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INTO THE BLACK

BOARDING PARTY



I Will
~~NEVER~~
Grow Up

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CAPTAIN'S LOG

NO HONOR IN DEFEAT, NO GLORY IN RETREAT!

The life of a pirate is difficult at best but rewarding all the same. Boarding and searching potentially abandoned or disabled starships out in the black can reap great rewards; but it also comes with great potential risk! Oh, the risks can be downright deadly me hearties!

Trawling through space and plundering abandoned starships seems like a decent way to pick up some easy cash and a few rare goods to trade at the next port hub. As it turns out, this particular starship was NOT abandoned as we had initially suspected. Instead she had a crew aboard, ready to fight back and fend us off! They were none too happy to see us scrounging around their ship and, truth be told, things did not end well for my crew and

We failed at our mission but managed to get out by the skin of our teeth thanks to an escape pod we happened upon. Now, it looks like we're headed back for another crack at that ship. 1.

THIS time we will be better prepared; or so I hope!

Into the Black: Boarding Party is a competitive-cooperative space pirate dungeon crawl board game with a hidden traitor element and an included Solo play option.

You and your friends will play as a fierce band of space pirates who have boarded an enemy vessel, intent on accomplishing your primary mission together. Meanwhile, each player has their own secret goal to accomplish which may, or may not, coincide with the groups' primary mission. Be wary of the potential for a traitor among you, out for personal glory at the expense of the rest of the crew!

Explore the ship one section at a time, looting the vessel of her bounty. Fend off an unending wave of defenders intent on thwarting your plundering ways. Encounter a potentially lethal series of events around every corner. All of this while keeping morale high as the clock ticks down to your potential capture by the federal authorities!

Will you make it off the ship with your goals accomplished and your crew intact?
Find out in **Into the Black: Boarding Party!**

SETUP

Place the Apprehension and Morale Tracks to the side of the playing area.

- With the Track Tokens set the Apprehension Track to 1 and Morale Track to 3.

Place all Enemy Defender meeples (white, grey and black) into the draw bag and place the bag to the side.

Place all Event and Health Tokens and Reputation Cubes into a general supply near the Tracks.

Divide the Gear Loot, Valuables Loot, Events, Primary Missions and Personal Goals Cards into distinct piles;

- For 1 to 2 Player games remove all "Traitor" Personal Goals (Marked with the  symbol).
- For 3 to 4 Player games randomly shuffle ONE Traitor Personal Goal card into the Goals deck and remove the rest of the Traitor goals from the game (place them back in the box).
- Shuffle and place each of the decks near the Tracks to the side of the playing area.

Divide the Corridor and Room Tiles into two distinct piles;

- Shuffle the Corridor Tiles and place them face down on the table near the Tracks.
- Remove the Bridge, Airlock and Command Center Tiles from the Room Tiles;
 - Replace the Command Center Tiles into the Room Tile Pile in the following manner;
 - Divide the Room Tile Deck in half.
 - Shuffle 2 of the 3 Command Center tiles into the BOTTOM half.
 - Shuffle the remaining Command Center into the TOP half.
 - Place the two halves back together and place the pile near the Tracks.

Begin laying out the ship;

- Place the Airlock ("Start Here") tile near the center of the table. The final layout of the ship may take up a considerable amount of space so leave lots of room around it!
- Draw and place Corridor Tiles, face up, starting at the Airlock entrance.
 - Place 3 Corridor Tiles in all possible directions from the Airlock Entrance.
- Draw and place Room Tiles, face down, at any doorways visible on the Corridor Tiles.

Prepare the Player Boards and Players Starting Loot Items;

- For a **1 to 3 Player game** place the Henchman Player Board near all players.
- For a **4 Player game**, remove the Henchman (place the board back in the box).
- Randomly remove a number of the remaining Player Boards so there are no more than 8 available.
- Deal one Player Board to each Player.
 - For a **SOLO game**, deal yourself 2 Player Boards plus the Henchman.
- Place 2 Reputation Cubes from the general supply on to each Player Boards Reputation Supply box.
- Add a number of Health Tokens to each Player Board equal to their .
- Deal each Player 2 Gear () and 2 Valuables () Loot Card Items.
 - These cards may be equipped to Player Boards immediately if possible and/or desired.
- Deal each Player 2 Personal Goals Cards.
 - Each Player must choose ONE of their Personal Goals. Return all others to the box.
 - Personal Goals are kept secret until the end of the game.
 - This is your **PERSONAL WIN CONDITION**.
- Draw and reveal one Primary Mission Card face up.
 - This is the **GROUP WIN CONDITION**.
- Each Player chooses a meeple and places it on the Airlock Tile.

EXAMPLE OF A TWO PLAYER SETUP



APPREHENSION & MORALE TRACKS
with TRACK MARKERS at starting positions

ENEMY DEFENDER
DRAW BAG



INITIAL (RANDOM) TILE LAYOUT



BRIDGE TILE



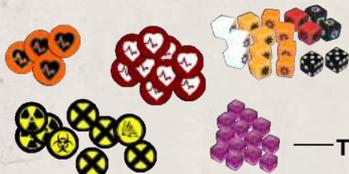
ROOM DECK



CORRIDOR DECK



PRIMARY MISSION



TOKENS AND DICE



EVENTS CARD DRAW PILE



LOOT CARD
DRAW PILES

PLAYER MEEPLES



PLAYER ONE



HENCHMAN



PLAYER TWO

SEQUENCE OF PLAY

Each full game round will consist of four phases during which all players will take a turn performing actions and combat. Once all phases have been completed you will continue on to the next round, repeating the sequence.

PHASE ONE - CHOOSE AND RESOLVE ALL PLAYER ACTIONS AND EVENT(S)

Play begins with the Player whose Player Board shows the highest  unless another Player attempts to 'Steal the Initiative' (See 'Initiative and First Player');

- Players may each take up to 2 actions per turn.
- Players may choose to perform the same action twice if they wish.
- Players are not required to use both, or any, actions but once an action is chosen it must be completed.

Player Actions may be performed in any order during their turn but each action must be fully completed before beginning a second action.

Players may choose from the following actions: **Move, Search, Equip/Trade/Discard/Utilize Items.**

Any time a Players action results in an event card being drawn, resolve the event(s) immediately before continuing. Any time a Players action results in encountering an Enemy Defender that Players turn ends until Phase 3.

Once a Player has completed their turn, play continues to the Player with the next highest .

ALL PLAYERS MUST COMPLETE THEIR TURN IN THIS PHASE BEFORE MOVING ON TO PHASE TWO

PHASE TWO - EXPANSION AND MAINTENANCE

1. Place new Corridor and Room Tiles (see 'Placing Tiles');
 - Draw and place new Corridor Tiles face up, continuing from the last visible tile on the table.
 - Corridors will extend 3 tiles in all directions from any players meeple located on a Corridor Tile.
 - Draw and place new Room Tiles, face down, at any doorways visible on Corridor Tiles.
2. Move Enemy Defenders (see 'Wandering Enemy Defenders').
3. Place New Enemy Defenders.
4. Increase the Apprehension Track by 1.

SPECIAL PHASE TWO MAINTENANCE RULES

- When the Apprehension Track reaches 5, and every round after, place one new Enemy Defender meeple, drawn randomly from the bag, on to the Corridor Tile beside any unrevealed (face down) Room Tile;
 - If this Corridor Tile is occupied by a Player meeple, no new Enemy is placed.
 - If there are no more Enemy Defender meeples in the bag, there are no more enemies to add to the ship until they are returned to the bag by Players.
 - If multiple unrevealed Rooms connect to the same Corridor you will add Enemies for each Room.
- Once, when the Apprehension Track reaches 10, reduce the Morale Track by 1.
- Once, when the Apprehension Track reaches 15, Players may choose a new Primary Mission if desired ('All is Lost!').

