



OMICRON PROTOCOL

AN INTRA-APOCALYPTIC SQUAD-BASED MINIATURES GAME



QUICK START GUIDE

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QUICK START GUIDE

WELCOME TO THE WORLD OF OMICRON PROTOCOL

In the year 2050, the utopian city of San Lazaro was crippled by a mysterious virus. Quarantined and cut off from the rest of the world, the survivors band together in order to escape the city before they, too, succumb to the infection. The only things standing between you and salvation are rival factions looking to accomplish their own mysterious goals amid this chaos — and the CyMS, Cyber-Memetic Sociopaths, once-ordinary people who have grown maddeningly violent and unpredictable due to the virus.

Hello, and thank you for playing *Omicron Protocol*, an “intra-apocalyptic,” cyberpunk-themed miniatures skirmish game for one to four players. You control a squad of four unique characters to achieve objectives, as well as a third-party enemy to harass your opponents! Also included is a solo/cooperative mode, in which you achieve objectives together against the same third-party enemy.

To get you started quickly, we broke up the rules into four parts:

This *Quick Start Guide (QSG)* booklet teaches the basic concepts and is your entryway into the game. This two-part tutorial will cover the fundamental mechanics of gameplay to get you started. Playing through this guide is not required, but it is highly recommended as the quickest and simplest way to learn the ropes.

The *How to Play (HTP)* booklet builds on the *QSG* (information from this guide is not repeated) and teaches you how to play your first full game, using only two characters per player instead of four.

The *Rules Reference & Scenarios (RR&S)* book contains all the nitty-gritty details of the terms and concepts of the game, complete with many examples and illustrations. It also includes all competitive-mode scenarios in the game.

The *Solo/Cooperative Rules* booklet contains the scenarios and rules adjustments required to play the *Solo* and *Cooperative* game modes.

Note that once you complete the *QSG* and *HTP* booklets, you won't have to refer to them anymore; the *RR&S* and *Solo/Cooperative Rules* will be all that you need.

We welcome you to discover the rich lore of San Lazaro and its inhabitants! Come visit us at: www.deadalivegames.com.

You can also watch our Learn to Play (LTP) video series at www.deadalivegames.com/learn-to-play, or follow us in one of our social groups:

 www.facebook.com/groups/omicronprotocol

 www.twitter.com/omicronprotocol

 www.instagram.com/omicronprotocol

HOW TO PLAY SOLO/COOPERATIVE MODE

The solo/cooperative rules are in the *Solo/Cooperative Rules* booklet, along with the scenarios for solo/cooperative games. Most of the mechanics are identical to the competitive mode, so we recommend you first play through the *QSG* and *HTP* booklets (playing both sides if you're playing solo), so you can quickly learn the basic mechanics of the game. Once you play through both, you can read how the *Solo/Cooperative Rules* modifies the competitive mode rules.

HOW TO PLAY COMPETITIVE MODE

The competitive mode of the game supports two to four players. Follow these guidelines for how to play with different numbers of players:

- Two players: Each player controls two characters from the same faction, going head-to-head in an all-out battle for the future of San Lazaro!

- Three players: Two players form a team and each player controls one character from the same squad. The third player controls two characters on their squad.
- Four players: Players form teams of two, and each player controls one character on their squad.

When playing as part of a team, you can replace these words in the rulebooks or card text with:

- Opponent = Opposing Team;
- Rival Player = Rival Team;
- You = Your Team (in most instances, except for when it relates to a character activation);
- Player = Team (except when mentioned in this section).

TUTORIAL 1 — CHARACTER ACTIVATIONS

Tutorial 1 of this guide covers the basics of character movement and attacks.

MODIFIED ICON KEY

This is a modified key for the icons you'll see in this booklet. For the full icon key, see the *Rules Reference & Scenarios* book.

① — Ability may be used once per round.

🔧 — Tech ability. Don't worry about this for your QSG playthrough.

📄 — Standard ability. Don't worry about this for your QSG playthrough — the ability is defined on the LTP Cards for your convenience.

