tracker



4 Player Aids



Vormacht Grunts x12



Dominator x3



Mind Killer x2



30 Game tiles



6 Support cards



Ravagers x6



Enslaver x3



Gate Shaper x2



6 Player Dashboards



6 Strategy cards



Vormacht Heavy x3



Gun Drone x3



Hunter Killer x2



1 Valor Bag



17 Enemy cards



Reaver x3



Warleader x2





1 Soldier/Technician card



7 Specialist cards



3 Training Room cards



20 Threat cards



32 Complication cards



216 Tactics cards



78 Allied Gear cards



42 Xethan Armory cards



20 Wound cards



25 Special Ops cards



25 Spawn cards



24 Action tokens



24 Upgraded Action tokens



40 Focus tokens



15 Overwatch tokens



20 Damage tokens



20 Standard Blip/Patrol tokens



10 Elite Blip/Elite Guard tokens



1 Special Blip token



4 Soldier and 4 Technician



5 Objective tokens



63 Map tokens



20 Investigate/Surprise tokens



7 Special player tokens



22 Barricade/Armor tokens



24 Negative Condition tokens



15 Wound tokens



8 Portal tokens



26 Basic Valor tokens



24 Upgraded Valor tokens



22 Special Valor tokens



3 All Clear Tokens





## Anatomy of an Operative Dashboard



1. Operative name
2. Class
3. Skills:
  - Attack
  - Defense
  - Science
  - Stealth
4. **Focus** token box and Starting **Focus**
5. Box for misc tokens: (Armor, Wound, and Negative Conditions)
6. Available Action token box
7. Exhausted Action token box
8. Overwatch token
9. Backpack
10. Undiscovered cards
11. Weapon slots
12. Utility Gear slots
13. Armor Gear slot

## Anatomy of a Squad Member Dashboard



Squad Member Dashboards have all of the same elements of an Operative Dashboard, with a few additions.

The Squad Member trait is noted after the Operative's name (1), and they have a different colored background behind the character art to help make them easily identifiable (2). Each Squad Member also has a unique skill that helps balance their lack of a Tactics deck (3).

See page 43 for more info on Squad Members.

## Strategy Cards

A Strategy card is chosen at the beginning of most missions. Always use the card with a level equal to your current **Tactical Command** (see the *Campaign Book* for more details).

Strategy cards have additional setup rules and/or grant abilities that players have access to during the mission. Each Strategy card also has an icon in the upper right corner that designates which additional Gear cards players may distribute at the beginning of the mission (see example).



## Complication Cards

At the beginning of most missions players will draw a number of Complication cards equal to the HQ level. These cards represent unforeseen situations that the team may not have planned for. These cards will either modify the mission setup or have an ongoing effect for the entire mission. At the beginning of a campaign, the Complication deck will consist of only **Basic** cards, but certain mission consequences will add **Special** cards to the deck that remain until the end of the campaign.



## Special Ops

These cards represent data hacked from Enemy computers that provide additional missions the players can attempt. These cards will have a card name (1) and a Briefing (2) which will give some background on the mission and add some flavor. The Mission section (3) will show which mission in the Campaign Book to play, while the Consequences section (4) shows what happens if the players do not attempt the Special Op as the next mission. The Reward section (5) shows what the Operatives will earn for completing the mission. At the bottom is the card's level (6).



At the beginning of a campaign, the Special Ops deck will consist of only level I cards, but higher level cards will be added to the deck as the player's HQ level increases (see page 14 of the Campaign Book for more details).

## Gear cards



Allied Gear card



Xethan Gear card

1. Card name
2. Gear slot
3. Gear type
4. Gear card level
5. Ability box
6. Some weapons have a Ballistic or Energy icon.
7. Class the card belongs to (starter cards only)
8. Discovery Value

Each Gear card has an icon in the upper left corner which indicates which slot on the Operative's Dashboard the card occupies when equipped. Each gear slot on a Dashboard can only hold 1 Gear card, except the Backpack and Undiscovered slots which can each hold 3. Each 1 hand slot on a Dashboard can hold a Gear card with a single hand icon, but a Gear card with a 2-hand icon will take up both 1 hand slots.

The upper right corner of the card will have the Gear card's level (from I-IV) or a starter icon ( ). Each class of Operative has 2 cards with the starter icon that they may equip at the beginning of any mission.

Some Gear will give bonuses to the Operative's skills, listed as a skill icon with one or more dice after it (for example, ). These dice are added to checks made for those skills while the card is equipped, even if the card is exhausted. Weapon cards only add their dice when making attacks with that weapon.

Upgrades (with an icon) are attached to weapon cards (the card will list what type it can be attached to). 2-handed weapons can have 2 Upgrades, and 1-handed weapons can have 1.

When attaching an Upgrade, place it under the card it is attaching to, so that only the text box shows.





# Rounds of Play

Each mission in Earth Under Siege: Flashpoint is played over a series of rounds which are broken down into a series of phases, which are in turn broken down into a series of steps. Resolve each round by going through each phase, step by step. See page 23 for more details on each of these steps.

## Refresh Phase (skip on the first round)

1. **Recover step:** each Operative refreshes all of their exhausted cards and recovers 3 Action tokens.
2. **Draw step:** each Operative may discard 1 card, then draws up to their hand size (default 5 +1 per Squad Member on the team).
3. **Threat step:** the On-Point Operative draws and resolves a **Threat** card.
4. **On-Point step:** pass the **On-Point** token to the Operative on the left.

## Operative Phase

1. **Action step:** Operatives perform actions in any order until all Operatives pass.

## Enemy Phase

1. **Alarm Check step:** check for **alarm** trigger and flip **Surprise** tokens.
2. **Portal Token step:** resolve any **Portal** tokens on the board.
3. **Enemy Movement step:** move each **Patrol** and **aware** Enemy towards its **Target Zone**.
4. **Enemy Activation step:** activate each **aware** Enemy in Initiative order (starting with the highest).

## Escalation Phase

1. **Escalation step (if alarm is triggered):** add an **Elite Patrol** to the Deploy Pool.
2. **Deploy step:** place each **Blip** in the **Deploy Pool**, one at a time, at a random **Deploy Point**, starting with **Elites**.
3. **Cleanup step:** each player discards any Ongoing Tactics cards they have in play. Any other effects that state they last "until the end of the round" end as well.



# Setting up the Game

The Campaign Book will go into more detail on beginning a campaign and setting up missions, but a brief overview is as follows:

- 1** Read the Mission Briefing and Objectives and set up the board using the tiles as shown.
- 2** Set the Escalation Track near the board and place the Threat token on the level that matches the number of Operatives in the mission (including Squad Members). This is the Threat Level.
- 3–5** Set up decks: shuffle the Allied and Xethan Gear decks and place them near the Escalation track (3). Do the same with the Basic and Elite Spawn decks (4), and the Threat deck (5).
- 6** Create the Reserves by placing all necessary tokens and figures near the board.
- 7** Setup the Display by placing each Enemy card listed in the mission setup in initiative order, from lowest to highest. Then, empower a number of random Enemies equal to your HQ Level -1.
- 8** Place the Valor Bag within easy reach (with all currently available Valor tokens in it).
- 9** Each player sets the components for their Operative in front of them, including the Starting Focus tokens shown on their dashboard. If any Squad Members are chosen for the team, set their components out as well, including their Support card and All-Clear token.
- 10** Choose a Strategy card with a level equal to your current Tactical Command and follow any setup rules. Distribute the Gear cards with an icon that matches the chosen Strategy card as players see fit.
- 11** Pick an Operative to be On-Point and give them the On-Point token.
- 12** Each player shuffles their Tactics deck and draws cards up to their hand size (default 5 + 1 per Squad Member).
- 13** Place all Operative figures in an Insertion Point on the board. If there are multiple Insertion Points, each Operative may choose a different one.
- 14** Draw one Complication card per HQ level and resolve any setup text on those cards. If a card has a continuous effect, place it near the board as a reminder.
- 15** Players are now ready to begin the mission!











1. Map Board
2. Escalation Track
3. Gear Decks (Allied and Xethan)
4. Spawn decks (Basic and Elite)
5. Threat deck
6. Reserves
7. Display
8. Valor Bag
9. Player areas
10. Strategy Card
11. On-Point Token
12. Tactics Decks
13. Insertion Point
14. Complication Card

# Making Checks and Rolling Dice

## Making Checks

Most times an Operative rolls dice they do so as part of a check, which will have a designated skill (, , , or ) and a Target Number (TN). Whenever a skill icon is shown with a number after it (such as  7), that indicates the skill used for the check, and the TN.

## Dice Pool

To make a check, gather the matching number of dice shown for the indicated skill on the Operative's Dashboard, plus any dice added from other effects (Gear, Tactics cards, etc.). This is called the "Dice Pool". Then, roll those dice and count the number of  rolled. If the total equals or exceeds the TN, the check is a success.


## Rerolls

When an Operative "gains a reroll", it means they may reroll any number of dice in the pool for the check they just made. Operatives may use multiple rerolls on the same check, if able.

## Dice Pool Limits

When building Dice Pools, there is a limit of 6 , 3 , and 2 .

## Desperate Measures

If an Operative fails a check and they have no other way to make a reroll (including Valor tokens), they may place a  on the Escalation Track to gain a reroll. This may NOT be done if the **alarm** is triggered. This may be done multiple times if the Operative keeps failing the check.



WHITE DIE



RED DIE



FOCUS DIE



HIT

# Actions and Action Tokens

## Action Tokens

Each Operative has 3 Movement tokens and 3 Order tokens. These tokens are used to perform Actions during the Operative phase.



**Order:** exhaust an Order token.



**Move:** exhaust a Movement token.



**Reactions:** are triggered by certain conditions as listed in the effect and can be played whenever those conditions are met, even if it is not the Operative Phase. Reactions do not require an Operative to exhaust an Action token.



**Free Action:** may be used at any time during the Operative Phase (except while another action is resolving). Does not require exhausting an Action token.



## Exhausting Action Tokens

When a player declares an action that requires **exhausting** an **Action** token, the player moves the token from the **Available Box** on their Dashboard to their **Exhausted Box**. If an Operative has no **Action** tokens in their **Available Box**, they may not declare any further actions (except **free** actions and **reactions**).

If an effect instructs a player to **exhaust** an **Action** token but doesn't specify a type (such as by being **stunned**), that player may choose which type of **Action** token to **exhaust**.

## Recovering Action Tokens

Any time an Operative is instructed to **recover** one or more **Action** tokens (such as during the Recover step, or from a card effect that says "**recover 1**"), it means to move that number of **Action** tokens from their **Exhausted Box** into their **Available Box**. Some effects may give an Operative a bonus or penalty to how many tokens are **recovered** (such as the *Second Wind Tactics* card).

If an Operative has more **exhausted Action** tokens than they are able to **recover**, they choose which tokens to **recover**. Any unrecovered tokens stay in the **Exhausted Box**. **Action** tokens that have been flipped to their damage side may not be **recovered** (see page 33 for more details on damage).

If an effect gives an Operative a penalty to **recovery**, that penalty to **recovery** applies any time they would **recover Action** tokens, not just during the **Recover** step.



**EXAMPLE OF EXHAUSTING AN ACTION TOKEN:**  
Marissa declares an attack and **exhausts** an Order token.

### EXAMPLE OF RECOVERY:

During the Recovery step, Marissa can **recover 3** Action tokens. However, since damage cannot be recovered, she only **recovers 2** tokens.




## PAYING COSTS

If an effect says do 'X' to do 'Y', the cost of 'X' must be paid for 'Y' to resolve. For example, if a Tactics card says "discard an **Attack** card" or "discard a **Valor** token" to do an effect, an **Attack** card or **Valor** token **MUST** be discarded for the effect to resolve.

## RESOLVING ACTIONS

If all text on an effect cannot be resolved when resolving an action, resolve as much of the text as possible, ignoring the rest.