PHASE THREE - COMBAT RESOLUTION

Players will resolve all combat situations with Enemy Defenders (see 'Combat' for details).

PHASE FOUR - CHECK WIN/LOSS CONDITIONS

Players have **WON** the game, as a group, if the Primary Mission has been completed.

Individual players must also complete their Personal Goal to win;

- Players may ALL win, SOME may win or NONE may win, depending on Personal Goal Completion!

Players have **LOST** the game if ANY of the following conditions are true;

- The Apprehension Track has reached 24 (*The Feds have arrived to haul you off to prison*).
- The Morale Track has reached Zero (*We're doomed! Run away!*).
- The Traitor, if any, has completed and revealed their Personal Goal on their turn.
- No additional Player Boards are available to replace a defeated Player's Character.

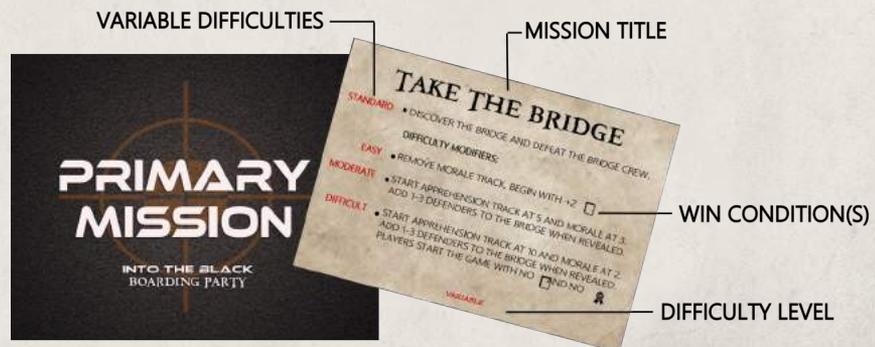
If neither of these situations are true, replace any defeated Player Boards and Loot Card Items and begin the next round with Phase One!

PRIMARY MISSION

One Primary Mission Card will be drawn from the deck of Primary Missions at the start of the game. As a group you may choose to draw this card randomly OR to choose your Primary Mission. The goal(s) outlined on this card will determine the overall **WIN condition for the GROUP** as a whole.

Some of the Primary Mission Cards list a variety of difficulty levels that the players must choose from as a group before starting the first round of play.

If the Primary Mission is not completed by the end of the game, the entire group has lost (with the possible exception of a player with a Traitor Personal Goal card).



PERSONAL GOALS

Each Player will receive a Personal Goal card at the start of the game. This card is kept secret throughout the game and is only revealed at the end of the game when determining who has won or lost.

While you may all lose the game together, in addition to completing the Primary Mission as a group, each player must complete their personal goal in order to win. If you have not completed your Personal Goal by the end of the game, you have lost even if all other win conditions have been met.

TRAITOR

One member of the crew may actually be a federal agent or simply a filthy traitor (there truly is no honor among thieves) out for their own glory! Before any loss conditions are met and before the Primary Mission has been fulfilled, this player may win the game alone if they have met the conditions on their Personal Goal card AND they play that card face up at any time during their turn that the conditions are fulfilled.

If a traitor completes their goal during their turn the game ends immediately (unless otherwise specified). The traitor will have won the game and all other players have lost.

If the traitor cannot complete their traitor goal they must meet their alternate objective in order to win the game as if they were a loyal shipmate.

LOYAL SHIPMATES

All members of the crew who are NOT a traitor are fiercely loyal shipmates working together to complete the primary mission.

PERSONAL GOALS IN SOLO PLAY

During Solo Play or if you wish to play a fully cooperative game (with no Traitor Goals), personal goals cards are not used. Place them back in the box and complete the Primary Mission together to win!



ALL IS LOST!

When the Apprehension Track reaches 15 the condition for "All is Lost!" is triggered. At this point, if the Primary Mission appears to be unattainable the players may choose, as a group, to replace it with a new mission.

Players may take a vote and if the majority agree, draw a new Primary Mission from the deck, reduce the Morale Track by 2 and everyone loses one . If there is a tied vote, the player with the highest  makes the choice.

Once a new mission is drawn players must decide as a group which of the two missions to complete and return the other to the box.

INITIATIVE AND FIRST PLAYER

At the beginning of each round of play the First Player is determined by the Player whos Player Board has the highest value. 

STEALING THE INITIATIVE

If any other Player wishes to go first instead they may attempt to steal the initiative from the First Player.

To make an attempt to steal the initiative;

- Declare your intent to steal the initiative (all players who wish to do so must declare before any actions are taken).
- Expend 1 .
- Roll 2 six sided dice and add the values;
 - If the total value rolled is HIGHER than the First Players'  you succeed and are now First Player.
 - If the total value rolled is LOWER or EQUAL to the First Players'  you did not succed. Immediately remove 1  from your Player Board.

"How dare you disobey your superior? 20 lashes!"

MODIFIERS: *Once per attempt* to Steal Initiative you may spend 1  or 1  to re-roll.

If multiple Players wish to attempt to Steal the Initiative, begin with the Player whos Player Board has the LOWEST  value and continue with the next higher value until all players have either attempted or passed.

If a Player passes on the attempt to Steal the Initiative at the start of any round of play they may not make an attempt to do so again until the start of the NEXT round of play. No Player may make more than one attempt per round. The Player with the highest  (natural First Player) may not attempt to Steal the Initiative back from other players.

PLAYER ACTIONS

Each Player has TWO ACTIONS available to them per turn. Players may choose to perform the same Action twice if so desired (or possible). Players are NOT REQUIRED to perform any Action or may choose to perform only one action if they wish.

Once an Action has been declared it must be completed before beginning a second Action.

To perform an Action, the Player must declare which Action they wish to take and, if necessary, roll the appropriate dice as indicated on their Player Board plus any bonuses from Loot Card Items. Some Actions are automatically successful and do not require any die rolls to perform.

For Actions that do require a die roll, any time a Player rolls a  or a  symbol the action is considered to be successful.

Some special Loot Card Items may be used without performing an Action.
When used, these cards are discarded and their effect is resolved.

If a Player has the ability to save a rolled die for later use, place that die (with the rolled result face up) on the Player Board. The die will remain there until the Player chooses to use that rolled result for a future die roll.

The Actions a Player may take during their turn are;



MOVE

- Move your meeple a number of tiles (as indicated on your Player Board) plus any bonuses.



SEARCH

- Search a room for Loot Card Items (requires a die roll to determine success).

EQUIP/TRADE/DISCARD ITEMS

- Add any number of Loot Card Items from your hand to your Player Board, give Loot Card Items from your hand OR Player Board to another Player whose meeple is located on the same tile as yours OR discard Loot Card Items from your hand OR Player Board to the discard pile (face down).

UTILIZE ITEMS

- Use the effect(s) of special Loot Card Item(s) from your hand OR Player Board.

MOVE

When a Player chooses a Move Action they will move their meeple a number of tiles equal to the value of their Player Board plus any bonuses from Loot Card Items or Special Abilities. You are not required (unless otherwise noted) to move the full allotment of spaces. Your meeple may be moved in any orthogonal direction so long as there is a clear path (ie: open doors, Corridors). You may not move your meeple diagonally, nor may you move through walls or dead ends.

END OF THE LINE - If you reach the end of a Corridor before moving your full allotment of spaces your movement ends there (do NOT add more tiles to continue moving) or you may turn back.

TELEPORTER - On a successful Search Roll you must then roll a 6 sided die to determine the distance moved.

