

START HERE

1. UNDERSTANDING THE GAME

Two teams clash: the infiltrators and the robots. They have different goals and specific instructions:

INFILTRATORS



Invisible, they need to enter the robot facility, capture **data** from a **generator** and take it out to win.

ROBOTS



They must hunt down and eliminate all infiltrators to win the game.

2. ASSIGN PLAYERS TO EACH TEAM

- There must always be one more robot than the total number of infiltrators.
- It is possible for one player to control multiple robots or infiltrators.

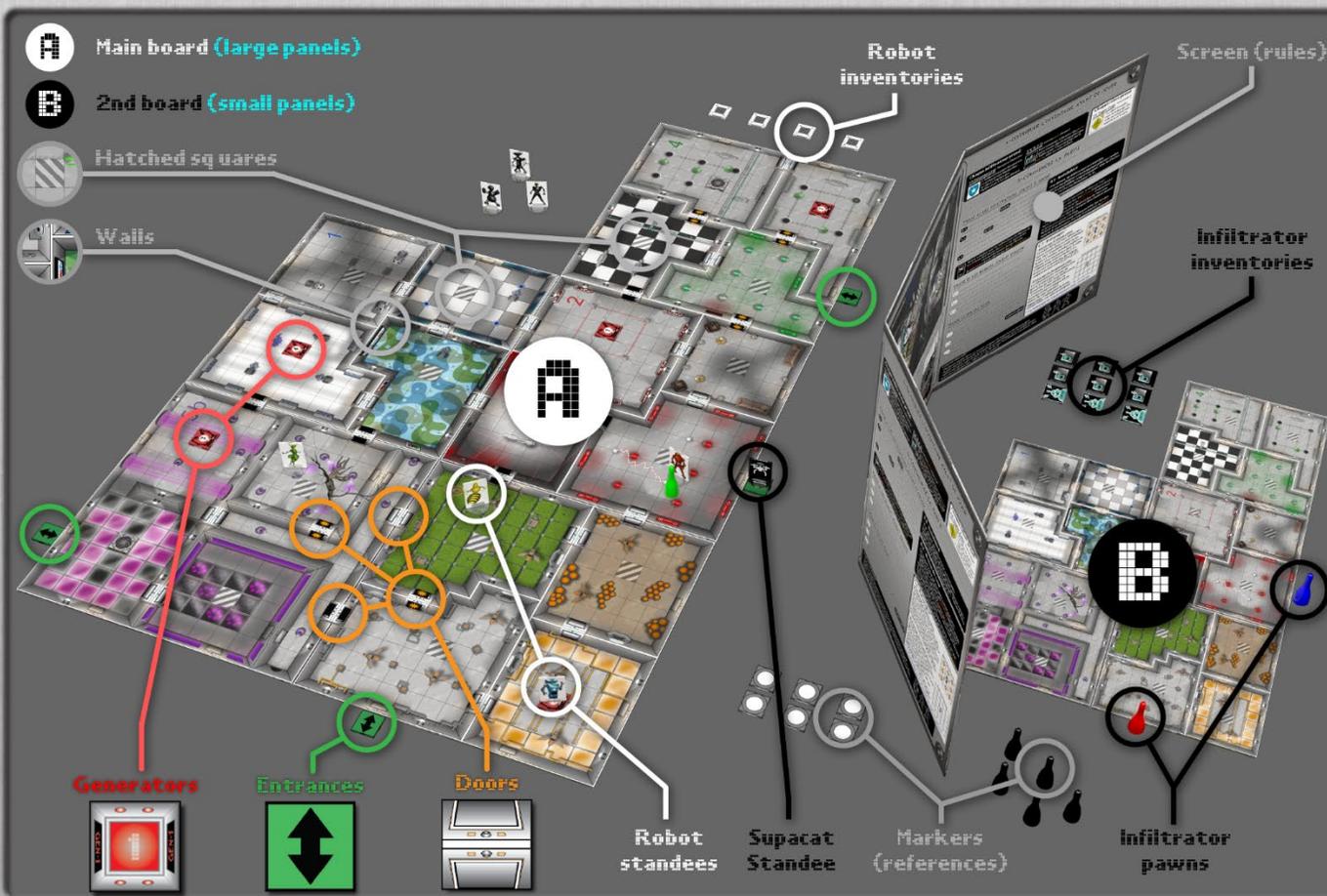
Game modes:

- ▲ **All against one:** a single player controls all robots against the infiltrator team.
- ★ **Competitive:** divide players evenly. Play two games: 1 on each side. The team that wins two games, or wins in less turns, wins the competition.
- ⚡ **Tournament:** create a roster of 8 teams, composed of the same amount of players. Host a specific map design (same for everyone) and let teams compete.