# Tactics Cards

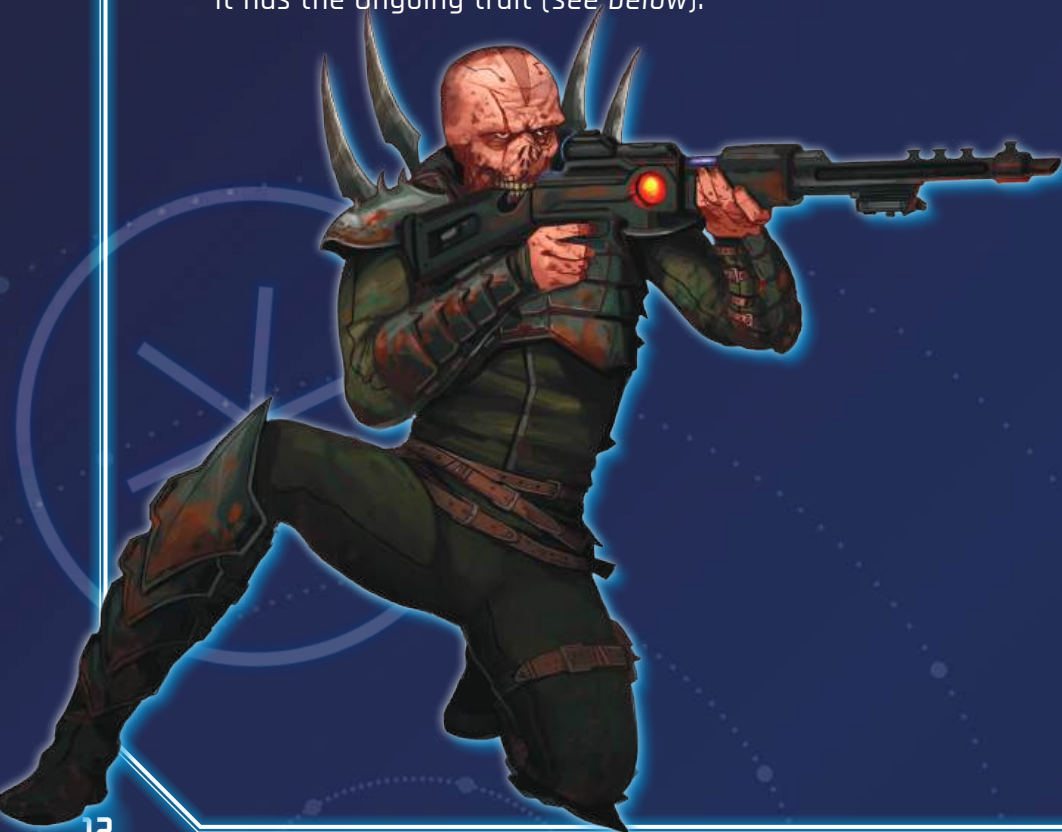
Each Operative starts a campaign with a deck of 15 starter cards (with an  icon in the upper right corner) and will gain new cards as mission rewards. Whenever an effect instructs a player to “draw a card” without specifying a deck, it is drawn from their Tactics deck. If an Operative ever needs to draw or reveal cards and there are not enough cards in their deck to do so, the player shuffles their discard to form a new deck. Whenever an effect instructs an Operative to search their deck, always shuffle the deck after searching.

Each Tactics card has an icon in the upper left corner (2) which indicates what type of action it is (**Order**, **Reaction**, or **Free Action**). Tactics cards also have Traits (4) which are only used when referenced by other cards.

When a Tactics card is played, the top half is always resolved, but the bottom half is only resolved if the **Focus** Cost is paid (see *Focus Effects* on page 13). After resolving a Tactics card, it is placed into that player's discard pile unless it has the Ongoing trait (see below).



1. Card name
2. Action type
3. Card level
4. Trait
5. Card effect
6. **Focus** Cost
7. **Focus** Effect
8. Flavor text
9. Which Operative's deck the card belongs to



## Ongoing

Cards with the Ongoing trait remain in play until the end of the round and the Operative gains the effects of the card while it is in play. An Operative may only have 2 Ongoing cards in play at once (if playing a third, choose one to discard).

## Hand Size

Operatives have a default hand size of 5 cards (+1 per Squad Member on the team, see page 43). Players may exceed this limit, but only draw up to their hand size during the Draw step (Operatives over their hand size do not draw during that step).

## Tactics Cards and Rerolls

If an Operative fails a check, they may discard a Tactics card to gain a reroll. This may only be done once per check.



# Focus Tokens



FOCUS TOKENS

## Gaining Focus Tokens

Operatives gain **Focus** tokens when rolling a die or through card effects. Any time an effect has a icon the player adds a die to their Dice Pool. After resolving the outcome of the roll, the player takes the indicated **Focus** token and places it in their **Focus** Box (if there are no tokens of that type in the Reserves, no token is gained).

### IMPORTANT

An Operative may not have more than 3 **Focus** tokens at once. If they gain one while they have 3, they must either discard an existing token, or discard the new one without gaining it.

### WILD

Gaining a Wild icon () allows the player to gain a **Focus** token of choice.

## Focus Effects

When playing a Tactics card, the acting Operative may discard a **Focus** token that matches the card's **Focus Cost** to trigger the card's **Focus Effect**. This must be done before any part of the action has been resolved. An Operative may only trigger a **Focus Effect** once each time a card is played.

**EXAMPLE:** After declaring an attack, Billy reacts by playing the Tactics card "One Shot, One Kill" and discards a token to trigger the card's **Focus Effect**. As a reaction, he also plays "Make it Count" and discards a second token to trigger that card's **Focus Effect** as well.

## Using Focus Tokens

Players may use **Focus** tokens in two different ways: to modify a check (Skill Boost), or to trigger the **Focus Effect** on a Tactics card.

### Skill Boost

Before an Operative makes a check, they may discard a **Focus** token to add 1 to their Dice Pool. If the discarded token has an icon that matches the skill being used for the check (, , , or ) they add 1 to their Dice Pool instead. This may be done multiple times per check.

A token can be discarded at any time during the Operative Phase as a **free** action to have the Operative move 1 zone.



# Areas on the Game Board

## Zones

Each space divided by gray lines and/or walls on the board is called a zone.

## Adjacency

Adjacent zones are zones that border each other along an edge, without an impassable obstacle between them (such as a wall or closed door). Zones diagonal to one another are not adjacent.

## Impassible Obstacles

Walls, closed doors, and other objects indicated by the mission briefing, block Line of Sight and may not be moved through.

## Zone Limits

A zone can contain any number of Operatives and up to 2 Enemy Units at the same time. This is called the “**zone limit**”.

### ENEMY UNITS

Enemy Units are defined as either a single **Blip**, or as all figures that spawned from a single **Blip**. A zone may contain up to 2 Enemy Units at a time.

## Shove

If an Enemy ends a move in a zone that is at its **zone limit**, or is placed into such a zone, the players must choose one of the Enemy Units to “shove”. When a Unit is shoved, place it in an adjacent zone that is 1 zone closer to its **Target Zone** (see page 36 for details on **Target Zones**). If the new zone is also at its **zone limit**, then the players must shove again, repeating this until no zones are over the **zone limit**. Note that figures and Units may move *through* a zone that is at the **zone limit** as long as they end their move in a legal zone.

If an Enemy is already in its **Target Zone** when it would be shoved, players may place it into any adjacent zone.

**EXAMPLE OF A SHOVE:** A Patrol ends its move in a zone with 2 Basic Blips in it, exceeding the zone limit. The players need to shove 1 Unit to make the zone legal, so they decide to shove 1 of the Basic Blips into an adjacent zone.





# Determining Range and Line of Sight (LoS)

Most effects that target a figure or object must have **Line of Sight (LoS)** and **range** to do so.

## Range

To determine **range**, count the number of zones from the acting figure to the target (do not count the zone the acting figure is in, but do count the zone the target is in). Range may not be counted diagonally. If the number of zones exceeds the range of the effect, that target may not be chosen. Figures in the same zone are considered to be at range 0 from each other, so effects with a minimum range of 1 or more cannot target figures in the same zone.

## Line of Sight (LoS)

To have **LoS**, a figure must be able to draw a line from the center of their zone to the center of the target's zone without crossing an impassable obstacle or touching the

corner of an impassable obstacle. Figures do not block **LoS**.

Figures may draw **LoS** through open doorways (orthogonally only, not diagonally), but may not do so through more than a single doorway at a time.

## Effects That Don't Use LoS

If an effect doesn't specifically state in its text that it requires **LoS**, then it ignores impassable obstacles when drawing range. Some effects may state "ignores **LoS**" in their text as a reminder, but as a rule, any effect that requires **LoS** will state so in its text.

**EXAMPLE:** a Spawn Event for the Spotter Drones has an effect that moves the nearest **Investigate** token to the Escalation Track. This effect would move the nearest token ignoring **LoS** and impassable obstacles since it does not specify "**LoS**" in its text.



**LOS EXAMPLE:** Marissa and the **Patrol** (1) cannot see each other because drawing a line from the center of her zone to the center of the **Patrol**'s zone touches the corner of an impassable obstacle. Marissa and the Dominator (2) have **LoS** to each other through the open door, but Marissa and the **Blip** in the furthest room (3) do not have **LoS** to each other because **LoS** cannot be drawn through more than one open door at once. Marissa and the **Basic Blip** in the room with the Dominator (4) also cannot see each other because an impassable obstacle is in the way. Finally, Marissa and the Grunt down the hall (5) have **LoS** to each other.

# Aware and Unaware Enemies


By default, Enemies begin each mission **unaware** of the Operatives. **Unaware** Enemies do not react to the Operatives and are not considered to have **LoS** to them, even if they can draw **LoS** to a zone that an Operative is in. Once an Enemy becomes **aware**, they can draw **LoS** to Operatives as normal (following **LoS** rules).

## THE ALARM

During the **Alarm** Check step, **aware** Enemies trigger the **alarm** (see page 36).



An Enemy Unit becomes **aware** if any of the following occur:

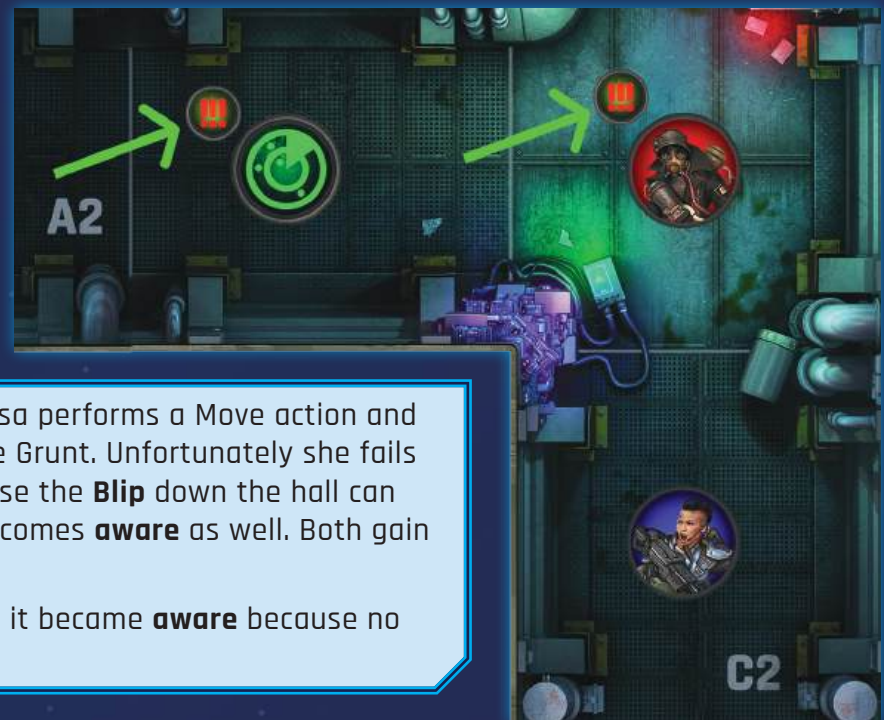
- ▶ An Operative fails a  check in certain situations (see next page)
- ▶ An Operative makes an attack (or is attacked) from a zone in their **LoS**
- ▶ If targeted by an Operative with any effect (such as a Tactics or Gear card)
- ▶ If they have **LoS** to any OTHER **aware** Enemy
- ▶ If the **alarm** is triggered (all Units on the board become **aware**, see page 40)


## Surprised Enemies

When an Enemy Unit becomes **aware** and the **alarm** hasn't been triggered, place a **Surprise** token in that Unit's zone (just 1 per Unit, not 1 per figure). If that Enemy is a **Blip** that hasn't been spawned, they still gain the **Surprise** token but do not spawn (see *Spawning Enemies on page 20*). If a **Surprised** Enemy moves for any reason, move the **Surprise** token with them. Being **Surprised** has no direct negative effects, although some abilities interact with the **Surprised** trait.