MOVING THROUGH A DOORWAY OR ON TO ENEMY OCCUPIED TILES

Movement will end immediately upon entering a previously unrevealed (face down) Room Tile or entering a tile that is occupied by an Enemy Defender (unless otherwise instructed by Special Abilities or Loot Card Items), regardless of how far your meeple has been moved or your remaining movement allotment.

EVENTS THAT RESTRICT MOVEMENT

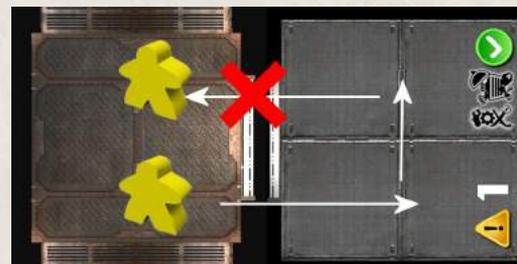
BLAST DOOR - To pass through a Blast Door you must spend 2 actions in a single turn (effectively taking your entire turn).

"You manage to pry open the blast door enough to squeeze through. As you slip out of the room the door slams shut again behind you with a CLANG!"

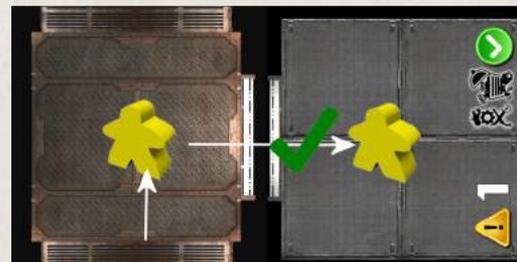
Alternatively you may discard an Explosives Charge or Plasma Cutters Loot Card Item to remove the Blast Door without affecting your movement. If you do so, remove the event token from the Room.

EMERGENCY LOCKDOWN - While a Room is under the effect of an Emergency Lockdown no player may enter or exit until it is removed. To remove an Emergency Lockdown any player that is on that tile or any adjacent tile may discard an Explosives Charge or Plasma Cutters Loot Card Item and remove the event token from the Room.

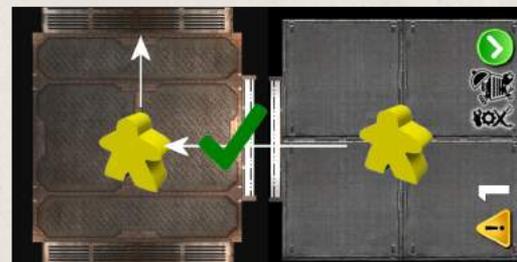
FORCE FIELD - While a room is surrounded by a Force Field no Player may enter or exit the room unless they perform 2 consecutive successful rolls to remove the event. These rolls are not considered an Action and are performed independently of your Player Actions.



ENTER + EXIT ROOM IN SAME TURN: INCORRECT



MOVE THEN ENTER ROOM: CORRECT



EXIT ROOM AND MOVE: CORRECT

SEARCH

A Search Action allows you to look for and pick up Loot Card Items that may be available to be found in a Room.

To perform a Search Action roll a number of dice as indicated on your Player Board next to the  plus any bonuses from equipped loot cards or special abilities. If any of the rolled results are a success draw THREE loot cards from the appropriate deck. *You do not draw extra cards for multiple successes.* Which deck you may draw from will be indicated at the bottom right of the Room tile. If both decks are available to choose from you may draw from either or both decks. You **MUST** then *keep only one* of the cards drawn (unless otherwise noted by special abilities) taking it into your hand, and return the remaining two cards to the bottom of their respective decks.

You are not required to show these cards to any other players.

Some Rooms will have special instructions you must follow on a successful search action (these special instructions are not a free action) describing a modified method of how to perform a Search Action on that tile. If a Room does not have any loot deck icon on the tile there is no loot to be found in that Room.



The Deck with this symbol is the "Gear" Loot Card Item Deck containing mostly weapons and other enhancements.



The Deck with this symbol is the "Valuables" Loot Card Item Deck containing mostly collectibles and beneficial single use items.

HAND LIMITS AND DISCARDING CARDS

You may not hold more than 8 loot cards in your hand *at the end of your turn* unless special abilities or items state otherwise. This does not include any gear, weapons or wearables that have already been equipped to your Player Board.

If you have more than 8 cards in your hand at the end of your turn you **MUST** discard a number of cards to the discard pile (effectively removing those cards from the game) to bring the number of cards in your hand down to the limit.

Any time you discard ANY number of loot cards to the discard pile (not including cards that are discarded specifically for their effect) you must move the Moral Track down by 1, unless special abilities state otherwise.

TRADE ITEMS

You may give ("trade") any number of Loot Card Items either from your hand or those already equipped to your Player Board to another Player whose meeple is located on the same tile as your own (unless otherwise specified).

To trade an item(s) simply take the appropriate Loot Card Item(s) and pass them to the Player you wish to trade them to. This Player must take those cards into their hand and may choose to equip them during their turn. The receiving Player may temporarily exceed the Hand Limit but must have no more than 8 cards in hand by the end of their next turn.

EQUIPPING ITEMS

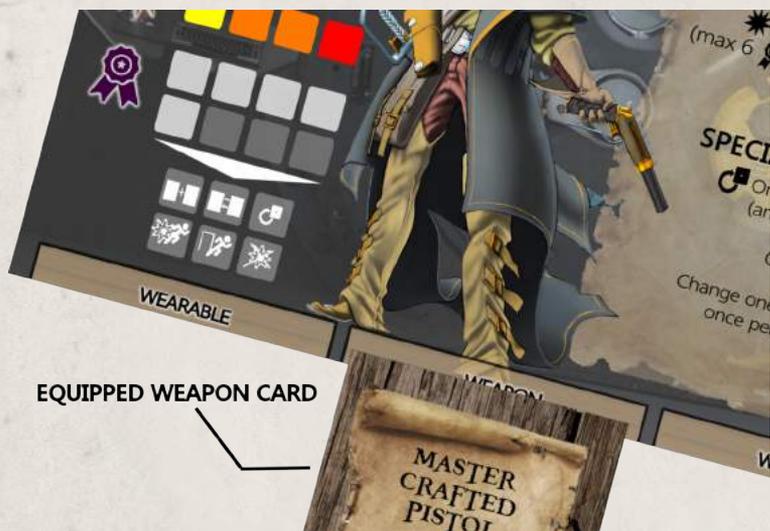
Many Loot Card Items, such as weapons, upgrades and armor, are equipable to your Player Board. To Equip (or un equip) ANY NUMBER of Loot Card Items from your hand to your Player Board requires the use of an action.

Take the desired Loot Card Item(s) from your hand and place them, face up, in the appropriate Equipped Item slot(s) on your Player Board. These items will now provide the listed bonuses for the duration of the game unless discarded, un equipped or otherwise negated by a special effect or event.

A single Player Board may not have more than ONE 'Wearable' and TWO 'Weapon' Loot Cards equipped at the same time.

WEAPON UPGRADES are added to the appropriate Weapon Loot Card Item and do not take up a slot of their own. You must have an appropriate weapon item equipped in order to add a weapon upgrade (Melee Weapons are not capable of being upgraded).

If you wish to equip an item but your Player Board is already at the limit then you must swap the currently equipped Loot Card Item with the new one you wish to equip (return the swapped card to your hand).



SPECIAL EQUIPPABLE ITEMS

'Special' Loot Card Items that are equipable but are not classified as either 'Weapon', 'Weapon Upgrade' or 'Wearable', such as the Scanner, Backpack, etc, are equipped to the slot on the right side of your Player Board labelled as 'Other Equipped Items' and any number of these items may be equipped.