🕒 — Sustained effect that, once activated, lasts until the end of the round.

SETUP

Find the **Learn to Play (LTP) Character Cards and models/standees** for these four characters, representing two of the diverse factions in the game. Put the LTP Cards in front of you for reference as you read through this booklet.

Survivalists

Seeker and Thug



Peacemakers

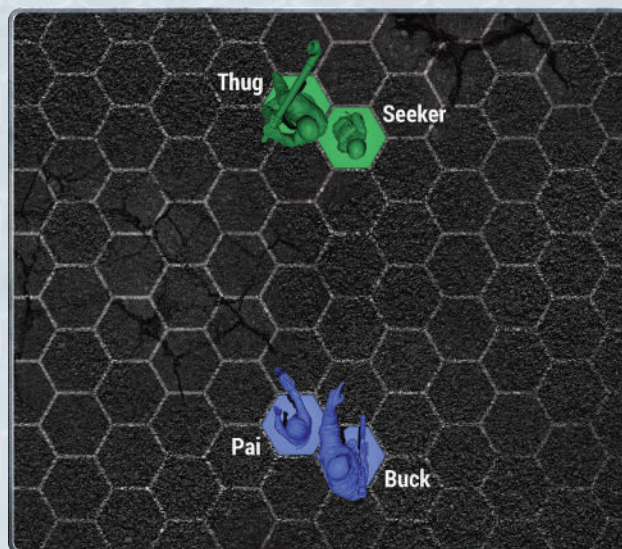
Pai and Buck



Next, set up the two squads in the following way:

1. Each player picks one of the two factions to play;

2. If you're playing on a team of two people, each person selects one character to play;
3. Place the characters of one faction adjacent to each other and 5 hexes away from the opposing faction's two adjacent characters, as illustrated.



PLAYING A ROUND

This section will guide you through a single round of gameplay, using predetermined factions, characters, and setup conditions. Follow the specific play-by-play instructions below!

GENERATE ACTION POINT POOL FOR EACH PLAYER

Action Points (AP) are required for characters to perform most actions during their activation.

Each player generates 5 AP (in the QSG game) for their AP Pool. Count out 10 AP Tokens 🎲 from the box and distribute 5 to each player.

This AP Pool is shared by all characters in that player's

squad. If a character spends 2 AP on their activation, the other character will only have 3 AP to spend on their activation. Each character may use a maximum of 4 AP per activation, and must activate once and only once per round.

PEACEMAKERS ACTIVATE PAI

In this example, the Peacemakers faction will activate Pai first. During her activation, she will perform the actions described below. When her activation is complete, a character belonging to the rival player must activate.

Move Pai

How to perform the Walk action:

1. This is a character's WALK value. A Walk action requires 0 AP. Pai's base WALK value of 4 means she can move between 1 and 4 hexes when performing Walk.

WALK	4 (+2)
ATK	4
DEX	4
LUCK	5
HP	9(5)

2. This is the "boost value" to a character's WALK value. By spending 1 AP from your AP Pool, you may increase the base WALK value of a character by their boost value. This is called a Boosted Walk action.

Example: Pai's WALK value of "4 (+2)" means that she can move up to 4 hexes without spending any AP, or up to 6 hexes by boosting her Walk for 1 AP. This would count as the single Walk action Pai is allowed to perform in her activation.

Each character may perform Walk ONCE per round, and only during their activation.



A character may not perform other actions during a Walk, unless otherwise specified (e.g., Character Cards, scenario rules, expansion rules, etc.).

Now, perform a Walk with Pai, towards Thug or Seeker.

Perform an Attack with Pai

Choose the Type of Attack



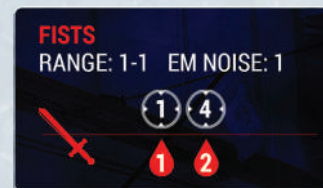
The center column of each Character Card is called the **Action Store**. Here, players may "buy" damage and/or abilities using hit results gained from Attack die rolls. You will only be using the melee and ranged Attack sections of the Action Store to buy damage results in QSG — Tutorial 1. The rest of the store will be discussed in QSG — Tutorial 2.