**Important:** When an Enemy is attacked they become **aware** immediately when targeted, before resolving the attack. This matters if other Enemies have **LoS** to the target of the attack (they will become **aware** too since they can draw **LoS** to another **aware** Enemy).



**EXAMPLE OF ENEMIES BECOMING AWARE:** Marissa performs a Move action and attempts a  check to avoid being seen by the Grunt. Unfortunately she fails the check and the Grunt becomes **aware**. Because the **Blip** down the hall can draw **LoS** to another Enemy that is **aware**, it becomes **aware** as well. Both gain a **Surprise** token.

Note that the **Blip** does not spawn even though it became **aware** because no Operative has gained **LoS** to it yet.



# Stealth Checks

In certain situations Operatives can attempt **Stealth** checks (🌀) to prevent Enemies from seeing them and becoming **aware**. Operatives must make 🌀 checks in the following situations to prevent Enemies spotting them:

- ▶ When entering an Enemy or Camera's **LoS**
- ▶ When moving into an Enemy's zone (or vice versa)
- ▶ When performing a **Sabotage** action in a zone that Enemies (or Cameras) have **LoS** to

The TN for the **Stealth** check is equal to the HIGHEST Perception value (👁) of ALL Enemies (or Cameras) that can draw **LoS** to their zone. If the check succeeds, the Enemies remain **unaware**. If the check fails, ALL Enemies that can draw **LoS** to the Operative's zone become **aware**.



## NOTES ON STEALTH CHECKS


- ▶ **Stealth** checks can only be made against **unaware** Enemies, not **aware** Enemies.
- ▶ Operatives do not need to make **Stealth** checks each time they move in an Enemy or Camera's **LoS**, only when first entering their **LoS** (or entering an Enemy's zone).
- ▶ If an Operative moves out of an Enemy or Camera's **LoS**, then later moves into their **LoS** again, they must make another **Stealth** check.
- ▶ Enemies automatically become **aware** if they can draw **LoS** to a zone where an Operative makes an attack, or is attacked.
- ▶ Operatives making a **Careful Move** gain a 📦 for **Stealth** checks made during that move.

**STEALTH EXAMPLE:** As part of a Move action Oscar moves into a zone and gains **LoS** to a **Blip** which spawns a Unit of Vormacht Grunts.


Although the Grunts have **LoS** to Oscar's zone, they are currently **unaware** so cannot see him. If Oscar wants it to stay that way, he must make a 🌀 check with a TN equal to the Grunt's 👁 value of 2.

Oscar rolls a number of 📦 equal to his 🌀. He gets 2 ★ results, which is just enough to pass the TN of 2! Oscar is able to continue his Move action and does not need to make another 🌀 check because he is not entering an Enemy or Camera's **LoS**.


## Enemy Movement and Stealth

When Enemies move around the board, Operatives can make  checks to “hide” and prevent those Enemies from spotting them and becoming **aware**. This is done under the same circumstances as previously noted:


- ▶ When an Operative gains **LoS** to an **unaware** Enemy
- ▶ When an Enemy moves into their zone (or vice versa)

Operatives do not need to make  checks each time an Enemy moves, even if the Enemy moves multiple times in their **LoS**, only when they first gain **LoS** to that Enemy, or if that Enemy moves into their zone.

### PLAY TIP




Operatives can always choose to not make  checks if they want. This is often done to save time when the Operative intends to attack the Enemy which would make them **aware** anyway.

### IMPORTANT


Enemies gain +2  against Operatives in their zone. It's much easier to spot someone when they're very close, so be careful!








#### STEALTH AND ENEMY MOVEMENT

**EXAMPLE:** During the Enemy Movement step, Marissa and Olivia gain **LoS** to a moving Dominator. Both of them must make a  check with a TN equal to the Dominator's  value of 3 to see if either of them are spotted. Both Operatives roll 3  which is enough to pass the check. The Dominator didn't see either of them and doesn't become **aware**!



When the Dominator moves a second time Kyle gains **LoS** to him and must make a  check to avoid being seen. Olivia does not need to make a check because she is not gaining **LoS** to this Enemy (she already gained **LoS** to him during his last move). Marissa, however, DOES need to make a check because the Dominator entered her zone.



Kyle rolls 4  on his check, which is enough to beat the Dominator's  of 3. Marissa also rolls 4  but unfortunately the Dominator gains +2  against her since she is in his zone, which means she would have needed 5  to pass the check. Because she failed, the Dominator becomes **aware**, gains a **Surprise** token, and now has **LoS** to all 3 Operatives.



# Blips and Spawning Enemies

By default, Enemies begin each mission as **Blip** tokens which are placed as shown on the mission set up diagram. There are 5 types of **Blips**:



**Basic:** These do not move unless instructed to by game effects. They spawn **Basic** Enemies.



**Patrol:** These move during the Enemy Movement step, even if not **aware**. They spawn **Basic** Enemies.



**Special Patrols:** These represent a special Unit used in certain missions. The Mission Briefing will describe how they behave and what they spawn.



**Elite Patrol:** These behave in the same way as a **Patrol**. Effects that affect "**Patrols**" affect **Elite Patrols** as well. They spawn **Elite** Enemies.



**Elite Guard:** These do not move unless instructed to by game effects. They spawn **Elite** Enemies.

## Enemy Initiative and Spawn Cards

At the beginning of a mission, the cards for each Enemy present in that mission will be laid near the board in Initiative order, from lowest to highest. This is called the Display (see below for an example).

Each Spawn card has an **Initiative value** in the upper right corner and three different Enemy images on it, one for each Enemy that can appear in that Initiative slot in the Display (note that only one Enemy type will ever appear for a given Initiative slot during a mission). When Spawning Enemies (see next page), a player only needs to read the text for the Enemy that is in the indicated Initiative slot, the rest is ignored. For example, on the card to the right, only the top section of the card would be read since Grunts are the Enemy in Initiative slot '1' in the below example.



## Anatomy of a Spawn Card

1. Initiative
2. Enemy Type
3. Spawn Event



## Enemy Display Example

## Spawning Enemies

The first time an Operative gains **LoS** to a **Blip**, or a **Blip** is targeted with a player effect, that **Blip** spawns. When a **Blip** spawns, draw a card from the appropriate Spawn deck (**Basic** or **Elite**) and match the number in the upper right corner of the card to the Initiative slot in the Display to see what type of Enemy to spawn. Then, place the indicated number of figures in the **Blip**'s zone based on the Enemy's Spawn Value. Do not remove the **Blip** token unless the Enemy becomes **aware** (see page 21).

## Running Out of Figures

If there are not enough figures in the Reserves to spawn a full Unit of figures, instead spawn a Unit of the next highest Initiative Enemy of the same TYPE (**Basic** or **Elite**), or spawn the lowest Initiative Enemy of the same type if already at the highest Initiative. Repeat this process until a full Unit can be spawned. If a Unit cannot spawn due to running out of figures, do not resolve its Spawn Event (see below), instead, draw and resolve a **Threat card**. In the unlikely scenario that players cannot spawn a full Unit of an Enemy type (**Basic** or **Elite**) when they would need to do so, they immediately lose the mission.

**Example:** Using the Enemy Display on the previous page, if players needed to spawn a unit of Spotter Drones but there weren't any left in the Reserves, players would instead Spawn a Dominator. If there were no Dominators in the Reserves, players would spawn a unit of Grunts instead. Then, players would resolve a Threat card instead of a Spawn Event.

## Spawn Events

Each Enemy on a Spawn card has a **Spawn Event** which is resolved after placing the Enemy figures on the board (only resolve the text for the actual Enemy spawned, ignore text for other Enemy types on the card). This is done even if the Enemy being spawned isn't **aware**. Resolve any required shoves before resolving **Spawn Events** (see shoving on page 14).



This card would spawn a Unit of Grunts since the image matches the card in the Initiative '1' slot.



## Spawn Value



**Important:** Before resolving an Enemy's **Spawn Event**, Operatives may make **Stealth** checks to avoid being seen by those Enemies, or make **Overwatch** attacks.

## Spawn Event Requirements

Some **Spawn Events** have requirements, such as only triggering for **Basic Blips** (🟢), or if the **alarm** has been triggered (🚨). If the listed requirements are not met, the **Spawn Event** does not resolve.



## Spawned Enemies that Remain Unaware

When Enemies spawn but remain **unaware**, that Enemy will continue behaving in the same way that a **Blip** of their type would behave (**Patrols** move, **Basic Blips** do not, etc.). Leave their **Blip** token in their zone (and move it with them if necessary) to indicate that they are **unaware** and still behave as a **Blip**.



Olivia enters a room with a **Basic Blip** and a **Patrol** in it. As soon as she gains **LoS** to the **Blips**, a Spawn card is drawn for each. As a result, a Unit of Grunts and a Dominator spawn. Olivia must make a check if she wants to keep the Enemies **unaware** of her (with a TN of 3, since that is the **HIGHEST** value that can see her zone). If she succeeds, both **Blips** will remain with the Units to indicate that they are not **aware** and will continue to behave like **Blips**.

## Removing Blips

When a spawned Enemy becomes **aware**, remove that Enemy's **Blip** token from the board. They no longer behave as a **Blip** and follow the rules for **aware** Enemies (see page 38). When a non-**Patrol Blip** is removed from the board, it is placed back in the Reserves. When a **Patrol** or **Elite Patrol** is removed from the board, it is placed into the **Deploy Pool** on the Escalation Track.



Unfortunately, Olivia fails her check and both Enemy Units immediately become **aware**. When this happens, a **Surprise** token is placed in each Enemy's zone, and their **Blips** are removed. The **Basic Blip** is placed back into the Reserves, while the **Patrol Blip** is placed into the Deploy Pool on the Escalation Track. During the Deploy step of the next Escalation Phase, the **Patrol** will return to the board at a random Deploy Point.



### NOTE ON REMOVING BLIPS

Once a unit has its Blip token removed, it is no longer affected by abilities or effects that specifically target Blips (such as a card that would move the nearest).


# Security Cameras

Many maps will have Camera tokens on them which pose as obstacles for the Operatives to overcome.

## Technicians and the Control Room

Technicians in the Control Room (tile CR1) watch the Camera feeds for signs of intruders, and each Camera token has the  value of these Technicians printed on it as a reminder. If the Technician's  value changes for any reason, the Camera token should be considered to have that new value as well.



Technicians in the Control Room may draw **LoS** from each Camera token on the board, so if a Camera ever has **LoS** to a zone where an Operative fails a  check or ever has **LoS** to an **aware** enemy, all Technicians in the Control Room become **aware**.

If all Technicians that started the mission in the Control Room are killed, all Cameras on the map are **disabled** for the rest of the mission.

See page 44 for more info on Technicians.


## Camera Facing and LoS

Cameras only have **LoS** in the direction of their facing which is shown by the way the Camera is pointing on the token.

**Important:** Cameras cannot draw **LoS** to the zone their token resides in, because Operatives can hide underneath the Camera, out of its field of vision.

## Disabling Cameras

Camera tokens can be **disabled** through a **Sabotage** action (see page 27), or certain other effects. When a Camera is **disabled**, flip the token to its **disabled** side as a reminder that it provides no **LoS**.

In this example, Oscar performs a move action and attempts to make a  check to avoid being seen by the Camera.

Unfortunately, he fails his check.

Because the 2 Technicians in the Control Room can draw **LoS** from any Camera token on the board, they see Oscar when

he fails his check. As a result, both Technicians become **aware** and gain a **Surprise** token. The **Basic Blip** in the Control Room also becomes **aware** and gains a **Surprise** token because it can draw **LoS** to another **aware** Enemy (the Technicians). Oscar is in some trouble...



Camera



Disabled



# Rounds of Play in Detail

## Refresh Phase (skip on the first round)

### Recover Step

Each Operative refreshes all exhausted cards, and **recovers 3** Action tokens from their Exhausted Box (see page 11).

### EXHAUSTED AND REFRESHED CARDS

Some abilities require cards to exhaust in order to be used. These are indicated by the exhaust icon ( ) just before the ability's effect. When a card exhausts, turn it 90 degrees sideways. An exhausted card cannot be exhausted again, so any abilities that require exhausting cannot be used until the card is refreshed. Abilities and effects on cards that do not have the exhaust icon still function normally while the card is exhausted. When a card is refreshed, turn it upright once again.