STACKING BONUSES

Each Loot Card Item provides its bonus only once, regardless of how many you equip of that same item.

Example; You cannot equip 2 Backpacks to provide a double hand limit bonus and You cannot equip 2 Scatter Blasters to provide double extra attacks.

UTILIZE ITEMS

Some loot cards have special one-time use effects **when discarded**. You may discard these cards to use their effect without the use of an action. Some loot cards have special effects **when utilized**. You must use an action in order to activate these items.

EVENTS CARDS

Events Cards tell the players what, if anything, is happening in a Room when they first enter a new Room. This represents the element of surprise encountered while searching an unknown, hostile space craft environment and some of these Events are ongoing!

The number of Events Cards to be resolved in each Room is determined by the Rooms' description (marked by the number next to the  on the Room tile). In the case of Events that either end your turn or remove you from the Room you must still draw and resolve the remaining Events Cards (some Events may not be able to be resolved in these cases but are still drawn and discarded anyway).

Each time an Event Card is drawn, resolve the immediate effects listed on the card before drawing the next Event Card or continuing your turn. Place any appropriate Event Marker on the Room tile where the Event is active to indicate the Event and its Ongoing Effects.

If an Event has optional immediate effects, the player who encountered the Event may choose one of the options. Some Events Cards include exceptions depending on other variables that may be in play at the time the Event Card is drawn.

Events that require several successful attempts to deactivate or otherwise allow you to continue with your turn require the use of a single action. An Event that requires a successful Search roll is not the same as performing a Search Action in the Room; the Search roll resolves the event but does not allow you to draw Loot Item Cards.

Once an Event Card has been deactivated or otherwise ended, the Event Marker is removed from the tile and the Morale Track is increased by one. Some Events will remain active for the remainder of the game and cannot be deactivated.



INCREASED DIFFICULTY AND THE 'EXPLOSION' EVENT CARD

For your first few games you should consider removing the 'Explosion!' Event Card from the deck. This card increases the difficulty level of the game exponentially and is recommended only for experienced players looking for a greater challenge.

LOOT CARD ITEMS

Loot Card Items, both Gear and Valuables, are discovered through taking Search Actions in various Rooms throughout the space ship. These cards are drawn into a players hand after any successful Search Action in a Room that has Loot Items available, as indicated by the  and  icons printed on the Room.

When played, Loot Card Items are either equipped to your Player Board or discarded to the discard pile and the effect listed on the card resolved immediately.

Gear Loot Card Items that are not Weapons or Wearables may be equipped to your Player Board without limit.

There are several types of Loot Card Items with various combinations which are divided into two distinct decks (Gear and Valuables);

WEARABLE	Includes protective devices and suits.
WEAPON	Includes special weapons that provide combat bonuses.
WEAPON (UPGRADE)	Added to existing non-melee Weapons using an Equip Item Action. (These Loot Item Cards do not take up a slot but are added to a Weapon)
WEAPON (MELEE)	Melee Weapons provide combat bonuses but cannot be upgraded.
SPECIAL	Generally held in hand and provide an immediate bonus when discarded. May be combined with other Loot Item Card types and may be equipped to the 'Other Equipped Items' Slot on your Player Board.
COLLECTION	Held in hand and are used to complete a variety of objectives.



WEAPON BONUSES DO NOT STACK with additional/bonus attacks from other weapons!

A weapon that provides an EXTRA ATTACK does not gain the benefits of added damage or dice from another weapon. Similarly, a weapon that provides additional attack range will only apply that benefit to your first attack roll and not to any extra attack rolls from other weapon bonuses.

Any weapon(s) that provide bonus damage or dice will apply only to your first attack roll each combat round. Any extra attack rolls gained through other weapons or equipment will be unmodified rolls.

PLACING NEW TILES

CORRIDORS

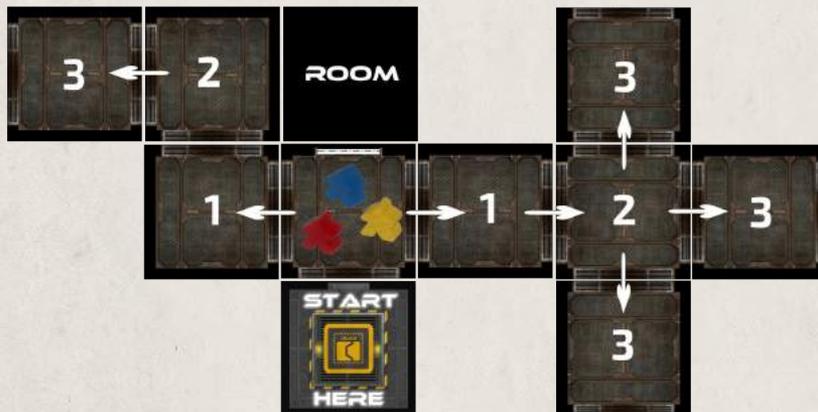
When placing new Corridor Tiles during the Expansion and Maintenance Phase you will place THREE tiles from the top of the deck, face up, ahead of each (and every) Players meeple that is occupying a Corridor Tile (Players in Rooms cannot see ahead), in every possible direction that a tile may be placed.

Corridor Tiles are placed so that Corridors connect and, whenever possible, in a way that does not create a dead end or collide with an existing Room. Corridor Tiles may not be placed in such a way that they will make an immediate U-Turn.

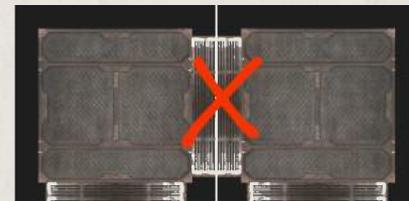
If a Corridor Tile or Doorway MUST collide with an existing tile without continuing the Corridor, attempt to rotate the new tile to fit in a way that a new Corridor or Room may be placed first. If this is not possible, the portion of the Corridor that collides with the existing tile (wall) becomes a dead end and any Corridor tiles open end that collides with a Room tile will create a new Doorway to that Room.

If a Corridor Tile ends at an existing doorway on a previous Corridor Tile (in the event that a tile cannot be rotated in such a way as to place a Room tile) that doorway is an open path between the two Corridor tiles.

Tiles may not create a closed loop. If a closed loop is unavoidable, place the next Corridor tile starting from the nearest Corridor tile or Room Tile at the outside edge of the ship layout. This connection becomes a Blast Door (place a token at the intersection of these tiles) and allows the ship layout to continue.



3 CORRIDOR TILES PLACED IN ALL POSSIBLE DIRECTIONS



NO IMMEDIATE U-TURNS

ROOMS

Room tiles are placed face down any time a Corridor Tile with a doorway has been placed. Place the Room Tile adjacent to the doorway. Rooms are only revealed (flipped face up) when a Player moves their meeple into the room.

When a room is revealed a number of Event Cards will be drawn and resolved (see EVENT CARDS). Some Rooms may have special instructions included on them.

Rooms with a  symbol on the BACK of the tile are 'Guarded' Rooms.

Any time one of these tiles is added to the ships' layout you must draw TWO Enemy Defenders from the bag and place them on the Corridor Tile directly in front of the Room.

If there are two guarded Rooms placed on the same Corridor tile you will place defenders for both Rooms onto that Corridor Tile.

If there are any player meeples occupying the Corridor Tile no Enemy Defenders will be placed.



COMMAND CENTERS AND THE BRIDGE

When the THIRD Command Center is revealed replace it with the Bridge Tile that was set aside during setup.