TABLE 2: NUMBER OF PAWNS/STANDEES

Infiltrators	Robots	Total number of players
1	2	up to 3
2	3	up to 5
3	4	up to 7
4	5	up to 9

3.A. GAME SETUP EXAMPLE



PANELS: There are two sets of identical panels: large and small. Large for the main board, small to replicate the main board behind the screen. Panels are composed of rooms divided by walls. Walls are impassable terrain.

TOKENS: Both sides are different and have different functions.

STANDEES: & PAWNS: They indicate a "player" in play. They can be eliminated.

3. SET UP THE GAME

Before starting each game, each team must set up different assets, allowing you to change strategies from one game to another.

3.B. ROBOTS BUILD THE GAME BOARDS

Infiltrators	Panels
1	3
2	4
3	5
4	6

- Robots choose a number of **large panels** as indicated on the *reference table (3.B.)*.
- Robots design the main game board by placing the **large panels** next to one and another. Make sure you align the **door** locations properly. See example  on 3.A. *Game Setup Example*.
- Copy the main game board with the corresponding **small panels** behind the screen. This smaller secondary board will be used by infiltrators to play in secret when invisible. See example  on 3.A. *Game Setup Example*.

3.C. TOKENS EXPLAINED



Permanents are tokens that are placed at the beginning of the game. They cannot be picked up or moved but can be disabled. See their special rules.



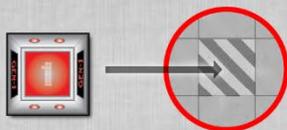
Deployables are tokens that robots can only deploy on hatched square of the board game. They last for the entire game, but can be disabled. When picked up by robots, they are automatically repaired.



Tools are specific tokens that can be instantly used: their effect is immediate. Once the tool is used, the token is discarded from the game. When dropped on a square, place it on the inactive side (box).

3.D. ROBOTS PLACE THE GENERATORS

One on each panel of the board. They must be placed face up on one of the hatched square of the panel. **Generators** are permanents.



GENERATORS EXPLAINED

- Spawn points for robots.
- Infiltrators may pick up or disable a **generator**, doing so changes it into **data**.
- Objective: **Data** is the goal for infiltrators.
- Robots can redeployed **data** back as a **generator** (only on a hatched square).

3.E. ROBOTS PLACE THE AUTOMATIC DOORS

Place **doors** (active) between each room on the predefined locations. **Doors** are permanents.



3.F. ROBOTS PLACE TRAPPED DOORS

Robots have twice as many **trapped doors** then the total number of panels in play. Infiltrators leave the room while the robots replace a number of **doors** in play with active **trapped doors**.



DOORS EXPLAINED

- Doors** don't count as a square for movement.
- Players cannot stand on them, just pass through.

 An infiltrator cannot pass through a door unless it is disabled. Once the door is disabled, they may pass as they wish.

 When an infiltrator reveals a **trapped door** he becomes visible until he spends an action to become invisible again.

3.G. INFILTRATORS PLACE THEIR ENTRANCES

- Place one **entrance** per panel.
- Must be placed on an exterior door emplacement (the door is considered disabled).



- Can't be placed entering a room with a **generator**.
- Once all **entrances** placed, robots may choose and remove one **entrance** of their choice.

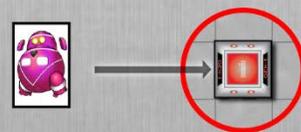
ENTRANCES EXPLAINED

- Entrances** are permanents.
- Infiltrators start the game here.
- Infiltrators cannot stay on an **entrance**.
- Infiltrators must exit here with **data** to win.

3.H. EACH TEAM PLACE THEIR PAWNS

Chose the number of pawns and standees as mentioned in *table 2*.

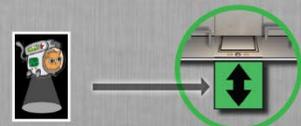
1. Each robot place their standee on a different **generator**.



2. Each infiltrator chose a different **entrance**. They place their pawns on the corresponding location behind the screen.



3. Infiltrators place their Supacat on any **entrance** of the main game board.



4. DISTRIBUTE INVENTORY TOKENS BEFORE PLAYING

4.B. EACH ROBOT HAS:

1 X Sentinel (dep.)



At the end of turn, perform a sentinel scan (3X3) automatically on a chosen area in the room where it is deployed.