### EXAMPLE OF

**EXHAUSTING:** Billy makes an attack with his Prowler and decides to exhaust the card to gain a die. Billy can continue making attacks with this weapon even though it is exhausted, although he cannot **Focus** with it again until it is refreshed.

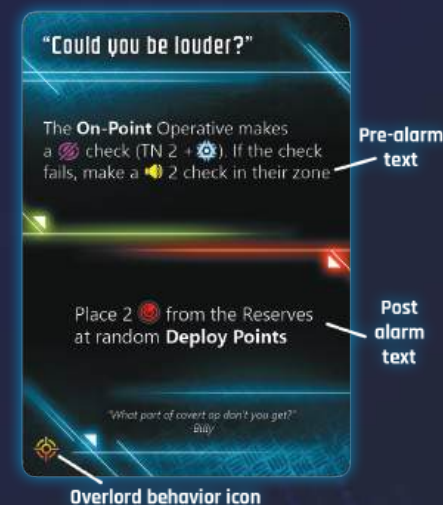


### Draw Step

Each Operative may discard 1 card then draw up to their hand size (**default of 5, +1 per Squad Member**).

### Threat Step

The **On-Point** Operative draws and resolves a **Threat** card. If the **alarm** HAS NOT been triggered, resolve only the top half of the card. If the **alarm** HAS been triggered, resolve only the bottom half of the card. The **Overlord Behavior Icon** is only used during certain missions (see the Campaign Book).



### IMPORTANT

If players would need to draw a **Threat** card and the deck is empty, they immediately lose the mission.

Some missions do not use a Threat deck. In such a mission, if an effect instructs players to draw and resolve a **Threat** card (or discard a **Threat** card from the top of the deck), each player removes the top card of their deck from the mission instead.

### On-Point step

The Operative with the **On-Point** token passes it to the Operative on their left. The **On-Point** token is used to resolve certain effects (usually **Threat** cards).



# Operative Phase

During the Operative Phase, players perform actions with Operatives under their control. Operatives may take a number of actions per round up to the number of **Action tokens** in their **Available Box** but do not need to take all of them if they choose not to. **Players can perform actions in any order.**



For example, one Operative might perform a **Move** action, then another Operative might make an **Attack**, then the original Operative might perform a **Search** action, etc. The Operative phase ends once all Operatives are no longer able, or willing, to perform more actions.


## List of Operative Actions

### Movement Actions

1. **Move:** Move up to 2 zones.
2. **Careful Move:** Move up to 1 zone, then **Take Cover**.

### Orders

1. **Act:** Perform an action with an  icon.
2. **Attack:** Make an attack.
3. **Discover:** Make a **discover** check for a Xethan Gear card in the **Undiscovered** slot of your dashboard.
4. **Mend:** Remove one **negative condition** from an Operative in your zone by making a  4 check.

5. **Overwatch:** If no Enemies have **LoS** to you, go into **Overwatch** and **Take Cover**.
6. **Pick up:** Pick up an Operative or object in your zone.
7. **Plan:** Discard a card to gain a **Focus** token that matches the **Focus Cost** of the discarded card.
8. **Revive:** Make a revive check on a **downed** Operative in your zone ( 5).
9. **Sabotage:** Sabotage a token in your zone.
10. **Search:** Search an **Armory** token.
11. **Trade/Reorganize:** Reorganize your **Backpack**, or trade with other Operatives in your zone.

## Movement Actions

To perform a **Movement** action, a player exhausts a Movement token, then chooses one of the following:

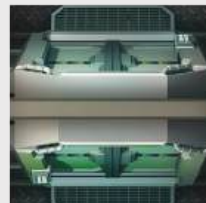


### 1. Move

An Operative that is not **engaged** (see next page) may perform a **Move** action to move up to 2 zones. Whenever a figure moves, that movement must be into an adjacent zone (figures cannot move diagonally).

### OPENING AND CLOSING DOORS

When an Operative moves (by any means), they may open or close a door in any zone they occupy during the move for **free** (once per move action).




Closed Door



Open Door



## 2. Careful Move

An Operative that is not **engaged** may perform a **Careful Move** to move one zone, gaining a  for any **Stealth** checks made during that movement (see *page 17* for more info on **Stealth** checks). In addition, after moving, the Operative may **Take Cover** in their zone (see below). An Operative performing a **Careful Move** may choose to not actually move, just to **Take Cover** in their zone.

## Taking Cover

To indicate the Operative is **Taking Cover**, move their figure to the side of the zone. The Operative retains **cover** until they move into a new zone (see the Glossary for details on **cover**).



Example of Taking Cover

## BEING ENGAGED

An Operative in a zone with 1 or more **aware** Enemies is considered **engaged** (an Operative that moves into a zone with **aware** Enemies may not move further with that action). While **engaged**, an Operative may not leave their zone by any means except **teleporting** or by **disengaging**.

Operatives do not become **engaged** by **unaware** Enemies and may move out of zones containing such Enemies without needing to **disengage**.

**Note:** Enemies do not become **engaged** and can move into or out of zones with Operatives without penalty.

## Disengaging

To move out of a zone with Enemies in it, an Operative must exhaust **an additional Movement token for each Enemy Unit in their zone**. If the required number of tokens is exhausted, that Operative moves as normal. If an Operative does not have enough available tokens, that Operative may not move.

**EXAMPLE:** An Operative in a zone with a Dominator (Enemy Unit #1) and a Headhunter (Enemy Unit #2) must exhaust 3 Movement tokens to perform a Move action out of that zone.


**AUTOMATICALLY DISENGAGE:** If an **engaged** Operative would be moved as a part of an effect, such as Oscar's *Med Evac* card, that Operative may not move unless the effect says they **Automatically Disengage** with enemies, in which case the Operative may move freely out of zones with **aware** Enemies without needing to **disengage**.

## Orders

To perform an Order, an Operative exhausts an Order token, then does one of the following:




### 1. Act

An Operative may perform an ability printed on a Gear card, Tactics card, or other ability that has the  icon.

### 2. Attack


See pages 29-34 for more details on performing and resolving Attack actions.

### 3. Discover

When an Operative gains a Xethan Gear card, it is placed in the Undiscovered slot of their Dashboard. These cards may not be equipped until an Operative has **discovered** it. This is done by declaring a **Discover** action and making a  check with a TN equal to the **Discovery Value** of the Gear card. If the check succeeds, the Gear card may be used by any Operative and may be immediately equipped by the Operative that performed the **Discover** action, or placed in their Backpack. If the check fails, the Gear card remains in the Operative's Undiscovered slot.



### 4. Mend

A Mend action removes one **negative condition** from an Operative in your zone by making a  4 check. A failed check means the negative condition remains.

### 5. Overwatch

An Operative not in **LoS** of an Enemy may take an action to go into **Overwatch** and **Take Cover** (see page 25). **Important:** remember, **unaware** Enemies do NOT have **LoS** to Operatives.



Inactive Side



Active Side

When an Operative goes into **Overwatch**, flip their **Overwatch** token to its **active** side. When making an **Overwatch** attack, or when losing **Overwatch** to an effect, flip the token to its **inactive** side.

An Operative with an **active** token may, at any time, as a **reaction** to any trigger (including in the middle of another figure's movement), flip it to its **inactive** side to declare an attack for **free**. This may even be done in response to spawning an Enemy, BEFORE resolving its Spawn Event, as long as that Spawn Event targets an Operative (Spawn Events that do not target Operatives may not be interrupted by an **Overwatch** attack). A figure may not go into **Overwatch** if already in **Overwatch**. If an Operative performs an **Order**, is **stunned**, or **moves** while in **Overwatch**, they lose **Overwatch**.

### 6. Pick Up

Pick up a mission object, Objective token, or Operative in your zone. Objective tokens are placed in the Objective token box on the Escalation Track, and Operatives and objects are placed on your Dashboard. An Operative may, as a **free** action, drop a carried Operative or object into their zone. An Operative may only carry 1 Operative or object at a time.

**Important:** An Operative carrying another Operative moves 1 less zone whenever they would move.

### 7. Plan

With this action, discard a card. Then, gain a **Focus** token that matches the **Focus Cost** of the discarded card (see example on next page).





**Plan example:** Billy discards a Tactics card and gains a **Focus** token that matches the **Focus Cost** of the discarded card (in this case, an Attack token).

## 8. Revive

Attempt to revive a **downed** Operative in your zone by making a 5 check. If successful, place the **revived** figure upright, remove all **negative conditions**, and heal 3 damage on them. See page 33 for more details.

When an Operative successfully performs a **revive** check, they draw a **Valor** token (see page 35).

## 9. Sabotage

Attempt to sabotage a token in your zone by making a check (the TN for each is listed below). If the check succeeds, the Operative resolves the indicated effects. If the check fails, place an token in the Operative's zone and nothing further happens (additional checks may be attempted as additional Orders). If an effect **disables** an object, that means it has no effect on play for the rest of the mission (Cameras provide no **LoS**, Security Doors are opened, etc.).

When an Operative successfully performs a **Sabotage** action, they draw a **Valor** token (see page 35).

### DATA TOKEN



**Extract Intel** ( 5): If successful, place the token in the Data Tokens box on the Escalation Track. These are used to acquire Special Ops (see Campaign Book page 14).

### SECURITY CAMERAS



**Disable Camera** ( 4): If successful, flip the Camera to its **disabled** side. **Disabled** cameras no longer provides **LoS** for Technicians (see page 22).

### ELECTRICAL BOXES



**Disable** ( 4): If successful, choose one of the following (multiple **sabotage** actions may be taken against the same electrical box, choosing a different option each time):

- Put the **Lights Out** condition into effect for the rest of the mission (see page 41).
- Choose a **Camera**, **Security Door**, **Defense Turret**, or **Laser Grid** tile on the map and **disable** it.

**Note:** An Electrical Box can be destroyed by dealing it damage (attacks automatically hit), but doing so creates a 2 check in its zone. If destroyed, the **Lights Out** condition is in effect and ALL Cameras, security doors, defense turrets, and laser grids on the board are **disabled**. Then place 2 on the Escalation Track.

### SECURITY DOORS



**Bypass security lock** ( 5): If successful, **disable** a Security Door in your zone. When **disabled**, flip the token to its open side immediately. Once opened, Security Doors may not be closed again during the mission.

### SECURITY SCANNERS



**Bypass security scanner** ( 5): A security scanner will be linked to a particular object on the game board (as described in the mission rules) which will be **disabled** when the linked Security Scanner is **sabotaged**.

## 10. Search

An Operative may take this action to search an **Armory** token in their zone to draw Gear cards. When drawing cards from a Gear deck, Allied cards (blue) may be equipped immediately, or placed in the Operative's Backpack. Xethan cards (purple) are placed in the **Undiscovered slot** of the Operative's Dashboard (see page 26 for details on the **Discover** action).

**ARMORY TOKENS:** Armory tokens come in 2 types: Allied and Xethan. They also have 2 sides, labeled "1" and "2". By default, each mission begins with **Armory** tokens on the "2" side. An Operative that searches an **Armory** token draws a card from the appropriate gear deck (Allied or Xethan), then, if that token is on its "2" side, flips it to the "1" side. If it was already on the "1" side, discard it.