PLAYER BOARDS

Each Player controls a Pirate Crew member determined by the Player Board they drew (or selected) during setup. Your Player Board has values listed that are used to determine success or failure of actions, turn order and how much damage can be sustained before being defeated. In addition to these values each Player Board has its own **Special** and **Passive Abilities** (modifiers) that may be used during the Players turn each round (or, in some cases once per game or even during another players turn).

PASSIVE ABILITIES are modifiers that are always in effect.

SPECIAL ABILITIES may be used once each turn, round or game as specified on the Special Ability, at any time that the ability allows.

EQUIPMENT SLOTS are where you will place Loot Item Cards you have equipped to your Player Board (1 Wearable, 2 Weapons and "Other Equipped Items").

 **HEALTH** represents the number of Health Tokens a Player begins the game with (and the maximum number of Health Tokens that Player Board is allowed). If the Player has lost all of these tokens they are defeated (draw a new Player Board – see “*Losing a Character to Combat or Other Adverse Effects*”).

 **ATTACK** shows the number and color of dice used to determine Attack Action success (white, yellow, orange, red).

 **SEARCH** shows the number and color of dice used to determine Search Action success (white, yellow, orange, red).

 **MOVE** determines the number of tiles (not including any bonuses or penalties) that you may move your meeple each time a Move Action is taken.

 **LEADERSHIP** determines Turn Order (Initiative) and Attack Order.

 **REPUTATION** is a commodity that may be earned and spent to affect the outcome of Events, die rolls, etc. The Reputation Box includes icons to remind you of what you may spend your Reputation on and what you have already selected.



EARNING AND EXPENDING REPUTATION

Every pirate has a reputation to earn and uphold. With this reputation comes a certain degree of influence!

Reputation (🏆) is a commodity that may be spent at any time during a round (including during another players' turn and in combat), without action cost, as long as the Player has Reputation available to spend. Each Player begins the game with two Reputation and may have a maximum of 5 Reputation unless special abilities or events state otherwise.

To expend Reputation move a Reputation Cube from the Reputation Supply down to the intended benefit icon on your Player Board to indicate that benefit has been used, then take that benefit.

Each Reputation Benefit may only be used once until ALL benefits have been used. When all benefits have been used (each has a cube placed on it) remove the cubes from the benefits icons to reset them. Return these cubes to the general supply (do not place them back on your Reputation Supply as you must earn them first).

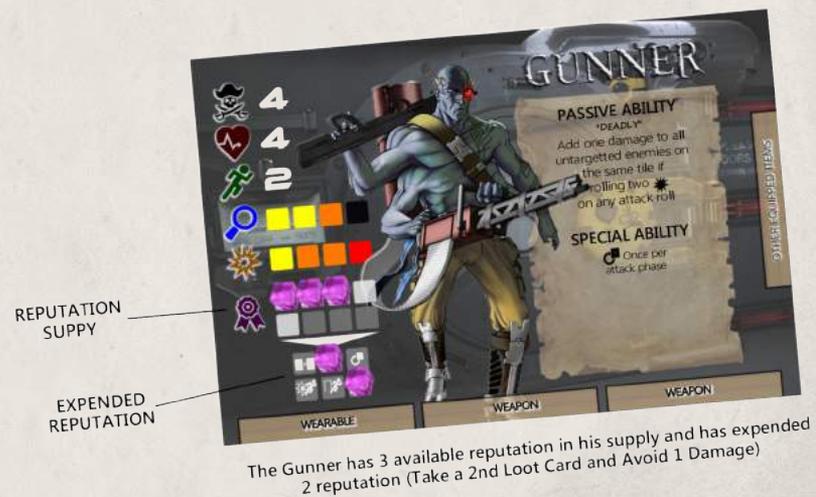
Players may expend Reputation a maximum of ONCE per ROUND for any one of the following results;

- 🔄 Re-Roll a single die.
- 📄 Keep a second loot card on a successful Search Action.
- 📄 Redraw all loot cards on a successful Search Action (place the first draw to the bottom of the deck).
- 🏃 Immediately retreat from Combat with no penalty and without requiring a Retreat Action roll.
- 🛡️ Prevent taking one damage (both in Combat or from the effects of an Event).
- 🚪 Exit a Room before applying the effects of an Event
(Event effects will still occur but will not affect the Player).

Players may earn Reputation a maximum of ONCE per ROUND (to a maximum of 5 Reputation), unless otherwise specified by;

- Removing an Event from play (+1 🏆).
- Drawing a card that increases Reputation.
- Triggering specific special abilities.
- Returning 5 defeated Enemy Defender meeple to the draw bag (+1 🏆).

You may expend your Reputation at ANY TIME during a round of play. For example in the case of combat you may expend Reputation to retreat from combat following an enemy defenders combat roll, before applying the damage (you dodged the attack and got away).



APPREHENSION TRACK

Pirates are always at risk of the authorities arriving and apprehending them. If this happens, you and your crew were ultimately unsuccessful in your mission!

The Apprehension Track is a countdown to your capture. Starting at 1, each round the track will be increased by 1 (or more) until it reaches 24. If, at the end of any game round, the Apprehension Track has reached 24 and your objectives (Primary Mission and Personal Goals) have not been completed, the game is over and you have lost.

Increase the Apprehension Track under each of the following conditions;

- At the end of each game round, after all players have taken their turns, **increase the track by 1.**
- Each time a Player retreats from combat, **increase the track by 2.**
(*survivors call for backup*)
- Each time an Explosives Charge Loot Card Item is used, **increase the track by 1.**
(*noise has alerted the crew to your location*)
- Each time an 'Alarm' Event is activated, **increase the track by 1.**
(*Security is on its way!*)

The Apprehension Track also indicates a number of special Events that will happen (or begin) during certain milestones;



Enemy Presence – Begin adding 1 randomly drawn Enemy Defender meeple on to the Corridor tile directly in front of each and every unrevealed Room during Expansion and Maintenance.



Desperation Sets In – You're taking too long! When the Apprehension Track reaches 10, decrease the Morale Track by 1.



"All is Lost!" – Players may choose to replace the Primary Mission. See "Missions and Goals".



MORALE TRACK

A pirate crew's morale is incredibly important to the success of any mission! If your crews' morale drops significantly they will lose hope and faith in their leaders and flee!

The Morale Track provides an indication of your crews overall state of mind and will provide various bonuses or penalties as a result. These modifiers apply to all Players while the Morale Track remains at that given level.

The Morale Track is modified under the following conditions;

- Each time a Player is defeated (must draw a new Player Board), **reduce the track by 1.**
- Each time a Player performs a successful Retreat Action, **reduce the track by 1.**
- Each time any number of Loot Item Cards are discarded **reduce the track by 1.**
(This does not include discarding a Loot Item Card in order to use its effect).
- Once per game, when the Apprehension Track reaches 10, **reduce the track by 1.**
- Once per Combat Resolution Phase if any Player defeats any size group of Enemy Defenders in combat (this includes a 'group' of one), **increase the track by 1.**



MORALE TRACK BENEFITS AND PENALTIES

There are a series of benefits and penalties listed under the various levels on the Morale Track. While the Morale Track is on that level these benefits or penalties will be in effect for ALL Players!

BENEFITS

- +1 ☀️ : Add one YELLOW Die to ALL Attack Action Rolls.
- +1 🚶 : Move one additional tile during any Move Action.

PENALTIES

- 1 ☀️ : Remove one YELLOW Die from ALL Attack Action Rolls. (You may not have any less than one White Die for any Attack Action, regardless of modifiers)
- 1 ☠️ : Reduce ALL Players LEADERSHIP Value by 2. (You may not have a Leadership Value of less than 1 regardless of modifiers)

COMBAT RESOLUTION

Any time a Player encounters an Enemy Defender their turn ends immediately and no further actions may be taken by that player until combat has been resolved. When all Players have completed their turn and the Expansion and Maintenance Phase has been completed you will conduct combat on any tiles that are occupied by both Players and Enemy Defenders. Combat is conducted in turn order based on the  value of all Players and Enemy Defenders involved and may take place over a number of Combat Rounds until all combat is fully resolved.