There are two types of Attack actions — "melee" and "ranged." The distance an enemy character (referred to as the **target model**) is from Pai determines the type of Attack she can make.

Each Attack action requires the character to spend 1 AP from your AP Pool, regardless of whether it's a melee or ranged Attack.

1. Melee Attack

Melee Attacks must be chosen if the **target model** is in a hex adjacent to Pai. Adjacency is defined as "Range: 1" or "Range: 1-1."



2. Ranged Attack

The range of the action is shown as "Range: X-Y." A weapon of Range: 2-6 can be used on **target models** between 2 and 6 hexes from Pai.



Example: Pai wants to perform a ranged Attack with the Seg 212 Pistol. When measuring range from a target model, start with the adjacent hex as “1.” This method of measuring range applies to all abilities and game effects with the “Range:” attribute.



Perform an Attack on Thug

1. When you perform an Attack action, you roll a number of six-sided dice equal to your character’s ATK value. In this scenario, you will roll 4 dice. A character’s ATK value is the same for both melee and ranged Attacks.

WALK	4(+2)
ATK	4
DEX	3
LUCK	5
HP	9(5)

2. Take a look at the DEX (dexterity) value of the **target model**, Thug. This is the number you need to roll to successfully “hit” Thug.

WALK	3(+3)
ATK	6
DEX	2
LUCK	5
HP	16(8)

3. Count the number of dice equal to or higher than the target’s DEX value. In this example, that includes any die that rolled 2 (Thug’s DEX value) or higher. These dice make up your **hit results** pool.






Think of the number of hit results as your “currency” to buy damage results in the Action Store.




4. Set aside any dice that did not hit (such as dice that rolled a 1, the only number less than the Thug’s DEX value).

Choose Damage Result




Look at this area of Pai’s card:



This icon  tells you how many hit results (“currency”) you need to inflict (“buy”) the amount of damage shown in the damage icon . The number in the  tells you how much damage you inflict to a target character.

Example: If you have four hit results, you can look for any  that “cost”  or fewer. You can spend that many hit results to inflict the  amount of damage to your target. In this case, if you performed a ranged Attack, you could inflict up to 3 damage with four hit results. If you performed a melee Attack, you could inflict up to 2 damage with four hit results.




You can only buy one **damage result** per Attack. Regardless of your total hit results, you cannot buy  AND  in the same Attack, or  multiple times!



You will also be able to perform abilities as part of an Attack action. This will be discussed in QSG — Tutorial 2.

Target Character Records Damage

The target character will now record the amount of damage inflicted to it by marking the


HP  at the bottom of the Character Card with a dry erase pen, or any other preferred method, starting from right to left.


Knock-Out (KO) / Knocked-Out (KO'd)


There is no permanent death of characters in *Omicron Protocol*. In the *QSG*, a KO shouldn't happen. If it does, you can look at the *HTP* or *RR&S* for the exact rules of KO.

Luck Generation

WALK	4(+2)
ATK	4
DEX	3
LUCK	5
HP	9(5)

After Pai spends some hit results from her Attack action, if she still has **unspent** dice (including dice which failed to hit) with values equal to or greater than her LUCK value, she may trade in those dice for an equal number of Luck Tokens. In Pai's case, any dice with a value of 5 or higher that she did not spend in the Action Store can be traded for Luck Tokens. For each die traded for luck, place a Luck Token from the box  onto her Character Card.


 You don't have to spend hit results on damage or abilities at all! If you want, you may trade all of your qualifying dice for Luck Tokens.

 Try to spend your lowest hit results when buying abilities and damage in the Action Store, leaving your highest unspent dice for Luck Tokens.

Spending Luck Tokens

Whenever you roll dice for Pai, you may spend any number of Luck Tokens. Each token allows you to modify a die result by 1, up to a maximum of 6 or a minimum of 1.

Unlike AP, a squad does not share Luck Tokens. Only Pai can use the Luck Tokens she earned to modify her dice. Pai's squadmate Buck will have to earn his own Luck Tokens in the same way Pai earned hers.