### BACKPACK AND UNDISCOVERED SLOTS

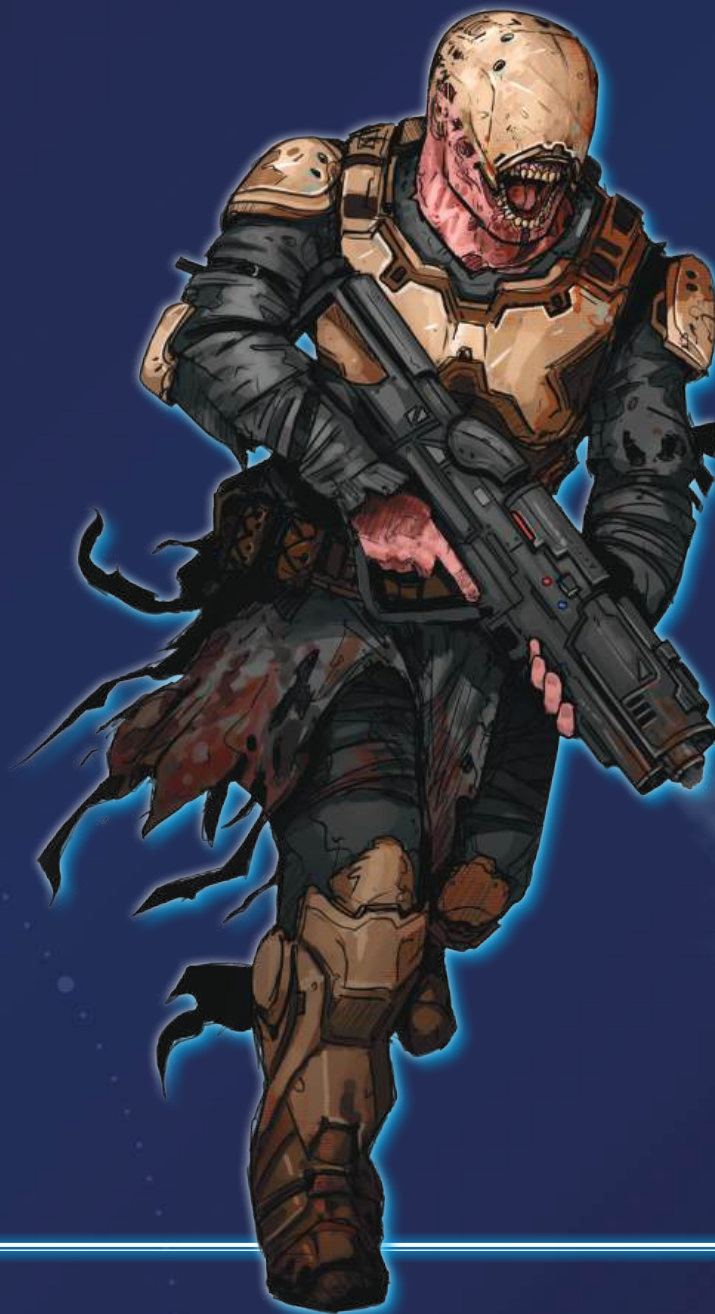
Each Operative has a **Backpack** and an **Undiscovered** slot on their Dashboard that can hold up to 3 Gear cards each. Cards stored in these slots may not be used in any way until equipped (cards in the Undiscovered slot must be **discovered** first).

## 11. Trade or Reorganize

An Operative may take this action to move any number of Gear cards between their **Backpack** and the **equipment slots** on their Dashboard, and/or take, give, or trade any number of Gear cards with other Operatives in their zone. Operatives may receive cards without giving any in return (or vice versa). Any cards that are exchanged this way may be immediately equipped unless they have not yet been **discovered** (see page 26). When equipping cards to a slot that already has a card in it, the existing card may be placed in the Backpack, or discarded. **Operatives may not trade their class specific Gear cards.**



Example of Searching an Allied Armory Token





# Resolving Attack and Defense Checks

## Enemy Card Anatomy

1. Enemy Name
2. Initiative Value
3. Spawn Value
4. Enemy Trait
5. Attack Area
6. Defense Area
7. Perception
8. Movement
9. Defense
10. Health



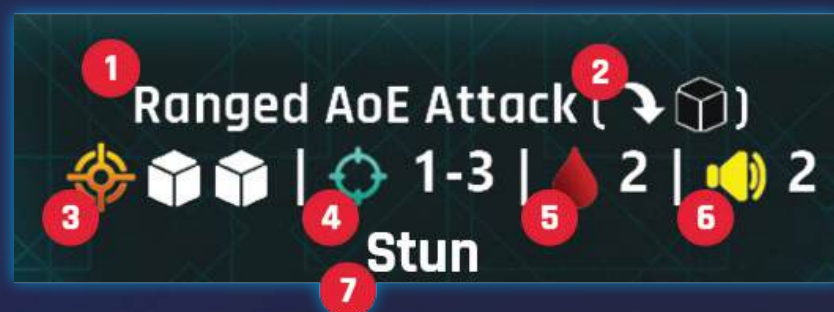
## Making Attacks

1. Choose an equipped weapon
2. Choose a target in range and LoS
3. Determine TN
4. Build Dice Pool and perform attack check
5. Perform rerolls
6. Determine outcome
7. Collect **Focus** tokens
8. Noise Check

### 1. Choose an Equipped Weapon

The Operative chooses an equipped weapon, or a card that creates an attack (such as a grenade Gear card). Every attack has an **Attack Bar**, which lists the type of attack it makes, either melee, ranged, **AoE**, or psionic (1). Some weapons allow players to add **Focus** dice to their Dice Pool (which may require exhausting the card); those that do will have one or more **Focus** dice listed after the attack type (2).

The **Attack Bar** also shows a series of icons that describe how to resolve the attack, including any **dice added to the Dice Pool** when attacking (3), **Range** (4), **Damage** (5), and **Noise** (6). If the attack applies any **negative conditions** when it hits, or has any special traits (like **blast**), those will be listed at the bottom (7).



### Anatomy of an Attack Bar


- |                      |  |
|----------------------|--|
| 1. Attack Type       | 5. Damage                                |
| 2. <b>Focus</b> Dice | 6. Noise                                 |
| 3. Dice Added to     | 7. Traits and <b>Negative Conditions</b> |
| 4. Range             |  |

### 2. Choose a Target in Range and LoS

Choose a **single figure** within **range** and **LoS**, or a zone within **range** and **LoS** for **AoE** attacks (see page 15 for **Range** and **LoS**). If a target lies outside of an attack's Range ( ), that target may not be chosen. Figures in the same zone are considered to be range 0 from each other, so an attack with a minimum range of 1 or greater cannot target figures in its own zone. Example, an attack with a range of 1-3 could not target a figure in the attacker's zone (range 0), nor a figure 4 or more zones away.

After choosing a legal target(s), read any text in the **Defense Area** of the target's card, and resolve any applicable effects. Many Enemy Defense Abilities trigger when being attacked, damaged, or killed, and sometimes when *other* Enemies in their zone are attacked or killed, so be sure to read ALL Enemy **Defense Abilities** in the target's zone.





### 3. Determine Target Number

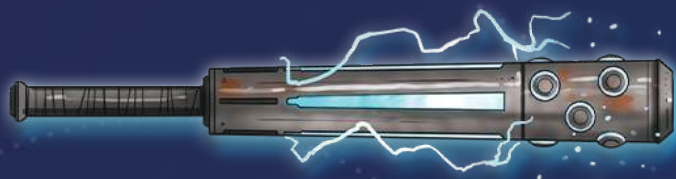
The base TN for the attack check is the  value of the target. Next, apply any modifiers from **cover** and/or other applicable Defense Abilities. The resulting number is the final TN of the attack check.

#### ATTACKING THROUGH DOORS



When a figure attacks through an open doorway, all targets gain **cover**.

### 4. Build Dice Pool and Perform Attack Check

The player takes a number of dice equal to their  skill on their Dashboard and adds any dice from their weapon's  stat, as well as any dice from other modifiers (such as from Tactics cards). If the weapon has any **Focus** dice, the player may add those to their Dice Pool now (exhausting the card if necessary). The player then rolls all of the dice in the pool and counts the number of  rolled. If any  dice were rolled, do not collect **Focus** tokens yet, they will be collected in step 7 (this is important due to rerolls, see next step).






#### FOCUSING

Most weapons that add **Focus** dice require the card to exhaust (  ), but some will have just an  icon with no exhaust symbol, which means that the weapon adds the **Focus** die every time an attack is made with it, without needing to exhaust.

### 5. Perform Rerolls

A player may perform any available rerolls by either discarding a **Tactics** card (see page 12), or some other effect (such as certain **Valor** tokens or **Gear** cards).

### 6. Determine Outcome

If the total number of  rolled is less than the TN, the attack check fails; skip to step 7. If the total number of  rolled equals or exceeds the TN, the attack check is a success and deals damage to the target(s) equal to the attack's  value plus any modifiers. If any targets survive, apply **negative conditions** (if any).






## 7. Collect Focus Tokens

The Operative collects any **Focus** tokens that were generated during the attack.

## 8. Noise Check

If the attack has a **Noise Value** (  ) greater than 0, perform a **Noise Check** (see page 35).





## PERFORMING REACTIONS ( )

Figures will often have reactions that trigger during attacks. An Enemy figure will always use any such reactions, if able, but players only do so if they choose. **Stunned** Enemies cannot use Reaction abilities.


**Important:** A figure that is killed (or **downed**) by an attack may not play reactions that would resolve after suffering the damage.

## FRIENDLY FIRE

When an Operative is targeted by an **AoE** attack from another Operative, the TN for the  check is equal to the  check of the attacking figure.

When Enemies target other Enemies with **AoE** attacks, the attack hits if the attacker's  is equal to or higher than the target's .

# Resolving Enemy Attacks

Enemies do not roll dice when making attacks. Instead Operatives make **Defense** (  ) checks to avoid being hit. This is resolved in the same way as resolving attacks above, but with changes to the following steps:



## Choose a Target in Range and LoS



When choosing target(s) for an attack, Enemies always target the nearest Operative. If multiple Operatives are tied for the nearest, the Enemy targets the most damaged Operative. If it is still a tie, players decide which of those Operatives is targeted.

The only exception to this rule is **AoE** attacks. During an **AoE** attack, Enemies will seek to hit the maximum number of Operatives possible, even if those targets are not the



nearest. When an Enemy has multiple target options that would hit an equal number of Operatives, they will choose the option that hits the fewest friendly figures.

## Determine Target Number




The TN for the Operative's  check is equal to the Enemy's  listed for that attack.

**EXAMPLE:** If a Dominator attacked, the base TN for the Operative's  check would be 5, which is equal to the Dominator's  stat.

## Building Dice Pool and Rolling Dice



The Operative takes a number of dice equal to the  skill on their Dashboard, and adds any dice from Gear cards or other modifiers (such as from Tactics cards). If the Operative has **cover** against the attack, they gain 2 automatic  to their check.

## Determine Outcome

If the number of  equals or exceeds the TN, the check succeeds and the attack misses. If the Operative failed the  check, apply the  value of the attack and any other listed effects (such as **negative conditions**).

## Simultaneous Attacks

If a Unit contains multiple figures with the same name (such as a Unit of 3 Grunts), those figures resolve their attacks simultaneously.




The TN for the  check of a simultaneous attack is equal to the base  of the Enemy, +1 for each additional figure beyond the first.




### NOTE

Figures from different Units do not resolve their attacks simultaneously even if they are identically named (i.e., 2 different Units of Grunts).



## Suffering Damage From Simultaneous Attacks

When failing a  check against a simultaneous attack, the Operative suffers damage equal to the base  value of the attack, +1  for each additional figure beyond the first. **Negative conditions and other effects are only applied once.**

**EXAMPLE:** A Unit consisting of 3 Grunts would attack simultaneously. The TN for the attack would be equal to 5 (the Grunt's base  of 3, +1 for each figure in the Unit beyond the first). If the attack hit, the target would suffer 3  (1  for the base attack, +1 for each additional figure in the Unit beyond the first).

## Enemies in Overwatch

When an Enemy Unit goes into **Overwatch**, place an Enemy **Overwatch** token in their zone (**max 1 per zone**). ALL Enemies in a zone with an **Overwatch** token are considered to be in **Overwatch**, even if the token was placed by a different Unit in the zone. These tokens do not move with Enemies, and if there are no Enemies in the zone, remove the token.



Enemies in **Overwatch** will discard the token to make an attack against the first Operative in their **LoS** that comes within range of any of their attacks (during any Phase), even if not all figures in the zone are able to attack. They do this as soon as an Operative moves into range, even before that Operative finishes their move.

If both Operatives and Enemies would need to resolve an **Overwatch** attack at the same time, the players decide the order they are made (as usual for resolving ties).

**Important:** If an **aware** Enemy gains an **Overwatch** token, they will immediately make an attack, if able (no need to place the token in such cases, just resolve the attack).



# Suffering Damage

When an Enemy suffers damage, place the appropriate number of Damage tokens near the figure to track it. If an Enemy ever has damage equal to or higher than their ❤️, they are killed and removed from the board.

When an Operative suffers damage, they flip one of their **Action** tokens in their **Available Box** to its damaged side for each damage suffered. Those tokens are immediately **exhausted**. Unless otherwise specified, players may flip either **Order** or **Movement** tokens as they see fit. If there is still damage to suffer after flipping all Action tokens in their **Available Box**, the Operative then flips tokens in their **Exhausted Box** until all damage is taken.