The Player or Enemy with the highest  value will act first, continuing in decreasing  value until every Player and Enemy has acted or been removed from play. If there is a tie between a Player's  value and an Enemy, the Player will always act first. If there is a tie between Players, the Player with the highest  will act first. If there is still a tie, the player with the highest  will act first. If there is STILL a tie, Players may decide among themselves who acts first. Players may choose to attempt to Steal the Initiative.

ATTACK

To perform an attack;

- Choose a single enemy target.
- Roll a number of dice (as indicated by your  on your Player Board plus bonuses).

For each  rolled, remove 1  from your target enemy. Enemy Defenders with more than 1  are laid on their side to indicate they have taken 1 damage.

For each  rolled, remove 2  from your target enemy.

Unless special abilities or weapons indicate otherwise only ONE ENEMY will take damage in a single attack roll.

If special abilities or Loot Card Items allow you to make a second attack roll you may choose a second target enemy, however this second attack roll will have no bonuses or modifiers from other abilities or Loot Item cards (just roll the dice allowed through your  statistic). You may also target the same enemy as your first attack.

Any target that takes damage equal to or more than their  is removed from play and the Player who defeated that Enemy places the defeated Enemy Defender meeple on their player board as a 'trophy'. These trophies are used as currency to restore Reputation OR to complete certain personal goals.

When all Players and Enemies have completed a single attack action, in turn, combat will either continue to a new combat round (within the current game round) OR remaining Enemy Defenders will run away OR, if all Enemy Defenders are defeated, the Combat Resolution Phase ends.

Enemy Defenders will always choose to run away when any combat round ends with **MORE THAN HALF** (rounded down) of the initial Enemy Defenders having been defeated in a single combat round. (Defeating 1 of a group of 2 is **not more than half!**)

Enemy Defenders who run away will immediately move 3 Corridor tiles directly away from the Airlock, even if it would move them towards another Player. Their movement will, however, end immediately upon entering a tile with another Player present and that Player will conduct combat in the current round of play before moving on to the next game round.

ATTACK EXAMPLES

John is facing one Enemy Security Bot and has 2 red and 1 orange dice for his  value. He rolls 1 , 1  and a blank. His target will take 3 damage! As a Security Bot only has 2 he defeats his target and places the meeple on his Player Board, increases the Morale Track by 1 and is finished Combat!

April is facing 2 Enemy Crew and 1 Enemy Security. She has 1 orange and 1 yellow dice for her  value and targets the Enemy Security. She rolls 2 blanks and causes no damage. All 3 Enemy Defenders now retaliate and collectively roll 3 . April removes 3  from her Player Board.

Steve is facing 5 Enemy Crew and 2 Enemy Security. He has a flamethrower equipped as a weapon, 2 white and 1 orange dice for his  value. He chooses to target one of the Enemy Security and rolls 1 . The target takes 1 damage (laying the meeple on its side) and because of the flamethrower, all other enemies take 1 damage (defeating all 5 crew and laying the other security on its side)!

Enemy Defenders attack Players in the same manner, by rolling dice equal to their  value.

All Enemy Defenders in a group will attack Players in the following order, unless specified otherwise;

- Player with the highest .
- If tied, the Player with the lowest .
- If still tied, the Players will decide who gets attacked.

THE PLAYER TO THE RIGHT OF THE PLAYER WHO IS CURRENTLY ENGAGED IN COMBAT WILL ROLL FOR THE ENEMY DEFENDERS ATTACKS.

ENEMIES RUNNING AWAY

Ken fights a group of 2 enemies and defeats 1, but as that is **not more than half**, combat continues.

Jen is fighting a group of 5 enemies. She defeats 3 of them in a single round of combat through the use of an area effect weapon. As **more than 2** (half of 5, rounded down) were defeated the remaining enemies run away and Jen's combat round ends.

RETREAT ACTION

To retreat from combat you must roll an  action just as if you were attempting to attack an Enemy.

If ANY  or  is rolled, instead of causing damage to an Enemy Defender you escape combat and immediately move 2 tiles away from the Enemy Defender group, in any direction available AND reduce the Morale Track by 1. If, during this movement, you enter a tile with another group of Enemy Defenders your retreat movement ends and you must continue to conduct combat against this new group of Enemies before continuing to the next round.

If you FAIL your retreat you must immediately take damage (remove 1  from your Player Board) and continue combat as normal. You may attempt to retreat from combat as many times as you wish during the combat round instead of attacking until you succeed or are defeated.

COMBATING THE BRIDGE CREW

When you enter the bridge there will be a number of Enemy Defenders listed on the Room Tile. These enemies may be attacked as any other, with the following exception; The Bridge Crew may only be attacked in a specific order:

RANDOMLY GENERATED ENEMIES > SECURITY OFFICER > NAVIGATOR > FIRST OFFICER > CAPTAIN

All Bridge Crew, except for the Captain, will fight during each combat round with the same order of preference as listed for all Enemy Defenders above. Place a number of Health Tokens on the Bridge Room Tile to track the health of each Bridge Crew as they are attacked.

Bridge Crew DO NOT MOVE around the ship as other Enemy Defenders do but instead remain on the Bridge.

The Captain will not fight and may not be attacked until ALL OTHER BRIDGE CREW have been defeated.

Players and Bridge Crew attack in the normal combat order (highest to lowest  value).

Encountering the Bridge Crew happens suddenly and usually unexpectedly. It is a good idea to have some way to escape the Room before being caught up in combat in order to gather the rest of your pirate mates for backup!

LOSING A CHARACTER TO COMBAT OR OTHER ADVERSITY

A Player's character (Player Board) is considered defeated and immediately removed from play when they no longer have any  tokens remaining, regardless of the reason for the loss (combat, events or other adverse circumstances).

Any time a Player is defeated;

- Remove the affected Player Board from play (place it back in the box).
- Keep your personal goal – This remains with you until the end of the game.
- Place all Loot Card Items that were equipped to your Player Board AND held in hand to the discard pile.
- These items are no longer available to players but you do not reduce morale for this discard.
"The damage was so severe, everything was destroyed or vaporised! The poor fella!"
- Immediately move the Morale Track down by 1 as the crew mourn the loss of their comrade.

At the END OF THE CURRENT GAME ROUND, if the game has not been lost, this Player may now randomly draw a NEW Player Board from the remaining Player Boards that were set aside during setup. The Player may then place their meeple back on the Airlock Tile with 2 new  and  Loot Item Cards (these may be equipped, if possible or desired, before beginning the next round of play). This Player may now begin taking actions again on their turn in the new game round.

IF, AT ANY TIME, A PLAYER IS DEFEATED BY ANOTHER PLAYER (in the case of a Traitor event) THAT PLAYER IS COMPLETELY ELIMINATED FROM THE GAME AND DOES NOT RECEIVE A NEW PLAYER BOARD!

THE HENCHMAN

If the Henchman is defeated during combat or due to other adverse events he is NOT replaced by a new Player Board. The Henchman is not a 'normally' selected Player Board. This applies to all player counts that include the use of the Henchman.



WANDERING ENEMY DEFENDERS

Occasionally you will encounter groups of Enemy Defenders wandering the Corridors looking to push you and your stalwart crewmates back off their ship!