1 X Teleport (dep.)



A robot standing on a teleport may use one action to move to another free teleport on the board.

2 X Repair (tool)



The robot may repair a token that is in the same room (flip it back) if it meets its requirements (ex: on hatched square).

4.A. EACH INFILTRATOR HAS:

1 X Decoy (tool)



Put a black pawn on a square in the same room than you. It can be visible or invisible. Decoys will be revealed in scans and trigger eliminations. When a decoy is eliminated, remove the pawn from play.

(tool)

4 X Disabler (tool)



Can remotely disable a token that is in the same room. If it is a trap door, it has no effect.



5. PLAY THE GAME

Play the following phases in order.

PHASE A: INFILTRATORS PLAY FIRST

- A.1. Each infiltrator may perform up to 5 actions/turn.
- A.2. Play the Supacat on the main board.



Supacat: Infiltrators can move the Supacat up to 4 squares each turn. Disable any token automatically as the Supacat passes directly next to them.

PHASE B: ROBOTS PLAY AFTER

- B.1. Each robot may perform up to 5 actions/turn.
- B.2. If there are traitor robots, they play after the robots and may each perform up to 5 actions/turn.

PHASE C: END OF TURN

- C.1. Each robot (including traitor) **must** choose to either perform a long-range scan or an elimination scan. Robots also choose where their sentinels do their scan (if deployed and active).
- C.2. Execute the **scans**. Eliminated player puts all of their inventory (face down)  on the square where they were eliminated.
- C.3. Eliminated robots respawn on an available **generator** of their choice. Wait for the next round if none are available.
- C.4. Eliminated infiltrators respawn as **traitor robots** at the generator of their choice. A **traitor robot** has the same abilities as a robot. Try to counter the robot team to help infiltrators.

C.4. TRAITOR ROBOTS: (choose a standee)

- › They are still part of the infiltrators team, but are considered as robots (actions).
- › They must perform scans at the end of turn: you can eliminate robots, but be careful not to eliminate infiltrators in the process!



GENERAL RULES

Invisibility

- › Infiltrators are invisible by default (play on 2nd board)
- › Trap doors render the infiltrators visible.
- › If visible, play with a black pawn on the main board.

A.1. & B.1. & B.2. Actions

During their phase, players may perform a number of actions. Each of the following listed action counts for 1 single action:

- › Move 1 square (no diagonal). You can move over any other pawn/standee, but a pawn cannot occupy the same square as another pawn; the same goes for standees (Decoys are pawns).
- › Use a Tool: infiltrators don't have to specify when they use a tool, just apply the effect. Discard the token.
- › Pick up tokens or drop tokens (inventory) on a square. You cannot pick up the opposing team's tokens (except **gens**). *
- › Infiltrator: capture a **generator** (pick up the token as **data**). *
- › Infiltrator: pick up a decoy or redeploy it on a square. *
- › Infiltrator: Disable a token: flip the token over. *
- › Infiltrator: make yourself or your decoy visible.
- › Infiltrator: make yourself or your decoy invisible.
- › Robot: deploy an active Deployable: place it on the board. *
- › Robot: Move from one active teleport to another.

* Note A: The player must be directly next to a token or the targetted square to perform an action.

C.1. Scans

Scans reveal the position of infiltrators and decoys within range (only indicate the position). Can't scan through walls.

› Sentinel scan:

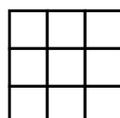
Choose a 3X3 area within the same room then the sentinel.

› Long range scan:

Scan a 5X5 area around the robot.

› Elimination scan:

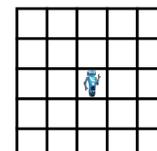
Scan a 3X3 elimination area around the robot. If any pawn or standee is in the area, the robot explodes and all in the elimination zone are eliminated (robots, infiltrators, supacat and decoys included). Remove them from play. Eliminated players respawn (see C3. & C.4.).



Sentinel area



Elimination area



Long range area



F.A.Q.

Q: Is it possible for an infiltrator to stand on the same square then a decoy?

A: No, two pawns of the same team cannot occupy the same square.

Q: Does the decoy last for the whole game? Can it move?

A: Yes, it lasts for the whole game, but it cannot move.

You can visit www.infiltrators.ca for more information, a random map generator and other frequently asked questions.

There is also information on how to play the competitive and tournament mode.