## SUFFERING DAMAGE

**EXAMPLE:** Oscar suffers 1 🩸. He decides to flip an Order token to its damaged side, which immediately becomes exhausted.



## Damage and Recovery

Action Tokens that have been flipped to their Damaged side **may not be recovered** and stay flipped until **healed**.

## Downed

When all of an Operative's Action tokens have been flipped to their damaged side they are immediately **downed**. Place that Operative's figure on its side. A **downed** figure can take no actions and is not affected by any game effects (including healing) until they are **revived** (see page 27). A **downed** Operative drops any carried figures or objects into their zone and may not be **On-Point** (if they are already **On-Point**, immediately move the token to the Operative on their left). Whenever an Operative is **downed**, that Operative gains an **Injury** token (see below).

A **downed** Operative discards their hand and may not draw cards or refresh their Gear.

## Wound Tokens

There are two types of Wound tokens: **Injury** and **Trauma**. Operatives gain **Injury** tokens whenever they are **downed** or are affected by an ability with the **Injury** trait. Operatives gain **Trauma** tokens when they are affected by an ability with the **Trauma** trait. During the **HQ Phase** of a mission, Operatives will discard these tokens to gain **Wound** cards (see page 12 of the Campaign Book).

Injury and Trauma tokens are NOT considered **negative conditions**, and may not be removed by effects that remove **negative conditions**.



Injury  
Token



Trauma  
Token

## Wound cards

**Wound** cards represent various injuries and traumas that Operatives can accumulate. These cards are added to the Operative's deck during the **HQ Phase** (see the *Campaign Book*). Whenever a player draws cards, resolve all **Wound** cards in hand after the full number of cards have been drawn.

## Armor Tokens

Whenever an effect says to gain  $x$  Armor, that figure takes  $x$  **Armor** tokens and places them on their Dashboard (if an Operative), or next to their figure (if an Enemy). When a figure suffers damage, they may discard **Armor** tokens to reduce the **damage** by 1 for each discarded token. An Enemy will always discard as many as needed to reduce damage to 0. Unused **Armor** tokens at the end of a mission are discarded and do not carry over to the next mission. **Operatives may only have a max of 3 Armor tokens at once.**



## Healing Damage

When an Operative is **healed**, flip a number of **Action** tokens of the player's choice from their **Damaged** side to their **Action** side equal to the amount of damage healed. Those tokens stay in the **Exhausted Box** until **recovered**.




## Area of Effect (AoE) Attacks

Attacks with the **AoE** trait target an entire zone, as opposed to an individual figure. Ranged **AoE** attacks target ALL figures in the target zone, including friendly figures (see *Friendly Fire* on page 31), while melee **AoE** attacks only target opposing figures. To resolve an **AoE** attack, choose a zone within range, roll once, and apply the result to all targets (potentially resulting in some figures being hit, while others not).






## Resolving Noise Checks

Whenever an effect has a **Noise Value** (  ) greater than 0, it creates a **Noise Check** from the zone the figure is in, unless the effect says otherwise. To resolve the **Noise Check**, count a number of zones from where the noise originated equal to the **Noise Value**. If there are no **unaware** Enemies in that range, the Noise Check has no effect and nothing further happens (**aware** Enemies are ignored during Noise Checks). If, however, there are any **unaware** Enemies in that range (including Technicians and Defense Turrets), place an **Investigate** token in the zone the noise originated from (see page 36 for details on **Investigate** tokens). In addition, if any of those **unaware** Enemies are **Basic Blips** (  ) or **Elite Guard Blips** (  ), flip those tokens to their **Patrol** side.



Marissa makes a  2 check. She does this by counting 2 zones away in each direction to see if there are any **unaware** Enemies in that range. The **Patrol** and the **Basic Blip** in the armory are too far to hear the noise (1). However, the **Blip** in the next room is 2 zones away and hears the noise (2).



Since there was an **unaware** Enemy within range of the Noise Check, Marissa must place an **Investigate** token in her zone. The **Basic Blip** that heard the noise is flipped to its **Patrol** side as a result. Marissa is about to have company!

### NOISE CHECKS AND BLIPS

**Important Reminder:** If any **unaware** Enemies in range of a Noise Check are **Basic Blips** or **Elite Guards**, flip those **Blips** to their **Patrol** side.

## Negative Conditions

### Gaining Negative Conditions

Whenever a figure suffers a **negative condition**, take the matching token and place it on their Dashboard (if an Operative) or next to their figure (if an Enemy).

**Important:** A figure may never have more than 1 of a given type of negative condition at a time. If an effect would apply a negative condition to a figure that already has that condition, they are still considered to have gained that condition, but they don't actually gain a token and the effects do not stack.

### Removing Negative Conditions

**Negative conditions** may be removed by a **Mend** action (see page 26), or by other card effects. Some conditions are also removed in certain circumstances as noted in their description (such as **bleed**). **Note:** **Injury** and **Trauma** tokens are NOT considered **negative conditions**.

## Valor Tokens

When the last figure of an Enemy Unit is killed, draw a random token from the **Valor Bag** and place it in the **Team Valor Pool**. If it was an **Elite** Unit, draw 2 tokens instead. Players also draw Valor tokens for making successful **Revive** and **Sabotage** checks.

Any Operative may discard a Valor token in the Pool and resolve it based on its action type (**Order**, **Free action**, or **Reaction**). Discarded tokens are not added back to the bag until the mission is over.

See the **Campaign Book** for descriptions of **Valor Rewards**.

# Enemy Phase

During the Enemy Phase, Enemies will move and activate depending on their state (**aware** or **unaware**). The Enemy Phase ends after all applicable Enemies have moved and/or activated.

## Alarm Check Step (skip if alarm has been triggered)

During the **Alarm** Check step, if there are any **aware** Enemies (ignoring **stunned** Enemies), trigger the **alarm**. If the **alarm** was not triggered, flip all **Surprise** tokens to their **Investigate** side. Do not flip **Surprise** tokens in zones with **stunned** Enemy Units, those Units will remain **Surprised** until the next **Alarm** Check Step. If the **alarm** is triggered, this step is skipped for the rest of the mission.

Example of flipping a **Surprise** token to its **Investigate** side



## Portal Token Step




During this step resolve each **Portal** token on the board, one at a time. To do this, choose a **Patrol Blip** on the board (must choose an **Elite** if able) and **teleport** it to the token's zone, then discard

the token. When resolving multiple **Portal** tokens, each of them must target a different **Patrol**, if able. If there are no **Patrol Blips** on the board when resolving a **Portal** token, discard the token without effect.

## Enemy Movement Step

During the Enemy Movement step each **Patrol** and **aware** Enemy moves (remember, after the **alarm** has been triggered, ALL Enemies are **aware**). Unspawned Enemies (like **Patrol Blips**) move 2 zones, while spawned Enemies move a number of zones equal to their **Movement** stat. When Enemies move, they move towards their **Target Zone** (see below).

### Target Zone

The **Target Zone** for **unaware** Enemies is the nearest **Investigate** token (  ) on the board. The **Target Zone** for **aware** Enemies is the nearest Operative (this means that after the **alarm** is triggered, ALL Enemies on the board will move towards the nearest Operative).

In the event that there is no valid **Target Zone** on the board (such as at the beginning of a mission when no

**Investigate** tokens have been placed yet), Enemies will move towards the nearest **Insertion Point** if the **alarm** has not been triggered, or the nearest **Extraction Point** if it has. An Enemy that enters an **Insertion** or **Extraction Point** will not move unless a valid **Target Zone** appears (such as an **Investigate** token being placed on the board).

Once an Enemy reaches their **Target Zone**, such as when a **Patrol** reaches the nearest **Investigate** token, calculate that Enemy's new **Target Zone** (for example, the next nearest **Investigate** token). When an Enemy gains a new **Target Zone**, it will continue moving if it still has movement remaining.

When an **aware** Enemy moves, it will only move as far as needed to get an Operative in range of any of its attacks. If an Operative is already in range of any of that Unit's attacks, that Enemy does not move.



## Removing Investigate Tokens

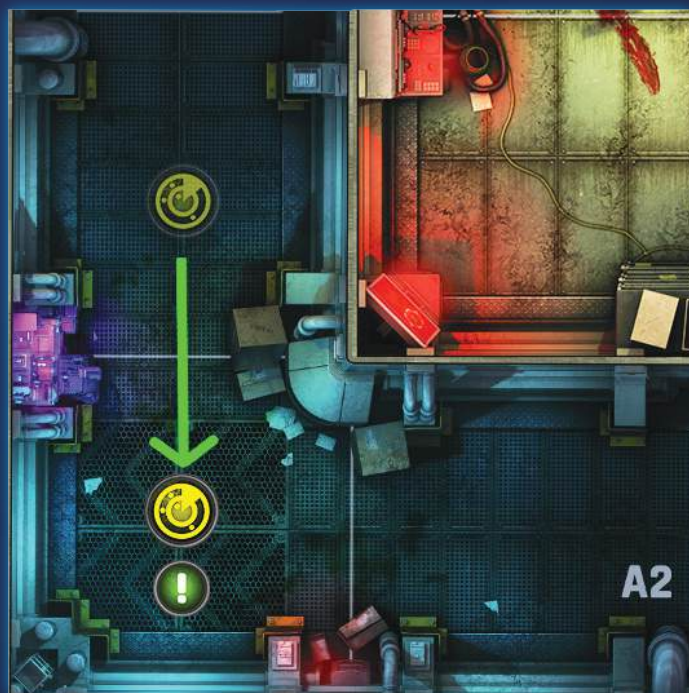
If at any time an Enemy is in the same zone as an **Investigate** token ( ! ), remove that token from the board and place it onto the leftmost open spot on the **Escalation Track**. See page 39 for more on the **Escalation Track**.

## RUNNING OUT OF TOKENS

If at any time you would need to place 1 or more **Surprise** or **Investigate** tokens and there are none in the Reserves, the **alarm** is immediately triggered.

## TOKEN LIMITS

Each zone may only have 1 **Investigate** token in it at a time. If there is ever more than 1 **Investigate** token in the same zone (such as flipping 2 **Surprise** tokens in the same zone at the same time), place a number of those tokens directly onto the **Escalation Track** until only 1 remains in the zone.



## Unaware Enemies and Movement

When **unaware** Enemies move, Operatives may need to make **LoS** checks to avoid those Enemies becoming **aware** (see page 17). If an Enemy becomes **aware** DURING its movement, that Enemy will continue moving (if necessary) until an Operative is within range of any of its attacks, or until it has moved its maximum allowed movement for the phase. Note, Enemies that become **aware** during their movement do NOT trigger the **alarm** since you only check for the **alarm** trigger at the beginning of the **Enemy Phase** (during the **Alarm Check** step).

## Doors

If a Unit would need to move through a closed door, they do so and the door is closed again after they move through it, unless the Enemy gains **LoS** to an Operative when the door opens, in which case the door remains open. Enemies do not move through closed **Security Doors** and ignore Target Zones that can't be reached without moving through one in favor of Target zones they can reach WITHOUT moving through one (see page 27 for more info on **Security Doors**).



In this example, a **Patrol** moves into a zone containing an **Investigate** token which is immediately removed from the board and placed in the leftmost open spot on the **Escalation Track**. After moving the token, the **Patrol** will continue moving towards its next **Target Zone**.



**Enemy movement example:** During the Enemy Movement step, the **alarm** has been triggered and all Enemies move towards the nearest Operative. The first **Patrol** moves into Olivia's **LoS** and spawns a Reaver. Normally **Patrols** move 2 zones, but spawned Enemies move up to their **Movement** stat (which is 3 in the case of the Reaver). The range of the Reaver's attack is 0, therefore it uses its remaining movement to move into Olivia's zone so it can attack her.



**Enemy movement example 2:** The second **Patrol** moves and spawns a Heavy. Even though the Heavy could still move 1 zone, it does not move any further because there is already an Operative in range of its attack.

## NOTE

Just like Operatives, Enemies must move into adjacent zones (they may not move diagonally).

## Enemy Activation Step

During this step, each **aware** Enemy Unit activates, one at a time, in Initiative Order, from highest to lowest.