Enemy Defenders placed in game will not remain stationary! During the Expansion and Maintenance Phase of each round, AFTER placing new tiles (but BEFORE placing any new Enemies), roll a 6 sided die to determine the action of each grouping of Enemy Defenders. All groups of Enemies (even a single enemy is considered a 'group') will perform the same move, so only one roll is required regardless of how many groups of Enemies are present on the ships layout.

ROLL RESULT	ENEMY DEFENDERS ACTION
1 OR 2	Enemy Defender(s) on a Corridor Tile move 2 tiles directly away from the nearest player located on a Corridor Tile (if no players are on a Corridor Tile they will move 2 tiles away from the airlock). Enemy Defenders on a Room Tile remain in place.
3 OR 4	All Enemy Defender(s) will; Enter the nearest Room, Exit a Room they currently occupy OR, Remain in place if no Room tile is adjacent. If there are multiple Rooms available to enter the group will enter a Room occupied by a Player first or an empty, revealed (face up) Room second. If neither of these exist, players may choose which Room they enter, including unrevealed Room Tiles.
5 OR 6	Enemy Defender(s) on a Corridor Tile move 2 tiles directly towards the nearest player located on a Corridor Tile (if no players are on a Corridor Tile they will move 2 tiles towards the airlock). Enemy Defenders on a Room Tile remain in place.

In the event that more than one Player is of equal distance from the Enemy Defender the Enemy will move towards the player with the highest  first. If both  are equal the enemy will move towards the player with the least  remaining. If there is STILL a tie, the Players decide the Enemy movement direction.

If 2 or more groups of Enemy Defenders *end* their movement on the same tile they will become one larger group and will move as such in subsequent rounds.

If a group of Enemy Defenders would move to where no tile currently exists, place a new tile before moving them (they know their ship better than you do).

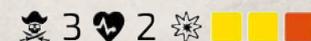
Enemy Defenders may pass one another while moving. However, if they enter a tile occupied by a Player the Enemy Defenders movement ends immediately and combat will ensue during the Combat Resolution Phase.



ENEMY CREW MATE



ENEMY DEFENSE BOT



ENEMY SECURITY OFFICER



COOPERATIVE SCENARIO

"INFESTATION"

You are woken from your slumber to the sound of an explosion from somewhere deep in the distance and the activation of self-destruct sequence alarms blaring throughout the Corridors. Scrambling out of your bunk and gathering your gear you, bleary-eyed from a long night of frivolity, begin to scan for what may have happened.

Checking the scanners and monitors you come to the horrifying realization that you have been boarded! ALL HAND HOY! TO ARMS!

INFESTATION is a fully cooperative scenario for Into the Black: Boarding Party. Your ship has been 'infested' by enemies and it is your job to decontaminate it of the filthy invaders. If you cannot do so, destroying the ship may be your only alternative! If you can't have 'er, no-one can!

OBJECTIVE

Re-take the ship by eliminating the enemy infestation AND disable the self-destruct sequence!

You will have 24 rounds to complete your objective.

To make matters worse, if you have not cleared the ship of enemies by round 18 they multiply! Add 2 to 12 (roll two 6 sided dice) enemies to the ship, drawing from the bag and adding one of each additional enemy meeple per Room tile in the following order (repeating as necessary);

AIRLOCK > SHUTTLE BAY > ESCAPE PODS > ENGINE ROOM

To eliminate your ship of the enemy infestation will require *clearing all enemies from every Room and Corridor.*

You will not know where exactly the enemies are located (see setup) so you will have to clear the ship Room by Room. If any enemies (meeples and tokens) remain by the end of round 24, you are unsuccessful. If you have not disabled the self-destruct by then end of round 24, you are unsuccessful.

In order to disable the self-destruct sequence you must have at least one player on each of the Bridge, the Mechanical Room and the Power Plant tiles. These players, in the same game round, must each perform 2 consecutive successful  rolls on their turn (not considered an Action) to deactivate the self-destruct.

If a player loses a character to combat they may *choose a new Player Board and start back at either the Crew Quarters or Mess Hall*, discard all current gear and draw 4 new Gear Loot Item Cards.

INFESTATION SETUP AND RULES CHANGES

Set up as you would for a normal game with the following exceptions;

- **Remove** all Personal Goal and Primary Mission cards.
- **Remove** the Valuables Loot Item deck.
- **Remove** the Command Center Room Tiles.
- **Remove** the following tokens;
Explosion!, Collapsed Floor.
- **Add** the 'blank' tokens to the general supply ("No Event/Enemy"), face down.
- **Add** Enemy tokens (Crew, Bot, Security, 2, and 3 Enemies) to the general supply, face down.
- **Place** all remaining Event Tokens to the general supply face down.
- Randomly mix all face down Event tokens.
- Shuffle the Bridge Tile into the Room Tile deck.

Create your complete ship layout in the following manner;

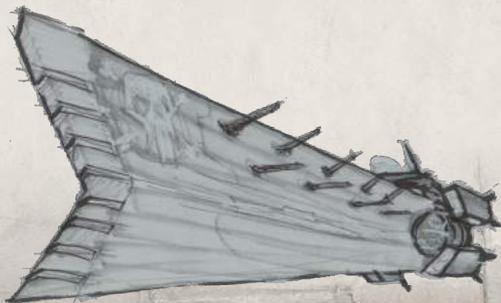
- Place the Airlock tile on the table.
- Lay out the rest of the ship beginning at the Airlock;
 - Place 3 Corridor Tiles in all possible directions and add Room Tiles where required.
 - Place 3 additional Corridor Tiles from all Corridor ends, and add Room Tiles where required.
 - Create the ENTIRE ship layout (continue laying tiles in this manner until ALL ROOM TILES, including the Bridge have been placed). All Room tiles are placed face up (this is YOUR ship after all).
- Any Room tiles with events will have an event token placed **RANDOMLY** and **FACE DOWN** in that Room **for each event** listed on the Room (ie: a room with 2 will have 2 Tokens placed on it).
- Place each Players meeple on one of the following Rooms: Bridge, Crew Quarters, or Mess Hall.
- Each Player begins with 4 Gear Loot Item Cards and NO Valuables.

Players may still search for Gear Loot Card Items in any Room that Gear () is marked as available in order to grab more equipment to fend off the enemy infestation!

Any time a player enters a room with a face down event token, reveal the token and resolve the event indicated.

ALL OTHER RULES REMAIN THE SAME AS FOR A REGULAR GAME.

GOOD LUCK ME HEARTIES!



TERMINOLOGY

ROUND:	Once complete sequence of play, through all phases.
PHASE:	A step to be completed in order during a round.
TURN:	An individual player's sequence of play during a certain phase in a round.
MEEPLE:	The token/pawn/marker used to represent a player or enemy.
PLAYER ACTION(S):	The action(s) taken by players during their turn.
EVENT(S):	Generally randomized occurrences generated by cards that have a cause/effect on players, whether a single time or persistent throughout the game.
COMBAT:	The game phase when players must attack or defend against the enemy AI.
WIN/LOSE CONDITIONS:	The conditions that must be met in order to win or lose the game at the end of any single game round.
PRIMARY MISSION:	The groups win conditions.
PERSONAL GOAL:	The individual players win conditions.
TRAITOR:	A personal goal allowing an individual player to sabotage the group and win alone (non cooperative).
INITIATIVE:	First player turn and/or first action. Usually determined by Leadership Value.
PLAYER BOARD:	The individual boards that describe each player's character and their abilities.
ORTHOGONAL:	Left, right, forward or back. Non-diagonal.
AIRLOCK:	The start tile where players start the game.
ENEMY DEFENDER:	An enemy AI meeple or token.
LOOT ITEM CARD:	Cards depicting items that may be used in game with a variety of effects.
D3 or "1 to 3":	Roll a standard 6 sided die and divide the results by 2 (ie: a rolled result of 1 or 2 = 1, a rolled result of 3 or 4 = 2 and a rolled result of 5 or 6 = 3)