 Each character may have a maximum of 7 Luck Tokens at any time.


Example: Using Luck. You rolled 2 dice, and got a 2 and a 3. You can spend 2 Luck Tokens to either modify the 2→3 and 3→4, or modify the 2→4.



Finish the Attack Action

When you can no longer spend hit results or convert any rolled dice (including set aside dice) to Luck Tokens for a character, the Attack action is finished.

Perform Another Attack

 Don't forget that each Attack costs 1 AP to perform!

Each character may perform as many Attacks as you like, as long as you do not spend more than 4 AP within a single character's activation. Using what you learned, you may perform more Attacks with Pai and choose any damage results. Character abilities will be described later in Tutorial 1, and in Tutorial 2 of the *QSG*. Don't forget to save some of the AP Pool for Buck!

End Your Activation

When you are done with Pai, her activation ends. When a character's activation is finished, it's the rival player's turn to activate one of their characters.

SURVIVALISTS ACTIVATE THUG

Let's choose to activate Thug first!

Thug doesn't have a ranged weapon (he's very anti-guns), so he needs to move adjacent to a "non-friendly" character (any character on the opposing squad) to perform a melee Attack. Let's make Thug Attack Buck.

Buck is too far away for Thug to reach by just performing Walk, so Thug would have to spend 1 AP to boost his WALK value from a 3 to a 6 (3+3) to move adjacent to

Buck, and then spend another 1 AP to perform a melee Attack. Luckily, there is an action that all characters share — Charge— which combines a Boosted Walk with a melee Attack and costs only 1 AP! The Charge action counts as a **Walk action**, so Thug cannot Walk again in this round after he performs Charge.

WALK	3(+3)
ATK	6
DEX	2
LUCK	5
HP	16(8)

The downside is that the melee Attack from a Charge action is performed at -2 ATK, meaning Thug will only Attack Buck with 4 dice.

Perform Charge on Buck and inflict damage if you wish. Don't forget to exchange qualifying die results for Luck Tokens if possible. Before you choose how to spend your dice, note that Buck has a passive ability called **Body Armor**, which will reduce the damage Thug inflicts upon him.


Use an Active Ability

Active abilities can be activated from the Action Store when buying them with hit results as part of an Attack action, or they can be activated without an Attack action by paying for the listed AP cost during a character's activation.

Example: Thug can use his **Hyper-Aware** active ability by spending 1 AP during his activation, before or after his Walk or Attack actions, but not during those actions.

ACTIVE ABILITIES	AP	RANGE	EM	NOISE
HYPER-AWARE • This model gains +1 DEX. • When a non-friendly model ends its movement within 2 hexes of this model, this model may immediately perform Sidestep 2 , out of activation.	1	-	1	
SHIFT 1 Target model is repositioned 1 hex.	-	-	-	

1. Thug's active ability, **Hyper-Aware**, can be performed by spending 1 AP because there is a listed cost in the "AP" column.
2. If an active ability does not have an AP cost listed, then it can only be activated through the Action Store, which will be discussed in QSG — Tutorial 2.

Now, activate **Hyper-Aware** on Thug by spending 1 AP, and use the **Hyper-Aware** Ability Marker provided  to show that he gains the benefit of the ability written on his card!



All abilities (active or passive) expire during the "Cleanup" of the End Phase of a round. You don't need to worry about this during the QSG, because we're only playing one round!

Perform One More Melee Attack with Thug

Spend 1 AP to perform another melee Attack, this time with Thug's full 6-dice ATK value. Choose any damage result you like.

End Thug's Activation

Let's end his activation and save the other 2 AP for Seeker.

ACTIVATE BUCK AND THEN SEEKER

In a normal game round, each character in a squad must activate once, alternating between the two squads. After every character has activated, the round ends. In this QSG tutorial, you may continue to activate Buck and then Seeker, using everything you have learned so far about what each character can do and focusing on Attack actions on inflicting damage (instead of abilities). Or, you may skip the rest of the round and move on to Tutorial 2!