When an Enemy activates, they attempt to perform each attack and ability listed in their **Attack Area** from top to bottom, if possible (for more information on how to resolve Enemy attacks, see page 31).





# Escalation Phase

## The Escalation Track

Each time an effect would place one or more **Investigate** tokens on the **Escalation Track**, place the token on the leftmost open space on the numbered track at the top of the board. When a token is placed on a spot that has an icon in it, immediately resolve the effect as follows:



Add a **Patrol** to the **Deploy Pool**.



Add an Enemy **Overwatch** token to each zone with one or more in it.



Add an **Elite Patrol** to the **Deploy Pool**.



Trigger the **alarm**.

## Escalation Step

If the **alarm** has been triggered, place an **Elite Patrol** into the **Deploy Pool**. Otherwise, skip this step.



## Deploy Step

During this step each **Blip** in the **Deploy Pool** is placed at a random **active Deploy Point** (use the d6 to randomize). Resolve each **Blip**, one at a time, beginning with **Elite patrols**.



Inactive  
Deploy  
Point



Active  
Deploy  
Point

ESCALATION PHASE

## DEPLOYING AND ZONE LIMITS

If a **Blip** would need to be placed at a **Deploy Point** that is at the **Zone Limit** (see page 14), place that **Blip** at the next clockwise **Deploy Point**, continuing until a **Deploy Point** not at **zone limit** is found. If all Deploy Points are at **zone limit**, do not place any more **Blips** this phase. Instead, discard 1 card from the top of the **Threat** deck for each **Blip** that could not be placed.

## Cleanup Step

During this step, Operatives discard any ongoing cards they have in play. Any other effects that were in play "until the end of the round" end now as well.

## THREAT LEVEL

The **threat** level is used to determine the power of many effects, such as some Enemy Health totals and some **Threat** cards. At the beginning of each mission, the **Threat Level** is set to the number of Operatives (including Squad Members), and is tracked by placing the token shown to the right on the Escalation Track. When you see the icon, it means check the **Threat Level** and apply that number to the text in question.



## Ending the Round

After completing all steps for each phase, the round ends. If the Operatives have not won or lost the mission yet, a new round begins, starting with the Refresh Phase.

## Triggering the alarm

The **alarm** can be triggered in 1 of 3 ways:

- ▶ If there are any **aware**, non-**stunned** Enemies during the **Alarm** Check step (see page 36).
- ▶ If you would need to place 1 or more **Surprise/Investigate** tokens but there are none in the Reserves (see page 37).
- ▶ If a token is placed on the **Alarm** Triggered space of the **Escalation Track** (see page 39).
- ▶ **Note:** If the **alarm** is triggered during the **Alarm** Check step or by being unable to place a **Surprise/Investigate** token, do NOT resolve any uncovered icons on the **Escalation Track**.

When the **alarm** is triggered, resolve the following effects:

- ▶ Remove all **Surprise** and **Investigate** tokens from the board.
- ▶ Flip all **Basic Blips** (🟢) and **Elite Guards** (🔴) to their **Patrol** side.
- ▶ Remove all Technicians from the board.

After the **alarm** is triggered, the following rules apply for the remainder of the game:

- ▶ When resolving **Threat** cards, resolve the text on the bottom half of the card (ignore the top half).
- ▶ Enemies can no longer be **surprised** and **Surprise** tokens are no longer used.
- ▶ All Enemies are considered to be **aware** (even if they haven't spawned).
- ▶ Effects with the 🗣️ icon will trigger.
- ▶ **Noise Checks** are no longer made.






# Additional Rules

## Barricade Tokens

Enemies in a zone with a Barricade token are considered to be in **cover**. Only 1 Barricade token can be in a zone at once and they do not move with Enemies. If at any time there are no Enemies in a zone with a Barricade token, that token is removed. Operatives do not gain benefits from Barricade tokens.

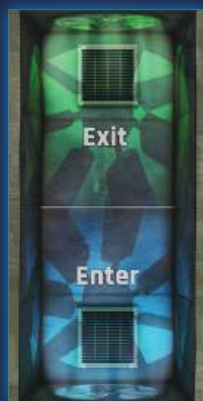


## Lights Out Condition

The **Lights Out** condition can be put into effect by **sabotaging** an electrical box (see page 27), or through other effects like the **Black Op** strategy. When the **Lights Out** condition is in effect, Enemies have -2 .

## Ventilation Shaft Tile

On many maps there will be zones that contain **Access Points** which Operatives can use to access the **Ventilation Shaft** tile and move about the map unseen. During Set Up, place the **Ventilation Shaft** tile near the board whenever a mission has Access Point tokens on it.



**Closed  
Access Point**



**Open  
Access Point**

**MOVING INTO AND THROUGH THE VENTILATION SHAFT:** To move into or out of a **Ventilation Shaft**, Operatives must do so through an **Access Point**. By default, **Access Points** begin the mission closed and, once opened, cannot be closed again. To enter the **Ventilation Shaft**, an Operative in a zone with an **Access Point** exhausts a **Movement** token and flips the **Access Point** token to its open side (if not already), then places their figure on the "Enter" zone of the **Ventilation Shaft** tile. When an **Access Point** is opened, place an **Investigate** token in that zone.

An Operative may exhaust another **Movement** token to move from the "Enter" zone to the "Exit" zone. From the Exit Zone an Operative may exhaust another **Movement** token to place their figure in any zone on the board with an **Access Point** (flipping the token to its open side, and placing an **Investigate** token, if necessary).

**Note:** moving into, out of, or through the **Ventilation Shaft** requires exhausting a Movement token as stated above. Standard **Movement** actions, and other effects that move Operatives, may not be used when interacting with the **Ventilation Shaft**.



Kyle **exhausts** a **Movement** token to enter the **Ventilation Shaft**, opening the **Access Point** and placing an **Investigate** token in his zone.



Kyle **exhausts** another **Movement** token to move to the Exit zone of the **Ventilation Shaft** tile.



Kyle exhausts another Movement token and moves to a zone with an **Access Point** (flipping the token to its open side and placing an **Investigate** token).

**TOKENS AND EFFECTS WHILE IN VENTILATION SHAFTS:** If an effect would cause a token to be placed in an Operative's zone while inside the **Ventilation Shaft** (such as from a **Threat** card) place that token into the zone that the Operative originally entered the **Ventilation Shaft** through instead. If the Operative did not enter from an **Access Point** (such as by using the HALO ability of the Black Op level II **Strategy** card), place the token at a random **Access Point**.

**Important:** While inside a **Ventilation Shaft**, Operatives are not considered to be on the board and may not draw **LoS** to anything outside the **Ventilation Shaft**. The only action that an Operative can take while inside the **Ventilation Shaft** are the Movement actions listed in this section, unless an effect says otherwise.

Operatives in a **Ventilation Shaft** may not play Tactics cards, use **Focus** tokens, or be affected by cards used by Operatives outside the **Ventilation Shaft**.

**Enemies never enter the Ventilation Shaft tile.**







## Playing with Squad Members

Each Operative has a Squad Member version on the back of their Dashboard. Squad Members can be used in missions with less than 4 players and are designed to be easier to use than a regular Operative so that players can still experience the game with a full team of Operatives, but without the extra hand management.

Squad Members are used like Operatives but instead of a Tactics deck they have a passive skill printed on their Dashboard, have a Support skill card, and begin each mission with an extra Starting **Focus**. Squad Members are controlled by players and follow all the same rules as Operatives for activating, attacking, moving, etc., with the following exceptions and clarifications:

- ▶ **Game Effects That Target Operatives:** Squad Members are considered Operatives for all game effects such as **Threat** cards or Enemy abilities.
- ▶ **Decks and Tactics Cards:** When instructed to draw cards (except during the Draw step), Squad Members gain a  for each card they would have drawn instead. If instructed to discard a card, the effect is ignored. Squad Members gain a  when performing a **Plan** action without needing to discard a card.
- ▶ **Wound Cards:** Squad Members cannot gain Wound cards, but can still gain Wound tokens (see page 12 of the Campaign Book).
- ▶ **Rerolls:** When Squad Members fail checks, any player may discard a Tactics card to give the Squad Member a reroll. This may only be done once per check (not once per player).
- ▶ **Support Card:** This card is put into play during setup and lists the abilities available to that Squad Member based on the HQ level. If an ability requires discarding a **Focus** token to activate, the token can be taken from either the Squad Member's Dashboard, or any Operative's dashboard. Each ability may be used multiple times per turn, unless stated otherwise.

**Operative Bonuses:** For each Squad Member on the team, players gain 1 **All Clear** token during mission setup, and have +1 hand size during the mission.

## Squad Member Dashboard














## All Clear Tokens

During mission setup, players gain 1 **All Clear** token per Squad Member on the team. An **All Clear** token may be discarded as a reaction to cancel any **Threat** card or Spawn Event.



**Example of a Support Card:** These cards show the abilities a Squad Member has access to based on your HQ level. If an ability requires discarding a **Focus** token to activate, the token can be taken from the Squad Member's Dashboard, or any Operative's dashboard.

Kule Squad Member Abilities	
HQ	Ability
I	"Honestly, This Is All Just Too Easy"  : Before making an attack, discard a  to have the attack gain AoE.
II	Style AND Substance  : Before making an attack, discard a  to either gain accuracy and deal +2  or gain  and AoE (once per attack).
III	"You guys Take a Break, I Got This"  : Discard a  to make an attack with each equipped weapon. Both attacks gain AoE and deal +1  .
IV	Death on the Wind  : Before or after making an attack, discard a  to move up to 2 zones.

## Defense Turrets

Some missions will have Defense Turrets which function as Enemy figures, including beginning the mission **unaware**. They ignore any effect that would normally affect a **Surprised** Enemy, even if they have a **Surprise** token. Enemy Turrets attack last in Initiative order and have the following stats:

5 5 3 **Resilient 1, Immobile** (cannot move or be moved), Immune to **negative conditions** except **mark**.

**Auto Turret (Ranged):** 7 0-4 3 3



## Technicians

Many missions will have **Technician** tokens on the board as either Enemy or Allied figures. These figures do not move and have no attacks.

Enemy Technicians can gain **Surprise** tokens, can trigger the **alarm**, and have the ability:

**“Likely to be missed”:** when this Enemy is killed, immediately flip any **Surprise** tokens in its zone and place them on the Escalation Track. Do not gain Valor for killing this Enemy”.

When setting up a mission with Technicians, place the Technician Reference card near the board.



## Soldiers

Some game effects put Soldier tokens into play. These tokens are not controlled by players but follow a simple set of rules instead.



## Activating Soldier Tokens

**Soldier** tokens do not perform actions like Operatives. Instead, they activate at the end of the Operative Phase, one at a time. When a **Soldier** activates, it does not move but will make a single attack against the nearest Enemy Unit in range. If a **Soldier** token doesn't have a target to attack, give it an **Overwatch** token (use an Enemy **Overwatch** token), which it will use immediately if any Enemy comes into range.

If a **Soldier** token is killed, remove it from the board. If it becomes **stunned**, it skips its next activation.

Players may not use any effects to modify a **Soldier's** attack or defense checks (including rerolls). Any card effect that would affect Operatives, also affects **Soldiers**, where applicable, except effects that would move them (**Soldiers** cannot move once placed unless an effect specifies it moves **Soldiers**). **Soldier** tokens cannot make **Stealth** checks (they are considered to automatically fail if required to make one).

Whenever a **Soldier** token enters play, place the **Soldier** reference card near the board (it is the backside of the Technician card).