ICONOGRAPHY

LEADERSHIP		DAMAGE	
HEALTH		CANCEL	
MOVEMENT		DISCARD	
SEARCH		CARD/DECK	
ATTACK		TILE	
REPUTATION		ADJACENT TILE(S)	
DRAW +1 CARD		REPLACE	
RE DRAW CARDS		EVENT(S)	
RE ROLL DICE		TRAITOR	
AVOID DAMAGE		ATTACK DIE	
EXIT ROOM		(Of Specified Color)	
ESCAPE COMBAT			
HIT/SUCCESS			
CRITICAL HIT/SUCCESS			

TOKENS

ALIEN CREATURE		1 ENEMY (CREW)	
BIOHAZARD		1 ENEMY (DEFENSE BOT)	
BLAST DOOR		1 ENEMY (SECURITY)	
CHEMICAL SPILL		2 ENEMIES (RANDOM)	
COLLAPSED FLOOR		3 ENEMIES (RANDOM)	
DECOMPRESSION		HEALTH	
EXPLOSION		ALLY HEALTH	
FORCE FIELD		TRACK MARKER	
GRAVITY FAILURE			
LOCKDOWN			
NO ENEMY/EVENT			
PLASMA LEAK			

CLARIFICATIONS

CHARACTER PASSIVE AND SPECIAL ABILITIES

ELAYNA REYNOLDS (THE CAPTAIN):

Elayna earns 1 Reputation for each Critical Hit rolled in combat. This bonus is only earned once per round and she may have a maximum of 6 Reputation (instead of the normal 5) as a result of this bonus. She may re-roll any die roll made, once per round or change any one hit to a critical hit.

ALLISTAIR McIRONBRITCHES the 5th (QUARTERMASTER):

Allistair may take and keep TWO Loot Item Cards after any successful search.

MONA T. JUNE (SAILING MASTER):

Mona will ALWAYS attack first. Other players may not steal initiative from her during combat. She may re-roll any search roll once per round, INCLUDING another players, even without their permission.

DR. BARTHOLOMEW BELLAMY (SURGEON):

Dr. Bellamy will earn 1 Reputation for EVERY HEALTH RESTORED through his Special Ability, up to a maximum of 8 Reputation (instead of the normal 5). He may only restore health to other players (not himself) through his special ability.

OKSANNA (THE STOWAWAY):

Oksanna may retreat from an enemy IMMEDIATELY upon encountering them, thus continuing her turn if any actions remain. Oksanna may also choose to retreat from enemies automatically at any time during combat without requiring a retreat roll. However, as this IS a Retreat action, adjust the Morale Track.

KOKUSHIBYO (THE GUNNER):

Kokushibyō may re-roll one COMPLETE attack roll (re-rolling ALL dice) once per round and adds one damage to all enemies located on the same tile as his target when rolling two critical hits in one roll.

DAVIU CROFT (BOATSWAIN):

Daviu may draw 4 loot cards per successful search instead of 3. Once per round he may allow any other player to re-roll their dice AND may re-roll his own once per turn.

XAVIER QUINN GARRICK (BOUNTY HUNTER):

Xavier applies one additional damage to his target for each Critical Hit rolled and may re-roll his attack dice once per complete combat.

QUITON VAS (TURNCOAT)

Any time Quinton takes damage he may immediately move 2 tiles (in any direction). This ability means he may immediately retreat from combat, however it is not a Retreat action (do not adjust Morale).

LOOT CARD ITEMS

FLAMETHROWER/SCATTER SHOT GUN – These weapons add +1 damage to ALL enemies in the target tile (Area of Effect)

EXPLOSIVE MUNITIONS – Regardless of the weapon that Explosive Munitions are added to, this Loot Item causes +1 damage to the TARGET ENEMY only.

WEAPON UPGRADE – These Loot Card Items must be added to an equipped weapon in order to provide their bonus/modifier.

WEAPON – SPECIAL – These are single use Loot Card Items that are utilized “when discarded” (such as Grenades below).

“WHEN DISCARDED” – Any card that states “When Discarded” *does not require the use of an action*. These cards may be used at any time their effect would come in to play. These cards may be used to negate or avoid effects and/or combat results as well. For example;

- Stim Pack/Slusho may be used at any time to restore Health to you or another Player on the same tile.
- Auditory Gadget/Plasma Cutters/Explosive Charge may be used at any time a Blast Door or Lockdown Event is present on the tile you are on, including DURING, after or prior to a Move action.
- Grenades/Explosive Charge may be played at any time in combat, *including during another players turn* IF you are on the same tile as that player.

+1  – These items provide one additional, unmodified, attack roll (use only the dice shown on your Player Board  value).

+1  – These items add one damage dealt to *the targeted enemy* on a successful attack roll.

SCANNER – The Scanner is equipable to your “Other Equipped Gear” section and provides a permanent bonus of +1 white die to any Search Action roll for as long as it remains equipped.

GRENADES – When discarded from your hand Grenade Loot Card Items will cause their effect on the same tile you are currently occupying (they do not have a range) to all targets listed on the Grenade Loot Item.

OFFICERS IDENTICARD – This Loot Item provides a reputation increase and allows you to exceed the ‘once per round’ reputation increase, however it does NOT allow your reputation to exceed 5.

EVENTS CARDS

HOLONEWS BULLETIN – Take one damage to add one additional Reputation (above the bonus provided by the Event). *Players may have more than 5 Reputation as a result of this Event.*

 2 – Discard any two Loot Card Items (in hand or equipped) instead of taking damage from this Event.

ESCAPED CREATURE – Place the Escaped Creature Token on the tile where it is encountered. If you do not defeat the creature (ie: you Retreat/Escape combat), the creature will move as if it were an Enemy Defender.

EXPLOSION! – The first tile removed from play will be determined by the first die roll. If a player is present on that tile they must roll a successful unmodified Search roll to move to the next nearest tile or they will be defeated (‘sucked into the vacuum of space!’). When counting tiles, count in a direct orthogonal line towards or away from the Airlock from the location where this Event was encountered and place the Explosion! Event token in the now empty spot. Tiles removed are removed for the rest of the game (return them to the box).

COMPONENTS LIST

Into the Black: Boarding Party

Custom 6 Sided Dice (15 Total)

- 4 x White
- 4 x Yellow
- 3 x Orange
- 2 x Red
- 2 x Black

Standard 6 Sided Dice (2 Total)

Custom Meeples (4 Total)

- 1 each Red, Green, Blue, Yellow

Enemy Defender Meeples (35 Total)

- 15 x White
- 10 x Grey
- 10 x Black

Player Boards (16 Total)

- 10 x Retail
- 6 x Kickstarter Promos

Cards

- 150 x Loot Cards
- 43 x Events Cards
- 14 x Personal Goals Cards
- 8 x Primary Mission Cards
- 1 x Apprehension Track
- 1 x Morale Track
- 1 x Reference

Rule Book

Punch Boards (6 Total)

- 20 x Health Tokens
- 4 x Ally Health Tokens
- 39 x Events Tokens
- 15 x Standees
- 28 x Room Tiles
- 32 x Corridor Tiles
- 2 x Track Markers
- Reputation Cubes (20 x Purple)
- Plastic Standee Bases (16 Total)
- Drawstring Cloth Draw Bag
- Plastic Insert

For further information, support and content, visit us at
<http://www.iwillnevergrowup.com/publishing/intotheblack>
OR

Email: info@iwillnevergrowup.com

CREDITS

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