1. Activate Buck and spend the Peacemakers squad's remaining AP Pool.



If you try to Attack Seeker, note the passive ability, **Hidden**, on her card.

2. Activate Seeker and spend the Survivalists squad's remaining AP Pool.

Quick Start Guide - Tutorial 1 Complete!

After all four models have been activated, you have completed the *Omicron Protocol QSG* — Tutorial 1! Feel free to either play this QSG again without following the script, or proceed to play a new game in QSG — Tutorial 2!

TUTORIAL 2 - CYMS

Now that you know how to perform basic movements and attacks with each character, you're ready to face the CyMS, aka "Cyber-Memetic Sociopaths"—the third-party enemy of the game! You will also learn how to perform advanced Attack actions and use abilities!

SETUP

1. You will use the same characters and factions as in QSG — Tutorial 1. Reset all character health and the AP Pool for each squad to full.
2. Place the Survivalist characters adjacent to each other and 5 hexes away from the Peacemakers characters as seen in the illustration.



3. **Set up the CyMS** — Pick any 4 CyMS models. Place them between the two squads as seen in the illustration.

Even though there are six types of CyMS models, they are all interchangeable and have the same stats and rules.


PLAYING A ROUND

Here, you will only play one round with the predetermined factions and characters, and learn rules for **EM Noise** and **CyMS activation** in this tutorial.

NEW RULES IN QSG - TUTORIAL 2

EM Noise

Each Attack or ability performed generates different amounts of EM Noise, which will alert CyMS in the area. EM Noise is the electromagnetic signal generated by using advanced technology such as cybernetic implants for targeting, strength, or hacking abilities, as well as sophisticated weaponry or stand-alone computing devices.

Look at the EM Noise value of all of your characters' weapons. Each Attack with that weapon generates that amount of EM Noise for that attacking character. Track the EM Noise generated by a character using the included EM Noise Dice  and placing it near that character on the board. This EM Noise generated by a character is cumulative throughout the round, as there are some game effects that can add EM Noise to a character out of its activation.



- Many active abilities also generate EM Noise, as indicated on the Character Card.
- The EM Noise a character generates stays with them when they move. Keep the EM Noise Dice next to the character at all times.

CyMS Activation Rules

The main difference between Tutorial 1 and Tutorial 2 is that, after each character ends their activation, the CyMS on the board will activate, move and attack characters following a specific set of rules that will be described in this tutorial.

PEACEMAKERS ACTIVATE PAI

Activate Pai and perform one ranged Attack against Thug.



Remember to track EM Noise generated by Pai's targeting implant and modified gun! She should have 2 EM Noise after this one Attack.

Next, spend 1 AP to activate Pai's **Shift 1** ability, which is described on her Character Card, on any CyMS to move that CyMS 1 hex closer to Seeker. Activate the

ability again on the same CyMS or another CyMS to move them closer to Seeker or Thug.

End Pai's activation.

RIVAL PLAYER ACTIVATES CYMS

After Pai's activation ends, the player controlling the Survivalists squad ("the rival player") will determine which CyMS on the board will activate. To do this, we define the following terms:

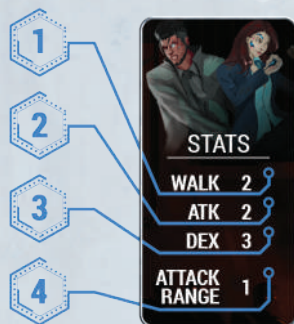
- The hex occupied by the character that just ended their activation (i.e., Pai) is the **target hex**.
- The total EM Noise generated by this character up to this point is the **EM Noise Radius**.

The EM Noise Radius determines which CyMS around the target hex will activate.



The higher the EM Noise Radius, the greater the chance that more CyMS will be attracted to the target hex.

Before we activate the CyMS within Pai's EM Noise Radius, let's take a look at the stats for the CyMS.