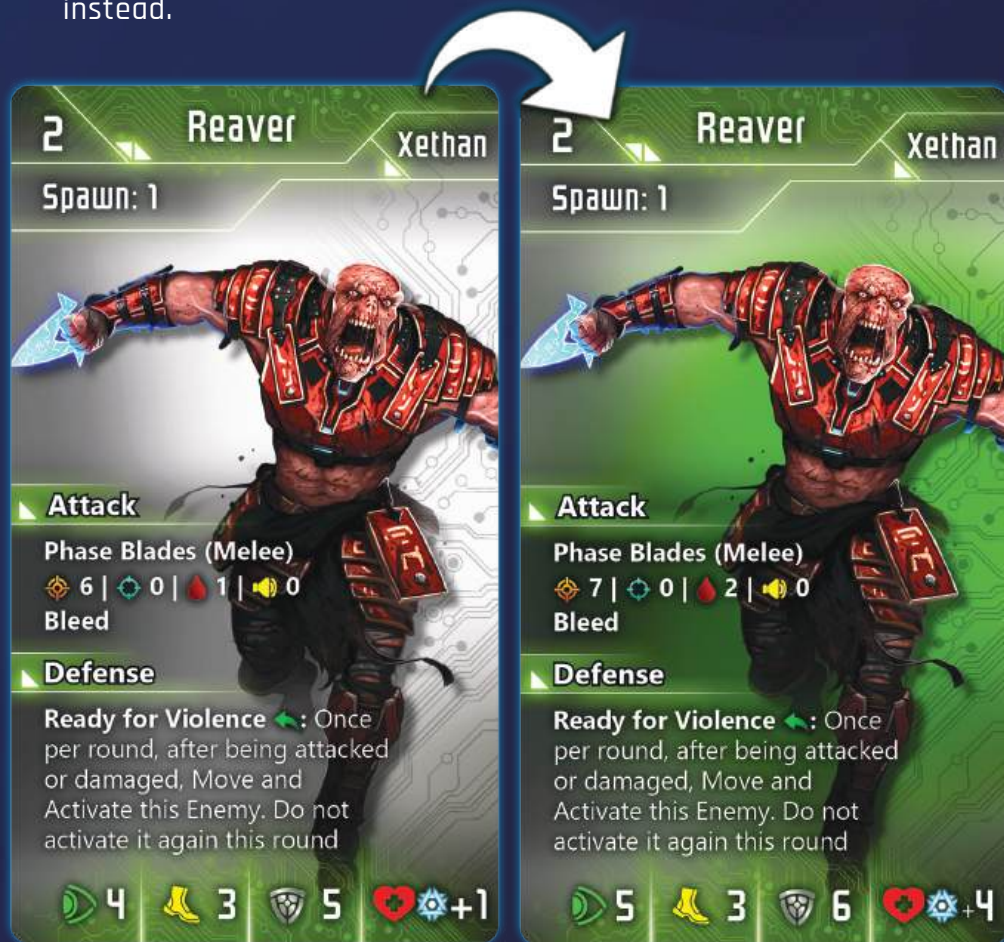




## Empowered Enemies

By default, each Enemy begins a mission on the non-**empowered** side of their card. When an effect instructs players to **empower** an Enemy, flip the indicated Enemy card in the **Display** to its **empowered** side. All figures of that Enemy type will now have increased stats, attacks, or abilities as indicated on the card.

If an **empowered** Enemy would become **empowered** again, empower the next highest Initiative Enemy in the **Display** instead, or the lowest Initiative Enemy in the **Display** if already at the highest. If all Enemies are **empowered** when an effect instructs a player to **empower** an Enemy, discard the top card of the **Threat** deck for each Enemy that would have been **empowered** instead.



Example of Empowering an Enemy



# Glossary

## ABILITY

Abilities are any effect on an Enemy card, Tactics card, Gear card, etc, that is NOT an attack.

## ACCURACY

Attacks with Accuracy ignore **cover**.

## ADJACENT

Adjacent zones are zones that touch along 1 edge without an impassible obstacle between them. Zones diagonal to each other are not adjacent.

## AREA OF EFFECT (AoE)

Ranged **AoE** attacks target ALL figures in the target zone. Melee attacks target all opposing figures in the target zone. Determine the attack result, and apply to all targets.

## ARMOR TOKEN

Figures may discard these to reduce damage suffered by 1 for each token discarded.



## ATTACK

An attack is defined as any effect which has an **Attack Bar** (see page 29).

## BLAST

Blast attacks ignore **cover**. **Noise Checks** (if required) are made from the target zone, not the attacker's zone.

## BLEED

At the end of a figure's activation phase, that figure suffers 2 . This token is removed if the figure has any amount of damage healed.



## CHECK (DICE ROLLING)

A check designates a skill (, , , or ) and a Target Number (TN). Operatives roll dice equal to the number shown on their dashboard for the skill being used, plus bonuses. If the total number of equals or exceeds the TN, the check is a success. Otherwise it fails.

## COVER

Operatives in **cover** gain 2 automatic to all checks. Enemies with **cover** gain +2 against attacks. When a figure attacks through an open doorway, the targets gain **cover**. If an effect refers to your "**cover** bonus", it is referencing the number of automatic you receive from **cover** (**note**: you must actually be in **cover** to gain any effect that references your **cover** bonus).

## CRIPPLE

Operatives move 1 less zone any time they move and have -1 **Recovery**. Enemies suffer -2 and -2 .



## DEFENSE ABILITIES (ENEMY)

Enemy Defense Abilities are considered anything listed in the Defense area of an Enemy card. Overlord, Technician, and Defense Turret abilities are not considered Defense Abilities for the purpose of card effects.

## DISABLED

When an object is disabled, all effects and abilities it produces are ignored, and it may take no actions.

## DISCARD

When an effect instructs a player to discard one or more cards without specifying a card type, it means to discard Tactics cards from their hand.



**DISPLAY**

Cards for all Enemies included in a mission laid out near the board, in Initiative order.


**DOWNED**

When an Operative is **downed**, flip their action tokens to their damaged side (if not already) and lay their figure on its side. That Operative may not perform actions or be affected by game effects (including **healing**), other than a **Pick Up** or **Revive** action.

**EQUIPPED**

A Gear card is considered equipped if it is located in a Gear slot on an Operative's Dashboard.



**IMMUNE**

Cannot be affected in any way (including taking ) by the thing to which it is Immune.

**INJURY**

An Operative affected by an attack or ability with this trait gains an Injury token. Injuries are not considered **negative conditions**.

**MARK**

**Marked** Operatives automatically fail  checks. Non-AoE attacks against **marked** Enemies gain **accuracy** and .

**RECOVER**

When an effect instructs an Operative to '**Recover X**', it means to move up to X Action tokens from their **Exhausted Box** to their **Available Box**.

**REMOVED FROM THE MISSION**



A card that is removed from the mission is set aside and considered out of play until after the mission is over.

**RESERVES**

The Reserves are the piles of tokens and miniatures set aside during mission setup, but not actually on the board.



**RESILIENT X**

Figures with **resilient X** may not suffer more than X  when suffering .

**ROBOTIC**

Robotic figures are **immune** to **negative conditions** (except **mark**).

**STUN**

**Stunned** Enemies are placed on their sides and cannot move or activate. **Stunned** Enemies do not trigger the **alarm**, and cannot use **Reaction** abilities. After the Enemy's next activation phase (or the end of the current activation phase if **stunned** during their activation), they are no longer **stunned**. Operatives that become **Stunned** gain a **Stun** token and immediately exhaust an **Action** token. **Stunned** Operatives have **-1 recovery**. **Stun** tokens on Operatives are removed at the end of the next Refresh Phase.

**TAKING COVER**

As part of a **Careful Move** or **Overwatch** action an Operative can **Take Cover** (move the figure to the side of the zone to indicate this). **Cover** is lost if the Operative moves into a new zone.

**TARGET / TARGETED**

Any time a figure would be affected by an attack or ability (such as being damaged, moved, etc.), that figure is considered to be 'targeted' by that attack or ability.

**TELEPORT**

Enemies with the **Teleport** icon move via **teleporting**. **Teleporting** figures ignore impassible obstacles, simply remove them from the board and place them in their destination without passing through intervening zones. **Teleporting** Operatives



**Automatically Disengage** with Enemies in their zone. **Teleporting** ignores movement penalties (such as **cripple**) while moving.

**THREAT LEVEL**

Determines the power level of many effects and is set to the number of Operatives at the beginning of each mission. When this icon is shown, it means to look at the current **Threat Level** and apply that numeric value to the effect in question.

**TRACKING DEVICE**

When an Enemy moves (including **Patrol Blips**), if there are 1 or more Operatives with a **Tracking Device**, that Enemy moves 1 extra zone. Does not affect shoves (see page 14 for info on shoves).

**TRAUMA**

An Operative hit by an attack or ability with this trait gains a **Trauma** token. **Trauma** is not considered a **negative condition**.

**UNIT**

An Enemy Unit is defined as either a single **Blip**, or all figures that spawned from a single **Blip**.

**VULNERABLE**

Figures with a **Vulnerable** token suffer +1  whenever they suffer .





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# Player Aid

## Rounds of Play Summary

### Refresh Phase (skip on the first round)

- **Recover Step:** refresh exhausted cards and recover 3 Action tokens.
- **Draw Step:** Operatives may discard 1 card, then draw up to their hand size (default 5 +1 per Squad Member on the team).
- **Threat Step:** The On-Point Operative draws and resolves a **Threat** card.
- **On-Point Step:** Pass the **On-Point** token to the Operative on the left.

### Operative Phase

- **Action Step:** Operatives perform actions in any order until all Operatives pass.

### Enemy Phase

- **Alarm Check Step:** Check for **alarm** trigger and flip **Surprise** tokens.
- **Portal Token Step:** Resolve **Portal** Tokens.
- **Enemy Movement Step:** Move each **Patrol** and **aware** Enemy towards its **Target Zone**.
- **Enemy Activation Step:** Activate each **aware** Enemy in initiative order (starting with the highest).

### Escalation Phase




- **Escalation Step (if alarm is triggered):** Add an **Elite Patrol** to the **Deploy Pool**.
- **Deploy step:** Place each **Blip** in the **Deploy Pool** at a random **Deploy Point**, starting with **Elites**.
- **Cleanup Step:** Ongoing effects end.

## Player Actions








### Movement Actions

1. **Move:** Move up to 2 zones.
2. **Careful Move:** Move up to 1 zone, then **Take Cover**.

### Orders

1. **Act:** Perform an action with an  icon.
2. **Attack:** Make an attack.
3. **Discover:** Make a **discover** check for a Xethan Gear card in your Undiscovered slot.
4. **Mend:** Remove 1 **negative condition** from an Operative in your zone with a  4 check.
5. **Overwatch:** If no Enemies have **LoS** to you, go into **Overwatch** and **Take Cover**.
6. **Pick up:** Pick up an Operative or object in your zone.
7. **Plan:** Discard a card to gain a **Focus** token that matches the **Focus Cost** of the discarded card.
8. **Revive:** Make a **revive** check on a **downed** Operative in your zone ( 5).
9. **Sabotage:** Take a **Sabotage** action if at an appropriate location.
10. **Search:** Search an **Armory** token.
11. **Trade/Reorganize:** Reorganize your **Backpack**, or trade with other Operatives in your zone.

## Focus Token Abilities

- **Skill Boost:** Before making a check, discard a **Focus** token to add 1  to the Dice Pool. If the discarded token has an icon that matches the skill being used for the check (, , , or ) add 1  to the Dice Pool instead. This may be done multiple times. A  may be discarded as a **free** action to move 1 zone.
- **Focus Effect:** When playing a Tactics card, discard a token matching the **Focus Cost** to trigger the card's **Focus Effect** (once per card).

# Player Aid

## List of Icons

### Stats



Attack



Defense



Science



Stealth



Perception



Movement



Health

### Attack Stats



Range



Damage



Noise

### Actions



Order



Reaction



Free Action

### Miscellaneous



Alarm  
Triggered



Ballistic  
Weapon



Energy  
Weapon



Exhaust



Hit



Starter Card



Teleport



Threat Level



Upgrade



Wild Focus

## Negative Conditions



**Bleed:** At the end of a figure's activation phase, that figure suffers 2 . This token is removed if the figure has any amount of damage **healed**.



**Cripple:** Operatives move 1 less zone when they move and have -1 **Recovery**. Enemies suffer -2 and -2 .



**Mark: Marked** Operatives automatically fail checks. Non-AoE attacks against **marked** Enemies gain **accuracy** and .



**Stun: Stunned** Enemies are placed on their side, skip their next activation phase, can't trigger the **alarm**, and can't use **reaction** abilities. After the Enemy's next activation phase (or after the current one if they were **stunned** during their activation), they are no longer **stunned**. **Stunned** Operatives gain a **Stun** token, immediately exhaust an **Action** token, and have -1 **recovery**. **Stun** tokens on Operatives are removed at the end of the next **Refresh Phase**.



**Tracking Device:** When an Enemy moves (including **Patrol Blips**), if there are 1 or more Operatives with a **Tracking Device**, that Enemy moves 1 extra zone. Does not affect shoves.



**Vulnerable:** Figures suffer +1 whenever they suffer .