1. **WALK** — This number represents the distance in hexes that CyMS Walk.
2. **ATK** — This is the CyMS' ability to do damage. The number represents the number of dice CyMS roll when performing an Attack action. Each hit result in an Attack roll translates to 1 damage.
3. **DEX** — This number represents CyMS' ability to defend themselves. Dice rolled as a result of an Attack action targeting the CyMS must equal or exceed their DEX value in order to be considered hit results.
4. **Attack Range** — An Attack Range of "1" means CyMS can only Attack adjacent models.



CyMS do not have AP and perform all their actions (Walk and Attack) as free actions.

Now we are ready to activate the CyMS within Pai's EM Noise Radius.

How to Activate CyMS

1. The rival player activates each CyMS within the EM Noise Radius, in any order, one at a time.
2. Each CyMS may then perform a Walk action up to its WALK value.
3. Each CyMS may Walk in any way the rival player chooses, but must **end up closer** to the target hex than where it started. If a CyMS cannot **end its Walk** closer, it cannot Walk.

Example: If the CyMS was 5 hexes away, it must end 4 or fewer hexes away. If it cannot end closer, the CyMS cannot perform its Walk action.

4. After each CyMS completes its Walk action, if it is adjacent to any character, it must perform an Attack, even if the character is not the one in the target hex.
 - a. The rival player rolls 2 dice for the Attack, because the CyMS' ATK value is 2.
 - b. The number of hit results is equal to the amount of damage inflicted upon the target character, i.e., 1 hit result = 1 damage.
 - c. CyMS that are adjacent to more than one character will Attack whichever character the rival player chooses.



If there are CyMS adjacent to the most recently activated character, they will activate even if the target hex has no EM Noise in it.

Example: Pai generated 4 EM Noise in her activation; therefore, her EM Noise Radius is 4. This means all CyMS within 4 hexes of her will activate, and her opponent will get to control them. The illustration below is used only to demonstrate various examples of CyMS movement due to Pai's EM Noise Radius.



! In the previous illustration of Pai and Seeker, the CyMS next to Seeker that activated due to Pai's EM Noise Radius, but cannot Walk any closer to Pai due to the tall terrain, will end adjacent to Seeker. This CyMS must Attack Seeker, even though it is controlled by the rival player controlling the Survivalists squad.

After all CyMS within the EM Noise Radius have activated, proceed to the next character activation.

SURVIVALISTS ACTIVATE THUG

Activate Thug and Charge Buck. After the attack is resolved, perform another melee attack against Buck. This time, before choosing damage, check his card to see if you can activate Thug's **Hyper-Aware** through the attack, rather than paying 1 AP for it (as in QSG — Tutorial 1).

Activating Abilities from an Attack Action

At the bottom of the Action Store on Thug's card, you will see a few abilities that he can also buy with his hit results, just like he did with damage in Tutorial 1. The cost in hit results is indicated by the same ❶ icon for damage. In this case, the cost would be ❷ for **Shift 1** and ❸ for **Hyper-Aware**. If you "spend" that number

of hit results, you can activate the ability described in the active abilities section on Thug's Character Card.



! You can only buy each uniquely named ability ONCE per Attack. In this case, **Shift 1** and **Hyper-Aware** are each uniquely named. Otherwise, you can buy as many abilities as you wish, as well as 1 **damage result** ❤, per Attack.

Example: If Thug rolled six hit results against Buck, he could, in any order he likes:

- Inflict 1 damage; AND
- **Shift** Buck 1 hex; AND
- Activate **Hyper-Aware**.

All with one Attack action! How cool is that?

End Thug's activation. Your opponents will now activate the CyMS that are within Thug's EM Noise Radius (his EM Noise should be 5 in this example because of the Charge, second Attack, and **Hyper-Aware**).

At this point, you have learned all of the mechanics in Tutorial 2. You may continue to activate Buck and Seeker, using the knowledge you gained in both Tutorials, or you can finish here.

Congratulations, you have learned the basics of *Omicron Protocol*!

You are now ready to dive deeper into the world and help your faction survive the catastrophe in San Lazaro! Please proceed to the How to Play booklet and try a full game!

